

Definition

The *transpose* A^T of the matrix A is the result of turning the rows into columns and vice versa:

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix}^T = \begin{bmatrix} 1 & 4 \\ 2 & 5 \\ 3 & 6 \end{bmatrix}$$

Notes:

- ▶ $(A + B)^T = A^T + B^T$.
- ▶ $(cA)^T = cA^T$.
- ▶ $(AB)^T = B^T A^T$. (So $(A^{-1})^T = (A^T)^{-1}$.)
- ▶ If $A^T = A$, then A is *symmetric* (and square).
- ▶ $\mathbf{v} \cdot \mathbf{w} = \mathbf{v}^T \mathbf{w}$ (the last a product as matrices, so that the resulting 1×1 matrix is just a number).

Example

If A and B are symmetric (of the same size), must $AB - BA$ be symmetric? Well,

$$(AB - BA)^T = (AB)^T - (BA)^T = B^T A^T - A^T B^T = BA - AB .$$

This is the negative of the original difference matrix, so unless $AB = BA$ (i.e., the original matrix is all 0's), $AB - BA$ cannot be symmetric.

Example

If A and B are symmetric (of the same size), must $ABAB$ be symmetric? Well,

$$(ABAB)^T = B^T A^T B^T A^T = BABA.$$

This doesn't look the same as $ABAB$, but it may be; for example,

$$A = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \text{ and } B = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}:$$

$$AB = \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix} \quad BA = \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix}$$

have $ABAB = -I_2 = BABA$. But the same A and $B = \begin{bmatrix} 1 & 2 \\ 2 & 4 \end{bmatrix}$

doesn't work:

$$ABAB = \begin{bmatrix} 8 & 16 \\ 4 & 8 \end{bmatrix} \quad (\text{not symmetric}).$$

Uniqueness of LDU decomposition

The text says that if A has two LDU decompositions, they must be the same. Let's show that's true if A has all nonzero pivots:

Suppose $L_1 D_1 U_1 = L_2 D_2 U_2$, where the L 's, D 's and U 's have the usual properties — and all the entries on the main diagonal of D_1 are nonzero. Then

$$L_2^{-1} L_1 D_1 = D_2 U_2 U_1^{-1} .$$

The left side is all 0's above the main diagonal, the right side is all 0's below it; so both sides are diagonal; and the main diagonal entries on both sides agree, so we have $D_1 = D_2$. Now suppose $L_2^{-1} L_1$ has a nonzero entry off the main diagonal; then the left side has a nonzero entry below the main diagonal, so the same is true of the right side, a contradiction. So $L_2^{-1} L_1$ is diagonal, and because both L 's have 1's on the main diagonal, the product is the identity, i.e., $L_1 = L_2$. Similarly for the other side, so $U_1 = U_2$ also.

Nonuniqueness of LDU decomposition

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & x & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix},$$

no matter what x is.

LU Decomposition in Matlab

```
>> A = [1 3 5 ; 2 4 6 ; 5 5 2]
```

```
A =
```

```
1 3 5
```

```
2 4 6
```

```
5 5 2
```

```
>> lu(A)
```

```
ans =
```

```
5.0000 5.0000 2.0000
```

```
0.4000 2.0000 5.2000
```

```
0.2000 1.0000 -0.6000
```

```
>> [L,U,P] = lu(A)
```

```
L =
```

```
1.0000 0 0
```

```
0.4000 1.0000 0
```

```
0.2000 1.0000 1.0000
```

```
U =
```

```
5.0000 5.0000 2.0000
```

```
0 2.0000 5.2000
```

```
0 0 -0.6000
```

```
P =
```

```
0 0 1
```

```
0 1 0
```

```
1 0 0
```

```
>> P*A-L*U
```

```
ans =
```

```
0 0 0
```

```
0 0 0
```

```
0 0 0
```

LU Decomposition in R

```
> library(Matrix)
> A <- -matrix(c(1,3,5,2,4,6,5,5,2), nrow=3, byrow=TRUE)
> lu(A)
'MatrixFactorization' of Formal class 'denseLU' [package "Matrix"]
with 3 slots
..@ x      : num [1:9] 5 0.4 0.2 5 2 ...
..@ perm   : int [1:3] 3 2 3
..@ Dim    : int [1:2] 3 3
```

(continued)

```
> F <- expand(lu(A))
```

```
> F$L
```

3 x 3 Matrix of class "dtrMatrix" (unitriangular)

	[; 1]	[; 2]	[; 3]
[1;]	1.0	.	.
[2;]	0.4	1.0	.
[3;]	0.2	1.0	1.0

```
> F$U
```

3 x 3 Matrix of class "dtrMatrix"

	[; 1]	[; 2]	[; 3]
[1;]	5.0	5.0	2.0
[2;]	.	2.0	5.2
[3;]	.	.	-0.6

(continued again)

```
> F$P
```

3 x 3 sparse Matrix of class "pMatrix"

$$\begin{bmatrix} [1;] & . & . & | \\ [2;] & . & | & . \\ [3;] & | & . & . \end{bmatrix}$$

```
> F$P% * %A - F$L% * %F$U
```

3 x 3 Matrix of class "dgeMatrix"

	[; 1]	[; 2]	[; 3]
[1;]	0	0	0
[2;]	0	0	0
[3;]	0	0	0