

# Finding the signature matrix of minimizing the Cayley transform by using computer algebra

*Derxuan Zhang*<sup>1</sup>, *Yongbin Li*<sup>2</sup> and *Haocheng Zhou*<sup>3</sup>

<sup>1</sup>zdxssss@126.com, <sup>2</sup>yongbinli@uestc.edu.cn and <sup>3</sup>657253957@qq.com

School of Mathematical Sciences

University of Electronic Science and Technology of China

Chengdu 611731

P.R. China

## Abstract

Given an orthogonal matrix  $Q$ , we can choose a diagonal matrix  $D$  with diagonal entries such that  $I + QD$  is nonsingular and then that the Cayley transform  $\$(QD) = (I + QD)(I - QD)^{-1}$  is well defined. Evan O’Dorney has proven the existence of the diagonal matrix  $D$  with diagonal entries  $\pm 1$  ( called a signature matrix) to make sure every entry of  $\$(QD)$  is less than or equal to 1 in absolute value. The remaining question is how to compute  $D$  directly. In this paper, we present a method for computing the signature matrix  $D$  based upon Gröbner basis and Real-Root-Classification in the case of  $n = 2$ . Our approach is helpful to develop the interest of learning computer algebra and using computer algebra systems in researching.

## 1 Introduction

The Cayley transform  $\$$  of a real square matrix  $A \in M_n(\mathbb{R})$  is defined as

$$\$(A) = (I - A)(I + A)^{-1} = (I + A)^{-1}(I - A),$$

where  $I$  is the identity matrix, provided that  $I + A$  is nonsingular. The Cayley transform maps skew-symmetric matrices to orthogonal matrices and vice versa, see [4, 7] for the details. W.Kahan in [7] shows that for any matrix  $A \in M_n(\mathbb{R})$  there is at least one diagonal matrix  $D$  with diagonal entries  $\pm 1$ , called a *signature matrix*, such that  $I + AD$  is nonsingular. Furthermore, given an orthogonal matrix  $Q$ , Evan O’Dorney in [4] proves the existence of a signature matrix  $D$  such that every entry of  $\$(QD)$  is less than or equal to 1 in absolute value. For example, let

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

we can choose

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

such that  $I + QD$  is nonsingular and every entry of  $\$(QD)$  is less than or equal to 1 in absolute value. The remaining question is how to find the above signature matrix  $D$  directly. In this paper, we present a method for computing  $D$  when  $n = 2$  based upon using Gröbner basis which was introduced and developed by Buchberger in [1] and Real-Root-Classification introduced and developed by Bican Xia and Lu Yang in [2, 3, 5, 6]. Our method is helpful to enhance the interest of learning computer algebra and using computer algebra systems in researching.

## 2 Structuring the signature $D \in M_2(\mathbb{R})$

Let

$$Q = \begin{bmatrix} x_1 & x_2 \\ x_3 & x_4 \end{bmatrix},$$

$$D = \begin{bmatrix} u_1 & 0 \\ 0 & u_2 \end{bmatrix},$$

$$\$(QD) = \begin{bmatrix} z_1 & z_2 \\ z_3 & z_4 \end{bmatrix},$$

where  $x_i, z_i, u_j \in \mathbb{R}$  for  $1 \leq i \leq 4$  and  $1 \leq j \leq 2$ .

Consider  $\$(QD) = (I + QD)(I - QD)^{-1}$  and  $QQ^T = Q^TQ = I$ . Simplifying the above matrix equations, we get the following polynomial equations,

$$\begin{aligned} p_1 &= u_1x_1z_1 + u_1x_3z_2 + u_1x_1 + z_1 - 1 = 0, \\ p_2 &= u_2x_2z_1 + u_2x_4z_2 + u_2x_2 + z_2 = 0, \\ p_3 &= u_1x_1z_3 + u_1x_3z_4 + u_1x_3 + z_3 = 0, \\ p_4 &= u_2x_2z_3 + u_2x_4z_4 + u_2x_4 + z_4 - 1 = 0, \\ p_5 &= x_1x_3 + x_2x_4 = 0, \\ p_6 &= x_1x_2 + x_3x_4 = 0, \\ p_7 &= x_1x_1 + x_2x_2 - 1 = 0, \\ p_8 &= x_3x_3 + x_4x_4 - 1 = 0, \\ p_9 &= x_1x_1 + x_3x_3 - 1 = 0, \\ p_{10} &= x_2x_2 + x_4x_4 - 1 = 0, \\ p_{11} &= u_1u_1 - 1 = 0, \\ p_{12} &= u_2u_2 - 1 = 0. \end{aligned}$$

### 2.1 Computing the Gröbner Basis

The above polynomial equations can be simplified by using Maple's Gröbner package, and the syntax is as follows:

```
>with(Groebner):
>Basis([p1,p2,p3,p4,p5,p6,p7,p8,p9,p10,p11,p12,z1,z4],
plex(z2,z3,z1,z4,x1,x2,x3,x4,u1,u2));
[u2^2-1,u1^2-1,x3^2+x4^2-1,u1*u2*x3+x2,-u1*u2*x4+x1,
z4,z1,u1*u2*x3+u2*z3+x4*z3,-u1*u2*x4+x3*z3+u1,z2+z3].
```

A new equations with the same solution is as follows.

$$\begin{aligned}
 f1 &= u2^2 - 1 = 0, \\
 f2 &= u1^2 - 1 = 0, \\
 f3 &= x3^2 + x4^2 - 1 = 0, \\
 f4 &= u1u2x3 + x2 = 0, \\
 f5 &= -u1u2x4 + x1 = 0, \\
 f6 &= u1u2x3 + u2z3 + x4z3 = 0, \\
 f7 &= -u1u2x4 + x3z3 + u1 = 0, \\
 z1 &= z4 = 0, z2 = -z3.
 \end{aligned}$$

## 2.2 Solving the Semi-algebraic System

In order to solve completely the above real algebraic system, we need to apply a Maple function, *RealRootClassification* which is based upon the early Maple's DISCOVERER package developed by Bican Xia and Lu Yang in [2, 3, 6]. The function is an essential tool for studying the real solutions of parametric polynomial systems, see the overview of the subpackage RegularChains[SemiAlgebraicSetTools] in Maple 13 or more later for the details.

Here, we first start Maple and load some relative internal packages as follows. Based on the above result, the matrix  $D$  can be structured as follows.

```

> with(RegularChains):
> with(ParametricSystemTools):
> with(SemiAlgebraicSetTools):
> R:= PolynomialRing([u1,u2,,x1,x2,x3,x4,z1,z2,z3,z4]):
> infolevel[RegularChains]:= 1:
> RealRootClassification([f1, f2, f3, f4, f5, f6, f7], [], [], [],
[u1, u2, x1, x2, x3, z3], [x4], 1 .. n,R);

```

The result gives the range of  $x4$ .

FINAL RESULT:

The system has given number of real solution(s) IF AND ONLY IF

$$[R[1]<0,0<R[2]]$$

where

$$\begin{aligned}
 R[1] &= x4-1 \\
 R[2] &= x4+1
 \end{aligned}$$

PROVIDED THAT

$$\begin{aligned}
 x4-1 &< 0 \\
 x4+1 &< 0
 \end{aligned}$$

$x4 = \pm 1$  will be consider later. We are going to add the condition  $[R_1 < 0, 0 < R_2]$  in the next command.

```
> RealRootClassification([f1,f2,f3,f4,f5,f6,f7], [], [1-x4,x4+1], [],
[u1,u2,x1,x2,x3],[z3,x4], 1 .. n,R)
```

FINAL RESULT

There is always given number of real solution(s)!

IF AND ONLY IF

$$x^4 z^3 - z^3 + x^4 + 1 = 0$$

$$x^4 z^3 + z^3 + x^4 - 1 = 0$$

It has two results and we are going to consider  $x^4 z^3 - z^3 + x^4 + 1 = 0$  in the next step. The others will be considered later.

```
> RealRootClassification([f1,f2,f3,f4,f5,f6,f7,x4*z3^2-z3^2+x4+1], [1-x4,x4+1],
[], [], [u1,u2,x3,x2,z3], [x4,x1], 1 .. n,R);
```

FINAL RESULT

There is always given number of real solution(s)!

IF AND ONLY IF

$$x^1 - x^4 = 0$$

$$x^1 + x^4 = 0$$

PROVIDED THAT

$$x^1 <> 0$$

$$x^1 - 1 <> 0$$

$$x^1 + 1 <> 0$$

It has two results.  $x^1 = x^4$  will be put into next step.

```
> RealRootClassification([f1,f2,f3,f4,f5,f6,f7,x4*z3^2-z3^2+x4+1,x4-x1], [1-x4, x4+1],
[], [], [u1,u2,x4,x1,z3], [x3,x2], 1 .. n,R);
```

FINAL RESULT:

The system has given number of real solution(s) IF AND ONLY IF

$$[0 < R[1], R[2] < 0, (1)S[1]]$$

where

$$R[1] = x^2 + 1$$

$$R[2] = x^2 - 1$$

and

$$S[1] = x^2 + x^3$$

PROVIDED THAT

$$x^2 <> 0$$

$$x^2 + 1 <> 0$$

$$x^2 - 1 <> 0$$

Now we get the range of  $x^2$ .  $u^1$  and  $u^2$  are as the following

```
> RealRootClassification([f1,f2,f3,f4,f5,f6,f7,x4*z3^2-z3^2+x4+1,x4-x1],
[1-x4,1+x4,1-x2,1+x2],[], [], [u2,x2,x3,x4,x1,z3], [u1], 1 .. n,R);
```

FINAL RESULT:

There is always given number of real solution(s)!

IF AND ONLY IF

$$u1 + 1 = 0$$

PROVIDED THAT

$$x2 \neq 0$$

$$x2 + 1 \neq 0$$

$$x2 - 1 \neq 0$$

0.032 seconds

```
> RealRootClassification([f1,f2,f3,f4,f5,f6,f7,x4*z3^2-z3^2+x4+1,x4-x1,u1+1],
[1-x4,1+x4,1-x2,1+x2],[], [], [u1,x2,x3,x4,x1,z3], [u2], 1 .. n,R);
```

FINAL RESULT:

There is always given number of real solution(s)!

IF AND ONLY IF

$$u2 + 1 = 0$$

PROVIDED THAT

$$x2 \neq 0$$

$$x2 + 1 \neq 0$$

$$x2 - 1 \neq 0$$

Under the condition of  $x1 = x4$  and  $x4z3^2 - z3^2 + x4 + 1 = 0$ , we get  $u1 = -1$  and  $u2 = -1$ .

$$D = \begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix}$$

The range of  $x4$  is determined by  $x4z3^2 - z3^2 + x4 + 1 = 0$  and  $f3 = x3^2 + x4^2 + 1 = 0$ .

$$-1 < x4 \leq 0$$

Put  $u1, u2$  into the set of equations and we get the final result:

$$u1 = -1, u2 = -1, z3 = \pm \sqrt{\frac{1+x4}{1-x4}}, x1 = x4, x2 = -x3, x3 = \pm \sqrt{1-x4^2}, -1 < x4 \leq 0$$

We also can use the similar process to solve the problem under the condition of  $x1 = -x4$  and  $x4z3^2 + z3^2 + x4 - 1 = 0$ . The results are as follows:

$$u1 = 1, u2 = 1, z3 = \pm \sqrt{\frac{1-x4}{1+x4}}, x1 = x4, x2 = -x3, x3 = \pm \sqrt{1-x4^2}, 0 \leq x4 < 1$$

$$u1 = 1, u2 = -1, z3 = \pm \sqrt{\frac{1+x4}{1-x4}}, x1 = -x4, x2 = x3, x3 = \pm \sqrt{1-x4^2}, -1 < x4 \leq 0$$

$$u1 = -1, u2 = 1, z3 = \pm \sqrt{\frac{1-x4}{1+x4}}, x1 = -x4, x2 = -x3, x3 = \pm \sqrt{1-x4^2}, 0 \leq x4 < 1$$

When  $x4 = \pm 1$ , the following result is easy to get.

```

solve([f1,f2,f3,f4,f5,f6,f7,f8,f9,f10,f11,f12,z1,z4],
[z1,z2,z3,z4,x1,x2,x3,x4,u1,u2]);
[[z1=0,z2=0,z3=0,z4=0,x1=1,x2=0,x3=0,x4=1,u1=1,u2=1],
[z1=0,z2=0,z3=0,z4=0,x1=-1,x2=0,x3=0,x4=1,u1=-1,u2=1],
[z1=0,z2=0,z3=0,z4=0,x1=1,x2=0,x3=0,x4=-1,u1=1,u2=-1],
[z1=0,z2=0,z3=0,z4=0,x1=-1,x2=0,x3=0,x4=-1,u1=-1,u2=-1]].

```

In short, we can prove that every entry of  $\$(QD)$  is less than or equal to 1 in absolute value by calculating  $z_1, z_2, z_3, z_4$ .

### 3 Summary

With the help of computer algebra system, we can compute the signature matrix  $D$  and show that every entry of  $\$(QD)$  is less than or equal to 1 in absolute value by using Gröbner basis and Real-Root-Classification when  $n = 2$ . In other words, we get the main result of [4] in the mechanical theorem proving. In practical computation, our method is difficult when  $n \geq 3$ . The main difficulty in our method is how to effectively compute the Gröbner basis and a triangular decomposition of a zero-dimensional polynomial system. For instance, when we

write the orthogonal matrix  $Q = \begin{bmatrix} x_1 & -x_2 \\ x_2 & x_1 \end{bmatrix}$  where  $x_1^2 + x_2^2 = 1$ , even  $Q = \begin{bmatrix} \frac{1-t^2}{(1+t^2)^2} & \frac{-2t}{(1+t^2)^2} \\ \frac{2t}{(1+t^2)^2} & \frac{1-t^2}{(1+t^2)^2} \end{bmatrix}$

the number of variables is less, but the output becomes more complicated and the computation cost is higher.

**Acknowledgement 1** *This work was supported by the National Natural Science Foundation of China (Grant No. 11401080). The authors would like to thank the referees for their helpful comments and suggestions.*

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