qrsolve() — Solve AX=B for X using QR decomposition

DescriptionSyntaxRemarks and examplesConformabilityDiagnosticsAlso see

### Description

qrsolve(A, B, ...) uses QR decomposition to solve AX = B and returns X. When A is singular or nonsquare, qrsolve() computes a least-squares generalized solution. When *rank* is specified, in it is placed the rank of A.

\_qrsolve (A, B, ...), does the same thing, except that it destroys the contents of A and it overwrites B with the solution. Returned is the rank of A.

In both cases, *tol* specifies the tolerance for determining whether A is of full rank. *tol* is interpreted in the standard way—as a multiplier for the default if tol > 0 is specified and as an absolute quantity to use in place of the default if  $tol \le 0$  is specified; see [M-1] **Tolerance**.

### Syntax

numeric matrix	<pre>qrsolve(A, B)</pre>
numeric matrix	<pre>qrsolve(A, B, rank)</pre>
numeric matrix	<pre>qrsolve(A, B, rank, tol)</pre>
real scalar	_qrsolve(A, B)
real scalar	_qrsolve(A, B, tol)

where

A:	numeric matrix
<i>B</i> :	numeric matrix
rank:	irrelevant; real scalar returned
tol:	real scalar

## **Remarks and examples**

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qrsolve(A, B, ...) is suitable for use with square and possibly rank-deficient matrix A, or when A has more rows than columns. When A is square and full rank, qrsolve() returns the same solution as lusolve() (see [M-5] lusolve()), up to roundoff error. When A is singular, qrsolve() returns a generalized (least-squares) solution.

Remarks are presented under the following headings:

Derivation Relationship to inversion Tolerance

# Title

#### Derivation

We wish to solve for X

$$AX = B \tag{1}$$

Perform QR decomposition on A so that we have A = QRP'. Then (1) can be rewritten as

QRP'X = B

Premultiplying by Q' and remembering that Q'Q = QQ' = I, we have

$$RP'X = Q'B \tag{2}$$

Define

 $Z = P'X \tag{3}$ 

Then (2) can be rewritten as

 $RZ = Q'B \tag{4}$ 

It is easy to solve (4) for Z because R is upper triangular. Having Z, we can obtain X via (3), because Z = P'X, premultiplied by P (and if we remember that PP' = I), yields

X = PZ

For more information on QR decomposition, see [M-5] qrd().

#### **Relationship to inversion**

For a general discussion, see Relationship to inversion in [M-5] lusolve().

For an inverse based on QR decomposition, see [M-5] qrinv(). qrinv(A) amounts to qrsolve(A, I(rows(A))), although it is not actually implemented that way.

#### Tolerance

The default tolerance used is

$$eta = 1e-13 * trace(abs(R))/rows(R)$$

where R is the upper-triangular matrix of the QR decomposition; see *Derivation* above. When A is less than full rank, by, say, d degrees of freedom, then R is also rank deficient by d degrees of freedom and the bottom d rows of R are essentially zero. If the *i*th diagonal element of R is less than or equal to *eta*, then the *i*th row of Z is set to zero. Thus if the matrix is singular, qrsolve() provides a generalized solution.

If you specify tol > 0, the value you specify is used to multiply *eta*. You may instead specify  $tol \le 0$ , and then the negative of the value you specify is used in place of *eta*; see [M-1] Tolerance.

## Conformability

<pre>qrsolve(A, B, rank, tol):</pre>					
input:					
	<i>A</i> :	$m \times n$ ,	$m \ge n$		
	<i>B</i> :	$m \times k$			
	tol:	$1 \times 1$	(optional)		
output:					
	rank:	$1 \times 1$	(optional)		
	result:	$n \times k$			
_qrsolve(A, B, tol):					
input:					
	<i>A</i> :	$m \times n$ ,	$m \ge n$		
	<i>B</i> :	$m \times k$			
	tol:	$1 \times 1$	(optional)		
output:					
	<i>A</i> :	$0 \times 0$			
	<i>B</i> :	$n \times k$			
	result:	$1 \times 1$			

## **Diagnostics**

qrsolve(A, B, ...) and  $\_qrsolve(A, B, ...)$  return a result containing missing if A or B contain missing values.

 $\_qrsolve(A, B, ...)$  aborts with error if A or B are views.

### Also see

- [M-5] cholsolve() Solve AX=B for X using Cholesky decomposition
- [M-5] lusolve() Solve AX=B for X using LU decomposition
- [M-5] qrd() QR decomposition
- [M-5] qrinv() Generalized inverse of matrix via QR decomposition
- [M-5] solvelower() Solve AX=B for X, A triangular
- [M-5] solve\_tol() Tolerance used by solvers and inverters
- [M-5] svsolve() Solve AX=B for X using singular value decomposition
- [M-4] Matrix Matrix functions
- [M-4] Solvers Functions to solve AX=B and to obtain A inverse

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