

① Lecture 2 Feb 11, 2013

From Gaussian Ensembles to Stochastic Operators

1. (Real) GOE "Gaussian orthogonal Ensemble"

$$A = \text{rand}_n(n);$$

$$S = (A + A') / \sqrt{2n}$$

Fact: $\lambda_{\max}(S) \approx 2$ $\lambda_{\min}(S) \approx -2$ when $n \gg 1$

Fact: Normalized Histogram $\approx \frac{1}{2\pi} \sqrt{4-x^2}$

$(A+A')/2$ has $N(0,1)$ on diagonal; $+N(0, \frac{1}{2})$ off

2. (Complex) GUE "Gaussian Unitary Ensemble"

$$A = \text{rand}_n(n) + i \times \text{rand}_n(n);$$

$$S = (A + A') / (2\sqrt{n})$$

Two Facts above remain true.

Notes: p. 48, 135-136 for above.

p. 63 for below

3. Chi-distribution and orthogonal invariance

Let $V_n = \text{rand}_n(n, 1)$, i.e. an n -vector with independent standard normal entries

a) $\|V_n\|$ is known as a χ_n variable

its prob density is $\frac{x^{n-1} e^{-x^2/2}}{2^{n/2-1} \Gamma(n/2)}$ on \mathbb{R}_+

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Suppose X_i is an $n \times n$ matrix with elements of mean 0 & variance 1 (+ finite moments)

$$X = \frac{1}{\sqrt{K}} \sum_{i=1}^K X_i$$

Then $(X + X')/\sqrt{2n}$ converges to a GOE.

Similarly for a GUE

Hence, "universality" already seems likely.

5 Universality is a physics originating term somewhat related to what appears when considering statistical ensembles. It is an indicator of a central limit theorem effect. If a non-gaussian random matrix acts approximately, asymptotically, or on average like a gaussian matrix, we say that universality is occurring.

6. The "0" in GOE, the "U" in GUE

Let $A = \text{rand}_n(n)$

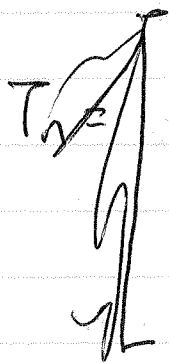
Clearly $Q_1 A Q_2$ is also $\text{rand}_n(n)$
for orthogonal Q_1, Q_2

So is $Q A Q'$ (rows & columns rotated!)

Thus $(Q A Q') + (Q A Q')^T$ is distributed as $A + A'$

Same with GUE for unitary matrices

7. Theorem: Let T_n be the random symmetric tridiagonal matrix



with diagonal: $\sqrt{2} \cdot \text{randn}(n, 1)$

off-diagonal: $[X_{\beta(n-1)}, X_{\beta(n-2)} \dots, X_1]$

Divide by $\sqrt{\beta}$ to get eigenvalues approx. $n(-2, 2)$

When $\beta=1$ the eigenvalues of T_n are distributed the same as the GUE

When $\beta=2$ they are the same as GUE

$\beta=4$ " " " " " GUE

All $\beta > 0$ make sense

Comment: To compute all eigenvalues of Gaussian ensembles efficiently one could use MATLAB's dense eig (calls LAPACK) or sparse eig (calls ARPACK) but both are inefficient.

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Let $X = \text{randn}(n)$

$$S = \frac{X + X'}{\sqrt{2}}$$

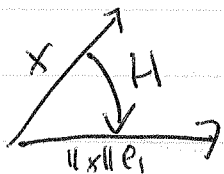
Diagonal: $\sqrt{2}G$ i.e. variance = 2

off-diag: variance = $\frac{2}{2} = 1$

Householder Reflector from numerical computation

Given x construct H orthogonal so that

$$Hx = \|x\|e_1 \quad (e_1 = \begin{pmatrix} 1 \\ 0 \\ \vdots \end{pmatrix})$$



Details don't matter.

One construction

$$v = x - \|x\|e_1 \quad \text{external angle } b. \text{sect}$$

$$H = I - \frac{2vv^T}{v^T v}$$

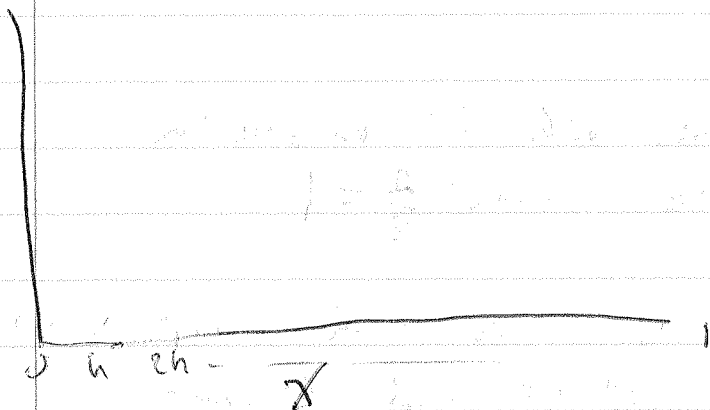
On computers other choices used for stability

H is thought of as a tool to insert zeros

Usual Tridiagonal

$$\begin{pmatrix} \sqrt{2} & x_{n-1} & & & \\ x_{n-1} & & & & \\ \vdots & & \text{GOE}_{n-1} & & \\ \vdots & & & & \\ \vdots & & & & \end{pmatrix}$$

Brownian Motion + White Noise



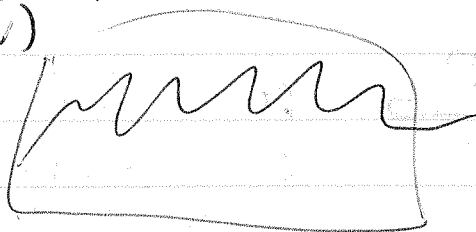
$$h = 1/n$$

$$x = [0:h:1]$$

$$dw = \text{randn}(n, 1) \cdot \text{sqrt}(h)$$

$$W = \text{cumsum}(dw)$$

$$p(w(x), w) =$$



Note that $w(x)$ is normal with
mean 0 & variance $h+h+\dots+h = x$

so $w(x)$ makes sense as a random variable

$$dw = (\text{standard normal}) \cdot \sqrt{dx}$$

$$w'(x) = \frac{dw}{dx} \approx \frac{dw}{h} \quad \downarrow \text{discrete time noise process}$$

Easy Theorem: The upper left of
the triangular model
converges

$$\chi_n \approx \sqrt{n} + \frac{9}{\sqrt{2}}$$