

Welcome to Ma221! Lecture 2, Aug 25

Last time: 4 axes of design space

Math problem

Structure of  $A$

Desired accuracy

Target platform

Math Problem

$$Ax = b$$

Least Squares

Eigen problems

One Matrix:  $x'(t) = Ax(t)$

Multiple Matrices

$$M \cdot x''(t) + K \cdot x(t) = 0$$

Ex:  $x(t)$ : position

$M$ : Mass

$K$ : Stiffness

$x(t)$ : currents in circuit

$M$ : Inductances

$K$ : reciprocals of capacitances

plug in  $x(t) = e^{\lambda t} x(0)$

$$\lambda^2 M x(0) + K x(0) = 0$$

$x(0)$  is a generalized evec

$\lambda^2$  is a " evec

usual def  $\det(K - \lambda I) = 0$  if  $\lambda$  eval of  $K$

becomes  $\det(K + \lambda' M) = 0$ ,  $\lambda' = \lambda^2$

All ideas for one matrix generalize:

Jordan Form  $\rightarrow$  Weierstrass Form

Schur Form  $\rightarrow$  Generalized Schur

Why not find evals of  $M^{-1}K$ ?

What if  $M$  singular?

Arises in "differential algebraic eqns"  
ODEs with linear constraints

Nonlinear Eigen problems:

$$Mx''(t) + D \cdot x'(t) + Kx(t) = 0$$

$D$ : damping matrix if  $x(t)$  position  
resistances if  $x(t)$  current

plug in  $x(t) = e^{\lambda t} x(0)$ , get

$$\lambda^2 Mx(0) + \lambda D x(0) + Kx(0) = 0$$

Will reduce to linear problem of  
 $2 \times$  size

Not all eigenproblem square:

Singular eigen problems: Control Theory

$$x'(t) = Ax(t) + Bu(t)$$

$$A^{n \times n}, B^{n \times m} \quad m < n$$

$u(t)$  is a "control input" for  $x(t)$

What subspace can  $x(t)$  lie in and be  
controlled by  $u(t)$ ?

Rectangular eigen problem:

$${}^n[\tilde{B}, \tilde{A}], {}^n[\tilde{O}, \tilde{I}]$$

Jordan form  $\rightarrow$  Kronecker form

Partial Solution:

find subset of evals and evcs  
invariant subspace

low rank approximation

only the largest singular values

- can be much cheaper

Updating Solutions

Given solution for  $A$ , cheaply update  
if  $A$  changes "a little"

change a few entries

" " " rows and columns  
add a few " " "

add a low rank matrix to  $A$

(standard solution for SVD uses this  
as building block)

(Not) Tensors

instead of 2D arrays (matrices)  
could be 3D, 4D, ...

Lots of problems generalize:

matrix multiply  $\rightarrow$  tensor contractions

low rank approximations

"Most tensor problems are NP-complete"

Axis 2: Structure of  $A$

Office hours story

Student: "I need to solve an  $n \times n$

system  $Ax=b$ . What should I do?

Prof: "Standard alg is Gauss. Elim costs  $\frac{2}{3}n^3$  flops"

S: Too expensive

P: Tell me more about A

S: A is symmetric, real

P: Anything else?

S: Yes A is positive definite  
 $x^T Ax > 0$  if  $x \neq 0$

P: Great! You can use Cholesky,  
costs only  $\frac{1}{3}n^3$

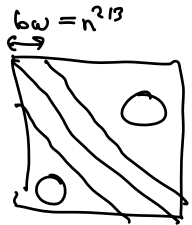
Prof. records conversation  
on board (Table 6.1 intertext)

S: Still too expensive

P: Tell me more

S: A has lots of zeros,  
zero if farther than  $n^{2/3}$  from  
diagonal.

P: Great! Band Matrix



version called band Cholesky  
only costs  $O(bw \cdot n) = O(n^{7/3})$   
Much Cheaper!

S: Still too expensive

P: Tell me more

S: I need to solve  $Ax=b$  for  
same  $A$  and many  $b$ .

So should I compute  $A^{-1}$   
and multiply by it?

P:  $A^{-1}$  will be dense, so multiplying  
 $A^{-1} \cdot b$  costs  $2n^2$  flops.

but can reuse output of band  
Cholesky to solve for each  $b$   
in  $O(bw \cdot n) = O(n^{5/3})$  flops

S: Too expensive

P: Tell me more

S: Lot more zeros in  $A$   
just  $\leq 7$  non zeros/row

P: Let's use an iterative alg,  
instead of a "direct" method.  
Only need to multiply vector  
by  $A$  at each step, cost  $O(n)$

S: How many matrix-vector multiplies  
do I need to do?

P: Can you tell me about range of  
evals of  $A$ ?  $k(A) = \frac{\lambda_{\max}}{\lambda_{\min}}$  = "condition  
number"

S:  $k(A) = n^{2/3}$  too

P: You could use Conjugate Gradients  
(CG), needs  $O(\sqrt{\kappa(A)})$  iterations  
 $\Rightarrow$  cost  $O(\sqrt{\kappa(A)}) \cdot O(n) = O(n^{\frac{1}{2} + \alpha}) =$   
 $O(n^{4/3})$

Happy yet?

S: No

P: Tell me more!

S: I know  $\lambda_{\max}$ ,  $\lambda_{\min}$ , does that  
help?

P: You know a lot about A.  
What problem are you really  
trying to solve?

S: I have cube of metal, know  
temp at boundaries, want  
temp inside

P: Oh, you're solving 3D Poisson!  
Best alg either

direct: FFT: Fast Fourier Trans  
cost  $O(n \log n)$  flops  
iterative: Multigrid (MG)  
cost  $O(n)$ ,  $O(1)$  per output  
 $\Rightarrow$  lower bound

S: Where do I download software?

Important: exploit Math Structure

Poisson one of best studied  
systems  $Ax=b$ , all algorithms  
more general

3) Desired accuracy:

1) "Guaranteed correct"  
eg for  $Ax=b$ , need proof  
 $A$  is nonsingular,  
use Mathematica

2) "Backward Stability"  
"get exact answer for slightly  
wrong problem"

Want  $y = f(x)$

Get  $alg(x) = f(x + \delta)$

where  $\delta$  "small" compared to  $x$

Det of "small" requires matrix norms

Size of  $\delta$  should be proportional to error in arithmetic

"machine epsilon"

eg  $10^{-16}$  in double precision

3) Residual as small as desired, for problems too big for a direct, backward stable method.

Iterate until "residual" as small as desired

Ex  $\|Ax - b\|_2$  for  $Ax = b$

equals true backward error

Lots of Algs: Chop 6 + 7

4) "Probably OK": randomized algs:

replace a large problem with a small approximation by



"random projection" or  
"random sampling",  
then solve small problem with  
deterministic alg:  
Some iterative, control error  
Some not:

Thm:

"The error is less than  $\epsilon$   
with probability  $1-\delta$  if  
size of random approx big  
enough, i.e size proportional  
to  $f(\delta, \epsilon)$ , gets larger as  
 $\delta, \epsilon$  get smaller

Often  $f(\delta, \epsilon) = \Omega(\log(\frac{1}{\delta}) \cdot \frac{1}{\epsilon^2})$

$\Rightarrow$  if  $\epsilon$  too small, use  
deterministic or iterative  
alg