

What should convergence criterion be?

Tricky, need to avoid being fooled by very ill-conditioned A that looks like it is converging.

See details in typed class notes.

Code available in LAPACK:

`sgesvxx`, `dgesvxx`

Ma221 Lecture 5 Segment 5

Return to minimizing communication.

Historically GEPP was written to perform most work using BLAS3,

Used in LAPACK + ScaLAPACK.

Idea similar to induction proof for GEPP, but instead of 1 column at a time, will do b columns at a time, b is a tuning parameter: For simplicity, ignore pivoting

$$A = \begin{array}{c} \begin{array}{cc} b & n-b \\ \hline A_{11} & A_{12} \\ \hline A_{21} & A_{22} \end{array} \end{array}$$

$$= \begin{array}{c} \begin{array}{cc} L_{11}U_{11} & A_{12} \\ \hline L_{21}U_{11} & A_{22} \end{array} \end{array}$$

where we have performed GEPP
using **pr** algorithm on

$$\begin{array}{c} \begin{array}{c} A_{11} \\ A_{21} \end{array} = \begin{array}{c} L_{11} \\ L_{21} \end{array} U_{11}$$

$$= \begin{array}{c} \begin{array}{cc} L_{11}U_{11} & L_{11}U_{12} \\ \hline L_{21}U_{11} & A_{22} \end{array} \end{array}$$

where have solved $A_{12} = L_{11}U_{12}$
using **BLAS3 TRSM**

$$= \begin{array}{c} \begin{array}{cc} L_{11} & 0 \\ \hline L_{21} & I \end{array} \begin{array}{cc} U_{11} & U_{12} \\ \hline 0 & \underbrace{A_{22} - L_{21}U_{12}}_{\text{Schur complement} = S} \end{array} \end{array}$$

S computed using **BLAS3 GEMM**

proceed on S

Most work done in calls to

TRSM and **GEMM**, so should be fast

Often works well, but for some combinations
of n and cache size M , can't reach $\Omega\left(\frac{n^3}{\sqrt{M}}\right)$

Just as for matmul, there is a recursive, cache oblivious algorithm' (Toledo, 1997)

High Level Algorithm

Do LU on left half of matrix

Update right half of matrix

(U at top, Schur compl. at bottom)

Do LU on Schur Complement

function $[L, U] = \text{RLUCA}(A) \dots \text{RLU} = \text{Recursive LU}$

\dots assume A $n \times m$, $n \geq m$, m power of 2

if $m = 1$ \dots one column

pivot so A_{11} largest, update rest of matrix

$$L = A / A_{11} \quad U = A_{11}$$

else

$$\dots \text{ write } A = \begin{bmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{bmatrix} \quad L_1 = \begin{bmatrix} L_{11} \\ L_{12} \end{bmatrix}$$

$A_{11}, A_{12}, L_{11}, U_1, U_2$ are $m/2 \times m/2$

A_{21}, A_{22}, L_{12} are $n - \frac{m}{2} \times \frac{m}{2}$

$$[L_1, U_1] = \text{RLU} \left(\begin{bmatrix} A_{11} \\ A_{21} \end{bmatrix} \right) \dots \text{LU of left half}$$

Solve $A_{12} = L_{11} \cdot U_{12}$ for U_{12} \dots update U

$A_{22} = A_{22} - L_{21} \cdot U_{12}$ \dots update Schur complement

$$[L_2, U_2] = \text{RLU}(A_{22})$$

$$L = [L_1, [0]]^{n \times m}, \quad U = \begin{bmatrix} U_1 & U_{12} \\ 0 & U_2 \end{bmatrix}^{m \times m}$$

Correctness by induction

Recurrences for $(m=n)$

$$A(n) = \# \text{arith ops} = \frac{2}{3}n^3 + O(n^2)$$

similar recurrence

$$W(n) = \# \text{ words moved} = O\left(\frac{n^3}{\sqrt{m}}\right)$$

RLU only hits lower bound for

$\#$ words moved, not $\#$ messages

To minimize $\#$ messages: either

① Replace partial pivoting by
Tournament pivoting (discussed
later, references in notes)

② Keep GEP, but more complicated
data structure; payoff unclear

How does Strassen etc extend?

Can modify RLU to run in $O(n^{\log_2 7})$ flops

① multiply $L_{21} \cdot U_{12}$ using Strassen
and

② solve $A_{12} = L_{11}U_{12}$ as follows

inverting L_{11} by divider-conquer

$$\begin{bmatrix} T_{11} & T_{12} \\ 0 & T_{22} \end{bmatrix}^{-1} = \begin{bmatrix} T_{11}^{-1} & -T_{11}^{-1} \cdot T_{12} \cdot T_{22}^{-1} \\ 0 & T_{22}^{-1} \end{bmatrix}$$

perform all matmults using Strassen

Slightly less numerically stable than GEPP

Where to find implementations

(all blocked, unless marked recursive)

Matlab: $A \setminus b$, or $[P, L, U] = \text{lu}(A)$
rcond, condEst

LAPACK: xGETRF: GEPP where $x = S/D/C/Z$

xGETRF2 GEPP recursively

xGESV solve $Ax=b$

xGESVX, condition estimation,
iterative refinement with
no extra precision

xGESVXX, iterative refinement
in extra precision

xGECON for condition estimation
alone

ScalLAPACK: PxGETRF etc