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# 4.2.3 Matrix-Vector Multiplication, again...

## 4.2.3 Matrix-Vector Multiplication, again...

#### **Errata**

In the video "4.2.3 Matrix Vector Multiplication Again..." there is a typo at minute 3:16.

Vector 
$$\begin{pmatrix} 1 \\ -2 \\ 0 \\ -3 \\ 1 \end{pmatrix}$$
 should it be  $\begin{pmatrix} -1 \\ -2 \\ 0 \\ -3 \\ 1 \end{pmatrix}$  . The answer in red in that slide is correct

though.

In the video "4.2.3 Matrix Vector Multiplication Again..." there is a mistake at 3:50. On the line for  $y_0^{next}$  , the second vector which corresponds to  $y_0^{cur}$  should be

$$\begin{pmatrix} -1 \\ -2 \end{pmatrix}$$
 instead of  $\begin{pmatrix} 1 \\ -2 \end{pmatrix}$ . (Sorry, videos are hard to correct.)

Start of transcript. Skip to the end.

Dr. Robert van de Geijn: Now that we understand

how to perform a matrix vector multiplication

with partitioned matrices, we will use this newly gained knowledge

to transform the matrix vector multiplication algorithms that we

introduced last week into algorithms that can be easily modified

to take advantage of special



#### Video

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## Homework 4.2.3.1

1/1 point (graded)

Write routines

```
[ y_out ] = Mvmult_n_unb_var1B( A, x, y )
```

that compute y := Ax + y using the below algorithms

Algorithm: 
$$y := MVMULT_N_UNB_VAR_1B(A, x, y)$$

Partition  $A \rightarrow \begin{pmatrix} A_{TL} & A_{TR} \\ A_{BL} & A_{BR} \end{pmatrix}$ ,

 $x \rightarrow \begin{pmatrix} \frac{x_T}{x_B} \end{pmatrix}$ ,  $y \rightarrow \begin{pmatrix} \frac{y_T}{y_B} \end{pmatrix}$ 

where  $A_{TL}$  is  $0 \times 0$ ,  $x_T$ ,  $y_T$  are  $0 \times 1$ 

while  $m(A_{TL}) < m(A)$  do

Repartition

$$\begin{pmatrix} A_{TL} & A_{TR} \\ A_{BL} & A_{BR} \end{pmatrix} \rightarrow \begin{pmatrix} A_{00} & a_{01} & A_{02} \\ \hline a_{10}^T & \alpha_{11} & a_{12}^T \\ \hline A_{20} & a_{21} & A_{22} \end{pmatrix}$$
,

$$\begin{pmatrix} x_T \\ \hline x_B \end{pmatrix} \rightarrow \begin{pmatrix} x_0 \\ \hline x_1 \\ \hline x_2 \end{pmatrix}$$
,  $\begin{pmatrix} y_T \\ \hline y_B \end{pmatrix} \rightarrow \begin{pmatrix} y_0 \\ \hline y_1 \\ \hline y_2 \end{pmatrix}$ 

Continue with

$$\begin{pmatrix} A_{TL} & A_{TR} \\ A_{BL} & A_{BR} \end{pmatrix} \leftarrow \begin{pmatrix} A_{00} & a_{01} & A_{02} \\ \hline a_{10}^T & \alpha_{11} & a_{12}^T \\ \hline A_{20} & a_{21} & A_{22} \end{pmatrix}$$
,

$$\begin{pmatrix} x_T \\ x_B \end{pmatrix} \leftarrow \begin{pmatrix} x_0 \\ \hline x_1 \\ \hline x_2 \end{pmatrix}$$
,  $\begin{pmatrix} y_T \\ y_B \end{pmatrix} \leftarrow \begin{pmatrix} y_0 \\ \hline y_1 \\ \hline y_2 \end{pmatrix}$ 

Algorithm: 
$$y := MVMULT.N.UNB.VAR2B(A, x, y)$$

Partition  $A \rightarrow \begin{pmatrix} A_{TL} & A_{TR} \\ A_{BL} & A_{BR} \end{pmatrix}$ ,

 $x \rightarrow \begin{pmatrix} x_T \\ x_B \end{pmatrix}$ ,  $y \rightarrow \begin{pmatrix} y_T \\ y_B \end{pmatrix}$ 

where  $A_{TL}$  is  $0 \times 0$ ,  $x_T$ ,  $y_T$  are  $0 \times 1$ 

while  $m(A_{TL}) < m(A)$  do

Repartition

$$\begin{pmatrix} A_{TL} & A_{TR} \\ A_{BL} & A_{BR} \end{pmatrix} \rightarrow \begin{pmatrix} A_{00} & a_{01} & A_{02} \\ \hline a_{10}^T & \alpha_{11} & a_{12}^T \\ \hline A_{20} & a_{21} & A_{22} \end{pmatrix}$$
,

$$\begin{pmatrix} x_T \\ x_B \end{pmatrix} \rightarrow \begin{pmatrix} x_0 \\ \hline x_1 \\ \hline x_2 \end{pmatrix}$$
,  $\begin{pmatrix} y_T \\ y_B \end{pmatrix} \rightarrow \begin{pmatrix} y_0 \\ \hline \psi_1 \\ \hline y_2 \end{pmatrix}$ 
 $y_0 := \chi_1 a_{01} + y_0$ 
 $\psi_1 := \chi_1 \alpha_{11} + \psi_1$ 
 $y_2 := \chi_1 a_{21} + y_2$ 

Continue with

$$\begin{pmatrix} A_{TL} & A_{TR} \\ A_{BL} & A_{BR} \end{pmatrix} \leftarrow \begin{pmatrix} A_{00} & a_{01} & A_{02} \\ \hline a_{10}^T & \alpha_{11} & a_{12}^T \\ \hline A_{20} & a_{21} & A_{22} \end{pmatrix}$$
,

$$\begin{pmatrix} x_T \\ x_B \end{pmatrix} \leftarrow \begin{pmatrix} x_0 \\ \hline \chi_1 \\ \hline \chi_2 \end{pmatrix}$$
,  $\begin{pmatrix} y_T \\ y_B \end{pmatrix} \leftarrow \begin{pmatrix} y_0 \\ \hline \psi_1 \\ \hline y_2 \end{pmatrix}$ 

Some links that will come in handy:

endwhile

- <u>Spark</u> (alternatively, open the file LAFF-2.0xM -> Spark -> index.html)
- PictureFLAME (alternatively, open the file LAFF-2.0xM -> PictureFLAME -> PictureFLAME.html)

endwhile

Note: Spark will not put in the "B" in "var1B". You will have to add that manually after you generate the code skeleton.

You may want to use the following scripts to test your implementations:

• <u>test Mvmult unb var1B.m</u>

If you get an error that laff\_dots( ... ) is missing, move the file <u>laff\_dots.m</u> into directory LAFF-2.0xM -> Programming -> laff -> vecvec

test Mvmult unb var2B.m

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