

Lecture 4: Gaussian elimination and LU decomposition

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Announcement

- Poll created
- Lab this week, time complexity - two-sum problem and sorting

Last time

- Flop counts and high-performance matrix commutations

Today

- Effects of data layout: column-major and row-major
- Gaussian elimination
- LU decomposition

1 Effects of data layout

Data layout also has an effect on computation speed. It is much faster to move chunks of data in memory than retrieving/writing scattered data.

There are two types of storage model:

- 1) *Column-major*, including Fortran, Matlab, and R;
- 2) *Row-major*, including C/C++, Python.

1.1 Stride

The time it takes to load a vector into a vector register may depend greatly on how the vector is laid out in memory. A vector is said to have *unit stride* if its components are continuous in memory. A matrix is said to be stored in *row-major order* if its rows have unit stride. If column-major order, then its columns have unit stride.

To understand the difference between column-major and row-major, take matrix multiplication as an example. One wishes to compute $C \leftarrow C + AB$, where $A \in \mathbb{R}^{m \times n}$, $B \in \mathbb{R}^{n \times p}$, $C \in \mathbb{R}^{m \times p}$. There are six variants of the algorithms according to the order in the triple loops:

```

jki or kji:      for  $i = 1:m$ 
                      $C(i,j) = C(i,j) + A(i,k)B(k,j)$ 
end

ikj or kij:      for  $j = 1:n$ 
                      $C(i,j) = C(i,j) + A(i,k)B(k,j)$ 
end

ijk or jik:      for  $k = 1:p$ 
                      $C(i,j) = C(i,j) + A(i,k)B(k,j)$ 
end

```

Pay attention to the innermost loop, where the vector calculation occurs, consider the associated stride when accessing the three matrices in memory (assuming column-major storage).

Suppose the loading of a unit-stride vector proceeds faster than non-unit, clearly, *jki* or *kji* is preferred.

Variant	A Stride	B Stride	C Stride
<i>jki</i> or <i>kji</i>	Unit	0	Unit
<i>ikj</i> or <i>kij</i>	0	Non-unit	Non-unit
<i>ijk</i> or <i>jik</i>	Non-unit	Unit	0

Now, what if row-major storage?

To summarize:

- Be aware of flop counts
- Be careful when computing A^{-1} (We will discuss more on this in the next few lectures)
- For python and R users, avoid using loop if possible. In R, use `lapply()`, `sapply()`, ...; in python, use compression and generators. If you must use loops (e.g., writing MCMC), consider write it in C/C++, and call it from R/Python.
- Notice the different between row-major and column-major.

2 Back to solving linear equations

Many statistical methods eventually require to solve linear equations such as

$$Ax = b, \quad A \in \mathbb{R}^{m \times m}, b \in \mathbb{R}^{m \times 1}$$

How do you get x in R and in Python? How about we calculate A^{-1} , then do $A^{-1} \times b$ (of course, we assume A is invertible)? Do you have other suggestions?

Indeed, the problem is relatively easy when m is small but needs to be careful when m is large.

2.1 Triangular system

We start with A is a triangular matrix, if $A = L$ is a lower triangular matrix, we solve $Lx = b$ using *forward substitution*; if $A = U$ is an upper triangular matrix, we solve $UX = b$ using *backward substitution*. Eventually, we will show that solving a dense matrix A can be done using forward substitution and backward substitution.

2.1.1 Forward substitution

Forward substitution to solve $Lx = b$, where $L \in \mathbb{R}^{m \times m}$ is a lower triangular matrix:

$$\begin{bmatrix} a_{11} & 0 & \dots & 0 \\ a_{21} & a_{22} & \dots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \dots & a_{mm} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_m \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_m \end{bmatrix}$$

$$\begin{aligned} x_1 &= b_1/a_{11} \\ x_2 &= (b_2 - a_{21}x_1)/a_{22} \\ x_3 &= (b_3 - a_{31}x_1 - a_{32}x_2)/a_{33} \\ &\vdots \\ x_m &= (b_m - a_{m1}x_1 - a_{m2}x_2 - \dots - a_{m,m-1}x_{m-1})/a_{mm} \end{aligned}$$

Figure 4.1: Forward substitution

How many flops does it take?

→ m^2 flops (m divisions, $O(m^2/2)$ additions, $O(m^2/2)$ multiplications).

2.1.2 Backward substitution

Backward substitution to solve $Ux = b$, where U is a upper triangular matrix.

How many flops does it take?

→ m^2 flops (m divisions, $O(m^2/2)$ additions, $O(m^2/2)$ multiplications)

Note that L and U are both accessed by row, what about column-major language like R?

Forward and backward substitution in software:

- BLAS Level 2 function: `dtrsv` (triangular solve with one right hand side)
- BLAS Level 3 function: `dtrsm` (matrix triangular solve, i.e., multiple right hand sides)
- In R, use `forwardsolve()` and `backsolve()` (wrappers of `dtrsm`).
- In python, use `scipy.linalg.solve_triangular()` (wrapper of `trtrs`, `dtrsm`) (see [Link])

$$\begin{bmatrix} a_{11} & \dots & a_{1,m-1} & a_{1m} \\ \vdots & \ddots & \vdots & \vdots \\ 0 & \dots & a_{m-1,m-1} & a_{m-1,m} \\ 0 & \dots & 0 & a_{mm} \end{bmatrix} \begin{bmatrix} x_1 \\ \vdots \\ x_{m-1} \\ x_m \end{bmatrix} = \begin{bmatrix} b_1 \\ \vdots \\ b_{m-1} \\ b_m \end{bmatrix}$$

$$\begin{aligned}
 x_m &= b_m / a_{mm} \\
 x_{m-1} &= (b_{m-1} - a_{m-1,m}x_m) / a_{m-1,m-1} \\
 x_{m-2} &= (b_{m-2} - a_{m-2,m-1}x_{m-1} - a_{m-2,m}x_m) / a_{m-2,m-2} \\
 &\vdots \\
 x_1 &= (b_1 - a_{12}x_2 - a_{13}x_3 - \dots - a_{1m}x_m) / a_{11}
 \end{aligned}$$

Figure 4.2: Backward substitution

2.2 Gaussian elimination and LU decomposition

Recall that we want to solve the linear equation

$$Ax = b,$$

where A is a dense matrix (not necessarily symmetric), $A \in \mathbb{R}^{n \times n}$, $x, b \in \mathbb{R}^n$.

The idea is to use a series of elementary operations called *Gaussian elimination* (proposed by Carl Friedrich Gauss in 1800s) to turn A into a triangular system and then apply forward and backward substitutions to solve x .

2.2.1 Gaussian elimination

Introducing the elementary operator matrix $E_{jk}(c)$, an identity matrix with 0 in the position (j, k) replaced by c .

$$\begin{pmatrix} 1 & & & & \\ & \ddots & & & \\ & & 1 & & \\ & & & c & \\ & & & & \ddots \\ & & & & & 1 \end{pmatrix}$$

Mathematically, for any **vector** $x = (x_1, \dots, x_n)'$, we denote

$$E_{jk}(c)x = (x_1, \dots, x_{j-1}, x_j + c x_k, x_{j+1}, \dots, x_n)'$$

We apply $E_{jk}(c)$ on both sides of the system $Ax = b$. Then the j -th equation

$$a'_{j.}x = b_j$$

is replaced by

$$a'_j x + ca'_k x = b_j + cb_k.$$

The value of c depends on j and k , for the first column shown below, $c_j = -a_{j1}/a_{11}$.

Given a system of linear algebraic equations

$$\begin{bmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \dots & a_{mn} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_m \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_m \end{bmatrix}$$

Step 1: Each row times a_{11}/a_{k1} ,

then use row one to subtract other rows.

$$\Rightarrow \begin{bmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ 0 & \tilde{a}_{22} & \dots & \tilde{a}_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \tilde{a}_{n2} & \dots & \tilde{a}_{nn} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} = \begin{bmatrix} b_1 \\ \tilde{b}_2 \\ \vdots \\ \tilde{b}_n \end{bmatrix}$$

Step 2: The second row and down multiply by $\tilde{a}_{22}/\tilde{a}_{k2}$,

then use row two to subtract every row below.

$$\Rightarrow \begin{bmatrix} a_{11} & a_{12} & a_{13} & \dots & a_{1n} \\ 0 & \tilde{a}_{22} & \tilde{a}_{23} & \dots & \tilde{a}_{2n} \\ 0 & 0 & \tilde{a}_{33} & \dots & \tilde{a}_{3n} \\ \vdots & \vdots & \dots & \ddots & \vdots \\ 0 & 0 & \tilde{a}_{n3} & \dots & \tilde{a}_{nn} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ \vdots \\ x_n \end{bmatrix} = \begin{bmatrix} b_1 \\ \tilde{b}_2 \\ \tilde{b}_3 \\ \vdots \\ \tilde{b}_n \end{bmatrix}$$

Step 3: Similar to the previous two steps, repeat until all elements in the lower triangle of the matrix A become zeros.

$$\Rightarrow \begin{bmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ 0 & \tilde{a}_{22} & \dots & \tilde{a}_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \dots & \tilde{a}_{nn} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} = \begin{bmatrix} b_1 \\ \tilde{b}_2 \\ \vdots \\ \tilde{b}_n \end{bmatrix}$$

2.2.2 Mathematical representations for GE

First, zeroing the first column

$$\begin{aligned} E_{21}(c_2^{(1)})Ax &= E_{21}(c_2^{(1)})b \\ E_{31}(c_3^{(1)})E_{21}(c_2^{(1)})Ax &= E_{31}(c_3^{(1)})E_{21}(c_2^{(1)})b \\ &\vdots \\ E_{n1}(c_n^{(1)}) \cdots E_{31}(c_3^{(1)})E_{21}(c_2^{(1)})Ax &= E_{n1}(c_n^{(1)}) \cdots E_{31}(c_3^{(1)})E_{21}(c_2^{(1)})b, \end{aligned}$$

where $c_j^{(1)} = -a_{j1}/a_{11}$. Denote

$$M_1 = E_{n1}(c_n^{(1)}) \cdots E_{31}(c_3^{(1)}) E_{21}(c_2^{(1)}).$$

Note that for $j > k$, $E_{jk}(c) = I + ce_j e'_k$ is unit lower triangular and full rank and $E_{jk}^{-1}(c) = E_{jk}(-c)$, hence M_1 is a lower triangular matrix (homework).

We then apply the similar strategy to zero the k -th column for $k = 2, \dots, n-1$ sequentially. Finally, we obtain $Ux = \tilde{b}$, where

$$\begin{aligned} U &= M_{n-1} \cdots M_1 A, \\ \tilde{b} &= M_{n-1} \cdots M_1 b, \end{aligned}$$

and each M_k has the shape

$$M_k = E_{n,k}(c_n^{(k)}) \cdots E_{k+1,k}(c_{k+1}^{(k)}) = \begin{pmatrix} 1 & & & & \\ & \ddots & & & \\ & & 1 & & \\ & & c_{k+1}^{(k)} & 1 & \\ & & \vdots & & \ddots \\ & & c_n^{(k)} & & & 1 \end{pmatrix},$$

where $c_i^{(k)} = -\tilde{a}_{ik}^{(k-1)}/\tilde{a}_{kk}^{(k-1)}$. Note that U is an upper triangular matrix and M_k is unit lower triangular and full rank. The matrices M_k s are called the *Gauss transformations*.

2.2.3 LU decomposition

Let $L = M_1^{-1} \cdots M_{n-1}^{-1}$, we have the decomposition

$$A = LU,$$

where M_k is lower triangular, so does M_k^{-1} and thus L is a lower triangular matrix and U is an upper triangular matrix.

Furthermore, by the Sherman-Morrison formula (homework) if

$$M_k = I + (0, \dots, 0, c_{k+1}^{(k)}, \dots, c_n^{(k)})' e'_k,$$

then

$$M_k^{-1} = I - (0, \dots, 0, c_{k+1}^{(k)}, \dots, c_n^{(k)})' e'_k.$$

So the entries of L are simply $l_{jk} = -c_j^{(k)}$, $j > k$.

2.2.4 Flop counts for solving the linear system $Ax = b$

Now we can calculate the flop counts for solving the linear system $Ax = b$ ($A \in \mathbb{R}^{n \times n}$):

Step 1: The LU decomposition

- Each multiplier is computed with one division, the total cost is $\sum_{i=1}^n i = (n-1)n/2$

- At stage k , we need to modify a $(n-i) \times (n-i)$ matrix, each entry is modified by one subtraction and one multiplication, the total cost of the row operations is $2 \sum_{i=1}^{n-1} i^2 = 2n^3/3 - n^2 + n/3$
- Total cost for LU is $\approx 2n^3/3$

Step 2: Given LU, forward substitution and backward substitution costs $2n^2$ flops

So, the total flops for solving linear equation $Ax = b$ costs $2n^3/3 + O(n^2)$ flops.

A few comments:

- LU decomposition exists if the principal sub-matrix $A[1:k, 1:k]$ is non-singular for $k = 1, \dots, n-1$.
- If the LU decomposition exists and A is non-singular, then the LU decomposition is unique and $\det(A) = \prod_{i=1}^n u_{ii}$.
- For non-square matrix (rectangular matrix) $A \in \mathbb{R}^{m \times n}$. LU decomposition exists if $A[1:k, 1:k]$ is nonsingular for $k = \min\{m, n\}$. Then we can write it as

$$\begin{pmatrix} 1 & 2 \\ 3 & 4 \\ 5 & 6 \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 3 & 1 \\ 5 & 2 \end{pmatrix} \begin{pmatrix} 1 & 2 \\ 0 & -2 \end{pmatrix}$$

and

$$\begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 4 & 1 \end{pmatrix} \begin{pmatrix} 1 & 2 & 3 \\ 0 & -3 & -6 \end{pmatrix}$$

Then, one can slightly modify the original algorithm.

- In numpy: `scipy.linalg.lu_factor()` and `scipy.linalg.lu_solve()` is equivalent to numpy's `numpy.linalg.solve()`
- In R, LU is used in `solve()` function

In conclusion, avoid computing matrix inverse unless: 1) it is absolutely necessary to compute (e.g., obtain inverse of the covariance matrix); 2) n is small.