

Cache-optimierte QR-Zerlegung

Bachelor Kolloquium

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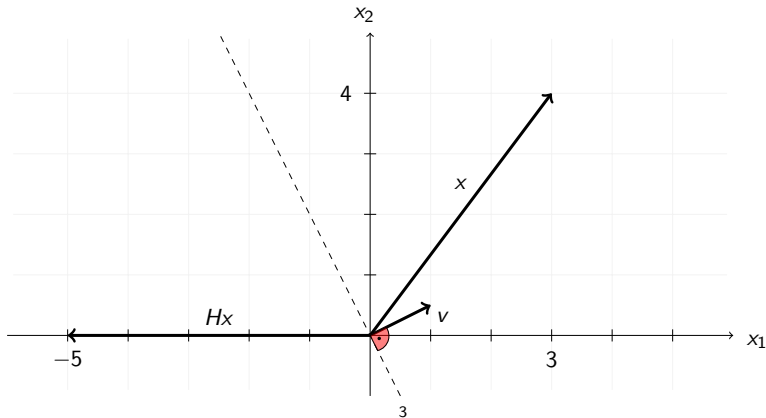
14. August 2018

QR-Zerlegung

► $A = QR$

Householder-Transformation

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



Householder-Transformation

- ▶ Householder Vektor berechnen
 - ▶ Ansatz $Hx = \alpha e_1$
 - ▶ Normieren $v_1 = 1$
 - ▶ $\tau = \frac{2}{v^T v}$
- ▶ Householder-Transformation anwenden

$$HA = (I - \tau vv^T)A = A - \tau(vv^T)A = A - \tau v(v^T A)$$

QR-Zerlegung mittels Householder

► $A = QR$

$$H_1 A = \begin{pmatrix} * & * & * & * \\ 0 & * & * & * \\ 0 & * & * & * \\ 0 & * & * & * \end{pmatrix}$$

►

$$H_1 = (\hat{H}_1) \quad , \quad H_2 = \left(\begin{array}{c|c} l_1 & 0 \\ \hline 0 & \hat{H}_2 \end{array} \right) \quad , \quad H_i = \left(\begin{array}{c|c} l_{i-1} & 0 \\ \hline 0 & \hat{H}_i \end{array} \right)$$

QR-Zerlegung mittels Householder

► $A = QR$

$$H_2 H_1 A = \begin{pmatrix} * & * & * & * \\ 0 & * & * & * \\ 0 & 0 & * & * \\ 0 & 0 & * & * \end{pmatrix}$$

►

$$H_1 = (\hat{H}_1) \quad , \quad H_2 = \left(\begin{array}{c|c} I_1 & 0 \\ \hline 0 & \hat{H}_2 \end{array} \right) \quad , \quad H_i = \left(\begin{array}{c|c} I_{i-1} & 0 \\ \hline 0 & \hat{H}_i \end{array} \right)$$

QR-Zerlegung mittels Householder

► $A = QR$

$$H_3 H_2 H_1 A = \begin{pmatrix} * & * & * & * \\ 0 & * & * & * \\ 0 & 0 & * & * \\ 0 & 0 & 0 & * \end{pmatrix}$$

►

$$H_1 = (\hat{H}_1) \quad , \quad H_2 = \left(\begin{array}{c|c} I_1 & 0 \\ \hline 0 & \hat{H}_2 \end{array} \right) \quad , \quad H_i = \left(\begin{array}{c|c} I_{i-1} & 0 \\ \hline 0 & \hat{H}_i \end{array} \right)$$

QR-Zerlegung mittels Householder

► $A = QR$

$$H_3 H_2 H_1 A = \begin{pmatrix} r_{1,1} & r_{1,2} & r_{1,3} & r_{1,4} \\ v_2^{(1)} & r_{2,2} & r_{2,3} & r_{2,4} \\ v_3^{(1)} & v_3^{(2)} & r_{3,3} & r_{3,4} \\ v_4^{(1)} & v_4^{(2)} & v_4^{(3)} & r_{4,4} \end{pmatrix}$$

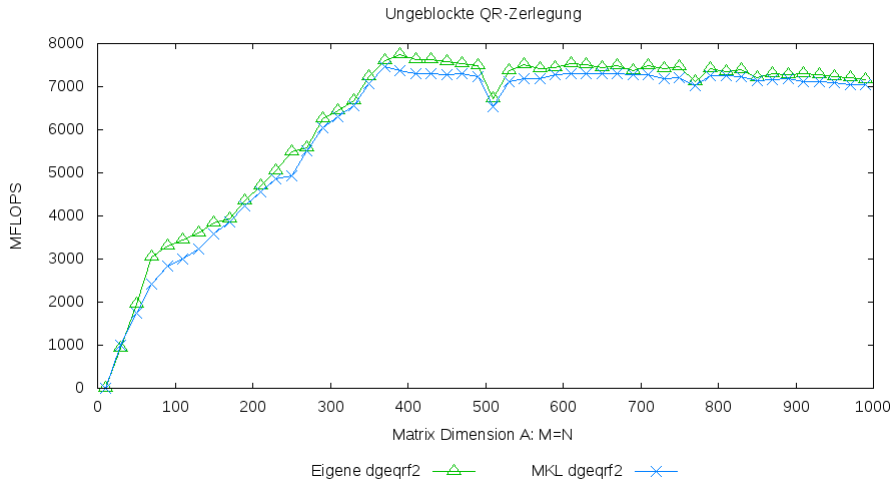
►

$$H_1 = (\hat{H}_1) \quad , \quad H_2 = \left(\begin{array}{c|c} I_1 & 0 \\ \hline 0 & \hat{H}_2 \end{array} \right) \quad , \quad H_i = \left(\begin{array}{c|c} I_{i-1} & 0 \\ \hline 0 & \hat{H}_i \end{array} \right)$$

Benchmark

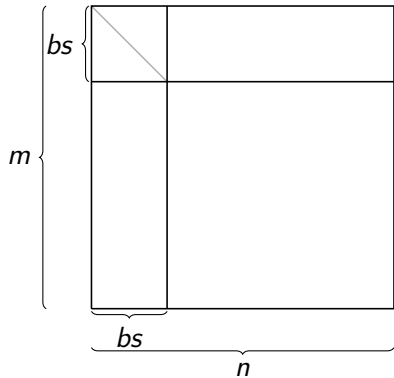
- ▶ Rechner
- ▶ Peak performance
- ▶ Flops
- ▶ Aufwand QR Householder

Ungeblockte QR



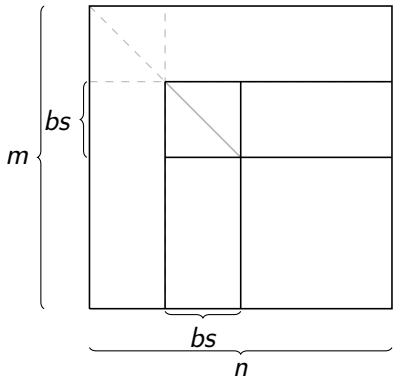
Geblockte QR-Zerlegung

- ▶ Matrix A



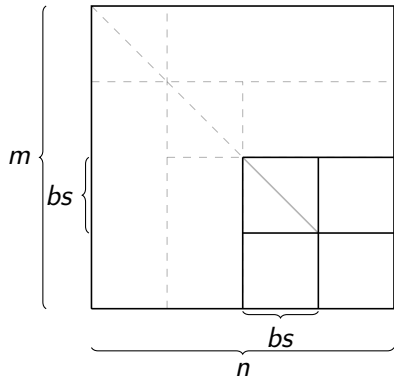
Geblockte QR-Zerlegung

- ▶ Matrix A



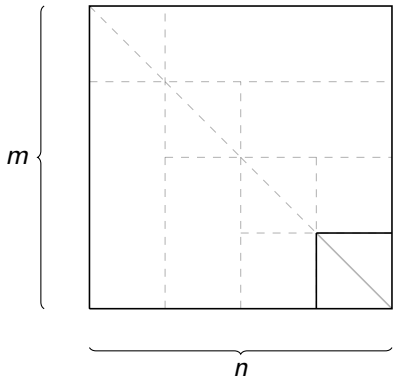
Geblockte QR-Zerlegung

► Matrix A



Geblockte QR-Zerlegung

► Matrix A



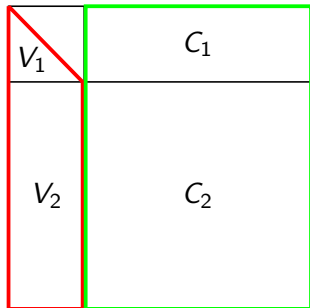
Mehrere Householder-Transformationen anwenden

- ▶ Ansatz

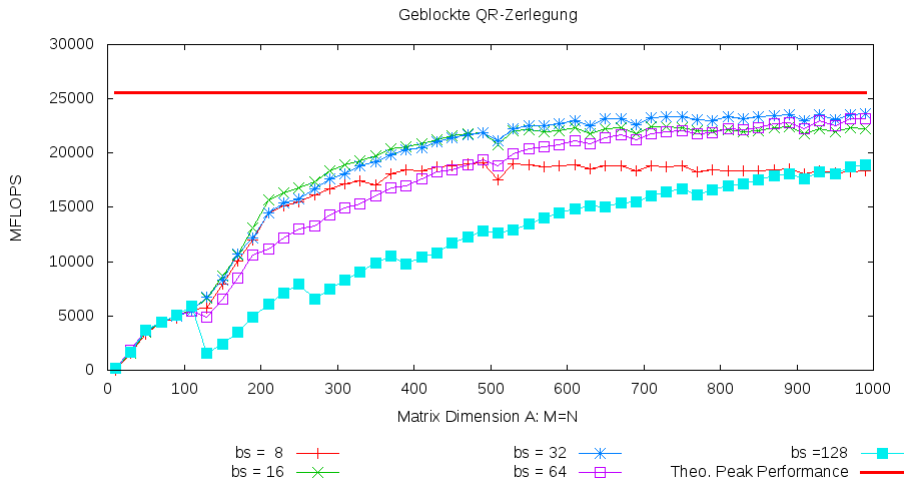
$$\hat{H} = H_1 H_2 \dots H_k = I - VTV^T \quad \text{mit} \quad H_i = I - \tau_i v_i v_i^T$$

- ▶ Householder-Transformationen anwenden

$$C \leftarrow \hat{H}C = C - VTV^T C$$



Verschiedene Blockgrößen



Geblockte QR - Blocksizes

