Cache-optimierte QR-Zerlegung Bachelor Kolloquium

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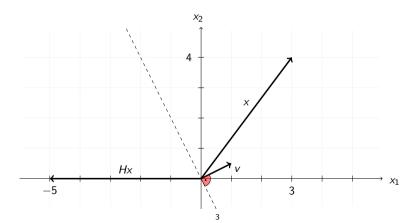
17. August 2018

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 $v_1 = 1$

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

► Householder-Transformation anwenden

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

$$\rightarrow A = QR$$

$$H_1A = \left(egin{array}{cccc} * & * & * & * & * \ 0 & * & * & * & * \ 0 & * & * & * & * \ 0 & * & * & * & * \end{array}
ight)$$

$$H_1 = (\hat{H_1})$$
 , $H_2 = \begin{pmatrix} I_1 & 0 \\ \hline 0 & \hat{H_2} \end{pmatrix}$, $H_i = \begin{pmatrix} I_{i-1} & 0 \\ \hline 0 & \hat{H_i} \end{pmatrix}$

$$ightharpoonup A = QR$$

$$H_2H_1A = \left(egin{array}{cccc} * & * & * & * & * \ 0 & * & * & * & * \ 0 & 0 & * & * & * \ 0 & 0 & * & * & * \end{array}
ight)$$

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$$ightharpoonup A = QR$$

$$H_3H_2H_1A = \left(egin{array}{ccccc} * & * & * & * & * \\ 0 & * & * & * & * \\ 0 & 0 & * & * & * \\ 0 & 0 & 0 & * & * \end{array}
ight)$$

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 $\rightarrow A = QR$

$$H_3H_2H_1A = \begin{pmatrix} r_{1,1} & r_{1,2} & r_{1,3} & r_{1,4} \\ v_2^{(1)} & r_{2,2} & r_{2,3} & r_{2,4} \\ v_3^{(1)} & v_3^{(2)} & r_{3,3} & r_{3,4} \\ v_4^{(1)} & v_4^{(2)} & v_4^{(3)} & r_{4,4} \end{pmatrix}$$

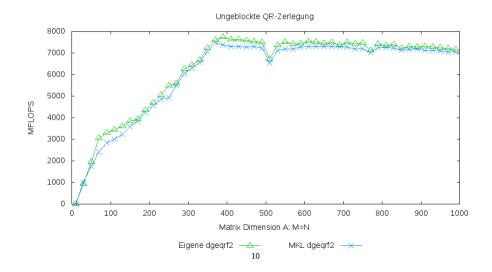
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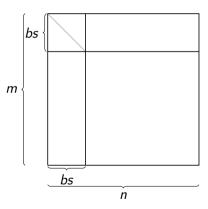
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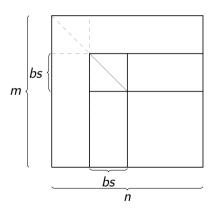
Benchmark

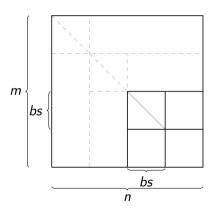
- Rechner
- ► Peak performance
- ► Flops
- ► Aufwand QR Householder

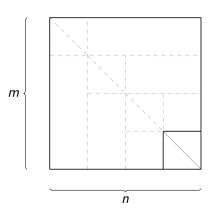
Ungeblockte QR











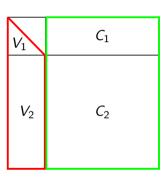
Mehrere Householder-Transformationen anwenden

Ansatz

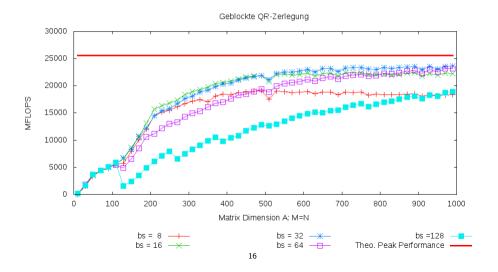
$$\hat{H} = H_1 H_2 ... H_k = I - VTV^T$$
 mit $H_i = I - \tau_i v_i v_i^T$

► Householder-Transformationen anwenden

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



Verschiedene Blockgrößen



Geblockte QR - Blocksizes

