Direct Methods for Sparse Linear Systems:

MATLAB sparse backslash

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So what is a sparse matrix ...?

So what is a sparse matrix ...?

a matrix "... that allows special techniques to take advantage of the large number of zero elements" (Wilkinson)

sparse matrices arise in a wide range of applications ...

Sparse matrices arise in ...

computational fluid dynamics, finite-element methods, statistics, time/frequency domain circuit simulation, dynamic and static modeling of chemical processes, cryptography, magneto-hydrodynamics, electrical power systems, differential equations, quantum mechanics, structural mechanics (buildings, ships, aircraft, human body parts...), heat transfer, MRI reconstructions, vibroacoustics, linear and non-linear optimization, financial portfolios, semiconductor process simulation, economic modeling, oil reservoir modeling, astrophysics, crack propagation, Google page rank, 3D computer vision, cell phone tower placement, tomography, multibody simulation, model reduction, nano-technology, acoustic radiation, density functional theory, quadratic assignment, elastic properties of crystals, natural language processing, DNA electrophoresis, ...

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- Goal: sparse matrix methods from the ground up

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- Lower triangular solve (x=L\b)
 - L, x, b are all sparse
 - must know nonzero pattern of x to compute x efficiently
 - time: O(flops)

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- Goal: sparse matrix methods from the ground up
- Lower triangular solve (x=L\b)
- Sparse LU factorization ([L,U,P]=lu(A))
 - left-looking, partial pivoting
 - fill-reducing column ordering
 - relies on $x=L\b$, where L, x, b are all sparse
 - time: O(n+flops)

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- Goal: sparse matrix methods from the ground up
- Lower triangular solve (x=L\b)
- Sparse LU factorization ([L,U,P]=lu(A))
- Sparse Cholesky factorization (L=chol(A)')
 - up-looking and left-looking
 - fill-reducing symmetric ordering
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 - time: O(flops)

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- Goal: sparse matrix methods from the ground up
- Lower triangular solve (x=L\b)
- Sparse LU factorization ([L,U,P]=lu(A))
- Sparse Cholesky factorization (L=chol(A)')
- Supernodal and multifrontal methods (x=A\b)
 - cache-friendly dense matrix kernels (BLAS)
 - supernodal (left-looking)
 - multifrontal (right-looking)

... next: sparse matrix data structures

compressed sparse column format (... many others)

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$$A = \begin{bmatrix} 4.5 & 0 & 3.2 & 0 \\ 3.1 & 2.9 & 0 & 0.9 \\ 0 & 1.7 & 3.0 & 0 \\ 3.5 & 0.4 & 0 & 1.0 \end{bmatrix}$$

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```
Ap: [0, 3, 6, 8, 10]
Ai: [0, 1, 3, 1, 2, 3, 0, 2, 1, 3]
Ax: [4.5,3.1,3.5,2.9,1.7,0.4,3.2,3.0,0.9,1.0]
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Ap: [0, 3,
Ai: [0, 1, 3,
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0, 2, ]
Ax: [
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Ap: [
Ai: [
Ax: [
0.9,1.0]
```

```
x = b
for j = 1:n
    if (x(j) \neq 0)
        x(j+1:n) = x(j+1:n) - L(j+1:n,j) * x(j)
    end
end
```

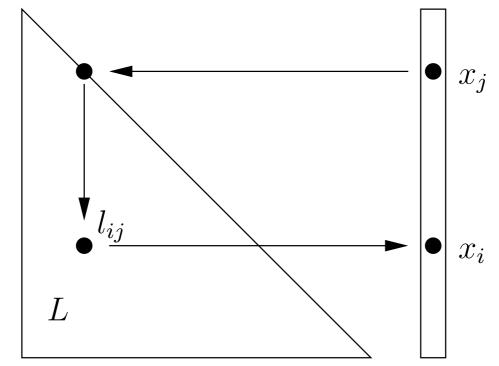
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x = b for j = 1:n if (x(j) \neq 0) x(j+1:n) = x(j+1:n) - L(j+1:n,j) * x(j) end end
```

- O(n+flops) time too high
- the problem: for j=1:nif $(x(j) \neq 0)$
- need pattern of x before computing it

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x = b
for j = 1:n
if (x(j) \neq 0)
x(j+1:n) = x(j+1:n) - L(j+1:n,j) * x(j)
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```

 $b_i \neq 0 \Rightarrow x_i \neq 0$

end

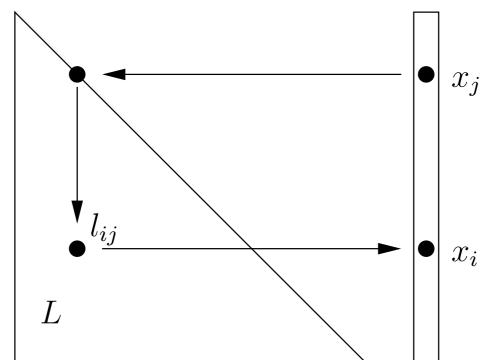


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$$x_j \neq 0 \land l_{ij} \neq 0 \Rightarrow x_i \neq 0$$



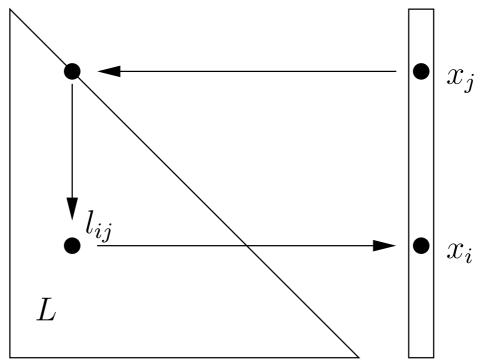
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• let G(L) have an edge $j \rightarrow i$ if $l_{ij} \neq 0$



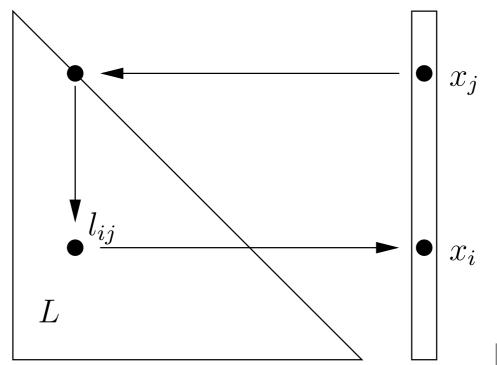
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- **●** let G(L) have an edge $j \rightarrow i$ if $l_{ij} \neq 0$
- let $\mathcal{B} = \{i \mid b_i \neq 0\}$ and $\mathcal{X} = \{i \mid x_i \neq 0\}$

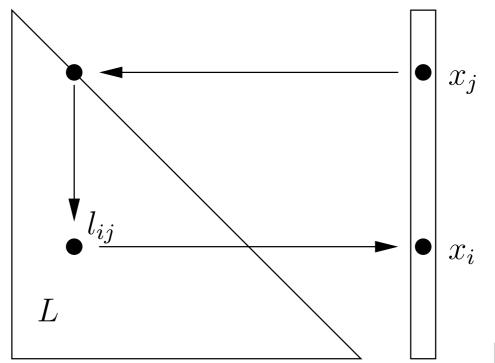


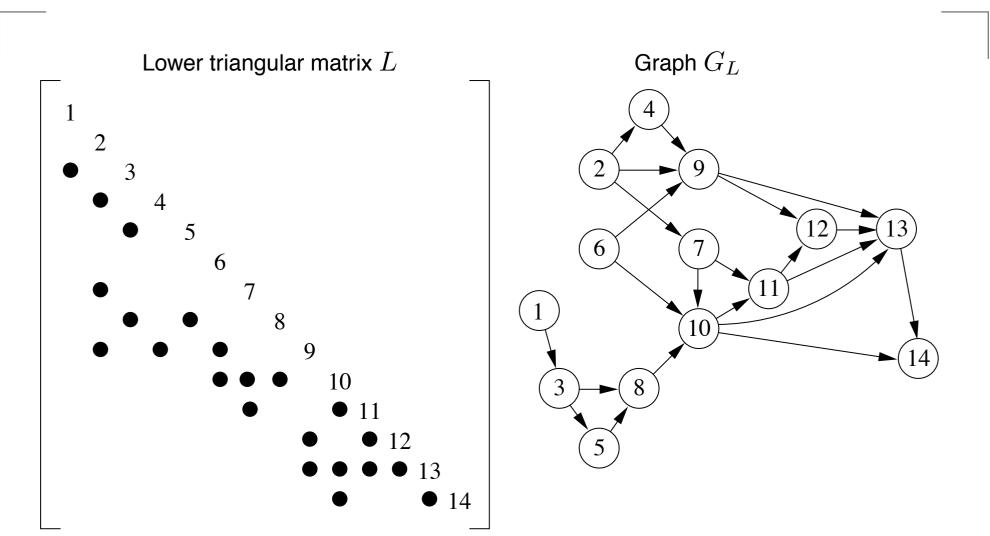
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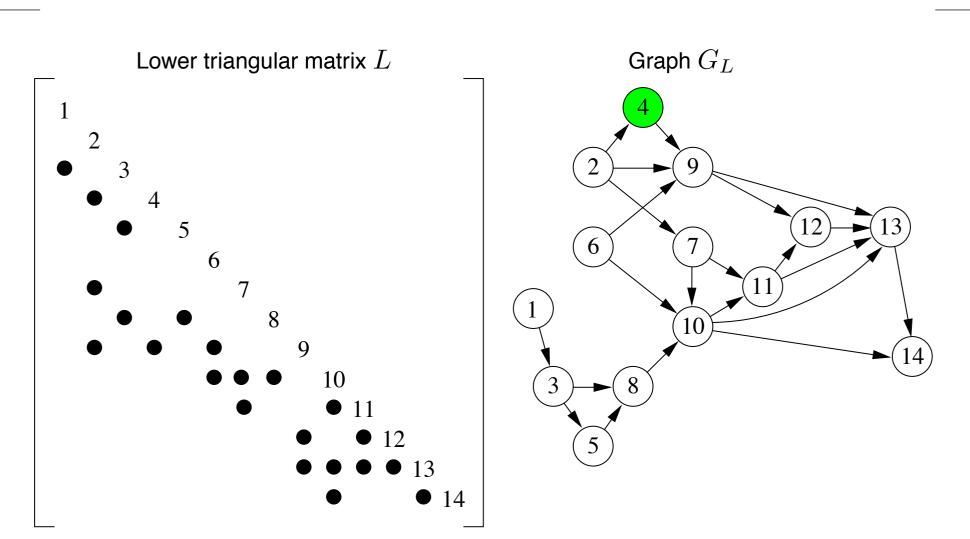
end

$$b_i \neq 0 \Rightarrow x_i \neq 0$$

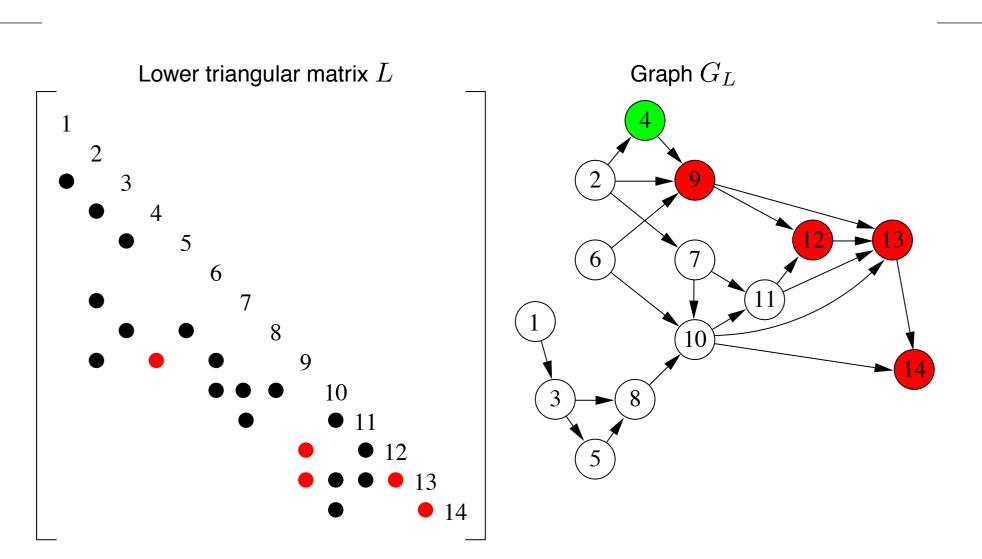
- let G(L) have an edge $j \rightarrow i$ if $l_{ij} \neq 0$
- let $\mathcal{B} = \{i \mid b_i \neq 0\}$ and $\mathcal{X} = \{i \mid x_i \neq 0\}$
- then $\mathcal{X} = \mathsf{Reach}_{G(L)}(\mathcal{B})$





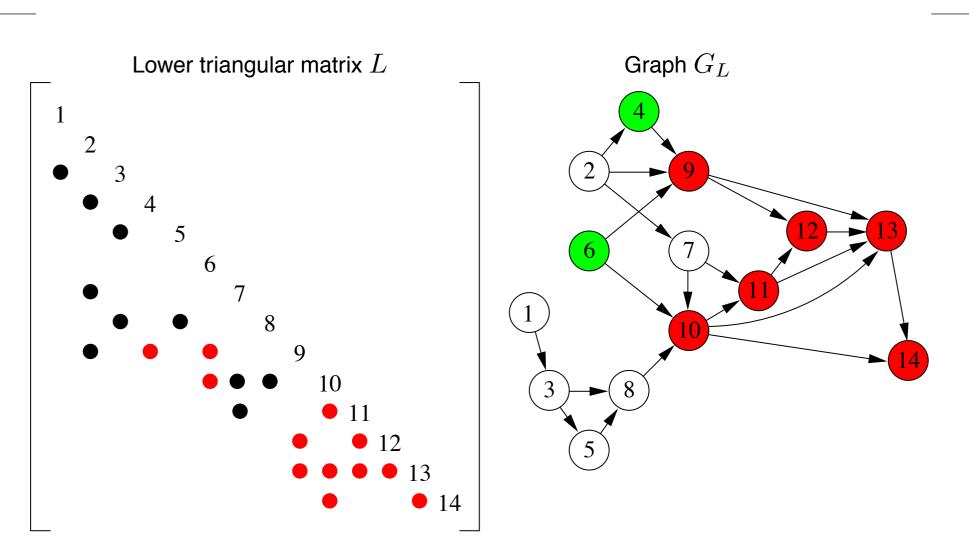


If
$$\mathcal{B} = \{4\}$$



If
$$\mathcal{B} = \{4\}$$

then $\mathcal{X} = \{4, 9, 12, 13, 14\}$



If
$$\mathcal{B} = \{4, 6\}$$
 then $\mathcal{X} = \{6, 10, 11, 4, 9, 12, 13, 14\}$

```
function x = lsolve(L,b)

x = b

for j = 1:n

if (x(j) \neq 0)

x(j+1:n) = x(j+1:n) - L(j+1:n,j)*x(j)
```

Time: $O(n + \mathsf{flops})$, need \mathcal{X} to get $O(\mathsf{flops})$

```
function x = lsolve(L,b)
\mathcal{X} = Reach(L,\mathcal{B})
x = b
for each j in \mathcal{X}
x(j+1:n) = x(j+1:n) - L(j+1:n,j) * x(j)
```

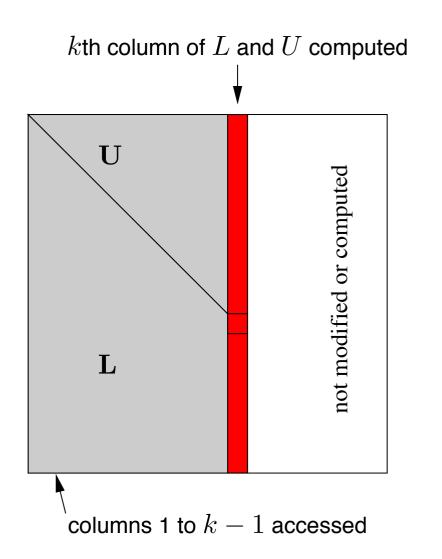
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function x = lsolve(L,b)
     \mathcal{X} = \mathsf{Reach}(L, \mathcal{B})
      x = b
      for each j in \mathcal{X}
           x(j+1:n) = x(j+1:n) - L(j+1:n,j) * x(j)
function \mathcal{X} = \mathsf{Reach}(\mathtt{L}, \mathcal{B})
      for each i in \mathcal{B} do
           if (node i is unmarked) dfs(i)
function dfs(j)
      mark node j
      for each i in \mathcal{L}_i do
           if (node i is unmarked) dfs(i)
      push j onto stack for X
```

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                                          Total time: O(flops)
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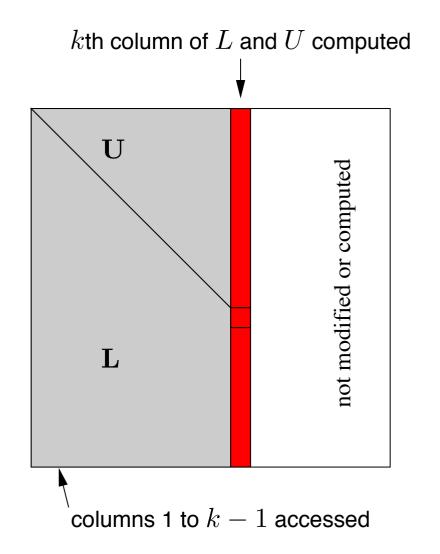
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function dfs(j)
                                          which can be less than n
     mark node j
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```

```
L = speye(n)
U = speye(n)
for k = 1:n
    x = L \ A(:,k)
    U(1:k,k) = x(1:k)
    L(k:n,k) = ...
    x(k:n) / U(k,k)
end
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```



- P: partial pivoting on x
- Q: fill-reducing column pre-ordering



$$\begin{bmatrix} L_{11} & & \\ l_{12}^T & l_{22} \end{bmatrix} \begin{bmatrix} L_{11}^T & l_{12} \\ & l_{22} \end{bmatrix} = \begin{bmatrix} A_{11} & a_{12} \\ a_{12}^T & a_{22} \end{bmatrix}$$

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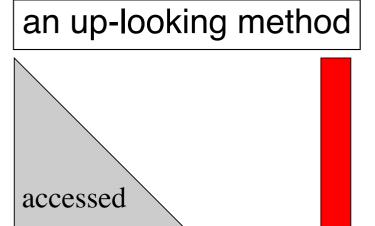
for
$$k$$
 = 1 to n solve $L_{11}l_{12} = a_{12}$ for l_{12}
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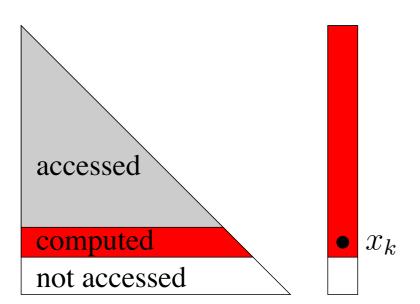
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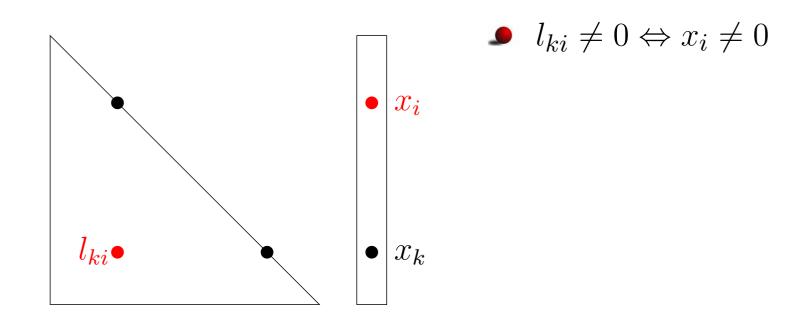


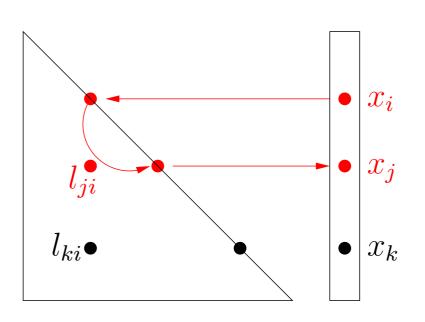
compute kth row

not accessed

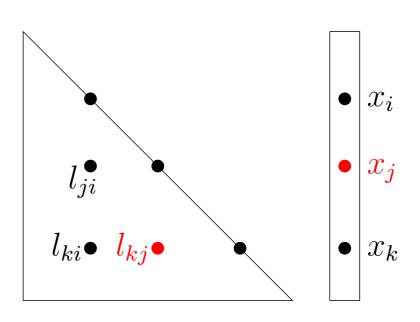
- elimination tree
- arises in many direct methods
 - Compute nonzero pattern of $x=L\b$ for a Cholesky L in time O(|x|), the number of nonzeros in x
 - **.** . . .





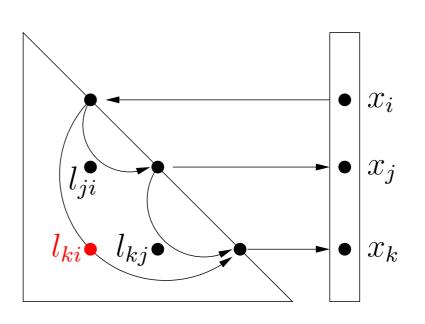


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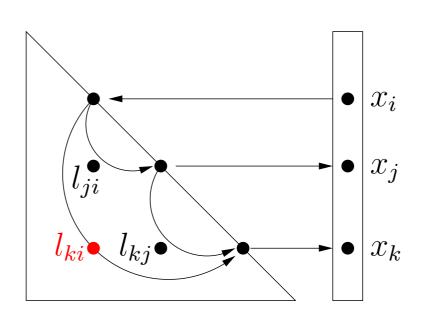
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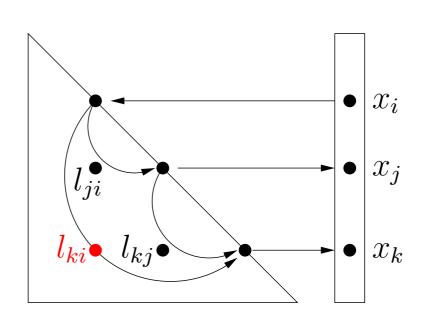
- ($l_{ji} \neq 0$ and $x_i \neq 0$) $\Rightarrow x_j \neq 0$
- $l_{kj} \neq 0 \Leftrightarrow x_j \neq 0$
- Thus, l_{ki} redundant for $\mathcal{X} = \text{Reach}(\mathcal{B})$.

Elimination tree \mathcal{T} : pruning the graph of L. Consider computing kth row of L:

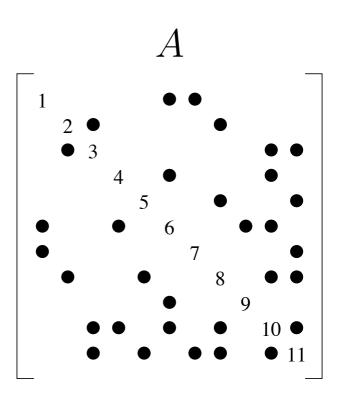


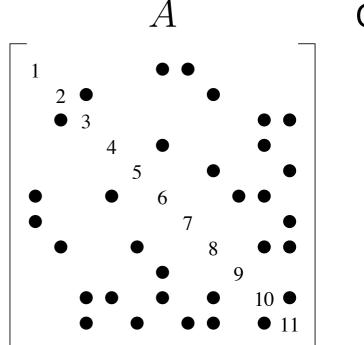
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• parent $(i) = \min\{j > i \mid l_{ji} \neq 0\}$; other edges redundant

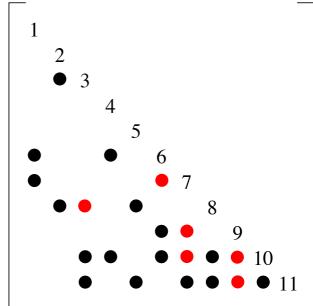


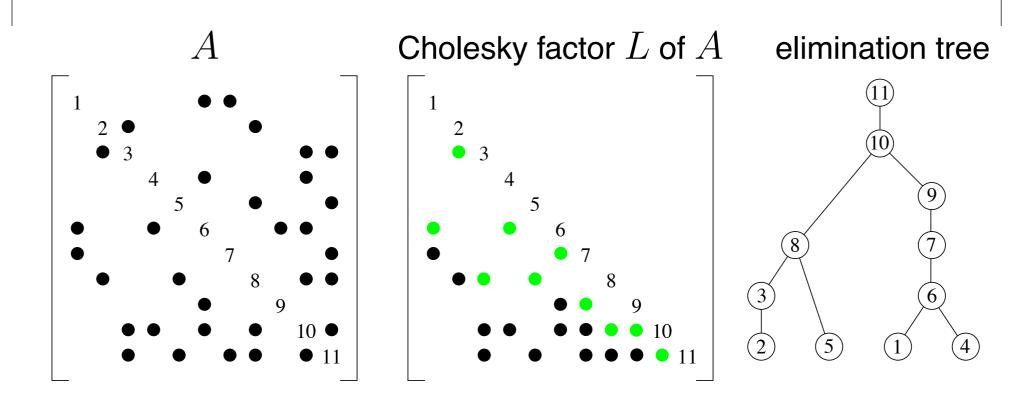
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- parent(i) = $\min\{j > i \mid l_{ji} \neq 0\}$; other edges redundant
- $\mathcal{L}_{k*} = \mathsf{Reach}(A_{1:k,k}) \text{ in } O(|\mathcal{L}_{k*}|) \text{ time}$





Cholesky factor L of A





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 - column counts of L: nearly O(|A|)

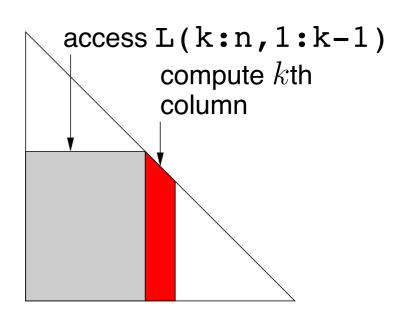
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- Numeric factorization:
 - up-looking
 - left-looking, supernodal
 - right-looking, multifrontal



```
for k = 1 to n

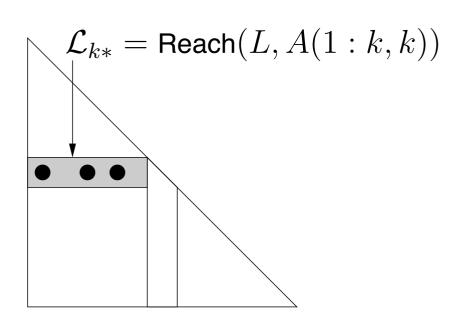
x = A(k:n,k)

for each j in Reach(L, A(1:k,k))

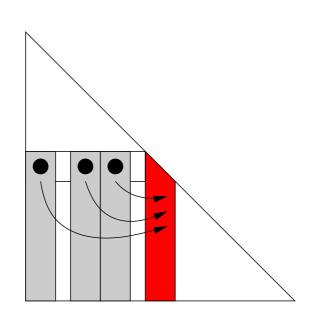
x(k:n) = x(k:n) - L(k:n,j) * L(k,j)

L(k,k) = sqrt(x(k))

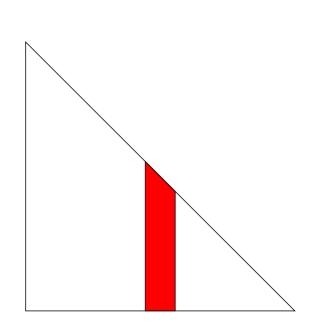
L(k+1:n,k) = x(k) / L(k,k)
```



```
for k = 1 to n
\mathbf{x} = \mathbf{A}(\mathbf{k}:\mathbf{n},\mathbf{k})
for each j in \mathbf{Reach}(L,A(1:k,k))
...
```



```
for k = 1 to n
x = A(k:n,k)
for each j in Reach(L, A(1:k,k))
x(k:n) = x(k:n) - L(k:n,j) * L(k,j)
...
```



```
for k = 1 to n

x = A(k:n,k)

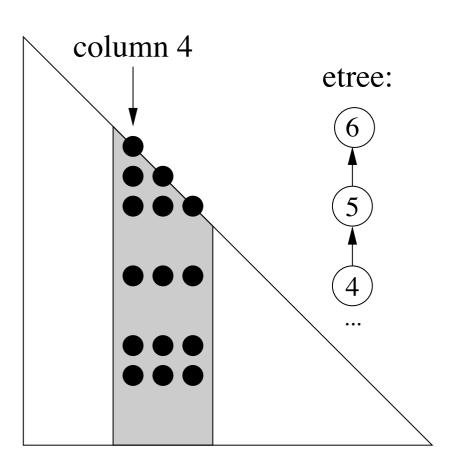
for each j in Reach(L, A(1:k,k))

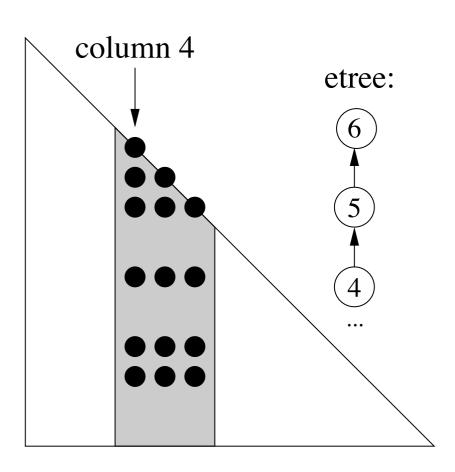
x(k:n) = x(k:n) - L(k:n,j) * L(k,j)

L(k,k) = sqrt(x(k))

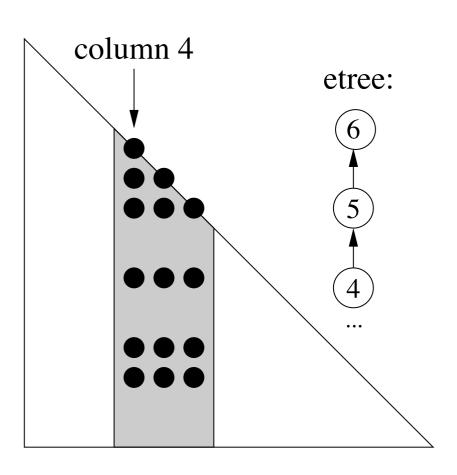
L(k+1:n,k) = x(k) / L(k,k)
```

Sparse Cholesky: supernodal

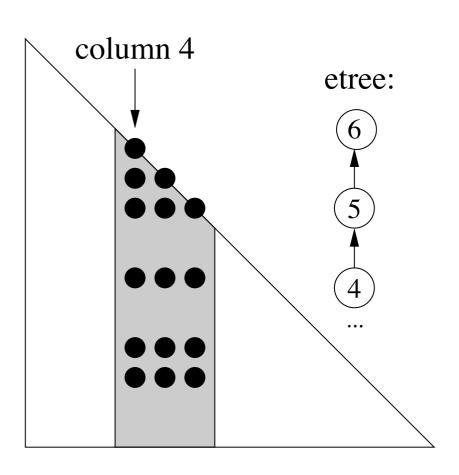




Adjacent columns of L often have identical pattern



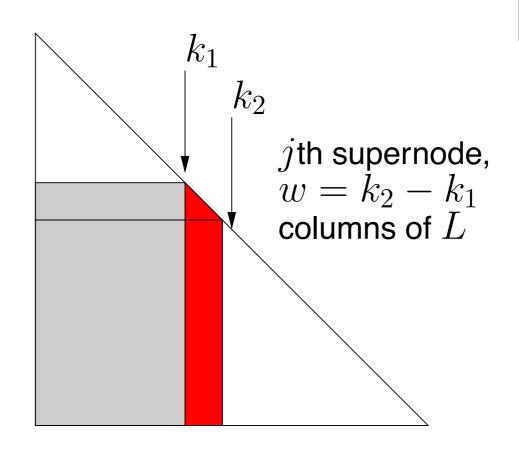
- Adjacent columns of L often have identical pattern
- a chain in the elimination tree



- Adjacent columns of L often have identical pattern
- a chain in the elimination tree
- can exploit dense submatrix operations

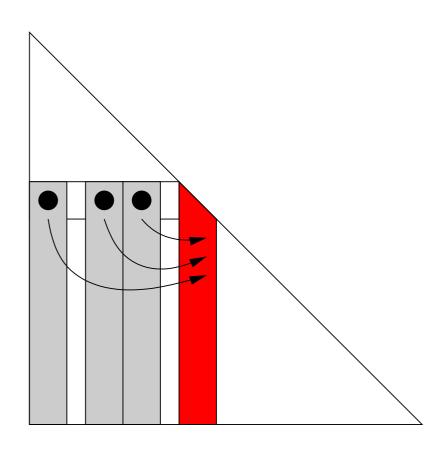
block left-looking

• for jth supernode:



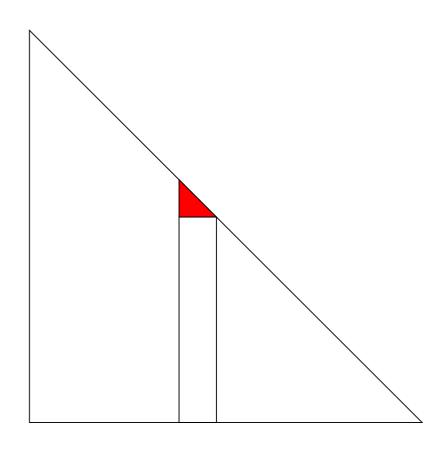
block left-looking

- for jth supernode:
- (1) sparse block matrix multiply



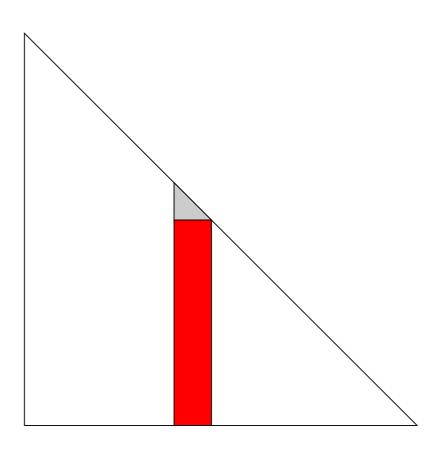
block left-looking

- for jth supernode:
- (1) sparse block matrix multiply
- (2) dense Cholesky

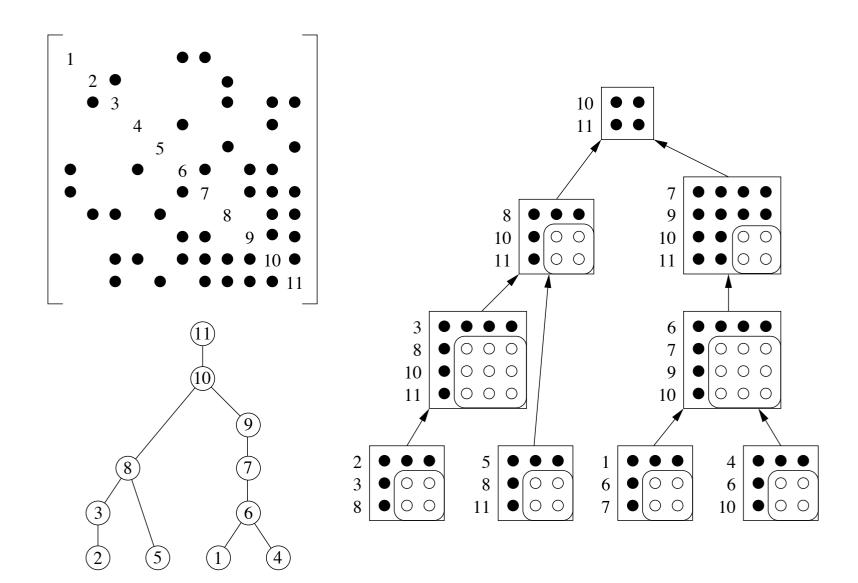


block left-looking

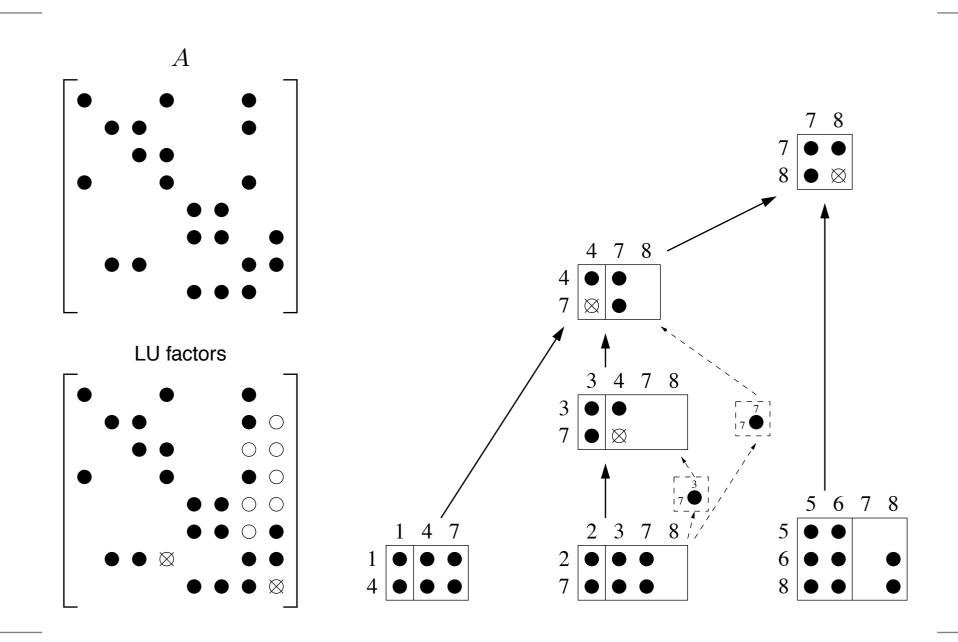
- for jth supernode:
- (1) sparse block matrix multiply
- (2) dense Cholesky
- (3) dense block $Lx = b^T$ solve



Sparse LU: multifrontal



Sparse LU: UMFPACK



if A diagonal: scale each row

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- http://www.cise.ufl.edu/research/sparse

Postscript

Up-coming book: Direct Methods for Sparse Linear Systems, SIAM, Sept. 2006.

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- Sparse Cholesky update/downdate
 - Given $A = LL^T$, compute $\overline{LL}^T = A \pm ww^T$
 - "among the most important algorithms in linear algebra", Wilkinson
 - time proportional to number of entries that change
 - columns of L that change: sparsity pattern of $x=L\setminus w$

$$x = A \setminus b$$

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Sparse matrix algorithms: numerics plus graph theory

$$x = A \setminus b$$

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- Goal: sparse matrix methods from the ground up

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