


DATA STRUCTURES

Data Structures. General Observations

- The use of a proper data structures is critical to achieving good performance.
-  Generate a symmetric sparse matrix A in matlab and time the operations of accessing (only) all entries by columns and then by rows. Observations?
- Many data structures; sometimes unnecessary variants.
- These variants are more useful in the context of iterative methods
- Basic linear algebra kernels (e.g., matrix-vector products) depend on data structures.

Some Common Data Structures (from SPARSKIT)

DNS

Dense

BND

Linpack Banded

COO

Coordinate

CSR

Compressed Sparse Row

CSC

Compressed Sparse Column

MSR

Modified CSR

ELL

Ellpack-Itpack

DIA

Diagonal

BSR

Block Sparse Row

SSK

Symmetric Skyline

NSK

Nonsymmetric Skyline

JAD

Jagged Diagonal

➤ Most common (and important): CSR (/ CSC), COO

The coordinate format (COO)

$$A = \begin{pmatrix} 1. & 0. & 0. & 2. & 0. \\ 3. & 4. & 0. & 5. & 0. \\ 6. & 0. & 7. & 8. & 9. \\ 0. & 0. & 10. & 11. & 0. \\ 0. & 0. & 0. & 0. & 12. \end{pmatrix}$$

AA	JR	JC
12.	5	5
9.	3	5
7.	3	3
5.	2	4
1.	1	1
2.	1	4
11.	4	4
3.	2	1
6.	3	1
4.	2	2
8.	3	4
10.	4	3

- Simplest data structure -
- Often used as 'entry' format in packages
- Variant used in matlab and matrix market
- Also known as 'triplet format'

Compressed Sparse Row (CSR) format

$$A = \begin{pmatrix} 12. & 0. & 0. & 11. & 0. \\ 10. & 9. & 0. & 8. & 0. \\ 7. & 0. & 6. & 5. & 4. \\ 0. & 0. & 3. & 2. & 0. \\ 0. & 0. & 0. & 0. & 1. \end{pmatrix}$$

- IA(j) points to beginning of row j in arrays AA, JA
- Related formats: Compressed Sparse Column format, Modified Sparse Row format (MSR).
- Used predominantly in Fortran & portable codes [e.g. Metis] – what about C?

AA	JA	IA
12	1	1
11	4	
10	1	3
9	2	
8	4	6
7	1	
6	3	10
5	4	
4	5	12
3	3	
2	4	13
1	5	

CSR (CSC) format - C-style

* CSR: Collection of pointers of rows & array of row lengths

```
typedef struct SpaFmt {  
/*-----  
| C-style CSR format - used internally  
| for all matrices in CSR/CSC format  
|-----*/  
    int n;          /* size of matrix          */  
    int *nzcount;    /* length of each row      */  
    int **ja;        /* to store column indices */  
    double **ma;     /* to store nonzero entries */  
} SparMat;
```

aa[i][*] == entries of i-th row (col.);

ja[i][*] == col. (row) indices,

nzcount[i] == number of nonzero elmts in row (col.) i

Data structure used in Csparse

[T. Davis' code, U. Florida]

```
typedef struct cs_sparse
{ /* matrix in compressed-column or triplet form */
  int nzmax ; /* maximum number of entries */
  int m ; /* number of rows */
  int n ; /* number of columns */
  int *p ; /* column pointers (size n+1) or
            col indices (size nzmax) */
  int *i ; /* row indices, size nzmax */
  double *x ; /* numerical values, size nzmax */
  int nz ; /* # of entries in triplet matrix,
            -1 for compressed-col */
} cs ;
```

- Can be used for CSR, CSC, and COO (triplet) storage
- Easy to use from Fortran

The Diagonal (DIA) format

$$A = \begin{pmatrix} 1. & 0. & 2. & 0. & 0. \\ 3. & 4. & 0. & 5. & 0. \\ 0. & 6. & 7. & 0. & 8. \\ 0. & 0. & 9. & 10. & 0. \\ 0. & 0. & 0. & 11. & 12. \end{pmatrix}$$

$$DA = \begin{array}{|c|c|c|} \hline * & 1. & 2. \\ \hline 3. & 4. & 5. \\ \hline 6. & 7. & 8. \\ \hline 9. & 10. & * \\ \hline 11 & 12. & * \\ \hline \end{array}$$

$$IOFF = \begin{array}{|c|c|c|} \hline -1 & 0 & 2 \\ \hline \end{array}$$

The Ellpack-Itpack format

$$A = \begin{pmatrix} 1. & 0. & 2. & 0. & 0. \\ 3. & 4. & 0. & 5. & 0. \\ 0. & 6. & 7. & 0. & 8. \\ 0. & 0. & 9. & 10. & 0. \\ 0. & 0. & 0. & 11. & 12. \end{pmatrix}$$

$$AC = \begin{array}{|c|c|c|} \hline 1. & 2. & 0. \\ \hline 3. & 4. & 5. \\ \hline 6. & 7. & 8. \\ \hline 9. & 10. & 0. \\ \hline 11 & 12. & 0. \\ \hline \end{array}$$

$$JC = \begin{array}{|c|c|c|} \hline 1 & 3 & 1 \\ \hline 1 & 2 & 4 \\ \hline 2 & 3 & 5 \\ \hline 3 & 4 & 4 \\ \hline 4 & 5 & 5 \\ \hline \end{array}$$

Block matrices

$$A = \left(\begin{array}{cc|cc|cc} 1. & 2. & 0. & 0. & 3. & 4. \\ 5. & 6. & 0. & 0. & 7. & 8. \\ \hline 0. & 0. & 9. & 10. & 11. & 12. \\ 0. & 0. & 13. & 14. & 15. & 16. \\ \hline 17. & 18. & 0. & 0. & 20. & 21. \\ 22. & 23. & 0. & 0. & 24. & 25. \end{array} \right)$$

$$AA = \begin{array}{|cc|cc|cc|} \hline 1. & 3. & 9. & 11. & 17. & 20. \\ 5. & 7. & 15. & 13. & 22. & 24. \\ \hline 2. & 4. & 10. & 12. & 18. & 21. \\ 6. & 8. & 14. & 16. & 23. & 25. \\ \hline \end{array}$$


$$JA = \boxed{1 \ 5 \ 3 \ 5 \ 1 \ 5}$$

$$IA = \boxed{1 \ 3 \ 5 \ 7}$$

➤ Columns of AA hold 2 x 2 blocks. JA(k) = col. index of (1,1) entries of k-th block. FORTRAN: declare as AA(2,2,6)

- Can also store the blocks row-wise in AA.

$$AA = \begin{array}{|c|c|c|c|} \hline 1. & 5. & 2. & 6. \\ \hline 3. & 7. & 4. & 8. \\ \hline 9. & 15. & 10. & 14. \\ \hline 11. & 13. & 12. & 16. \\ \hline 17. & 22. & 18. & 23. \\ \hline 20. & 24. & 21. & 25. \\ \hline \end{array} \quad \begin{array}{l} JA = \boxed{1 \ 5 \ 3 \ 5 \ 1 \ 5} \\ IA = \boxed{1 \ 3 \ 5 \ 7} \end{array}$$

- In other words AA is simply transposed
-  What are the advantages and disadvantages of each scheme?
- Block formats are important in many applications..
- Also valuable: block structure with variable block size.

Sparse matrices – data structure in C

➤ Recall:

```
typedef struct SpaFmt {  
/*-----  
| C-style CSR format - used internally  
| for all matrices in CSR format  
|-----*/  
    int n;  
    int *nzcount; /* length of each row */  
    int **ja;      /* to store column indices */  
    double **ma;   /* to store nonzero entries */  
} CsMat, *csptr;
```

➤ Can store rows of a matrix (CSR)

➤ or its columns (CSC)

➤ How to perform the operation $y = A * x$ in each case?

Matvec – row version

```
void matvec( csptr mata, double *x, double *y )
{
    int i, k, *ki;
    double *kr;
    for (i=0; i<mata->n; i++) {
        y[i] = 0.0;
        kr = mata->ma[i];
        ki = mata->ja[i];
        for (k=0; k<mata->nzcount[i]; k++)
            y[i] += kr[k] * x[ki[k]];
    }
}
```

➤ Uses sparse dot products (**sparse SDOTS**)



Operation count

Matvec – Column version

```
void matvecC( cs_ptr mata, double *x, double *y )
{
    int n = mata->n, i, k, *ki;
    double *kr;
    for (i=0; i<n; i++)
        y[i] = 0.0;
    for (i=0; i<n; i++) {
        kr = mata->ma[i];
        ki = mata->ja[i];
        for (k=0; k<mata->nzcount[i]; k++)
            y[ki[k]] += kr[k] * x[i];
    }
}
```

➤ Uses sparse vector combinations (sparse **SAXPY**)



Operation count







Matvec – row version - FORTRAN

```
      subroutine amux (n, x, y, a, ja, ia)
      real*8  x(*), y(*), a(*), t
      integer n, ja(*), ia(*), i, k
c----- row loop
      do 100 i = 1,n
c----- inner product of row i with vector x
          t = 0.0d0
          do 99 k=ia(i), ia(i+1)-1
              t = t + a(k)*x(ja(k))
          99      continue
          y(i) = t
      100  continue
      return
      end
```

Matvec – column version - FORTRAN

```
      subroutine atmux (n, x, y, a, ja, ia)
      real*8 x(*), y(*), a(*)
      integer n, ia(*), ja(*)
      integer i, k
c----- set y to zero
      do 1 i=1,n
          y(i) = 0.0
1      continue
c----- column loop
      do 100 i = 1,n
c----- sparse saxpy
          do 99 k=ia(i), ia(i+1)-1
              y(ja(k)) = y(ja(k)) + x(i)*a(k)
99      continue
100     continue
c
      return
      end
```


Sparse matrices in matlab

-  Generate a tridiagonal matrix T
-  Convert T to sparse format
-  See how you can generate this sparse matrix directly using sparse
-  See how you can use spconvert to achieve the same result
-  What can you observe about the way the triplets of a sparse matrix are ordered?
-  Important for performance: spalloc. See the difference between

`A = sparse(m,n) and A = spalloc(m,n,nzmax)`