

# *Symmetric Positive Definite (SPD) Matrix*

- An SPD matrix acts sort of like a positive number.
- $A$  is *symmetric* if  $a_{ij} = a_{ji}$ , for all  $i$  and  $j$ .
- Several equivalent conditions for  $A$  to be *positive definite*:
  - All eigenvalues are  $> 0$
  - LU factorization without pivoting succeeds, and all pivots are  $> 0$
  - For every nonzero vector  $x$ , the number  $x^T A x > 0$
- SPD matrices come up a lot in scientific computing & data analysis!
- The temperature matrix is SPD.

# Conjugate gradient iteration

- An *iterative* algorithm to solve  $Ax = b$ .
- Start with a guess  $x^{(0)}$ , then compute  $x^{(1)}$ ,  $x^{(2)}$ , ....
- Stop when you think you're close enough.
- In theory, CG can be used to solve *any* system  $Ax = b$ , provided only that  $A$  is SPD.
- In practice, how well CG works depends on specifics of  $A$  in subtle ways, involving eigenvalues and condition number.

# *Conjugate gradient iteration for $Ax = b$*

$x^{(0)} = 0$                       approximate solution

$r^{(0)} = b$                       residual =  $b - Ax$

$d^{(0)} = r^{(0)}$                       search direction

**for**  $k = 1, 2, 3, \dots :$

$x^{(k)} = x^{(k-1)} + \dots$                       new approx solution

$r^{(k)} = \dots$                       new residual

$d^{(k)} = \dots$                       new search direction

# *Conjugate gradient iteration for $Ax = b$*

$x^{(0)} = 0$                       approximate solution

$r^{(0)} = b$                       residual =  $b - Ax$

$d^{(0)} = r^{(0)}$                       search direction

**for**  $k = 1, 2, 3, \dots :$

$\alpha^{(k)} = \dots$                       step length

$x^{(k)} = x^{(k-1)} + \alpha^{(k)} d^{(k-1)}$                       new approx solution

$r^{(k)} = \dots$                       new residual

$d^{(k)} = \dots$                       new search direction

# Conjugate gradient iteration for $Ax = b$

$x^{(0)} = 0$  approximate solution

$r^{(0)} = b$  residual =  $b - Ax$

$d^{(0)} = r^{(0)}$  search direction

**for**  $k = 1, 2, 3, \dots$  :

$\alpha^{(k)} = (r^{(k-1)T} r^{(k-1)}) / (d^{(k-1)T} A d^{(k-1)})$  step length

$x^{(k)} = x^{(k-1)} + \alpha^{(k)} d^{(k-1)}$  new approx solution

$r^{(k)} = \dots$  new residual

$d^{(k)} = \dots$  new search direction

# Conjugate gradient iteration for $Ax = b$

$x^{(0)} = 0$                       approximate solution

$r^{(0)} = b$                       residual =  $b - Ax$

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$x^{(k)} = x^{(k-1)} + \alpha^{(k)} d^{(k-1)}$                       new approx solution

$r^{(k)} = \dots$                       new residual

$\beta^{(k)} = (r^{(k)T} r^{(k)}) / (r^{(k-1)T} r^{(k-1)})$

$d^{(k)} = r^{(k)} + \beta^{(k)} d^{(k-1)}$                       new search direction

# Conjugate gradient iteration for $Ax = b$

$x^{(0)} = 0$                       approximate solution

$r^{(0)} = b$                       residual =  $b - Ax$

$d^{(0)} = r^{(0)}$                       search direction

**for**  $k = 1, 2, 3, \dots$  :

$\alpha^{(k)} = (r^{(k-1)T} r^{(k-1)}) / (d^{(k-1)T} A d^{(k-1)})$       step length

$x^{(k)} = x^{(k-1)} + \alpha^{(k)} d^{(k-1)}$                       new approx solution

$r^{(k)} = r^{(k-1)} - \alpha^{(k)} A d^{(k-1)}$                       new residual

$\beta^{(k)} = (r^{(k)T} r^{(k)}) / (r^{(k-1)T} r^{(k-1)})$

$d^{(k)} = r^{(k)} + \beta^{(k)} d^{(k-1)}$                       new search direction

# Conjugate gradient iteration to solve $A^*x=b$

$x^{(0)} = 0, r^{(0)} = b, d^{(0)} = r^{(0)}$  (these are all vectors)

**for**  $k = 1, 2, 3, \dots :$

$\alpha^{(k)} = (r^{(k-1)T} r^{(k-1)}) / (d^{(k-1)T} A d^{(k-1)})$  step length

$x^{(k)} = x^{(k-1)} + \alpha^{(k)} d^{(k-1)}$  approximate solution

$r^{(k)} = r^{(k-1)} - \alpha^{(k)} A d^{(k-1)}$  residual =  $b - A x^{(k)}$

$\beta^{(k)} = (r^{(k)T} r^{(k)}) / (r^{(k-1)T} r^{(k-1)})$  improvement

$d^{(k)} = r^{(k)} + \beta^{(k)} d^{(k-1)}$  search direction

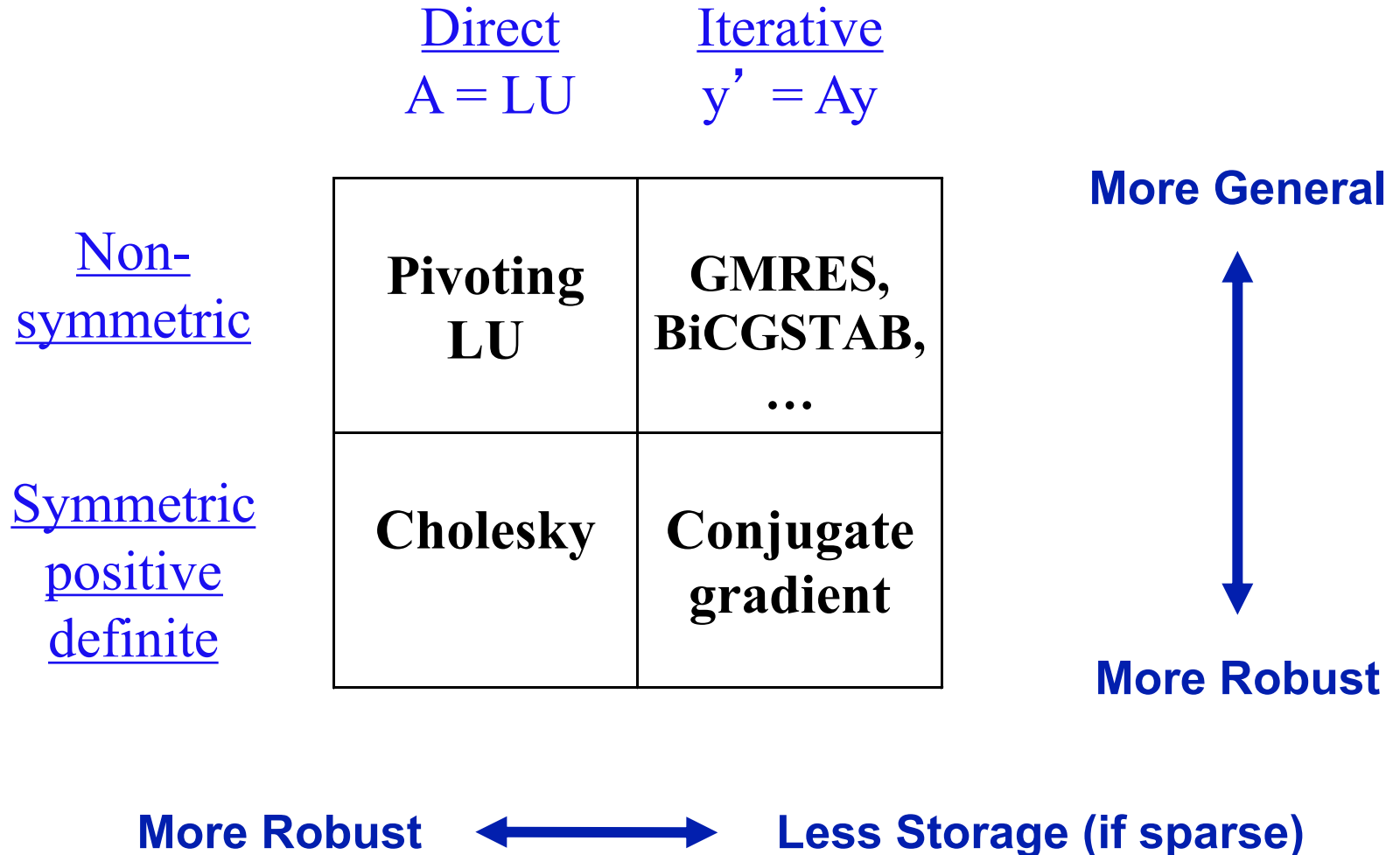
- One matrix-vector multiplication per iteration
- Two vector dot products per iteration
- Four n-vectors of working storage



# Vector and matrix primitives for CG

- **DAXPY:**  $v = \alpha * v + \beta * w$  (vectors  $v, w$ ; scalars  $\alpha, \beta$ )
  - Time =  $O(n)$
- **DDOT:**  $\alpha = v^T * w = \sum_j v[j] * w[j]$  (vectors  $v, w$ ; scalar  $\alpha$ )
  - Time =  $O(n)$
- **Matvec:**  $v = A * w$  (matrix  $A$ , vectors  $v, w$ )
  - This is the hard part!
  - Time =  $O(n^2)$  if  $A$  is a full matrix stored as a 2-D array
  - But all you need is a subroutine to compute  $v$  from  $w$
  - If  $A$  is *sparse*, time =  $O(\text{\#nonzeros in } A)$

# *The Landscape of $Ax=b$ Solvers*



***Optional:***

***Analysis of the Conjugate Gradient  
Algorithm***

***See Shewchuk's paper (linked to course web site) for details.***

# Conjugate gradient: Krylov subspaces

- Eigenvalues:  $Av = \lambda v$   $\{\lambda_1, \lambda_2, \dots, \lambda_n\}$

- Cayley-Hamilton theorem:

$$(A - \lambda_1 I) \cdot (A - \lambda_2 I) \cdot \dots \cdot (A - \lambda_n I) = 0$$

$$\text{Therefore } \sum_{0 \leq i \leq n} c_i A^i = 0 \text{ for some } c_i$$

$$\text{so } A^{-1} = \sum_{1 \leq i \leq n} (-c_i/c_0) A^{i-1}$$

- Krylov subspace:

$$\begin{aligned} &\text{Therefore if } Ax = b, \text{ then } x = A^{-1} b \text{ and} \\ &x \in \text{span}(b, Ab, A^2b, \dots, A^{n-1}b) = K_n(A, b) \end{aligned}$$

# Conjugate gradient: Orthogonal sequences

- Krylov subspace:  $K_i(A, b) = \text{span}(b, Ab, A^2b, \dots, A^{i-1}b)$
- Conjugate gradient algorithm:
  - for  $i = 1, 2, 3, \dots$ 
    - find  $x^{(i)} \in K_i(A, b)$
    - such that  $r^{(i)} = (b - Ax^{(i)}) \perp K_i(A, b)$
- Notice  $r^{(i)} \in K_{i+1}(A, b)$ , so  $r^{(i)} \perp r^{(j)}$  for all  $j < i$
- Similarly, the “directions” are  $A$ -orthogonal:
$$(x^{(i)} - x^{(i-1)})^T \cdot A \cdot (x^{(j)} - x^{(j-1)}) = 0$$
- The magic: Short recurrences. . .
  - $A$  is symmetric  $\Rightarrow$  can get next residual and direction from the previous one, without saving them all.

# Conjugate gradient: Convergence

- In exact arithmetic, CG converges in  $n$  steps  
(completely unrealistic!!)
- Accuracy after  $k$  steps of CG is related to:
  - consider polynomials of degree  $k$  that are equal to 1 at 0.
  - how small can such a polynomial be at all the eigenvalues of  $A$ ?
- Thus, eigenvalues close together are good.
- Condition number:  $\kappa(A) = \|A\|_2 \|A^{-1}\|_2 = \lambda_{\max}(A) / \lambda_{\min}(A)$
- Residual is reduced by a constant factor by  $O(\kappa^{1/2}(A))$  iterations of CG.

# Other Krylov subspace methods

- Nonsymmetric linear systems:
  - GMRES:  
for  $i = 1, 2, 3, \dots$   
find  $x^{(i)} \in K_i(A, b)$  such that  $r^{(i)} = (Ax^{(i)} - b) \perp K_i(A, b)$   
But, no short recurrence  $\Rightarrow$  save old vectors  $\Rightarrow$  lots more space  
(Usually “restarted” every  $k$  iterations to use less space.)
  - BiCGStab, QMR, etc.:  
Two spaces  $K_i(A, b)$  and  $K_i(A^T, b)$  w/ mutually orthogonal bases  
Short recurrences  $\Rightarrow O(n)$  space, but less robust
  - Convergence and preconditioning more delicate than CG
  - Active area of current research
- Eigenvalues: Lanczos (symmetric), Arnoldi (nonsymmetric)