Lecture 15: Reordering algorithms

COMP5930M Scientific Computation

Today

Matrix permutations

Overall solution process

Renumbering

Pivoting

Matrix permutation

- Any reordering process implies a permutation of the original equations (rows) or the unknowns (columns)
- In practice we do not reorder our system physically but <u>use a permutation matrix P</u> that stores the permutation
- ▶ P is, itself, a (very) sparse matrix. Each row and column has exactly one element equal to 1, the others 0

Permutation matrices

Example: P swaps 3rd and 4th row/column of a matrix A

$$\mathbf{P} = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

Permutation of the 3rd and 4th rows: **PA**Permutation of the 3rd and 4th columns: **AP**

Permutation of the 3rd and 4th rows and columns: PAP

Formal permutation of the system

- ► We solve: **PAx** = **Pb** where **P** is a permutation matrix
- ▶ If **P** = **I** we have the original system
- ▶ We can swap rows i and j of the system by swapping rows i and j of P
- ► Since P is a permutation matrix

$$\mathsf{P}^{\mathcal{T}} = \mathsf{P}^{-1}$$

In practice

- ▶ When **A** is symmetric $(\mathbf{A} = \mathbf{A}^T)$, we would like the permuted matrix to remain symmetric
- We can write

$$\underline{\mathsf{PAP}^T\mathsf{Px}\ =\ \mathsf{Pb}}$$

since
$$\mathbf{P}^T\mathbf{P} = \mathbf{I}$$

We then solve

$$\begin{array}{rcl} By & = & c \\ x & = & Py \end{array}$$

where
$$\mathbf{B} = \mathbf{PAP}^T$$
, $\mathbf{y} = \mathbf{Px}$, $\mathbf{c} = \mathbf{Pb}$

The overall solution process

- Before factorisation:
 - Renumber the system variables
- During factorisation:
 - Reorder the system rows: row-pivoting
- Solve the factorised system
- After solution:
 - Un-renumber the system variables

Renumbering

- **Problem:** Given a symmetric sparse matrix A, find a permutation P such that the factorisation $U^T U = PAP^T$ has the least amount of fill-in in the Cholesky-factor U
- ▶ This problem is NP-complete (Yannakakis 1981)
- Heuristic algorithms provide approximately optimal reorderings
- Typical heuristics algorithms:
 - Minimum degree
 - Nested dissection
 - Reverse Cuthill-McKee



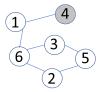
A greedy approximate minimum degree (AMD) -algorithm

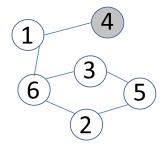
- ▶ Define the graph structure of the symmetric sparse matrix:
 - ▶ Nodes of the graph are equal to *n* the number of rows/columns
 - ▶ Edge between nodes *i* and *j* iff $a_{i,j} \neq 0$ and $i \neq j$ (no loops).
 - Matrix is symmetric so graph is undirected
- Define the degree of each node to be the number of connections it makes to other nodes
- ▶ Pick a starting node with minimal degree and renumber as 1
- ► For each renumbered node
 - Order the non-renumbered neighbours
 of that node by degree in ascending order
 - Renumber them in that sequence

The sparse symmetric matrix

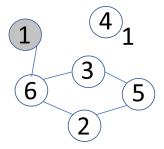
$$\mathbf{A} = \begin{bmatrix} 5 & & 1 & & 1 \\ & 5 & & & 1 & 1 \\ & & 5 & & 1 & 1 \\ 1 & & & 5 & & \\ & 1 & 1 & & 5 & \\ 1 & 1 & 1 & & & 5 \end{bmatrix}$$

has the connectivity graph

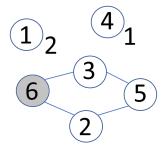




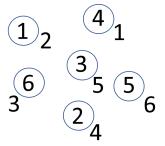
- ▶ Start from node 4, renumber it as 1.
- Only neighbour is node 1, so we pick it next.
- Eliminate node 4 from the connectivity graph.



- Renumber node 1 as 2.
- Only neighbour is node 6, so we pick it next.
- ▶ Eliminate node 1 from the connectivity graph.



- ▶ Neighbours of 6 are 2 and 3, both of which have deg = 2.
- ▶ We can order them in any order, e.g. 2 becomes 4 and 3 becomes 5.



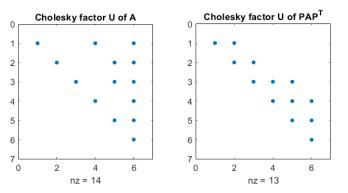
- ▶ Neighbours of 6 are 2 and 3, both of which have deg = 2.
- ▶ We can order them in any order, e.g. 2 becomes 4 and 3 becomes 5.
- ▶ Finally node 5 becomes 6.

Permutation matrix (by columns):

Symmetric permuted matrix:

$$\mathbf{PAP}^{T} = \begin{bmatrix} 5 & 1 & & & & \\ 1 & 5 & 1 & & & \\ & 1 & 5 & 1 & 1 & \\ & & 1 & 5 & 1 & 1 \\ & & 1 & 5 & 1 \\ & & & 1 & 1 & 5 \end{bmatrix}$$

Cholesky factorisations $\mathbf{U}^T\mathbf{U} = \mathbf{A}$ and $\mathbf{U}^T\mathbf{U} = \mathbf{PAP}^T$:



The **U** factor has fewer nonzero elements (in fact, this is optimal)

Pivoting for Gaussian elimination

- Row-pivoting is a heuristic to minimise round-off error during factorisation
- Full-pivoting (simultaneous row and column) is precise but too complex for sparse matrices
- Both approaches seek a matrix entry of largest magnitude and then permute the matrix to make it the current pivot

- We solve the system in the form P A x = P b
- ▶ At each row elimination step we modify **P** first if pivoting is required. For elimination of row *i*:
 - Find next pivot element $a_{j,i}$ for $j \ge i$ as either:
 - (i) largest magnitude $\max_j |a_{j,i}|$, or
 - (ii) least number of off-diagonal nonzero elements (AMD)
 - \triangleright Construct permutation matrix P_i that swaps rows i and j

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- It can be shown that we end up with the factorisation:

$$\mathsf{L}^{-1}\left(\mathsf{P}_{n-1}\ldots\mathsf{P}_{2}\mathsf{P}_{1}\right)\mathsf{A}=\mathsf{U}$$

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Row-pivoting for sparse A

- Row-pivoting implies swapping of rows which is non-trivial for sparse A
 - sparse column format ideal for elimination
 - sparse row format ideal for row-pivoting
- ► It can be achieved but the final algorithm is complex and not covered here
- ▶ It requires the sequence of pivoting operations to be stored and applied after factorisation is complete