# Biostatistics 615 - Statistical Computing

# Lecture 14 Matrix Computations

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# Programming with Matrix

### Why Matrix matters?

- Many statistical models can be well represented as matrix operations
  - Linear regression
  - Logistic regression
  - Mixed models
- Efficient matrix computation can make difference in the practicality of a statistical method
- Understanding C++ implementation of matrix operation can expedite the efficiency by orders of magnitude

# Ways for Matrix programming in C++

- Implementing Matrix libraries on your own
  - Implementation can well fit to specific need
  - Need to pay for implementation overhead
  - Computational efficiency may not be excellent for large matrices

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- Using BLAS/LAPACK library
  - Low-level Fortran/C API
  - ATLAS implementation for gcc, MKL library for intel compiler (with multithread support)
  - Used in many statistical packages including R
  - Not user-friendly interface use.
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- Using BLAS/LAPACK library
  - Low-level Fortran/C API
  - ATLAS implementation for gcc, MKL library for intel compiler (with multithread support)
  - Used in many statistical packages including R
  - Not user-friendly interface use.
  - boost supports C++ interface for BLAS
- Using a third-party library, Eigen package
  - A convenient C++ interface
  - Reasonably fast performance
  - Supports most functions BLAS/LAPACK provides



# Using a third party library

### Downloading and installing Eigen package

- Download at <a href="http://eigen.tuxfamily.org/">http://eigen.tuxfamily.org/</a>
- To install just uncompress it, no need to build

# Using a third party library

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- To install just uncompress it, no need to build

#### Using Eigen package

- Add -I ~jiankang/Public/include option (or include directory containing Eigen/) when compile
- No need to install separate library. Including header files is sufficient

# Example usages of Eigen library

```
#include <iostream>
#include <Eigen/Dense>// For non-sparse matrix
using namespace Eigen;// avoid using Eigen::
using namespace std;
int main()
   Matrix2d a; // 2x2 matrix type is defined for convenience
   a << 1, 2, 3, 4;
   MatrixXd b(2,2); // but you can define the type from arbitrary-size matrix
   b << 2, 3, 1, 4;
   Matrix<double, 2, 3> c;
   c << 2, 3, 5, 7, 11, 13;
   cout << "a =\n" << a << endl;
   cout << "b =\n" << b << endl:
   cout << "c =\n" << c << endl;
   cout << "a + b =\n" << a + b << endl; // matrix addition
   cout << "a - b =\n" << a - b << endl; // matrix subtraction</pre>
   cout << "a * b =\n" << a * b << endl;//matrix multipication</pre>
   cout << "Doing a += b:" << endl:
   a += b;
   cout << "Now a =\n" << a << endl;
   Vector3d v(1,2,3);// vector operations
   Vector3d w(1,0,0);
   cout << "-v + w - v = \n" << -v + w - v << endl:
```

### More examples

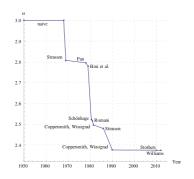
```
#include <iostream>
#include <Eigen/Dense>
using namespace std;
using namespace Eigen;
int main()
                           // 2*2 matrix
  Matrix2d mat:
  mat << 1, 2,
         3, 4;
  Vector2d u(-1,1), v(2,0); // 2D vector
  cout << "Here is mat*mat:\n" << mat*mat << endl;</pre>
  cout << "Here is mat*u:\n" << mat*u << endl:</pre>
  cout << "Here is u^T*mat:\n" << u.transpose()*mat << endl:</pre>
  cout << "Here is u^T*v:\n" << u.transpose()*v << endl;</pre>
  cout << "Here is u*v^T:\n" << u*v.transpose() << endl;</pre>
  cout << "Let's multiply mat by itself" << endl;</pre>
  mat = mat*mat;
  cout << "Now mat is mat:\n" << mat << endl;</pre>
  return 0;
```

### More examples

```
#include <Eigen/Dense>
#include <iostream>
using namespace Eigen;
using namespace std;
int main()
  MatrixXd m(2,2), n(2,2);
  MatrixXd result(2,2);
  m << 1,2,
       3,4;
  n << 5,6,7,8;
  result = m * n;
  cout << "-- Matrix m*n: --" << endl << result << endl << endl:
  result = m.array() * n.array();
  cout << "-- Array m*n: --" << endl << result << endl << endl;</pre>
  result = m.cwiseProduct(n);
  cout << "-- With cwiseProduct: --" << endl << result << endl << endl;</pre>
  result = (m.array() + 4).matrix() * m;
  cout << "-- (m+4)*m: --" << endl << result << endl << endl;
  return 0:
```

### Time complexity of square matrix multiplication

- Naive algorithm :  $O(n^3)$
- Strassen algorithm (1969):  $O(n^{2.807})$  (the fastest practical algorithm)
- Coppersmith-Winograd algorithm (1990):  $O(n^{2.376})$
- François Le Gall (2014):  $O(n^{2.373})$  (the best known algorithm)
- The best known lower bound:  $\Omega(n^2)$  (or  $\Omega(n^2 \log n)$  with certain assumptions).



(http://en.wikipedia.org/wiki/Matrix\_multiplication#Algorithms\_for\_efficient\_matrix\_ multiplication)

### Strassen algorithm (Volker Strassen, 1969)

Goal: Given A, B, compute C = AB, where A, B, C are matrices of size  $n \times n$  where  $n=2^k$ 

Step 1: Partition A, B, C into submatrices of size  $2^{k-1} \times 2^{k-1}$ :

$$A = \left[ \begin{array}{cc} A_{1,1} & A_{1,2} \\ A_{2,1} & A_{2,2} \end{array} \right], B = \left[ \begin{array}{cc} B_{1,1} & B_{1,2} \\ B_{2,1} & B_{2,2} \end{array} \right], C = \left[ \begin{array}{cc} C_{1,1} & C_{1,2} \\ C_{2,1} & C_{2,2} \end{array} \right].$$

Step 2: Compute the followings matrices:

$$\begin{array}{l} M_1 = (A_{1,1} + A_{2,2})(B_{1,1} + B_{2,2}) \\ M_2 = (A_{2,1} + A_{2,2})B_{1,1} \\ M_3 = A_{1,1}(B_{1,2} - B_{2,2}) \\ M_4 = A_{2,2}(B_{2,1} - B_{1,1}) \\ M_5 = (A_{1,1} + A_{1,2})B_{2,2} \\ M_6 = (A_{2,1} - A_{1,1})(B_{1,1} + B_{1,2}) \\ M_7 = (A_{1,2} - A_{2,2})(B_{2,1} + B_{2,2}) \end{array}$$

(http://en.wikipedia.org/wiki/Strassen algorithm)



### Strassen algorithm (cont.)

#### Step 3: Compute the followings matrices:

$$\begin{split} C_{1,1} &= A_{1,1}B_{1,1} + A_{1,2}B_{2,1} = M_1 + M_4 - M_5 + M_7 \\ C_{1,2} &= A_{1,1}B_{1,2} + A_{1,2}B_{2,2} = M_3 + M_5 \\ C_{2,1} &= A_{2,1}B_{1,1} + A_{2,2}B_{2,1} = M_2 + M_4 \\ C_{2,2} &= A_{2,1}B_{1,2} + A_{2,2}B_{2,2} = M_1 - M_2 + M_3 + M_6 \end{split}$$

#### Time complexity analysis

$$T(n) = 7T(n/2) + O(n^2)$$

Applying the master theorem,  $T(n) = O(n^{\log_2 7}) = O(n^{2.807})$ .

### Time complexity for matrix inversion

• Matrix inversion can be reduced to matrix multiplication!

$$\left[ \begin{array}{cc} A & B \\ C & D \end{array} \right]^{-1} = \left[ \begin{array}{cc} K^{-1} & -K^{-1}BD^{-1} \\ -D^{-1}CK^{-1} & D^{-1} + D^{-1}CK^{-1}BD^{-1} \end{array} \right]$$

where  $K = A - BD^{-1}C$ .

- Time complexity:  $f(n) = 2f(n/2) + 6T(n/2) + O(n^2)$ , where T(n) is the time for matrix multiplication.
- Applying the master theorem,  $f(n) = \Theta(T(n)) = O(n^{2.373})$ .
- Best known lower bound:  $\Omega(n^2 \log n)$ .

(http://en.wikipedia.org/wiki/Invertible\_matrix#Methods\_of\_matrix\_inversion)



### Time complexity for matrix determinant

#### Determinant

- Laplace expansion : O(n!)
- LU decomposition :  $O(n^3)$
- Bareiss algorithm :  $O(n^3)$
- Matrix determinant can also be reduced to matrix multiplication :  $O(n^{2.373})$

(http://en.wikipedia.org/wiki/Determinant#Calculation)

### Computational considerations in matrix operations



# Computational considerations in matrix operations

#### Avoiding expensive computation

- Computation of u'ABv
- If the order is  $(((\mathbf{u}'(AB))\mathbf{v})$ 
  - $\bullet$   $O(n^3) + O(n^2) + O(n)$  operations
  - $O(n^3)$  overall

# Computational considerations in matrix operations

#### Avoiding expensive computation

- Computation of u'ABv
- If the order is  $(((\mathbf{u}'(AB))\mathbf{v})$ 
  - $O(n^3) + O(n^2) + O(n)$  operations
  - $O(n^3)$  overall
- If the order is  $(((\mathbf{u}'A)B)\mathbf{v})$ 
  - Two  $O(n^2)$  operations and one O(n) operation
  - $O(n^2)$  overall

### Quadratic multiplication

### Same time complexity, but one is slightly more efficient

- Computing  $\mathbf{x}' A \mathbf{y}$ .
- $O(n^2) + O(n)$  if ordered as  $(\mathbf{x}'A)\mathbf{y}$ .
- Can be simplified as  $\sum_i \sum_j x_i A_{ij} y_j$

#### A symmetric case

- Computing  $\mathbf{x}' A \mathbf{x}$  where A = LL' (Cholesky decomposition)
- $\mathbf{u} = L'\mathbf{x}$  can be computed more efficiently than  $A\mathbf{x}$ .
- $\bullet$   $\mathbf{x}'A\mathbf{x} = \mathbf{u}'\mathbf{u}$

(http://en.wikipedia.org/wiki/Cholesky\_decomposition)

### Solving linear systems

#### Problem

Find x that satisfies Ax = b

#### A simplest approach

- Calculate  $A^{-1}$ , and  $\mathbf{x} = A^{-1}\mathbf{b}$
- Time complexity is  $O(n^3) + O(n^2)$
- A has to be invertible
- Potential issue of numerical instability
- http://en.wikipedia.org/wiki/Invertible\_matrix#Methods\_of\_matrix\_inversion

### Using matrix decomposition to solve linear systems

#### LU decomposition

- A = LU, making  $U\mathbf{x} = L^{-1}\mathbf{b}$
- A needs to be square and invertible.
- Fewer additions and multiplications
- Precision problems may occur
- http://en.wikipedia.org/wiki/LU\_decomposition#Algorithms

#### Cholesky decomposition

- A is a square, symmetric, and positive definite matrix.
- $A = U^T U$  is a special case of LU decomposition
- Computationally efficient and accurate
- http://en.wikipedia.org/wiki/Cholesky decomposition#Computation

### QR decomposition

- A = QR where A is  $m \times n$  matrix
- Q is orthogonal matrix,  $Q^TQ = I$ .
- R is  $m \times n$  upper-triangular matrix,  $R\mathbf{x} = Q^T\mathbf{b}$ .
- http://en.wikipedia.org/wiki/QR\_decomposition#Computing\_the\_QR\_decomposition

### Solving least square

#### Solving via inverse

- Most straightforward strategy
- $\mathbf{y} = X\beta + \epsilon$ ,  $\mathbf{y}$  is  $n \times 1$ , X is  $n \times p$ .
- $\beta = (X^T X)^{-1} X^T y$ .
- Computational complexity is  $O(np^2) + O(np) + O(p^3)$ .
- The computation may become unstable if  $X^TX$  is singular
- Need to make sure that rank(X) = p.
- http://en.wikipedia.org/wiki/Least\_squares#Solving\_the\_least\_squares\_problem

### Singular value decomposition

#### Definition

A  $m \times n (m \ge n)$  matrix A can be represented as  $A = UDV^T$  such that

- U is  $m \times n$  matrix with orthogonal columns  $(U^T U = I_n)$
- D is  $n \times n$  diagonal matrix with non-negative entries
- $V^T$  is  $n \times n$  matrix with orthogonal matrix ( $V^TV = VV^T = I_n$ ).

#### Computational complexity

- $4m^2n + 8mn^2 + 9m^3$  for computing U, V, and D.
- $4mn^2 + 8n^3$  for computing V and D only.
- The algorithm is numerically very stable
- http://en.wikipedia.org/wiki/Singular\_value\_decomposition#Calculating\_the\_SVD

#### THE book for matrix computations

Golub, Gene; Van Loan, Charles (2012) Matrix Computations, 4th edition.



# Stable inference of least square using SVD

$$\begin{array}{lll} X & = & UDV^T \\ \beta & = & (X^TX)^{-1}X^T\mathbf{y} \\ & = & (VDU^TUDV^T)^{-1}VDU^T\mathbf{y} \\ & = & (VD^2V^T)^{-1}VDU^T\mathbf{y} \\ & = & VD^{-2}V^TVDU^T\mathbf{y} \\ & = & VD^{-1}U^T\mathbf{y} \end{array}$$

### Stable inference of least square using SVD

```
#include <iostream>
#include <Eigen/Dense>
using namespace std;
using namespace Eigen;
int main()
   MatrixXf A = MatrixXf::Random(3, 2);
   cout << "Here is the matrix A:\n" << A << endl;</pre>
   VectorXf b = VectorXf::Random(3);
   cout << "Here is the right hand side b:\n" << b << endl;</pre>
   cout << "The least-squares solution is:\n"</pre>
        << A.jacobiSvd(ComputeThinU | ComputeThinV).solve(b) << endl;
```

### Linear Regression

#### Linear model

- $\mathbf{y} = X\beta + \epsilon$ , where X is  $n \times p$  matrix
- Under normality assumption,  $y_i \sim N(X_i\beta, \sigma^2)$ .

#### Key inferences under linear model

- Effect size :  $\hat{\beta} = (X^T X)^{-1} X^T \mathbf{y}$
- Residual variance :  $\widehat{\sigma^2} = (\mathbf{y} X\hat{\beta})^T (\mathbf{y} X\hat{\beta})/(n-p)$
- Variance/SE of  $\hat{\beta}$  :  $\widehat{\mathrm{Var}}(\hat{\beta}) = \widehat{\sigma^2}(X^TX)^{-1}$
- p-value for testing  $H_0: \beta_i = 0$  or  $H_o: R\beta = 0$ .

### Using R to solve linear model

```
> y = rnorm(100)
> x = rnorm(100)
> summary(lm(y~x))
Call:
lm(formula = v \sim x)
Residuals:
           10 Median 30
    Min
                                       Max
-2.15759 -0.69613 0.08565 0.70014 2.62488
Coefficients:
           Estimate Std. Error t value Pr(>|t|)
(Intercept) 0.02722 0.10541 0.258 0.797
          -0.18369 0.10559 -1.740 0.085 .
x
Signif. codes: ...
Residual standard error: 1.05 on 98 degrees of freedom
Multiple R-squared: 0.02996, Adjusted R-squared: 0.02006
F-statistic: 3.027 on 1 and 98 DF, p-value: 0.08505
```

### Dealing with large data with 1m

```
> y = rnorm(5000000)
> x = rnorm(5000000)
> system.time(print(summary(lm(y~x))))
Call:
lm(formula = v \sim x)
Residuals:
   Min
            10 Median 30
                                 Max
-5.2858 -0.6735 0.0004 0.6741 4.9432
Coefficients:
             Estimate Std. Error t value Pr(>|t|)
(Intercept) 9.312e-05 4.471e-04 0.208
                                           0.835
         -2.924e-04 4.471e-04 -0.654 0.513
Residual standard error: 0.9997 on 4999998 degrees of freedom
Multiple R-squared: 8.554e-08, Adjusted R-squared: -1.145e-07
F-statistic: 0.4277 on 1 and 4999998 DF, p-value: 0.5131
   user system elapsed
 20.972 0.402 21.430
```

# A case for simple linear regression

### A simpler model

- $X = [1 \ \mathbf{x}], \ \beta = [\beta_0 \ \beta_1]^T.$

#### Question of interest

Can we leverage this simplicity to make a faster inference?

### A faster inference with simple linear model

### Ingredients for simplification

- $\bullet \ \sigma_y^2 = (\mathbf{y} \overline{y})^T (\mathbf{y} \overline{y})/(n-1)$
- $\bullet \ \sigma_x^2 = (\mathbf{x} \overline{x})^T (\mathbf{x} \overline{x})/(n-1)$
- $\bullet \ \sigma_{xy} = (\mathbf{x} \overline{x})^T (\mathbf{y} \overline{y}) / (n 1)$

#### Making faster inferences

- $\bullet \ \hat{\beta}_1 = \rho_{xy} \sqrt{\sigma_y^2/\sigma_x^2}$
- $SE(\hat{\beta}_1) = \sqrt{\sigma_y^2 (1 \rho_{xy}^2)/(n-2)/\sigma_x^2}$
- ullet  $t=
  ho_{xy}\sqrt{(n-2)/(1ho_{xy}^2)}$  follows t-distribution with d.f. n-2



### A faster R implementation

```
# note that this is an R function, not C++
fastSimpleLinearRegression <- function(y, x) {</pre>
 y \leftarrow y - mean(y)
 x \leftarrow x - mean(x)
 n <- length(y)
  stopifnot(length(x) == n)  # for error handling
  s2y \leftarrow sum(y * y) / (n - 1) # \sigma y^2
  s2x \leftarrow sum(x * x) / (n - 1) # \sigma x^2
  sxy \leftarrow sum(x * y) / (n - 1) # \sigma xy
  rxy <- sxy / sqrt( s2y * s2x ) # \rho xy
  b <- rxy * sqrt( s2y / s2x )
  se.b <- sqrt( s2y * ( 1 - rxy * rxy ) / (n-2) / s2x )
  tstat <- rxy * sqrt( ( n - 2 ) / ( 1 - rxy * rxy ) )
  p <- pt( abs(tstat) , n - 2 , lower.tail=FALSE )*2</pre>
  return(list( beta = b , se.beta = se.b , t.stat = tstat, p.value = p ))
```

### Now it became much faster

```
>y = rnorm(5000000)
>x = rnorm(5000000)
> system.time(lm(y~x))
   user system elapsed
 20.972 0.402 21.430
> system.time(fastSimpleLinearRegression(y,x))
   user system elapsed
 0.078 0.000 0.078
>y = rnorm(100)
>x = rnorm(100)
>microbenchmark(lm(y~x),fastSimpleLinearRegression(y,x))
Unit: microseconds
                                    min
                                              la
                                                      mean median
                            expr
                                                                        ua
                       lm(y \sim x) 876.358 888.8415 1141.2832 894.342 906.7325
fastSimpleLinearRegression(y, x) 32.645 36.2755 44.0792 42.106 43.7080
      max neval
 18482.746
            100
   219.605 100
```

### Dealing with even larger data

#### Problem

- Supposed that we now have 5 billion input data points
- The issue is how to load the data
- Storing 10 billion double will require  $80\,GB$  or larger memory

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#### Problem

- Supposed that we now have 5 billion input data points
- The issue is how to load the data
- Storing 10 billion double will require 80 GB or larger memory

#### What we want

- As fast performance as before
- But do not store all the data into memory
- R cannot be the solution in such cases use C++ instead

# Streaming the inputs to extract sufficient statistics

### Sufficient statistics for simple linear regression

- 0 n

## Streaming the inputs to extract sufficient statistics

#### Sufficient statistics for simple linear regression

- 0 n

#### Extracting sufficient statistics from stream

- $\bullet \sum_{i=1}^{n} x = n\overline{x}$
- $\bullet \ \sum_{i=1}^n y = n\overline{y}$

#### Implementation: Streamed simple linear regression

```
#include <iostream>
#include <fstream>
#include <boost/math/distributions/students t.hpp>
using namespace boost::math;  // for calculating p-values from t-statistic
int main(int argc, char** argv) {
  std::ifstream ifs(argv[1]); // read file from the file arguments
                              // temporay values to store the input
 double x, y;
  double sumx = 0, sumsqx = 0, sumy = 0, sumsqy = 0, sumxy = 0;
 int n = 0;
  // extract a set of sufficient statistics
 while( ifs >> y >> x ) { // assuming each input line feeds y and x
    sumx += x:
    sumy += y;
    sumxy += (x*y);
    sumsqx += (x*x);
    sumsqv += (v*v);
   ++n:
```

## Streamed simple linear regression (cont'd)

## Streamed simple linear regression (cont'd)

```
std::cout << "Number of observations
std::cout << "Effect size - beta = " << beta << std::endl;
std::cout << "Standard error - SE(beta) = " << seBeta << std::endl;
std::cout << "Student's-t statistic = " << t << std::endl;
std::cout << "Two-sided p-value = " << pvalue << std::endl;
return 0;
}</pre>
```

#### Summary - Simple Linear Regression

- A linear regression with one predictor and intercept
- lm() function in R may be computationally slow for large input
- Faster inference is possible by computing a set of summary statistics in linear time
- Streaming via C++ programming further resolves the memory overhead
- The idea can be applied in more sophisticated, large-scale analyses.

## Multiple regression - a general form of linear regression

#### Recap - Linear model

- $\mathbf{y} = X\beta + \epsilon$ , where X is  $n \times p$  matrix
- Under normality assumption,  $y_i \sim N(X_i\beta, \sigma^2)$ .

#### Key inferences under linear model

- Effect size :  $\hat{\beta} = (X^T X)^{-1} X^T \mathbf{y}$
- Residual variance :  $\widehat{\sigma^2} = (\mathbf{y} X\hat{\beta})^T (\mathbf{y} X\hat{\beta})/(n-p)$
- Variance/SE of  $\hat{\beta}$  :  $\widehat{\mathrm{Var}}(\hat{\beta}) = \widehat{\sigma^2}(X^TX)^{-1}$
- p-value for testing  $H_0: \beta_i = 0$  or  $H_o: R\beta = 0$ .

## Using 1m() function in R

```
y = rnorm(1000)
> X = matrix(rnorm(5000),1000,5)
> summary(lm(y~X))
Call:
lm(formula = v \sim X)
Residuals:
    Min
            10
                  Median
                               30
                                       Max
-2.80084 -0.69271 -0.00114 0.68395 2.98837
Coefficients:
            Estimate Std. Error t value Pr(>|t|)
(Intercept) 0.022873
                      0.030930 0.740
                                          0.460
X1
           -0.048975 0.031194 -1.570 0.117
X2
          -0.057141 0.031838 -1.795 0.073 .
X3
          -0.016190 0.031910 -0.507 0.612
X4
           0.026239
                     0.031168 0.842
                                         0.400
X5
        -0.001209
                      0.031203 -0.039
                                         0.969
Signif. codes: 0 ?***? 0.001 ?**? 0.01 ?*? 0.05 ?.? 0.1 ? ? 1
Residual standard error: 0.9779 on 994 degrees of freedom
Multiple R-squared: 0.007013, Adjusted R-squared: 0.002018
F-statistic: 1.404 on 5 and 994 DF, p-value: 0.2202
```

## Implementing in C++: Using SVD for increasing reliability

$$\begin{array}{rcl} X & = & UDV^T \\ \hat{\beta} & = & (X^TX)^{-1}X^T\mathbf{y} \\ & = & (VDU^TUDV^T)^{-1}VDU^T\mathbf{y} \\ & = & (VD^2V^T)^{-1}VDU^T\mathbf{y} \\ & = & VD^{-2}V^TVDU^T\mathbf{y} \\ & = & VD^{-1}U^T\mathbf{y} \\ \widehat{\mathrm{Cov}}(\hat{\beta}) & = & \widehat{\sigma^2}(X^TX)^{-1} \\ & = & \widehat{\sigma^2}(VD^{-2}V^T) \\ & = & \frac{(\mathbf{y} - X\hat{\beta})^T(\mathbf{y} - X\hat{\beta})}{n - p}(VD^{-1}(VD^{-1})^T) \end{array}$$

#### Using Eigen library to implement multiple regression

```
#include "Matrix615.h" // The class is posted at the web page
                       // mainly for reading matrix from file
#include <iostream>
#include <Eigen/Core>
#include <Eigen/SVD>
using namespace Eigen;
int main(int argc, char** argv) {
 Matrix615<double> tmpy(argv[1]); // read n * 1 matrix y
 Matrix615<double> tmpX(argv[2]); // read n * p matrix X
 int n = tmpX.rowNums();
  int p = tmpX.colNums();
 MatrixXd y, X;
  tmpy.cloneToEigen(y); // copy the matrices into Eigen::Matrix objects
  tmpX.cloneToEigen(X); // copy the matrices into Eigen::Matrix objects
```

#### Implementing multiple regression (cont'd)

```
JacobiSVD<MatrixXd> svd(X, ComputeThinU | ComputeThinV); // compute SVD
MatrixXd betasSvd = svd.solve(y); // solve linear model for computing beta
// calcuate VD^{-1}
MatrixXd ViD= svd.matrixV() * svd.singularValues().asDiagonal().inverse();
double sigmaSvd = (y - X * betasSvd).squaredNorm()/(n-p); // compute \sigma^2
MatrixXd varBetasSvd = sigmaSvd * ViD * ViD.transpose(); // Cov(\hat{beta})
// formatting the display of matrix.
IOFormat CleanFmt(8, 0, ", ", "\n", "[", "]");
// print \hat{beta}
std::cout << "---- beta ----\n" << betasSvd.format(CleanFmt) << std::endl;</pre>
// print SE(\hat{beta}) -- diagonals os Cov(\hat{beta})
std::cout << "---- SE(beta) ----\n"
     << varBetasSvd.diagonal().array().sqrt().format(CleanFmt) << std::endl;</pre>
return 0;
```

## Copying Matrix615 to MatrixXd objects

```
template <class T>
void Matrix615<T>::cloneToEigen(Eigen::Matrix<T,Eigen::Dynamic,Eigen::Dynamic>& m)
{
  int nr = rowNums();
  int nc = colNums();
  m.resize(nr,nc);
  for(int i=0; i < nr; ++i) {
    for(int j=0; j < nc; ++j) {
       m(i,j) = data[i][j];
    }
  }
}</pre>
```

#### Working examples with n = 1,000,000, p = 6

#### Using R and 1m() routines

```
> system.time(y <- read.table('y.txt'))
    user    system elapsed
4.249    0.079    4.345
> system.time(X <- read.table('X.txt'))
    user    system elapsed
62.013    0.658    62.314
> system.time(summary(lm(y~X)))
    user    system elapsed
5.849    1.228    7.703
```

#### Using C++ implementations

```
Elapsed time for matrix reading is 23.802 Elapsed time for computation is 1.19252
```

# Alternative implementations in Eigen library: speed-reliability tradeoffs

Decomposition	Method	Requirements on the matrix	Speed	Accuracy
PartialPivLU	partialPivLu()	Invertible	++	+
FullPivLU	fullPivLu()	None	-	+++
HouseholderQR	householderQr()	None	++	+
ColPivHouseholderQR	colPivHouseholderQr()	None	+	++
FullPivHouseholderQR	fullPivHouseholderQr()	None	-	+++
LLT	Ilt()	Positive definite	+++	+
LDLT	ldlt()	Positive or negative semidefinite	+++	++

#### Summary - Multiple regression

- Multiple predictor variables, and a single response variable.
- A reliable C++ implementation of linear model inference using SVD
- Eigen library provides a convenient and reasonably fast way to implement sophisticated matrix operations in C++
- C++ implementations may have advantages in both speed and memory in large-scale data analyses.