Block CG Solvers Documentation github.com/lkeegan/blockCG

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1 Introduction

Formulations of block CG solvers, which simultaneously invert a hermitian matrix acting on $n_{\rm RHS}$ vectors. Notation conventions used:

- A is the hermitian positive definite $L \times L$ matrix to be inverted
- x, r, p, etc. are L-component vectors
- X, R, P, etc. are $L \times n_{RHS}$ block-vectors
- α , β , ζ , etc. are $n_{\rm RHS} \times n_{\rm RHS}$ matrices

2 Solvers

2.1 CG

To establish notation, the standard CG solver for Ax = b is given in Alg. 1.

```
Algorithm 1 CG: Solve Ax = b
```

```
1: x, p, r, t \in \mathcal{C}^L; \alpha, \beta \in \mathcal{R}

2: x_0 = t_0 = 0, r_0 = p_0 = b, \alpha_0 = b^{\dagger}b

3: for k = 1, 2, ... until |Ax_k - b| / |b| < \epsilon do

4: t_k \leftarrow Ap_k

5: \beta_k \leftarrow (p_k^{\dagger}t_k)^{-1}(r_{k-1}^{\dagger}r_{k-1})

6: r_k \leftarrow r_{k-1} - t_k\beta_k

7: \alpha_k \leftarrow (r_{k-1}^{\dagger}r_{k-1})^{-1}(r_k^{\dagger}r_k)

8: x_k \leftarrow x_{k-1} + p_k\beta_k

9: p_k \leftarrow r_k + p_k\alpha_k

10: end for
```

2.2 SCG

Since the krylov basis is shift–invariant, the shifted equation $(A + \sigma)x = b$, where σ is a real and positive scalar, can be solved without additional applications of the matrix A, which allows the construction of a shifted CG solver [1], given in Alg. 2.

Algorithm 2 SCG: Solve $(A + \sigma_j)x^{\sigma_j} = b$, where $j = 0, \dots, N_{\text{shifts}} - 1$

```
1: x^{\sigma_j}, p^{\sigma_j}, r, t \in \mathcal{C}^L; \alpha^{\sigma_j}, \beta^{\sigma_j}, \zeta^{\sigma_j} \in \mathcal{R}?
   2: x_0^{\sigma_j} = t_0 = 0, r_0 = p_0^{\sigma_j} = b, \alpha_0 = b^{\dagger}b
   3: for k = 1, 2, ... until |(A + \sigma_0)x_k^{\sigma_0} - b| / |b| < \epsilon do
                            t_k \leftarrow (A + \sigma_0) p_k^{\sigma_0}
                            \beta_k^{\sigma_0} \leftarrow ((p_k^{\sigma_0})^{\dagger} t_k)^{-1} (r_{k-1}^{\dagger} r_{k-1})
   5:
                            r_k \leftarrow r_{k-1} - t_k \beta_k^{\sigma_0}
                            \alpha_k^{\sigma_0} \leftarrow (r_{k-1}^{\dagger} r_{k-1})^{-1} (r_k^{\dagger} r_k)
x_k^{\sigma_0} \leftarrow x_{k-1}^{\sigma_0} + p_k^{\sigma_0} \beta_k^{\sigma_0}
p_k^{\sigma_0} \leftarrow r_k + p_k^{\sigma_0} \alpha_k^{\sigma_0}
   7:
   8:
   9:
                             \begin{aligned} & \mathbf{for} \ j = 1, \dots, N_{\text{shifts}}^{\sigma} - 1 \ \mathbf{do} \\ & \beta_k^{\sigma_0} \leftarrow ((p_k^{\sigma_0})^{\dagger} t_k)^{-1} (r_{k-1}^{\dagger} r_{k-1}) \end{aligned} 
10:
11:
                                         \beta_{k}^{\sigma_{0}} \leftarrow ((p_{k}^{\sigma_{0}})^{\dagger}t_{k})^{-1}(r_{k-1}^{\dagger}r_{k-1})
\beta_{k}^{\sigma_{0}} \leftarrow ((p_{k}^{\sigma_{0}})^{\dagger}t_{k})^{-1}(r_{k-1}^{\dagger}r_{k-1})
x_{k}^{\sigma_{0}} \leftarrow x_{k-1}^{\sigma_{j}} + p_{k}^{\sigma_{j}}\beta_{k}^{\sigma_{j}}
p_{k}^{\sigma_{j}} \leftarrow r_{k}\zeta^{\sigma_{j}} + p_{k}^{\sigma_{j}}\alpha_{k}^{\sigma_{j}}
12:
13:
14:
15:
                             end for
16:
17: end for
```

3 Block Solvers

3.1 BCG

The BlockCG (BCG) algorithm is a straightforward extension of the CG algorithm, described in Alg. 3.

```
Algorithm 3 BCG: Solve AX = B
```

```
1: X, P, R, T \in \mathcal{C}^{L \times n_{\text{RHS}}}; \alpha, \beta \in \mathcal{C}^{n_{\text{RHS}} \times n_{\text{RHS}}}

2: X_0 = T_0 = P_0 = 0, R_0 = B, \alpha_0 = B^{\dagger}B

3: for k = 1, 2, ... until |AX_k - B| / |B| < \epsilon do

4: P_k \leftarrow R_{k-1} + P_{k-1}\alpha_{k-1}

5: T_k \leftarrow AP_k

6: \beta_k \leftarrow (P_k^{\dagger}T_k)^{-1}(R_{k-1}^{\dagger}R_{k-1})

7: R_k \leftarrow R_{k-1} - T_k\beta_k

8: X_k \leftarrow X_{k-1} + P_k\beta_k

9: \alpha_k \leftarrow (R_{k-1}^{\dagger}R_{k-1})^{-1}(R_k^{\dagger}R_k)

10: end for
```

3.2 BCGrQ

Algorithm 4 BCGrQ: Solve AX = B

```
1: X, P, R, T \in \mathcal{C}^{L \times n_{\text{RHS}}}; \alpha, \beta, \delta \in \mathcal{C}^{n_{\text{RHS}} \times n_{\text{RHS}}}

2: X_0 = T_0 = P_0 = 0, \{R_0, \delta_0\} = \operatorname{qr}(B), \alpha_0 = 1

3: for k = 1, 2, \ldots until \max_i \sqrt{\delta_k(i, i)/\delta_0(i, i)} < \epsilon do

4: P_k \leftarrow R_{k-1} + P_{k-1}\alpha_{k-1}^{\dagger}

5: T_k \leftarrow AP_k

6: \beta_k \leftarrow (P_k^{\dagger}T_k)^{-1}

7: \{R_k, \alpha_k\} \leftarrow \operatorname{qr}(R_{k-1} - T_k\beta_k)

8: X_k \leftarrow X_{k-1} + P_k\beta_k\delta_{k-1}

9: \delta_k \leftarrow \alpha_k\delta_{k-1}

10: end for
```

References

[1] B. Jegerlehner, hep-lat/9612014.