

Preconditioning for Conjugate gradients

- ① Idea: Solve the linear system

$$M^{-1}Ax = M^{-1}b \quad (M \text{ non-singular})$$

instead of $Ax = b$ where

$M^{-1}A$ is much better conditioned than A . M is the preconditioner

Silly question: why use the notation

$M^{-1}A$ instead of MA ?

Answer: If $M = A$ then $M^{-1}A = I$

→ this is the "ultimate" preconditioner, one that gives the answer immediately.

The idea is that $M^{-1}A$ should be as close as possible to the unit matrix, and so M should be as close as possible to the matrix A .

- ② A "minor" problem: Nothing guarantees that $\Pi^{-1}A$ is a positive-defin. symmetric matrix so we cannot use the CG method on $\Pi^{-1}Ax = \Pi^{-1}b$.

Idea: Consider $M = CC^T$ (which defines C) then

$$M^{-1} = C^{-T}C^{-1}$$

and so $\Pi^{-1}Ax = \Pi^{-1}b$

$$\Rightarrow C^{-T}C^{-1}Ax = \Pi^{-1}b$$

let $x = C^{-T}\tilde{x}$

$$\tilde{A} = C^{-1}AC^{-T} \quad \text{then}$$

$$C^{-T}C^{-1}AC^{-T}\tilde{x} = M^{-1}b$$

$$\Rightarrow \tilde{A} \tilde{x} = C^T M^{-1} b = \tilde{b}$$

$$= C^T C^{-T} C^{-1} b = C^{-1} b$$

The claim is that

\tilde{A} is symmetric

\tilde{A} is positive definite

and $\tilde{A} \tilde{x} = \tilde{b}$ is the problem we solve to find \tilde{x} , then find x using $x = C^{-T} \tilde{x}$.

① \tilde{A} is symmetric because

$$\tilde{A}^T = (C^{-1} A C^{-T})^T = C^{-1} A^T C^{-T}$$

$$= C^{-1} A C^{-T} = \tilde{A}$$

② \tilde{A} is positive definite

$$x^T \tilde{A} x = x^T C^{-1} A C^{-T} x$$

$$= (C^{-T} x)^T A (C^{-T} x) \geq 0$$

Since A is pos. definite

So we could

- decide what M should be
- calculate $M = C C^T$
- evaluate $\tilde{A} = C^{-1} A C^{-T}$
- evaluate $\tilde{b} = C^{-1} b$
- Perform the CG method on $\tilde{A} \tilde{x} = \tilde{b}$
- calculate $x = C^{-T} \tilde{x}$

But this is far too long!

There's a much quicker way which doesn't require the explicit factorization of M into $C C^T$

③ The preconditioned CG method

The algorithm in n variables looks like

$$\tilde{r} = \tilde{b}$$

$$\tilde{p} = \tilde{r} - A\tilde{x}_0$$

$$\tilde{e} = \tilde{r}^T \tilde{r}$$

$$\text{do } k = 1:n$$

$$\tilde{y} = A\tilde{p}$$

$$\alpha = \frac{\tilde{e}}{\tilde{p}^T \tilde{y}}$$

$$\tilde{x} = \tilde{x} + \alpha \tilde{p}$$

$$\tilde{r} = \tilde{r} - \alpha \tilde{y}$$

$$\tilde{e}' = \tilde{r}^T \tilde{r}$$

$$\tilde{\beta} = \frac{\tilde{e}'}{\tilde{e}}$$

$$\tilde{p} = \tilde{r} + \tilde{\beta} \tilde{p}$$

$$\tilde{e} = \tilde{e}'$$

enddo

① we want to use the fact that

$$\tilde{x} = C^T x$$

$$\rightarrow \tilde{x} = \tilde{x} + \alpha \tilde{p}$$

becomes

$$C^T x = C^T x + \alpha \tilde{p}$$

$$\rightarrow \text{define } \tilde{p} = C^T p$$

$$\text{so } x = x + \alpha p$$

② in $\tilde{y} = A\tilde{p}$ then

$$\begin{aligned} \tilde{y} &= C^{-1} A C^{-T} C^T p \\ &= C^{-1} A p \end{aligned}$$

$$\text{so define } \tilde{y} = C^{-1} y \quad \text{so}$$

$$y = A p$$

$$\textcircled{3} \quad \tilde{p}^T \tilde{y} = p^T C C^{-1} y = p^T y$$

$$\textcircled{4} \quad \tilde{r} = \tilde{r} - \alpha \tilde{y} \Rightarrow \tilde{r} = \tilde{r} - \alpha C^{-1} y$$

$$\text{so define } \tilde{r} = C^{-1} r \quad \text{so}$$

$$r = r - \alpha y$$

$$\begin{aligned} \textcircled{5} \quad \tilde{e} &= \tilde{r}^T \tilde{r} = r^T C^{-T} C^{-1} r \\ &= r^T (C^{-T} C^{-1})^T r \end{aligned}$$

define $z = C^{-1}C^{-T}r$
 $= M^{-1}r$

or more precisely, define z as the solution
 of $Mz = r$

Then

$$\textcircled{6} \quad \tilde{p} = \tilde{r} + \tilde{\beta}\tilde{p} \Rightarrow C^T \tilde{p} = C^{-1}r + \tilde{\beta}C^T \tilde{p}$$

$$p = C^{-T}C^{-1}r + \tilde{\beta}p$$

$$= z + \tilde{\beta}p$$

And finally, we can construct the modified,
 preconditioned algorithm

$$r = b - Ax_0$$

$$\text{Solve } Mz = r$$

$$p = z$$

$$e = z^T r$$

do $k=1, n$

$$y = Ap$$

$$\alpha = \frac{e}{p^T y}$$

$$x = x + \alpha p$$

$$r = r - \alpha y$$

$$\text{Solve } Mz = r$$

$$e' = z^T r$$

$$\beta = e'/e$$

$$p = z + \beta p$$

$$e' = e$$

enddo.

$$\tilde{r} = \tilde{b} - \tilde{A}\tilde{x}_0$$

$$C^{-1}r = C^{-1}b - C^{-1}AC^{-T}C^T x_0$$

$$r = b - Ax_0$$

If Solving $Mz = r$
 is cheap, then this
 doesn't increase
 CPU time too much.

Ideas for preconditioners

① $\Pi = \text{diag}(A)$

Π = a diagonal matrix with the diagonal elements of A .

② Incomplete Cholesky factorization (for sparse A)

- If we could write $A = LL^T$ exactly then the problem would be solved. However, L is not sparse even if A is so this calculation is not feasible for v. large A .

- Idea: perform an "incomplete factorization" calculating the elements of L only on the positions (i, j) where $a_{ij} \neq 0$

(if A is tridiagonal, calculate only L_{ii} and $L_{i,i+1}$) and set all the others to 0.

- ② if it happens that one of the L_{ii} thus defined is negative, set it to an arbitrary positive \neq (for a complete Cholesky factorization of a real, pos. def. matrix this never happens, however, it can happen for an incomplete one).

- ③ Use the sparsity of A and L in the CG process!