



Calcul Scientifique

Projet de Calcul Scientifique

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1.

1.1.

| Matrix dimension | Matrix type | Exec. time for <code>eig</code> (s) | Exec. time for <code>power_v11</code> , (s) |
|------------------|-------------|-------------------------------------|---|
| 200×200 | Type 1 | 9.000e-02 | 1.510e+00 |
| 400×400 | Type 1 | 4.000e-02 | 1.831e+01 |
| 600×600 | Type 1 | 6.000e-02 | 6.021e+01 |
| 200×200 | Type 2 | 3.000e-02 | 3.000e-02 |
| 400×400 | Type 2 | 4.000e-02 | 4.000e-02 |
| 600×600 | Type 2 | 7.000e-02 | 1.700e-01 |
| 200×200 | Type 3 | 1.000e-02 | 5.000e-02 |
| 400×400 | Type 3 | 3.000e-02 | 5.200e-01 |
| 600×600 | Type 3 | 7.000e-02 | 1.270e+00 |
| 200×200 | Type 4 | 2.000e-02 | 1.670e+00 |
| 400×400 | Type 4 | 3.000e-02 | 2.094e+01 |
| 600×600 | Type 4 | 6.000e-02 | 5.456e+01 |

Table 1: Execution time for different sizes and types of matrices

We can see that the `power_v11` algorithm is generally slower than the `eigen` function especially for the type 2 and 4 matrices.

1.2.

```

1  nb_it = 1;
2  norme = norm(beta*v - z, 2)/norm(beta,2);
3
4  while(norme > eps && nb_it < maxit)
5      beta_old = beta;
6      v = z/norm(z, 2);
7      z = A*v;
8      beta = (v'*z)/(v'*v);
9      norme = abs(beta-beta_old)/abs(beta_old);
10     nb_it = nb_it + 1;
11 end

```

Listing 1: Inner loop of the new algorithm

| Matrix dimension | Matrix type | Exec. time for <code>power_v11</code> , (s) | Exec. time for <code>power_v12</code> , (s) |
|------------------|-------------|---|---|
| 200×200 | Type 1 | 1.960e+00 | 3.200e-01 |
| 400×400 | Type 1 | 1.888e+01 | 2.660e+00 |
| 600×600 | Type 1 | 5.031e+01 | 7.070e+00 |
| 200×200 | Type 2 | 1.000e-02 | 1.000e-02 |
| 400×400 | Type 2 | 7.000e-02 | 1.000e-02 |
| 600×600 | Type 2 | 1.800e-01 | 4.000e-02 |
| 200×200 | Type 3 | 3.000e-02 | 1.000e-02 |
| 400×400 | Type 3 | 6.100e-01 | 1.100e-01 |
| 600×600 | Type 3 | 1.270e+00 | 2.600e-01 |

| | | | |
|------------------|--------|-----------|-----------|
| 200×200 | Type 4 | 1.530e+00 | 2.900e-01 |
| 400×400 | Type 4 | 2.113e+01 | 3.060e+00 |
| 600×600 | Type 4 | 5.914e+01 | 6.480e+00 |

We can see that the `power_v12` algorithm is globally faster than the `power_v11`.

1.3.

The main drawback of the deflated power method is the numerous matrix-vector products required to compute the eigenvectors as well as the fact that each iteration compute only one eigenvalue which can be slow if a lot of eigenvalues are desired.

1.4.

If we apply Algorithm 1 to m vectors, there is no reason for the columns of V to converge to a base. Each vector will converge toward a different projection of the dominant eigenvalue.

1.5.

In Algorithm 2, the matrix H is a smaller matrix, with dimension $n \times m$, therefore, even for larger matrices A , computing the spectral decomposition of H will not be computationally expensive.

1.6.

1.7.

- 1: **function** SUBSPACE ITER V1 (RALEIGH-RITZ PROJECTION)
- 2: **Input** : $A \in \mathbb{R}^{n \times n}, \epsilon, \text{MaxIter}, \text{PercentTrace}$
- 3: **Output** : n_{ev} dominant eigenvectors V_{out} and the corresponding eigenvalues Λ_{out}
- 4: Generate an initial set of m orthonormal vectors $V \in \mathbb{R}^{n \times m}; k = 0; \text{PercentReached} = 0$
- 5: **repeat until** $\text{PercentReached} > \text{PercentTrace} \vee n_{\text{ev}} = m \vee k > \text{MaxIter}$
- 6: $k \leftarrow k + 1$
- 7: Compute Y such that $Y = A \cdot V$
- 8: $V \leftarrow$ orthonormalisation of the columns of Y
- 9: *Rayleigh-Ritz projection* applied on matrix A and orthonormal vectors V
- 10: *Convergence analysis step*: save eigenpairs that converged and update *PercentReached*

1.8.

1.9.

1.9.1.

| Matrix dimension | Matrix type | Exec. time for subspace_iter0, (s) | Exec. time for subspace_iter1, (s) | Exec. time for subspace_iter2, (s) | p |
|------------------|-------------|------------------------------------|------------------------------------|------------------------------------|---|
| 200×200 | Type 1 | 1.246e+01 | 2.500e+00 | 2.210e+00 | 2 |

2.

2.1.

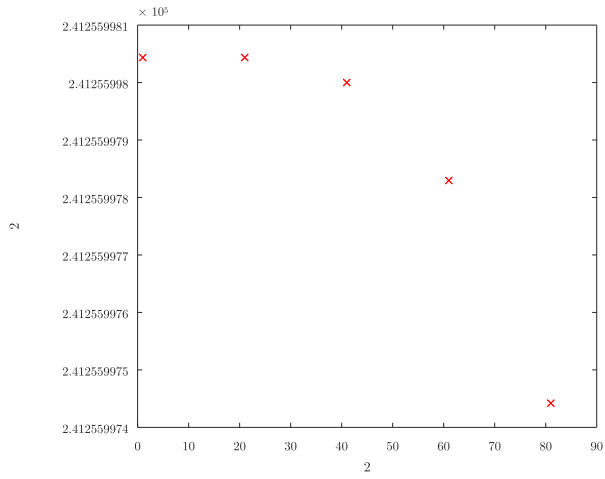


Figure 1: eig method

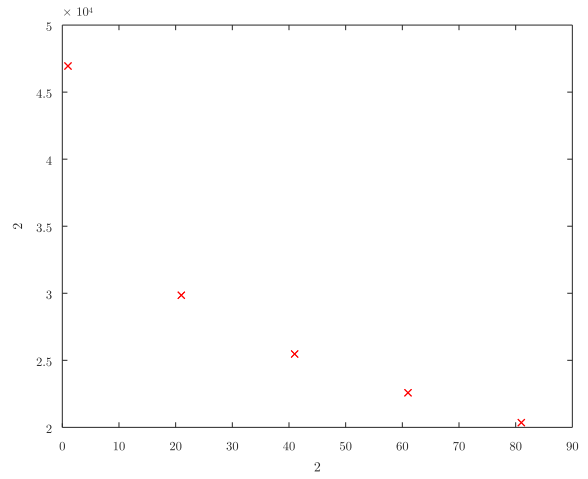


Figure 2: power method

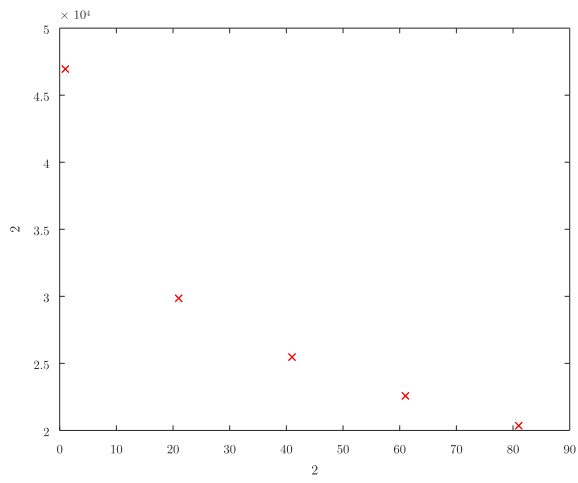


Figure 3: subspace_iter0 method

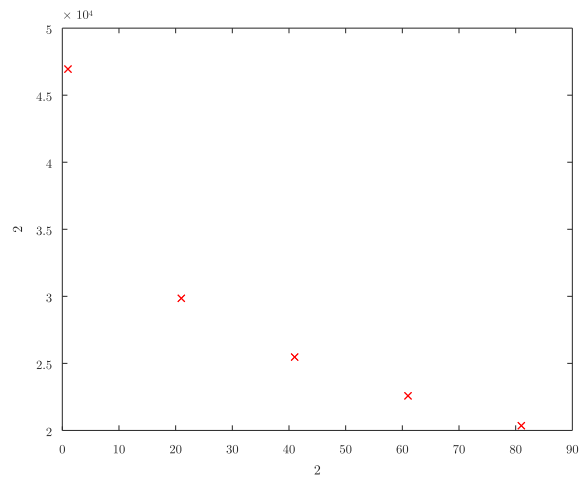


Figure 4: subspace_iter1 method

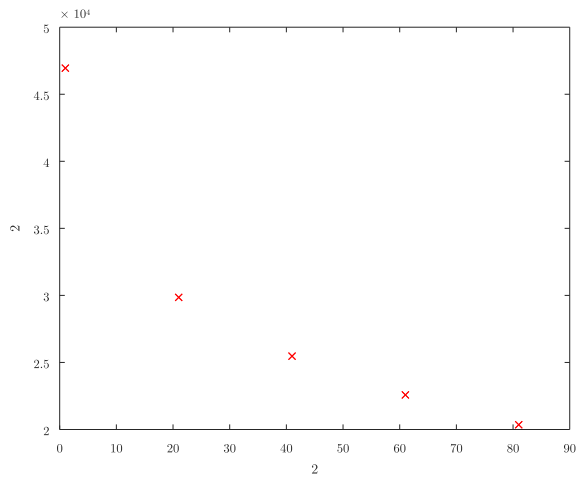


Figure 5: subspace_iter2 method