

New topic: Krylov subspace methods

Goal: approximately solve $Ax = \lambda x$ or $Ax = b$ quickly for large sparse $A \in \mathbb{C}^{n \times n}$ ($n \gg 10^4$)

but Ax can be evaluated efficiently

* 18.S097/16.S092 is going to cover similar topics for large-scale sparse linear algebra (google the Github page)

Previous:

- For $Ax = b$

- Direct methods, GE cost $O(n^3)$

- Stationary iterative methods, convergence is an issue (also slow!)

- For $Ax = \lambda x$

- Power iteration, single eig. val. convergence? also, need access to the full A

- QR iteration, all eig. val. but sparsity is not preserved.

in practice, only need a few of A 's largest/smallest eigenvalues

Today: Krylov subspace methods for $Ax = \lambda x$

Recall: Power iteration, A has eig. val. $\lambda_1 > \lambda_2 \geq \dots$
rec. v_1, v_2, \dots

At k^{th} stage, given $x_{k-1} \in \mathbb{C}^n$

compute $\hat{x}_k = Ax_{k-1}$

then $x_k = \hat{x}_k / \|\hat{x}_k\|_2$

Convergence: $\|x_k - v_1\|_2 = O(|\frac{\lambda_2}{\lambda_1}|^k)$

Issue : 1) Slow when $\left| \frac{\lambda_2}{\lambda_1} \right| \approx 1$

2) Power iteration visits all the directions

$$x_0, Ax_0, A^2x_0, \dots, A^kx_0, \dots$$

but only makes use of the most recent A^kx_0 .

A lot of information is disregarded.

We need a method that "learns from history"

- Krylov subspaces

Given $x_0 \in \mathbb{C}^n$, $A \in \mathbb{C}^{n \times n}$, the Krylov subspace is defined by

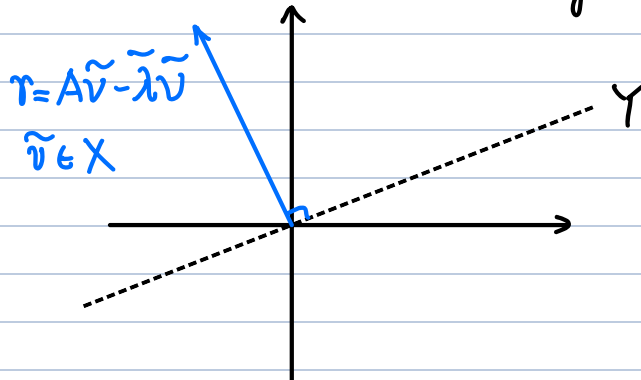
$$\begin{aligned} K_k(A, x_0) &= \text{span}\{x_0, Ax_0, \dots, A^{k-1}x_0\} \\ &= \left\{ p(A)x_0 \in \mathbb{C}^k : p(A) = \sum_{l=0}^{k-1} t_l A^l \text{ is a polynomial of degree } \leq k-1 \right\} \end{aligned}$$

Krylov subspace methods: find best solution in $K_k(A, x_0)$

- Projection method:

Idea: Find $\tilde{v} \in X \subseteq \mathbb{C}^n$, $\tilde{\lambda} \in \mathbb{C}$

s.t. $A\tilde{v} - \tilde{\lambda}\tilde{v} \in \mathbb{C}^n$ is "good" enough



Petrov - Galerkin condition: $A\tilde{v} - \tilde{\lambda}\tilde{v} \perp Y$

X : search space, Y : test space

Special case: $X = Y = \mathbb{C}^n$, original eig. val. problem

When $X = Y$, let $Q_k = [\begin{smallmatrix} q_1 & \dots & q_k \end{smallmatrix}] \in \mathbb{C}^{n \times k}$

collect orthonormal basis spanning X , then

$$\text{Galerkin condition} \Leftrightarrow Q_k Q_k^* (A Q_k z - \tilde{\lambda} Q_k z) = 0$$

$$\Leftrightarrow Q_k (\underbrace{Q_k^* A Q_k}_{B_k \in \mathbb{C}^{k \times k}} z - \tilde{\lambda} z) = 0$$

$$\Leftrightarrow B_k z = \tilde{\lambda} z$$

↑ Rayleigh-Ritz projection

the problem size is reduced to $k \times k$

call $\tilde{\lambda}$ Ritz value, $\tilde{v} = Q_k z$ Ritz vector

- Krylov subspace methods for eig. val. problem

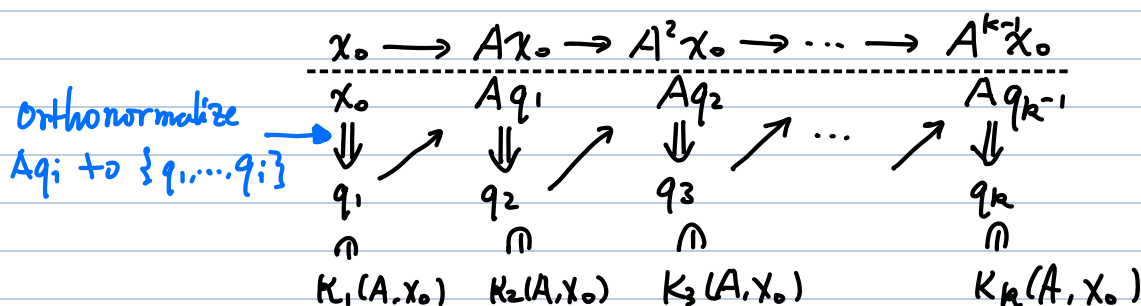
Use $X = Y = K_k(A, x_0)$.

Q: How to construct Q_k , i.e. an orthonormal basis for $K_k(A, x_0)$?
(and B_k)

- Arnoldi's method

Idea: apply Gram-Schmidt to $x_0, Ax_0, \dots, A^{k-1}x_0$

Algorithm: Arnoldi's iteration



By induction $\text{span}\{q_1, \dots, q_n\} = K_n(A, x_0)$

Implementation:

Given $x_0 \in \mathbb{C}^n$, $k \geq 1$,

$$q_1 \leftarrow x_0 / \|x_0\|_2$$

For $i = 1, \dots, k$

$$w_i \leftarrow A q_i$$

For $j = 1, \dots, i$

$$h_{ji} \leftarrow q_j^* w_i$$

end

$$w_i \leftarrow w_i - \sum_{j=1}^i h_{ji} q_j$$

$$h_{i,i+1} = \|w_i\|_2$$

$$q_{i+1} = w_i / \|w_i\|_2$$

end

classical GS
unstable
can be improved
by Modified GS

For $j = 1, \dots, i$

$$h_{ji} \leftarrow q_j^* w_i$$

$$w_i \leftarrow w_i - h_{ji} q_j$$

end

Cost $\approx 2k^2n$ for Classical / Modified G-S

Output: q_1, \dots, q_k, q_{k+1}

- $Q_k = [q_1 \dots q_k] \in \mathbb{C}^{n \times k}$ forms a basis for $K_k(A, x_0)$

The Arnoldi iteration is essentially QR factorization for $K_k(A, x_0)$

$$\begin{bmatrix} x_0 & Ax_0 & \dots & A^{k-1}x_0 \end{bmatrix} = \begin{bmatrix} q_1 & \dots & q_k \end{bmatrix} \begin{bmatrix} r_{11} & r_{12} & \dots & r_{1k} \\ & r_{22} & \dots & r_{2k} \\ & & \ddots & \\ & & & r_{kk} \end{bmatrix}$$

- From $Aq_i = \sum_{j=1}^{i+1} h_{ji} q_j$, $i = 1, \dots, k$

$$A \begin{bmatrix} q_1 & \dots & q_k \end{bmatrix} = \begin{bmatrix} q_1 & \dots & q_k & q_{k+1} \end{bmatrix} \begin{bmatrix} h_{11} & h_{12} & \dots & h_{1k} \\ h_{21} & h_{22} & \dots & \vdots \\ & h_{i2} & \ddots & h_{kk} \\ \text{---} & \text{---} & \text{---} & h_{k+1,k} \end{bmatrix}$$

$$=: [Q_k \ q_{k+1}] \begin{bmatrix} H_k \\ h_{k+1,k} e_k^* \end{bmatrix} \quad e_k = (0, \dots, 0, 1)^* \in \mathbb{C}^k$$

$$\Rightarrow A Q_k = Q_k H_k + \underbrace{h_{k+1,k}}_{Q_k^* q_{k+1} = 0} q_{k+1} e_k^* \quad \leftarrow \begin{array}{l} \text{k-step} \\ \text{Arnoldi decomposition} \end{array}$$

$$\Rightarrow B_k := Q_k^* A Q_k = H_k \quad \leftarrow \text{obtain Rayleigh-Ritz projection onto } K_k(A, x_0) \text{ directly}$$

Let $(\tilde{\lambda}, z)$ be eig. pair of H_k with $\|z\|_2 = 1$. i.e. $H_k z = \tilde{\lambda} z$

$\tilde{v} = Q_k z$. then \leftarrow Ritz value/vector

$$\Rightarrow A \tilde{v} = \tilde{\lambda} \tilde{v} + h_{k+1,k} (e_k^* z) q_{k+1}$$

$$\Rightarrow \underbrace{(A - h_{k+1,k} (e_k^* z) q_{k+1} \tilde{v}^*)}_{:= E} \tilde{v} = \tilde{\lambda} \tilde{v} \quad \begin{array}{l} z = (z_1, \dots, z_k)^T \\ \|E\|_2 = |h_{k+1,k}| |z_k| \end{array} \quad \leftarrow \text{can be easily computed}$$

Ritz value and vector solve the perturbed eig. val. problem

$$(A + E) \tilde{v} = \tilde{\lambda} \tilde{v}, \quad \|\tilde{v}\|_2 = 1$$

Remark: Ritz value and vectors can be found by QR iteration.

Since $H_k \in \mathbb{C}^{k \times k}$ and upper Hessenberg, cost $\approx O(k^2)$

Remark: Since $[\dot{x}_0 \ A \dot{x}_0 \ \dots \ A^{k-1} \dot{x}_0]$ becomes more and more singular,

GS could be unstable. A Householder version of Arnoldi iteration can be applied to enforce orthogonality. But cost $\approx 4k^2n - \frac{4}{3}k^3$. \leftarrow complete reorthogonalization

usually a selective reorthogonalization technique + MGS is good enough

Remark: If $h_{k+1,k} = 0$ for some k , Arnoldi iteration breakdowns

But this is a lucky breakdown because the Ritz values and Ritz vectors are eig. values and vectors of A .

If other eig. values are wanted, restart the iteration with vector \perp found eig. vec.