

Parallel Programming

Linear Algebra – Solving Linear Systems

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Linear systems (i)

- > System of m linear equations
- > With n variables x_j and constants a_{ij} and b_i

$$\begin{array}{rcl}
 a_{11}x_1 + a_{12}x_2 + \cdots + a_{1n}x_n & = & b_1 \\
 a_{21}x_1 + a_{22}x_2 + \cdots + a_{2n}x_n & = & b_2 \\
 & \vdots & \\
 a_{m1}x_1 + a_{m2}x_2 + \cdots + a_{mn}x_n & = & b_m
 \end{array}$$

- > How to solve this?

Linear systems (ii)

- > Written as a matrix equation:

$$\begin{pmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \dots & a_{mn} \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{pmatrix} = \begin{pmatrix} b_1 \\ b_2 \\ \vdots \\ b_m \end{pmatrix}$$

- > Or: $A x = b$

- > For $m=n$:

- > System is solvable with exactly one solution, if $\det(A) \neq 0$
- > That is, A can be transformed into a triangular matrix using Gaussian elimination rules and all diagonal entries are different from zero

Use cases

- > Finite Element Method
 - > Solve partial differential equations through discretization
 - > For complex domains
 - > E. g. general structural analysis, car crashes, architecture
- > Finite Difference Method
 - > Solve partial differential equations through discretization
 - > For regular domains
 - > E. g. heat transport, fluid dynamics
- > Others
 - > E. g. analysis of power grids, production planning, regression analysis

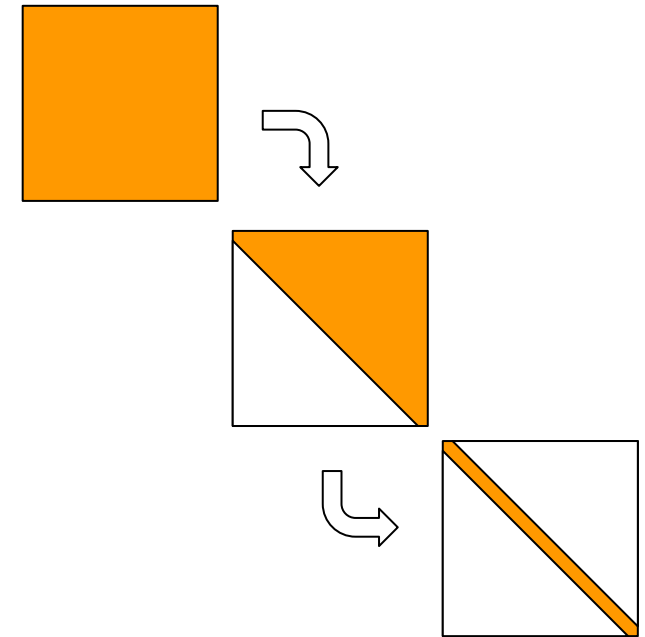
Solving linear systems

- > Direct
 - > The exact solution is calculated in a finite number of steps
 - > E. g. Gaussian elimination, LU decomposition, Cholesky decomposition, QR decomposition, ...
- > Iterative
 - > An approximation to the solution is improved with every iteration
 - > E. g. Jacobi method, Gauss-Seidel method, conjugate gradient method, ...
 - > Convergence not always guaranteed
- > (Some methods require the linear system to have a special structure)

Gaussian elimination/LU decomposition

> Two steps:

- > A) Forward elimination
 - > Convert A into an upper triangular matrix U
- > B) Back substitution
 - > Convert U into a diagonal matrix



> LU decomposition

- > Conversion factors are stored in a lower triangular matrix L
- > $A = LU \Rightarrow Ax = LUx = b = Ly$ (with $Ux=y$)
- > Better when the system must be solved for multiple b

> Problems

- > Numerical stability (solved by total/partial pivoting)
- > Fill-in in sparse matrices

Jacobi method

- > Iterative solver for a linear system $Ax=b$
 - > Diagonal elements of A must be different from zero
 - > Convergence is guaranteed if A is strictly diagonally dominant
- > Starting with an arbitrary $x^{(0)}$, this approximation is gradually improved by:

$$x_i^{(k+1)} = \frac{1}{a_{ii}} \left(b_i - \sum_{i \neq j} a_{ij} x_j^{(k)} \right)$$

- > Or: $x^{(k+1)} = D^{-1} [b - (L + U)x^{(k)}]$
- > Where $A=D+L+U$ (diagonal + lower + upper matrix)

Finite element method (FEM)

- > Approximate solutions to partial differential equations through discretization
 - > For complex domains
 - > Higher resolution in interesting areas
 - > E. g. general structural analysis, car crashes, architecture
- > Questions
 - > How does this actually work?
 - > What has this to do with solving of linear systems?
 - > Why is the linear system sparse?
 - > How large are those systems, actually?

FEM – Steps

- > 1. Have a (2D/3D) model of your object
- > 2. Define materials and their physical properties
- > 3. Mesh your model according to your needs
- > 4. Define external influences
- > 5. Convert the mesh into a (sparse) matrix K_S , the external influences into a (dense) vector f_S
- > 6. Solve $f_S = K_S u_S$
- > 7. Update mesh and external influences from u_S
- > 8. Repeat steps 5 to 7, if necessary

FEM – Model to mesh

- > The model is discretized into (many) (simple) *elements* with *finite* dimensions.
 - > E. g. beams, triangles, tetrahedrons, bricks, ...
- > Elements adhere to some physical model
 - > I. e. they are as good or bad as the model
- > Elements have a certain degree of freedom
 - > Depending on the flexibility of the physical model
 - > I. e. a simple (2D) beam has a degree of 6 (2 nodes, each with displacement along two axis and a rotation)
 - > Captured in a displacement vector u
 - > This results in a corresponding force vector f
 - > Relationship is described by a stiffness matrix K
 - > $f = K u$

FEM – Mesh to matrix

- > Elements are connected to other elements via their nodes, forming one large element: the system
- > The system's stiffness matrix K_S is calculated by combining all element stiffness matrices
 - > Each subblock of a element matrix contributes once to the corresponding subblock of the system matrix
 - > If a system node is part of multiple elements, the subblocks “add up”
- > This results in the relation for the complete system:
 - > $f_S = K_S u_S$

FEM – Solving the system

- > Boundary conditions and external influences are applied to the system $f_S = K_S u_S$
 - > This sets some entries of f_S and u_S to fixed values
- > Then, the system is actually solved
- > The results may then be visualized in the model
- > Or, in a simulation, the mesh and the external influences are updated and the next iteration starts