

Fast and backward stable computation of roots of polynomials

David S. Watkins

Department of Mathematics
Washington State University

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Problem

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- Structure not fully exploited. **Can we do better?**

Our Paper

- Yes!

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- ... and also some more recent developments.

Unitary-plus-rank-one Structure

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- Francis's algorithm preserves this structure.

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 - several methods proposed

Some of the Competitors

- Chandrasekaran, Gu, Xia, Zhu (2007)
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 - We do something else.
 - Our method is faster, and **we can prove backward stability.**

Storage Scheme, Part I

Store Hessenberg matrix in QR decomposed form

$$A = QR$$

- Q is unitary, R is upper triangular

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- looks inefficient!

Store Hessenberg matrix in QR decomposed form


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- looks inefficient! but it's not!

Storage Scheme, Part I

$$\begin{bmatrix} * & * & * & * & * \\ * & * & * & * & * \\ & * & * & * & * \\ & & * & * & * \\ & & & * & * \end{bmatrix} = \begin{bmatrix} * & * & * & * & * \\ * & * & * & * & * \\ & * & * & * & * \\ & & * & * & * \\ & & & * & * \end{bmatrix}$$

Storage Scheme, Part I


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Storage Scheme, Part I

$$\left[\begin{array}{ccccc} * & * & * & * & * \\ * & * & * & * & * \\ & * & * & * & * \\ & & * & * & * \\ & & & * & * \end{array} \right] = \left[\begin{array}{ccccc} * & * & * & * & * \\ 0 & * & * & * & * \\ & 0 & * & * & * \\ & & * & * & * \\ & & & * & * \end{array} \right]$$

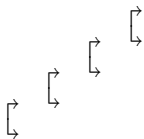
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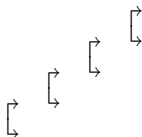
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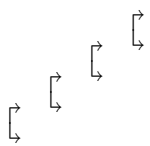
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- **Def:** *Core Transformation*

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- **Def:** *Core Transformation*
- Now invert the core transformations to move them to the other side.

Storage Scheme, Part I

$$\begin{bmatrix} * & * & * & * & * \\ * & * & * & * & * \\ & * & * & * & * \\ & & * & * & * \\ & & & * & * \end{bmatrix} = \begin{array}{c} \rightarrow \\ \leftarrow \\ \rightarrow \\ \leftarrow \\ \rightarrow \\ \leftarrow \\ \rightarrow \\ \leftarrow \end{array} \begin{bmatrix} * & * & * & * & * \\ & * & * & * & * \\ & & * & * & * \\ & & & * & * \\ & & & & * \end{bmatrix}$$

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$$A = QR$$

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$$Q = \begin{matrix} \left[\right] & & & & \\ & \left[\right] & & & \\ & & \left[\right] & & \\ & & & \left[\right] & \\ & & & & \left[\right] \end{matrix}$$

Q requires only $O(n)$ storage space.

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- Adjoin a row and column for wiggle room. (not obvious)

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$$\underline{R} = \left[\begin{array}{ccc|c} 1 & & -a_1 & 0 \\ & \ddots & \vdots & \vdots \\ & & 1 & -a_{n-1} & 0 \\ & & & -a_0 & 1 \\ \hline & & & 0 & 0 \end{array} \right]$$

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$$\underline{R} = \left[\begin{array}{c} \begin{array}{ccc} & & \left\langle \right\rangle \\ & \left\langle \right\rangle & \\ \left\langle \right\rangle & \left\langle \right\rangle & \left\langle \right\rangle \end{array} \\ \\ \left[\begin{array}{ccc} & \left\langle \right\rangle & \\ & \left\langle \right\rangle & \\ \left\langle \right\rangle & & + \dots \\ & \left\langle \right\rangle & \left\langle \right\rangle \end{array} \right] \end{array} \right]$$

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$$\underline{R} = \begin{array}{cccc} & & & \begin{array}{c} \rceil \\ \lrcorner \end{array} \\ & & & \begin{array}{c} \rceil \\ \lrcorner \end{array} \\ & & \begin{array}{c} \rceil \\ \lrcorner \end{array} \\ & \begin{array}{c} \rceil \\ \lrcorner \end{array} \\ \begin{array}{c} \rceil \\ \lrcorner \end{array} \end{array} \left[\begin{array}{cccc} \begin{array}{c} \rceil \\ \lrcorner \end{array} & & & \\ & \begin{array}{c} \rceil \\ \lrcorner \end{array} & & \\ & & \begin{array}{c} \rceil \\ \lrcorner \end{array} & \\ & & & \begin{array}{c} \rceil \\ \lrcorner \end{array} \end{array} + \dots \right]$$

- Bonus: Redundant information (Read our paper.)

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- Storage is $O(n)$.

Altogether we have

$$A = QR$$

$$= \begin{matrix} \left[\begin{matrix} \rightarrow \\ \left[\begin{matrix} \rightarrow \\ \rightarrow \\ \rightarrow \\ \rightarrow \\ \rightarrow \\ \rightarrow \end{matrix} \end{matrix} \right] \\ \left[\begin{matrix} \rightarrow \\ \rightarrow \\ \rightarrow \\ \rightarrow \\ \rightarrow \\ \rightarrow \end{matrix} \end{matrix} \right] \end{matrix} \left[\begin{matrix} \rightarrow \\ \left[\begin{matrix} \rightarrow \\ \rightarrow \\ \rightarrow \\ \rightarrow \\ \rightarrow \\ \rightarrow \end{matrix} \end{matrix} \right] \\ \left[\begin{matrix} \rightarrow \\ \rightarrow \\ \rightarrow \\ \rightarrow \\ \rightarrow \\ \rightarrow \end{matrix} \end{matrix} \right] \end{matrix} \left[\begin{matrix} \rightarrow \\ \left[\begin{matrix} \rightarrow \\ \rightarrow \\ \rightarrow \\ \rightarrow \\ \rightarrow \\ \rightarrow \end{matrix} \end{matrix} \right] \\ \left[\begin{matrix} \rightarrow \\ \rightarrow \\ \rightarrow \\ \rightarrow \\ \rightarrow \\ \rightarrow \end{matrix} \end{matrix} \right] \end{matrix} + \dots \right]$$

- A is stored entirely in terms of core transformations.

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- Turnover (aka shift through, Givens swap, ...)

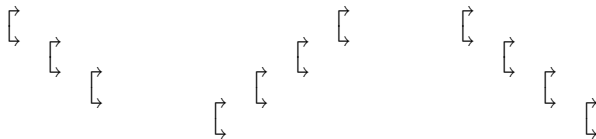
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Francis Iteration (the core chase)

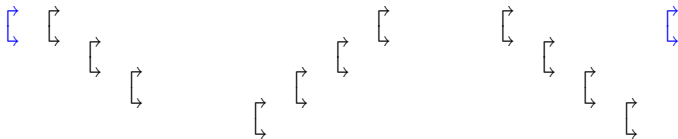
- ignoring rank-one part ...

$$A = \begin{array}{ccccccc} & \left[\begin{array}{l} \rightarrow \\ \leftarrow \end{array} \right. & & & & & & \\ & & \left[\begin{array}{l} \rightarrow \\ \leftarrow \end{array} \right. & & & & & \\ & & & \left[\begin{array}{l} \rightarrow \\ \leftarrow \end{array} \right. & & & & \\ & & & & \left[\begin{array}{l} \rightarrow \\ \leftarrow \end{array} \right. & & & \\ & & & & & \left[\begin{array}{l} \rightarrow \\ \leftarrow \end{array} \right. & & \\ & & & & & & \left[\begin{array}{l} \rightarrow \\ \leftarrow \end{array} \right. & \\ & & & & & & & \left[\begin{array}{l} \rightarrow \\ \leftarrow \end{array} \right. \end{array}$$

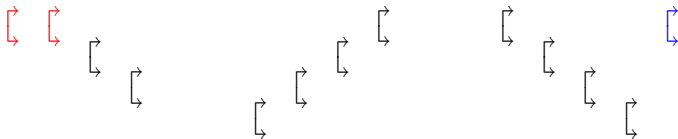
The Core Chase



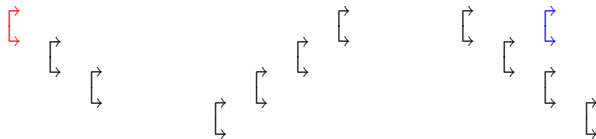
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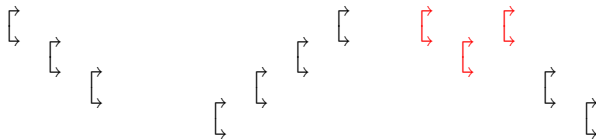
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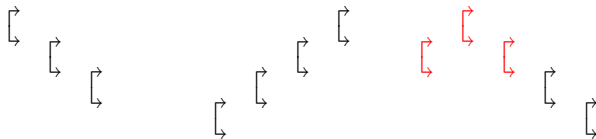
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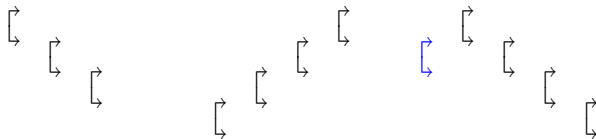
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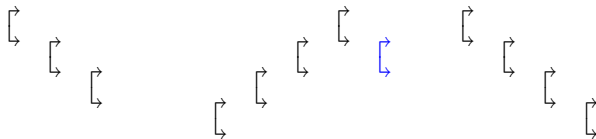
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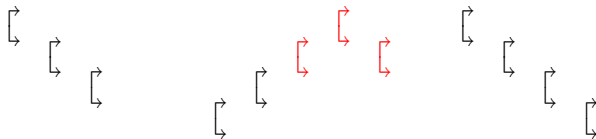
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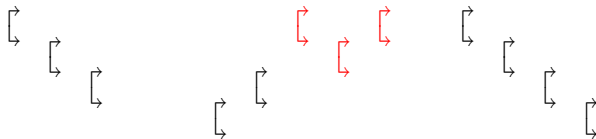
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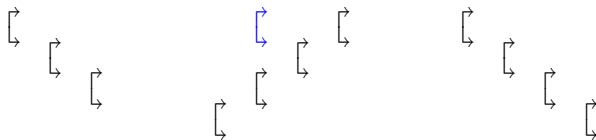
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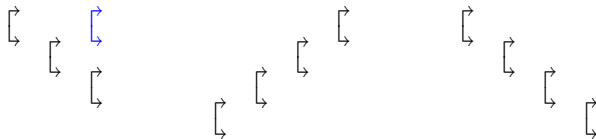
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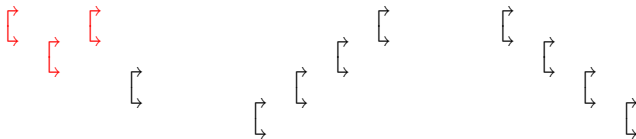
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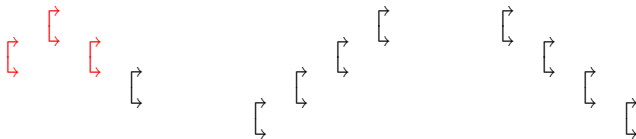
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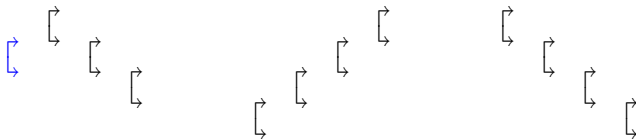
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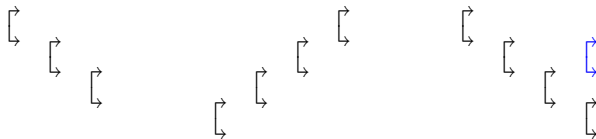
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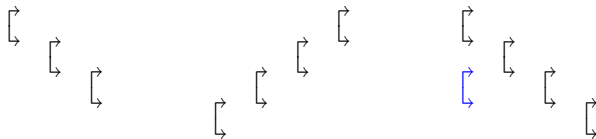
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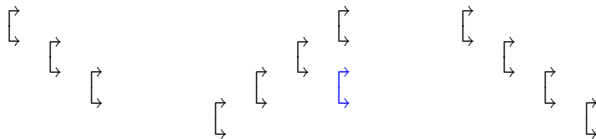
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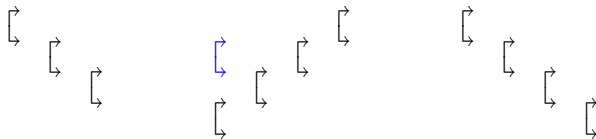
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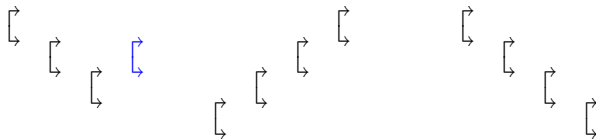
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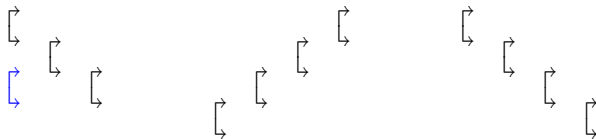
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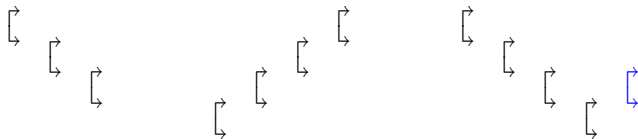
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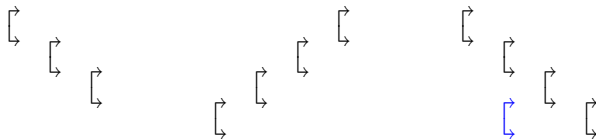
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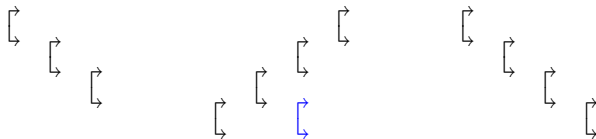
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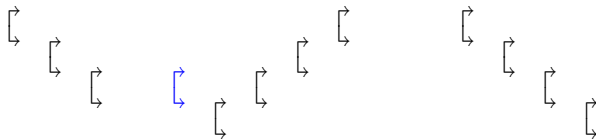
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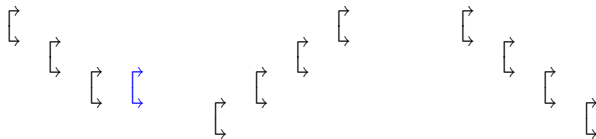
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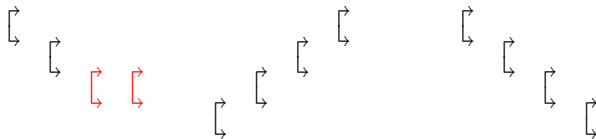
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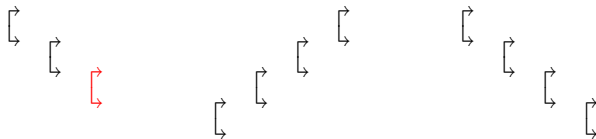
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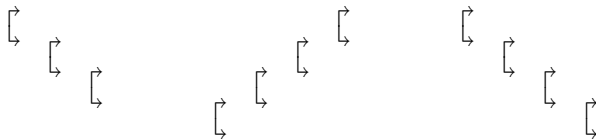
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Done!

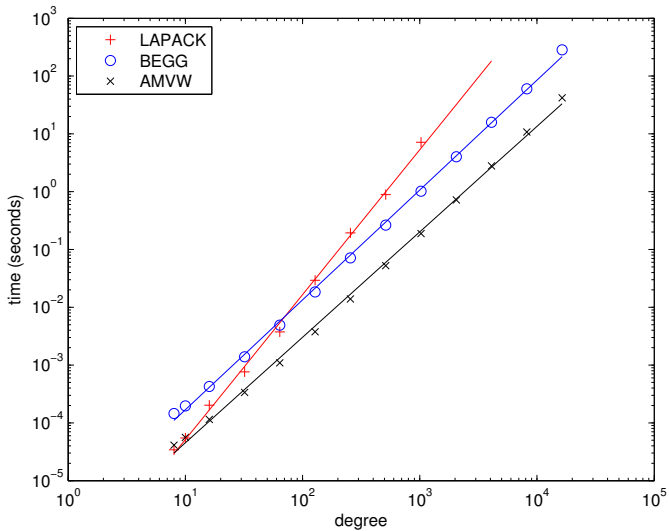
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- Total flop count is $O(n^2)$.

Performance



At degree 1000

method	time
LAPACK	7.2
BEGG	1.2
AMVW	0.2

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- We can also handle matrix polynomials.
(story for another day)

- Monograph in Progress (130+ pp.)

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 - Jared Aurentz
 - Leonard Robol
 - Thomas Mach
 - Raf Vandebril
 - David Watkins

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- Take a closer look at backward error.

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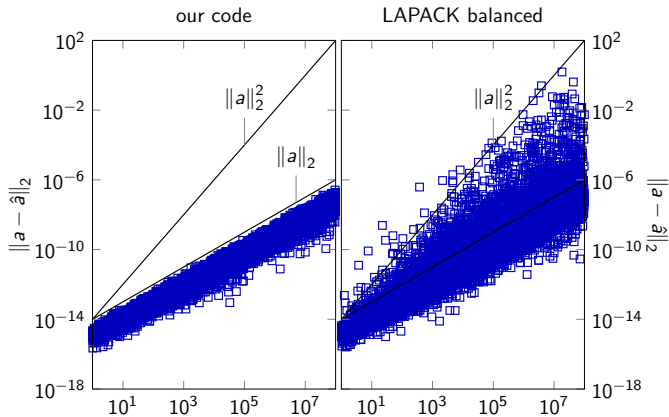
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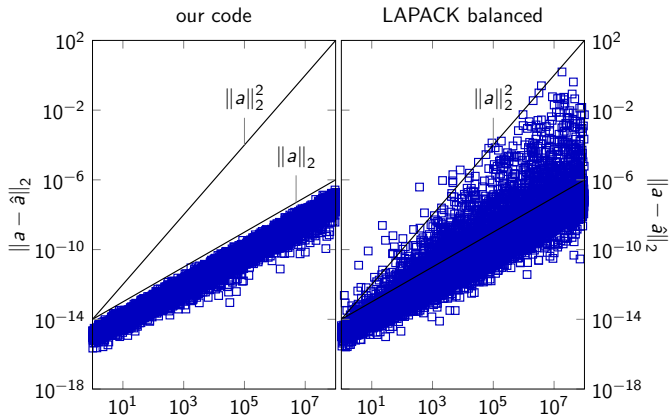
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- Meaning: Most of the error is “parallel” to p and is therefore irrelevant.

Nice Picture

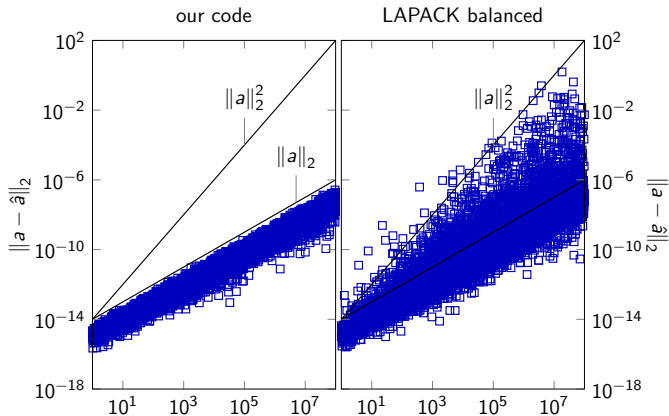


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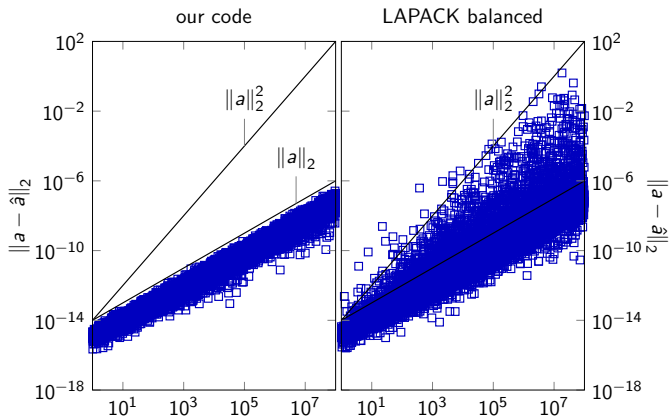
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Thank you for your attention.