

Fast stable computation of the eigenvalues of unitary-plus-rank-one matrices, including companion matrices

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AMS Sectional Meeting, April 22, 2017

- unitary-plus-rank-one?

Who Cares?

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- $p(x) = a_0 + a_1x + a_2x^2 + \dots + a_{n-1}x^{n-1} + x^n$

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$$p(x) = \sum_{j=0}^n c_j T_j(x)$$

Companion Matrix

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- structure not fully exploited

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- Who's "we"?

Our International Research Group

This is joint work with

- **Jared Aurentz** (WSU → Oxford → Madrid)
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as well as

- **Leonardo Robol** (Pisa → KU Leuven → Pisa)

Companion Pencil, a variant

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- ... but we will focus on the companion *matrix* problem today.

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 - data-sparse representation + Francis's algorithm
 - several methods proposed

Some of the Competitors

- Chandrasekaran, Gu, Xia, Zhu (2007)
- Bini, Boito, Eidelman, Gemignani, Gohberg (2010)
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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! but it's not!

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

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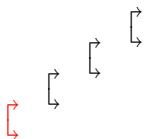
Storage Scheme, Part I

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

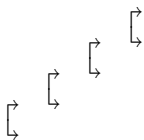
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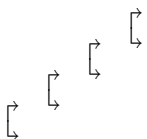

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- **Def:** *Core Transformation*

Storage Scheme, Part I


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

Storage Scheme, Part I

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

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$$\begin{bmatrix} * & * & * & * & * \\ * & * & * & * & * \\ & * & * & * & * \\ & & * & * & * \\ & & & * & * \end{bmatrix} = \begin{matrix} \left. \begin{matrix} \rightarrow \\ \rightarrow \end{matrix} \right\} & \left. \begin{matrix} \rightarrow \\ \rightarrow \end{matrix} \right\} & \left. \begin{matrix} \rightarrow \\ \rightarrow \end{matrix} \right\} & \left. \begin{matrix} \rightarrow \\ \rightarrow \end{matrix} \right\} \\ & & & & \\ & & & & \\ & & & & \\ & & & & \end{matrix}$$
$$\begin{bmatrix} * & * & * & * & * \\ & * & * & * & * \\ & & * & * & * \\ & & & * & * \\ & & & & * \end{bmatrix}$$

$$A = QR$$

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$$A = QR$$

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

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

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$$= \begin{bmatrix} 0 & \cdots & 0 & 1 \\ 1 & & & 0 \\ & \ddots & & \vdots \\ & & 1 & 0 \end{bmatrix} \begin{bmatrix} 1 & 0 & \cdots & -a_1 \\ & 1 & & -a_2 \\ & & \ddots & \vdots \\ & & & -a_0 \end{bmatrix}$$

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$$= \begin{matrix} \left[\begin{array}{c} \vdots \\ \vdots \\ \vdots \end{array} \right] & & & \\ & \left[\begin{array}{c} \vdots \\ \vdots \\ \vdots \end{array} \right] & & \\ & & \ddots & \\ & & & \left[\begin{array}{c} \vdots \\ \vdots \\ \vdots \end{array} \right] \end{matrix} \begin{bmatrix} 1 & 0 & \cdots & -a_1 \\ & 1 & & -a_2 \\ & & \ddots & \vdots \\ & & & -a_0 \end{bmatrix}$$

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

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

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$$\hat{R} = \begin{matrix} & & & & \left[\right. \\ & & & \left[\right. & \\ & & \left[\right. & & \\ & \left[\right. & & & \\ \left[\right. & & & & \end{matrix} \left[\begin{matrix} \left[\right. & & & & \\ & \left[\right. & & & \\ & & \left[\right. & & \\ & & & \left[\right. & \\ & & & & \left[\right. & + \dots \end{matrix} \right]$$

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- Bonus: Redundant information (Read our paper.)

Altogether we have

$$A = QR$$

$$= \begin{matrix} \left[\begin{array}{ccc} \curvearrowright & & \\ & \curvearrowright & \\ & & \curvearrowright \end{array} \right] & \begin{matrix} \left[\begin{array}{ccc} & & \\ \curvearrowright & & \\ & \curvearrowright & \\ & & \curvearrowright \end{array} \right] & \left[\begin{array}{ccc} \left[\begin{array}{ccc} \curvearrowright & & \\ & \curvearrowright & \\ & & \curvearrowright \end{array} \right] & + \dots \end{array} \right]$$

- A is stored entirely in terms of core transformations.

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$$\begin{array}{|c|} \hline \rightarrow \\ \hline \end{array} \begin{array}{|c|} \hline \rightarrow \\ \hline \end{array} \Rightarrow \begin{array}{|c|} \hline \rightarrow \\ \hline \end{array}$$

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

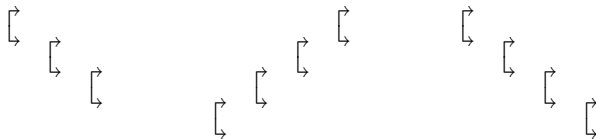
$$\begin{array}{|c|} \hline \rightarrow \\ \hline \end{array} \begin{array}{|c|} \hline \rightarrow \\ \hline \end{array} \begin{array}{|c|} \hline \rightarrow \\ \hline \end{array} \Leftrightarrow \begin{array}{|c|} \hline \rightarrow \\ \hline \end{array} \begin{array}{|c|} \hline \rightarrow \\ \hline \end{array} \begin{array}{|c|} \hline \rightarrow \\ \hline \end{array}$$

Francis Iteration (the core chase)

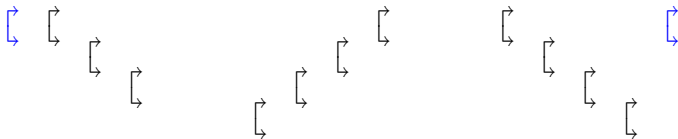
- ignoring rank-one part ...

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

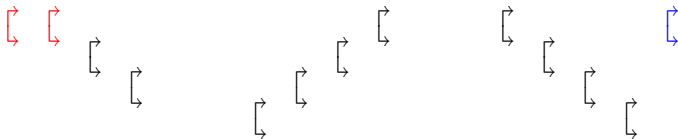
The Core Chase



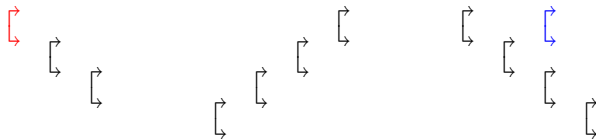
The Core Chase



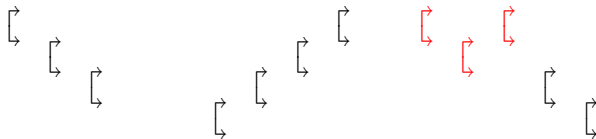
The Core Chase



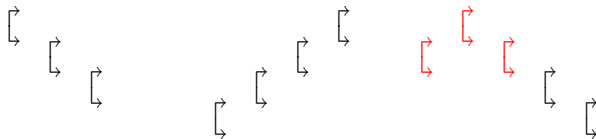
The Core Chase



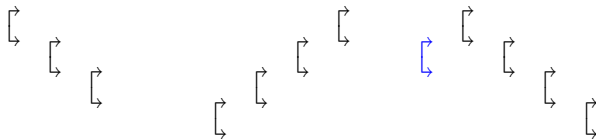
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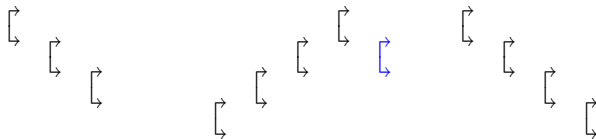
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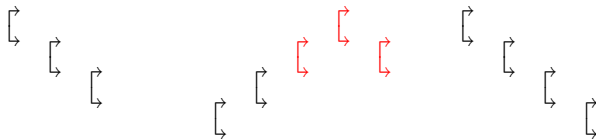
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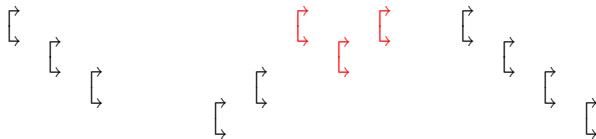
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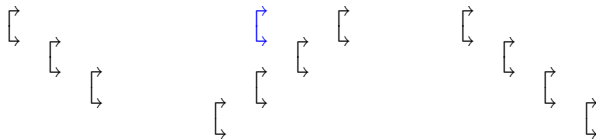
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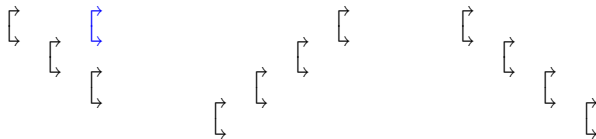
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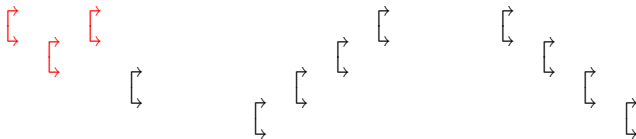
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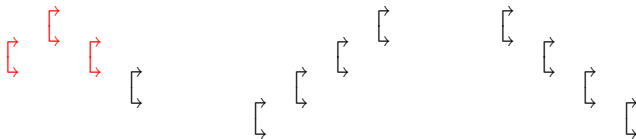
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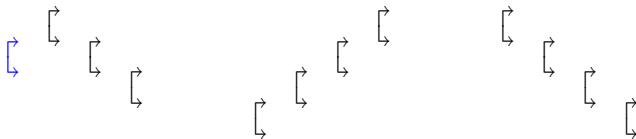
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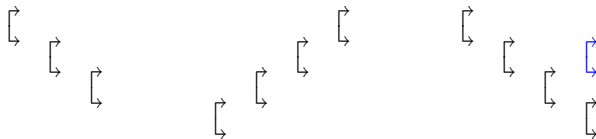
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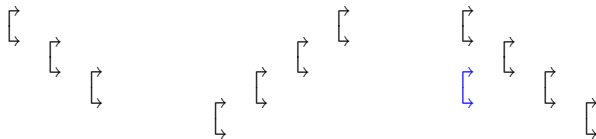
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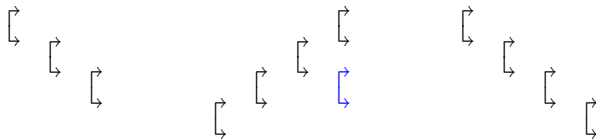
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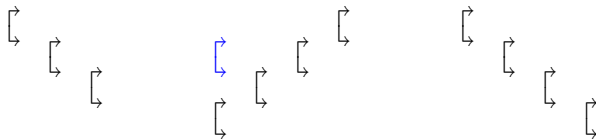
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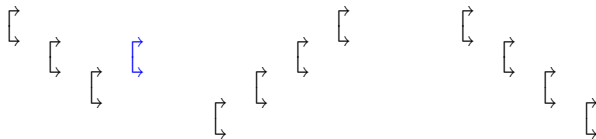
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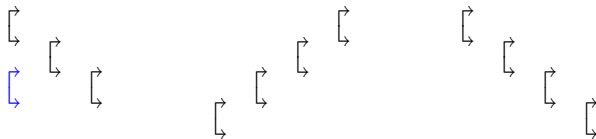
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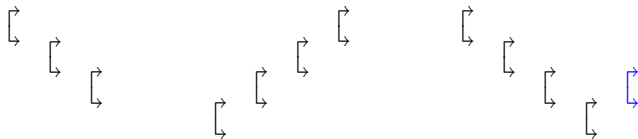
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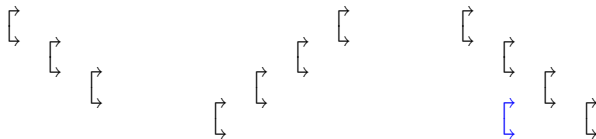
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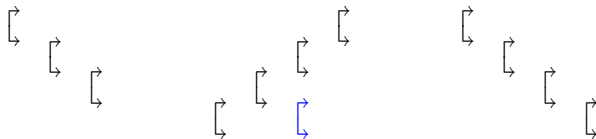
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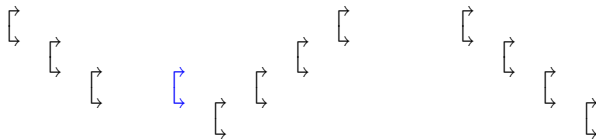
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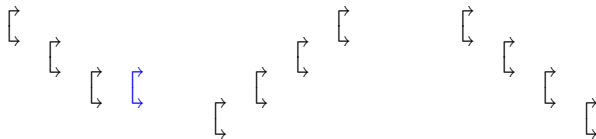
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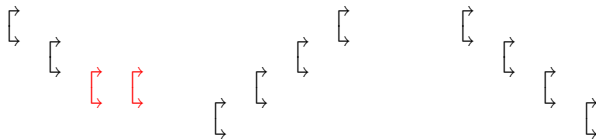
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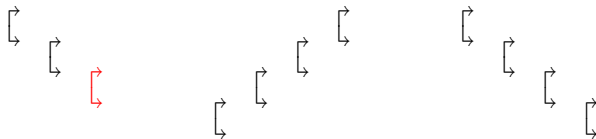
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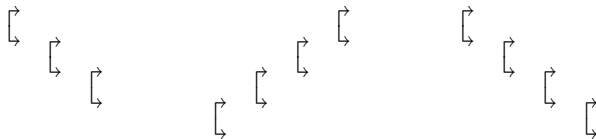
The Core Chase



The Core Chase



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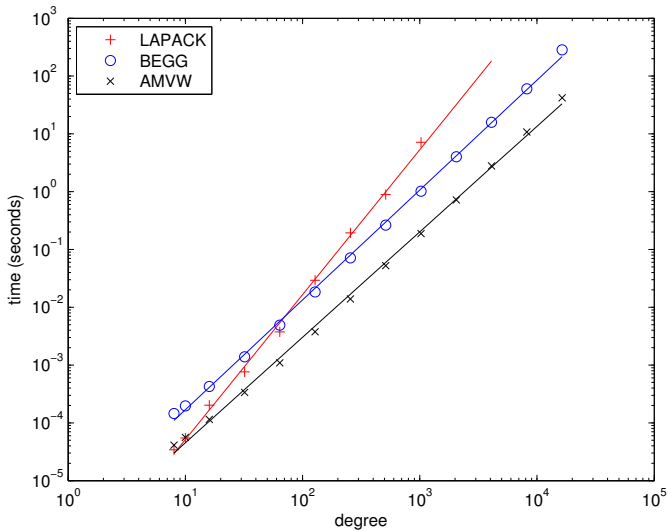
- iteration complete!

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- Cost: $3n$ turnovers/iteration, so $O(n)$ flops/iteration.

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- $O(n)$ iterations in all.

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- $O(n)$ iterations in all.
- 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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Thank you for your attention.