

Core-Chasing Algorithms for the Eigenvalue Problem

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This is joint work with

- **Jared Aurentz** (Oxford → Madrid)
- **Thomas Mach** (KU Leuven → Astana)
- **Raf Vandebril** (KU Leuven)

Today's Topic

- The matrix eigenvalue problem

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 - symmetric
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- Possible structures
 - unitary
 - unitary-plus-rank-one (companion)
 - symmetric
 - symmetric-plus-rank-one (colleague)
 - ... or no special structure

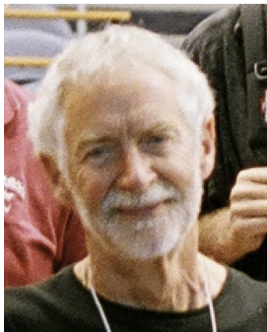


photo: Frank Uhlig, 2009

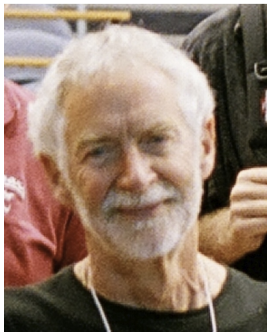


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- invented the winning algorithm in 1959.

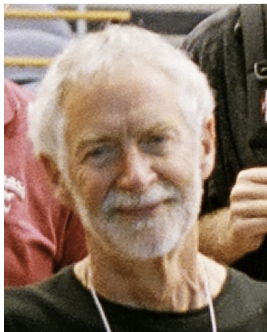


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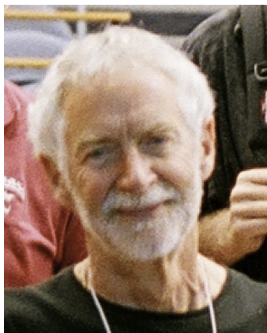


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- invented the winning algorithm in 1959.
- implicitly shifted QR algorithm
- Our algorithms are all variants of this.

- Francis's algorithm ...

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- ... is a bulge chasing algorithm.
- We turn it into a core chasing algorithm.
- Instead of chasing bulges, we chase core transformations.

Core Transformations

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- Ex: Givens rotator, reflector, ...
- We just wanted a generic term.

Core Transformations

$$\begin{bmatrix} 1 & & \\ & \times & \times \\ & \times & \times \end{bmatrix} \begin{bmatrix} \times & \times & \times \\ & \times & \times \\ & \times & \times \end{bmatrix} = \begin{bmatrix} \times & \times & \times \\ & \times & \times \\ & 0 & \times \end{bmatrix}$$

Core Transformations

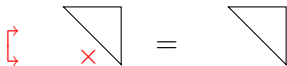
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Abbreviated notation

Core Transformations

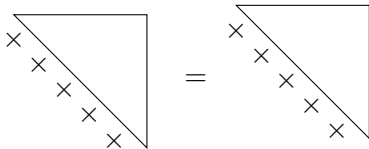
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Abbreviated notation

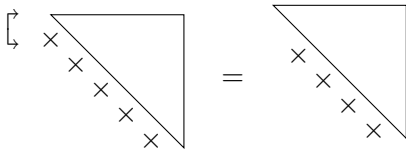


The diagram shows an abbreviated notation for a core transformation. On the left, a red bracket is positioned to the left of a right-angled triangle. Inside the triangle, at the bottom-left corner, is a red 'x'. This is followed by an equals sign and another right-angled triangle, which is empty.

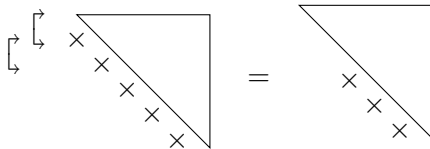
Hessenberg QR decomposition



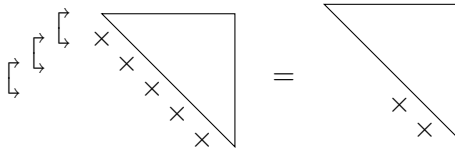
Hessenberg QR decomposition



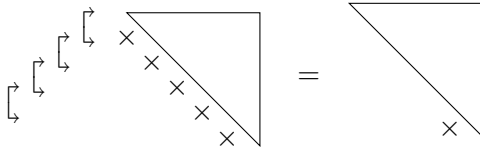
Hessenberg QR decomposition



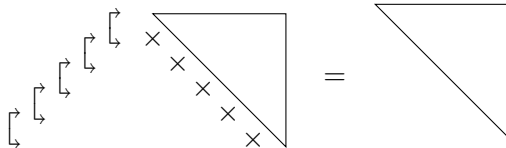
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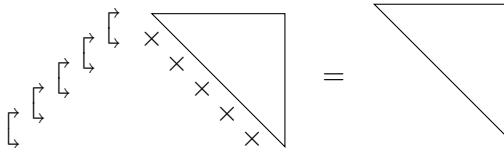
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Hessenberg QR decomposition

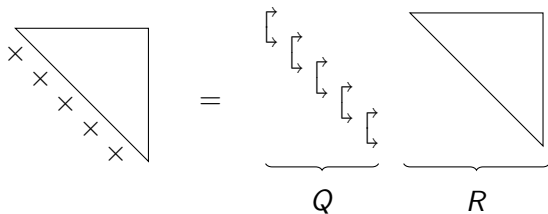


Hessenberg QR decomposition



Now invert the core transformations.

Hessenberg QR decomposition



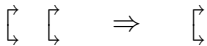
Our algorithms operate on the matrix in QR decomposed form.

$$A = QR = \begin{matrix} \left[\begin{array}{c} \rightarrow \\ \rightarrow \end{array} \right] & \left[\begin{array}{c} \rightarrow \\ \rightarrow \end{array} \right] & \left[\begin{array}{c} \rightarrow \\ \rightarrow \end{array} \right] & \left[\begin{array}{c} \rightarrow \\ \rightarrow \end{array} \right] & \left[\begin{array}{c} \rightarrow \\ \rightarrow \end{array} \right] & \left[\begin{array}{c} \rightarrow \\ \rightarrow \end{array} \right] \end{matrix} \begin{matrix} \triangle \\ \square \end{matrix}$$

This is **not** inefficient.

We apply Francis's algorithm to this factored form.

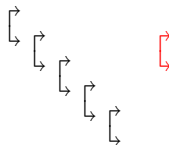
Fusion



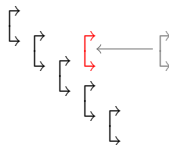
Turnover



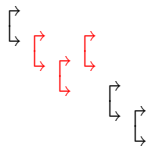
Turnover as a shift-through operation



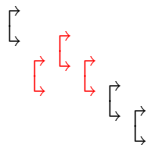
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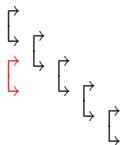
Turnover as a shift-through operation



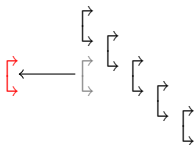
Turnover as a shift-through operation



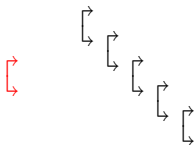
Turnover as a shift-through operation



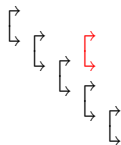
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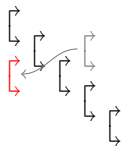
Turnover as a shift-through operation



Turnover as a shift-through operation : Abbreviated notation



Turnover as a shift-through operation : Abbreviated notation



Operating on Core Transformations

Passing a core transformation through a triangular matrix

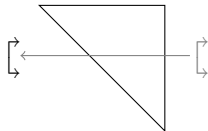
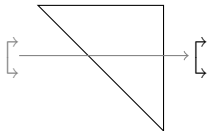
$$\begin{bmatrix} * & * & * & * \\ & * & * & * \\ & & * & * \\ & & & * \end{bmatrix} \begin{matrix} \rightarrow \\ \leftarrow \end{matrix} \begin{bmatrix} * & * & * & * \\ & * & * & * \\ & & + & * \\ & & & * \end{bmatrix} \begin{matrix} \leftarrow \\ \rightarrow \end{matrix} \begin{bmatrix} * & * & *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

Cost is $O(n)$ flops.

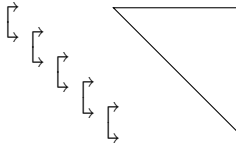
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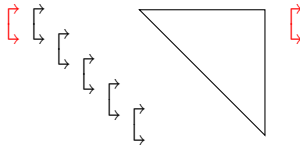
Abbreviated Notation:



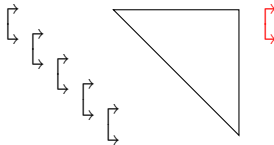
Core Chasing



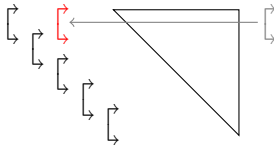
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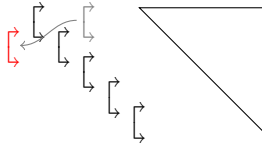
Core Chasing



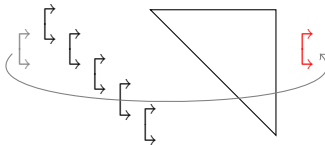
Core Chasing



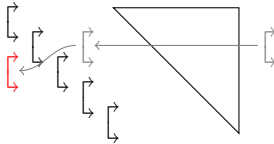
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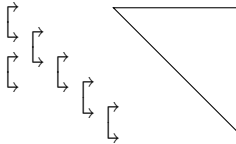
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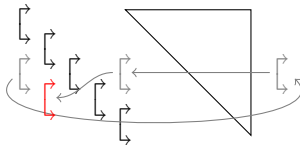
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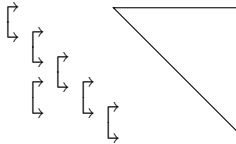
Core Chasing



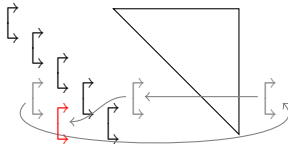
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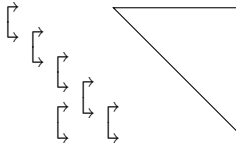
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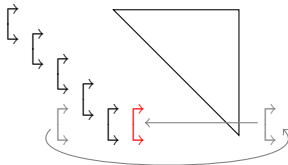
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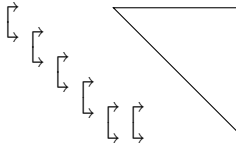
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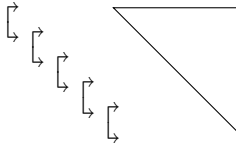
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Cost

- Most arithmetic in passing-through operation

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- $O(n^2)$ flops per iteration ...
- $O(n^3)$ total flops ...
- about the same as for standard Francis iteration.

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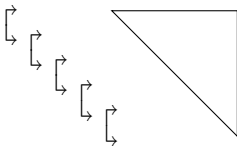
- unitary case

Are there any advantages?

- unitary case
- companion case (unitary-plus-rank-one)

Unitary Case

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Unitary Case

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- Cost is $O(n)$ flops per iteration,

$$A = QR = \begin{matrix} \left[\right. & & & & & \\ & \left[\right. & & & & \\ & & \left[\right. & & & \\ & & & \left[\right. & & \\ & & & & \left[\right. & \\ & & & & & \left[\right. \end{matrix}$$

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- Gragg (1986)

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- Gragg (1986)
- Ammar, Reichel, M. Stewart, Bunse-Gerstner, Elsner, He, W,
...

Companion Case

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- monic polynomial

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$$A = \begin{bmatrix} 0 & \cdots & 0 & -a_0 \\ 1 & 0 & \cdots & 0 & -a_1 \\ & 1 & \ddots & \vdots & \vdots \\ & & \ddots & 0 & -a_{n-2} \\ & & & 1 & -a_{n-1} \end{bmatrix}$$

- ... get the zeros of p by computing the eigenvalues.

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$$A = \begin{bmatrix} 0 & \dots & 0 & -a_0 \\ 1 & 0 & \dots & 0 & -a_1 \\ & 1 & \ddots & \vdots & \vdots \\ & & \ddots & 0 & -a_{n-2} \\ & & & 1 & -a_{n-1} \end{bmatrix}$$

- ... get the zeros of p by computing the eigenvalues.
- MATLAB's `roots` command

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 - $O(n^2)$ storage, $O(n^3)$ flops
 - Francis's algorithm
- If structure exploited:
 - $O(n)$ storage, $O(n^2)$ flops
 - several methods proposed
 - data-sparse representation + Francis's algorithm

Representation of R

We store the QR decomposed form.

$$A = QR = \begin{matrix} \left[\right] & & & & \\ & \left[\right] & & & \\ & & \left[\right] & & \\ & & & \left[\right] & \\ & & & & \left[\right] \end{matrix} \begin{matrix} \diagdown \\ \diagup \\ \diagdown \\ \diagup \\ \diagdown \end{matrix}$$

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where

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

Representation of R

We store the QR decomposed form.

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- This is unitary-plus-rank-one.

Representation of R

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$$\tilde{R} = \left[\begin{array}{cccc|c} 1 & 0 & \cdots & -a_1 & 0 \\ & 1 & & -a_2 & 0 \\ & & \ddots & \vdots & \vdots \\ & & & -a_0 & 1 \\ \hline 0 & 0 & \cdots & 0 & 0 \end{array} \right].$$

Representation of R

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- Add a row and column to R .

$$\tilde{R} = \left[\begin{array}{cccc|c} 1 & 0 & \cdots & -a_1 & 0 \\ & 1 & & -a_2 & 0 \\ & & \ddots & \vdots & \vdots \\ & & & -a_0 & 1 \\ \hline 0 & 0 & \cdots & 0 & 0 \end{array} \right].$$

- This is still unitary-plus-rank-one.

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Representation of R

$$\tilde{R} = C_n^* \cdots C_1^* (B_1 \cdots B_n + e_1 y^T)$$

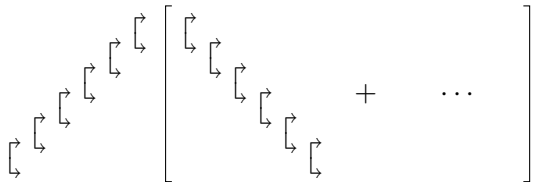
Representation of R

$$\tilde{R} = C_n^* \cdots C_1^* (B_1 \cdots B_n + e_1 y^T)$$

The diagram illustrates the matrix product structure. On the left, a sequence of nested brackets represents the product of matrices C_n^*, \dots, C_1^* . This is followed by a large square bracket containing a sequence of nested brackets representing the product of matrices B_1, \dots, B_n , followed by an ellipsis \dots . To the right of this large bracket is a plus sign $+$ and another ellipsis \dots , indicating the addition of the term $e_1 y^T$ to the product of B matrices.

Representation of R

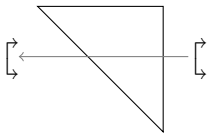
$$\tilde{R} = C_n^* \cdots C_1^* (B_1 \cdots B_n + e_1 y^T)$$



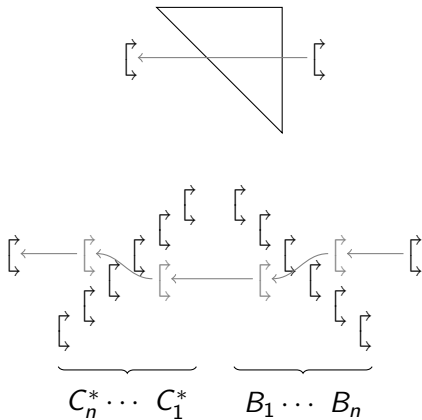
The diagram illustrates the representation of the product of matrices $C_n^* \cdots C_1^*$ as a sequence of nested brackets and arrows, followed by a large square bracket containing a matrix structure with a plus sign and an ellipsis.

...and we don't have to store the rank-one part!

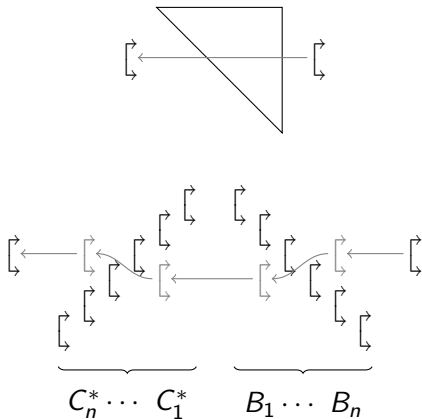
Passing a core transformation through R



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Cost: $O(n)$ flops per iteration, $O(n^2)$ flops total.

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Recovering y^T from the core transformations

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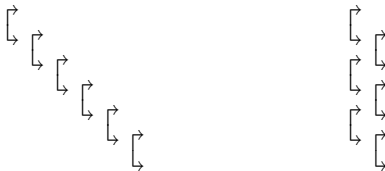
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Monograph in progress (100+ pp?)

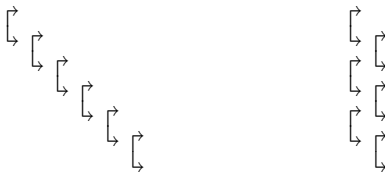
Beyond Hessenberg form

Form of Q can be upper Hessenberg, so-called CMV, ...

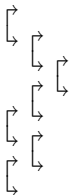


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or “random” twisted ...



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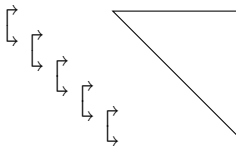
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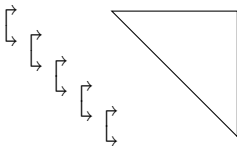
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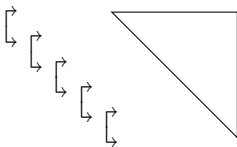
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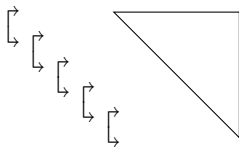
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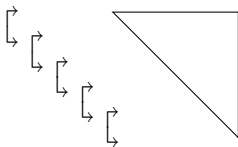
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$$\|E_q\| \approx u \quad \|E_r\| \approx u \|R\| = u \|A\|$$

... assuming R is stored in the conventional way.

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$$\begin{aligned}\hat{A} = \hat{Q}\hat{R} &= U^*(Q + E_q)(R + E_r)U \\ &= U^*(QR + E_qR + QE_r + E_qE_r)U \\ &= U^*(A + E)U,\end{aligned}$$

where

$$E = E_qR + QE_r + O(u^2), \quad \text{so} \quad \|E\| \approx u\|R\|.$$

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Put them together!

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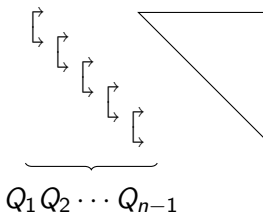
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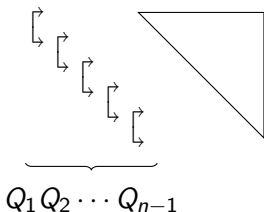
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