



Towards an efficient implementation for the resolution of structured linear system

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Where are linear systems ?

- Set of equations: $A.X=B$
 - A is a matrix
 - X and B are vectors
- Example: Extended GCD of (p, q) in $K[X]^2$

$$\begin{bmatrix} p_0 & & & q_0 & & & \\ & \ddots & & q_1 & \ddots & & \\ & & \ddots & \vdots & \ddots & & \\ & & & p_0 & \vdots & \ddots & q_0 \\ p_n & & p_1 & q_m & & & q_1 \\ & & \vdots & & \ddots & & \vdots \\ & & & & & \ddots & q_m \\ & & & & & & p_n \end{bmatrix} \times \begin{bmatrix} a_0 \\ \vdots \\ a_{m-1} \\ b_0 \\ \vdots \\ b_{n-1} \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 0 \\ \vdots \\ \vdots \\ 0 \end{bmatrix}$$



The *displacement approach*

Matrices neither dense nor sparse

Kailath, Kung, Morf [1979]

Displacement operator : $\phi(\cdot)$

Displacement rank : $\text{rank}(\phi(\cdot))$

- Low memory representation
- Fast elementary operations

Example: Toeplitz matrices

- A is defined by its first row and first column
- *Displacement operator*: $\phi^+(A) = A - \searrow A$

$$\begin{array}{c} A \\ \left(\begin{array}{cccc} a & b & c & d \\ e & a & b & c \\ f & e & a & b \\ g & f & e & a \end{array} \right) \end{array} - \begin{array}{c} \searrow A \\ \left(\begin{array}{cccc} 0 & 0 & 0 & 0 \\ 0 & a & b & c \\ 0 & e & a & b \\ 0 & f & e & a \end{array} \right) \end{array} = \begin{array}{c} \phi^+(A) \\ \left(\begin{array}{cccc} a & b & c & d \\ e & 0 & 0 & 0 \\ f & 0 & 0 & 0 \\ g & 0 & 0 & 0 \end{array} \right) \end{array}$$

- *Displacement rank*: $\text{rank}(\phi^+(A)) \leq 2$
- Toeplitz-like: $\text{rank}(\phi^+(A)) \ll \text{Dim}(A)$

Low memory consumption

- $O(\alpha.n)$ elements

$$\begin{aligned} \text{rank}(\phi^+(A)) = \alpha &\implies \phi^+(A) = \sum_{j=1}^{\alpha} y_j z_j^{tr} \\ &\implies A = \sum_{j=1}^{\alpha} L[y_j] U[z_j^{tr}] \end{aligned}$$

$$\text{where } L \begin{bmatrix} a \\ b \\ c \end{bmatrix} = \begin{bmatrix} a & 0 & 0 \\ b & a & 0 \\ c & b & a \end{bmatrix} \quad U \begin{bmatrix} a & b & c \end{bmatrix} = \begin{bmatrix} a & b & c \\ 0 & a & b \\ 0 & 0 & a \end{bmatrix}$$

Fast Matrix-Vector Multiplication

- $2\alpha M(n)$ operations

$$A = \sum_{j=1}^{\alpha} L[y_j]U[z_j^{tr}]$$

- $M(n)$ is the cost of a polynomial product in degree n
- FFT: $M(n) = O(n \log n \log \log n)$

$$\begin{bmatrix} a \\ b & a \\ c & b & a \end{bmatrix} \times \begin{bmatrix} u \\ v \\ w \end{bmatrix} = \begin{bmatrix} au \\ av + bu \\ aw + bv + cu \end{bmatrix}$$

$$(a + bX + cX^2) \times (u + vX + wX^2) \equiv \begin{bmatrix} au & \times X^0 \\ av + bu & \times X^1 \\ aw + bv + cu & \times X^2 \end{bmatrix} \pmod{X^3}$$

Divide and Conquer à la Strassen

- If A has generic rank profile (all north-west submatrices are invertible)

$$A = \begin{bmatrix} A_{1,1} & A_{1,2} \\ A_{2,1} & A_{2,2} \end{bmatrix}$$

- Then $A_{1,1}$ is invertible and we have:

$$A^{-1} = \begin{bmatrix} A_{1,1}^{-1} - A_{1,1}^{-1} A^{1,2} \Delta^{-1} A^{2,1} A_{1,1}^{-1} & -A_{1,1}^{-1} A^{1,2} \Delta^{-1} \\ -\Delta^{-1} A^{2,1} A_{1,1}^{-1} & \Delta^{-1} \end{bmatrix}$$

- With the Schur complement

$$\Delta = A_{2,2} - A_{2,1} A_{1,1}^{-1} A_{1,2}$$



The MBA algorithm

- **Morf [1980]** and **Bitmead-Anderson [1980]**
 - Inversion in $O(\alpha^2 M(n) \log n)$
 - FFT: $O(\alpha^2 n (\log n)^2 \log \log n)$
 - In the dense case: $O(n^\omega)$ with $2 < \omega \leq 3$
- *Input*: A given by generators
- *Output*: A^{-1} given by generators
 1. Inverse $A_{1,1}$
 2. Compute Δ
 3. Inverse Δ
 4. Recompose A^{-1}
 5. Reduce the number of generators defining A^{-1}



Our improvements

- Previous work
 - **Kaltofen [1994]**
 - Use of randomization
 - Remove the *generic rank profile* condition
- Our improvements
 - Divide the complexity by a constant
 - 4 to 8 times faster



Where is the cost ?

Matrix-Matrix products:

- $\text{Rank}(\phi^+(A)) = \alpha$ and $\text{Rank}(\phi^+(B)) = \beta$
 - $(2\alpha\beta+2) M(n)$
- Return $A.B$ defined by $\alpha+\beta+1$ generators

Reduction of generators:

- $\text{Rank}(\phi^+(A)) = \alpha$ but defined by β generators
 - $O(\alpha \beta n)$
- Return A defined by α generators

Optimized Schur Inversion

- Reduce the number of multiplications
 - 10 to 6 matrix-matrix multiplications

$$\gamma = A_{1,1}^{-1}A_{1,2}$$

$$\Delta = A_{2,2} - A_{2,1}\gamma$$

$$A^{-1} = \begin{bmatrix} A_{1,1}^{-1} + \gamma B_{2,1} & -\gamma \Delta^{-1} \\ B_{2,1} = -\Delta^{-1} A_{2,1} A_{1,1}^{-1} & \Delta^{-1} \end{bmatrix}$$

- Supplementary reductions
 - Pay for the reduction
 - Save in following matrix-matrix products



Hybrid algorithm

Quadratic inversion:

- **Heinig, Rost [1984]**
 - Inversion in $O(\alpha n^2)$ with the solution of α structured systems $A.X=B$ with the same A and different B
- **Gohberg, Kailath, Koltracht [1986]**
 - Resolution in $O(\alpha n^2)$ plus $O(n^2)$ per systems (same A , different B)
- Lead to inversion in $O(\alpha n^2)$
- MBA with FFT: $O(\alpha^2 n (\log n)^2 \log \log n)$

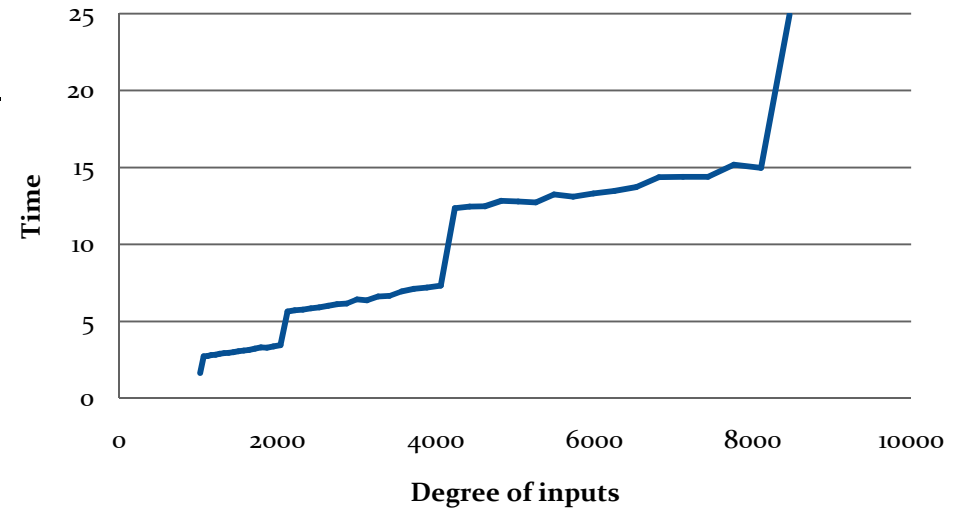
No Staircase Behaviour

Fast Fourier Transformation

- \sim constant complexity between powers of 2

- Recursive algorithm based on FFT
 - Shall have a staircase behavior? No!
 - Unbalanced subproblems

FFT Polynomial Multiplication



Unbalanced subproblems

- **Balanced policy**

$$C(10) = C(\lceil 10/2 \rceil) + C(\lfloor 10/2 \rfloor) + T(10)$$

$$C(10) = 2C(5) + T(10)$$

$$C(10) = 2C(2) + 2C(3) + T(10) + 2T(5)$$

$$C(10) = 4C(2) + 2C(1) + T(10) + 2T(5) + 2T(3)$$

$$C(10) = 10C(1) + T(10) + 2T(5) + 2T(3) + 4T(2)$$

$$C(10) = 10C(1) + T(10) + 2T(8) + 2T(4) + 4T(2)$$

- **Unbalanced policy**

$$C(10) = C(2^{\lfloor \log_2 10 - 1 \rfloor}) + C(10 - 2^{\lfloor \log_2 10 - 1 \rfloor}) + T(10)$$

$$C(10) = C(8) + C(2) + T(10)$$

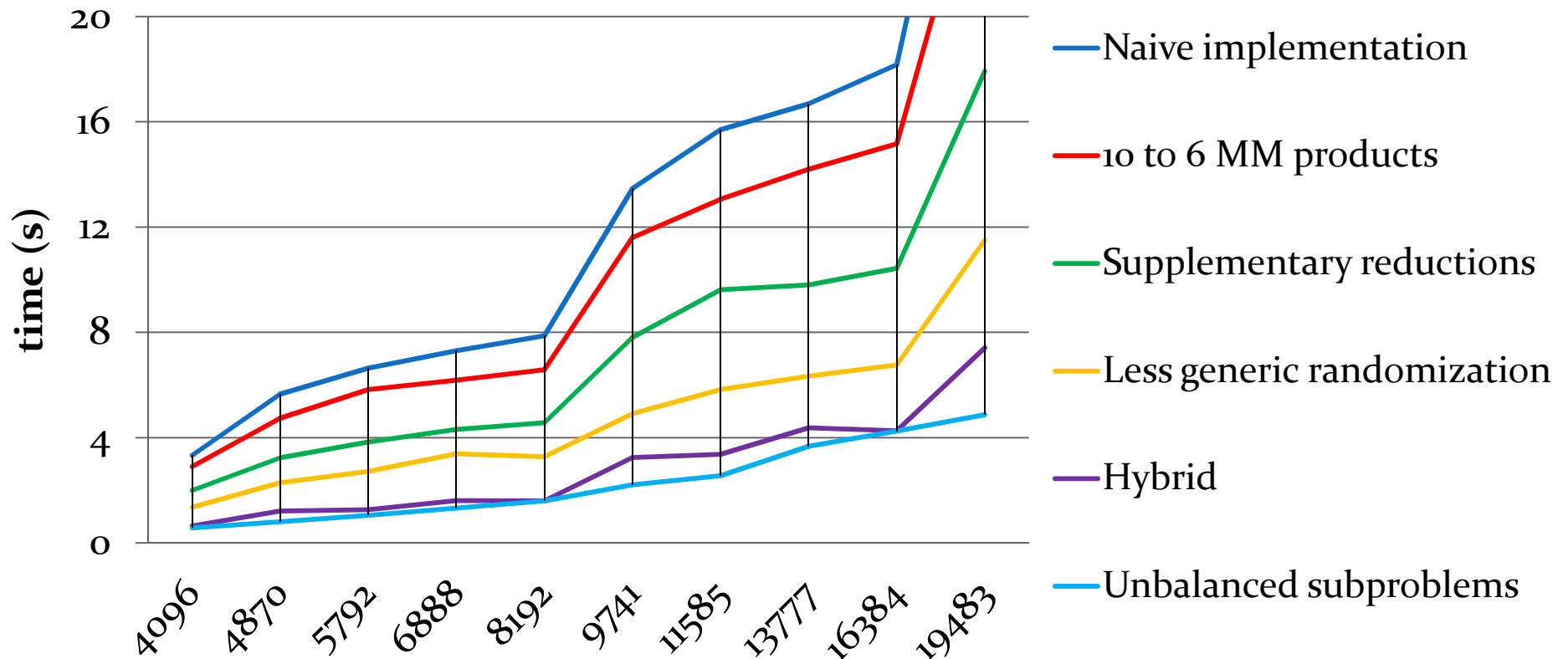
$$C(10) = 2C(4) + C(2) + T(10) + T(8)$$

$$C(10) = 5C(2) + T(10) + T(8) + 2T(4)$$

$$C(10) = 10C(1) + T(10) + T(8) + 2T(4) + 5T(2)$$

C++ implementation based on NTL

Inversion - Random structured matrices
in $\mathbb{Z}/p\mathbb{Z}$ s.t. $p = \text{FFTPRime}(32 \text{ bits})$ - $\text{Rank}(\phi^+(M)) = 2$





Coming improvements

- Newton iteration adapted to structured matrices
 - Inversion of rational matrices
- C++
 - Generic Programming
 - Handle other structures