

Demo: LU Factorization [cleared]

Computational Cost

What is the computational cost of multiplying two $n \times n$ matrices?

What is the computational cost of carrying out LU factorization on an $n \times n$ matrix?

Demo: Complexity of Mat-Mat multiplication and LU [cleared]

LU: Failure Cases?

Is LU/Gaussian Elimination bulletproof?

$$A = \begin{pmatrix} 0 \\ 2 \end{pmatrix}$$

$$\begin{pmatrix} u_{11} & u_{12} \\ u_{11} \end{pmatrix}$$

$$\begin{pmatrix} 0 \\ 2 \end{pmatrix}$$

$$\begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} u_{11} & u_{12} \\ u_{11} & u_{12} \end{pmatrix}$$

$$\begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} u_{11} & u_{12} \\ u_{11} & u_{12} \end{pmatrix}$$

$$\begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

Saving the LU Factorization

What can be done to get something like an LU factorization?

1 DIVOL I doa: control the magnitude Lh, make as big as possible. swap rows - partial pivotly suap was and cols - complete pivoting

Demo: LU Factorization with Partial Pivoting [cleared]

Cholesky: LU for Symmetric Positive Definite

LU can be used for SPD matrices. But can we do better?

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More cost concerns

What's the cost of solving Ax = b?

What's the cost of solving $A\mathbf{x} = \mathbf{b}_1, \mathbf{b}_2, \dots, \mathbf{b}_n$?

What's the cost of finding
$$A^{-1}$$
?

$$A \times = I$$

Cost: Worrying about the Constant, BLAS

 $O(n^3)$ really means

$$\alpha \cdot n^3 + \beta \cdot n^2 + \gamma \cdot n + \delta$$
.

All the non-leading and constants terms swept under the rug. But: at least the leading constant ultimately matters.

Shrinking the constant: surprisingly hard (even for 'just' matmul)

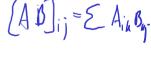
Idea: Rely on library implementation: BLAS (Fortran)

Level 1
$$\mathbf{z} = \alpha \mathbf{x} + \mathbf{y}$$
 vector-vector operations

Level 2
$$\mathbf{z} = A\mathbf{x} + \mathbf{y}$$
 matrix-vector operations $O(n^2)$

?gemv

Level 3
$$C = AB + \beta C$$
 matrix-matrix operations $O(n^3)$



LAPACK

LAPACK: Implements 'higher-end' things (such as LU) using BLAS Special matrix formats can also help save const significantly, e.g.

- banded
 sparse
 symmetric
 triangular
 gen or al
 Sample routine names:
 - dgesvd, zgesdd
 - dgetrf, dgetrs

LU on Blocks: The Schur Complement

Given a matrix
$$\begin{bmatrix}
A & B \\
C & D
\end{bmatrix}, = \begin{bmatrix}
B & B \\
C & D
\end{bmatrix},$$
can we do 'block LU' to get a block triangular matrix?
$$\begin{bmatrix}
A & B \\
C & D
\end{bmatrix}, = \begin{bmatrix}
A & B \\
C & D
\end{bmatrix}, a ddd to second$$

$$\begin{bmatrix}
A & B \\
C & D
\end{bmatrix}, a ddd to second$$

$$\begin{bmatrix}
A & B \\
C & D
\end{bmatrix}, C A^{-1} B$$

$$\begin{bmatrix}
A & B \\
C & D
\end{bmatrix}, C A^{-1} B$$

LU: Special cases

What happens if we feed a non-invertible matrix to LU?

What happens if we feed LU an $m \times n$ non-square matrices?

Round-off Error in LU without Pivoting

Consider factorization of $\begin{bmatrix} \epsilon \\ 1 \end{bmatrix}$	$\begin{bmatrix} 1 \\ 1 \end{bmatrix}$ where $\epsilon < \epsilon_{mach}$: