

# Fast Hessenberg QR Iteration for Companion Matrices

David Bindel

Ming Gu

David Garmire

James Demmel

Shivkumar Chandrasekaran

# Motivation: Polynomial root finding

A standard algorithm: QR iteration on a companion matrix

- Robust software exists
- It's normwise backward stable
- It's used in Matlab
- But it takes  $O(n^3)$  time and  $O(n^2)$  storage

# Companion matrices

Given

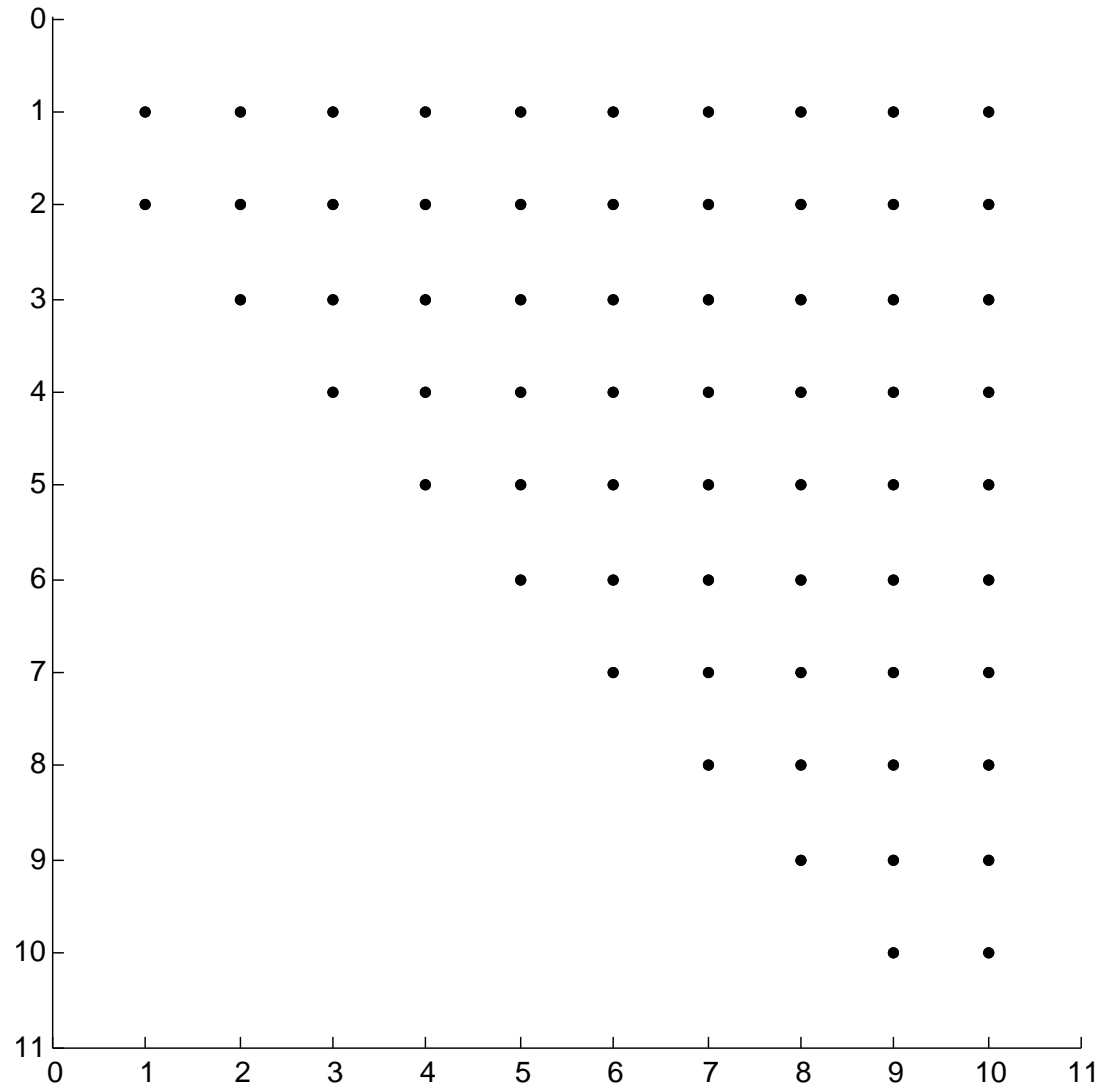
$$p(\lambda) = \lambda^n + a_{n-1}\lambda^{n-1} + \dots + a_1\lambda + a_0$$

Define a companion matrix  $C$ :

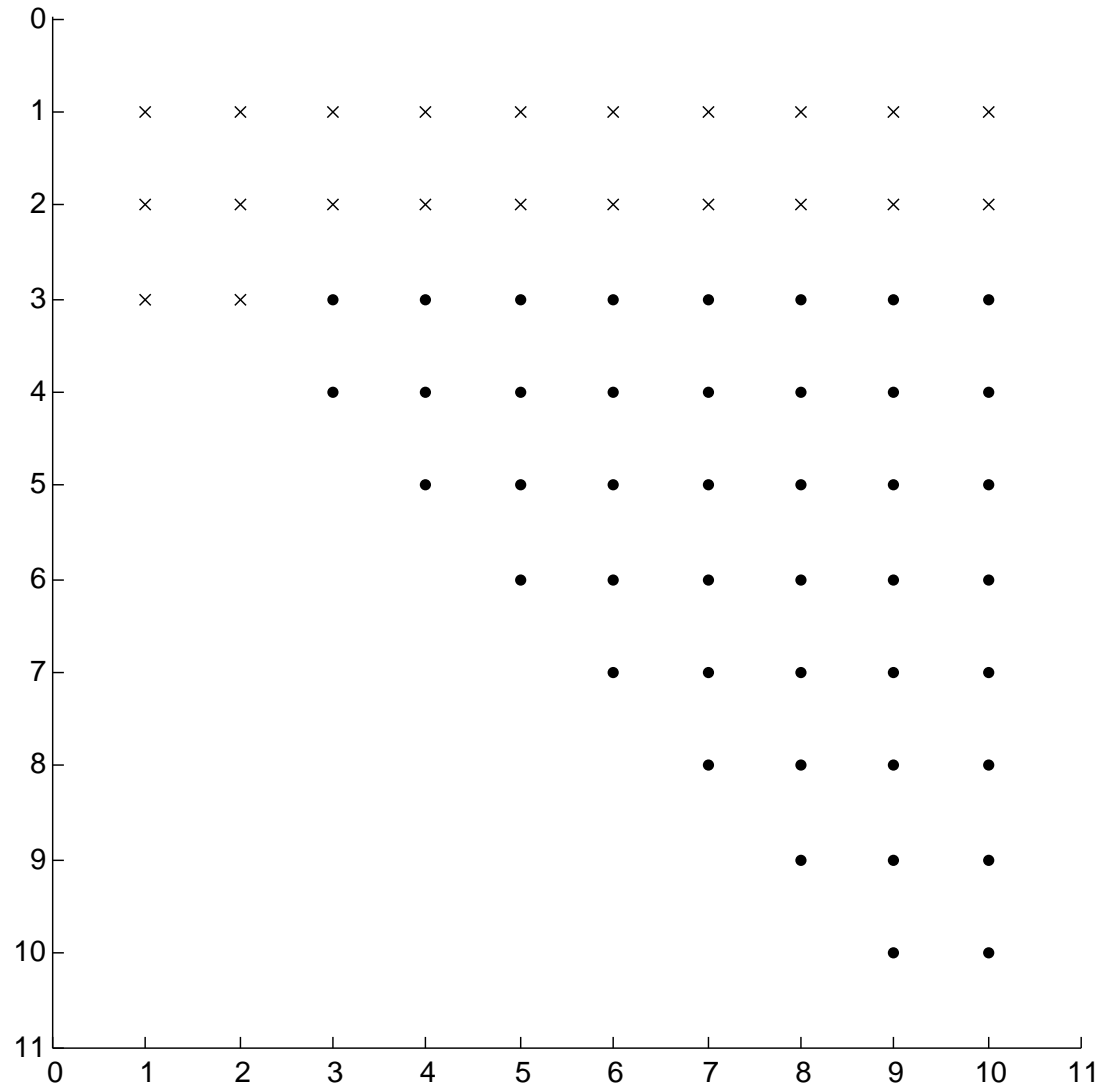
$$C = \begin{bmatrix} -a_{n-1} & -a_{n-2} & -a_{n-3} & \dots & -a_1 & -a_0 \\ 1 & 0 & 0 & \dots & 0 & 0 \\ 0 & 1 & 0 & \dots & 0 & 0 \\ \vdots & \vdots & \vdots & \ddots & \vdots & \vdots \\ 0 & 0 & 0 & \dots & 1 & 0 \end{bmatrix}$$

For matrix polynomials, replace  $a_i$  by  $A_i$  and 1 by  $I$ .

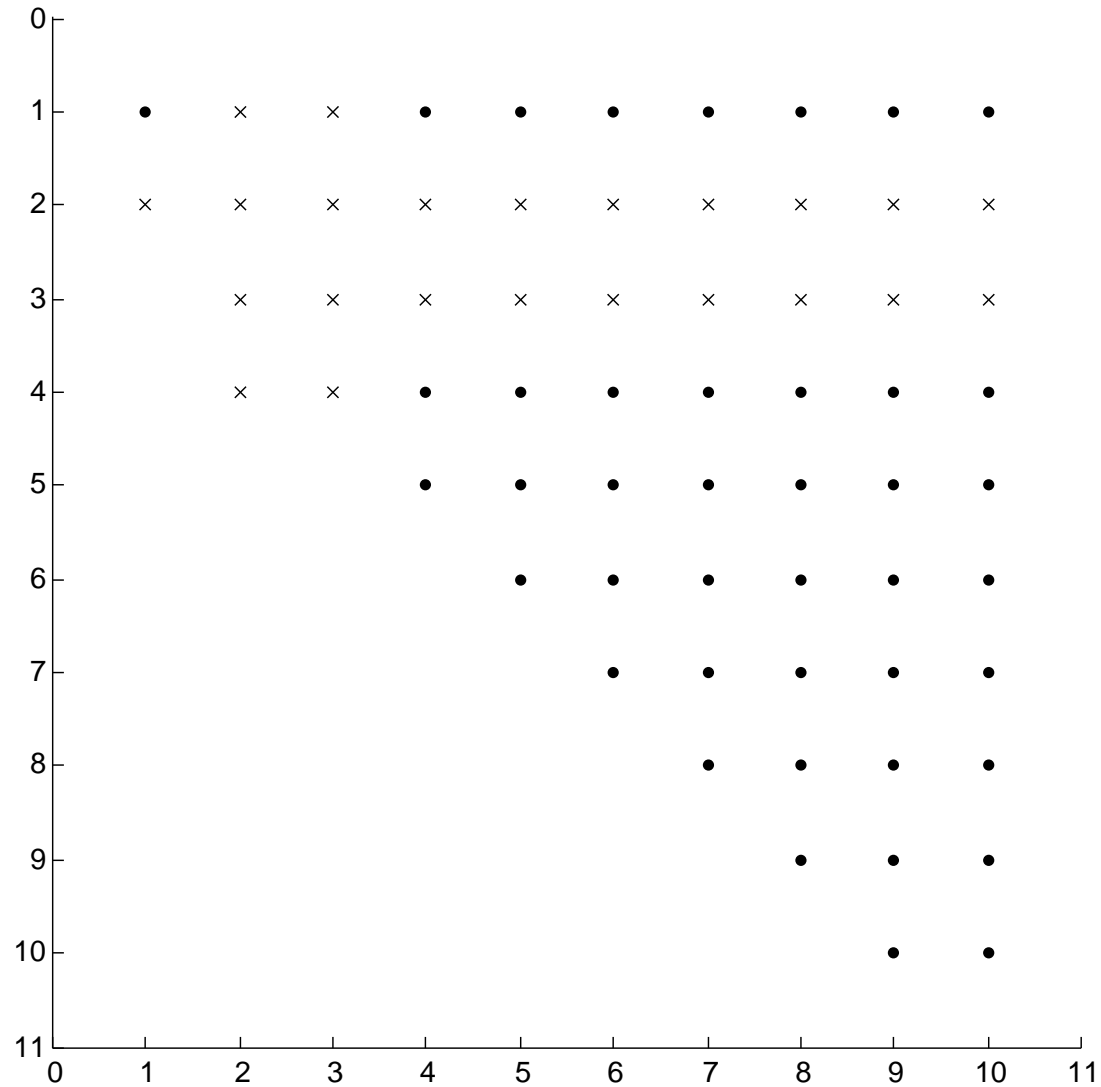
# Hessenberg QR iteration



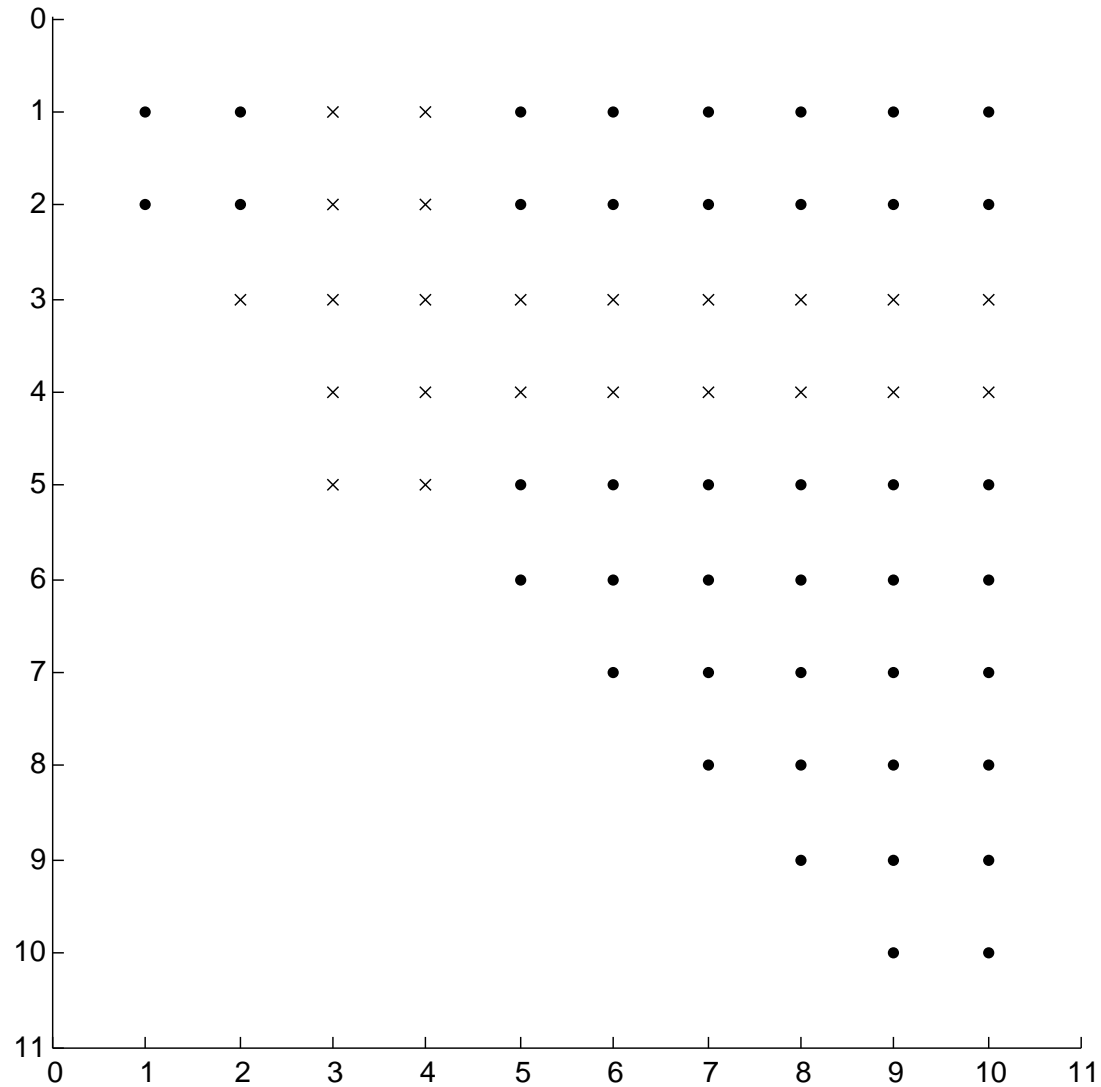
# Hessenberg QR iteration



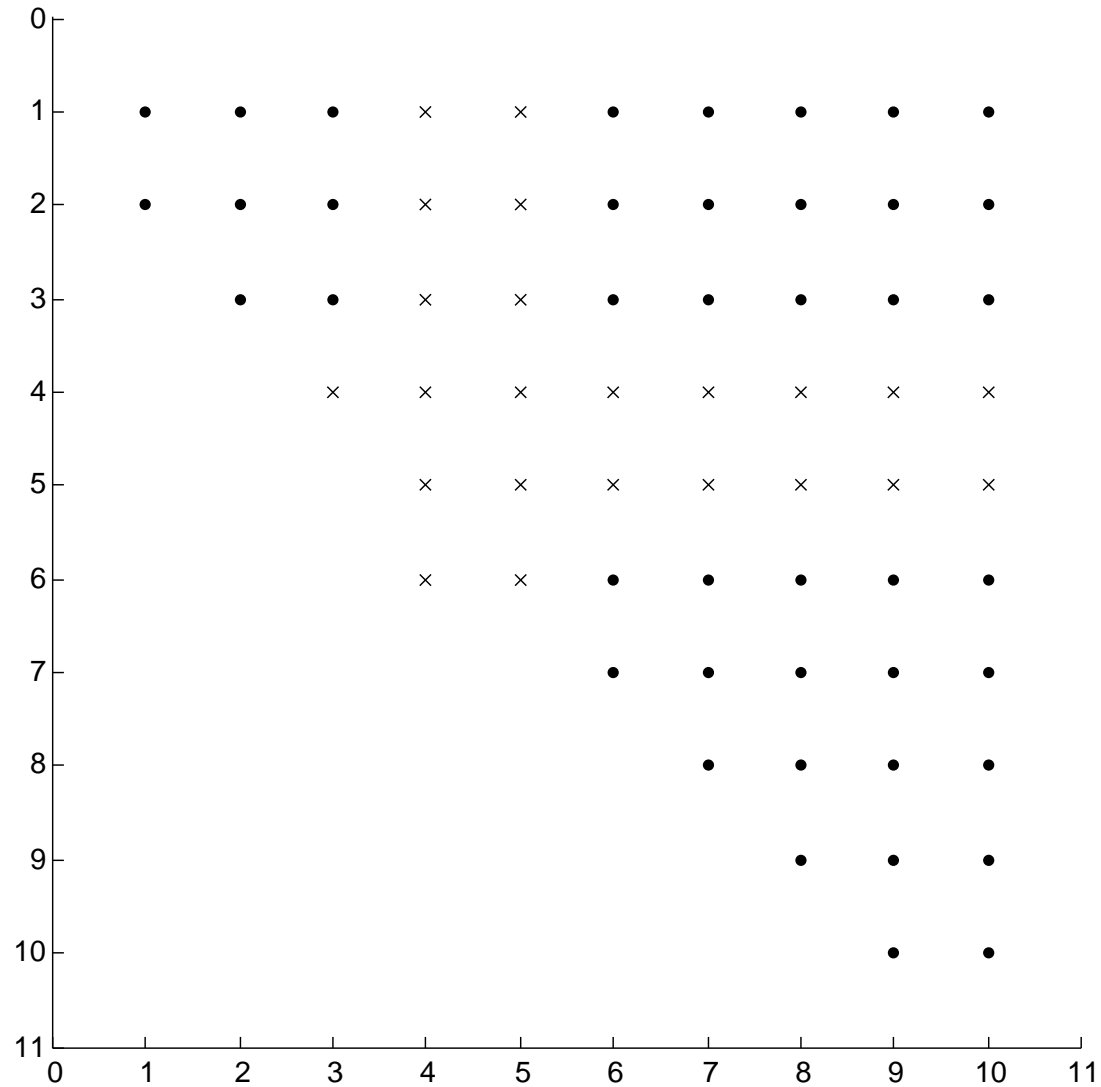
# Hessenberg QR iteration



# Hessenberg QR iteration

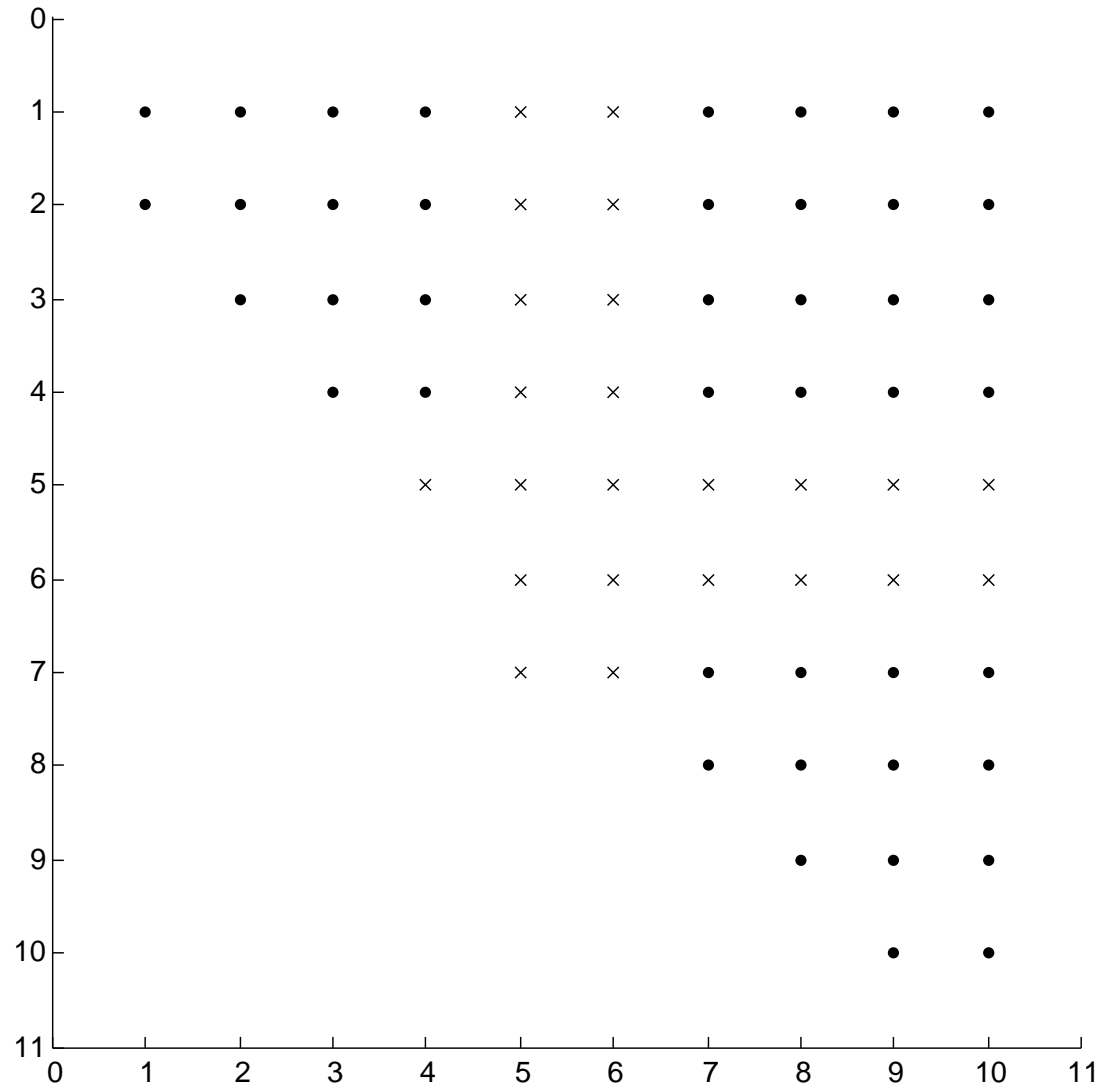


# Hessenberg QR iteration

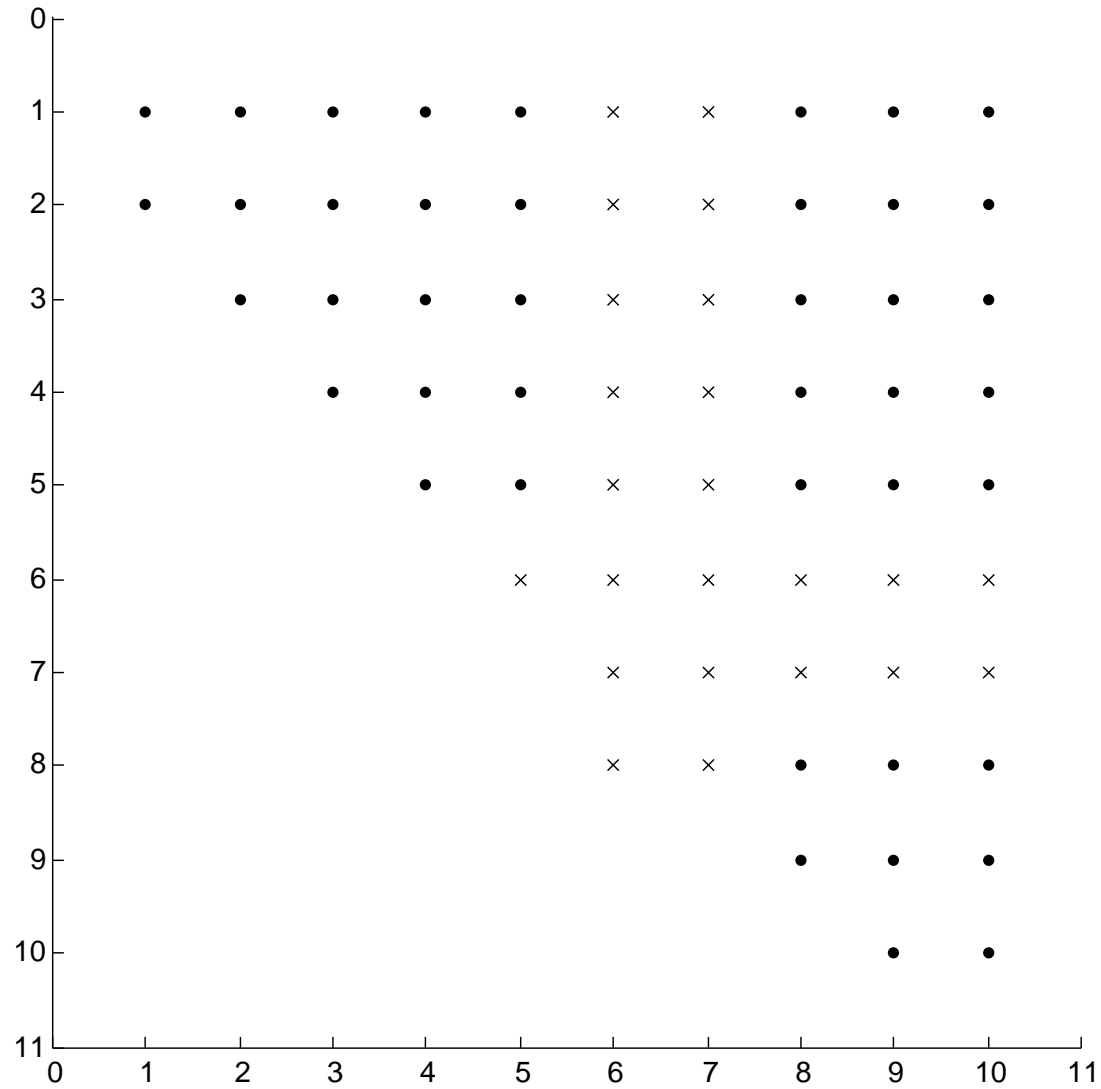




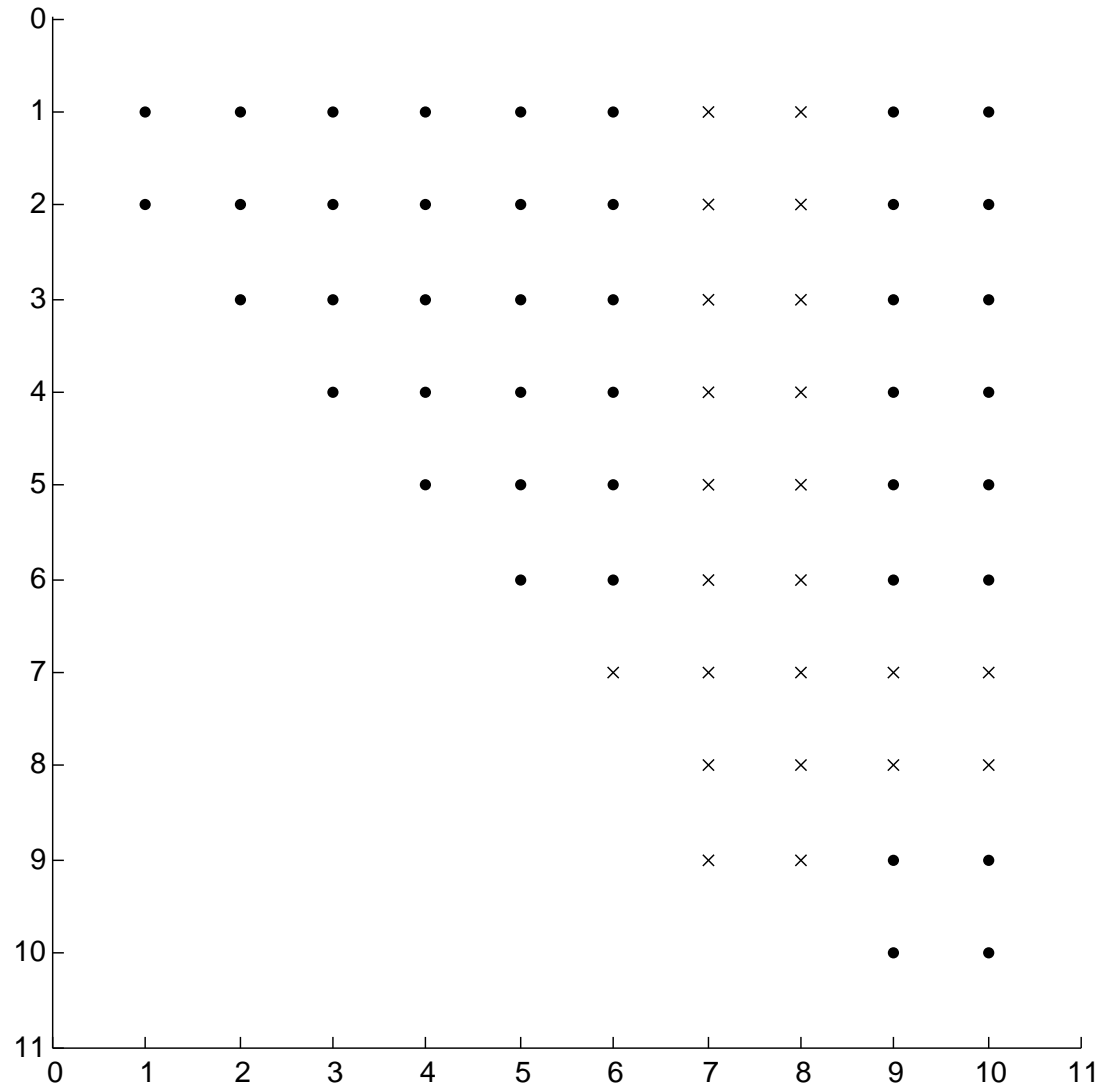
# Hessenberg QR iteration



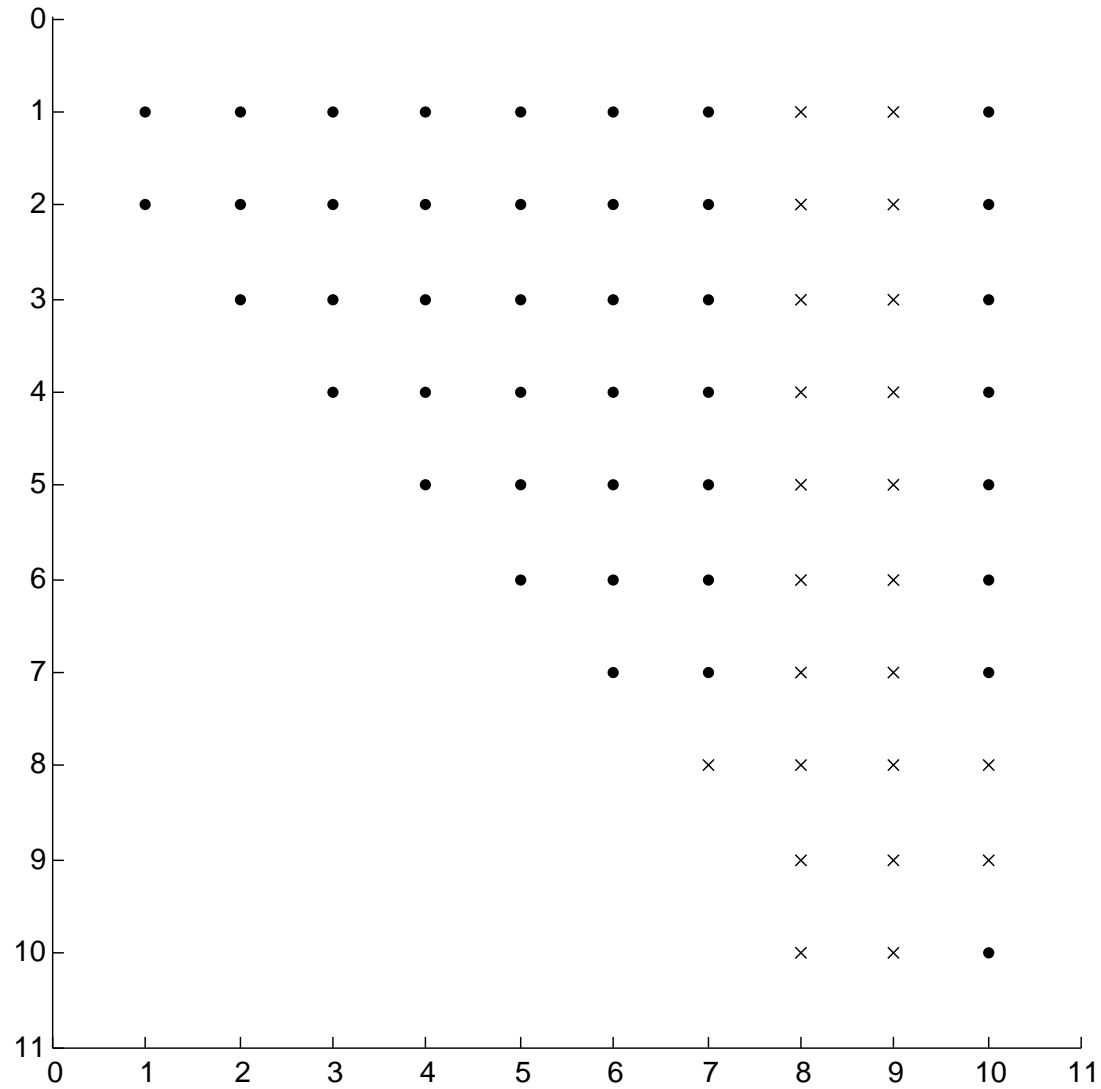
# Hessenberg QR iteration



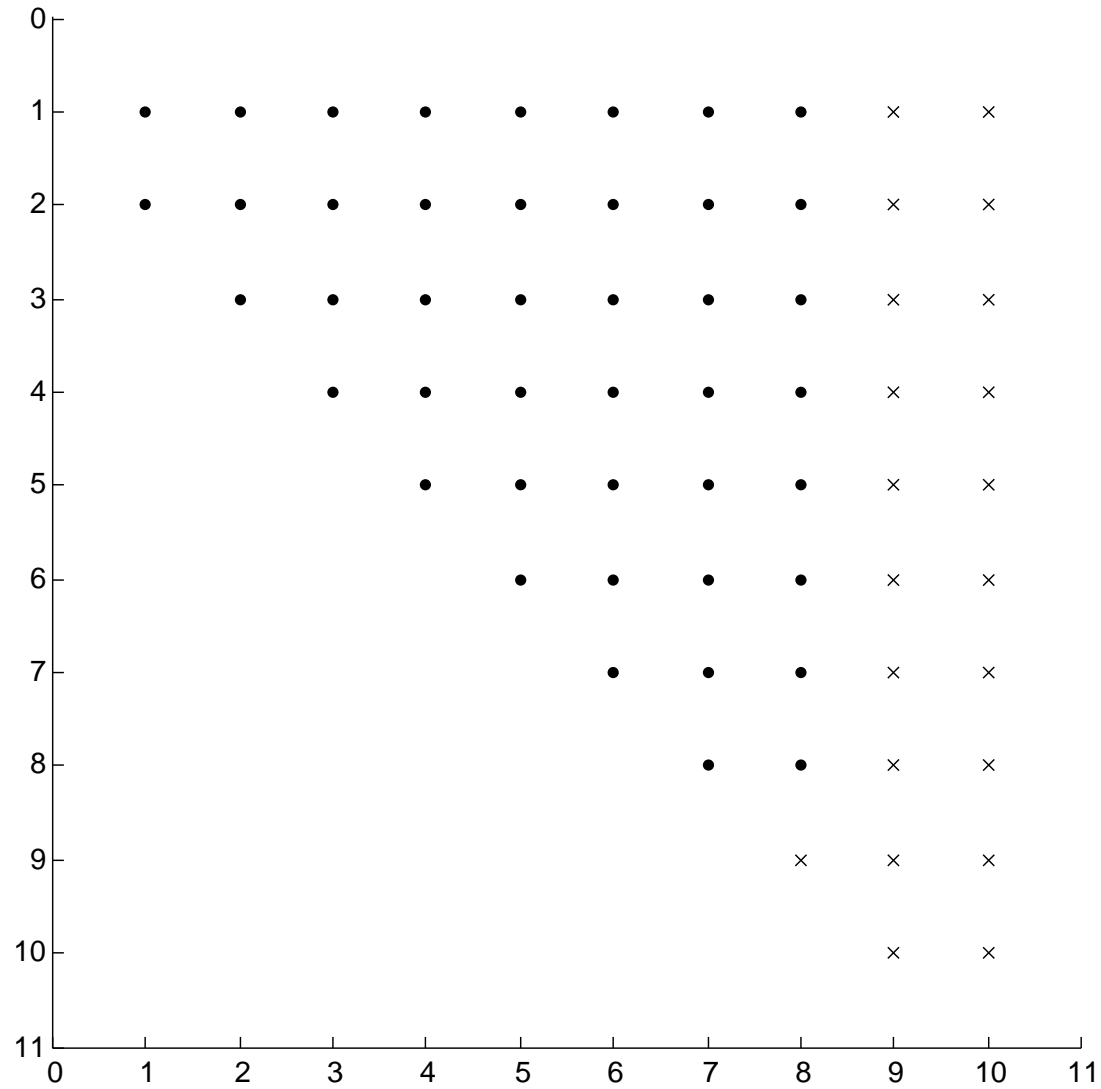
# Hessenberg QR iteration



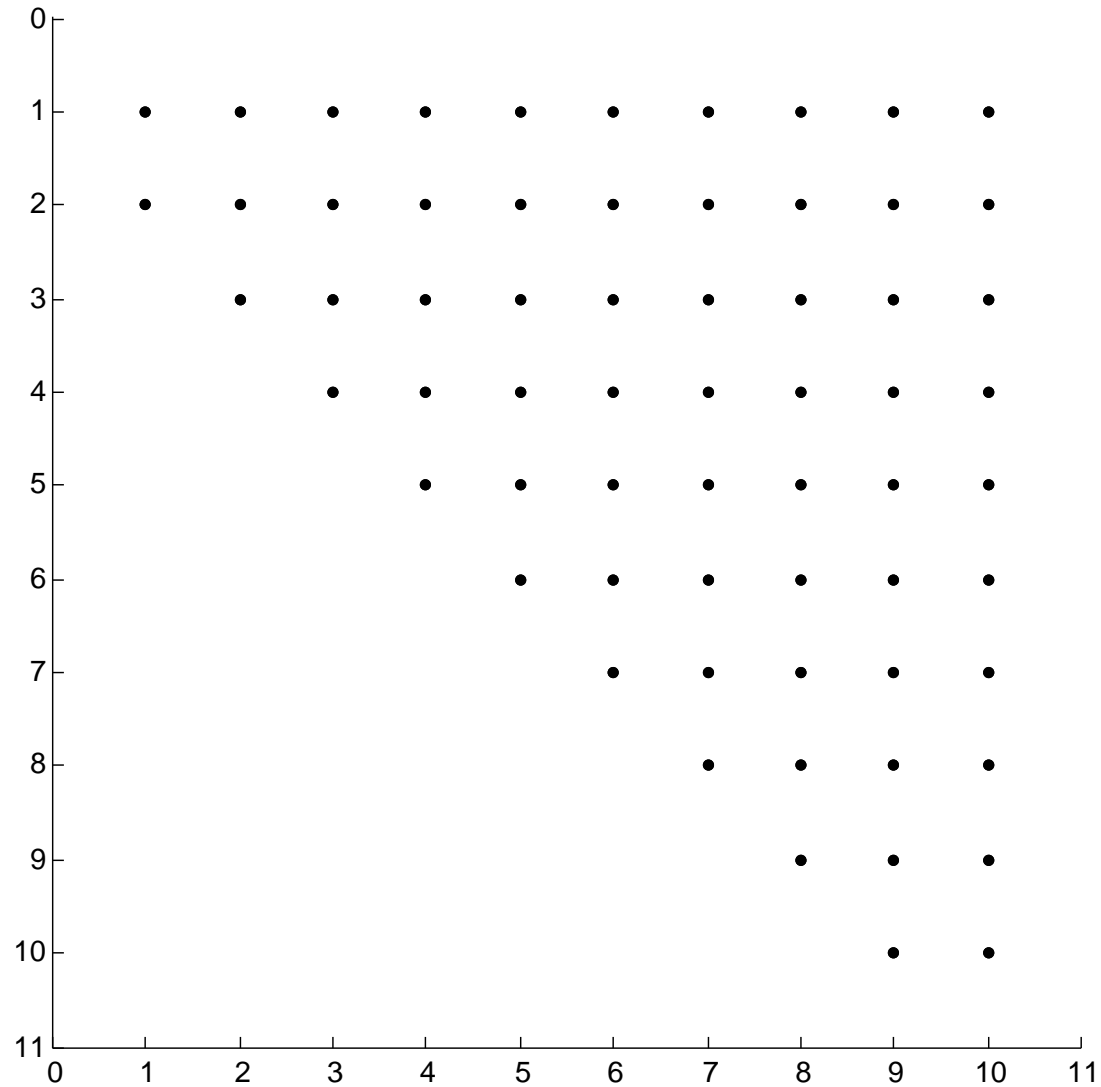
# Hessenberg QR iteration



# Hessenberg QR iteration



# Hessenberg QR iteration



# Accelerating $QR$

Have examples of how to do  $QR$  faster:

- Naive implementation  $\implies$  Hessenberg  $QR$
- Tridiagonal  $QR$  (symmetric and skew problems)
- Unitary Hessenberg  $QR$

Keys to fast  $QR$ :

- Find a structure preserved by the iteration
- Find a low-complexity representation for that structure

# Rank symmetry

Call  $A$  *rank-symmetric* if  $\text{rank}(A_{12}) = \text{rank}(A_{21})$  for any 2-by-2 blocking of  $A$  with square  $A_{11}$  and  $A_{22}$ . Examples:

- Symmetric matrices
- Skew-symmetric matrices
- Orthogonal matrices (by the CS decomposition)
- $J$ -orthogonal matrices (by hyperbolic CS decomposition)



# Rank symmetry

Call  $A$  *rank-symmetric* if  $\text{rank}(A_{12}) = \text{rank}(A_{21})$  for any 2-by-2 blocking of  $A$  with square  $A_{11}$  and  $A_{22}$ . Examples:

- Symmetric matrices
- Skew-symmetric matrices
- Orthogonal matrices (by the CS decomposition)
- $J$ -orthogonal matrices (by hyperbolic CS decomposition)

Examples of rank-symmetric + low rank:

- Companion matrices
- Problems which lose self-adjointness at boundary
- Linear oscillators with low-rank damping

# Rank symmetric + low rank

**Th:** For  $A$  rank symmetric and  $L$  with rank  $k$ , both square block 2-by-2:

$$|\text{rank}(A_{12} + L_{12}) - \text{rank}(A_{21} + L_{21})| \leq 2k$$

**Proof:**

$\text{rank}(L_{ij}) \leq k$ , so  $|\text{rank}(A_{ij} + L_{ij}) - \text{rank}(A_{ij})| \leq k$ .

Note  $\text{rank}(A_{ij}) = \text{rank}(A_{ji})$  and apply triangle inequality.

# Off-diagonal rank

Any matrix unitarily similar to  $C$  is orthogonal + rank 1.  
Therefore:

- Hessenberg forms similar to  $C$  have  $\text{rank}(\text{super-diagonal block}) \leq 3$ .
- Real Schur forms similar to  $C$  have  $\text{rank}(\text{super-diagonal block}) \leq 2$ .

(For polynomial matrices, make that  $3d$  and  $2d$ ).

# SSS structure

Write Hessenberg matrices with low off-diagonal rank as narrow band matrix + SSS matrix.

$$H = B + \begin{bmatrix} 0 & U_1 V_2^T & U_1 W_2 V_3^T & U_1 W_2 W_3 V_4^T \\ 0 & 0 & U_2 V_3^T & U_2 W_3 V_4^T \\ 0 & 0 & 0 & U_3 V_4^T \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

Write  $H_{ij} = U_i W_{i+1} \dots W_{j-1} V_j$  for  $i < j$  where

$U_i \in \mathbb{R}^{m_b \times 2k+1}$ ,  $V_i \in \mathbb{R}^{m_b \times 2k+1}$ , and  $W_i \in \mathbb{R}^{2k+1 \times 2k+1}$ .

Make the block size  $m_b \geq 2k + 1$ .

Total storage cost:  $O(nk)$ .

# SSS structure transformed

$$\begin{array}{cccc} B_{11} & U_1 V_2^T & U_1 W_2 V_3^T & U_1 W_2 W_3 V_4^T \\ B_{21} & B_{22} & U_2 V_3^T & U_2 W_3 V_4^T \\ & B_{32} & B_{33} & U_3 V_4^T \\ & & B_{43} & B_{44} \end{array}$$

- Start with an SSS representation

# SSS structure transformed

$$\begin{array}{cccc} \mathbf{B}_{11} & \mathbf{U}_1 V_2^T & \mathbf{U}_1 W_2 V_3^T & \mathbf{U}_1 W_2 W_3 V_4^T \\ B_{21} & B_{22} & U_2 V_3^T & U_2 W_3 V_4^T \\ & B_{32} & B_{33} & U_3 V_4^T \\ & & B_{43} & B_{44} \end{array}$$

- Start with an SSS representation
- Bulge chase in  $B_{11}$ : changes  $B_{11}$  and  $U_1$

# SSS structure transformed

$$\begin{array}{cccc} \mathbf{B}_{11} & \mathbf{B}_{12} & \hat{\mathbf{U}}_1 \mathbf{V}_3^T & \hat{\mathbf{U}}_1 \mathbf{W}_3 \mathbf{V}_4^T \\ \mathbf{B}_{21} & \mathbf{B}_{22} & \hat{\mathbf{U}}_2 \mathbf{V}_3^T & \hat{\mathbf{U}}_2 \mathbf{W}_3 \mathbf{V}_4^T \\ & B_{32} & B_{33} & U_3 \mathbf{V}_4^T \\ & & B_{43} & B_{44} \end{array}$$

- Start with an SSS representation
- Bulge chase in  $B_{11}$ : changes  $B_{11}$  and  $U_1$
- *Merge* first two blocks and chase bulge across boundary

# SSS structure transformed

$$\begin{array}{cccc}
 B_{11} & U_1 \mathbf{V}_2^T & U_1 W_2 V_3^T & U_1 W_2 W_3 V_4^T \\
 B_{21} & \mathbf{B}_{22} & \mathbf{U}_2 V_3^T & \mathbf{U}_2 W_3 V_4^T \\
 & B_{32} & B_{33} & U_3 V_4^T \\
 & & B_{43} & B_{44}
 \end{array}$$

- Start with an SSS representation
- Bulge chase in  $B_{11}$ : changes  $B_{11}$  and  $U_1$
- *Merge* first two blocks and chase bulge across boundary
- *Split* blocks once bulge is within  $B_{22}$



# SSS structure transformed

$$\begin{array}{cccc}
 B_{11} & U_1 \hat{V}_2^T & U_1 \hat{V}_3^T & U_1 W_2 W_3 V_4^T \\
 B_{21} & \mathbf{B}_{22} & \mathbf{B}_{23} & \hat{U}_2 V_4^T \\
 & \mathbf{B}_{32} & \mathbf{B}_{33} & \hat{U}_3 V_4^T \\
 & & B_{43} & B_{44}
 \end{array}$$

- Start with an SSS representation
- Bulge chase in  $B_{11}$ : changes  $B_{11}$  and  $U_1$
- *Merge* first two blocks and chase bulge across boundary
- *Split* blocks once bulge is within  $B_{22}$
- Continue until Hessenberg form is restored

# SSS structure transformed

$$\begin{array}{cccc}
 B_{11} & U_1 V_2^T & U_1 W_2 \mathbf{V}_3^T & U_1 W_2 W_3 V_4^T \\
 B_{21} & B_{22} & U_2 \mathbf{V}_3^T & U_2 W_3 V_4^T \\
 & B_{32} & \mathbf{B}_{33} & \mathbf{U}_3 V_4^T \\
 & & B_{43} & B_{44}
 \end{array}$$

- Start with an SSS representation
- Bulge chase in  $B_{11}$ : changes  $B_{11}$  and  $U_1$
- *Merge* first two blocks and chase bulge across boundary
- *Split* blocks once bulge is within  $B_{22}$
- Continue until Hessenberg form is restored

# SSS structure transformed

$$\begin{array}{cccc}
 B_{11} & U_1 V_2^T & U_1 W_2 \hat{V}_3^T & U_1 W_2 \hat{V}_4^T \\
 B_{21} & B_{22} & U_2 \hat{V}_3^T & U_2 \hat{V}_4^T \\
 & B_{32} & \mathbf{B}_{33} & \mathbf{B}_{34} \\
 & & \mathbf{B}_{43} & \mathbf{B}_{44}
 \end{array}$$

- Start with an SSS representation
- Bulge chase in  $B_{11}$ : changes  $B_{11}$  and  $U_1$
- *Merge* first two blocks and chase bulge across boundary
- *Split* blocks once bulge is within  $B_{22}$
- Continue until Hessenberg form is restored

# SSS structure transformed

$$\begin{array}{cccc}
 B_{11} & U_1 V_2^T & U_1 W_2 V_3^T & U_1 W_2 W_3 V_4^T \\
 B_{21} & B_{22} & U_2 V_3^T & U_2 W_3 V_4^T \\
 & B_{32} & B_{33} & U_3 V_4^T \\
 & & B_{43} & B_{44}
 \end{array}$$

- Start with an SSS representation
- Bulge chase in  $B_{11}$ : changes  $B_{11}$  and  $U_1$
- *Merge* first two blocks and chase bulge across boundary
- *Split* blocks once bulge is within  $B_{22}$
- Continue until Hessenberg form is restored

# SSS structure transformed

$$\begin{array}{cccc} B_{11} & U_1 V_2^T & U_1 W_2 V_3^T & U_1 W_2 W_3 V_4^T \\ B_{21} & B_{22} & U_2 V_3^T & U_2 W_3 V_4^T \\ & B_{32} & B_{33} & U_3 V_4^T \\ & & B_{43} & B_{44} \end{array}$$

- Start with an SSS representation
- Bulge chase in  $B_{11}$ : changes  $B_{11}$  and  $U_1$
- *Merge* first two blocks and chase bulge across boundary
- *Split* blocks once bulge is within  $B_{22}$
- Continue until Hessenberg form is restored

# Row and column bases

Define  $C_j$  and  $G_j$  by the recurrences

$$C_1 = U_1 \text{ and } C_j = \begin{bmatrix} C_{j-1}W_j \\ U_j \end{bmatrix} \text{ for } j > 1$$
$$G_n = V_n \text{ and } G_j = \begin{bmatrix} V_v \\ G_{j+1}W_j^T \end{bmatrix} \text{ for } j < n.$$

$C_j$  and  $G_j$  are row and column bases for the submatrix left of block column  $j$  and above block row  $j$ .

All  $C_j$  orthonormal: left proper form.

All  $G_j$  orthonormal: right proper form.

# Splitting blocks

Start with  $C_{i-1}$  and  $G_{i+1}$  orthonormal.

$$\begin{bmatrix} H_{1,i} & \dots & H_{1,n} \\ \vdots & & \vdots \\ H_{i,i} & \dots & H_{i,n} \end{bmatrix} = \begin{bmatrix} C_{i-1} & 0 \\ 0 & I \end{bmatrix} \begin{bmatrix} V_i^T & W_i \\ H_{ii} & U_i \end{bmatrix} \begin{bmatrix} 0 & G_{i+1} \\ I & 0 \end{bmatrix}^T.$$

$$\begin{bmatrix} V_j^T & W_j \\ B_{jj} & U_j \end{bmatrix} \rightarrow \begin{bmatrix} V_j^{\alpha T} & W_j^{\alpha} V_j^{\beta T} & W_j^{\alpha} W_j^{\beta} \\ B_{jj}^{\alpha\alpha} & U_j^{\alpha} V_j^{\beta T} & U_j^{\alpha} W_j^{\beta} \\ B_{jj}^{\beta\alpha} & B_{jj}^{\beta\beta} & U_j^{\beta} \end{bmatrix}$$

Do pivoted QR or SVD decomposition to split  $U$ ,  $V$ ,  $W$ .

Choose  $\begin{bmatrix} W_j^{\alpha} \\ U_j^{\alpha} \end{bmatrix}$  with orthonormal columns.

# Balancing

Want to *balance* matrix to improve accuracy.  
But general diagonal scaling destroys structure!

However:  $|C|$  is a companion matrix with Perron vector:

$$x_i = \lambda^i$$

Let

$$D = \text{diag}(x_i^{-1}) = \text{diag}(\lambda^{-i}).$$

Then  $DCD^{-1}$

- Is optimally balanced in the  $\infty$ -norm.
- Is  $\lambda \times$  orthogonal + low rank
- Is scaling the polynomial indeterminate by  $\lambda$ .



# Implementation

Modified DLAHQQR (basic double-shift QR) to use the new data structure.

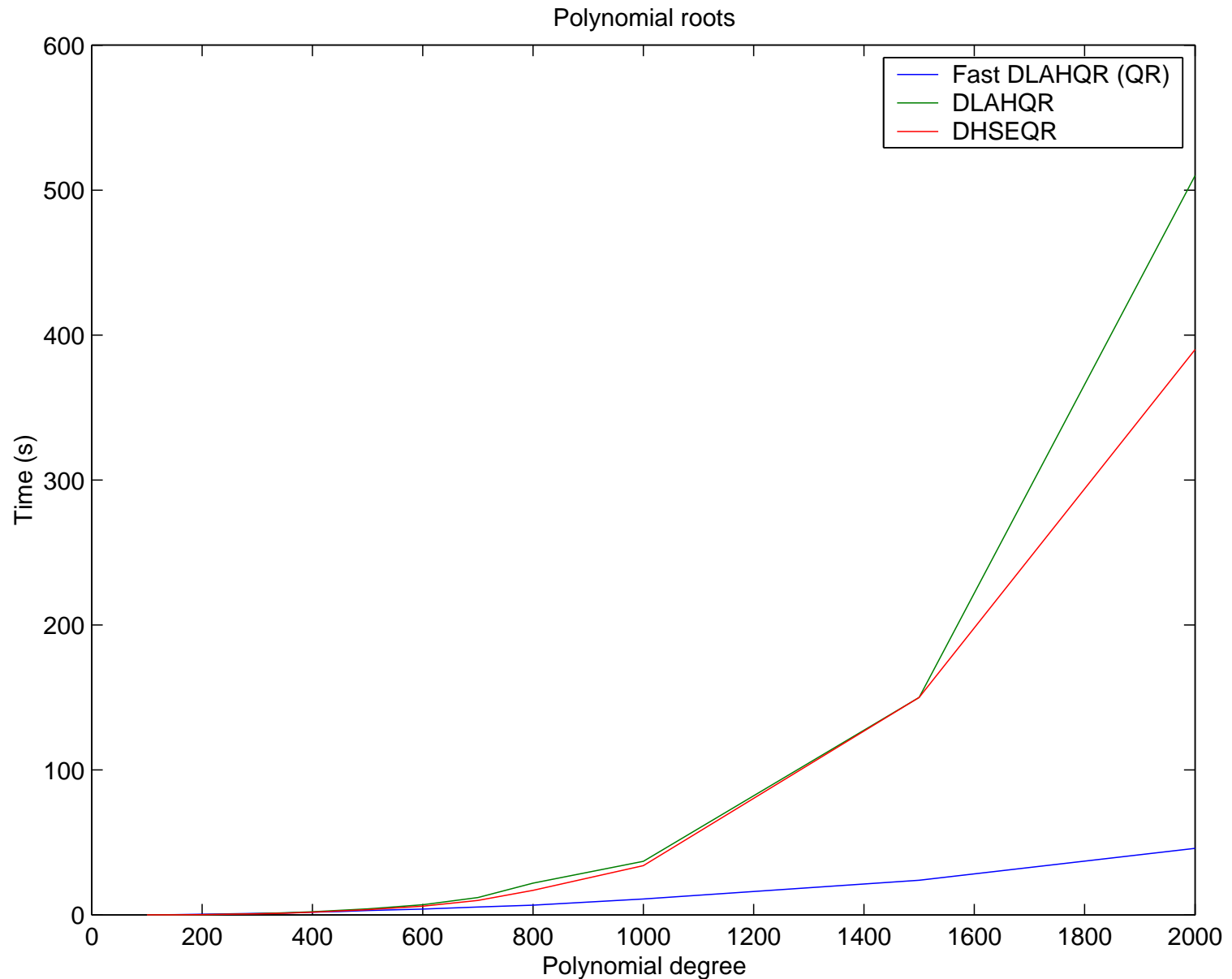
- Convert to right proper form.
- Choose shifts (logic from LAPACK).
- Bulge chase top to bottom / convert to left proper form.
- Check for convergence / deflate (logic from LAPACK).

Most of the code accesses data in the band part of the structure. This text is *identical* to the standard code – just change LDA.

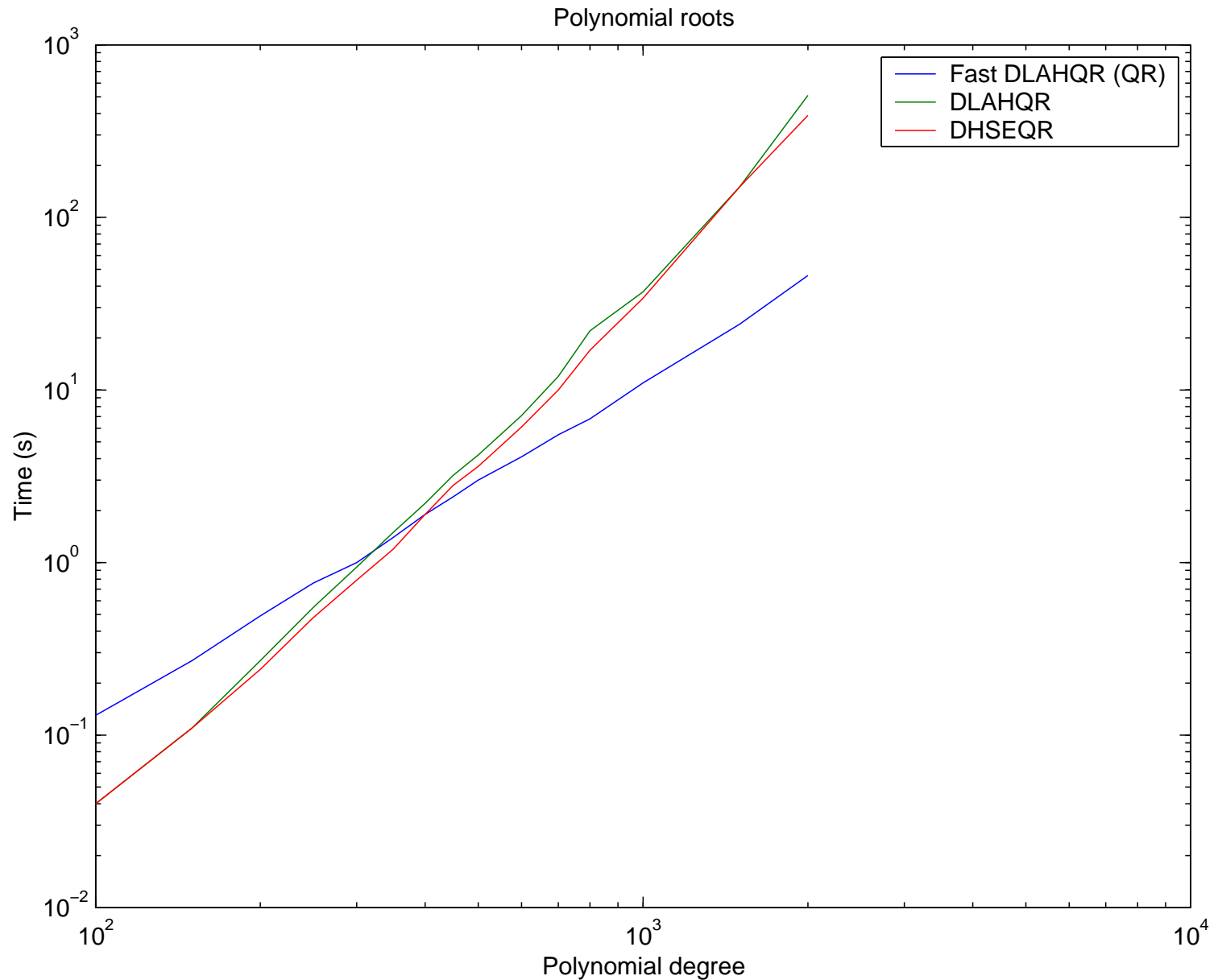
# Performance

- Compared against LAPACK DLAHQQR and DHSEQR
- Compiled using g77/gcc with -O2 flag
- LAPACK with standard optimizations, ATLAS BLAS
- P4 processor at 1.5 GHz
- Polynomials of degree 100-2000.

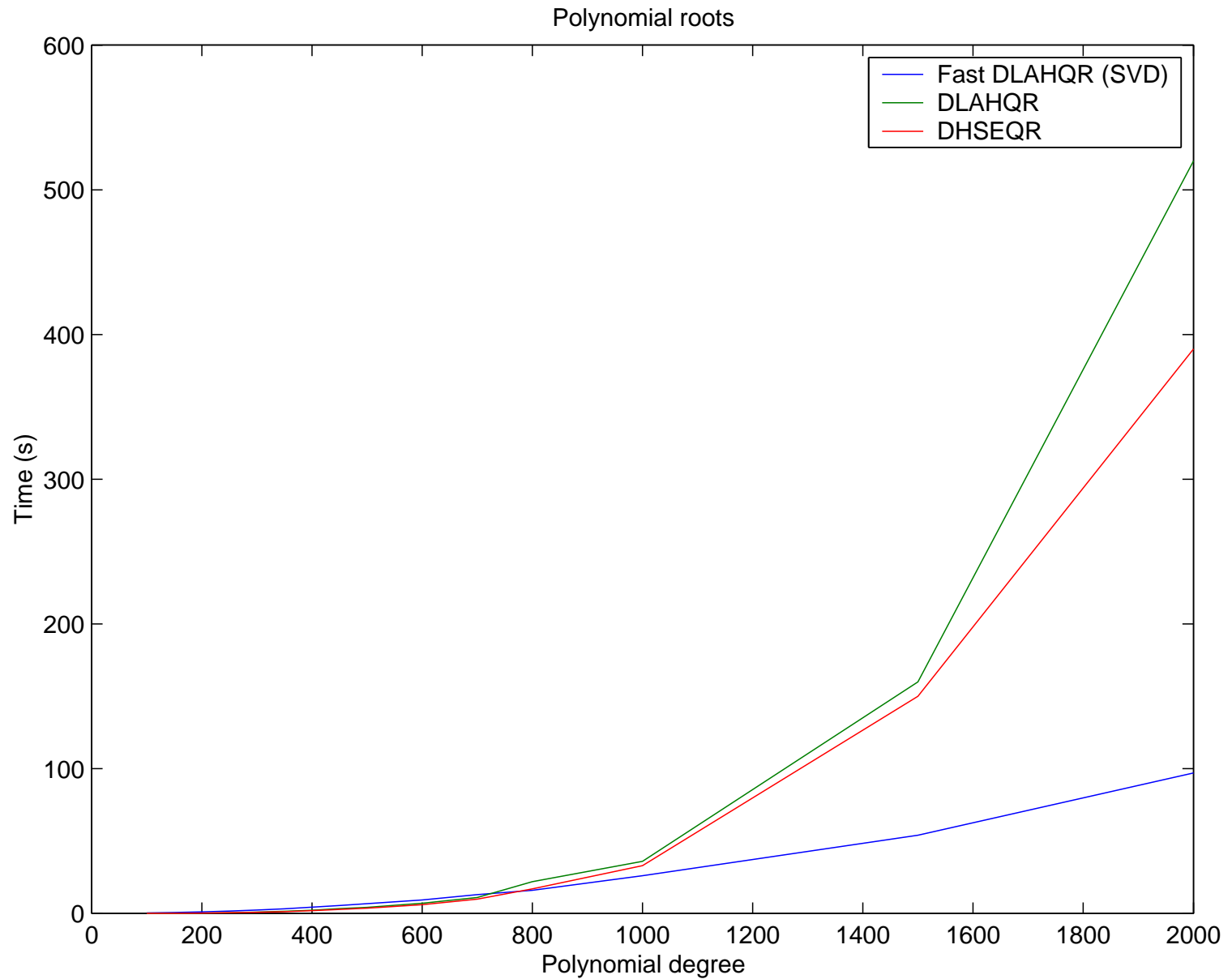
# Performance: QR-based



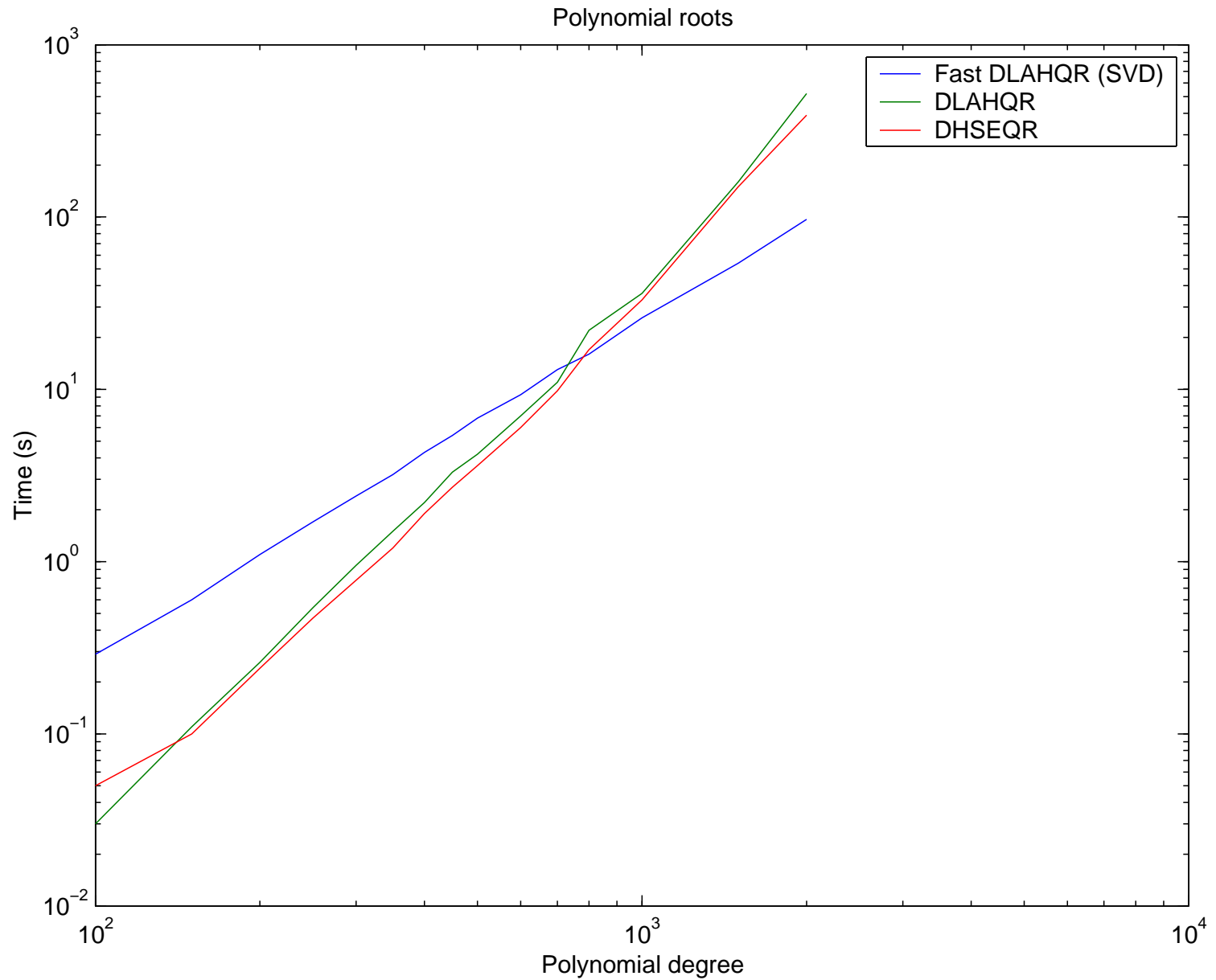
# Performance: QR-based



# Performance: SVD-based



# Performance: SVD-based



# Conclusions

- Hessenberg({ symmetric, skew, unitary } + low rank) has low off-diagonal rank.
- Applies to (matrix) polynomial root finding, some damped vibration calculations.
- Can use low-rank structure for fast bulge-chasing.
- Can use-use most existing QR lore and code.
- Appears backward stable with SVD-based splitting.