

# **Sparse Rank-Revealing LU Factorization**

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# GOALS

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Given a sparse matrix  $A$  ( $m \times n$ , usually  $m \geq n$ ),

- Maintain **sparsity**
- Determine if  $A$  is ill-conditioned?
- Determine **which columns to delete?** (or replace)

$$P_1 A P_2 = L U, \quad U =$$

# Motivation

## Dynamic Programming (Mike O'Sullivan's thesis)

- $P$  substochastic  
 $A = P - I$ , at most one singularity

## Optimization (MINOS and SNOPT)

- Basis Repair I  
 $A = B$ , square basis, perhaps ill-conditioned
- Basis Repair II  
 $A = (B \ S)^T$ , look for better  $B$

# LU with Threshold Pivoting

$L_{\max}$  = stability tolerance = 10 or 3.99 or 1.99 . . .  
(bound on  $|L_{ij}|$ )

At each stage of Gaussian elimination:

$$\textcolor{red}{A} \leftarrow \textcolor{red}{A} - lu^T$$

$\alpha_j$  = biggest element in col  $j$

$\beta_i$  = biggest element in row  $i$

$A_{\max}$  = biggest element in  $\textcolor{red}{A}$  ( $= \max \alpha_j = \max \beta_i$ )

# RANK-REVEALING FACTORS

# Rank-Revealing Factors

$$A = X \textcolor{red}{D} Y^T = \begin{array}{|c|c|c|} \hline & & \\ \hline & & \\ \hline & & \\ \hline \end{array}$$

Demmel et al. (1999)

$X, Y$  full column rank, “well conditioned”

$D$  diagonal

- SVD
- QR with column interchanges
- LU with Rook Pivoting
- LU with Complete Pivoting

# Sparse Rank-Revealing Factors

- QR multifrontal                                      Pierce and Lewis (1997)
- TPP (Threshold Partial Pivoting)                Not RR  
 $|a_{pq}| * \text{Lmax} \geq \alpha_q$
- TRP (Threshold Rook Pivoting)                 Gupta (2001)    WSMP  
    LUSOL  
 $|a_{pq}| * \text{Lmax} \geq \alpha_q \quad \text{and} \quad \beta_p$
- TCP (Threshold Complete Pivoting)                LUSOL  
 $|a_{pq}| * \text{Lmax} \geq \text{Amax}$

where  $\text{Lmax}$  (e.g. 10 or 3.99 or 1.99 ...) bounds  $|L_{ij}|$

# LUSOL

# LUSOL

$A = LU + \text{updates}$ ,  $L$  well-conditioned

Gill, Murray, Saunders and Wright (1987)  
Revised 1989–94, 2000–02

Markowitz strategy for sparse pivots  
(cf. MA28, Y12M, LA05, MOPS, MA48)

TPP (Threshold Partial Pivoting)

Search only a few sparse cols and rows

Zlatev 1981

Store  $\alpha_j$  at top of col  $j$

Suhl & Suhl 1990

TRP (Threshold Rook Pivoting)

New

TCP (Threshold Complete Pivoting)

New

# Stability Tolerance Lmax

$$P_1 A P_2 = L D U, \text{ unit diags on } L, U$$

Threshold pivoting bounds the off-diags of  $L$  and perhaps  $U$ :

$$\begin{array}{lll} \text{TPP} & \left. \right\} & |L_{ij}| \\ \text{TRP} & \left. \right\} & |L_{ij}|, |U_{ij}| \\ \text{TCP} & \left. \right\} & \end{array} \leq \text{Lmax} \approx 10.0$$
$$\leq \text{Lmax} \approx 5.0$$

TRP, TCP are more Rank-Revealing with low Lmax:

$$\text{cond}(L), \text{ cond}(U) < (1 + \text{Lmax})^n$$

# Elimination Step

Allowable pivots with  $L_{\max} = 3.0$

TPP can pivot on ①  
TRP can pivot on 4  
TCP must pivot on 16

①	4	2	2				
2		16		×	×	×	×
1	1		1		×	×	×
		×				×	
			×			×	
				×	×	×	×
				×	×	×	×
				×	×	×	×

(Markowitz) Just a few columns and rows change

# Maintaining $\alpha_j$

(1)	4	2	2								
2	16			$\otimes$ $\times$ $\otimes$							
1	1	1		$\times$ $\otimes$ $\times$							
	$\times$			$\otimes$							
	$\times$			$\times$ $\times$ $\times$							
	$\times$			$\times$ $\times$ $\times$							
	$\times$			$\otimes$							
	$\times$			$\times$							
	$\times$			$\otimes$							
$\alpha_j$	1	4	16	2	$\otimes$	$\otimes$	$\otimes$	$\otimes$	$\otimes$		
New $\alpha_j$		?	?	?	$\otimes$	$\otimes$	$\otimes$	$\otimes$	$\otimes$		

$A_{ij}$  stored column-wise  $\Rightarrow$  easy to update modified  $\alpha_j$

# Implementing TRP

# Threshold Rook Pivoting

- Same Markowitz search strategy as TPP:  
cols of length 1, rows of length 1,  
cols of length 2, rows of length 2, ...  
but have to search longer
- $\alpha_j$  are stored at top of each column
- $\beta_i$  stored in separate array (**new**)
- $A_{ij}$  stored **column-wise**  $\Rightarrow \beta_i$  more expensive than  $\alpha_j$
- Could store  $A_{ij}$  **row-wise**  $\Rightarrow$  faster but more storage

# Implementing TCP

# Partial Pivoting vs Complete Pivoting

## Dense

	Computing $L$ and $U$	$O(n^3)$
PP	Finding $\alpha_1$	$O(n)$
CP	Finding $\text{Amax}$	$O(n^3)$ Not so bad!

## Sparse

	Computing $L$ and $U$	$O(\text{nnz}(L + U))$
TPP	Finding all $\alpha_j$	$O(\text{nnz}(L + U))$
TCP	Finding $\text{Amax}$	$O(n^2)?$ Too much

# Finding Amax from $\alpha_j$

$\alpha_j$  = biggest element in column  $j$

Amax = biggest element in  $A$

jmax = column containing Amax

## Naive Method

Find Amax by searching all  $\alpha_j$        $O(n^2)$       Warning from Iain

## Theorem

Need to search all  $\alpha_j$  only if Amax decreases

# Proof

If col  $j_{\max}$  is not modified:

$\alpha_j$	4	3	2	$\otimes$	$\otimes$	<b>6</b>	$\otimes$	$\otimes$	$\otimes$
<b>Amax</b> ↗	+	9	+	$\otimes$	$\otimes$	$\otimes$	$\otimes$	$\otimes$	$\otimes$

$\alpha_j$	4	3	2	$\otimes$	$\otimes$	<b>6</b>	$\otimes$	$\otimes$	$\otimes$
<b>Amax</b> =	+	+	+	$\otimes$	$\otimes$	<b>6</b>	$\otimes$	$\otimes$	$\otimes$

If col  $j_{\max}$  is modified:

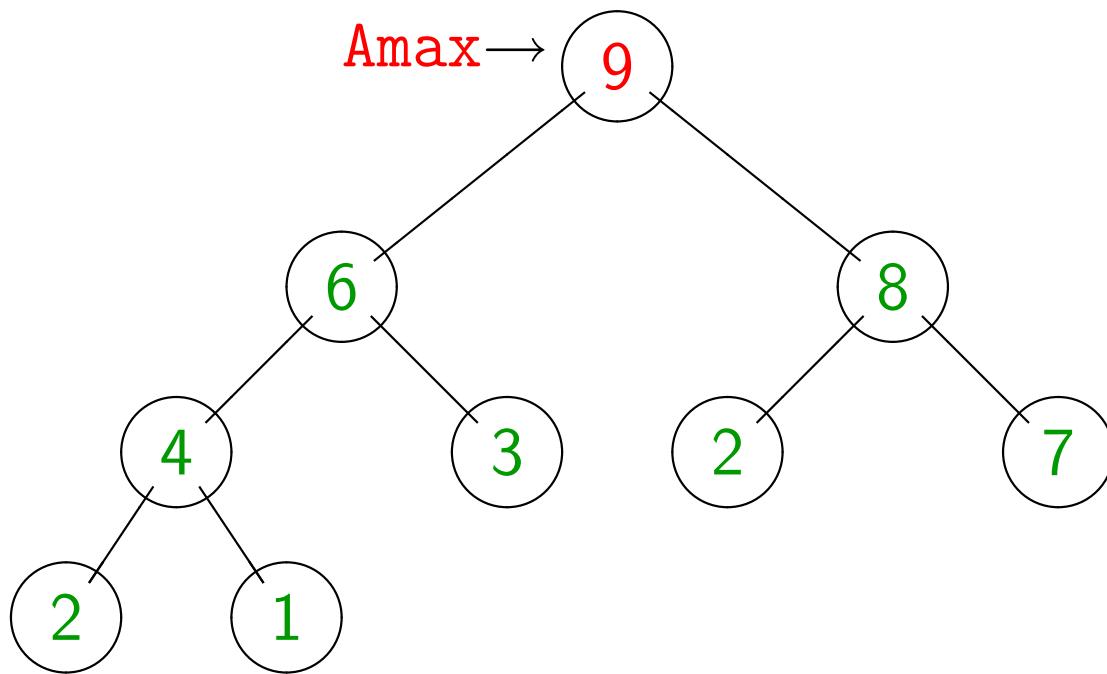
$\alpha_j$	4	<b>6</b>	2	$\otimes$	$\otimes$	$\otimes$	$\otimes$	$\otimes$	$\otimes$
<b>Amax</b> ↗	+	9	+	$\otimes$	$\otimes$	$\otimes$	$\otimes$	$\otimes$	$\otimes$

$\alpha_j$	4	<b>6</b>	2	$\otimes$	$\otimes$	$\otimes$	$\otimes$	$\otimes$	$\otimes$
<b>Amax</b> ↘	+	5	+	$\otimes$	$\otimes$	?	$\otimes$	$\otimes$	$\otimes$

Must search  
for **Amax**

# Better: Store $\alpha_j$ in a Heap

Thanks to John Gilbert



$$\text{Ha}(k) \quad 9.0 \quad 6.0 \quad 8.0 \quad \dots \quad \alpha_j$$

$$\text{Hj}(k) \quad 2 \quad 7 \quad 1 \quad \dots \quad j$$

$$\text{Hk}(j) \quad 3 \quad 1 \quad 6 \quad \dots \quad \text{location of } j \text{ in heap}$$

# Calls to Heap Functions

**build** heap from all  $\alpha_j$

for  $k = 1 : \min(m, n)$

Choose pivot, do elimination

Find  $\alpha_j$  for modified cols

**delete** entry for pivot column

for  $l = 2 : \text{lenpivrow}$

**change** entry for each modified column

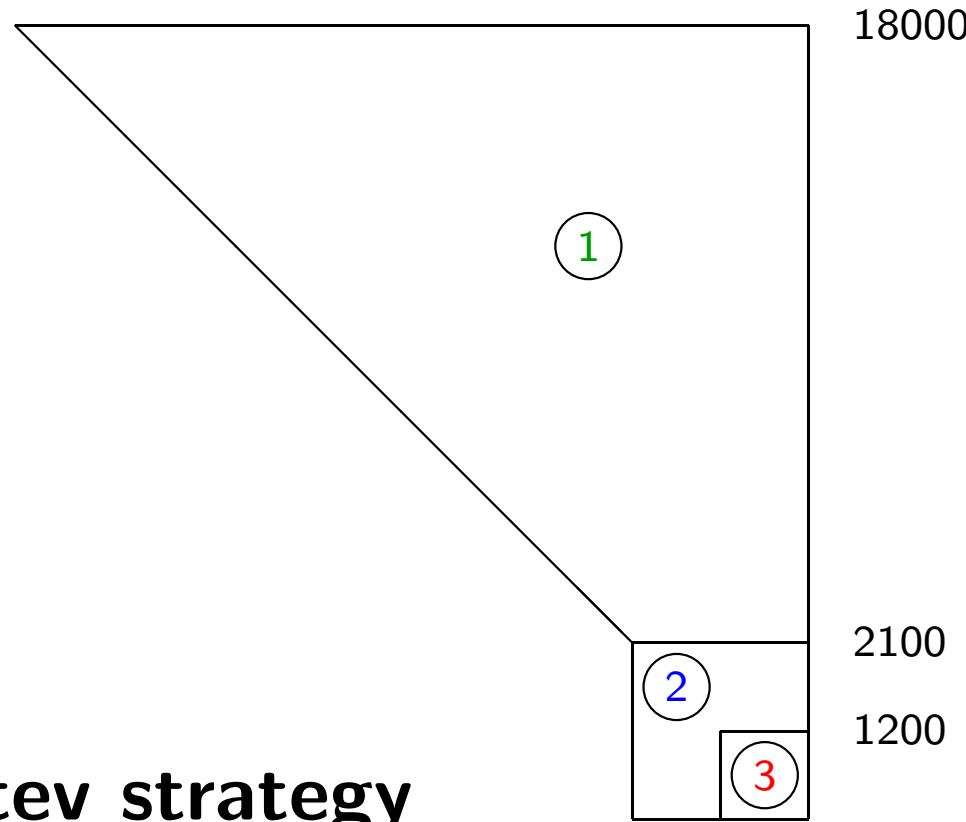
end

end

Remarkably little work

# NUMERICAL RESULTS

# Markowitz, then Dense CP



## Modified Zlatev strategy

- 1 Markowitz1 until 30% dense: Search **at least** 5 cols, 4 rows
- 2 Markowitz2 until 50% dense: Search **at least** 5 cols, 0 rows
- 3 Dense Complete Pivoting

Problem **memplus** from Harwell-Boeing collection  
 $A = 18000 \times 18000$ , 126000 nonzeros, **Scaled**

	<b>Lmax</b>	<b>nnz(L+U)</b>	<b>Time</b>
<b>TRP</b>	100.0	142000	5
	10.0	141000	5
	<b>RR</b> 3.99	142000	5
	<b>RR</b> 2.50	146000	6
	<b>RR</b> 1.99	166000	7
	<b>RR</b> 1.58	172000	7
	<b>RR</b> 1.26	174000	8
<b>TCP</b>	100.0	140000	2
	10.0	579000	30
	<b>RR</b> 3.99	2460000	475
	<b>RR</b> 2.5	2890000	6610
	<b>RR</b> 1.5	7080000	27875
<b>PP (SuperLU, colamd)</b>	1.0	4470000	$\approx 250$

Problem BRATU2D from CUTE optimization collection

$A = 4900 \times 4900, 24000$  nonzeros

Permuted triangle

$\approx 64$  singularities

$$P_1 A P_2 = \begin{pmatrix} -1 & -1 & 4 & -1 & \dots & -1 & \dots \\ -1 & -1 & & & \dots & 4 & -1 \\ & 4 & -1 & & \dots & -1 & \\ & & -1 & -1 & & -1 & 4 \\ & & & \ddots & & \ddots & \\ & & & & \ddots & & \end{pmatrix}$$

Marching pattern from PDE

TRP and TCP must have Lmax < 4.0

# TRP Profile

CUTE Problem BRATU2D

$A = 4900 \times 4900$ ,                    24000 nonzeros  
TRP, Lmax= 1.26,    LU = 206000 nonzeros

Update $\beta_i$	for modified rows	57.7%
Markowitz	Find stable pivot	31.4%
Elimination	The algebra	4.0%
Dense CP	$228 \times 228$	2.0%
Update $\alpha_j$	for modified cols	1.6%

# TCP Profile

Harwell-Boeing Problem `memplus`

$A = 18000 \times 18000$ ,      126000 nonzeros

**TCP, Lmax** = 10.0,    LU = 578000 nonzeros

Markowitz	Find stable pivot	65.0%
Dense CP	$600 \times 600$	18.5%
Elimination	The algebra	7.4%
Update $\alpha_j$	for modified cols	4.7%
<b>change</b>	Heap update	0.1% (!)

# CONCLUSIONS

# Conclusions

- TPP: Work-horse, usually reliable
- RRLUs can be rather dense. Scaling essential
- TRP: Markowitz search costs more
- TCP: Markowitz search costs MUCH more  
but Heap allows Amax to be maintained cheaply
- TRP, TCP are usually Rank-Revealing with Lmax  $\leq 4.0$   
(but sometimes needs 2.5)
- SNOPT optimization code on CUTE test problems:  
TRP reveals same rank as TCP almost always  
(much more cheaply)

# HEAPS of THANKS

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