

Super-fast Solvers for FMM Matrices

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Fast Multi-pole Method

- Greengard & Rokhlin (1985)
- Fast matrix multiplication algorithm
- Exploits low numerical-rank in sub-matrices

Ubiquitous

- Discrete *integral* equations
- Schur complements of discrete *differential* equations
- Many *sparse* matrices
- *Cauchy*-like matrices

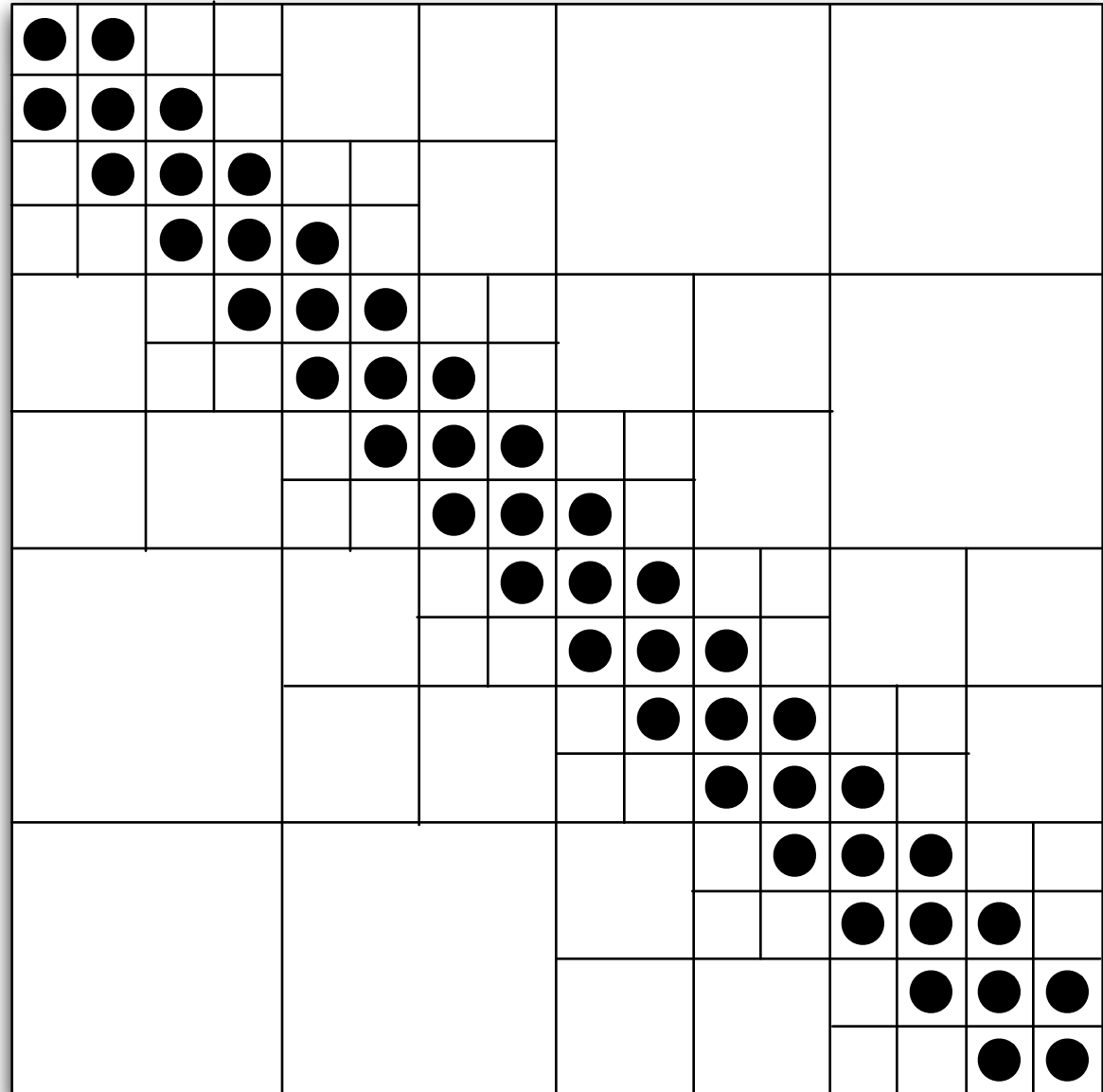
Picture Gallery
of
FMM Matrices

1 spatial dimension

Blank squares have
constant numerical rank

$$A = \log \|x_i - x_j\|$$

$$x_i \in \mathcal{R}$$

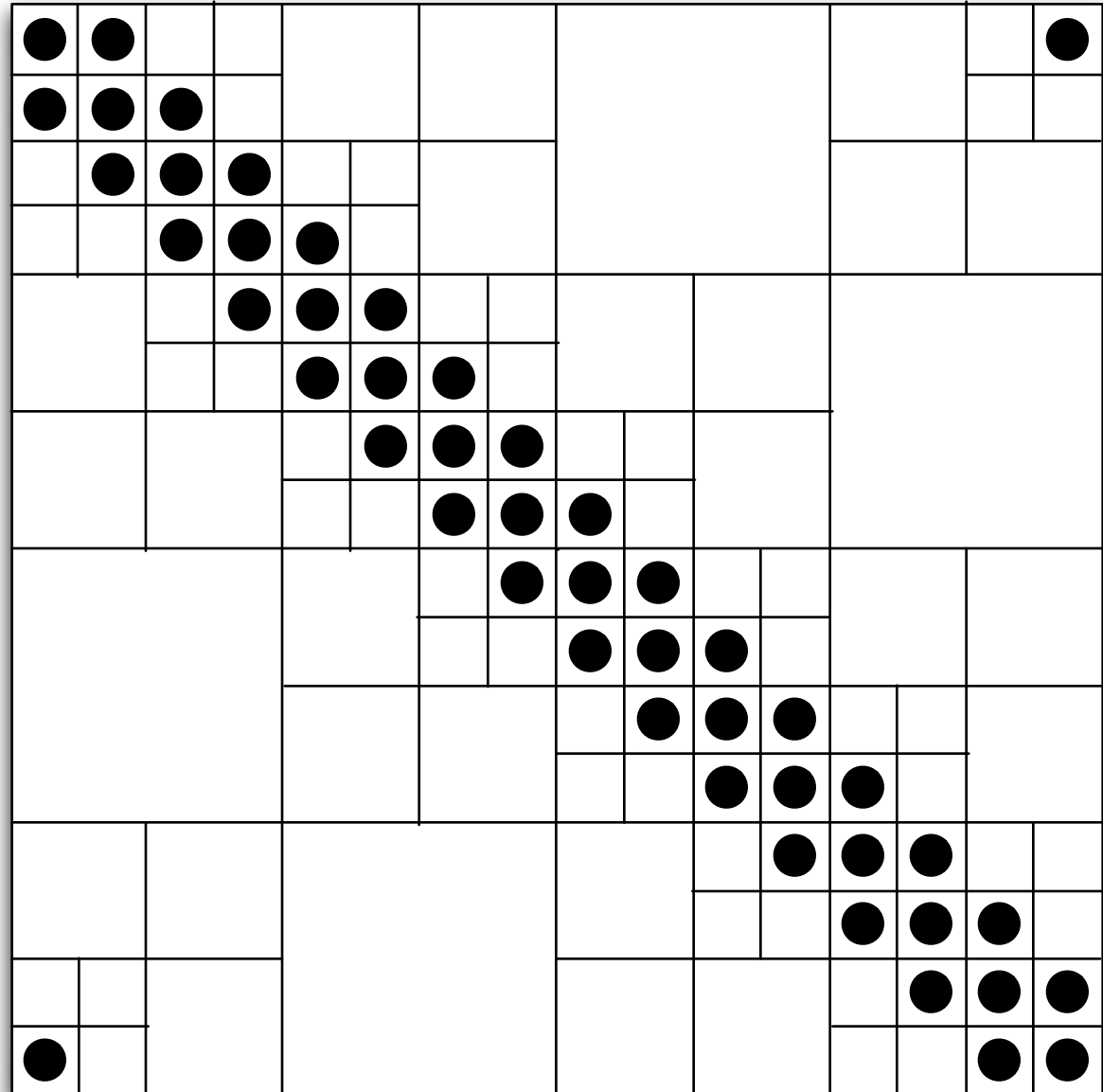


1½ spatial dimensions

Blank squares have
constant numerical rank

$$A = \log \|z_i - z_j\|$$

$$z_j = e^{i\theta_j}$$

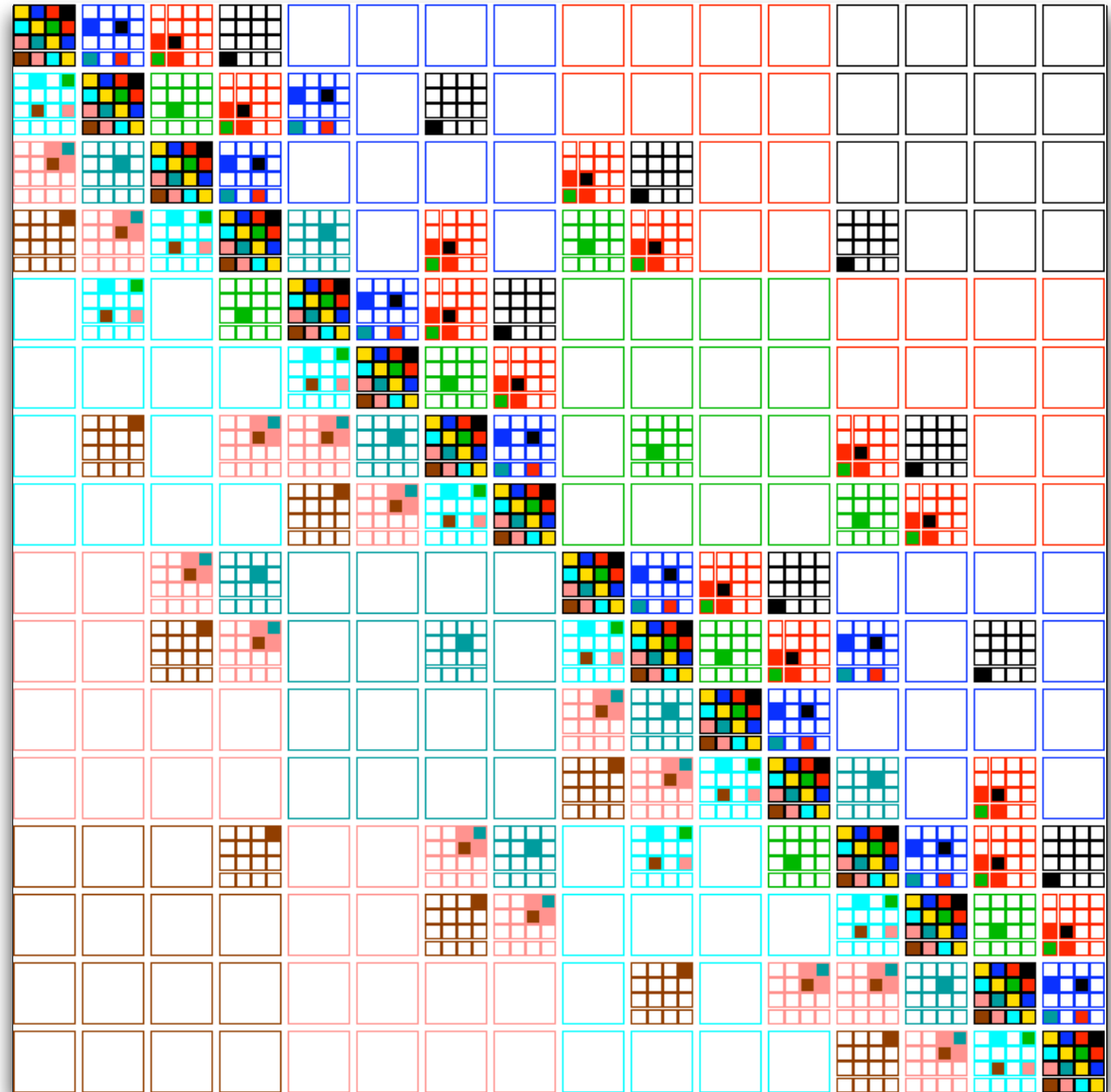


2 spatial dimensions

Blank squares have
constant numerical rank

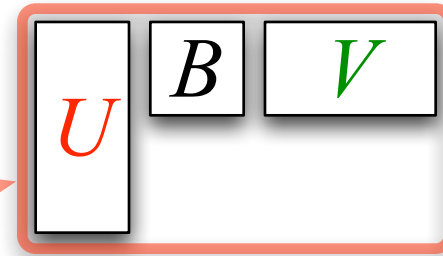
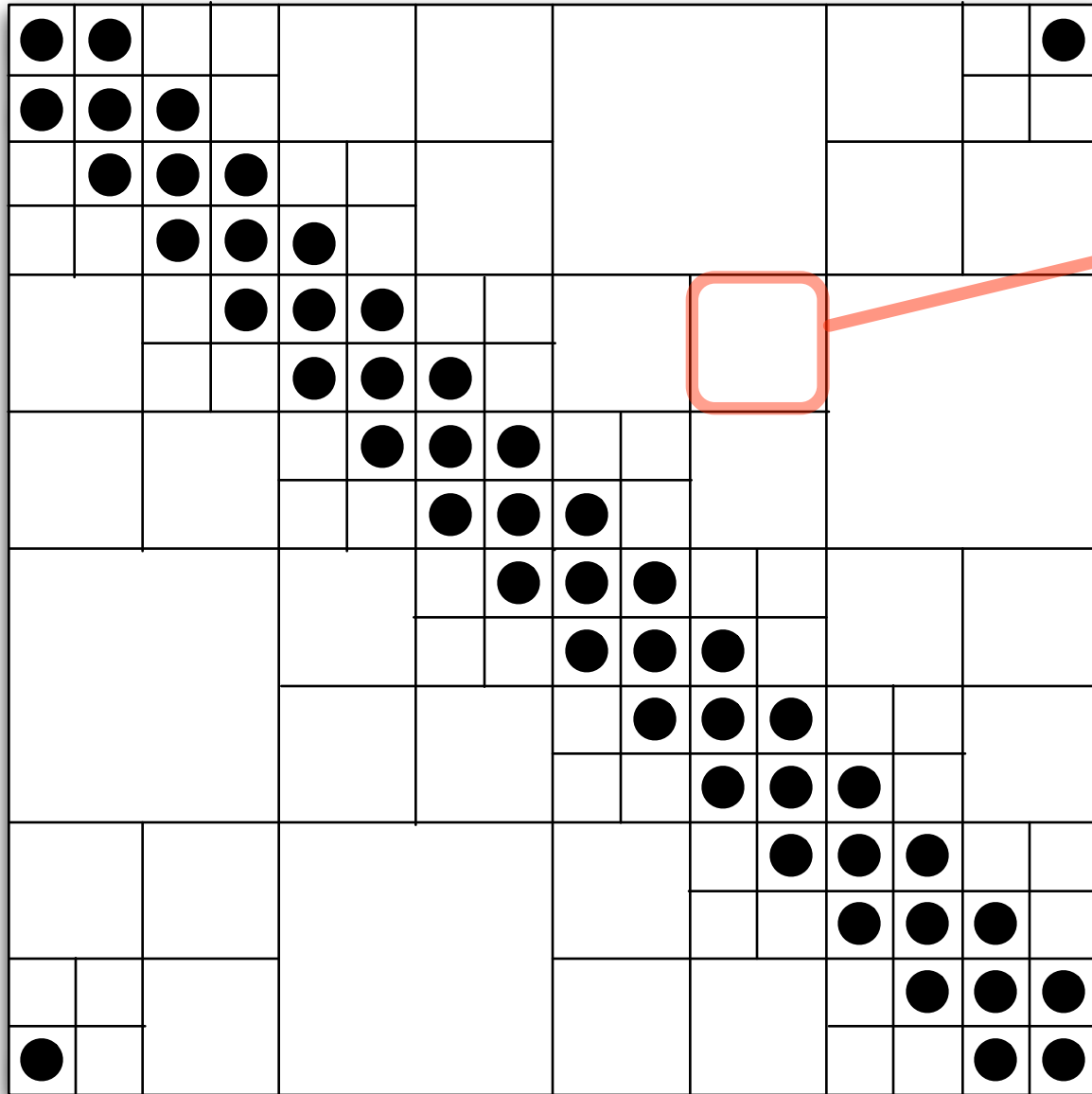
$$A = \log \|z_i - z_j\|$$

$$z_j \in \mathcal{R}^2$$



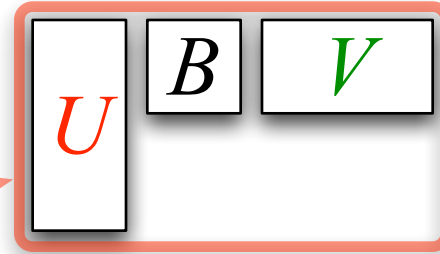
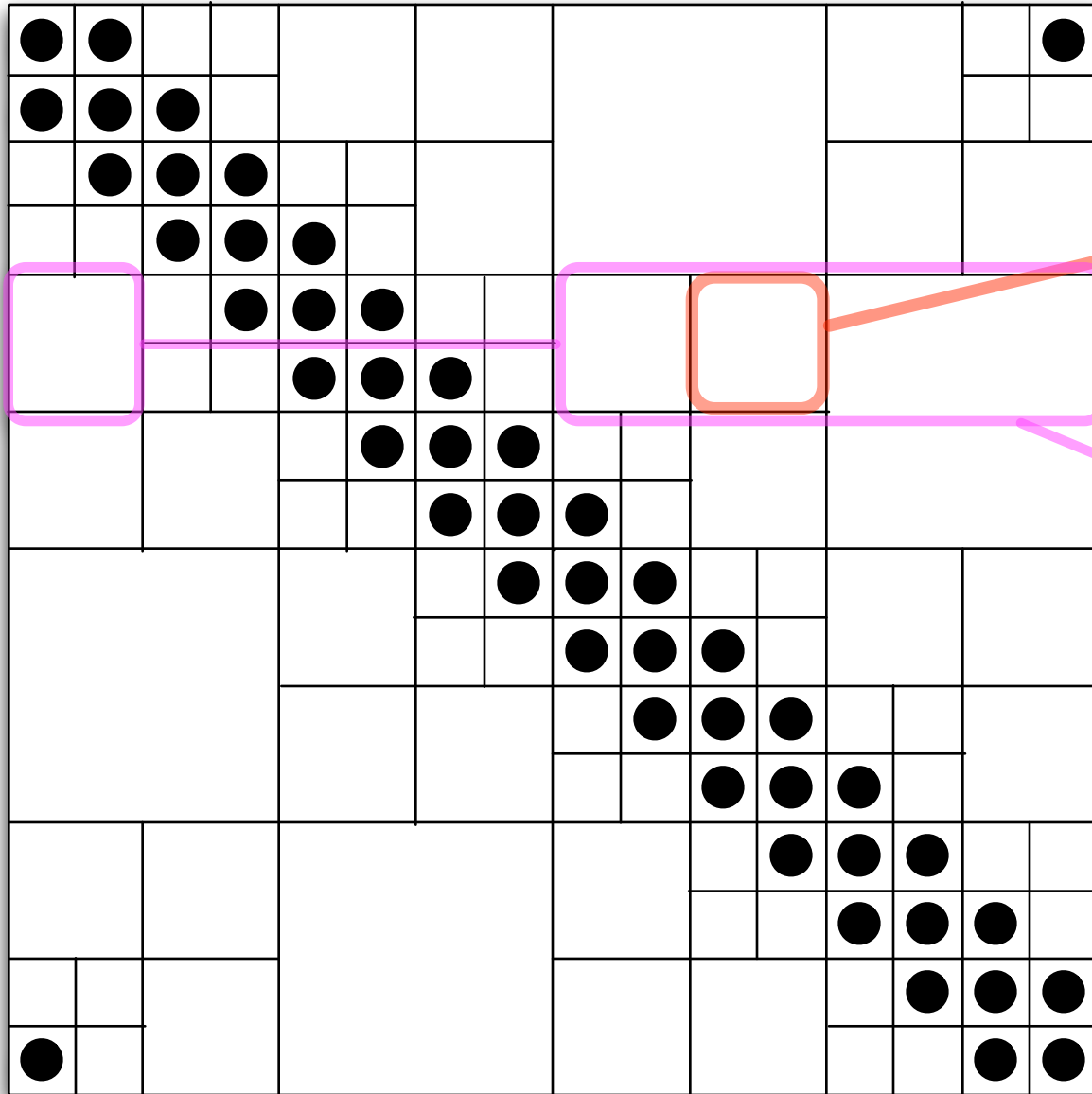
Algebraic FMM Representation

FMM Representation



Rank revealing
factorization

FMM Representation

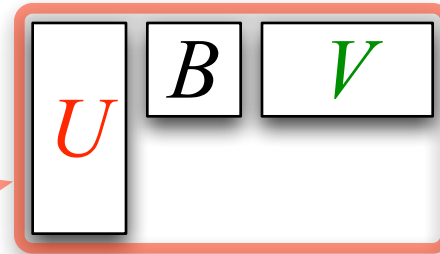
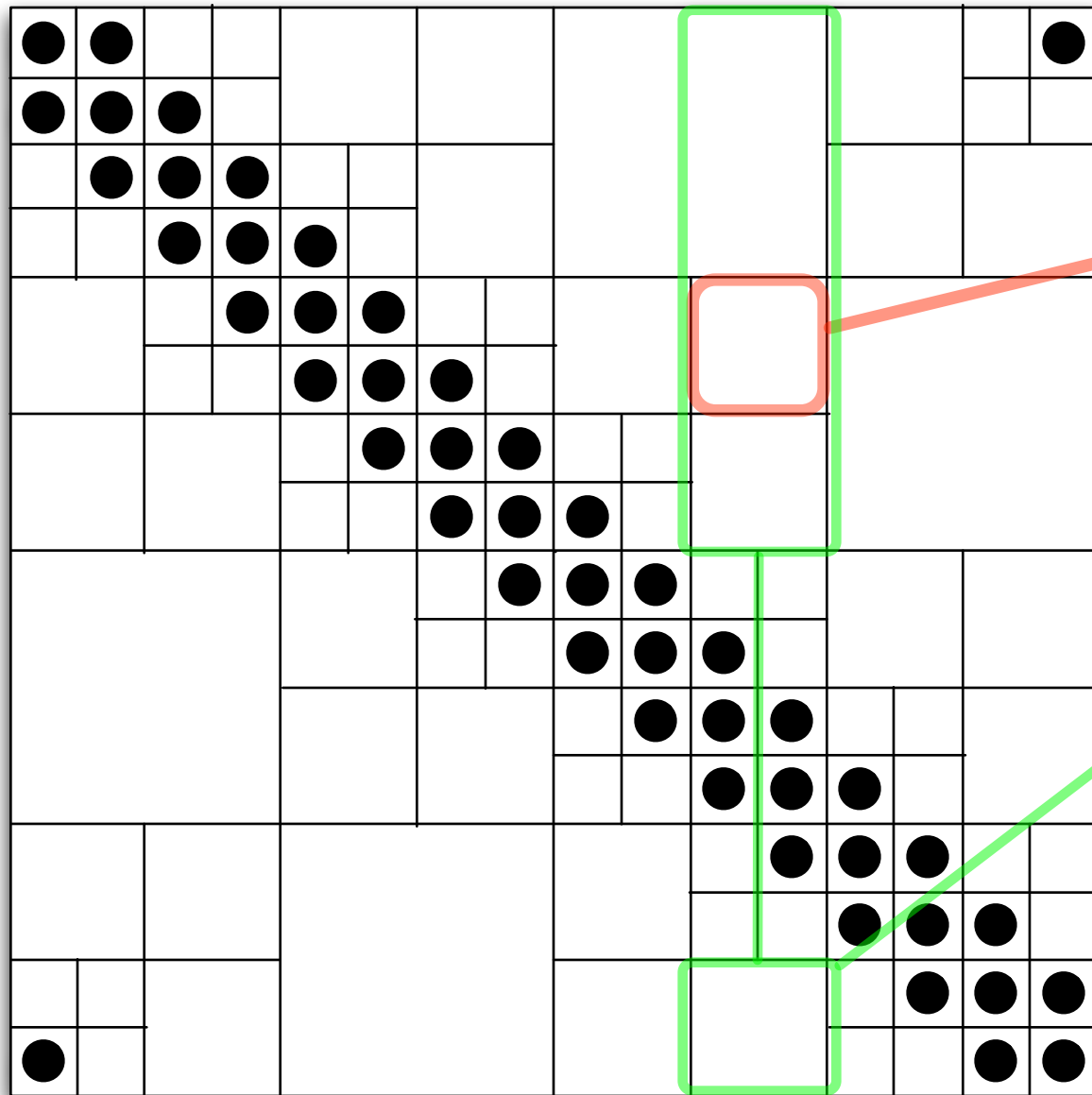


Rank revealing factorization



Column basis

FMM Representation

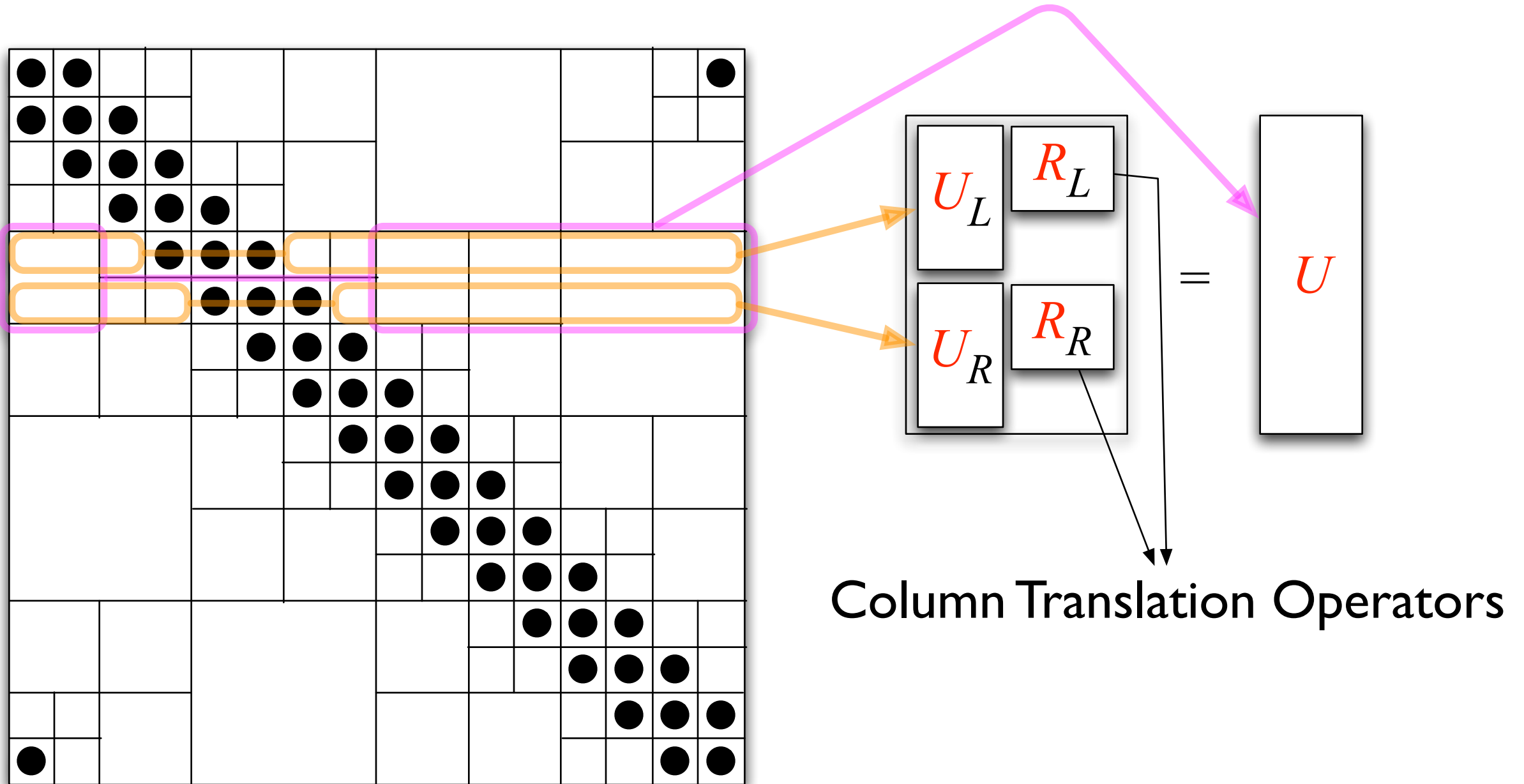


Rank revealing factorization

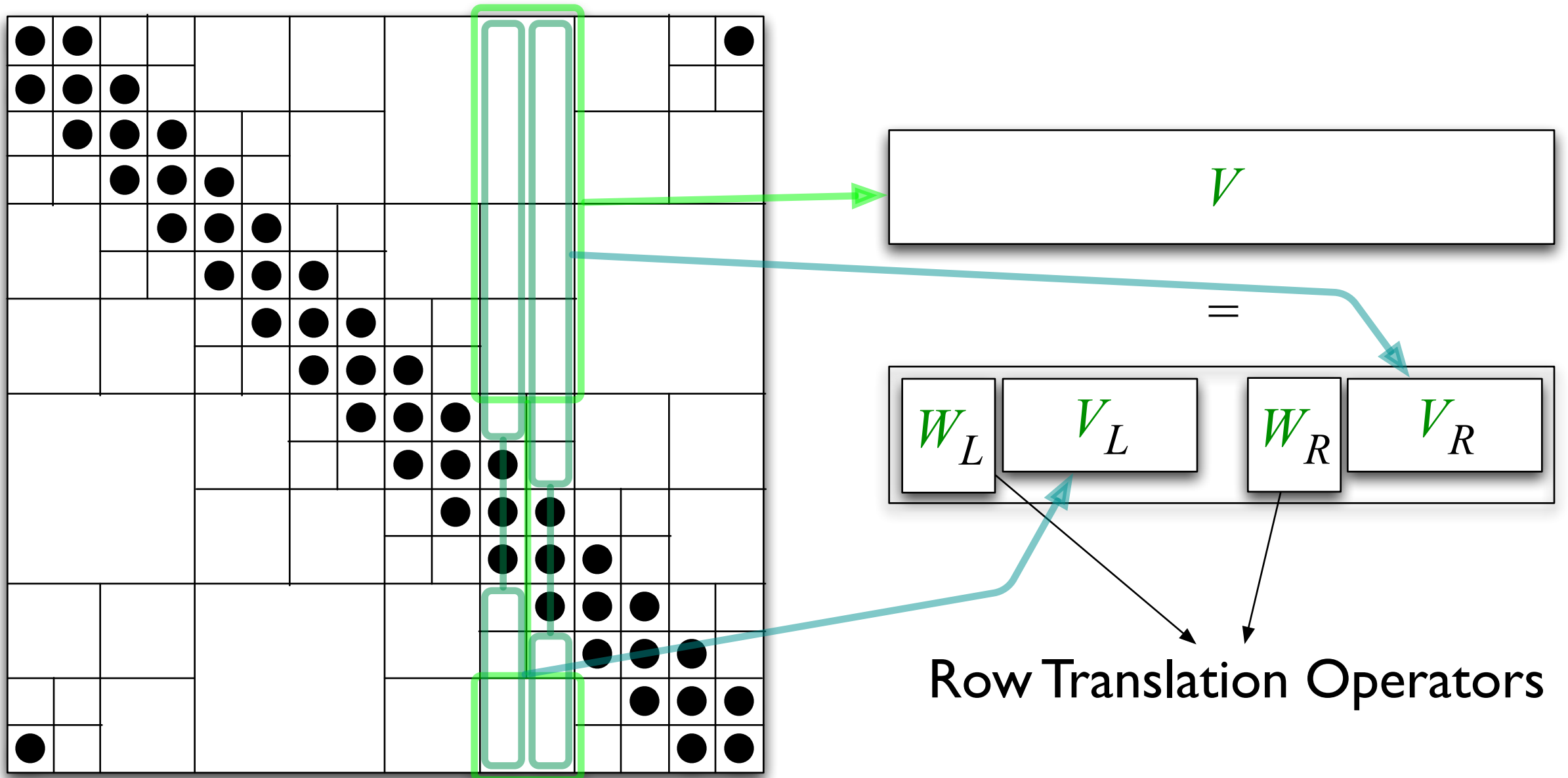


Row basis

FMM Representation



FMM Representation



Fast algorithms : history

- Linear-time construction for important kernels, Rokhlin *et al.*
- Fast multiplication algorithm, Greengard & Rokhlin
- Fast direct solvers, Rokhlin *et al.*

Fast algorithms : research programme

- Super-fast LU solvers
- Super-fast orthogonal solvers
- Super-fast direct sparse solvers
- Optimal pre-conditioners

Numerical Experiments

Our current prototypes are **twice** as fast as the standard direct sparse solvers on two dimensional elliptic PDEs on 1024 x 1024 grids.

$$\frac{\partial}{\partial x} \left(p(x,y) \frac{\partial}{\partial x} u(x,y) \right) + \frac{\partial}{\partial y} \left(q(x,y) \frac{\partial}{\partial y} u(x,y) \right) = f(x,y)$$

$p, q \implies$

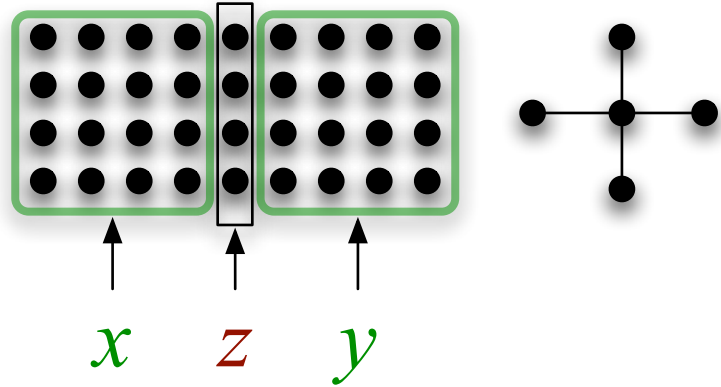
1

piece-wise
constant

$10^{-7} + \sin(\varrho(x^2+y^2))$

random

Fill-in is **FMM**



$$\begin{bmatrix} A_{xx} & & A_{xz} \\ & A_{yy} & A_{yz} \\ A_{zx} & A_{zy} & A_{zz} \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix}$$

Schur complement

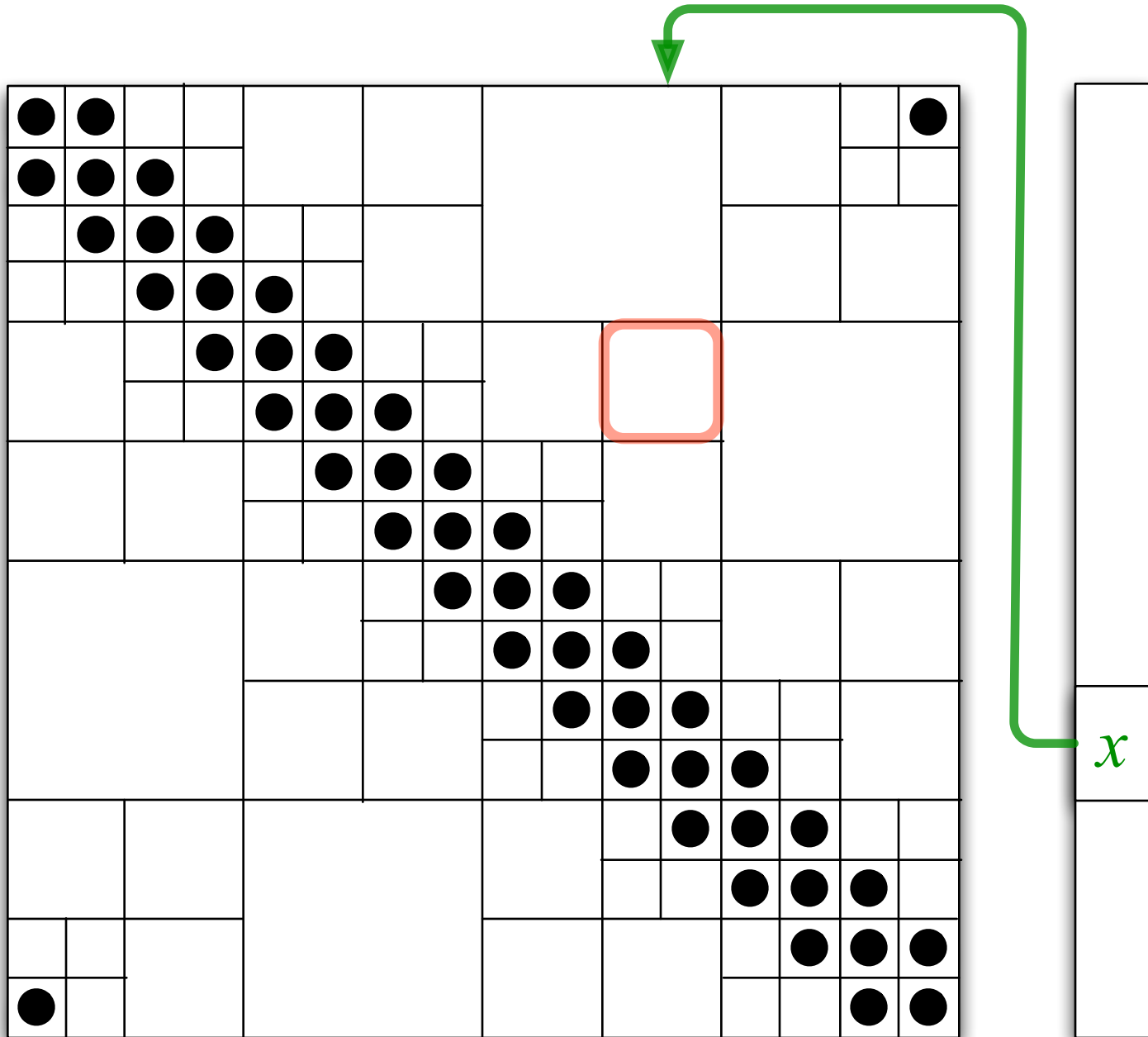
$$S = A_{zz} - A_{zx} A_{xx}^{-1} A_{xz} - A_{zy} A_{yy}^{-1} A_{yz}$$

S^{-1} can be viewed as the restriction of the Green's function to the interface

Hence it must have a **compact FMM** representation

Fast Multiplication

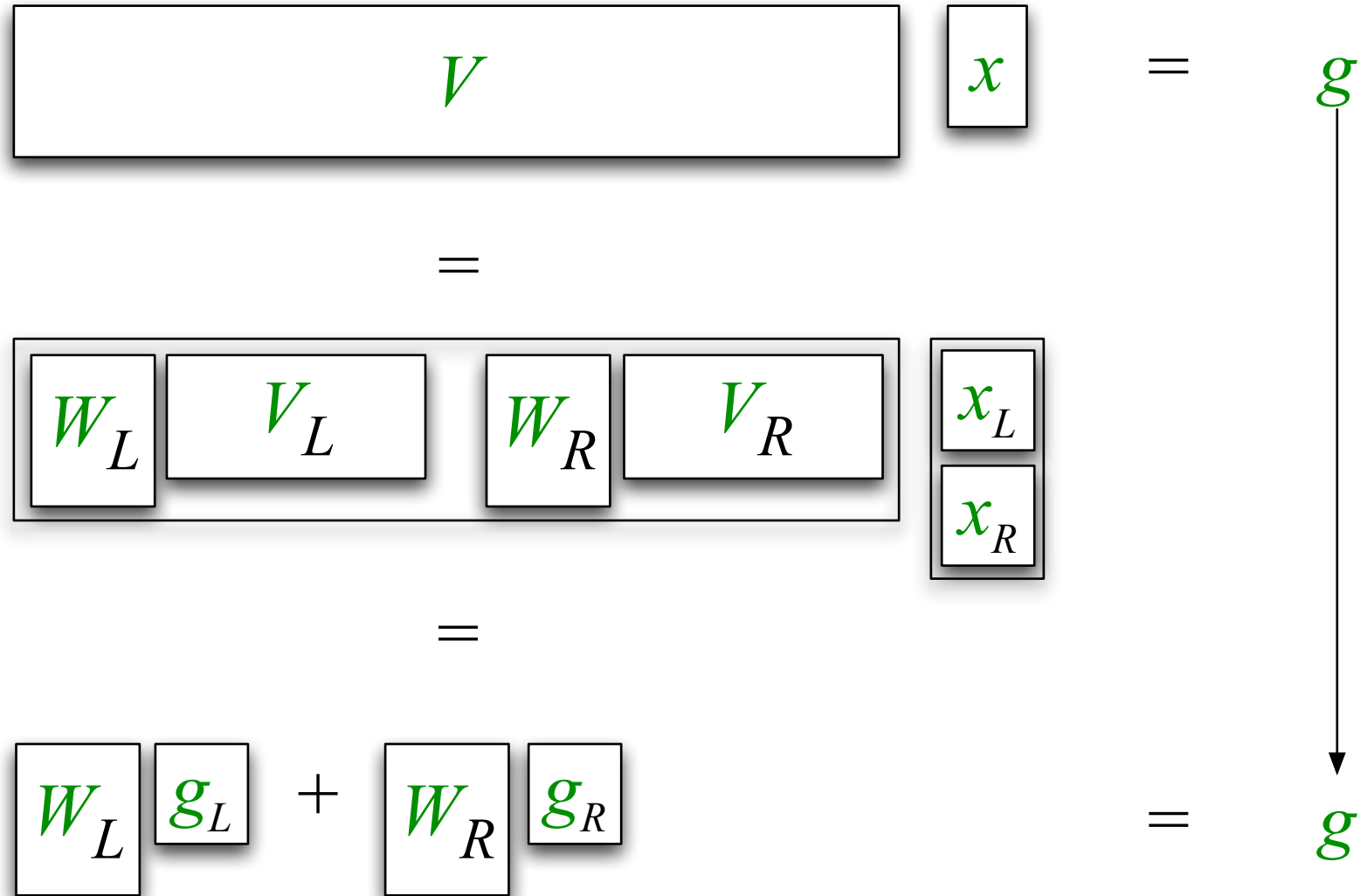
FMM



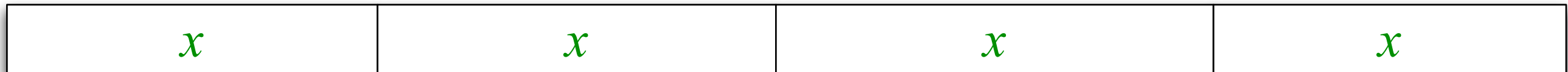
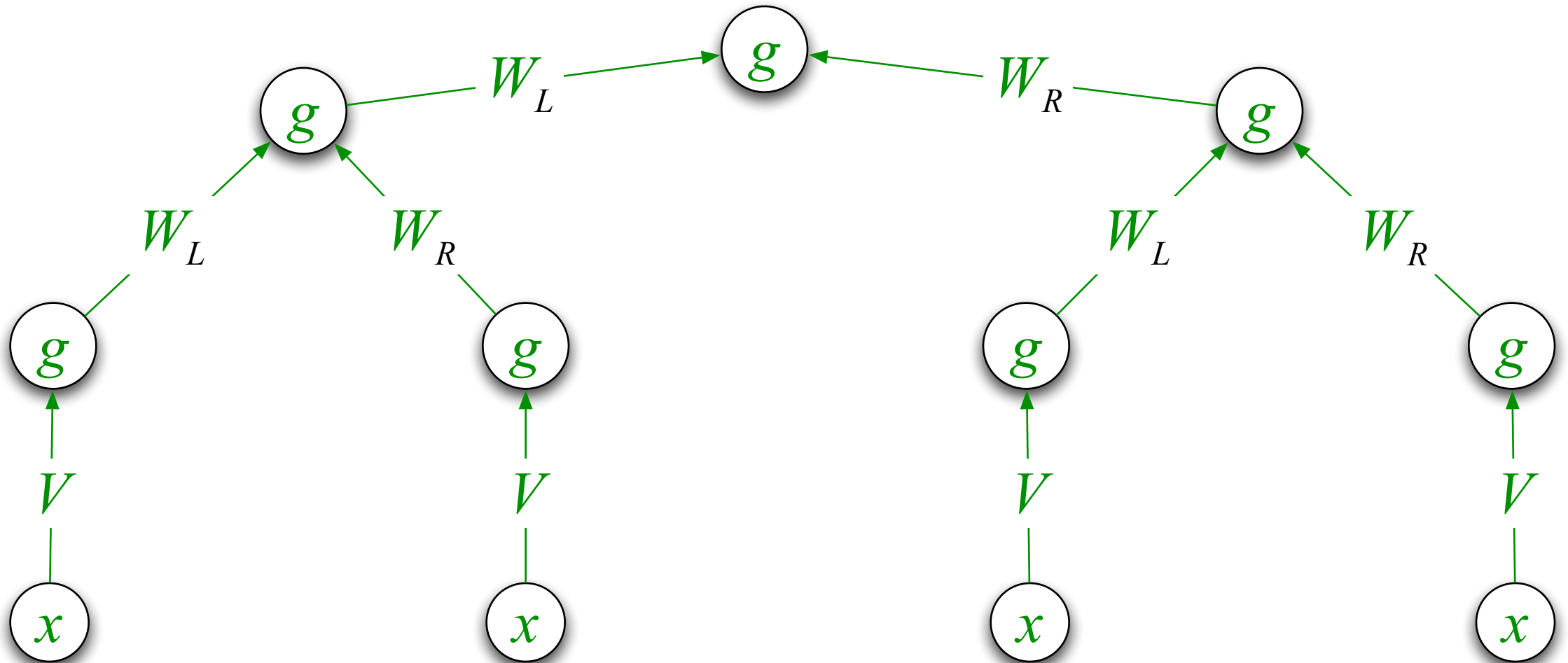
$$U \quad B \quad \underbrace{V \quad x}_{g}$$

$$x = \begin{matrix} x_L \\ x_R \end{matrix}$$

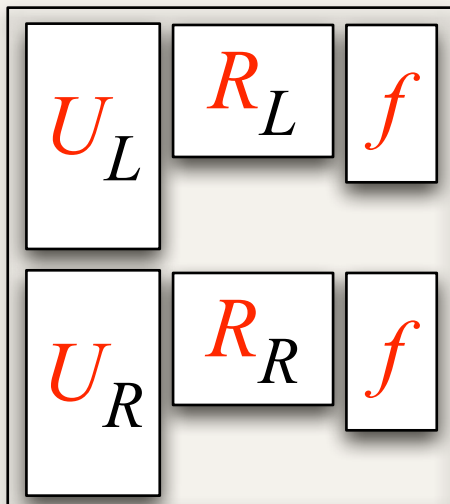
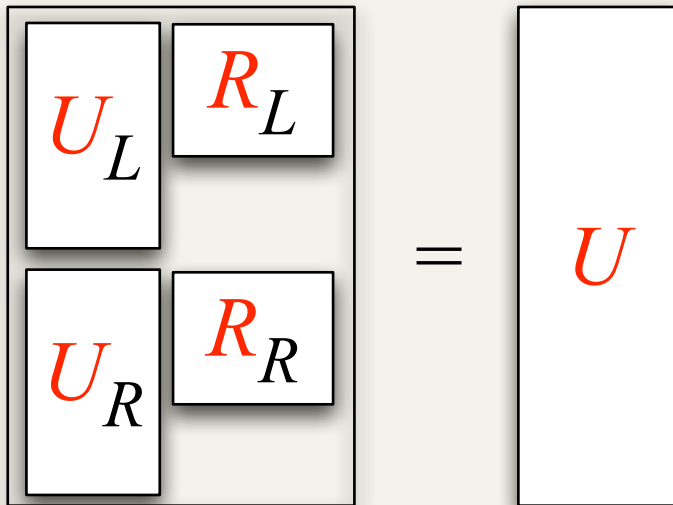
FMM Up Sweep Recursions



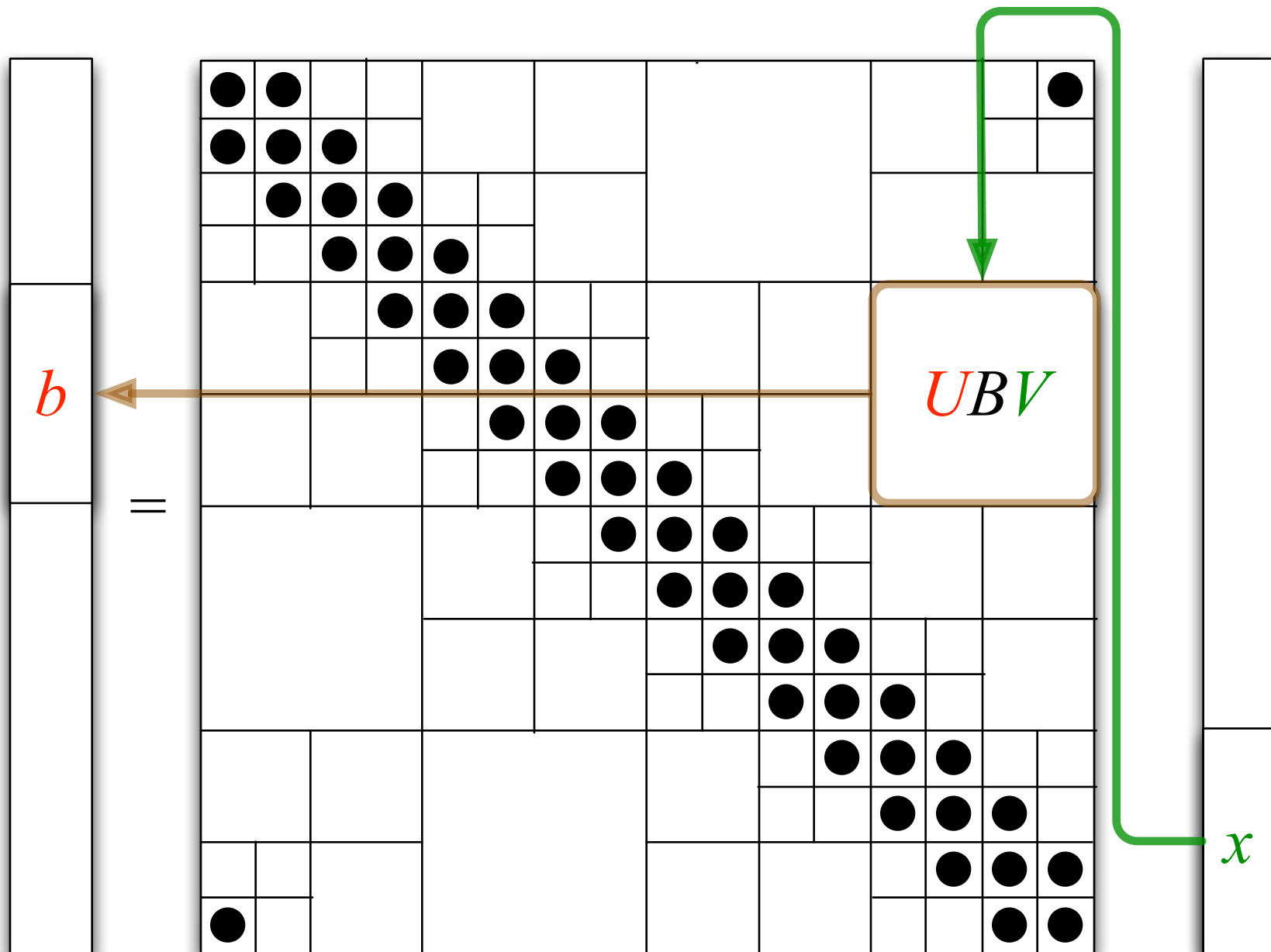
FMM Up Sweep Recursions



$$U B V x = U \underbrace{B g}_f$$

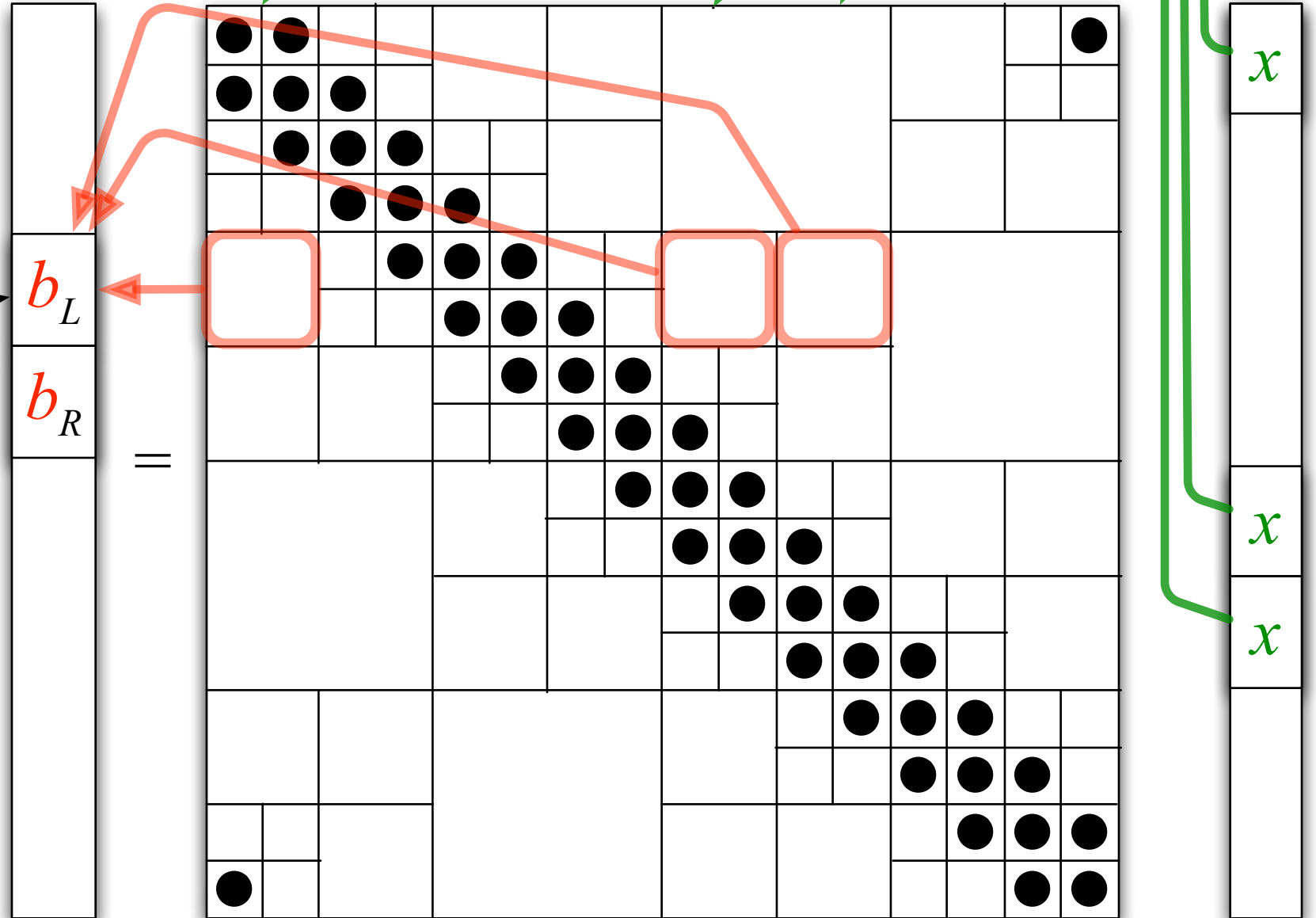


FMM



FMM

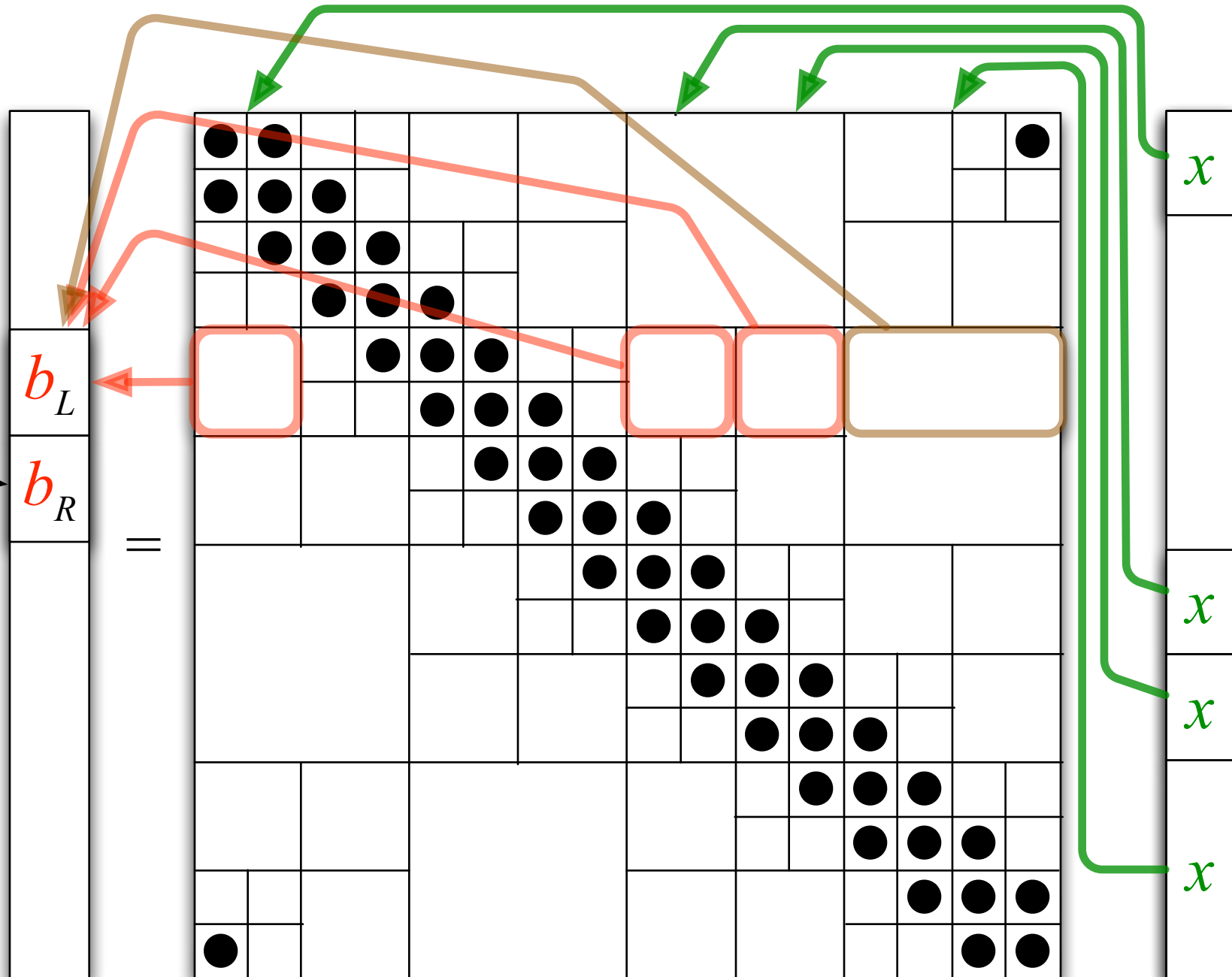
$$U_L \left(\underbrace{\sum_{\star} B_{\star} g_{\star}}_{f_L} + * \right)$$



FMM

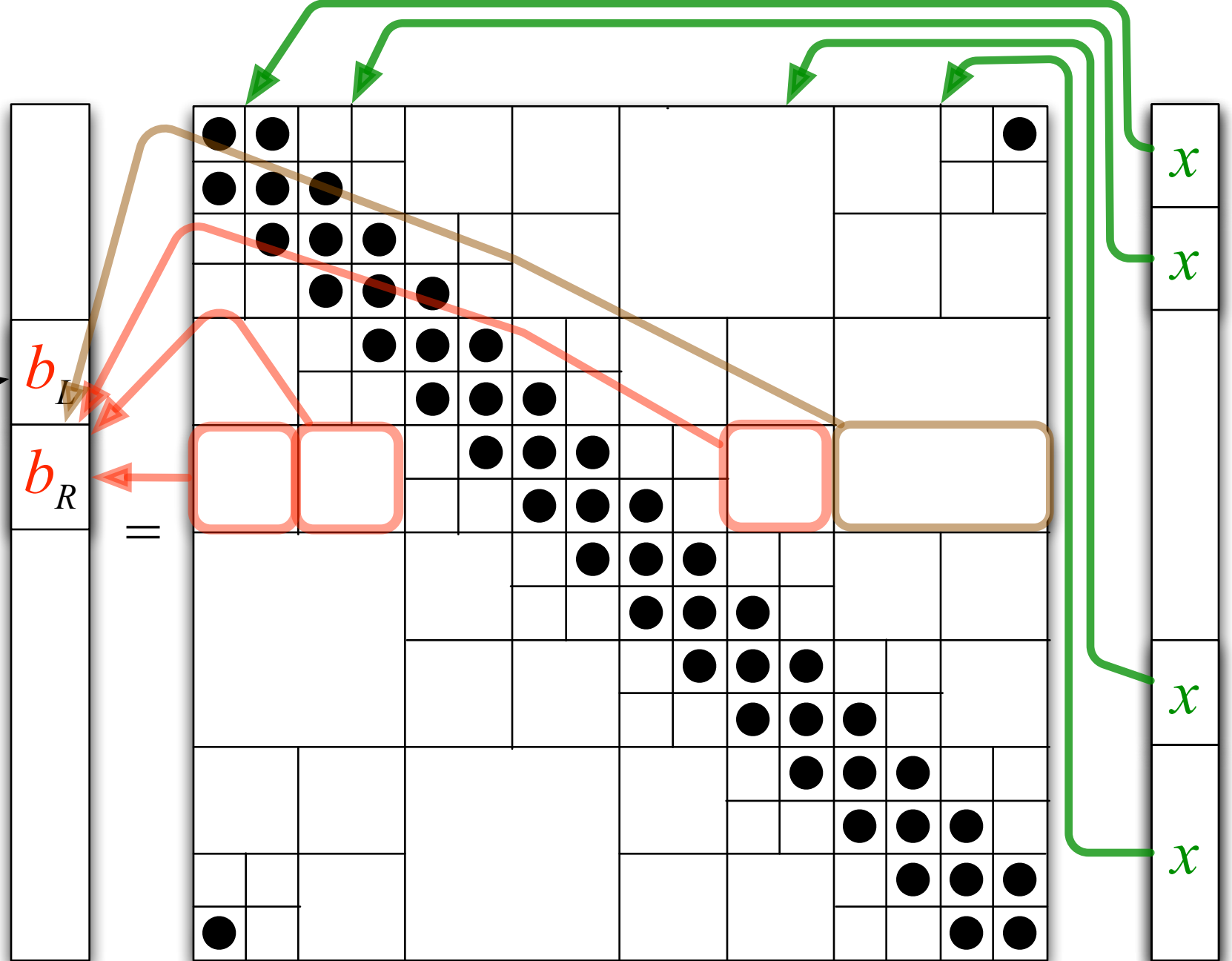
$$U_L \left(\underbrace{\sum_{\star} B_{\star} g_{\star}}_{f_L} + R_L f \right)$$

The diagram shows a mathematical expression for the FMM method. On the left, a light green box contains the equation $U_L \left(\sum_{\star} B_{\star} g_{\star} + R_L f \right)$. The term $\sum_{\star} B_{\star} g_{\star}$ is enclosed in a red-bordered box, and the entire expression is bracketed and labeled f_L in red. An arrow points from this box to a vertical column of three cells. The top cell is labeled b_L and the middle cell is labeled b_R . To the right of this column is an equals sign, followed by a large grid representing a hierarchical tree structure.



FMM

$$U_R \left(\underbrace{\sum_{\star} B_{\star} g_{\star}}_{f_R} + R_R f \right)$$



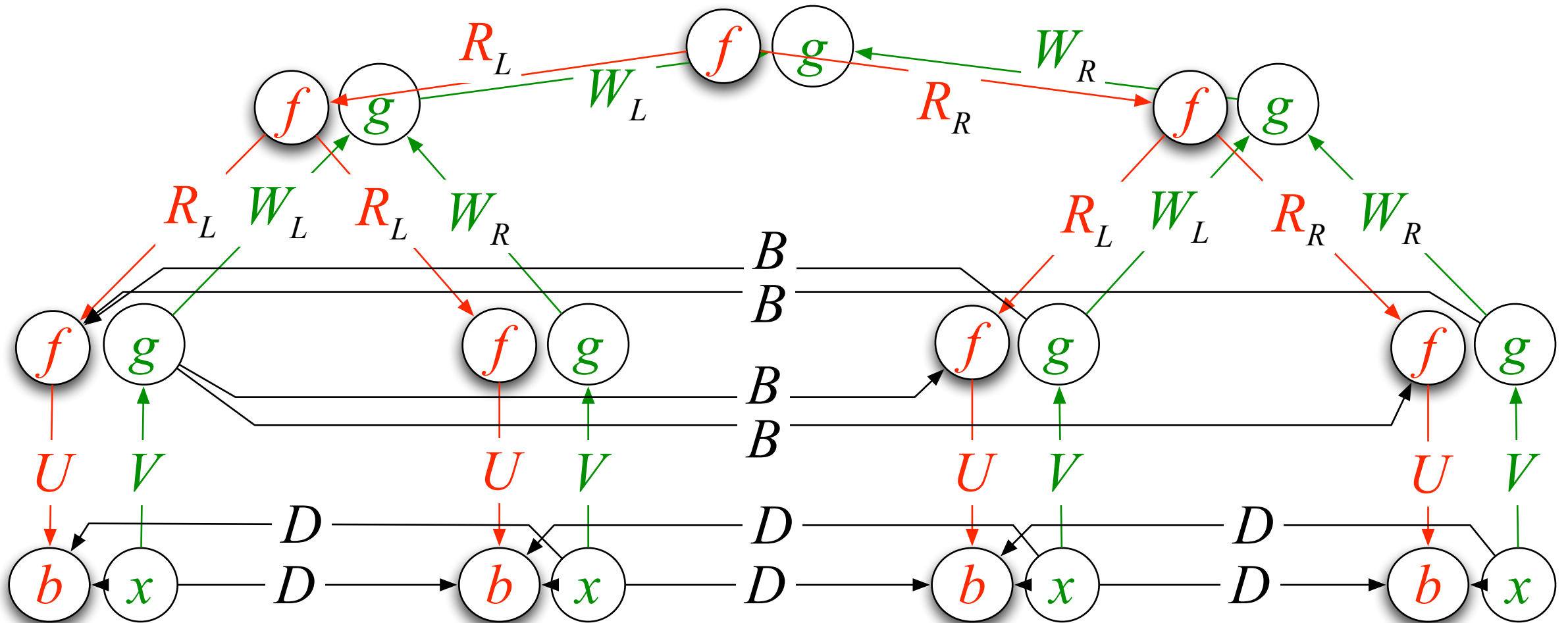
FMM Down Sweep Recursions

$$f_L = \sum_{\star} B_{\star} g_{\star} + R_L f$$

$$f_R = \sum_{\star} B_{\star} g_{\star} + R_R f$$

$$b = \sum_{\star} D_{\star} x_{\star} + U f$$

FMM Signal Flow Graph



b	b	b	b
x	x	x	x

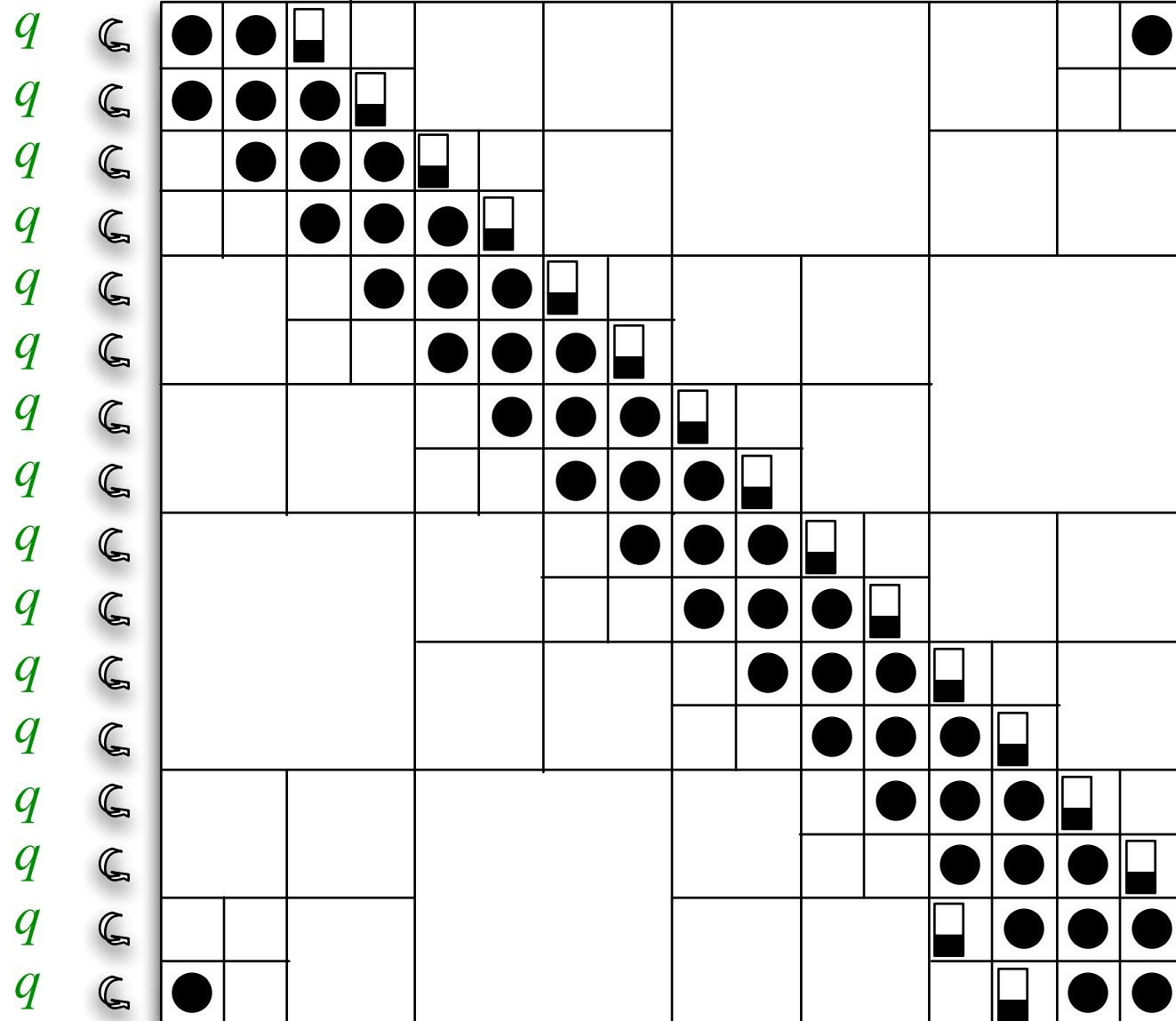
Fast Solver

Fast solver

- FMM recursions are *sparse linear* equations in x, b, f, g
- Solved in $O(n^{(1+d)/2})$ flops by standard sparse solvers
- Nested dissection ordering must be used
- Both sparse QR and LU factorization will work
- Too inefficient if $d = 3$

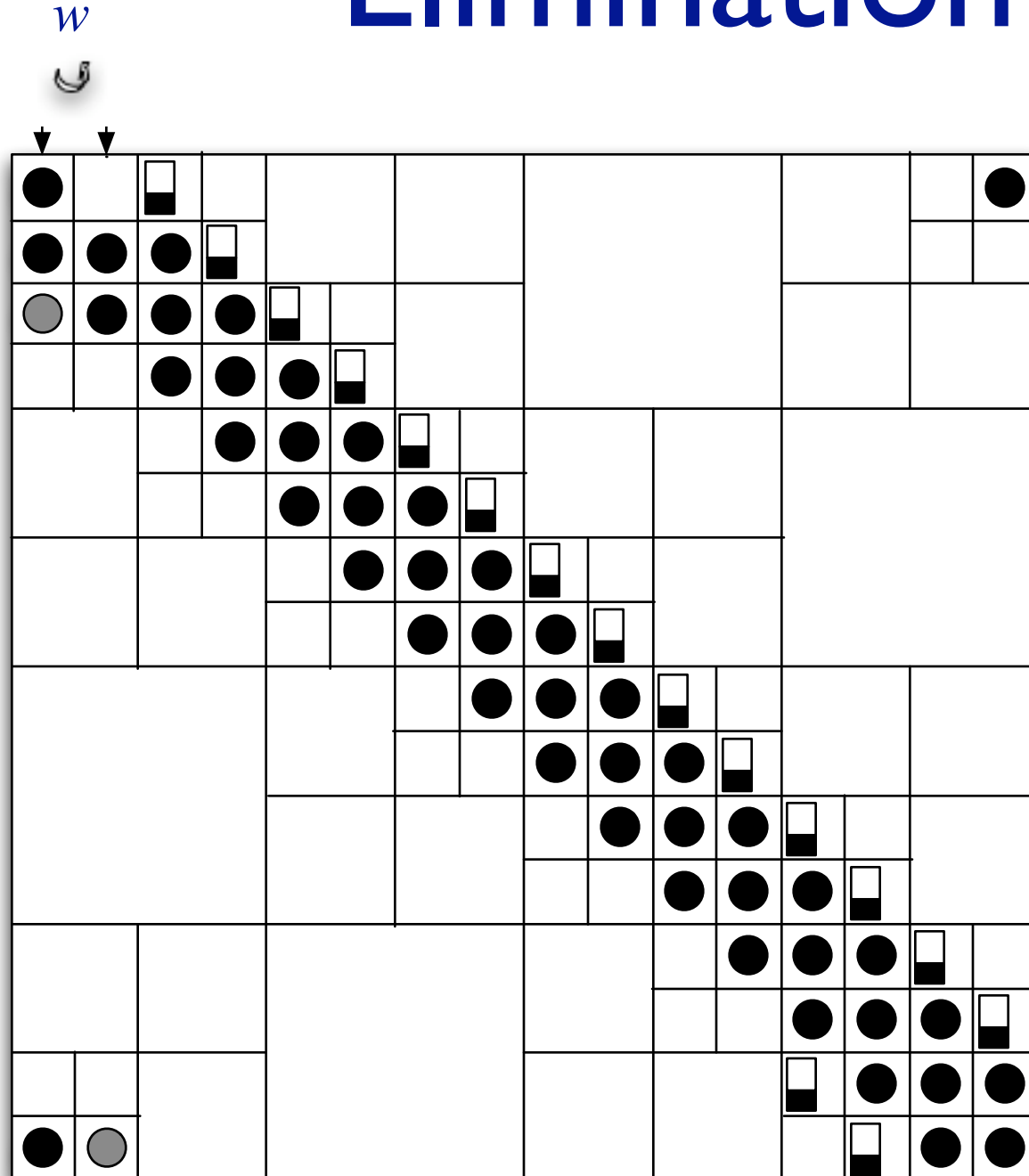
Super-fast solver : Is an $O(n)$ solver possible?

Compression

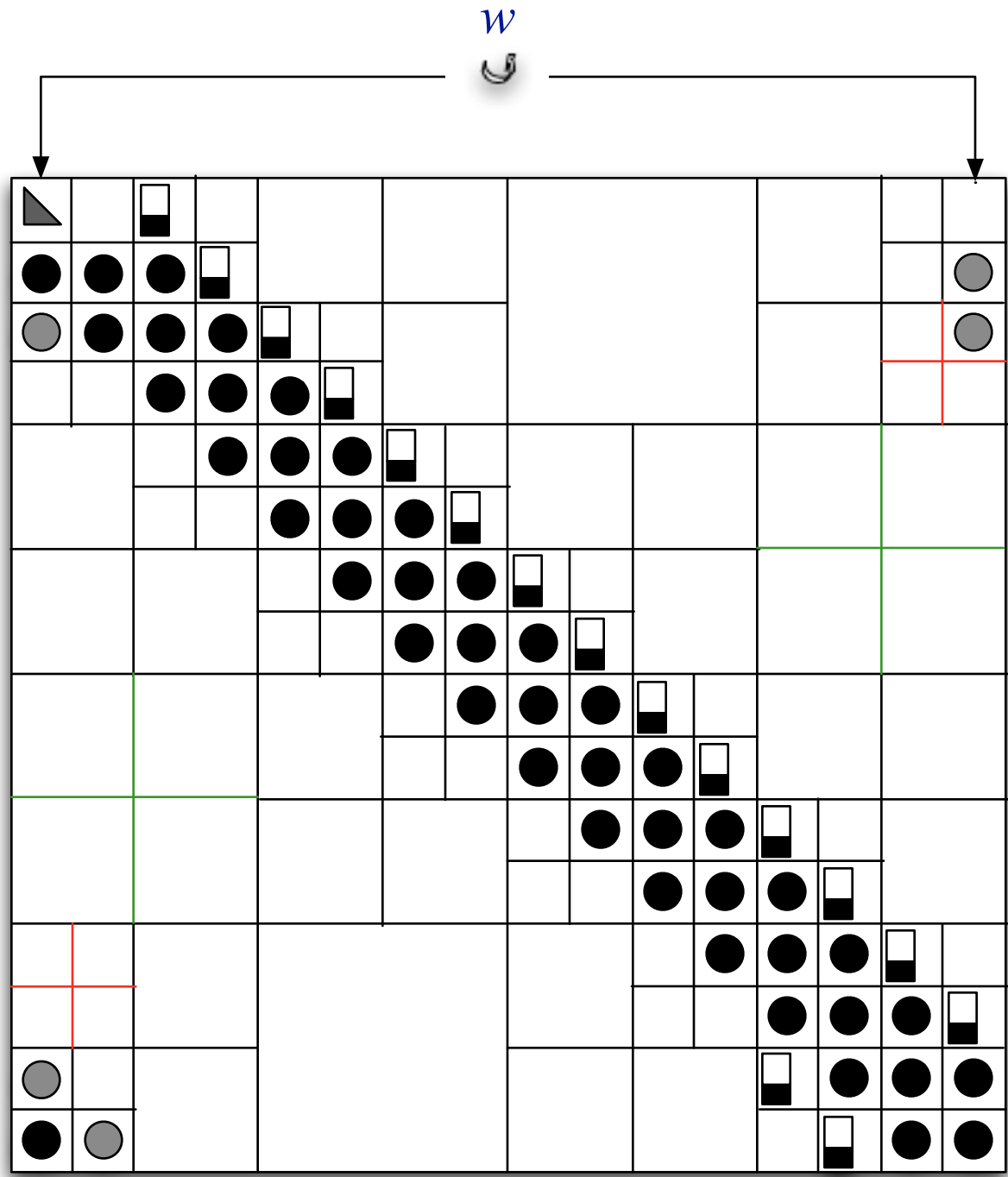


$$q^H q = q q^H = I$$

Elimination

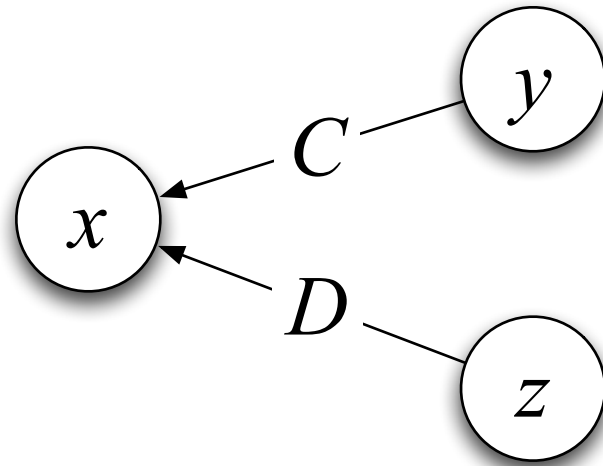


$$w^H w = w w^H = I$$



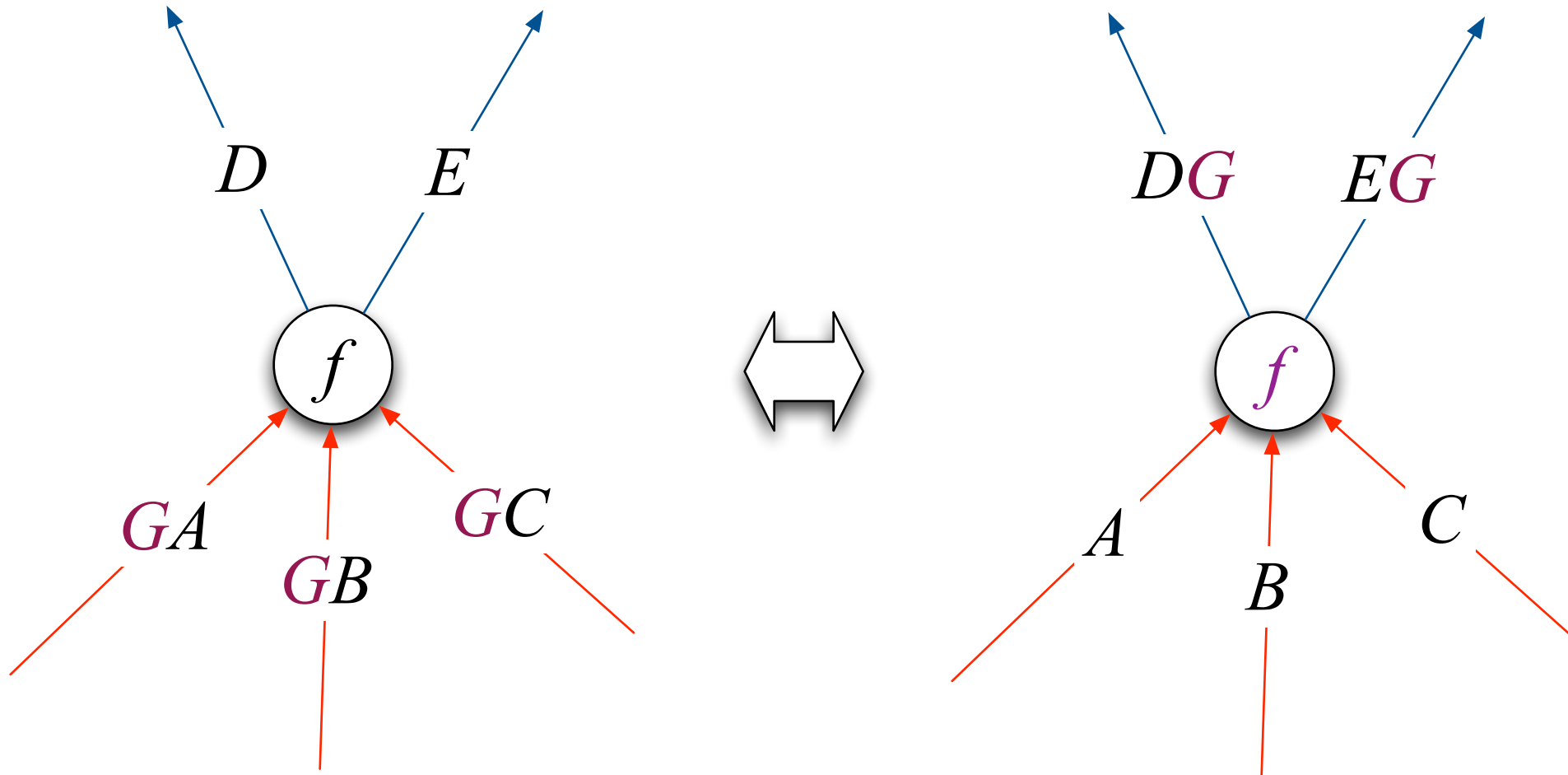
$$w^H w = w w^H = I$$

Elementary Graph Moves



$$x = Cy + Dz$$

Common Input/Output Factorization



Edge Slide

