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# MATLAB in Numerical Linear Algebra Research

Edmond Chow

Center for Applied Scientific Computing  
Lawrence Livermore National Laboratory



# Themes

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## Efficiency

- MATLAB can now work on “large problems”
- It’s good to have some knowledge of what’s under the hood
  - Sparse matrices
  - Reading sparse matrix data

## Expediency

- Interaction between MATLAB and the rest of your work environment
  - Passing arguments to functions
  - Calling C/Fortran from MATLAB, and vice-versa



# Creating sparse matrices

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Sparse matrices are stored column-by-column. Creating a sparse matrix by inserting nonzeros is very slow. Use `sparse` instead. However, the ordering also matters:

```
>> n=1000;
>> a=sprandn(n,n,.5);
>> [i j k]=find(a);
>> tic;b=sparse(i,j,k,n,n);toc % column based
elapsed_time =
    0.0957
>> tic;b=sparse(j,i,k,n,n);toc % row based
elapsed_time =
    0.6152
```

Similarly, traverse your sparse matrix by columns.



# Reading sparse matrices stored in files

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- MATLAB's binary MAT-files
- Harwell-Boeing format
- Matrix-Market format

Reading a wind-tunnel matrix, 200K rows, 10M nonzeros, a 413 Mbyte file in coordinate format:

```
>> tic;[i j k] = textread('pwtk','%f %f %f');toc
elapsed_time =
    1.0126e+03
>> tic;load pwtk;toc
elapsed_time =
    182.4648
>> fid = fopen('pwtk','r');
>> tic;M=fscanf(fid,'%f');toc
elapsed_time =
    99.3915
>> M=reshape(M,3,num_nonzeros);
>> M=spconvert(M');
```

Loading the binary version takes 6 seconds.



# Number of nonzeros in sparse matrix addition

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$$\text{nzmax}(A+B) = \text{nnz}(A) + \text{nnz}(B)$$

```
>> a=sprandn(1000,1000,.5);
>> nnz(a)
ans =
    393537
>> b=a+a;
>> nzmax(b)
ans =
    787074
>> b=b+sparse(0);
>> nzmax(b)
ans =
    393537
```



# Number of nonzeros in sparse matrix multiplication

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$\text{nzmax}(A) < 1.5 \text{ nnz}(A)$  ?

```
>> nnz(b)
ans =
    72879
>> nzmax(b)
ans =
    83802
>> b=b*b;
>> nnz(b)
ans =
   203123
>> nzmax(b)
ans =
   275711
>> b=b*b;
>> nnz(b)
ans =
   720208
>> nzmax(b)
ans =
  3153350
```



# Interfaces for Conjugate Gradient, I

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```
function x = cg(A, b, M, tol, maxit, x0, printout)
```

- Trailing input arguments can be optional (default values used instead)
- In the function, nargin is the number of input arguments; nargout is also available
- Matrix M is an approximation to matrix A



# Interfaces for Conjugate Gradient, II

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```
function x = cg(Afun, b, Mfun, params)
```

- Afun and Mfun can be functions:  
`cg('amult', b, 'precon', params)`, with  
`v = amult(u)` and `v = precon(u)`
- Global variables can be used to pass parameters to `amult` and `precon`
- `params` is an array storing `tol` and `maxit`





# Interfaces for Conjugate Gradient, III

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```
function x = cg(b, params, Afun, AfunARG, ...  
Mfun, MfunARG, P1, P2, P3, P4, P5, P6, P7, P8);
```

- AfunARG and MfunARG specify which parameters to pass to Afun and Mfun
- `cg(b, params, 'amult', [1] 'precon', [2 3], A, L, U)` with the functions `v = amult(u,A)`, and `v = precon(u,L,U)`
- Strings containing the calls to Afun and Mfun are created and the functions are called using `eval`



# Interfaces for Conjugate Gradient, IV

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```
function x = cg(Afun, b, tol, maxit, M1fun, M2fun, x0,  
               varargin)
```

- Afun, M1fun, and M2fun each receive all the arguments
- cg('amult', b, tol, maxit, 'Mleft', 'Mright', x0, A, L, U) requires the functions  $v = \text{amult}(u, A, L, U)$ ,  $v = \text{Mleft}(u, A, L, U)$ , and  $v = \text{Mright}(u, A, L, U)$
- varargin is a cell array; varargout is also available



# Using structures to help implement Multigrid

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- Structures and cell arrays can be used to pass complex sets of parameters to functions
- Structure can change from call to call
- Also useful when many functions need similar information

```
lev.a = a;  
lev.level = 1;  
  
% set up prolongators and coarse grid operators  
lev = setup(lev, nlevels);  
  
% one V-cycle  
x = zeros(n,1);  
delta = solve(lev, rhs-a*x, nlevels);  
x = x + delta;
```



# setup function

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```
function lev = setup(lev, nlevels);

if (lev.level == nlevels)
    [lev.lexact lev.uexact] = lu(lev.a);
    return;
end

lev.p = prolongator(lev.a);
lev.next.a = lev.p' * lev.a * lev.p;
lev.next.level = lev.level + 1;
lev.next = setup(lev.next, nlevels);
```



# solve function

---

```
function v = solve(lev, rhs, nlevels)

if (lev.level == nlevels)
    v = lev.uexact \ (lev.lexact \ rhs);
    return;
end

% pre-smoothing
x = zeros(n,1);
x = smooth(lev, x, rhs, 1);

% compute new rhs (for the error equation)
rhs2 = lev.p' * (rhs - lev.a * x);

% solve the error equation recursively
x2 = solve(lev.next, rhs2, nlevels);

% correct
x = x + lev.p * x2;

% post-smoothing
v = smooth(lev, x, rhs, 1);
```



# MEX-files: MATLAB calling C or Fortran programs

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```
int FGMRES(const mxArray *A, double *b, double *x, int dim, double tol,
           int max_iter, int print, char *precon, int nargs, const mxArray *ap[]);

sol = fgmres(a, rhs, guess, dim, tol, max_iter, print, 'lusol', L, U);

void mexFunction(int nlhs, mxArray *plhs[], int nrhs, const mxArray *prhs[])
{
    int n, dim, max_iter, iter, print;
    double tol;
    char precon_name[101];
    char *precon = precon_name;

    n = mxGetN(prhs[0]); /* num cols in matrix */
    dim = (int) *mxGetPr(prhs[3]);
    tol = (double) *mxGetPr(prhs[4]);
    max_iter = (int) *mxGetPr(prhs[5]);
    print = (int) *mxGetPr(prhs[6]);
    mxGetString(prhs[7], precon, 100);

    /* create solution vector, and copy the guess into it */
    plhs[0] = mxCreateDoubleMatrix(n, 1, mxREAL);
    memcpy(mxGetPr(plhs[0]), mxGetPr(prhs[2]), n*sizeof(double));

    iter = FGMRES(prhs[0], mxGetPr(prhs[1]), mxGetPr(plhs[0]),
                  dim, tol, max_iter, print, precon, nrhs-8, &prhs[8]);
}
```



# Calling MATLAB from MEX-files

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```
/* v = mat * u */
static void Matvec(int n, const mxArray *mat, double *u, double *v,
    mxArray *u_array)
{
    mxArray *rhs[2];
    mxArray *lhs[1];

    rhs[0] = (mxArray *) mat;
    rhs[1] = (mxArray *) u_array; /* u_array structure is reused */
    mxSetPr(u_array, u);

    mexCallMATLAB(1, lhs, 2, rhs, "*");

    memcpy(v, mxGetPr(lhs[0]), n*sizeof(double));
    mxDestroyArray(lhs[0]);
}
```



# Miscellaneous stuff

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- Make sure column indices are ordered:  $a = (a')'$
- Force a row or column vector to be a column vector:  $v(:)$
- Replication:  $a=5; a(\text{ones}(5,5))$
- To invert a permutation vector  $p$ , of length  $n$ :  $r(p) = 1:n$
- Strictly lower triangular matrix:  $\text{tril}(a,-1)$
- Sub-functions
- The `clear` function





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