# Fast Solvers for Dense Linear Systems

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 Suppose you have given a sequence a<sub>n</sub> of rational numbers, say

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$\overline{24}$ ,	$\overline{4213}$ ,	$\overline{5383247}$ ,	$\overline{509117429}$ ,	$\overline{2147400656503}$ ,	$\overline{507340266747}, \cdots$

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- How could you discover such a rational function?
- Make an ansatz!

Find constants  $c_i \in \mathbb{Q}$  such that

$$a_n = \frac{c_1 + c_2 n + c_3 H_n + c_4 H_n^{(2)} + c_5 H_n^{(3)}}{c_6 + c_7 n + c_8 H_n + c_9 H_n^{(2)} + c_{10} H_n^{(3)}},$$

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i.e.,

$$0 = c_1 + c_2 n + c_3 H_n + c_4 H_n^{(2)} + c_5 H_n^{(3)} - c_6 a_n - c_7 n a_n - c_8 H_n a_n - c_9 H_n^{(2)} a_n - c_{10} H_n^{(3)} a_n.$$

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By plugging in n = 1, ..., 10 we get a *dense linear system*:

$$\begin{pmatrix} * & \cdots & * \\ \vdots & \ddots & \vdots \\ * & \cdots & * \end{pmatrix} \begin{pmatrix} c_1 \\ \vdots \\ c_{10} \end{pmatrix} = \begin{pmatrix} 0 \\ \vdots \\ 0 \end{pmatrix}$$

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$$a_n = \frac{c_1 + \dots + c_{15}nH_nH_n^{(2)} + \dots + c_{30}n^2(H_n^{(3)})^2}{c_{31} + \dots + c_{45}nH_nH_n^{(2)} + \dots + c_{60}n^2(H_n^{(3)})^2}.$$

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$$a_n = \left( (n+3)H_n^2 + (2n+3)H_n + (3n-2)H_n^{(2)}H_n + (2n-5)H_n^{(2)} + (n^2+n-3)H_n^{(3)} + (2n+17)H_n^{(2)}H_n^{(3)} \right) / \left( 3nH_n^2 + (5n-3)(H_n^{(2)})^2 + (6n+5)(H_n^{(3)})^2 + (2n+3)H_n^{(2)} + (7n-5)H_n^{(3)} + 1 \right).$$

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#### The ugliest coefficient in this system would have been

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And this was only a toy example...

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*Ex:* expected runtime for solving a  $300 \times 300$  system:  $10^{33}$  years. (If you are 100 000 times faster, you still have to wait  $10^{27}$  years.)

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$$\left(\begin{array}{cccccc} 1 & 0 & 0 & \frac{11}{40} \\ 0 & 1 & 0 & -\frac{48}{35} \\ 0 & 0 & 1 & \frac{117}{56} \end{array}\right)$$

Solution:  $(\frac{11}{40}, -\frac{48}{35}, \frac{117}{56}, -1)$ Ugliest intermediate coefficient:  $\frac{1}{186376544704350}$ 

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What to do? Goal: Find ways to avoid expression swell.

Technique I: Gauss-Bareiss Elimination

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$(a_{1,1})$	$a_{1,2}$	*	*	* )
$a_{2,1}$	$a_{2,2}$	*	*	*
$a_{3,1}$	$a_{3,2}$	*	*	*
$a_{4,1}$	$a_{4,2}$	*	*	*
$\backslash a_{5,1}$	$a_{5,2}$	*	*	* /

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$$\begin{pmatrix} a_{1,1} & a_{1,2} & ** & ** & ** \\ 0 & a_{1,1}a_{2,2} - a_{1,2}a_{2,1} & ** & ** & ** \\ 0 & a_{1,1}a_{3,2} - a_{1,2}a_{3,1} & ** & ** & ** \\ 0 & a_{1,1}a_{4,2} - a_{1,2}a_{4,1} & ** & ** & ** \\ 0 & a_{1,1}a_{5,2} - a_{1,2}a_{5,1} & ** & ** & ** \end{pmatrix}$$

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0	$a_{1,1}a_{2,2} - a_{1,2}a_{2,1}$	* * *	* * *	* * *
0	0	* * *	* * *	* * *
$ \left \begin{array}{c} 0\\ 0\\ 0 \end{array}\right  $	0	* * *	* * *	* * *
$\int 0$	0	* * *	* * *	***/

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	0	$a_{1,1}a_{2,2} - a_{1,2}a_{2,1}$	* * *	* * *	* * *
	0	0	* * *	* * *	* * *
	0	0	* * *	* * *	* * *
1	0	0	* * *	* * *	***

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In fact, the resulting algorithm as only polynomial bit complexity.

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We need another idea here.

Technique II: Homomorphic Images

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*Idea:* Perform the computation in an algebraic domain where all elements have the same bitsize.

Let p be a prime number, e.g., p = 7 or p = 2147483647. Let  $\mathbb{Z}_p := \{0, 1, 2, 3, \dots, p-1\}$ . Define + and  $\cdot$  on  $\mathbb{Z}_p$  via  $a + b := (a + b) \mod p$   $a \cdot b := (a \cdot b) \mod p$   $(a, b \in \mathbb{Z}_p)$ 

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*Example:* m(4/3) = 6 in  $\mathbb{Z}_7$ , because  $3 \cdot 6 = 4$  in  $\mathbb{Z}_7$ .
Global strategy:

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$$\downarrow$$

$$m(A) \in \mathbb{Z}_p^{n \times n}$$





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- There is an efficient way to compute u, v for given a, p with a modified version of the Euclidean algorithm.
- This is called rational reconstruction.

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This might be too large to be efficient. We prefer to compute with small primes.

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Then we get several homomorphic images,  $m_1(x), \ldots, m_k(x)$  of the solution x, one image for each of the primes.

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*Example:* If a = 3 in  $\mathbb{Z}_7$  and b = 4 in  $\mathbb{Z}_{11}$ , then  $(-3) \cdot 7 + 2 \cdot 11 = 1$ and c = 3 + (4 - 3)(-3)7 = -18 = 59 in  $\mathbb{Z}_{77}$ .

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*Cool:* The images  $m_1(x), \ldots, m_k(x)$  can be computed independently *in parallel*, each prime on a separate processor.

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This allows to crack much larger systems in a reasonable time, even on a single processor machine.



*Feature:* This technique extends to linear systems with *polynomial* coefficients:



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- Modern algorithms are even faster than this. (But also more difficult.)
- In applications, special knowledge about a matrix should always be taken into account (sparsity, structure, ...) before a general purpose algorithm is applied.