

Fast Multipole Method

MAT 280: Laplacian Eigenfunctions

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Outline

- 1 Motivations
- 2 Potential
- 3 Multipole Expansion
- 4 A 2D domain and Quadtree
- 5 The $O(N \log N)$ Algorithm
 - Interaction List and Multipole Expansion
 - Hierarchical Algorithm
- 6 FMM: The $O(N)$ Method
 - Translation of Multipole Expansion
 - Conversion of a Multipole Expansion into a Local Expansion
 - Translation of Local Expansion
 - FMM
- 7 Matrix Version of FMM
 - Matrix Vector Product
 - Quad Tree and Indexing

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Quad Tree and Indexing

Why to Use Fast Multipole Method?

- The integral kernel which commute with the Laplacian operator is

$$k(\mathbf{x}, \mathbf{y}) = -\frac{1}{2\pi} \log \|\mathbf{x} - \mathbf{y}\|_2, \quad \mathbf{x}, \mathbf{y} \in \mathbb{R}^2.$$

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- The eigenvalue problem

$$\int_{\Omega} k(\mathbf{x}, \mathbf{y}) \phi(\mathbf{y}) \, d\mathbf{y} = \mu \phi(\mathbf{x}), \quad \mathbf{x} \in \Omega \subset \mathbb{R}^2.$$

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- In terms of matrix,

$$K\phi = \mu\phi,$$

where $K_{i,j} = -\frac{1}{2\pi} \log \|\mathbf{x}_i - \mathbf{x}_j\|_2$, and ϕ can be considered as a vector of charge strengths at points \mathbf{x}_i , $i = 1, 2, \dots$

Why to Use Fast Multipole Method? . . .

- Eigenvalue problem $K\phi = \mu\phi$ needs a fast routine to compute matrix vector product.

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- Eigenvalue problem $K\phi = \mu\phi$ needs a fast routine to compute matrix vector product.
- FMM supplies a fast approximation algorithm. Its accuracy is guaranteed by analytic consideration.
- FMM is insensitive to the distribution of the sampling data.

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Definition (Potential)

Suppose that a point charge of unit strength is located at point $(x_0, y_0) = \mathbf{x}_0 \in \mathbb{R}^2$. Then, for any $\mathbf{x} = (x, y) \in \mathbb{R}^2$ with $\mathbf{x} \neq \mathbf{x}_0$, the potential due to this charge is described by

$$\phi_{\mathbf{x}_0}(x, y) = -\log(\|\mathbf{x} - \mathbf{x}_0\|_2). \quad (1)$$

$\log \|\mathbf{x} - \mathbf{y}\|_2$ and Potential

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Fact 1

Let $z = x + iy$, $z_0 = x_0 + iy_0 \in \mathbb{C}$. We have $\phi_{\mathbf{x}_0}(\mathbf{x}) = \operatorname{Re}(-\log(z - z_0))$.

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Fact 2

$$\log(1 - w) = -\sum_{k=1}^{\infty} \frac{w^k}{k},$$

which is valid for any $w \in \mathbb{C}$ with $|w| < 1$.

Lemma

Let a point charge of strength q be located at z_0 . Then for any z such that $|z| > |z_0|$,

$$\phi_{z_0}(z) = q \log(z - z_0) = q \left(\log z - \sum_{k=1}^{\infty} \frac{1}{k} \left(\frac{z_0}{z} \right)^k \right). \quad (2)$$

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Notice:

Given a set of particles $S = \{z_1, z_2, \dots, z_m\}$ and their strengths $\{q_1, q_2, \dots, q_m\}$, then the potential at z due to the set S will be

$$\phi(z) = \sum_{i=1}^m \phi_{z_i}(z) = \sum_{i=1}^m q_i \log(z - z_i).$$

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Multipole Expansion

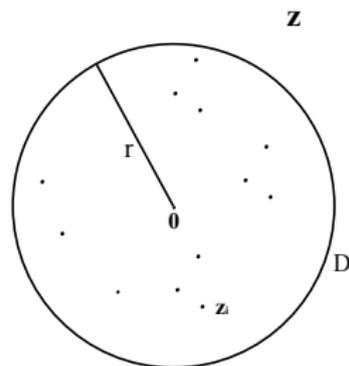
Theorem (Multipole Expansion)

Suppose that m charges of strengths $\{q_i, i = 1, \dots, m\}$ are located at points $\{z_i, i = 1, \dots, m\}$, with $|z_i| < r$. Then for any z with $|z| > r$, the potential $\phi(z)$ induced by the charges is given by

$$\phi(z) = Q \log(z) + \sum_{k=1}^{\infty} \frac{a_k}{z^k}, \quad (3)$$

where

$$Q = \sum_{i=1}^m q_i \quad \text{and} \quad a_k = \sum_{i=1}^m \frac{-q_i z_i^k}{k}.$$



Multipole Expansion ...

Error Bound of Multipole Expansion

For any $p \geq 1$,

$$\left| \phi(z) - Q \log(z) - \sum_{k=1}^p \frac{a_k}{z^k} \right| \leq \text{const} \cdot \left| \frac{r}{z} \right|^p, \quad (4)$$

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Distant Parameter c

Let $c \triangleq \left| \frac{z}{r} \right| = 2$, then the error bound will be

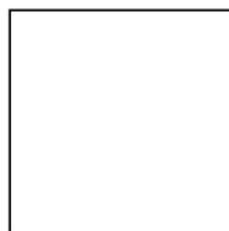
$$\left| \phi(z) - Q \log(z) - \sum_{k=1}^p \frac{a_k}{z^k} \right| \leq \text{const} \cdot \left(\frac{1}{2} \right)^p, \quad (5)$$

and if we want to obtain the a relative precision ε , p must be of the order $-\log_2(\varepsilon)$.

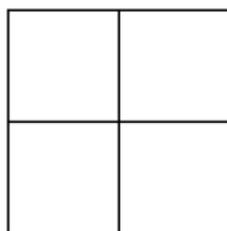
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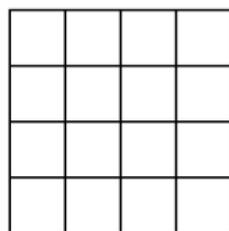
A 2D domain and Quadtree



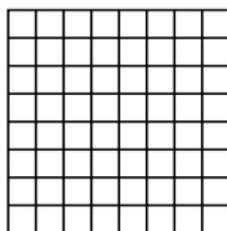
level 0



level 1



level 2



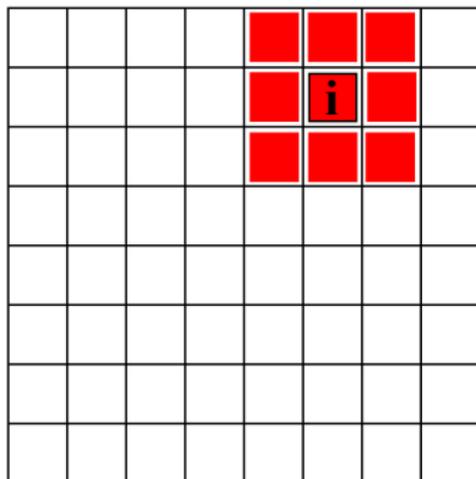
level 3

Quadtree structure induced by a uniform subdivision of a square domain.

A 2D Domain and Quadtree ...

Definition (Near Neighbors)

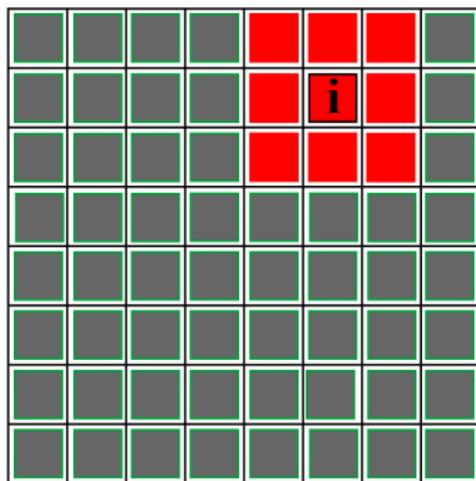
Two boxes are said to be **near neighbors** if they are at the same refinement level and share a boundary point. **A box is a near neighbor of itself.**



A 2D Domain and Quadtree ...

Definition (Well Separated)

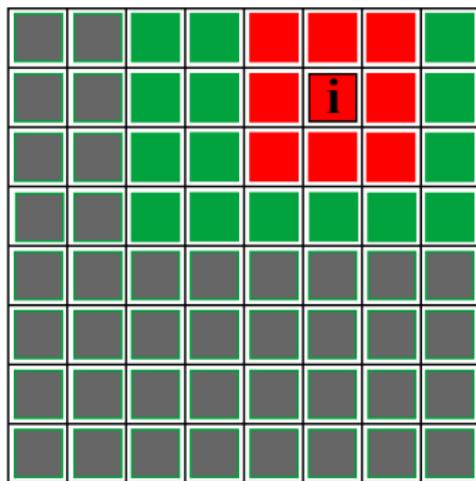
Two boxes are said to be **well separated** if they are at the same refinement level and are not near neighbors.



A 2D Domain and Quadtree ...

Definition (Interaction List)

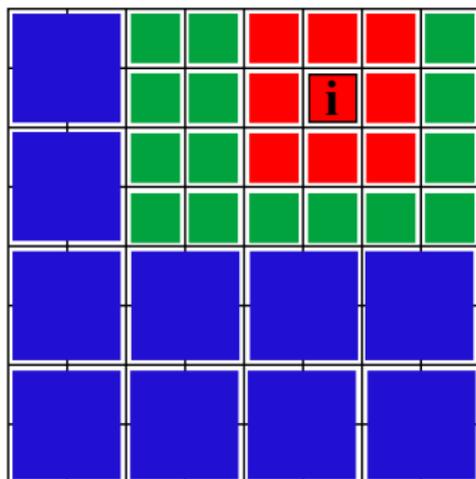
Each box i has its own **interaction list**, consisting of the children of the near neighbors of i 's parent which are well separated from box i .



A 2D Domain and Quadtree ...

Hierarchical Structure

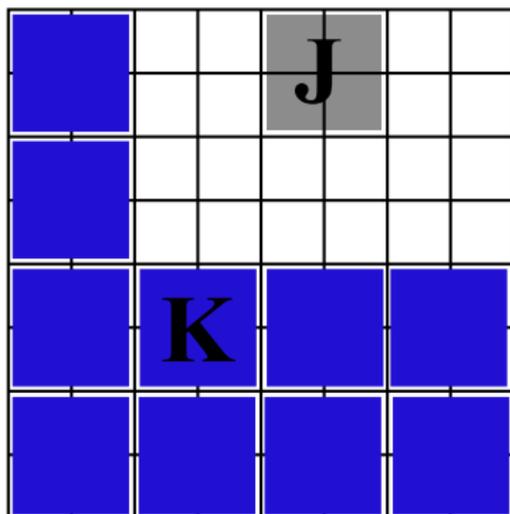
Notice that the blue boxes in are the interaction list of i 's parent.



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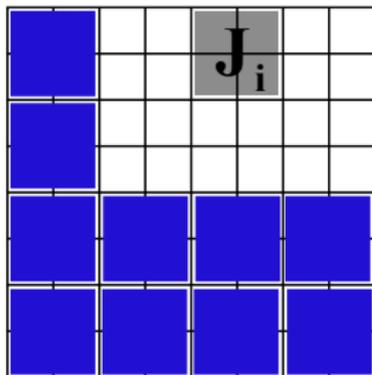
Interaction List and Multipole Expansion



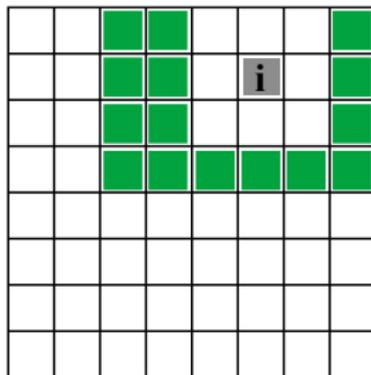
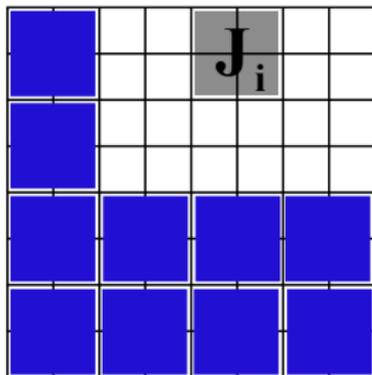
Application of the Theorem of Multipole Expansion

For two boxes J and K , they are well separated and the **distance parameter** $c > 2$, which allows us to use truncated multipole expansion.

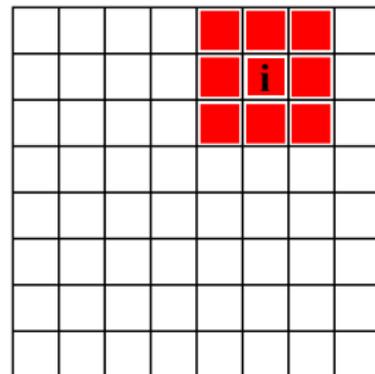
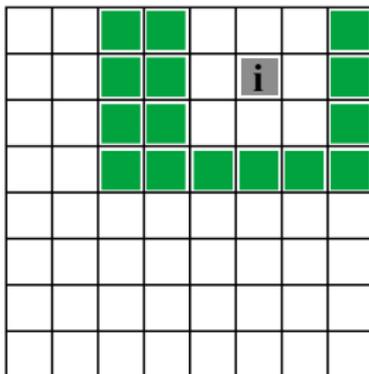
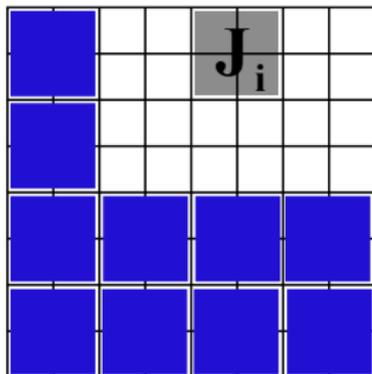
Hierarchical Algorithm



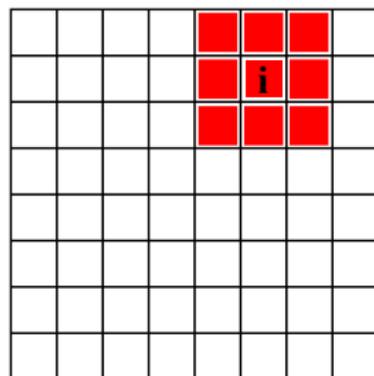
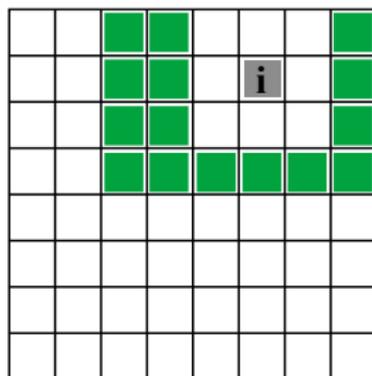
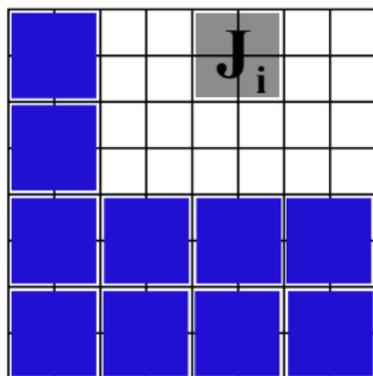
Hierarchical Algorithm



Hierarchical Algorithm



Hierarchical Algorithm



Computation Cost: $O(N \log N)$

$$\left| \phi(z) - Q \log(z) - \sum_{k=1}^p \frac{a_k}{z^k} \right| \leq \text{const} \cdot \left(\frac{1}{2}\right)^p,$$

To prepare the coefficients $\{a_k\}_{k=1}^p$, each particle will be used p times. Therefore, for each level, the computation cost is about $O(Np)$. And the total number of levels will be approximately $\log N$.

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Translation of Multipole Expansion

Theorem (Translation of a multipole expansion)

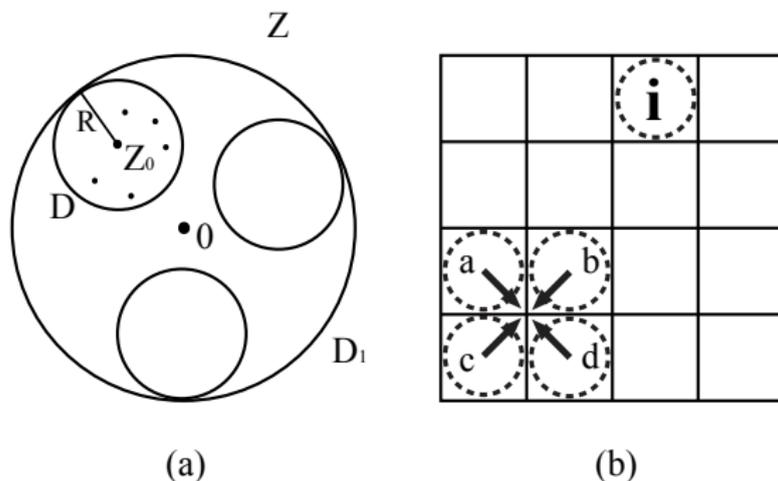
Suppose that

$$\phi(z) = a_0 \log(z - z_0) + \sum_{k=1}^{\infty} \frac{a_k}{(z - z_0)^k} \quad (6)$$

is a multipole expansion of the potential due to a set of m charges of strength q_1, q_2, \dots, q_m , all of which are located inside the circle D of radius R with center at z_0 . Then for z outside the circle D_1 of radius $(R + |z_0|)$ and center at the origin,

$$\phi(z) = a_0 \log(z) + \sum_{l=1}^{\infty} \frac{b_l}{z^l}, \quad (7)$$

Translation of Multipole Expansion ...



Translation from the Children to the Parent

Fig.(a) shows that the multipole expansion about child disk D can be translated to the multipole expansion about the parent disk D_1 . Fig.(b) shows the similar behavior of the quadtree structure.

Translation of Multipole Expansion ...

Error Bound for Translation of Multipole Expansion

The translation of the multipole expansion

$$\phi(z) = a_0 \log(z - z_0) + \sum_{k=1}^{\infty} \frac{a_k}{(z - z_0)^k} \Rightarrow \phi(z) = a_0 \log(z) + \sum_{l=1}^{\infty} \frac{b_l}{z^l},$$

where $b_l = -\frac{a_0 z_0^l}{l} + \sum_{k=1}^l a_k z_0^{l-k} \binom{l-1}{k-1}$. Furthermore, for any $p \geq 1$,

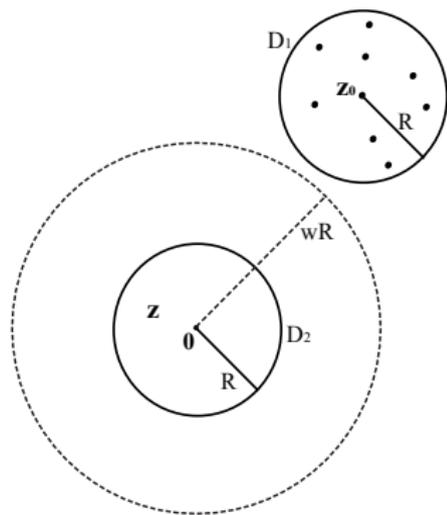
$$\left| \phi(z) - a_0 \log(z) - \sum_{l=1}^p \frac{b_l}{z^l} \right| \leq \left(\frac{A}{1 - \frac{|z_0| + R}{z}} \right) \left| \frac{|z_0| + R}{z} \right|^{p+1} \quad (8)$$

Conversion of a Multipole Expansion (MP) into a Local Expansion (LP)

Theorem (Multipole expansion \Rightarrow local expansion)

Suppose that m charges are located inside the circle D_1 with radius R and center at z_0 , and that $|z_0| > (w + 1)R$ with $w > 1$. Then the corresponding multipole expansion (6) converges inside the circle D_2 of radius R center at origin. Inside D_2 ,

$$\phi(z) = \sum_{l=0}^{\infty} b_l \cdot z^l, \quad (9)$$



Conversion of a MP into a LP ...

Theorem Continued ...

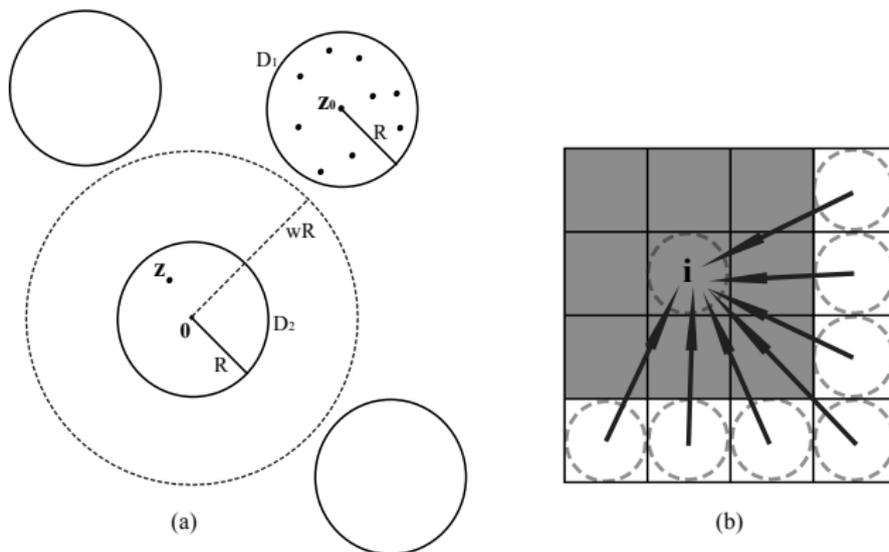
The conversion of the MP into a LP:

$$\phi(z) = a_0 \log(z - z_0) + \sum_{k=1}^{\infty} \frac{a_k}{(z - z_0)^k} \Rightarrow \phi(z) = \sum_{l=0}^{\infty} b_l \cdot z^l,$$

Furthermore, an error bound for the truncated series is given by

$$\left| \phi(z) - \sum_{l=0}^p b_l \cdot z^l \right| \leq \text{const} \cdot \left(\frac{1}{w} \right)^{p+1}, \quad (10)$$

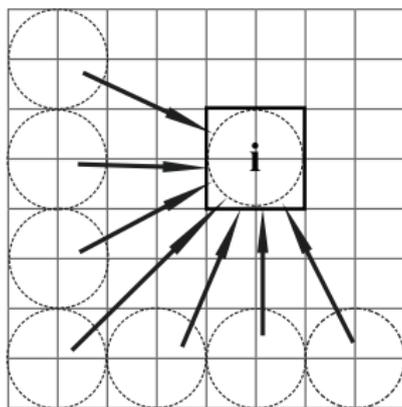
Conversion of a MP into a LP ...



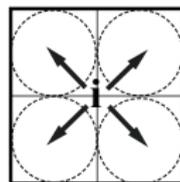
Conversion of Several MPs to a LP

Fig.(a) shows that the multipole expansion about disk D_1 can be converted to a local expansion about the disk D_2 . Fig.(b) shows the similar behavior of the quadtree structure.

Translation of Local Expansion



(a)



(b)

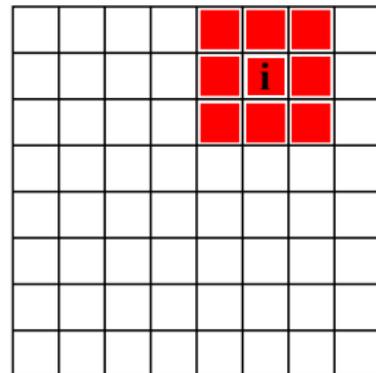
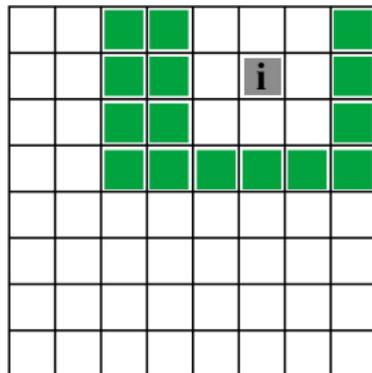
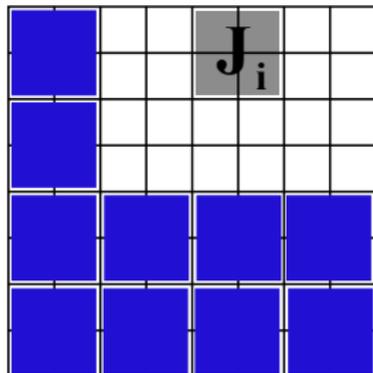
Theorem (Translation of a local expansion)

For any complex z_0 , z , and $\{a_k\}$, $k = 0, 1, 2, \dots, n$,

$$\sum_{k=0}^n a_k (z - z_0)^k = \sum_{l=0}^n \left(\sum_{k=l}^n a_k \binom{k}{l} (-z_0)^{k-l} \right) z^l. \quad (11)$$

FMM V.S. $N \log N$ Algorithm

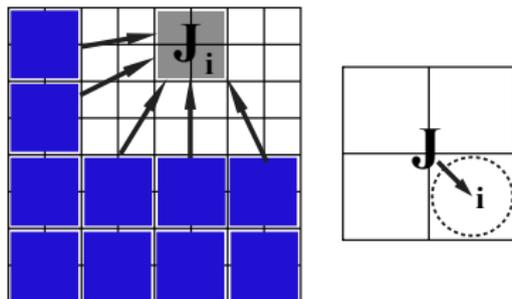
$N \log N$ Algorithm



FMM V.S. $N \log N$ Algorithm

FMM Can Improve $N \log N$ Algorithm

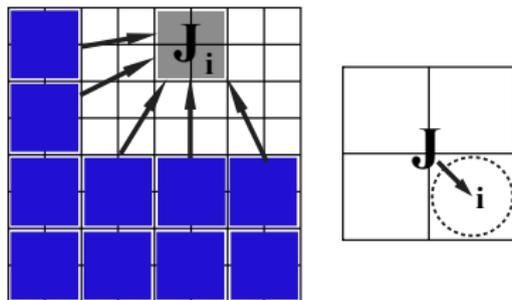
- Conversion of the multipole expansions to a local expansion.
- Translation of a local expansion from parent box to children boxes.



FMM V.S. $N \log N$ Algorithm

FMM Can Improve $N \log N$ Algorithm

- Conversion of the multipole expansions to a local expansion.
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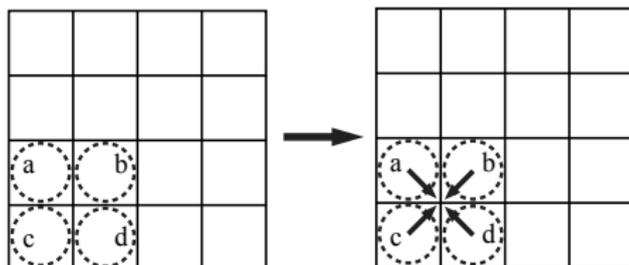


AND FMM CAN SAVE MORE!!!

FMM V.S. $N \log N$ Algorithm

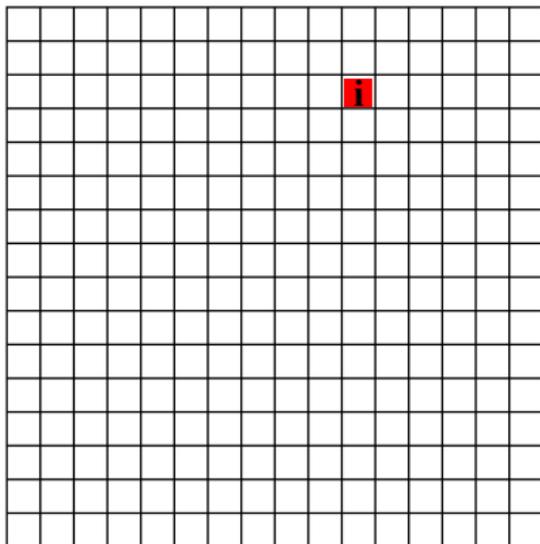
Save More by Using Translation of Multipole Expansion

- Start with finest level, translate the multipole expansion centered at a child box into a multipole expansion centered at its parent box in the coarser level.
- Add the four translated expansions together to get the multipole expansion for the parent box.



Decomposition of the Domain

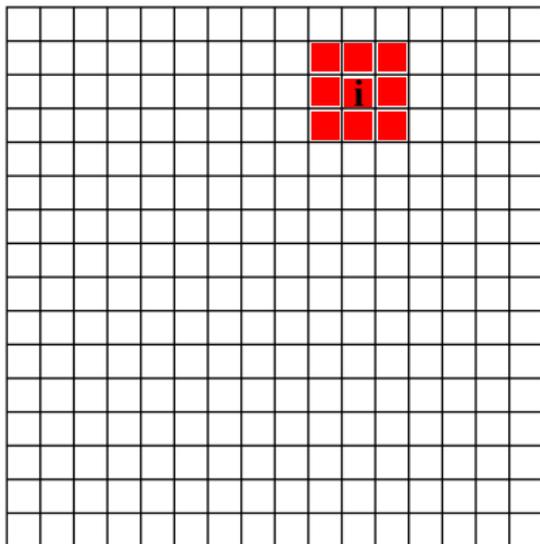
Notice: $P_{x,S}^\ell$ is the potential (Local Expansion) centered around x , due to the particles set S .



Decomposition of the Domain

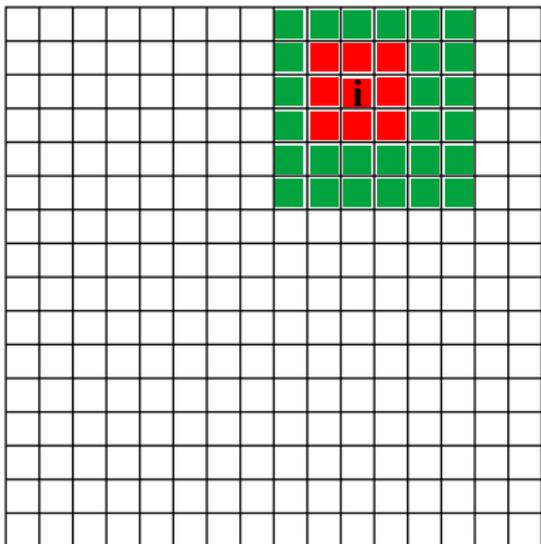
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- $P_{i, nmb}^\ell$: the potential due to the particles inside of i 's **near neighbors**.



Decomposition of the Domain

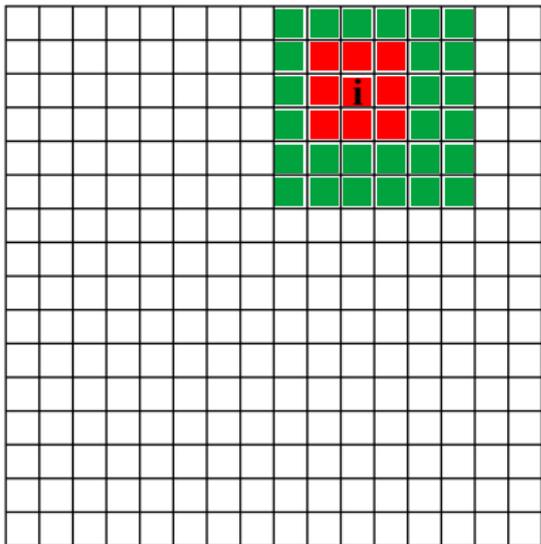
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- $P_{i, nmb}^\ell$: the potential due to the particles inside of i 's **near neighbors**.
- $P_{i, list}^\ell$: the potential due to the particles inside of i 's **interaction list**.

Decomposition of the Domain

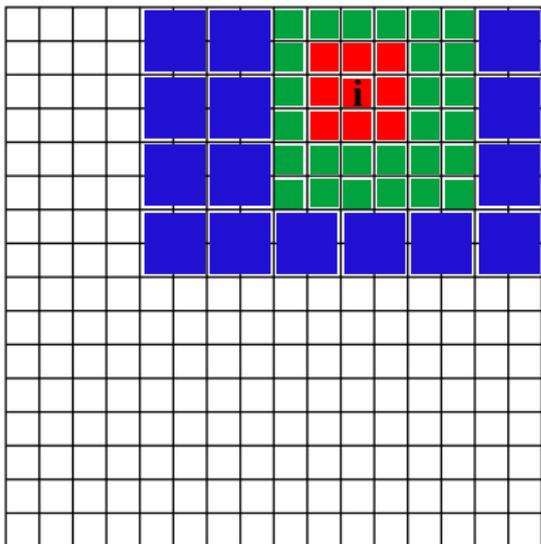
Notice: $P_{x,S}^\ell$ is the potential (Local Expansion) centered around x , due to the particles set S .



- $P_{i, nmb}^\ell$: the potential due to the particles inside of i 's **near neighbors**.
- $P_{i, list}^\ell$: the potential due to the particles inside of i 's **interaction list**.
- $P_{i, out}^\ell$: the potential due to the particles outside of i 's parent's near neighbors, which can be computed recursively.

Decomposition of the Domain

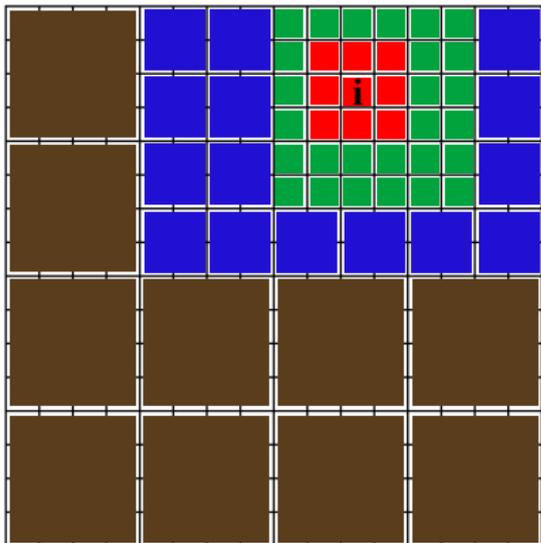
Notice: $P_{x,S}^\ell$ is the potential (Local Expansion) centered around x , due to the particles set S .



- $P_{i, nmb}^\ell$: the potential due to the particles inside of i 's **near neighbors**.
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- $P_{k, list}^{\ell-2}$: k is the **grandparent box** of box i .

FMM Algorithm

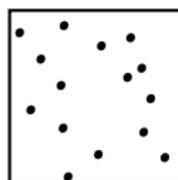
Initialization

- Given N particles distributed in a square domain.

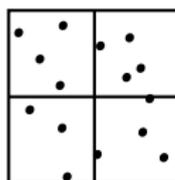
FMM Algorithm

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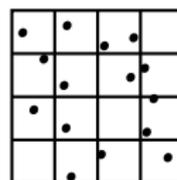
- Given N particles distributed in a square domain.
- Construct a quadtree with $L + 1$ levels.



level 0



level 1



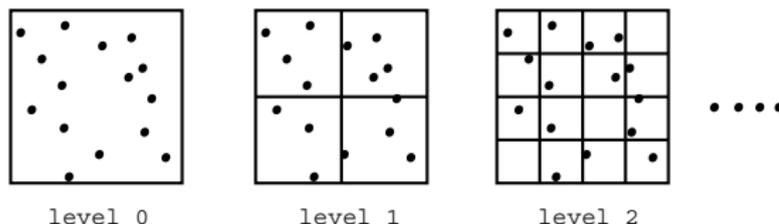
level 2

...

FMM Algorithm

Initialization

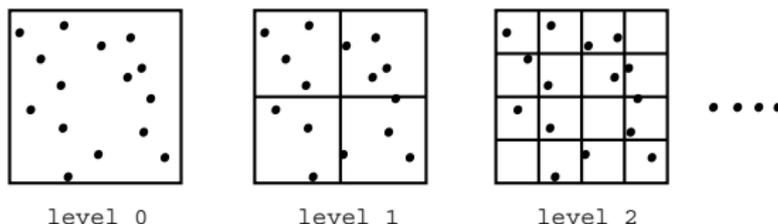
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- The indices of levels will be $0, 1, 2, \dots, L - 1, L$.



FMM Algorithm

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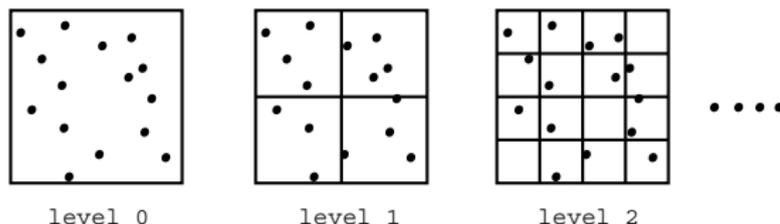
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FMM Algorithm

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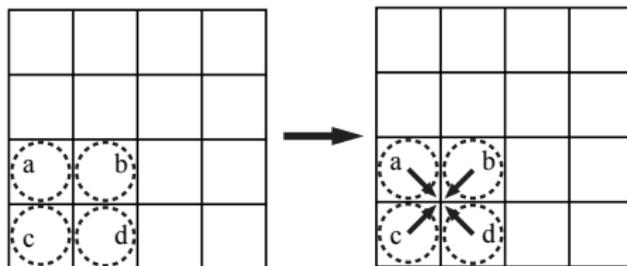
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- Assume that, on average, s particles per box in the finest level.
- $4^L \cdot s = N$, or equivalently, $L = \log_4(N/s)$.



FMM algorithm ...

Upward Pass

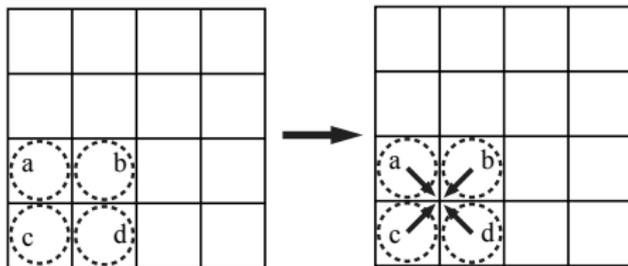
- Start with the finest level, construct multipole expansions for each box.



FMM algorithm ...

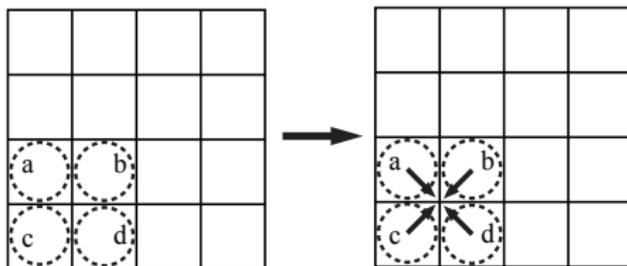
Upward Pass

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- Translate the multipole expansion to coarser levels.



Upward Pass

- Start with the finest level, construct multipole expansions for each box.
- Translate the multipole expansion to coarser levels.
- The multipole expansion about every box in the coarser levels will be constructed by the merging procedure.



Downward Pass

- Start with the coarsest level, in fact, level 2, where each box k has its interaction list. Construct the local expansion $P_{k,list}^2$.

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$$P_{k,list}^2 \quad \Rightarrow \quad P_{j,out}^3$$

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Downward Pass

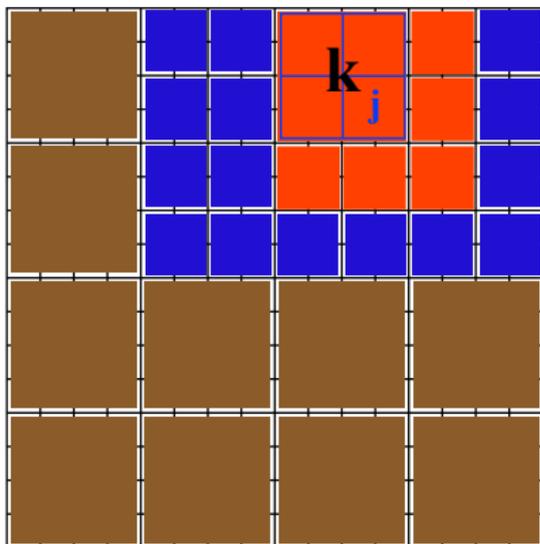
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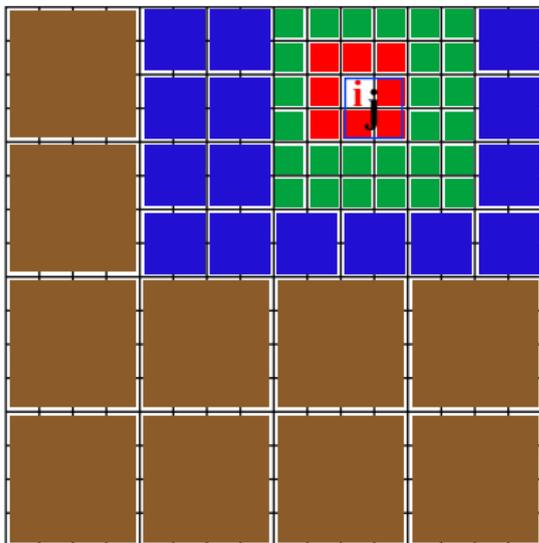
- Finally, $P_{i,out}^4 + P_{i,list}^4 + P_{i,nnb}^4$ will be the total potential centered at i due to all the other particles.

FMM Algorithm : Downward Pass ...



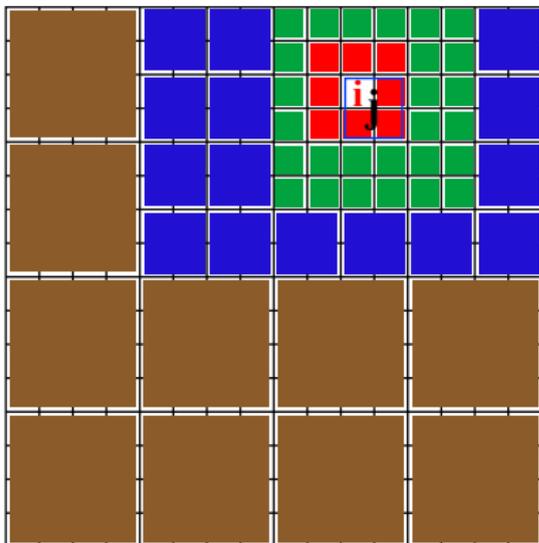
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FMM Algorithm : Downward Pass ...



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- $P_{i,out}^4 + P_{i,list}^4 + P_{i,nnb}^4$.

Computation Cost of FMM

Cost of Upward Pass

- In the finest level, to form the multipole expansion centered at each box, we need about Np operations, where p is the number of terms in the multipole expansion.
- Then for the translations for the higher levels, we need about $(\frac{N}{s})p^2$ operations, where s is the average number of particles in each box of the finest level.
- Totally, cost of upward pass is $Np + (\frac{N}{s})p^2$.

Computation Cost of FMM

Cost of Downward Pass

- To convert the multipole expansions about all boxes in the interaction list of each box in an arbitrary level, we need about $27\left(\frac{N}{s}\right)p^2$ operations.
- Then for the translations from the parent to its children, we need about $\left(\frac{N}{s}\right)p^2$ operations.
- For the evaluation of a local expansion in the finest level and computing potential directly from the near neighbor, we need about Np and $9Ns$ respectively.
- Totally, cost of downward pass is $27\left(\frac{N}{s}\right)p^2 + \left(\frac{N}{s}\right)p^2 + Np + 9Ns$.

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Cost of FMM

Cost = $2Np + 29\left(\frac{N}{s}\right)p^2 + 9Ns$, where if $s = p$, the cost will be $40Np$.

Outline

- 1 Motivations
- 2 Potential
- 3 Multipole Expansion
- 4 A 2D domain and Quadtree
- 5 The $O(N \log N)$ Algorithm
 - Interaction List and Multipole Expansion
 - Hierarchical Algorithm
- 6 FMM: The $O(N)$ Method
 - Translation of Multipole Expansion
 - Conversion of a Multipole Expansion into a Local Expansion
 - Translation of Local Expansion
 - FMM
- 7 Matrix Version of FMM
 - Matrix Vector Product
 - Quad Tree and Indexing

Matrix Vector Product

Given a set of N particles located at N distinct points, i.e., $\mathbf{X} = \{\mathbf{x}_1, \mathbf{x}_2, \dots, \mathbf{x}_N\} \subset \mathbb{R}^2$. and a set of reals $\{q_1, q_2, \dots, q_N\}$, where q_i is the charge strength of the particle located at \mathbf{x}_i .

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We want to compute the potential for each particle at \mathbf{x}_i due to the rest of particles located at $\{\mathbf{x}_j\}_{j=1, j \neq i}^N$.

$$\phi(\mathbf{x}_i) = \sum_{j=1, j \neq i}^N q_j \log \|\mathbf{x}_j - \mathbf{x}_i\|.$$

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$$\begin{pmatrix} \phi(\mathbf{x}_1) \\ \phi(\mathbf{x}_2) \\ \vdots \\ \phi(\mathbf{x}_N) \end{pmatrix} = \underbrace{\begin{pmatrix} 0 & \log \|\mathbf{x}_1 - \mathbf{x}_2\| & \cdots & \log \|\mathbf{x}_1 - \mathbf{x}_N\| \\ \log \|\mathbf{x}_1 - \mathbf{x}_2\| & 0 & \cdots & \log \|\mathbf{x}_2 - \mathbf{x}_N\| \\ \vdots & \vdots & \ddots & \vdots \\ \log \|\mathbf{x}_1 - \mathbf{x}_N\| & \log \|\mathbf{x}_2 - \mathbf{x}_N\| & \cdots & 0 \end{pmatrix}}_{\mathbf{P}} \cdot \begin{pmatrix} q_1 \\ q_2 \\ \vdots \\ q_N \end{pmatrix}$$

Structure of matrix \mathbf{P}

- The sequence of $\{\mathbf{x}_1, \mathbf{x}_2, \dots, \mathbf{x}_N\}$ determine the structure of \mathbf{P} .

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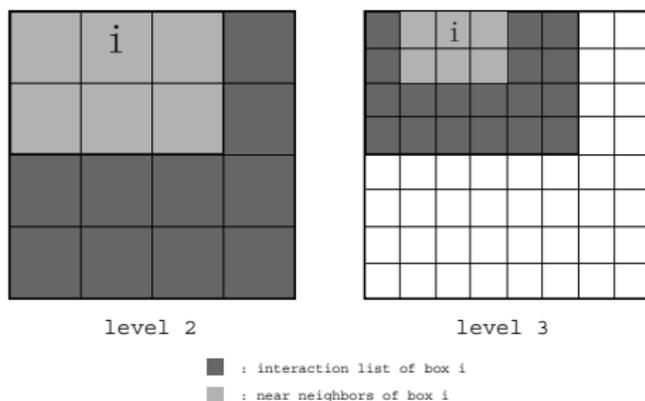


Figure: Quadtree structure induced by a uniform subdivision of a square domain.

Structure of matrix \mathbf{P}

- The sequence of $\{x_1, x_2, \dots, x_N\}$ determine the structure of \mathbf{P} .
- The well separated groups of points are the key to the FMM.
- An indexing scheme for the hierarchical refinement structure is needed.

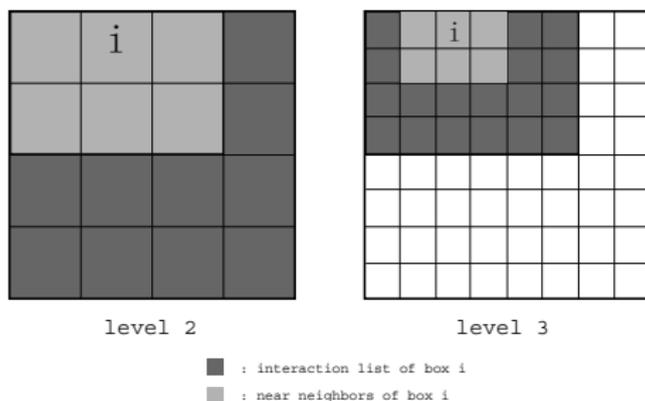


Figure: Quadtree structure induced by a uniform subdivision of a square domain.

Quadtree and Indexing

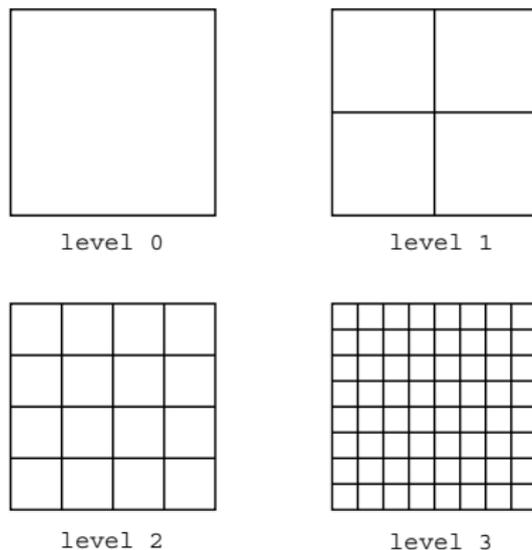


Figure: Quadtree structure induced by a uniform subdivision of a square domain.

Quadtree and Indexing

0	1
2	3

level 1

0	1	0	1
2	3	2	3
0	1	0	1
2	3	2	3

level 2

Quadtree and Indexing

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2	3

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Indexing

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0	1	0	1
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0	1	0	1
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0	1	4	5
2	3	6	7
8	9	12	13
10	11	14	15

Low Rank Sub Matrices of P

0	1	4	5
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0	1	4	5
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	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	●	●	●	●												
1	●	●	●	●	●		●									
2	●	●	●	●					●	●						
3	●	●	●	●	●		●		●	●			●			
4		●		●	●	●	●	●								
5					●	●	●	●								
6		●		●	●	●	●	●		●			●	●		
7					●	●	●	●					●	●		
8			●	●					●	●	●	●				
9			●	●			●		●	●	●	●	●	●		●
10									●	●	●	●				
11									●	●	●	●	●	●		●
12				●			●	●		●		●	●	●	●	●
13							●	●					●	●	●	●
14										●		●	●	●	●	●
15													●	●	●	●

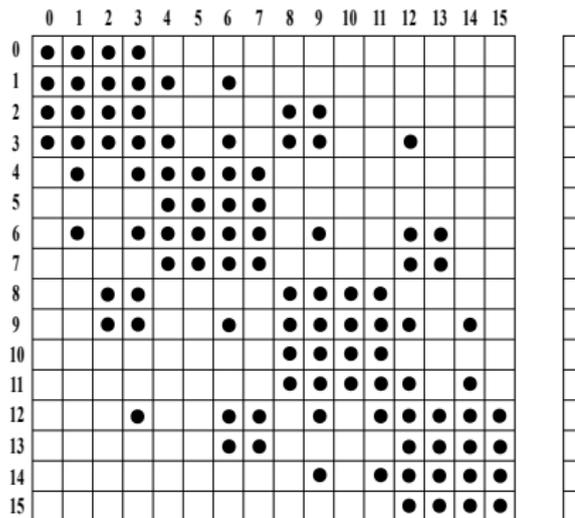
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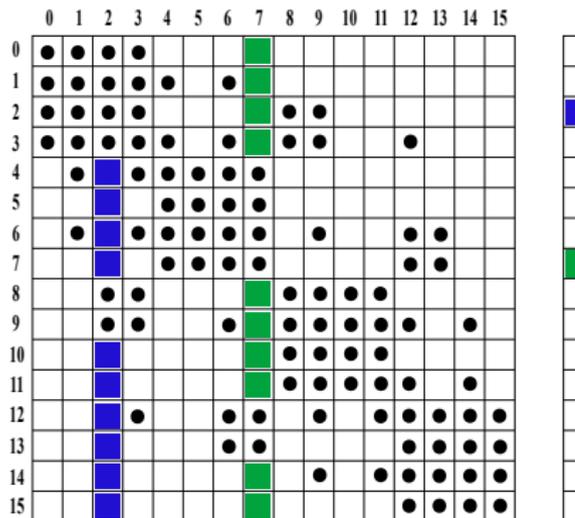
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	●	●	●	●												
1	●	●	●	●	●		●									
2	●	●	●	●					●	●						
3	●	●	●	●	●		●		●	●			●			
4		●		●	●	●	●	●								
5					●	●	●	●								
6		●		●	●	●	●	●		●			●	●		
7					●	●	●	●					●	●		
8			●	●					●	●	●	●				
9			●	●			●		●	●	●	●	●		●	
10									●	●	●	●				
11									●	●	●	●	●		●	
12				●			●	●		●		●	●	●	●	●
13							●	●					●	●	●	●
14										●		●	●	●	●	●
15													●	●	●	●

The blank blocks are low rank matrices!

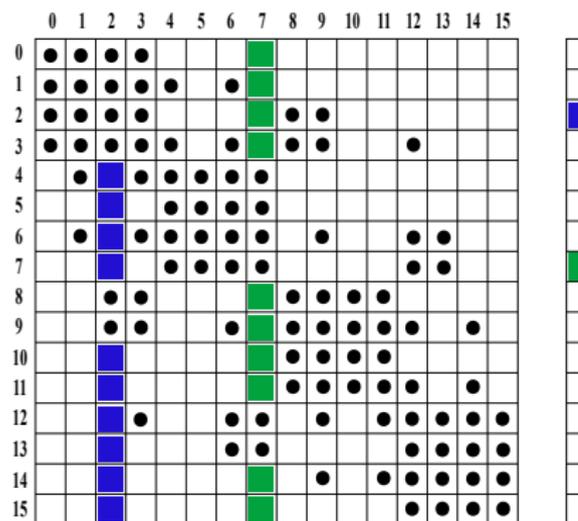
Matrix Vector Product



Matrix Vector Product



Matrix Vector Product



Computation Cost

- Given $A: m \times n$. The cost of $A \cdot v$ is mn .
- If $A = U \cdot S \cdot V$, where S is of size $p \times p$, then the computation cost of $U \cdot S \cdot V \cdot v$ is $p(m + n + p)$.

Column Bases and Row Bases

- $B_{2,7}$ is the block matrix in red.

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	●	●	●	●												
1	●	●	●	●	●		●									
2	●	●	●	●				■	●	●						
3	●	●	●	●	●		●		●	●			●			
4		●		●	●	●	●	●								
5					●	●	●	●								
6		●		●	●	●	●	●		●			●	●		
7					●	●	●	●					●	●		
8			●	●					●	●	●	●				
9			●	●			●		●	●	●	●	●		●	
10									●	●	●	●				
11									●	●	●	●	●		●	
12				●			●	●		●		●	●	●	●	●
13							●	●					●	●	●	●
14										●		●	●	●	●	●
15													●	●	●	●

Column Bases and Row Bases

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	•	•	•	•				■								
1	•	•	•	•	•		•	■								
2	•	•	•	•	■	■	■	■	•	•	■	■	■	■	■	■
3	•	•	•	•	•		•	■	•	•			•			
4		•		•	•	•	•	•								
5					•	•	•	•								
6		•		•	•	•	•	•		•			•	•		
7					•	•	•	•					•	•		
8			•	•				■	•	•	•	•				
9			•	•			•	■	•	•	•	•	•		•	
10								■	•	•	•	•				
11								■	•	•	•	•	•		•	
12				•			•	•		•		•	•	•	•	•
13							•	•				•	•	•	•	•
14								■		•		•	•	•	•	•
15								■					•	•	•	•

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Column Bases and Row Bases

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	•	•	•	•				■								
1	•	•	•	•	•		•	■								
2	•	•	•	•	■	■	■	■	•	•	■	■	■	■	■	■
3	•	•	•	•	•		•	■	•	•			•			
4		•		•	•	•	•	•								
5					•	•	•	•								
6		•		•	•	•	•	•		•			•	•		
7					•	•	•	•					•	•		
8			•	•				■	•	•	•	•				
9			•	•			•	■	•	•	•	•	•		•	
10								■	•	•	•	•				
11								■	•	•	•	•			•	
12				•			•	•		•		•	•	•	•	•
13							•	•				•	•	•	•	•
14								■		•		•	•	•	•	•
15								■					•	•	•	•

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- U_2 will capture the column bases of the blue blocks.

Column Bases and Row Bases

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	•	•	•	•				■								
1	•	•	•	•	•		•	■								
2	•	•	•	•	■	■	■	■	•	•	■	■	■	■	■	■
3	•	•	•	•	•		•	■	•	•			•			
4		•		•	•	•	•	•								
5					•	•	•	•								
6		•		•	•	•	•	•		•			•	•		
7					•	•	•	•					•	•		
8			•	•				■	•	•	•	•				
9			•	•			•	■	•	•	•	•	•		•	
10								■	•	•	•	•				
11								■	•	•	•	•	•		•	
12				•			•	•		•		•	•	•	•	•
13							•	•				•	•	•	•	•
14								■		•		•	•	•	•	•
15								■					•	•	•	•

- $B_{2,7}$ is the block matrix in red.
- We want $B_{2,7} = U_2 \cdot S_{2,7} \cdot V_7^T$.
- U_2 will capture the column bases of the blue blocks.
- V_7 will capture the row bases of the green blocks.

Column Bases and Row Bases

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	•	•	•	•				■								
1	•	•	•	•	•		•	■								
2	•	•	•	•	■	■	■	■	•	•	■	■	■	■	■	■
3	•	•	•	•	•		•	■	•	•			•			
4		•	■		•	•	•	•								
5			■		•	•	•	•								
6		•	■	•	•	•	•	•		•			•	•		
7	■	■	■	■	•	•	•	•	■	■	■	■	•	•	■	■
8			•	•				■	•	•	•	•				
9			•	•			•	■	•	•	•	•	•		•	
10			■					■	•	•	•	•				
11			■					■	•	•	•	•	•		•	
12			■	•			•	•		•		•	•	•	•	•
13			■				•	•				•	•	•	•	•
14			■					■		•		•	•	•	•	•
15			■					■					•	•	•	•

- $B_{2,7}$ is the block matrix in red.
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- U_2 will capture the column bases of the blue blocks.
- V_7 will capture the row bases of the green blocks.
- $B_{7,2} = U_7 \cdot S_{7,2} \cdot V_2^T$.

Column Bases and Row Bases

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	•	•	•	•				■								
1	•	•	•	•	•		•	■								
2	•	•	•	•	■	■	■	■	•	•	■	■	■	■	■	■
3	•	•	•	•	•		•	■	•	•			•			
4		•	■		•	•	•	•								
5			■		•	•	•	•								
6		•	■	•	•	•	•	•		•			•	•		
7	■	■	■	■	•	•	•	•	■	■	■	■	•	•	■	■
8			•	•				■	•	•	•	•				
9			•	•			•	■	•	•	•	•	•		•	
10			■					■	•	•	•	•				
11			■					■	•	•	•	•	•		•	
12			■	•			•	•		•		•	•	•	•	•
13			■				•	•				•	•	•	•	•
14			■					■		•		•	•	•	•	•
15			■					■					•	•	•	•

- $B_{2,7}$ is the block matrix in red.

- We want $B_{2,7} = U_2 \cdot S_{2,7} \cdot V_7^T$.

- U_2 will capture the column bases of the blue blocks.

- V_7 will capture the row bases of the green blocks.

- $B_{7,2} = U_7 \cdot S_{7,2} \cdot V_2^T$.

-

$$B_{2,7} = U_2 \cdot S_{2,7} \cdot U_7^T$$

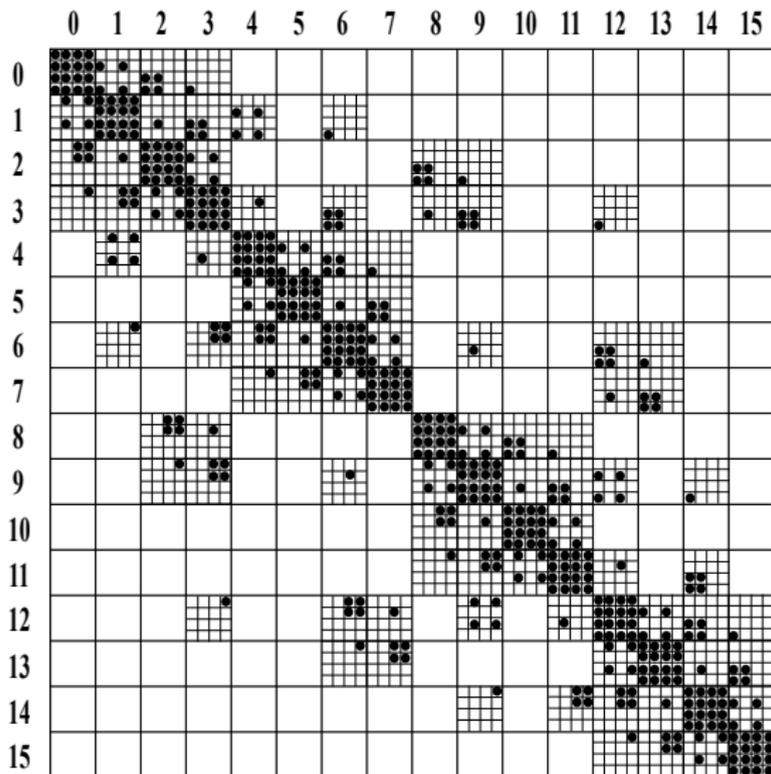
$$B_{7,2} = U_7 \cdot S_{7,2}^T \cdot U_2^T$$

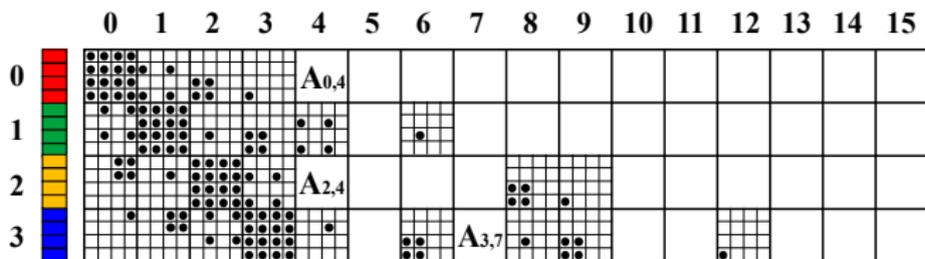
Low Rank Sub Matrices of Pone more level

0	1	4	5	16	17	20	21
2	3	6	7	18	19	22	23
8	9	12	13	24	25	28	29
10	11	14	15	26	27	30	31
32	33	36	37	48	49	52	53
34	35	38	39	50	51	54	55
40	41	44	45	56	57	60	61
42	43	46	47	58	59	62	63

Low Rank Sub Matrices of Pone more level

0	1	4	5	16	17	20	21
2	3	6	7	18	19	22	23
8	9	12	13	24	25	28	29
10	11	14	15	26	27	30	31
32	33	36	37	48	49	52	53
34	35	38	39	50	51	54	55
40	41	44	45	56	57	60	61
42	43	46	47	58	59	62	63





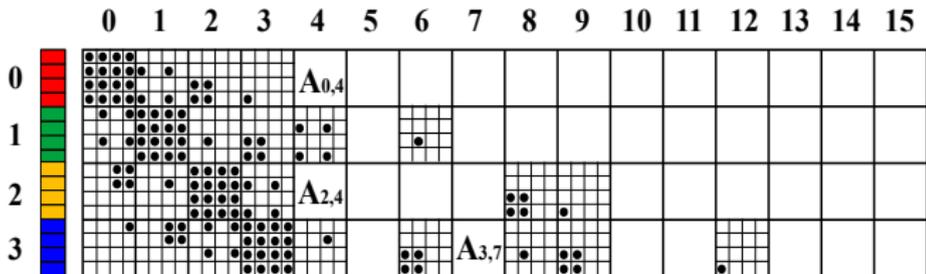
0	1	4	5	16	17	20	21
2	3	6	7	18	19	22	23
8	9	12	13	24	25	28	29
10	11	14	15	26	27	30	31
32	33	36	37	48	49	52	53
34	35	38	39	50	51	54	55
40	41	44	45	56	57	60	61
42	43	46	47	58	59	62	63

- $A_{0,4} = \tilde{U}_0 \cdot \tilde{Q}_{0,4} \cdot \tilde{U}_4^T.$

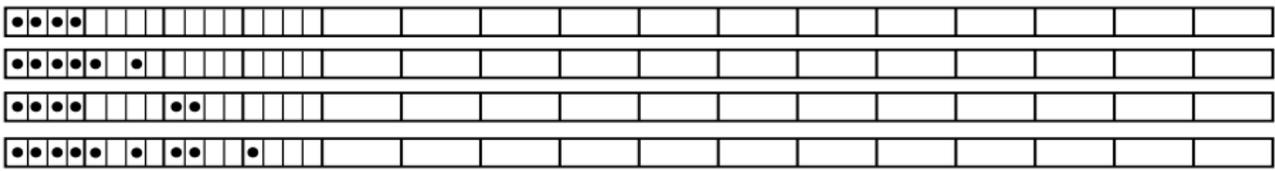
- $\tilde{U}_0 = \begin{pmatrix} U_0 \cdot R_{0,0} \\ U_1 \cdot R_{0,1} \\ U_2 \cdot R_{0,2} \\ U_3 \cdot R_{0,3} \end{pmatrix}.$

- $A_{3,7} = \tilde{U}_3 \cdot \tilde{Q}_{3,7} \cdot \tilde{U}_7^T.$

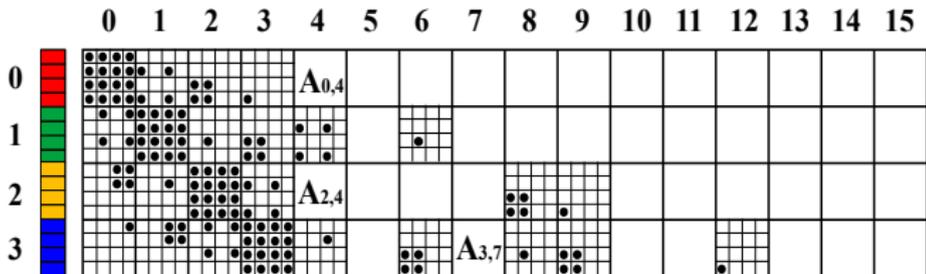
- $\tilde{U}_3 = \begin{pmatrix} U_{12} \cdot R_{3,0} \\ U_{13} \cdot R_{3,1} \\ U_{14} \cdot R_{3,2} \\ U_{15} \cdot R_{3,3} \end{pmatrix}.$



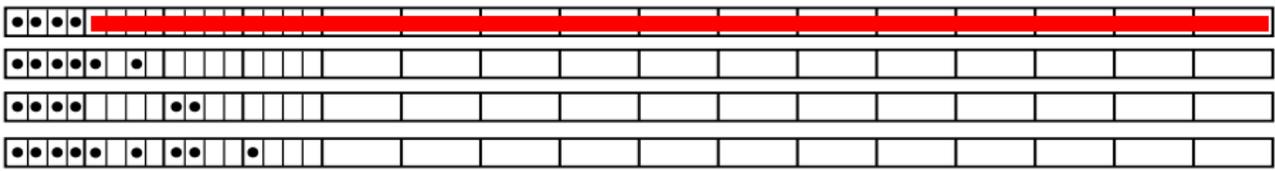
$$A_{0,4} = \tilde{U}_0 \cdot \tilde{Q}_{0,4} \cdot \tilde{U}_4^T, \quad \text{where } \tilde{U}_0 = \begin{pmatrix} U_0 \cdot R_{0,0} \\ U_1 \cdot R_{0,1} \\ U_2 \cdot R_{0,2} \\ U_3 \cdot R_{0,3} \end{pmatrix}$$



What is U_0, U_1, U_2, U_3 ?

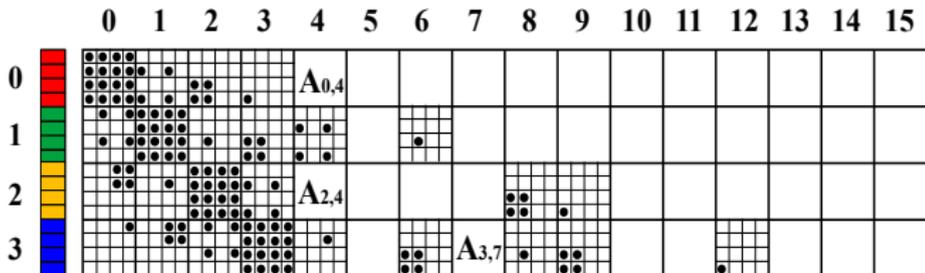


$$A_{0,4} = \tilde{U}_0 \cdot \tilde{Q}_{0,4} \cdot \tilde{U}_4^T, \quad \text{where } \tilde{U}_0 = \begin{pmatrix} U_0 \cdot R_{0,0} \\ U_1 \cdot R_{0,1} \\ U_2 \cdot R_{0,2} \\ U_3 \cdot R_{0,3} \end{pmatrix}$$

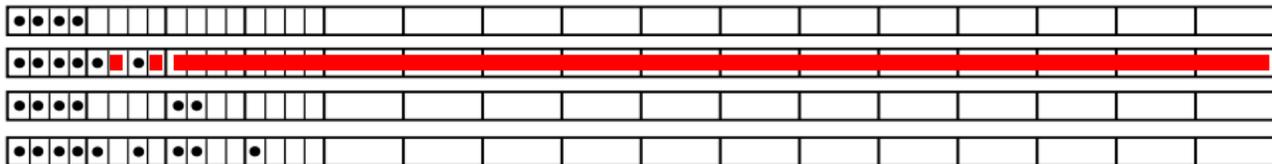


What is U_0, U_1, U_2, U_3 ?

Column Bases: U_0 .

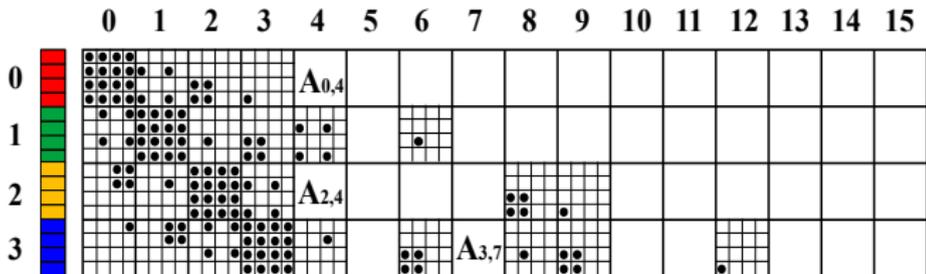


$$A_{0,4} = \tilde{U}_0 \cdot \tilde{Q}_{0,4} \cdot \tilde{U}_4^T, \quad \text{where } \tilde{U}_0 = \begin{pmatrix} U_0 \cdot R_{0,0} \\ U_1 \cdot R_{0,1} \\ U_2 \cdot R_{0,2} \\ U_3 \cdot R_{0,3} \end{pmatrix}$$

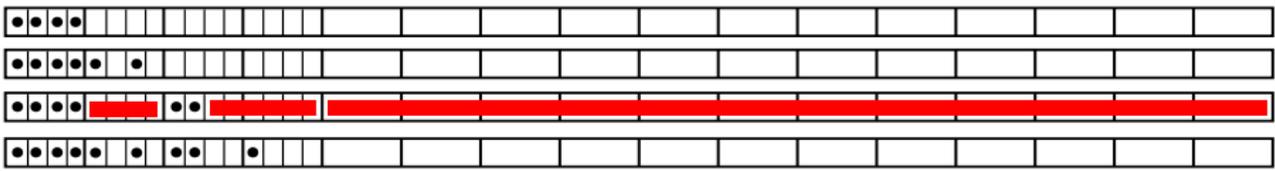


What is U_0, U_1, U_2, U_3 ?

Column Bases: U_1 .

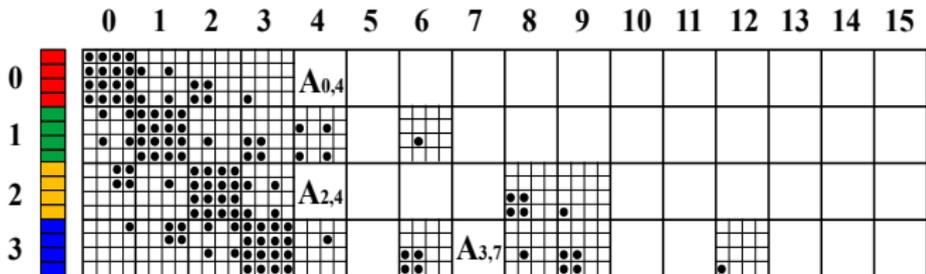


$$A_{0,4} = \tilde{U}_0 \cdot \tilde{Q}_{0,4} \cdot \tilde{U}_4^T, \quad \text{where } \tilde{U}_0 = \begin{pmatrix} U_0 \cdot R_{0,0} \\ U_1 \cdot R_{0,1} \\ U_2 \cdot R_{0,2} \\ U_3 \cdot R_{0,3} \end{pmatrix}$$



What is U_0, U_1, U_2, U_3 ?

Column Bases: U_2 .



$$A_{0,4} = \tilde{U}_0 \cdot \tilde{Q}_{0,4} \cdot \tilde{U}_4^T, \quad \text{where } \tilde{U}_0 = \begin{pmatrix} U_0 \cdot R_{0,0} \\ U_1 \cdot R_{0,1} \\ U_2 \cdot R_{0,2} \\ U_3 \cdot R_{0,3} \end{pmatrix}$$



What is U_0, U_1, U_2, U_3 ?

Column Bases: U_3 .

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