# Fast and backward stable computation of roots of polynomials 

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## Problem

- $p(x)=a_{0}+a_{1} x+a_{2} x^{2}+\ldots+a_{n-1} x^{n-1}+x^{n} \quad$ (monic)


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- Find the zeros.
- $p(x)=a_{0}+a_{1} x+a_{2} x^{2}+\ldots+a_{n-1} x^{n-1}+x^{n} \quad$ (monic)
- Find the zeros.
- companion matrix

$$
A=\left[\begin{array}{ccccc}
0 & & \cdots & 0 & -a_{0} \\
1 & 0 & \cdots & 0 & -a_{1} \\
& 1 & \ddots & \vdots & \vdots \\
& & \ddots & 0 & -a_{n-2} \\
& & & 1 & -a_{n-1}
\end{array}\right]
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- ...get the zeros of $p$ by computing the eigenvalues.
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- MATLAB's roots command
- $p(x)=a_{0}+a_{1} x+a_{2} x^{2}+\ldots+a_{n-1} x^{n-1}+x^{n} \quad$ (monic)
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- ...get the zeros of $p$ by computing the eigenvalues.
- MATLAB's roots command
- upper Hessenberg
- Francis's (implicitly-shifted QR) algorithm
- Structure not fully exploited. Can we do better?


## Our Paper

- Yes!


## David S. Watkins

## Our Paper

- Yes!
- Jared L. Aurentz, Thomas Mach, Raf Vandebril, and D. S. W.


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- ... and also some more recent developments.


## Unitary-plus-rank-one Structure

- Companion matrix is unitary-plus-rank-one:


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& & 1 & 0
\end{array}\right]+\left[\begin{array}{cccc}
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0 & & 0 & -a_{1} \\
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- Francis's algorithm preserves this structure.


## Cost of solving companion eigenvalue problem

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- data-sparse representation + Francis's algorithm


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- If structure exploited:
- $O(n)$ storage, $O\left(n^{2}\right)$ flops
- data-sparse representation + Francis's algorithm
- several methods proposed


## Some of the Competitors

- Chandrasekaran, Gu, Xia, Zhu (2007)
- Bini, Boito, Eidelman, Gemignani, Gohberg (2010)
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- Our method is faster,


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- Fortran codes available
- unitary-plus-rank-one structure exploited
- evidence of backward stability
- quasiseparable generator representation
- We do something else.
- Our method is faster, and we can prove backward stability.


## Storage Scheme, Part I

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Store Hessenberg matrix in QR decomposed form

$$
A=Q R
$$

- $Q$ is unitary, $R$ is upper triangular


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- looks inefficient!


## Storage Scheme, Part I

Store Hessenberg matrix in QR decomposed form

$$
A=Q R
$$

- $Q$ is unitary, $R$ is upper triangular
- looks inefficient! but it's not!


## Storage Scheme, Part I

$$
\left[\begin{array}{llll}
* & * & * & * \\
* & * & * & * \\
* \\
& * & * & * \\
& & * & * \\
& & & * \\
& & & *
\end{array}\right]=\left[\begin{array}{lllll}
* & * & * & * & * \\
* & * & * & * & * \\
& * & * & * & * \\
& & * & * & * \\
& & & * & *
\end{array}\right]
$$

## Storage Scheme, Part I

$$
\mapsto\left[\begin{array}{lllll}
* & * & * & * & * \\
* & * & * & * & * \\
& * & * & * & * \\
& & * & * & * \\
& & & * & *
\end{array}\right]=\left[\begin{array}{lllll}
* & * & * & * & * \\
0 & * & * & * & * \\
& * & * & * & * \\
& & * & * & * \\
& & & * & *
\end{array}\right]
$$

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$$
\mapsto\left[\left[\begin{array}{lllll}
* & * & * & * & * \\
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& * & * & * & * \\
& & * & * & * \\
& & & * & *
\end{array}\right]=\left[\begin{array}{lllll}
* & * & * & * & * \\
0 & * & * & * & * \\
& 0 & * & * & * \\
& & * & * & * \\
& & & * & *
\end{array}\right]\right.
$$

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$$
\text { Ґ } Ц\left[\begin{array}{lllll}
* & * & * & * & * \\
* & * & * & * & * \\
& * & * & * & * \\
& & * & * & * \\
& & & * & *
\end{array}\right]=\left[\begin{array}{lllll}
* & * & * & * & * \\
0 & * & * & * & * \\
& 0 & * & * & * \\
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\text { Ц } Ц ~ 厄 ~\left[\begin{array}{lllll}
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& & * & * & * \\
& & & * & *
\end{array}\right]=\left[\begin{array}{lllll}
* & * & * & * & * \\
0 & * & * & * & * \\
& 0 & * & * & * \\
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* & * & * & * & * \\
0 & * & * & * & * \\
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* & * & * & * & * \\
0 & * & * & * & * \\
& 0 & * & * & * \\
& & 0 & * & * \\
& & & 0 & *
\end{array}\right]
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- Def: Core Transformation


## Storage Scheme, Part I

- Def: Core Transformation
- Now invert the core transformations to move them to the other side.


## Storage Scheme, Part I

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\left[\begin{array}{lllllllll}
* & * & * & * & * \\
* & * & * & * & * \\
& * & * & * & * \\
& & & & & & & & \\
& & * & * \\
& & * & *
\end{array}\right]=\left[\begin{array}{lllll}
* & * & * & * & * \\
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## Storage Scheme, Part I

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A=Q R
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$Q$ requires only $O(n)$ storage space.

## Storage Scheme, Part II

- Now, how do we store $R$ ?


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- $R$ is also unitary-plus-rank-one:

$$
\begin{aligned}
A & =Q R \\
& =\left[\begin{array}{cccc}
0 & \cdots & 0 & 1 \\
1 & & & 0 \\
& \ddots & & \vdots \\
& & 1 & 0
\end{array}\right]\left[\begin{array}{cccc}
1 & 0 & \cdots & -a_{1} \\
& 1 & & -a_{2} \\
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\end{aligned}
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& & & -a_{0}
\end{array}\right] \\
& =\left[\begin{array}{llll} 
& \\
& & \\
& & & \\
& & & \\
& 1 & & -a_{2} \\
& & \ddots & \vdots \\
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## Storage Scheme, Part II

- Adjoin a row and column for wiggle room. (not obvious)


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$$
\underline{R}=\left[\begin{array}{cccc|c}
1 & & & -a_{1} & 0 \\
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& & 1 & -a_{n-1} & 0 \\
& & & -a_{0} & 1 \\
\hline & & & 0 & 0
\end{array}\right]
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\hline & & & 1 & 0
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& & & -a_{0} & 0 \\
\hline & & & -1 & 0
\end{array}\right]
\end{aligned}
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- Bonus: Redundant information (Read our paper.)


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- We can ignore the rank-one part!


## Storage Scheme, Part II

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- Bonus: Redundant information (Read our paper.)
- We can ignore the rank-one part!
- Storage is $O(n)$.


## Representation of $A$

## Altogether we have

$A=Q R$


- $A$ is stored entirely in terms of core transformations.


## Working with Core Transformations

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- We want to perform iterations of Francis's algorithm on this Structure.


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- We want to perform iterations of Francis's algorithm on this Structure.
- Two important operations:
- Fusion

$$
\text { 引 } \Rightarrow \text { 引 }
$$

- Turnover (aka shift through, Givens swap, ...)

$$
\zeta \vec{\square} \quad \Leftrightarrow \quad \stackrel{\square}{\square}
$$

## Francis Iteration (the core chase)

- ignoring rank-one part ...

The Core Chase


The Core Chase


The Core Chase


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## Done!

- iteration complete!


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- Cost: $3 n$ turnovers/iteration, so $O(n)$ flops/iteration.


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- $O(n)$ iterations in all.


## Done!

- iteration complete!
- Cost: $3 n$ turnovers/iteration, so $O(n)$ flops/iteration.
- $O(n)$ iterations in all.
- Total flop count is $O\left(n^{2}\right)$.


## Performance



## Performance

At degree 1000

| method | time |
| :--- | :---: |
| LAPACK | 7.2 |
| BEGG | 1.2 |
| AMVW | 0.2 |

## Companion Pencil, a variant

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- companion pencil:

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\lambda\left[\begin{array}{ccccc}
1 & & & & \\
& 1 & & & \\
& & \ddots & & \\
& & & 1 & \\
& & & & a_{n}
\end{array}\right]-\left[\begin{array}{ccccc}
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$$

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- ... but is this really better?


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## Companion Pencil, a variant

- $p(x)=a_{0}+a_{1} x+\cdots+a_{n} x^{n} \quad$ (not monic)
- Divide by $a_{n}$, or
- companion pencil:

$$
\lambda\left[\begin{array}{ccccc}
1 & & & & \\
& 1 & & & \\
& & \ddots & & \\
& & & 1 & \\
& & & & a_{n}
\end{array}\right]-\left[\begin{array}{ccccc}
0 & & \cdots & 0 & -a_{0} \\
1 & 0 & \cdots & 0 & -a_{1} \\
& 1 & \ddots & \vdots & \vdots \\
& & \ddots & 0 & -a_{n-2} \\
& & & 1 & -a_{n-1}
\end{array}\right]
$$

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- We can also handle matrix polynomials.
(story for another day)


## Backward Stability Odyssey

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- Take a closer look at backward error.


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- confirmed by numerical experiments
- Meaning: Most of the error is "parallel" to $p$ and is therefore irrelevant.


## Nice Picture



## Nice Picture



Our code is not just faster,

## Nice Picture



Our code is not just faster, it is also more accurate!

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Thank you for your attention.

