

# Linear Algebra Libraries

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# How to deal with linear algebra in code

As much as possible, rely on existing, mature software libraries to perform linear algebra computations. By doing so you...

- Focus on your code details.
- Reduce the amount of code to write and debug
- Libraries are tuned and optimized, i.e., your code will run faster
- More options to switch methods if necessary.

# BLAS

# Basic Linear Algebra Subroutines

- A well-defined standard interface for linear algebra routines.
- Many highly-tuned implementations exist for various platforms. (MKL, BLIS, Atlas, OpenBLAS, PLASMA, cuBLAS, ...)
- Interface vs. Implementation!  
Trick is designing a sufficiently general interface.
- Higher-order operations (e.g. factorizations, solving) defined in LAPACK, on top of BLAS.

# Linear algebra recap: vectors

- Basic building block is the **vector**.



N numbers for a N-dimensional vector. Each number says how far along each axes  $\hat{e}_i$ .

- Magnitude of a vector by the square root of the sum of the squares of the components:

$$\|\vec{a}\| = \sqrt{\sum_i a_i^2}$$

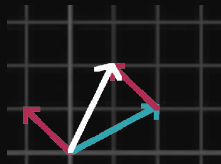
- Scaling vectors means one scalar multiplying all components:  
 $(\lambda \vec{a})_i = \lambda a_i$

- Inner product of two vectors:



$$\vec{a} \cdot \vec{b} = \sum_i a_i b_i = \|\vec{a}\| \|\vec{b}\| \cos \theta$$
$$a_i = \hat{e}_i \cdot \vec{a}$$

- Vectors addition means adding components.



# Linear algebra recap: matrices

- We can look at the vector space in different coordinates.
- Individual new components of a vector in new coordinates can be found by inner product with unit vectors corresponding to the new axes:

$$(\vec{a}')_i = \hat{e}'_i \cdot \vec{a}$$

$$a'_i = \hat{e}'_i \cdot \vec{a}$$

$$a'_i = \hat{e}'_i \cdot \sum_j a_j \hat{e}_j$$

$$a'_i = \sum_j (\hat{e}'_i \cdot \hat{e}_j) a_j$$

- So the transformation from one to the other is given by an  $N \times N$  matrix.

$$Q_{ij} = \hat{e}'_i \cdot \hat{e}_j$$

- And we need matrix vector multiplication to apply this matrix:

$$a'_i = \sum_j Q_{ij} a_j \quad \text{i.e.} \quad \vec{a}' = Q \cdot \vec{a}$$

- This is a special matrix called an orthogonal matrix, which preserves angles and sizes.
- General matrices can also scale and skew.

Finally, applying several matrices results in applying a matrix product:

$$(A \cdot B)_{ij} = \sum_k A_{ik} B_{kj}$$

# Typical BLAS routines

- Level 1: vector operations
  - ▶ `sdot` (dot product, single)
  - ▶ `zaxpy` ( $ax + y$ , dbl complex)
- Level 2: matrix-vector operations
  - ▶ `dgemv` (dbl matrix\*vec)
  - ▶ `dsymv` (dbl symmetric matrix\*vec)
- Level 3: matrix-matrix operations
  - ▶ `sgemm` (general matrix-matrix)
  - ▶ `ctrmm` (triangular matrix-matrix)

Somewhat cryptic names, interfaces.

## Prefixes

|                   |                                  |
|-------------------|----------------------------------|
| <b>S</b> : Single | <b>C</b> : Complex               |
| <b>D</b> : Double | <b>Z</b> : Double Complex Matrix |

## Types

|                        |                               |
|------------------------|-------------------------------|
| <b>GE</b> : General    | <b>GB</b> : General Banded    |
| <b>HY</b> : Hermetian  | <b>HB</b> : Hermetian Banded  |
| <b>SY</b> : Symmetric  | <b>SB</b> : Symmetric Banded  |
| <b>TR</b> : Triangular | <b>TB</b> : Triangular Banded |
|                        | <b>TP</b> : Triangular Packed |

# Why using Linear Algebra Packages?

- Why bother?
- Finding, downloading, installing the library
- Figuring out how to link
- C/Fortran issues
- Why not just write it?  
(It's not rocket science)

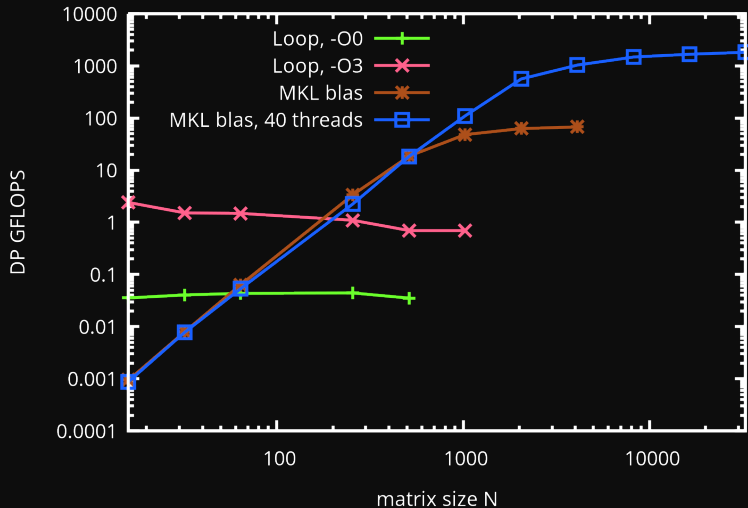
$$\mathbf{C} = \mathbf{A} \cdot \mathbf{B}$$

$$C_{ij} = \sum_k A_{ik} B_{kj}$$

```
for (i=0; i<N; i++)  
  for (j=0; j<N; j++)  
    for (k=0; k<N; k++)  
      c[i][j] = a[i][k]*b[k][j];
```

# Never, ever, write your own...

Matrix-Matrix Multiplication on a 40-core Teach node



# Using BLAS

# Using BLAS

- Netlib provides *reference* implementation
- Most vendors provide optimized versions
- Commercial: Intel (MKL), AMD (AMD-BLIS), IBM (ESSL)
- Open Source: ATLAS, BLIS, OpenBLAS
- Fortran functions
- C interface using CBLAS and LAPACKE

# Using BLAS

## Install OpenBLAS

```
# module load gcc/12.3
cd $SCRATCH
git clone https://github.com/xianyi/OpenBLAS.git openblasbuild
cd openblasbuild
git checkout v0.3.21
make USE_LOCKING=1 USE_OPENMP=0 USE_THREAD=0
make PREFIX=~/.MyOpenBLAS install
```

Put the following in your `~/.bashrc`

```
export BLAS_INC=~/.MyOpenBLAS/include
export BLAS_LIB=~/.MyOpenBLAS/lib
export LD_LIBRARY_PATH=$LD_LIBRARY_PATH:$BLAS_LIB
export LIBRARY_PATH=$LIBRARY_PATH:$BLAS_LIB
export CPATH=$CPATH:$BLAS_INC
```

Log out and back in again.

# BLAS Examples

# BLAS Example: DSCAL ( $x \leftarrow \alpha x$ )

```
// dscalex.cpp
#include <iostream>
#include <cblas.h>

int main() {
    const int n = 3;
    double x[n] = { 1.0, 2.0, 3.0 };

    cblas_dscal(n, 4.323, &x[0], 1);
    for (int i = 0; i < n; i++)
        std::cout << " " << x[i];
    std::cout << "\n";
}
```

```
$ module load gcc/12.3 openblas/0.3.24
$ g++ -c -O3 -std=c++17 dscalex.cpp -o dscalex.o
$ g++ dscalex.o -o dscalex -lopenblas
$ ./dscalex
4.323 8.646 12.96
```

# BLAS Example: DSCAL ( $x \leftarrow \alpha x$ )

```
// dscalex2.cpp
#include <iostream>
#include <cblas.h>
#include <rarray>
int main() {
    rvector<double> x;
    x.form({ 1.0, 2.0, 3.0 });

    cblas_dscal(x.size(), 4.323, x.data(), 1);

    std::cout << x << "\n";
}
```

```
$ module load gcc/12.3 openblas/0.3.24
$ module load rarray/2.8.0
$ g++ -c -O3 -std=c++17 dscalex2.cpp -o dscalex2.o
$ g++ dscalex2.o -o dscalex2 -lopenblas
$ ./dscalex2
{4.323,8.646,12.969}
```

# BLAS Example: DSCAL ( $x \leftarrow \alpha x$ )

## Documentation

- <https://www.netlib.org/blas/blast-forum>
- `man dscal`

### NAME

DSCAL - a vector by a constant

### SYNOPSIS

SUBROUTINE DSCAL(N,DA,DX,INCX)

← Function name + order and names of arguments

DOUBLE PRECISION

DA

← Says that DA is a double precision scalar

INTEGER

INCX,N

← Says that INCX and N are integers.

DOUBLE PRECISION

DX(\*)

← Says that DX is a double precision array

### PURPOSE

scales a vector by a constant.

uses unrolled loops for increment equal to one.

Yep, that's the Fortran version, but the C/C++ versions are (nearly) the same.

# Matrix Multiply Documentation

- man dgemm

## NAME

DGEMM - performs one of the matrix-matrix operations  $C := \alpha * \text{op}(A) * \text{op}(B) + \beta * C$ ,

## SYNOPSIS

```
SUBROUTINE DGEMM(TRANSA,TRANSB,M,N,K,ALPHA,A,LDA,B,LDB,BETA,C,LDC)
```

|                  |                            |
|------------------|----------------------------|
| DOUBLE PRECISION | ALPHA,BETA                 |
| INTEGER          | K,LDA,LDB,LDC,M,N          |
| CHARACTER        | TRANSA,TRANSB              |
| DOUBLE PRECISION | A(LDA,*),B(LDB,*),C(LDC,*) |

## PURPOSE

DGEMM performs one of the matrix-matrix operations

where  $\text{op}(X)$  is one of

$\text{op}(X) = X$  or  $\text{op}(X) = X'$ ,

$\alpha$  and  $\beta$  are scalars, and  $A$ ,  $B$  and  $C$  are matrices, with  $\text{op}(A)$  an  $m$  by  $k$  matrix,  $\text{op}(B)$  a  $k$  by  $n$  matrix and  $C$  an  $m$  by  $n$  matrix.

# LDA? Leading Dimension?

## Miscellaneous Details

- CBLAS calls involving matrices have an additional first argument `CblasRowMajor`, `CblasColMajor`
- LDA - *Leading dimension of A* used to access subblocks of the matrix.
- The *leading dimension* is the number of elements to skip to get to the next row (when row major) or column (when column major).
- For full matrices, this is the number of columns (for row major) or the number of rows (for column major).
- This can allow you to use submatrices without making a copy.

# BLAS Example: DGEMM ( $C \leftarrow \alpha A \cdot B + \beta C$ )

```
// dgemmex.cpp
#include <iostream>
#include <cbblas.h>
#include <rarray>
void printmatrix(const char* Xname, rmatrix<double> X) {
    std::cout<<"Matrix "<<Xname<<" : "<<X.extent(0)<<" by "<<X.extent(1)<<"\n"<<X<<"\n";
}
int main() {
    int m = 5, k = 5, n =5;
    double alpha = 1.0, beta = 0.0;
    rmatrix<double> A(m,k);
    rmatrix<double> B(k,n);
    rmatrix<double> C(m,n);
    for (int i=0; i<(m*k); i++) A[i/k][i%k] = (double)(i+1);
    for (int i=0; i<(k*n); i++) B[i/n][i%n] = (double)(-i-1);
    C.fill(0.0);
    cbblas_dgemm(CblasRowMajor, CblasNoTrans, CblasNoTrans,
        m, n, k, alpha, &A[0][0], k, &B[0][0], n, beta, &C[0][0], n);
    printmatrix("A", A);
    printmatrix("B", B);
    printmatrix("C", C);
}
```

# BLAS Example: DGEMM ( $C \leftarrow \alpha A \cdot B + \beta C$ )

```
// dgemmex.cpp
#include <iostream>
#include <cblas.h>
#include <rarray>
void printmatrix(const char* Xname, rmatrix<double> X) {
    std::cout<<"Matrix "<<Xname<<" : "<<X.extent(0)<<" by "<<X.extent(1)<<"\n"<<X<<"\n";
}
int main() {
    int m = 5, k = 5, n =5;
    double alpha = 1.0, beta = 0.0;
    rmatrix<double> A(m,k);
    rmatrix<double> B(k,n);
    rmatrix<double> C(m,n);
    for (int i=0; i<(m*k); i++) A[i/k][i%k] = (double)(i+1);
    for (int i=0; i<(k*n); i++) B[i/n][i%n] = (double)(-i-1);
    C.fill(0.0);
    cblas_dgemm(CblasRowMajor, CblasNoTrans, CblasNoTrans,
               m, n, k, alpha, A.data(), k, B.data(), n, beta, C.data(), n);
    printmatrix("A", A);
    printmatrix("B", B);
    printmatrix("C", C);
}
```

# BLAS Example: DGEMM ( $C \leftarrow \alpha A \cdot B + \beta C$ )

Matrix A : 5 by 5

```
{  
{1,2,3,4,5},  
{6,7,8,9,10},  
{11,12,13,14,15},  
{16,17,18,19,20},  
{21,22,23,24,25}  
}
```

Matrix B : 5 by 5

```
{  
{-1,-2,-3,-4,-5},  
{-6,-7,-8,-9,-10},  
{-11,-12,-13,-14,-15},  
{-16,-17,-18,-19,-20},  
{-21,-22,-23,-24,-25}  
}
```

Matrix C : 5 by 5

```
{  
{-215,-230,-245,-260,-275},  
{-490,-530,-570,-610,-650},  
{-765,-830,-895,-960,-1025},  
{-1040,-1130,-1220,-1310,-1400},  
{-1315,-1430,-1545,-1660,-1775}  
}
```

# LAPACK

# Linear Algebra PACKage (LAPACK)

LAPACK contains a variety of subroutines for solving linear systems, matrix decompositions, and factorizations.

- Internally uses BLAS calls
- Supports the same data types (single/double precision, real/complex and matrix structure types (symmetric, banded, etc.) as BLAS
- Three categories: auxiliary routines, computational routines, and driver routines
- C interface with prefix LAPACKE\_  
<https://www.netlib.org/lapack/lapacke.html>

# Linear Algebra PACKage (LAPACK)

Computational routines are designed to perform single, specific computational tasks:

- factorizations:
  - ▶  $LU$  ,  $LL^T$  /  $LL^H$  ,  $LDL^T$  /  $LDL^H$  ,
  - ▶  $QR$ ,  $LQ$ ,  $QRZ$  generalized  $QR$  and  $RQ$
- symmetric/Hermitian and nonsymmetric eigenvalue decompositions
- singular value decompositions
- generalized eigenvalue and singular value decompositions

# LAPACK Example: DGESV (Solve $A x = b$ )

## NAME

DGESV - computes the solution to a real system of linear equations  $A * X = B$ ,

## SYNOPSIS

```
SUBROUTINE DGESV( N, NRHS, A, LDA, IPIV, B, LDB, INFO )
```

```
    INTEGER          INFO, LDA, LDB, N, NRHS
    INTEGER          IPIV( * )
    DOUBLE PRECISION A( LDA, * ), B( LDB, * )
```

## PURPOSE

DGESV computes the solution to a real system of linear equations

$A * X = B$ , where  $A$  is an  $N$ -by- $N$  matrix and  $X$  and  $B$  are  $N$ -by- $NRHS$  matrices.

The LU decomposition with partial pivoting and row interchanges is used to factor  $A$  as

$A = P * L * U$ ,

where  $P$  is a permutation matrix,  $L$  is unit lower triangular, and  $U$  is upper triangular.

The factored form of  $A$  is then used to solve the system of equations  $A * X = B$ .

## ARGUMENTS

**N** (input) INTEGER  
The number of linear equations, i.e., the order of the matrix  $A$ .  $N \geq 0$ .

**NRHS** (input) INTEGER  
The number of right hand sides, i.e., the number of columns of the matrix  $B$ .

# LAPACK Example: DGESV (Solve $A x = b$ )

```
// dgesvex.cpp
#include <iostream>
#include <lapacke.h>
#include <rarray>
int main() {
    const int N=3, NRHS=2, LDA=N, LDB=NRHS;
    rvector<int> ipiv(N);
    int info;
    rmatrix<double> A(N, N);
    A.fill({{6.80, -6.05, -0.45},
           {-2.11, -3.30,  2.58},
           {5.66,  5.36, -2.70}});
    rmatrix<double> b(N, NRHS);
    b .fill({{4.02, -1.56},
            {6.19,  4.00},
            {-8.22, -8.67}});
    info = LAPACKE_dgesv(LAPACK_ROW_MAJOR, N, NRHS,
                        A.data(), LDA, ipiv.data(), b.data(), NRHS);
    std::cout << "Solution x:\n" << b << "\n"
              << "Details of LU factorization\n" << A << "\n"
              << "Pivot indices\n" << ipiv << "\n";
}
```

# LAPACK Example: DGESV (Solve $A x = b$ )

```
$ g++ -std=c++17 -O2 dgesvex.cpp -o dgesvex -lopenblas  
$ ./dgesvex
```

Solution x:

```
{  
{-0.0517981,-0.892398},  
{-0.819976,-0.736171},  
{1.30806,-0.121056}  
}
```

Details of LU factorization

```
{  
{6.8,-6.05,-0.45},  
{0.832353,10.3957,-2.32544},  
{-0.310294,-0.49802,1.28225}  
}
```

Pivot indices

```
{1,3,3}
```

# What about non-dense matrices?

*E.g.:*

$$\begin{pmatrix} -2 & 1 & & & & & \\ & 1 & -2 & 4 & & & \\ & & 4 & -2 & 4 & & \\ & & & 4 & -2 & 4 & \\ & & & & 4 & -2 & 4 \\ & & & & & \ddots & \ddots \\ & & & & & & 4 & -2 & 1 \\ & & & & & & & 1 & -2 \end{pmatrix}$$

For different types, use different functions

- Banded: DGBSV
- Tri-diagonal: DGTSV
- Symmetric positive definite: DPOSV

# LAPACK Example: DGTSV (Solve $Ax=b$ )

```
// dgtsvex.cpp
#include <iostream>
#include <lapacke.h>
#include <rarray>
int main() {
    const int N=5, NRHS=3;
    int ldb=NRHS, info;
    rvector<double> dl(N-1); dl = 1, 4, 4, 1;
    rvector<double> d(N);    d = -2, -2, -2, -2, -2;
    rvector<double> du(N);   du = 1, 4, 4, 1;
    rmatrix<double> b(N, NRHS);
    b = 3, -1.56, 9.81,
        5, 4.00, -4.09,
        5, -8.67, -4.57,
        5, 1.75, -8.61,
        3, 2.86, 8.99;
    info = LAPACKE_dgtsv(LAPACK_ROW_MAJOR, N, NRHS,
                        dl.data(), d.data(), du.data(), b.data(), ldb);
    std::cout << "Solutions x:\n" << b << "\n";
}
```

# LAPACK Example: DGTSV (Solve $Ax=b$ )

```
$ g++ -std=c++17 -O2 dgtsvex.cpp -o dgtsvex -lopenblas  
$ ./dgtsvex
```

Solutions x:

```
{  
{-0.931034,0.285747,-6.09874},  
{1.13793,-0.988506,-2.38747},  
{2.05172,0.43431,-0.691552},  
{1.13793,-0.961839,0.899195},  
{-0.931034,-1.91092,-4.0454}  
}
```

# Sparse BLAS ?

Unfortunately there is not just one mature, standard sparse matrix BLAS library.

Some potential options:

- “Official” Sparse BLAS: a reference implementation is not yet available  
<https://www.netlib.org/blas/blast-forum>
- NIST Sparse BLAS: An alternative BLAS system; a reference implementation is available  
<https://math.nist.gov/spblas>
- MKL sparse BLAS routines:  
<https://www.intel.com/content/www/us/en/develop/documentation/oneapi-mkl-dpcpp-developer-reference/top/blas-and-sparse-blas-routines/sparse-blas-routines.html>
- Various linear algebra packages may offer support for sparse matrices.

# LAPACK References

- LAPACK Internet Interface and Search Engine  
<https://www.cs.colorado.edu/~jessup/lapack>
- <https://web.cs.ucdavis.edu/~bai/publications/baidemmeletal06.pdf>

# MKL

There are other blas implementations.

For instance, the Intel Math Kernel Library.

Using this library requires a few changes:

- On the teach cluster, you must load the `imkl` module.
- The header files are called `mk1_cblas.h` and `mk1_lapacke.h`
- Linking requires some care, see <https://www.intel.com/content/www/us/en/developer/tools/oneapi/onemkl-link-line-advisor.html>

But this can be worth it for performance.

(BTW: For AMD, you can use BLIS, which is part of its AOCL package)

# Conclusions

- Linear algebra pops up everywhere
- Statistics, data fitting, graph problems, PDE/coupled ODE solves, signal processing. . .
- Exploit structure in your matrices
- Chose best method based on system properties (condition number, sparsity, etc..)
- Many very highly tuned packages for any sort of problem that can be cast into matrices
- LAPACK, BLAS, etc..