

Math 511

Section 1.6

Partitioned Matrices

heart of matrix multiply is (row) (column)

Before

$$\begin{matrix} m \times n & n \times 1 \\ \underline{A} & \underline{v} \end{matrix} = \left[\begin{array}{c} a_{11} \ a_{12} \ \dots \ a_{1n} \\ \vdots \\ a_{m1} \ a_{m2} \ \dots \ a_{mn} \end{array} \right] \begin{bmatrix} v_1 \\ v_2 \\ v_3 \\ \vdots \\ v_n \end{bmatrix} = a_{11}v_1 + \overset{\text{vector}}{\text{scalar}} \left(\begin{array}{c} a_{12} \\ \vdots \\ a_{1n} \end{array} \right) v_2 + \dots + a_{1n}v_n$$

$$\left[\begin{array}{c} a_{ij} \end{array} \right]$$

$$= v_1 a_{11} + \left[\begin{array}{c} a_{12} \\ \vdots \\ a_{1n} \end{array} \right] v_2 + \dots + v_n a_{1n}$$

typical (correct?)
way to write
scalar · vector.

$$\text{or } \underline{A} \underline{v} = \begin{bmatrix} \vec{a}_{11} \\ \vec{a}_{12} \\ \vdots \\ \vec{a}_{1n} \end{bmatrix} v = \begin{bmatrix} \vec{a}_{11} v_1 \\ \vec{a}_{12} v_1 \\ \vdots \\ \vec{a}_{1n} v_1 \end{bmatrix}$$

Notice: these are using vectors for A's in sides...

But we do the same as if they are scalars
↑ similar technique

$$\textcircled{x} \quad A v = [a_{11} \ a_{12} \ \dots \ a_{1n}] \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix} = v_1 a_{11} + \dots + v_n a_{1n}$$

$$\textcircled{vs} \quad [1 \ 2 \ 3 \ 4] \begin{bmatrix} 1 \\ 1 \\ 0 \\ 1 \end{bmatrix} = (1)(1) + (2)(1) + (3)(0) + (4)(1) \\ =$$

Partitioned Matrices

$$\text{Before } A = \begin{bmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \dots & a_{mn} \end{bmatrix} = [\text{col}_1 \mid \text{col}_2 \mid \dots \mid \text{col}_n] \\ = \begin{bmatrix} \text{row}_1 \\ \text{row}_2 \\ \vdots \\ \text{row}_m \end{bmatrix}$$

Now? what about any partitioning?

ex

$$A = \begin{bmatrix} -1 & 0 & 1 & 2 & 3 \\ 2 & 1 & 3 & 4 \\ -1 & 0 & 0 & 1 & 2 \end{bmatrix} = \begin{bmatrix} -1 & 0 & 1 & 2 & 3 \\ \hline 2 & 1 & 3 & 4 \\ \hline -1 & 0 & 0 & 1 & 2 \end{bmatrix}$$

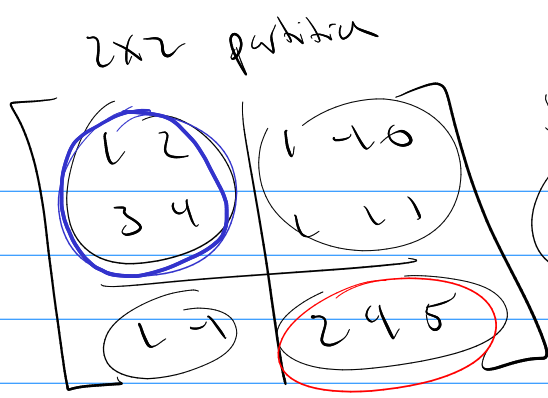
$$= \begin{bmatrix} -1 & 0 & 1 & 2 & 3 \\ \hline 2 & 1 & 3 & 4 \\ \hline -1 & 0 & 0 & 1 & 2 \end{bmatrix} = \begin{bmatrix} -1 & 0 & 1 & 2 & 3 \\ \hline 2 & 1 & 3 & 4 \\ \hline -1 & 0 & 0 & 1 & 2 \end{bmatrix}$$

$$\begin{matrix} 1 \times 2 \\ \text{=} \\ \begin{bmatrix} -1 & 0 & 1 & 2 & 3 \\ \hline 2 & 1 & 3 & 4 \\ \hline -1 & 0 & 0 & 1 & 2 \end{bmatrix} \\ \text{=} \\ \begin{bmatrix} A_{11} & A_{12} & A_{13} \\ \hline A_{21} & A_{22} & A_{23} \end{bmatrix} \end{matrix}$$

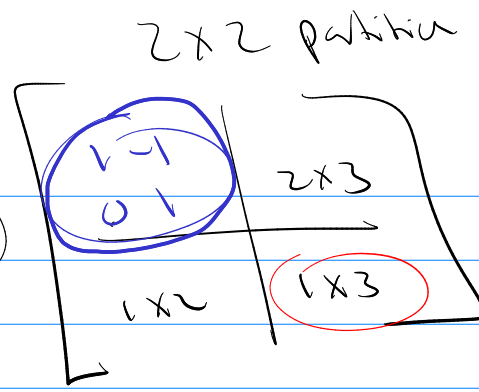
↓ Currently sized blocks

Now: Operations are all the same as long as
the sizes you picked match up.

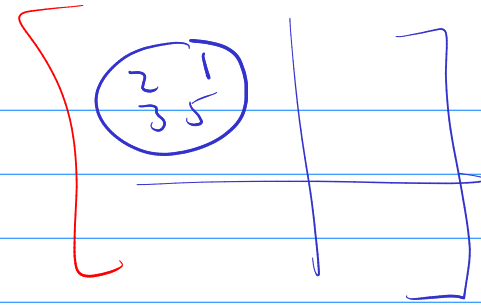
(X)



+

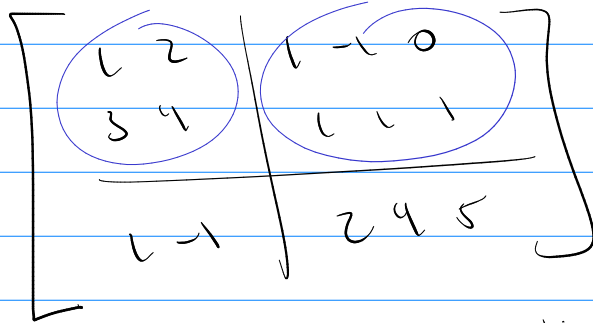


=

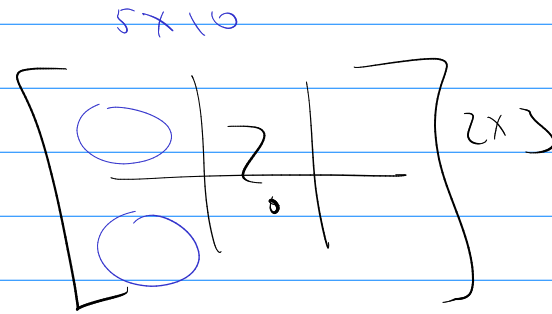


2x2 partition

3x5

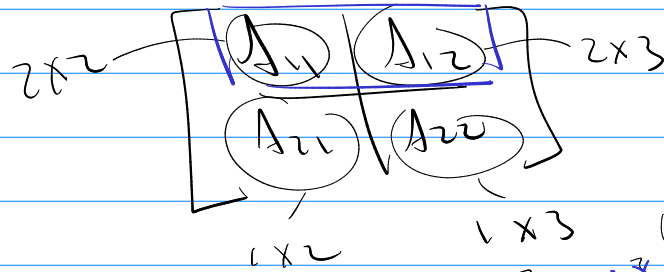


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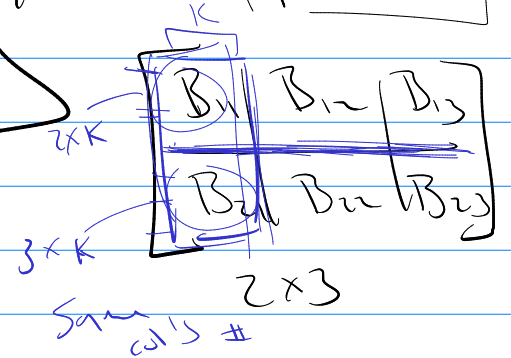


2x2 partition

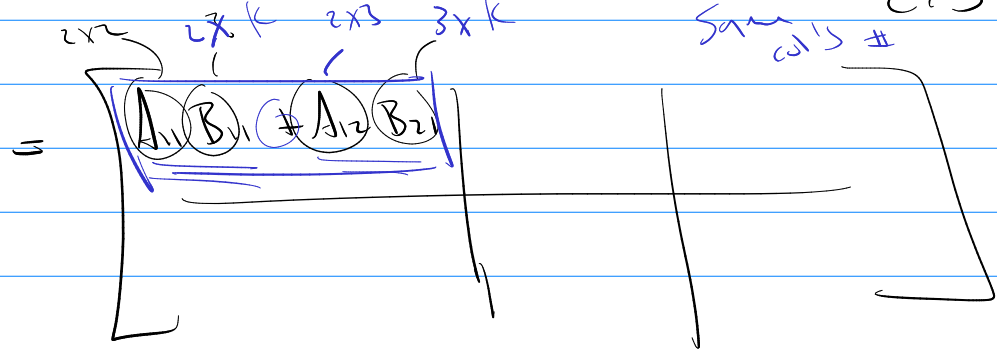
2x (any size) partition



but



(X)



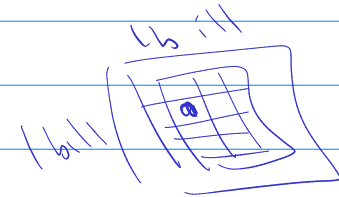
2x3

result

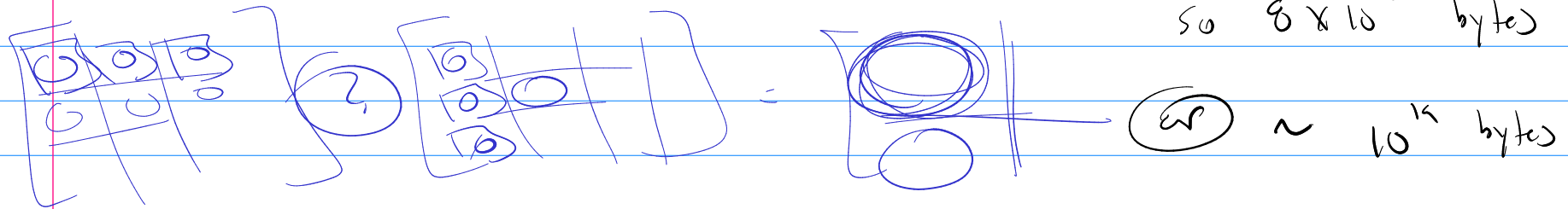
Why?

Very Very Very Large Matrices

(vs) limited Memory.



(vs) $10^9 \times 10^9$ Matrix = 10^{18} elements 64 bit system
1,000,000,000 (1 billion) 8 bytes/element



so 8×10^{18} bytes

(or) $\sim 10^{14}$ bytes

or $\sim 1,000,000,000,000,000,000,000,000$ bytes of data

or \sim 10,000,000 tera bytes to hold data.

or 1 million \times 1 million
 $10^6 \times 10^6 = 10^{12} \sim 10^{13}$ $1,000,000,000,000,000$ \rightarrow 4 tera bytes to hold data