

Consistency and efficient solution of the Sylvester equation for \star -congruence:

$$AX + X^*B = C$$

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Special thanks to Daniel Kressner

ILAS 2011. Braunschweig, Germany, August 22-26, 2011

Given $A \in \mathbb{C}^{m \times n}$, $B \in \mathbb{C}^{n \times m}$, and $C \in \mathbb{C}^{m \times m}$, we study the equations

$$AX + X^*B = C, \quad (X^* = X^T \text{ or } X^*),$$

where $X \in \mathbb{C}^{n \times m}$ is the unknown to be determined. More precisely:

- 1 Necessary and sufficient conditions for consistency (Wimmer 1994, De Terán and D. 2011).
- 2 Necessary and sufficient conditions for uniqueness of solutions (Byers, Kressner, Schröder, Watkins, 2006, 2009).
- 3 Efficient and stable numerical algorithm for computing the unique solution (De Terán and D. 2011).
- 4 Very briefly, general solution and dimension of solution space of $AX + X^*B = 0$ (De Terán, D., Guillery, Montealegre, Reyes, 2011)

We establish parallelism/differences with well-known Sylvester equation

$$AX - XB = C, \quad A \in \mathbb{C}^{m \times m}, B \in \mathbb{C}^{n \times n}, C \in \mathbb{C}^{m \times n}.$$

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- 2 Consistency of the Sylvester equation for \star -congruence
- 3 Uniqueness of solutions
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Motivation for studying $AX + X^*B = C$ (I)

It is well known that given a **block upper triangular matrix** (computed by the **QR-algorithm for eigenvalues**, when the matrix is real or several eigenvalues form a cluster), then

$$\begin{bmatrix} I & X \\ 0 & I \end{bmatrix} \begin{bmatrix} A & C \\ 0 & B \end{bmatrix} \begin{bmatrix} I & X \\ 0 & I \end{bmatrix}^{-1} = \begin{bmatrix} A & C - (AX - XB) \\ 0 & B \end{bmatrix}.$$

Therefore, to find a solution of the **Sylvester equation** $AX - XB = C$ allows us to **block-diagonalize block-triangular matrices** via **similarity**

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This is indeed done in practice in **numerical algorithms** (**LAPACK, MATLAB**) to compute **bases of invariant subspaces** (**eigenvectors**) of matrices, via the classical **Bartels-Stewart algorithm** (Comm ACM, 1972) or level-3 BLAS variants of it **Jonsson-Kågström** (ACM TMS, 2002).

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Motivation for studying $AX + X^*B = C$ (II)

Structured numerical algorithms for linear palindromic eigenproblems ($Z + \lambda Z^*$) compute an **anti-triangular Schur form** via unitary \star -congruence:

Theorem (Kressner, Schröder, Watkins (Numer. Alg., 2009) and Mackey², Mehl, Mehrmann (NLAA, 2009))

Let $Z \in \mathbb{C}^{n \times n}$. Then there exists a unitary matrix $U \in \mathbb{C}^{n \times n}$ such that

$$M = U^* Z U = \begin{bmatrix} * & \cdots & \cdots & * \\ \vdots & & \ddots & 0 \\ \vdots & \ddots & \ddots & \vdots \\ * & 0 & \cdots & 0 \end{bmatrix}$$

The matrix M can be computed, for instance, through **structure-preserving**

- QR-type methods for matrices in anti-Hessenberg form (Kressner, Schröder, Watkins (Numer. Alg., 2009)),
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Given a block upper ANTI-triangular matrix (computed via structured algorithms for linear palindromic eigenproblems, when the matrix is real or several eigenvalues form a cluster), then

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and to compute deflating subspaces of palindromic pencils.

GOAL: To understand Sylvester equations for \star -congruence and develop efficient and stable numerical algorithms for its solution in order to completely solve the linear palindromic eigenproblem numerically and to determine the conditioning of its deflating subspaces under structured perturbations.

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Theorem (Wimmer (LAA, 1994), De Terán and D. (ELA, 2011))

Let \mathbb{F} be a field of characteristic different from two and let $A \in \mathbb{F}^{m \times n}$, $B \in \mathbb{F}^{n \times m}$, $C \in \mathbb{F}^{m \times m}$ be given. There is some $X \in \mathbb{F}^{n \times m}$ such that

$$AX + X^*B = C$$

if and only if

$$\begin{bmatrix} C & A \\ B & 0 \end{bmatrix} \quad \text{and} \quad \begin{bmatrix} 0 & A \\ B & 0 \end{bmatrix} \quad \text{are } \star\text{-congruent.}$$

Remarks:

- The implication \implies very easy: done in previous slide.
- The implication \impliedby more challenging.
- Wimmer proved in 1994 the result, for $\mathbb{F} = \mathbb{C}$ and $\star = *$, **without any reference to palindromic eigenproblems.**
- His motivation was the study of standard Sylvester equations with Hermitian solutions.

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Theorem (Roth (Proc. AMS, 1952))

Let \mathbb{F} be any field and let $A \in \mathbb{F}^{m \times m}$, $B \in \mathbb{F}^{n \times n}$, $C \in \mathbb{F}^{m \times n}$ be given. There is some $X \in \mathbb{F}^{m \times n}$ such that

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Uniqueness of solutions of $AX + X^*B = C$ (I)

Remarks:

- If the matrices $A \in \mathbb{F}^{m \times n}$ and $B \in \mathbb{F}^{n \times m}$ are rectangular ($m \neq n$), then the equation **does not have a unique solution for every right-hand side C** ,
- that is, **the operator**

$$\begin{aligned} \mathbb{F}^{n \times m} &\longrightarrow \mathbb{F}^{m \times m} \\ X &\longmapsto AX + X^*B \end{aligned}$$

is never invertible.

- It is of course possible that $m > n$ and that for particular A , B and C , a solution exists and is unique,
- but **we restrict ourselves here to the square case $m = n$.**

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Uniqueness of solutions of $AX + X^*B = C$ (II)

Definition: a set $\{\lambda_1, \dots, \lambda_n\} \subset \mathbb{C}$ is **-reciprocal free* if $\lambda_i \neq 1/\lambda_j^*$ for any $1 \leq i, j \leq n$. We admit 0 and/or ∞ as elements of $\{\lambda_1, \dots, \lambda_n\}$.

Theorem (Byers, Kressner (SIMAX, 2006), Kressner, Schröder, Watkins, (Num. Alg., 2009))

Let $A, B \in \mathbb{C}^{n \times n}$ be given. Then:

- $AX + X^T B = C$ has a unique solution X for every right-hand side $C \in \mathbb{C}^{n \times n}$ if and only if the following conditions hold:
 - 1) The pencil $A - \lambda B^T$ is regular, and
 - 2) the set of eigenvalues of $A - \lambda B^T \setminus \{1\}$ is T -reciprocal free and if 1 is an eigenvalue of $A - \lambda B^T$, then it has algebraic multiplicity 1.
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Theorem

Let $A \in \mathbb{C}^{m \times m}$ and $B \in \mathbb{C}^{n \times n}$ be given. Then:

- $AX - XB = C$ has **a unique solution X for every right-hand side $C \in \mathbb{C}^{m \times n}$ if and only if A and B have no eigenvalues in common.**

Remark: Comparison of both results brings to our attention **a key difference** that appears always **between solution methods for $AX + X^*B = C$ and $AX - XB = C$:**

- In $AX + X^*B = C$, one starts dealing with the eigenproblem of $A - \lambda B^*$, that is, one deals from the very beginning **simultaneously with A and B .**
- By contrast in $AX - XB = C$, one starts dealing **independently** with the eigenproblems **of A and B .**

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The fundamental transformation

- In this section in $AX + X^*B = C$ all matrices are in $\mathbb{C}^{n \times n}$ and the solution is unique for every C .
- $AX + X^*B = C$ is equivalent to a linear system for the n^2 entries of X if $\star = T$ and to a linear system for the $2n^2$ entries of $(\operatorname{Re} X, \operatorname{Im} X)$ if $\star = *$. From now on, we say simply “linear system” for X .
- Then, it is possible to use Gaussian elimination on the equivalent system (constructed via $\operatorname{vec}(X)$, $\operatorname{vec}(C)$, \otimes), but it costs $O(n^6)$ flops, which is prohibitive except for small n .
- **IDEA: transform $AX + X^*B = C$ into an equation of the same type but with much simpler coefficients instead of A and B and that can be easily solved to get a total cost of $O(n^3)$ flops.**
- To this purpose, use **QZ algorithm** to compute in $O(n^3)$ flops the **generalized Schur decomposition** of

$$A - \lambda B^* = U(R - \lambda S)V, \quad \text{where} \quad \begin{cases} R, S & \text{are upper triangular} \\ U, V & \text{are unitary matrices} \end{cases}$$

If A, B real matrices: use real arithmetic to get *quasi-triangular* R . We do not consider this for brevity.

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- $AX + X^*B = C$ is equivalent to a linear system for the n^2 entries of X if $\star = T$ and to a linear system for the $2n^2$ entries of $(\operatorname{Re} X, \operatorname{Im} X)$ if $\star = *$. From now on, we say simply “linear system” for X .
- Then, it is possible to use Gaussian elimination on the equivalent system (constructed via $\operatorname{vec}(X)$, $\operatorname{vec}(C)$, \otimes), but it costs $O(n^6)$ flops, which is prohibitive except for small n .
- **IDEA: transform $AX + X^*B = C$ into an equation of the same type but with much simpler coefficients instead of A and B and that can be easily solved to get a total cost of $O(n^3)$ flops.**
- To this purpose, use **QZ algorithm** to compute in $O(n^3)$ flops the **generalized Schur decomposition** of

$$A - \lambda B^* = U(R - \lambda S)V, \quad \text{where} \quad \begin{cases} R, S & \text{are upper triangular} \\ U, V & \text{are unitary matrices} \end{cases}$$

If A, B real matrices: use real arithmetic to get *quasi-triangular* R . We do not consider this for brevity.

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Algorithm to solve $AX + X^*B = C$ in $O(n^3)$ flops

INPUT: $A, B, C \in \mathbb{C}^{n \times n}$

OUTPUT: $X \in \mathbb{C}^{n \times n}$

Step 1. Compute via QZ algorithm R, S, U and V such that

$$A = URV, \quad B^* = USV, \quad \text{where } \begin{cases} R, S & \text{are upper triangular} \\ U, V & \text{are unitary matrices} \end{cases}$$

Step 2. Compute $E = U^* C (U^*)^*$

Step 3. Solve for $W \in \mathbb{C}^{n \times n}$ the transformed equation

$$RW + W^* S^* = E$$

Step 4. Compute $X = V^* W U^*$

Algorithm to solve $AX + X^*B = C$ in $O(n^3)$ flops

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Step 2. Compute $E = U^* C (U^*)^*$

Step 3. How to solve for $W \in \mathbb{C}^{n \times n}$ the transformed equation

$$RW + W^* S^* = E ?$$

Step 4. Compute $X = V^* W U^*$

Algorithm to solve the transformed equation $RW + W^* S^* = E$ (I)

We illustrate with 4×4 example for simplicity:

$$\begin{bmatrix} r_{11} & r_{12} & r_{13} & r_{14} \\ 0 & r_{22} & r_{23} & r_{24} \\ 0 & 0 & r_{33} & r_{34} \\ 0 & 0 & 0 & r_{44} \end{bmatrix} \begin{bmatrix} w_{11} & w_{12} & w_{13} & w_{14} \\ w_{21} & w_{22} & w_{23} & w_{24} \\ w_{31} & w_{32} & w_{33} & w_{34} \\ w_{41} & w_{42} & w_{43} & w_{44} \end{bmatrix} + \begin{bmatrix} w_{11}^* & w_{21}^* & w_{31}^* & w_{41}^* \\ w_{12}^* & w_{22}^* & w_{32}^* & w_{42}^* \\ w_{13}^* & w_{23}^* & w_{33}^* & w_{43}^* \\ w_{14}^* & w_{24}^* & w_{34}^* & w_{44}^* \end{bmatrix} \begin{bmatrix} s_{11}^* & 0 & 0 & 0 \\ s_{12}^* & s_{22}^* & 0 & 0 \\ s_{13}^* & s_{23}^* & s_{33}^* & 0 \\ s_{14}^* & s_{24}^* & s_{34}^* & s_{44}^* \end{bmatrix} = \begin{bmatrix} e_{11} & e_{12} & e_{13} & e_{14} \\ e_{21} & e_{22} & e_{23} & e_{24} \\ e_{31} & e_{32} & e_{33} & e_{34} \\ e_{41} & e_{42} & e_{43} & e_{44} \end{bmatrix}$$

If we equate the (4,4)-entry, then we get

$$r_{44} w_{44} + w_{44}^* s_{44}^* = e_{44} ,$$

a scalar equation that allows us to determine w_{44} .

Algorithm to solve the transformed equation $RW + W^* S^* = E$ (I)

We illustrate with 4×4 example for simplicity:

$$\begin{bmatrix} r_{11} & r_{12} & r_{13} & r_{14} \\ 0 & r_{22} & r_{23} & r_{24} \\ 0 & 0 & r_{33} & r_{34} \\ 0 & 0 & 0 & r_{44} \end{bmatrix} \begin{bmatrix} w_{11} & w_{12} & w_{13} & w_{14} \\ w_{21} & w_{22} & w_{23} & w_{24} \\ w_{31} & w_{32} & w_{33} & w_{34} \\ w_{41} & w_{42} & w_{43} & w_{44} \end{bmatrix} + \begin{bmatrix} w_{11}^* & w_{21}^* & w_{31}^* & w_{41}^* \\ w_{12}^* & w_{22}^* & w_{32}^* & w_{42}^* \\ w_{13}^* & w_{23}^* & w_{33}^* & w_{43}^* \\ w_{14}^* & w_{24}^* & w_{34}^* & w_{44}^* \end{bmatrix} \begin{bmatrix} s_{11}^* & 0 & 0 & 0 \\ s_{12}^* & s_{22}^* & 0 & 0 \\ s_{13}^* & s_{23}^* & s_{33}^* & 0 \\ s_{14}^* & s_{24}^* & s_{34}^* & s_{44}^* \end{bmatrix} = \begin{bmatrix} e_{11} & e_{12} & e_{13} & e_{14} \\ e_{21} & e_{22} & e_{23} & e_{24} \\ e_{31} & e_{32} & e_{33} & e_{34} \\ e_{41} & e_{42} & e_{43} & e_{44} \end{bmatrix}$$

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Algorithm to solve the transformed equation $RW + W^* S^* = E$ (I)

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$$\begin{aligned}
 & \begin{bmatrix} r_{11} & r_{12} & r_{13} & r_{14} \\ 0 & r_{22} & r_{23} & r_{24} \\ 0 & 0 & r_{33} & r_{34} \\ 0 & 0 & 0 & r_{44} \end{bmatrix} \begin{bmatrix} w_{11} & w_{12} & w_{13} & w_{14} \\ w_{21} & w_{22} & w_{23} & w_{24} \\ w_{31} & w_{32} & w_{33} & w_{34} \\ w_{41} & w_{42} & w_{43} & w_{44} \end{bmatrix} \\
 + & \begin{bmatrix} w_{11}^* & w_{21}^* & w_{31}^* & w_{41}^* \\ w_{12}^* & w_{22}^* & w_{32}^* & w_{42}^* \\ w_{13}^* & w_{23}^* & w_{33}^* & w_{43}^* \\ w_{14}^* & w_{24}^* & w_{34}^* & w_{44}^* \end{bmatrix} \begin{bmatrix} s_{11}^* & 0 & 0 & 0 \\ s_{12}^* & s_{22}^* & 0 & 0 \\ s_{13}^* & s_{23}^* & s_{33}^* & 0 \\ s_{14}^* & s_{24}^* & s_{34}^* & s_{44}^* \end{bmatrix} = \begin{bmatrix} e_{11} & e_{12} & e_{13} & e_{14} \\ e_{21} & e_{22} & e_{23} & e_{24} \\ e_{31} & e_{32} & e_{33} & e_{34} \\ e_{41} & e_{42} & e_{43} & e_{44} \end{bmatrix}
 \end{aligned}$$

If we equate the (3,4) and (4,3) entries, then we get

$$\begin{aligned}
 s_{33} w_{34} + w_{43}^* r_{44}^* &= e_{43}^* - s_{34} w_{44} \\
 r_{33} w_{34} + w_{43}^* s_{44}^* &= e_{34} - r_{34} w_{44}
 \end{aligned}$$

a 2×2 system of scalar equations that allows us to determine w_{34} and w_{43} **simultaneously**.

Algorithm to solve the transformed equation $RW + W^* S^* = E$ (I)

We illustrate with 4×4 example for simplicity:

$$\begin{aligned}
 & \begin{bmatrix} r_{11} & r_{12} & r_{13} & r_{14} \\ 0 & r_{22} & r_{23} & r_{24} \\ 0 & 0 & r_{33} & r_{34} \\ 0 & 0 & 0 & r_{44} \end{bmatrix} \begin{bmatrix} w_{11} & w_{12} & w_{13} & w_{14} \\ w_{21} & w_{22} & w_{23} & w_{24} \\ w_{31} & w_{32} & w_{33} & w_{34} \\ w_{41} & w_{42} & w_{43} & w_{44} \end{bmatrix} \\
 + & \begin{bmatrix} w_{11}^* & w_{21}^* & w_{31}^* & w_{41}^* \\ w_{12}^* & w_{22}^* & w_{32}^* & w_{42}^* \\ w_{13}^* & w_{23}^* & w_{33}^* & w_{43}^* \\ w_{14}^* & w_{24}^* & w_{34}^* & w_{44}^* \end{bmatrix} \begin{bmatrix} s_{11}^* & 0 & 0 & 0 \\ s_{12}^* & s_{22}^* & 0 & 0 \\ s_{13}^* & s_{23}^* & s_{33}^* & 0 \\ s_{14}^* & s_{24}^* & s_{34}^* & s_{44}^* \end{bmatrix} = \begin{bmatrix} e_{11} & e_{12} & e_{13} & e_{14} \\ e_{21} & e_{22} & e_{23} & e_{24} \\ e_{31} & e_{32} & e_{33} & e_{34} \\ e_{41} & e_{42} & e_{43} & e_{44} \end{bmatrix}
 \end{aligned}$$

If we equate the (3,4) and (4,3) entries, then we get

$$\begin{aligned}
 s_{33} w_{34} + w_{43}^* r_{44}^* &= e_{43}^* - s_{34} w_{44} \\
 r_{33} w_{34} + w_{43}^* s_{44}^* &= e_{34} - r_{34} w_{44}
 \end{aligned}$$

a 2×2 system of scalar equations that allows us to determine w_{34} and w_{43} **simultaneously**.

Algorithm to solve the transformed equation $RW + W^* S^* = E$ (I)

We illustrate with 4×4 example for simplicity:

$$\begin{bmatrix} r_{11} & r_{12} & r_{13} & r_{14} \\ 0 & r_{22} & r_{23} & r_{24} \\ 0 & 0 & r_{33} & r_{34} \\ 0 & 0 & 0 & r_{44} \end{bmatrix} \begin{bmatrix} w_{11} & w_{12} & w_{13} & w_{14} \\ w_{21} & w_{22} & w_{23} & w_{24} \\ w_{31} & w_{32} & w_{33} & w_{34} \\ w_{41} & w_{42} & w_{43} & w_{44} \end{bmatrix} + \begin{bmatrix} w_{11}^* & w_{21}^* & w_{31}^* & w_{41}^* \\ w_{12}^* & w_{22}^* & w_{32}^* & w_{42}^* \\ w_{13}^* & w_{23}^* & w_{33}^* & w_{43}^* \\ w_{14}^* & w_{24}^* & w_{34}^* & w_{44}^* \end{bmatrix} \begin{bmatrix} s_{11}^* & 0 & 0 & 0 \\ s_{12}^* & s_{22}^* & 0 & 0 \\ s_{13}^* & s_{23}^* & s_{33}^* & 0 \\ s_{14}^* & s_{24}^* & s_{34}^* & s_{44}^* \end{bmatrix} = \begin{bmatrix} e_{11} & e_{12} & e_{13} & e_{14} \\ e_{21} & e_{22} & e_{23} & e_{24} \\ e_{31} & e_{32} & e_{33} & e_{34} \\ e_{41} & e_{42} & e_{43} & e_{44} \end{bmatrix}$$

If we equate the (2,4) and (4,2) entries, then we get

$$\begin{aligned}
 s_{22} w_{24} + w_{42}^* r_{44} &= e_{42} - s_{23} w_{34} - s_{24} w_{44} \\
 r_{22} w_{24} + w_{42}^* s_{44} &= e_{24} - r_{23} w_{34} - r_{24} w_{44}
 \end{aligned}$$

a 2×2 system of scalar equations that allows us to determine w_{24} and w_{42} **simultaneously**.

Algorithm to solve the transformed equation $RW + W^* S^* = E$ (I)

We illustrate with 4×4 example for simplicity:

$$\begin{aligned}
 & \begin{bmatrix} r_{11} & r_{12} & r_{13} & r_{14} \\ 0 & r_{22} & r_{23} & r_{24} \\ 0 & 0 & r_{33} & r_{34} \\ 0 & 0 & 0 & r_{44} \end{bmatrix} \begin{bmatrix} w_{11} & w_{12} & w_{13} & w_{14} \\ w_{21} & w_{22} & w_{23} & w_{24} \\ w_{31} & w_{32} & w_{33} & w_{34} \\ w_{41} & w_{42} & w_{43} & w_{44} \end{bmatrix} \\
 + & \begin{bmatrix} w_{11}^* & w_{21}^* & w_{31}^* & w_{41}^* \\ w_{12}^* & w_{22}^* & w_{32}^* & w_{42}^* \\ w_{13}^* & w_{23}^* & w_{33}^* & w_{43}^* \\ w_{14}^* & w_{24}^* & w_{34}^* & w_{44}^* \end{bmatrix} \begin{bmatrix} s_{11}^* & 0 & 0 & 0 \\ s_{12}^* & s_{22}^* & 0 & 0 \\ s_{13}^* & s_{23}^* & s_{33}^* & 0 \\ s_{14}^* & s_{24}^* & s_{34}^* & s_{44}^* \end{bmatrix} = \begin{bmatrix} e_{11} & e_{12} & e_{13} & e_{14} \\ e_{21} & e_{22} & e_{23} & e_{24} \\ e_{31} & e_{32} & e_{33} & e_{34} \\ e_{41} & e_{42} & e_{43} & e_{44} \end{bmatrix}
 \end{aligned}$$

If we equate the (2,4) and (4,2) entries, then we get

$$\begin{aligned}
 s_{22} w_{24} + w_{42}^* r_{44}^* &= e_{42} - s_{23} w_{34} - s_{24} w_{44} \\
 r_{22} w_{24} + w_{42}^* s_{44}^* &= e_{24} - r_{23} w_{34} - r_{24} w_{44}
 \end{aligned}$$

a 2×2 system of scalar equations that allows us to determine w_{24} and w_{42} **simultaneously**.

Algorithm to solve the transformed equation $RW + W^* S^* = E$ (I)

We illustrate with 4×4 example for simplicity:

$$\begin{bmatrix} r_{11} & r_{12} & r_{13} & r_{14} \\ 0 & r_{22} & r_{23} & r_{24} \\ 0 & 0 & r_{33} & r_{34} \\ 0 & 0 & 0 & r_{44} \end{bmatrix} \begin{bmatrix} w_{11} & w_{12} & w_{13} & w_{14} \\ w_{21} & w_{22} & w_{23} & w_{24} \\ w_{31} & w_{32} & w_{33} & w_{34} \\ w_{41} & w_{42} & w_{43} & w_{44} \end{bmatrix} + \begin{bmatrix} w_{11}^* & w_{21}^* & w_{31}^* & w_{41}^* \\ w_{12}^* & w_{22}^* & w_{32}^* & w_{42}^* \\ w_{13}^* & w_{23}^* & w_{33}^* & w_{43}^* \\ w_{14}^* & w_{24}^* & w_{34}^* & w_{44}^* \end{bmatrix} \begin{bmatrix} s_{11}^* & 0 & 0 & 0 \\ s_{12}^* & s_{22}^* & 0 & 0 \\ s_{13}^* & s_{23}^* & s_{33}^* & 0 \\ s_{14}^* & s_{24}^* & s_{34}^* & s_{44}^* \end{bmatrix} = \begin{bmatrix} e_{11} & e_{12} & e_{13} & e_{14} \\ e_{21} & e_{22} & e_{23} & e_{24} \\ e_{31} & e_{32} & e_{33} & e_{34} \\ e_{41} & e_{42} & e_{43} & e_{44} \end{bmatrix}$$

If we equate the (1,4) and (4,1) entries, then we get

$$\begin{aligned}
 s_{11} w_{14} + w_{41}^* r_{44} &= e_{41} - s_{12} w_{24} - s_{13} w_{34} - s_{14} w_{44} \\
 r_{11} w_{14} + w_{41}^* s_{44} &= e_{14} - r_{12} w_{24} - r_{13} w_{34} - r_{14} w_{44}
 \end{aligned}$$

a 2×2 system of scalar equations that allows us to determine w_{14} and w_{41} **simultaneously**.

Algorithm to solve the transformed equation $RW + W^* S^* = E$ (I)

We illustrate with 4×4 example for simplicity:

$$\begin{bmatrix} r_{11} & r_{12} & r_{13} & r_{14} \\ 0 & r_{22} & r_{23} & r_{24} \\ 0 & 0 & r_{33} & r_{34} \\ 0 & 0 & 0 & r_{44} \end{bmatrix} \begin{bmatrix} w_{11} & w_{12} & w_{13} & w_{14} \\ w_{21} & w_{22} & w_{23} & w_{24} \\ w_{31} & w_{32} & w_{33} & w_{34} \\ w_{41} & w_{42} & w_{43} & w_{44} \end{bmatrix} + \begin{bmatrix} w_{11}^* & w_{21}^* & w_{31}^* & w_{41}^* \\ w_{12}^* & w_{22}^* & w_{32}^* & w_{42}^* \\ w_{13}^* & w_{23}^* & w_{33}^* & w_{43}^* \\ w_{14}^* & w_{24}^* & w_{34}^* & w_{44}^* \end{bmatrix} \begin{bmatrix} s_{11}^* & 0 & 0 & 0 \\ s_{12}^* & s_{22}^* & 0 & 0 \\ s_{13}^* & s_{23}^* & s_{33}^* & 0 \\ s_{14}^* & s_{24}^* & s_{34}^* & s_{44}^* \end{bmatrix} = \begin{bmatrix} e_{11} & e_{12} & e_{13} & e_{14} \\ e_{21} & e_{22} & e_{23} & e_{24} \\ e_{31} & e_{32} & e_{33} & e_{34} \\ e_{41} & e_{42} & e_{43} & e_{44} \end{bmatrix}$$

If we equate the (1,4) and (4,1) entries, then we get

$$\begin{aligned}
 s_{11} w_{14} + w_{41}^* r_{44} &= e_{41} - s_{12} w_{24} - s_{13} w_{34} - s_{14} w_{44} \\
 r_{11} w_{14} + w_{41}^* s_{44} &= e_{14} - r_{12} w_{24} - r_{13} w_{34} - r_{14} w_{44}
 \end{aligned}$$

a 2×2 system of scalar equations that allows us to determine w_{14} and w_{41} **simultaneously**.

Algorithm to solve the transformed equation $RW + W^* S^* = E$ (I)

We illustrate with 4×4 example for simplicity:

$$\begin{bmatrix} r_{11} & r_{12} & r_{13} & r_{14} \\ 0 & r_{22} & r_{23} & r_{24} \\ 0 & 0 & r_{33} & r_{34} \\ 0 & 0 & 0 & r_{44} \end{bmatrix} \begin{bmatrix} w_{11} & w_{12} & w_{13} & w_{14} \\ w_{21} & w_{22} & w_{23} & w_{24} \\ w_{31} & w_{32} & w_{33} & w_{34} \\ w_{41} & w_{42} & w_{43} & w_{44} \end{bmatrix} + \begin{bmatrix} w_{11}^* & w_{21}^* & w_{31}^* & w_{41}^* \\ w_{12}^* & w_{22}^* & w_{32}^* & w_{42}^* \\ w_{13}^* & w_{23}^* & w_{33}^* & w_{43}^* \\ w_{14}^* & w_{24}^* & w_{34}^* & w_{44}^* \end{bmatrix} \begin{bmatrix} s_{11}^* & 0 & 0 & 0 \\ s_{12}^* & s_{22}^* & 0 & 0 \\ s_{13}^* & s_{23}^* & s_{33}^* & 0 \\ s_{14}^* & s_{24}^* & s_{34}^* & s_{44}^* \end{bmatrix} = \begin{bmatrix} e_{11} & e_{12} & e_{13} & e_{14} \\ e_{21} & e_{22} & e_{23} & e_{24} \\ e_{31} & e_{32} & e_{33} & e_{34} \\ e_{41} & e_{42} & e_{43} & e_{44} \end{bmatrix}$$

If we equate the (1:3,1:3) submatrices, then we get

$$\begin{bmatrix} r_{11} & r_{12} & r_{13} \\ 0 & r_{22} & r_{23} \\ 0 & 0 & r_{33} \end{bmatrix} \begin{bmatrix} w_{11} & w_{12} & w_{13} \\ w_{21} & w_{22} & w_{23} \\ w_{31} & w_{32} & w_{33} \end{bmatrix} + \begin{bmatrix} w_{11}^* & w_{21}^* & w_{31}^* \\ w_{12}^* & w_{22}^* & w_{32}^* \\ w_{13}^* & w_{23}^* & w_{33}^* \end{bmatrix} \begin{bmatrix} s_{11}^* & 0 & 0 \\ s_{12}^* & s_{22}^* & 0 \\ s_{13}^* & s_{23}^* & s_{33}^* \end{bmatrix} \\
 = \begin{bmatrix} e_{11} & e_{12} & e_{13} \\ e_{21} & e_{22} & e_{23} \\ e_{31} & e_{32} & e_{33} \end{bmatrix} - \begin{bmatrix} r_{14} \\ r_{24} \\ r_{34} \end{bmatrix} \begin{bmatrix} w_{41} & w_{42} & w_{43} \end{bmatrix} - \begin{bmatrix} w_{41}^* \\ w_{42}^* \\ w_{43}^* \end{bmatrix} \begin{bmatrix} s_{14}^* & s_{24}^* & s_{34}^* \end{bmatrix}$$

which is a 3×3 matrix equation of the same type as the original one.

Algorithm to solve the transformed equation $RW + W^* S^* = E$ (I)

We illustrate with 4×4 example for simplicity:

$$\begin{bmatrix} r_{11} & r_{12} & r_{13} & r_{14} \\ 0 & r_{22} & r_{23} & r_{24} \\ 0 & 0 & r_{33} & r_{34} \\ 0 & 0 & 0 & r_{44} \end{bmatrix} \begin{bmatrix} w_{11} & w_{12} & w_{13} & w_{14} \\ w_{21} & w_{22} & w_{23} & w_{24} \\ w_{31} & w_{32} & w_{33} & w_{34} \\ w_{41} & w_{42} & w_{43} & w_{44} \end{bmatrix} + \begin{bmatrix} w_{11}^* & w_{21}^* & w_{31}^* & w_{41}^* \\ w_{12}^* & w_{22}^* & w_{32}^* & w_{42}^* \\ w_{13}^* & w_{23}^* & w_{33}^* & w_{43}^* \\ w_{14}^* & w_{24}^* & w_{34}^* & w_{44}^* \end{bmatrix} \begin{bmatrix} s_{11}^* & 0 & 0 & 0 \\ s_{12}^* & s_{22}^* & 0 & 0 \\ s_{13}^* & s_{23}^* & s_{33}^* & 0 \\ s_{14}^* & s_{24}^* & s_{34}^* & s_{44}^* \end{bmatrix} = \begin{bmatrix} e_{11} & e_{12} & e_{13} & e_{14} \\ e_{21} & e_{22} & e_{23} & e_{24} \\ e_{31} & e_{32} & e_{33} & e_{34} \\ e_{41} & e_{42} & e_{43} & e_{44} \end{bmatrix}$$

If we equate the (1:3,1:3) submatrices, then we get

$$\begin{bmatrix} r_{11} & r_{12} & r_{13} \\ 0 & r_{22} & r_{23} \\ 0 & 0 & r_{33} \end{bmatrix} \begin{bmatrix} w_{11} & w_{12} & w_{13} \\ w_{21} & w_{22} & w_{23} \\ w_{31} & w_{32} & w_{33} \end{bmatrix} + \begin{bmatrix} w_{11}^* & w_{21}^* & w_{31}^* \\ w_{12}^* & w_{22}^* & w_{32}^* \\ w_{13}^* & w_{23}^* & w_{33}^* \end{bmatrix} \begin{bmatrix} s_{11}^* & 0 & 0 \\ s_{12}^* & s_{22}^* & 0 \\ s_{13}^* & s_{23}^* & s_{33}^* \end{bmatrix} \\
 = \begin{bmatrix} e_{11} & e_{12} & e_{13} \\ e_{21} & e_{22} & e_{23} \\ e_{31} & e_{32} & e_{33} \end{bmatrix} - \begin{bmatrix} r_{14} \\ r_{24} \\ r_{34} \end{bmatrix} \begin{bmatrix} w_{41} & w_{42} & w_{43} \end{bmatrix} - \begin{bmatrix} w_{41}^* \\ w_{42}^* \\ w_{43}^* \end{bmatrix} \begin{bmatrix} s_{14}^* & s_{24}^* & s_{34}^* \end{bmatrix}$$

which is a 3×3 matrix equation of the same type as the original one.

Algorithm to solve the transformed equation $RW + W^* S^* = E$ (II)

INPUT: $R, S, E \in \mathbb{C}^{n \times n}$, with R and S upper triangular

OUTPUT: $W \in \mathbb{C}^{n \times n}$

for $j = p : -1 : 1$

 solve $r_{jj}w_{jj} + w_{jj}^*s_{jj}^* = e_{jj}$ to get w_{jj}

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 solve $\left\{ \begin{array}{l} s_{ii}w_{ij} + w_{ji}^*r_{jj}^* = e_{ji} - \sum_{k=i+1}^j s_{ik}w_{kj} \\ r_{ii}w_{ij} + w_{ji}^*s_{jj}^* = e_{ij} - \sum_{k=i+1}^j r_{ik}w_{kj} \end{array} \right\}$ to get w_{ij}, w_{ji}

 end

$$E(1:j-1, 1:j-1) = E(1:j-1, 1:j-1) - R(1:j-1, j)W(j, 1:j-1) - (S(1:j-1, j)W(j, 1:j-1))^*$$

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Cost

- $2n^3 + O(n^2)$ flops for real input matrices and a total cost $76n^3 + O(n^2)$ flops for the whole algorithm for $AX + X^*B = C$.

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- **Roundoff errors:** \widehat{X} , computed solution of $AX + X^*B = C$, satisfies

$$\|A\widehat{X} + \widehat{X}^*B - C\|_F \leq \alpha \mathbf{u} n^{5/2} (\|A\|_F + \|B\|_F) \|\widehat{X}\|_F,$$

with \mathbf{u} unit roundoff and α small integer constant.

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- The algorithm should be compared with Bartels-Stewart algorithm for Sylvester equation $AX - XB = C$:
 - 1 Compute independently triang. Schur forms T_A and T_B of A and B .
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- 6 Conclusions

Theoretical method to solve $AX + X^*B = 0$

- In case of consistency, but “nonuniqueness”, general solution of $AX + X^*B = C$ is $X = X_p + X_h$, where
 - 1 X_p is a particular solution and
 - 2 X_h is the general solution of $AX + X^*B = 0$.

The latter found **a few weeks ago** by De Terán, D., Guillery, Montealegre, Reyes (REU program, U. of California at S. Barbara, M.I. Bueno).

- **KEY IDEA:** If $E - \lambda F^*$ is the *Kronecker Canonical form (KCF)* of $A - \lambda B^*$, then $AX + X^*B = 0$ can be transformed into

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- If $E = E_1 \oplus \dots \oplus E_d$, $F^* = F_1^* \oplus \dots \oplus F_d^*$, and $Y = [Y_{ij}]$ is partitioned into blocks accordingly, then this equation decouples in

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- which produce **14** different types of matrix (systems) equations, whose explicit solutions have been found. **Much more complicated general solution than standard Sylvester eq: $AX - XB = 0$.**

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 - 1 Use of **QZ-algor for pencil $A - \lambda B^*$** instead of QR-algor for matrices.
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- Several **problems still remain open**. Among them:
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