

$$\begin{aligned}
B_{+i}(j) &= (j + 2^i) \pmod{N} \\
B_{-i}(j) &= (j - 2^i) \pmod{N} \\
0 \leq j \leq N-1, 0 \leq i \leq n-1, n &= \log_2 N
\end{aligned}$$

IV. RECURSIVE DOUBLING ELIMINATION ALGORITHM

The algorithm adopts divide-and-conquer as the structure. In this method, the problem is divided into smaller subproblems. The solutions of these subproblems are found first. Then these are processed further, to get the solution of the complete problem. The algorithm is divided into three steps:

1. If matrix size is n by n , partition into $(n/\log_2 n)$ blocks and each one has $(\log_2 n)$ rows. Each block distribute to a processor responsible for calculating, as shown in Fig. 6. Simultaneity performs elementary row operation of each block, as shown in Fig. 7.

2. Take out the last row of every block, and make up smaller tridiagonal matrix, namely *eigenmatrix*, as show in Figure 8. And solving the *eigenmatrix* utilizes recursive doubling elimination method.

3. Solution calculated by *eigenmatrix*, backward substitution it in each processor. So can find every row of original matrix all only has one variable left. Solving job of original matrix just need utilize simple division, as shown in Figure 9.

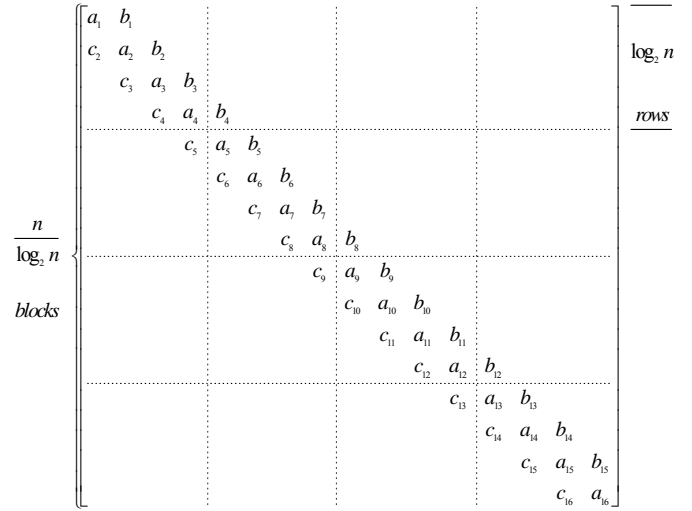


Figure 6 partition matrix

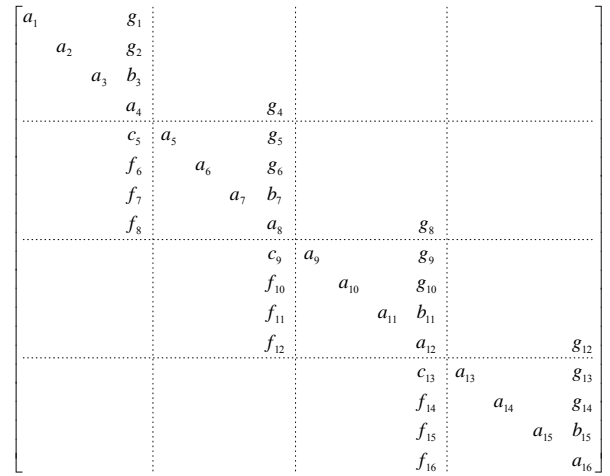


Figure 7 Simultaneity performs elementary row operation of each block

$$\begin{bmatrix} a_4 & g_4 & 0 & 0 \\ f_8 & a_8 & g_8 & 0 \\ 0 & f_{12} & a_{12} & g_{12} \\ 0 & 0 & f_{16} & a_{16} \end{bmatrix} \times \begin{bmatrix} x_4 \\ x_8 \\ x_{12} \\ x_{16} \end{bmatrix} = \begin{bmatrix} r_4 \\ r_8 \\ r_{12} \\ r_{16} \end{bmatrix}$$

Figure 8 eigenmatrix

analysis, utilize $O(n/\log_2 n)$ processors to finish within $O(\log_2 n)$ times. Its cost equals to $O(n)$, this is the best solution at present.

[10] Ferng-Ching Lin and Kuo-Liang Chung. "A cost-optimal parallel tridiagonal system solver," *Parallel Computing*, vol.15, 1990, pp. 189-199.

REFERENCE

- [1] R. F. Boisvert, "Algorithms for special tridiagonal systems," *SIAM J. Scientific Statist. Computat.*, vol.12, no.2, 1991, pp. 423-442.
- [2] S. L. Johnsson, "Solving tridiagonal systems on ensemble architectures," *SIAM J. Scientific Statist. Compt.*, vol.8, no.3, 1987, pp.354-392.
- [3] H. Spath, *Spline Algorithms for Curves and Surfaces*. Utilitas Mathematica, 1974.
- [4] Kuo-Liang Chung and Ferng-Ching Lin, "A cost-optimal parallel algorithm for B-spline surface fitting," *Graphical models and image processing*, vol.53, no.6, November, 1991, pp. 601-605.
- [5] Larry L. Schumaker, *Spline Function Basic Theoy*. JOHN WILEY & SONS, 1981.
- [6] H. S. Stone, "Parallel tridiagonal equation solvers," *ACM Trans. Math Software*, vol.1, no.4, 1975, pp. 289-307.
- [7] A. H. Sameh and D. J. Kuck, "A parallel QR algorithm for symmetric tridiagonal matrices", *IEEE Trans. Comp.* vol. C-26(2), 1977, pp.147-155.
- [8] R. W. Hockney. "A first direct solution of Poisson's equation using fourier analysis," *Journal of ACM* vol.12, 1965, pp. 95-113.
- [9] H. H. Wang. "A parallel method for tridiagonal equations," *ACM Trans. Math. Software* vol.7, 1981, pp170-183.