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Problem 1.

- (a) We are given two sets P, N with n unit vectors on opposite sides of a hyperplane through the origin. $\langle a, x \rangle = 0$. Moreover, the distance of each point from the hyperplane is at least ε . Let $S = \{0, a\} \cup P \cup N \cup P' \cup N'$ with P', N' being their respective points reflected across the origin. We want to show it is possible to represent the points in S in lower dimension $O(\log n/\varepsilon^2)$ with distances being preserved up to a $1 \pm (\varepsilon/10)$.

This is possible with the JL Lemma. The JL Lemma states that for n points in d dimensions, it is possible to represent these points in $m = O(\log n/\varepsilon^2)$ dimensions. If we plug into our lemma ($n = 4n$ and $\varepsilon = \varepsilon/10$), we end up with a bound of $m = O(100 \log 4n/\varepsilon^2)$ with distances being preserved up to $1 \pm (\varepsilon/10)$. With Big-O notation, we can simplify $m = O(100 \log 4n/\varepsilon^2) = O(\log n/\varepsilon^2)$.

- (b) We want to show that the margin for the above transformation is still preserved up to $\varepsilon/2$. To do so, we will use the identity $\langle a, x \rangle = \frac{\|a+x\|^2 - \|a-x\|^2}{4}$. From this, we have the following:

$$\begin{aligned} \langle \frac{T(a)}{\|T(a)\|}, T(x) \rangle &= \frac{1}{\|T(a)\|} \langle T(a), T(x) \rangle \\ \langle T(a), T(x) \rangle &= \frac{\|T(a) + T(x)\|^2 - \|T(a) - T(x)\|^2}{4} \stackrel{?}{\geq} \varepsilon/2 \\ &= \|T(a) + T(x)\|^2 - \|T(a) - T(x)\|^2 \stackrel{?}{\geq} 2\varepsilon \end{aligned}$$

From the JL-Lemma, we have that $T(a) = (1 \pm \frac{\varepsilon}{10}) \times a$ and that $T(x) = (1 \pm \frac{\varepsilon}{10}) \times x$. Since we want to find the lower bound, we can push the bounds as far as we can go. This nets us:

$$\begin{aligned} (1 - \frac{\varepsilon}{10})^2 \|a+x\|^2 - (1 + \frac{\varepsilon}{10})^2 \|a-x\|^2 &\stackrel{?}{\geq} 2\varepsilon \\ (1 - \frac{\varepsilon}{10})^2 \|a+x\|^2 - (1 + \frac{\varepsilon}{10})^2 \|a+x\|^2 - (1 + \frac{\varepsilon}{10})^2 \|a-x\|^2 + (1 + \frac{\varepsilon}{10})^2 \|a+x\|^2 &\stackrel{?}{\geq} 2\varepsilon \\ \left[(1 - \frac{\varepsilon}{10})^2 - (1 + \frac{\varepsilon}{10})^2 \right] \|a+x\|^2 + (1 + \frac{\varepsilon}{10})^2 [\|a+x\|^2 - \|a-x\|^2] &\stackrel{?}{\geq} 2\varepsilon \end{aligned}$$

We can examine this expression piecewise. First, we know that $a^2 - b^2 = (a+b)(a-b)$.

$$\left[(1 - \frac{\varepsilon}{10})^2 - (1 + \frac{\varepsilon}{10})^2 \right] \|a+x\|^2 = (\frac{-4\varepsilon}{10}) \|a+x\|^2$$

Next we know that $\|a+x\|^2 - \|a-x\|^2 = 4\varepsilon$. We know this because of the identity $\langle a, x \rangle = \frac{\|a+x\|^2 - \|a-x\|^2}{4}$.

$$(1 + \frac{\varepsilon}{10})^2 [\|a+x\|^2 - \|a-x\|^2] = 4\varepsilon(1 + \frac{\varepsilon}{10})^2$$

If combine these expressions, shuffle terms around, and add back in the $\frac{1}{\|T(a)\|}$ from earlier, we get the following:

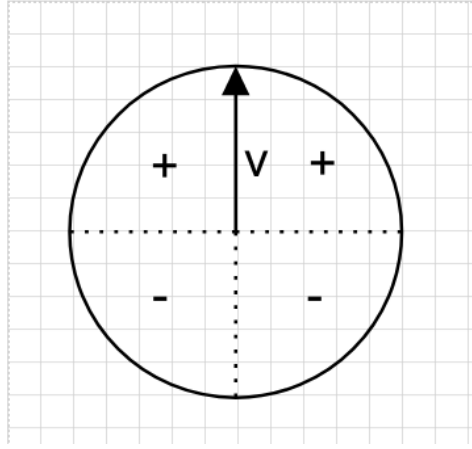
$$(1 + \frac{\varepsilon}{10})(4\varepsilon) \stackrel{?}{\geq} 2\varepsilon + \frac{(\frac{4\varepsilon}{10})\|a+x\|^2}{1 + \frac{\varepsilon}{10}}$$

Even if we stretch $\|a+x\|^2$ as far as it can go, which is 4, the RHS is bounded by 4ε . Meanwhile, the LHS is $4\varepsilon + (\frac{\varepsilon}{10})(4\varepsilon)$. As such, we are done, and we have proved that the margin is still preserved up to $\varepsilon/2$.

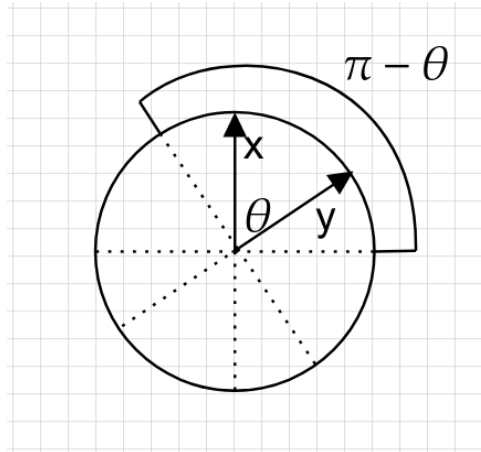
Problem 2.

- (a) We are designing an LSH family as follows: A hash function is to pick a random unit vector v from the unit sphere, and then $h(x)$ is the sign of $\langle v, x \rangle$. If $\langle v, x \rangle = 0$, then the hash value is 1. We want to express the probability that two unit vectors x and y shared the same hash value (they collide) as a function of r , the distance between x and y .

We can do this by focusing on the 2-dimensional space spanned by x and y . The reasoning for this is because we can project v onto this plane and that will be the primary decider on the hash value. The first thing we want to define is collision. In this case, two vectors x and y collide when $\langle v, x \rangle$ and $\langle v, y \rangle$ share the same sign. And in terms of v , the regions of $\langle v, x \rangle$ are defined below:



Thus, in order for $\langle v, x \rangle$ and $\langle v, y \rangle$ to share the same sign, x and y must fall into same sign regions. The region that v is allowed to be in can be expressed as a function of θ , the angle between vectors x and y . This angle of this region is $\pi - \theta$, and can be visualized below:



Thus, the probability of collision can be expressed in terms of θ . We double the region size, since the signs can either be both + or both -, and then divide over the entire circle.

$$\Pr[\text{collision}] = \frac{2(\pi - \theta)}{2\pi} = 1 - \frac{\theta}{\pi}$$

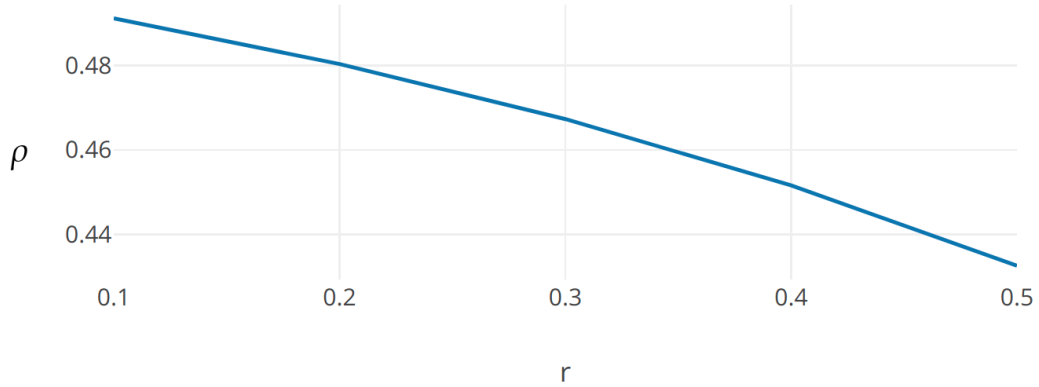
To get theta from r , we can use the law of cosines:

$$\begin{aligned}
 r^2 &= \|x\|^2 + \|y\|^2 + 2\|x\|\|y\|\cos\theta \\
 r^2 &= 1 + 1 + 2\cos\theta \\
 2 - r^2 &= 2\cos\theta \\
 \cos\theta &= 1 - \frac{r^2}{2} \\
 \theta &= \arccos\left(1 - \frac{r^2}{2}\right)
 \end{aligned}$$

And so, the final probability is:

$$\Pr[\text{collision}] = 1 - \frac{\arccos\left(1 - \frac{r^2}{2}\right)}{\pi}$$

- (b) We would like to evaluate the parameter ρ for the approximate near neighbor problem with $c = 2$. If we let $p_1 = \Pr[\text{collision for } r]$ and $p_2 = \Pr[\text{collision for } 2r]$ and $\rho = \frac{\log p_1}{\log p_2}$, we get the following graph:



Problem 3.

Followed the instructions at: <https://www.youtube.com/watch?v=H7qMMudo3e8>

```
from PIL import Image
from matplotlib.image import imread
import matplotlib.pyplot as plt
import numpy as np

# Import image
A = imread('images/sf-gray.jpg')

# SVD computations
U, S, VT = np.linalg.svd(A,full_matrices=False)
S = np.diag(S)

j = 1
for k in (50, 60, 70, 80, 90, 100):
    # appr image
    X = U[:, :k] @ S[0:k, :k] @ VT[:, k, :]
    plt.figure(j)
    img = plt.imshow(X)
    img.set_cmap('gray')
    plt.title('k = ' + str(k))
    plt.show()
    j += 1

# Best Approximation
k = 90
B = U[:, :k] @ S[0:k, :k] @ VT[:, k, :]
img = plt.imshow(B)
img.set_cmap('gray')
plt.axis('off')

plt.savefig('images/sf-compressed.jpg')
```

Original Image:



Compressed Image (at rank 90):



Problem 4.

- (a) We are given $A = U\Sigma V^T$ with singular values $\sigma_1 \geq \sigma_2 \geq \dots \geq \sigma_n$. We would like to find a matrix B of at most rank k such that $\|A - B\|_2 \leq \frac{\|A\|_F}{\sqrt{k}}$.

We can define B similarly to A , but at rank k :

$$B = \begin{bmatrix} u_1 \\ u_2 \\ \vdots \\ u_n \end{bmatrix} \begin{bmatrix} \sigma_1 & 0 & \dots & 0 & 0 & \dots & 0 \\ 0 & \sigma_2 & \dots & 0 & 0 & \dots & 0 \\ \vdots & \vdots & \ddots & 0 & 0 & \dots & 0 \\ 0 & 0 & 0 & \sigma_k & 0 & \dots & 0 \\ 0 & 0 & 0 & 0 & 0 & \dots & 0 \\ \vdots & \vdots & \vdots & \vdots & \vdots & \ddots & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix}^T$$

Thus, the result of $\|A - B\|_2$ can be expressed as follows:

$$\begin{aligned} \|A - B\|_2 &= \sigma_{k+1} \\ \sigma_{k+1} &\stackrel{?}{\leq} \frac{\|A\|_F}{\sqrt{k}} \\ \sigma_{k+1} &\stackrel{?}{\leq} \frac{\sqrt{\sum_i \sigma_i^2}}{\sqrt{k}} \\ \sigma_{k+1}^2 &\stackrel{?}{\leq} \frac{\sum_i \sigma_i^2}{k} \\ k\sigma_{k+1}^2 &\stackrel{?}{\leq} \sum_i \sigma_i^2 \end{aligned}$$

The last statement is true because $\sigma_1 \geq \sigma_2 \geq \dots \geq \sigma_k \geq \sigma_{k+1} \geq \dots$. Since there are k singular values from σ_1 to σ_k , the following is true:

$$k\sigma_{k+1}^2 \leq \sum_i \sigma_i^2$$

- (b) We want to find a matrix C that is a good approximate for A , such that the margin of error is $\|(A - C)x\|_2 \leq \varepsilon \|A\|_F \|x\|_2$. If we define C like we defined B as in Part A, but with rank $k = \frac{1}{\varepsilon^2}$, we have the following:

$$C = \begin{bmatrix} u_1 \\ u_2 \\ \vdots \\ u_n \end{bmatrix} \begin{bmatrix} \sigma_1 & 0 & \dots & 0 & 0 & \dots & 0 \\ 0 & \sigma_2 & \dots & 0 & 0 & \dots & 0 \\ \vdots & \vdots & \ddots & 0 & 0 & \dots & 0 \\ 0 & 0 & 0 & \sigma_k & 0 & \dots & 0 \\ 0 & 0 & 0 & 0 & 0 & \dots & 0 \\ \vdots & \vdots & \vdots & \vdots & \vdots & \ddots & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix}^T$$

We can also prove the bounds:

$$\begin{aligned} \|(A - C)x\|_2 &= \|A - C\|_2 \|x\|_2 \\ &\leq \frac{\|A\|_F}{\sqrt{k}} \|x\|_2 \\ &\leq \frac{\|A\|_F}{1/\varepsilon} \|x\|_2 \\ &\leq \varepsilon \|A\|_F \|x\|_2 \end{aligned}$$

The reason we want to approximate A with C is for performance reasons. The runtime for using A is $O(n^2)$. We can do better with C , which has a runtime of $O(nk)$ or $O(\frac{n}{\varepsilon^2})$.