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# Fast and Memory Optimal Low-Rank Matrix Approximation

Team #17

Team members:

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# Background

Low-rank approximation of matrix  $\mathbf{M} \in [0, 1]^{m \times n}$  is a matrix  $\mathbf{Z}$  such that  $\min_{\text{rank}(\mathbf{Z})=k} \|\mathbf{M} - \mathbf{Z}\|_F$

Possible applications:

- Image compression
- Noise reduction
- Latent semantic indexing

# Algorithm: Streaming Low-Rank Approximation (SLA)

Idea:

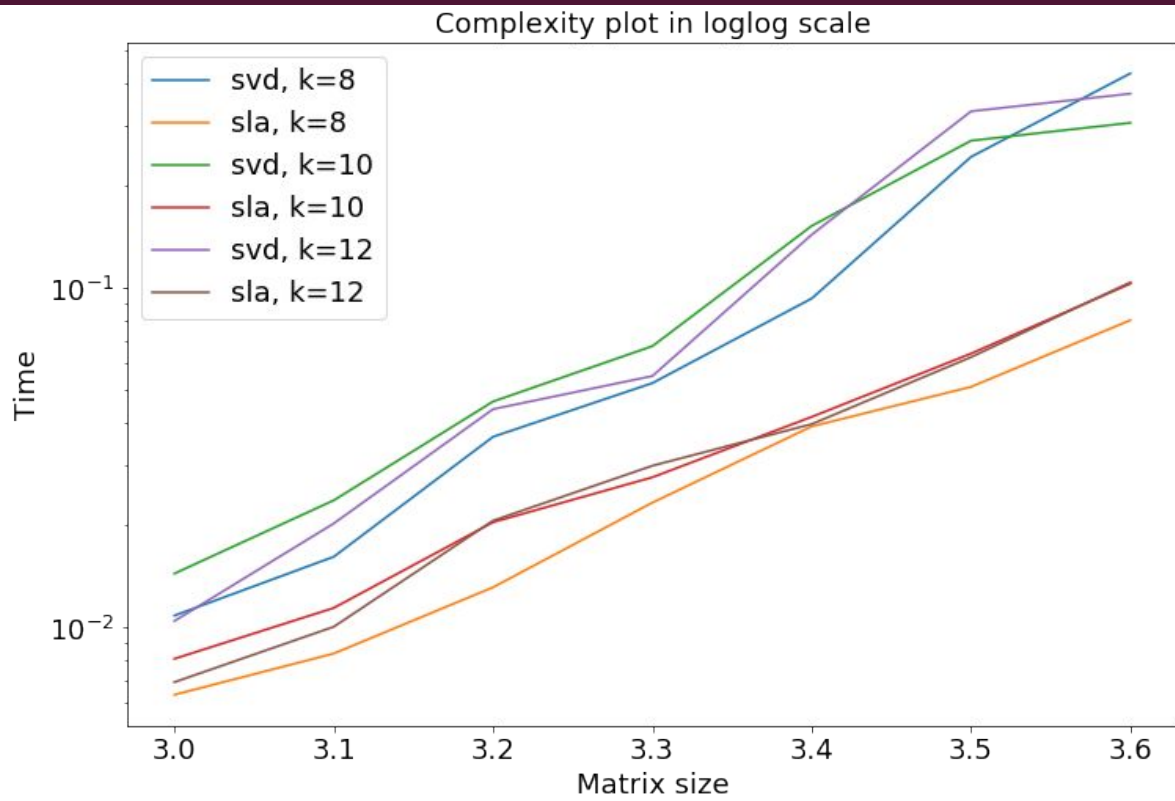
1. Independently sample entries from  $\mathbf{M}$  to  $\mathbf{A}_1$ ,  $\mathbf{A}_2$
2.  $\mathbf{Q}$  is  $k$ -rank PCA for first  $\mathbf{1}$  columns of  $\mathbf{A}_1$
3. Trim some rows and columns of  $\mathbf{A}_2$
4. Create sketch of the matrix based on basis  $\mathbf{Q}$ , remove  $\mathbf{A}_1$ ,  $\mathbf{A}_2$ ,  $\mathbf{Q}$  from memory
5. Iteratively update sketch for every new column of  $\mathbf{M}$

Key features:

- Streaming: matrix is observed in a sequential order in a single pass
- Only one observed column of size  $m$  is needed at each iteration
- Memory complexity is  $O(k(n+m))$

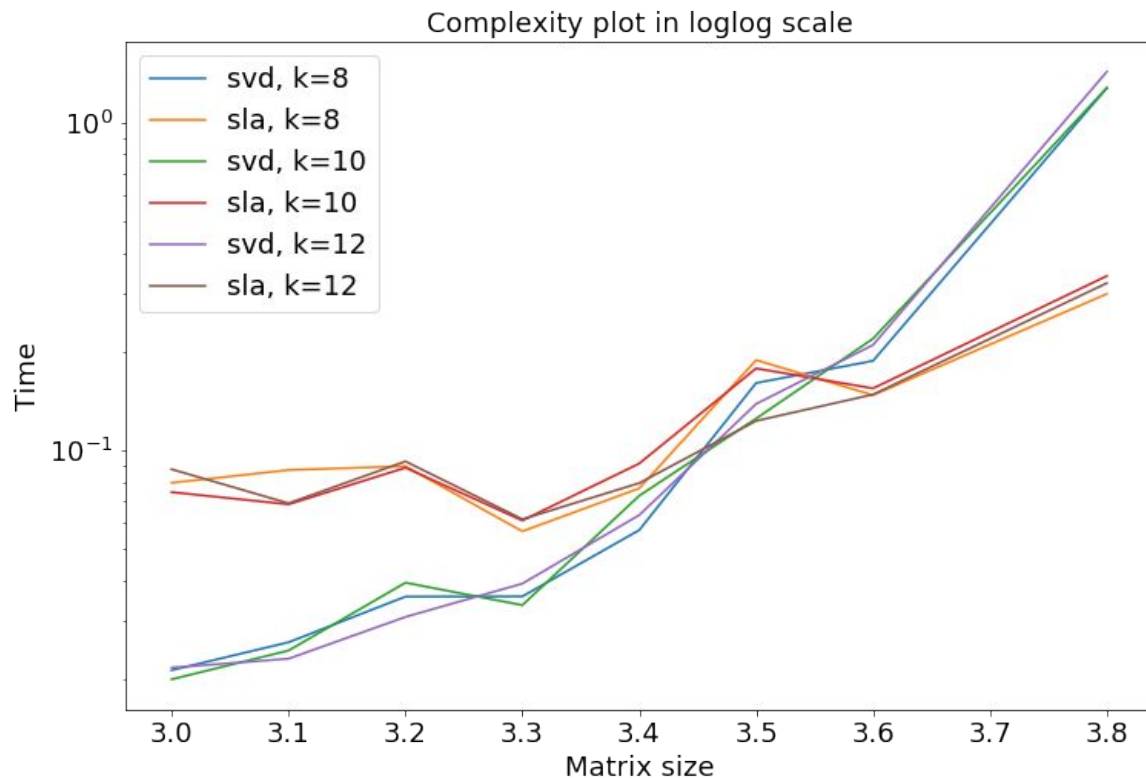
# Computational complexity

Dense matrices

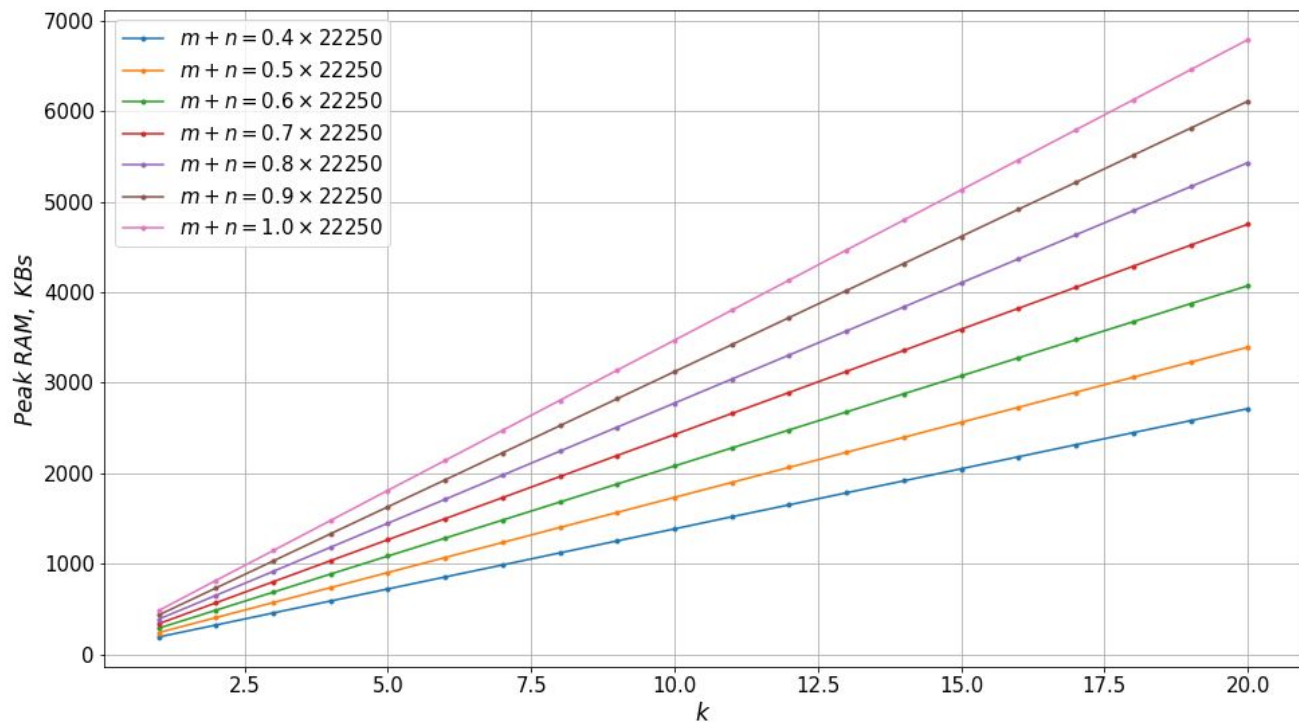


# Computational complexity

## Sparse matrices



# Memory consumption

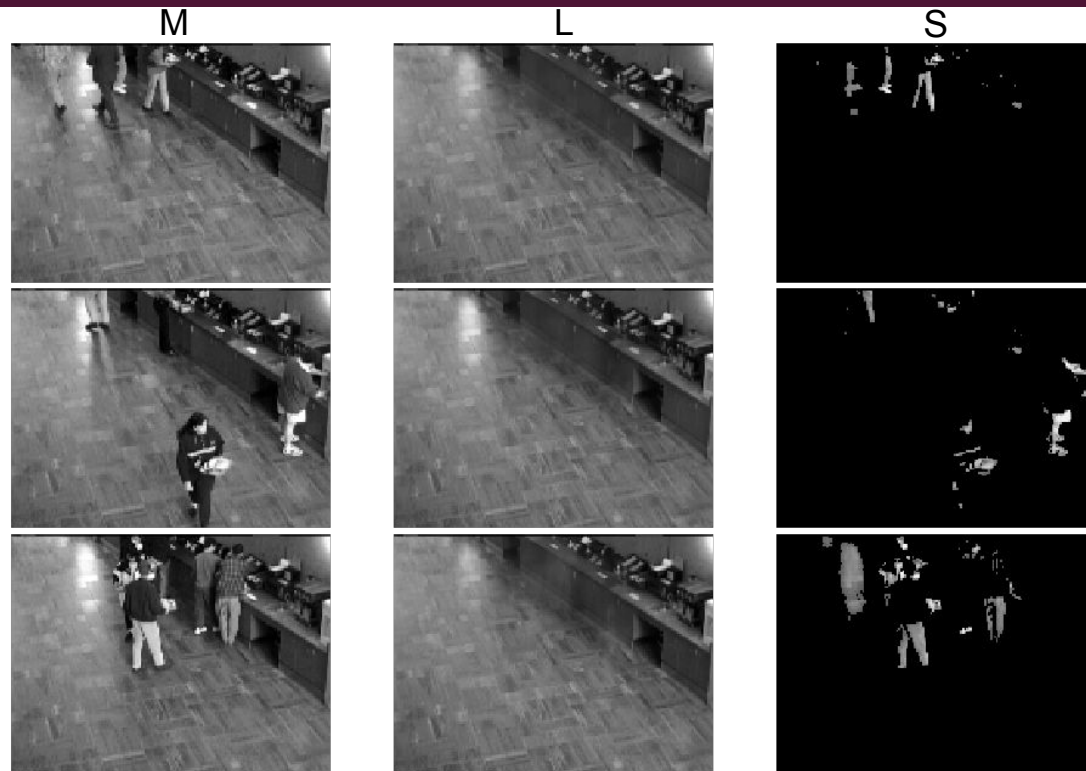


- All memory allocations for matrices were tracked
- Memory complexity is  $O(k(n+m))$  — as in theory

# Applications

## Video foreground/background separation

- $M = L + S$
- $L$  — low-rank matrix
- $L$  — static background (scene)
- $S$  — sparse matrix
- $S$  — foreground (moving objects)
- Video: [link](#)
- ~3000 frames
- 1-2 seconds to process



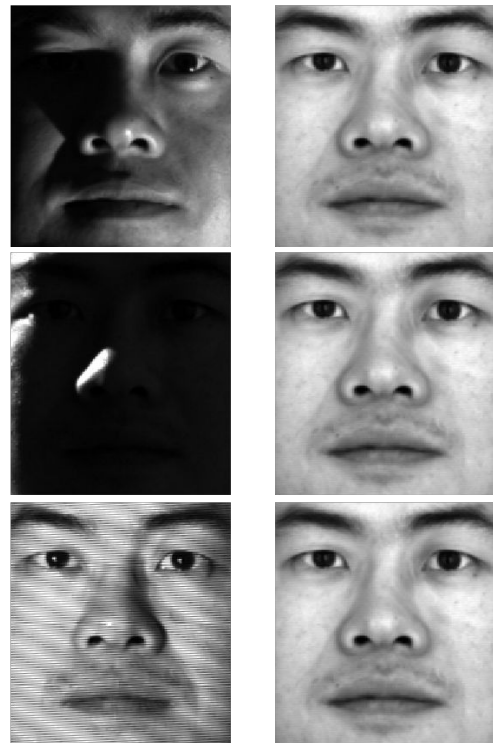
# Applications

## Shadow removing

- $M = L + S$ , the same as in the previous slide
- 58 images of the same person
- Different illumination conditions
- ~ 100ms per person

### References:

- E. J. Candes. Robust PCA  
(~ 5 min for video, 1.5 min for faces)
- A. Yurtsever. Sketchy Decisions: Convex Low-Rank Matrix Optimization with Optimal Storage  
(~ 30 min for video)
- [Yale Face Database](#)



M

L



# Conclusion

Streaming Low-Rank Approximation (SLA) method:

- Optimal memory consumption
- Real-time data processing
- Good performance in comparison with SVD, Robust PCA method, Sketchy Conditional Gradient Method (SketchyCGM)

# Contribution

- Semyon Abramov
  - SLA implementation
  - Application: faces shadow removing
- Denis Koposov
  - SLA implementation
  - Application: faces shadow removing
- Daniil Lopatkin
  - SLA implementation
  - Application: video foreground/background separation
- Albert Nagapetyan
  - Performance analysis
- Viktor Prutyantov
  - Application: video foreground/background separation
  - Memory consumption analysis