

# ORIE 7391: Faster: Algorithmic Ideas for Speeding Up Optimization

## Randomized Numerical Linear Algebra

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# Outline

Why randomize?

Trace estimation

Maximum eigenvectors

Minimum eigenvectors

Rangefinder

SVD

## Why randomize?

trade time for accuracy when you're solving a subproblem

## Basic building block: random matvec

given

- ▶ operator  $A : \mathbf{R}^n \rightarrow \mathbf{R}^m$
- ▶ random test vector  $\omega \in \mathbf{R}^n$

form

$$A\omega$$

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what random vectors?

- ▶ Gaussian  $\omega \sim \mathcal{N}(0, I_n)$
- ▶ Rademacher  $\omega \sim \mathcal{U}\{\pm 1\}^n$
- ▶ sparse
- ▶ fast Johnson-Lindenstrauss transform
- ▶ subsampled randomized fourier transform
- ▶ ...

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## Trace computation

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- ▶  $\sum_{i=1}^n e_i^T A e_i$  can be computed with  $n$  matvecs +  $O(n)$  flops

can we do it with fewer matvecs?

## Trace estimation

suppose  $\omega \in \mathbf{R}^n$  is isotropic:  $\mathbb{E}\omega\omega^T = I$ . then

$$X = \omega^T A \omega \quad \text{satisfies} \quad \mathbb{E}X = \mathbf{tr}(A)$$

## Trace estimation

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**proof:**

$$\begin{aligned}\omega^T A \omega &= \mathbf{tr}(\omega^T A \omega) = \mathbf{tr}(A \omega \omega^T) \\ \mathbb{E}\omega^T A \omega &= \mathbb{E} \mathbf{tr}(A \omega \omega^T) = \mathbf{tr}(A I) = \mathbf{tr}(A)\end{aligned}$$

## Improve variance by averaging

estimate trace by averaging over many iid copies:

$$\bar{X}_k = \frac{1}{k} \sum_{i=1}^k X_i \quad \text{where } X_i \sim X \text{ are iid}$$

cost:  $k$  random  $n$ -vectors +  $k$  matvecs +  $O(kn)$  arithmetic

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$$\mathbb{E}[\bar{X}_k] = \mathbf{tr}(A) \quad \text{Var}[\bar{X}_k] = \frac{1}{k} \text{Var}[X]$$

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## Approximate eigenvectors

### Definition

For a symmetric matrix  $M \in \mathbf{S}_+^n$ , we say a unit vector  $v$  is an  **$\varepsilon$ -approximate maximum eigenvector** if

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how to find approximate maximum eigenvector (efficiently)?

- ▶ (-) Krylov methods (e.g., ARPACK eigs)
  - ▶ unstable, hard to control precision
- ▶ (+) power method
  - ▶ converges in  $\mathcal{O}(\varepsilon^{-1})$  iterations, needs  $\mathcal{O}(n)$  storage
- ▶ (+) randomized Lanczos method
  - ▶ converges in  $q = \mathcal{O}(\varepsilon^{-1/2})$  iterations, needs  $\mathcal{O}(nq)$  storage
  - ▶ (or can use  $\mathcal{O}(n)$  storage by running it twice)

## Approximate eigenvectors: power method

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**Algorithm** ApproxMaxEvec via randomized power method

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**Input:**  $M \in \mathbf{S}_n$ , and maxiters  $q$

**Output:** Approximate minimum eigenpair  $(\xi, v) \in \mathbf{R} \times \mathbf{R}^n$  of  $M$

```
1  function APPROXMAXEVEC( $M; q$ )
2       $\omega \leftarrow \text{randn}(n)$ 
3       $v \leftarrow \omega / \|\omega\|$ 
4      for  $i \leftarrow 1, 2, 3, \dots, q$  do
5           $v \leftarrow Av$ 
6           $v \leftarrow v / \|v\|$ 
7      return  $(v^*(Mv), v)$ 
```

---

## Power method: guarantees

Fact (Randomized power method ([KW92]))

*Let  $M$  be a real psd matrix. After  $q \geq 2$  iterations, the randomized power method computes an  $\epsilon$ -approximate maximum eigenvector  $v$  with*

$$\mathbb{E}\epsilon \geq 0.871 \frac{\log n}{q-1}.$$

- ▶ arithmetic cost is  $\mathcal{O}(q)$  matrix–vector multiplies with  $M$  and  $\mathcal{O}(qn)$  extra operations
- ▶ working storage is about  $2n$  numbers

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For a symmetric matrix  $M \in \mathbf{S}_+^n$ , we say a unit vector  $v$  is an  **$\varepsilon$ -approximate minimum eigenvector** if

$$v^* M v \leq \lambda_{\min}(M) + \varepsilon \|M\|.$$

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how to find approximate minimum eigenvector (efficiently)?

- ▶ (-) Krylov methods (e.g., ARPACK eigs)
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## Approximate eigenvectors: shifted power method

- ▶ use power iteration to find max eigenvalue
- ▶ min eigenvalue of  $M$  is max eigenvalue of  $\|M\|I - M$

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**Algorithm** ApproxMinEvec via randomized shifted power method

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**Input:**  $M \in \mathbf{S}_n$ , and maxiters  $q$

**Output:** Approximate minimum eigenpair  $(\xi, v) \in \mathbf{R} \times \mathbf{R}^n$  of  $M$

```
1  function APPROXMINVEEC( $M; q$ )
2       $\sigma \leftarrow \|M\|$ 
3       $v \leftarrow \text{randn}(n, 1) / \sqrt{n}$ 
4      for  $i \leftarrow 1, 2, 3, \dots, q$  do
5           $v \leftarrow \sigma v - Mv$ 
6           $v \leftarrow v / \|v\|$ 
7      return  $(v^*(Mv), v)$ 
```

---

## Power method: guarantees

Fact (Randomized shifted power method ([KW92]))

Let  $M \in \mathbf{S}_n$ . For  $\varepsilon \in (0, 1]$  and  $\delta \in (0, 1]$ , the shifted power method computes a unit vector  $u \in \mathbf{R}^n$  that satisfies

$$u^* M u \leq \lambda_{\min}(M) + \varepsilon \|M\| \quad w/prob \geq 1 - \delta$$

after  $q \geq \frac{1}{2} + \varepsilon^{-1} \log(n/\delta^2)$  iterations.<sup>a</sup>

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<sup>a</sup>All logarithms are base-e.

- ▶ arithmetic cost is  $\mathcal{O}(q)$  matrix–vector multiplies with  $M$  and  $\mathcal{O}(qn)$  extra operations
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## Randomized rangefinder

given matrix  $A \in \mathbf{R}^{m \times n}$ , subspace dimension  $\ell$

- ▶ draw random test matrix  $\Omega \in \mathbf{R}^{n \times \ell}$
- ▶ compute sketch  $Y = A\Omega$  ▷ ( $\ell$  matvecs)
- ▶ form QR decomposition  $QR = Y$  ▷ ( $O(m\ell^2)$  flops)

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then

- ▶  $Q \in \text{range}(A)$
- ▶ if  $\ell > \text{Rank}(A)$ , then  $\text{span}(Q) = \text{range}(A)$  with probability 1
- ▶ for quantitative error bounds, see ch 11 PGMJAT20

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## How to catch a low rank matrix

if  $\hat{X}$  has the same rank as  $X^*$ ,  
and  $\hat{X}$  acts like  $X^*$  (on its range and co-range),  
then  $\hat{X}$  is  $X^*$

use single-pass randomized sketch

[TYUC19, TYUC17b, TYUC17a]

- ▶ learn how the matrix acts on a random subspace
- ▶ reconstruct a low rank matrix that acts like  $X^*$
- ▶ storage cost for sketch and arithmetic cost of update are  $\mathcal{O}(r(m+n))$
- ▶ reconstruction is  $\mathcal{O}(r^2(m+n))$

## Single-pass randomized sketch

- Draw and fix two independent standard normal matrices

$$\Omega \in \mathbf{R}^{n \times k} \quad \text{and} \quad \Psi \in \mathbf{R}^{\ell \times m}$$

with  $k = 2r + 1$ ,  $\ell = 4r + 2$ .

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- ▶ The sketch consists of two matrices that capture the range and co-range of  $X$ :

$$Y = X\Omega \in \mathbf{R}^{n \times k} \quad \text{and} \quad W = \Psi X \in \mathbf{R}^{\ell \times m}$$

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- ▶ Rank-1 updates to  $X$  can be performed on sketch:

$$X' = \beta_1 X + \beta_2 uv^*$$

$$\Downarrow$$

$$Y' = \beta_1 Y + \beta_2 uv^* \Omega \quad \text{and} \quad W' = \beta_1 W + \beta_2 \Psi uv^*$$



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- ▶ Both the storage cost for the sketch and the arithmetic cost of an update are  $\mathcal{O}(r(m + n))$ .

## Recovery from sketch

To recover rank- $r$  approximation  $\hat{X}$  from the sketch, compute

1.  $Y = QR$  ▷ (tall-skinny QR)
2.  $B = (\Psi Q)^\dagger W$  ▷ (small QR + backsub)
3.  $\hat{X} = Q[B]_r$  ▷ (tall-skinny SVD)

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### Theorem (Reconstruction [YUTC17])

*Fix a target rank  $r$ . Let  $X$  be a matrix, and let  $(Y, W)$  be a sketch of  $X$ . The reconstruction procedure above yields a rank- $r$  matrix  $\hat{X}$  with*

$$\mathbb{E}\|X - \hat{X}\|_F \leq 2\|X - [X]_r\|_F.$$

*Similar bounds hold with high probability.*

## Recovery from sketch: intuition

recall

$$Y = X\Omega \in \mathbf{R}^{n \times k} \quad \text{and} \quad W = \Psi X \in \mathbf{R}^{\ell \times m}$$

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$$X = QQ^*X$$

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- ▶ if  $Q$  is an orthonormal basis for  $\text{range}(X)$ , then

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- ▶ if  $QR = X\Omega$ , then  $Q$  is (approximately) a basis for  $\text{range}(X)$

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- ▶ and if  $W = \Psi X$ , we can estimate

$$\begin{aligned} W &= \Psi X \\ &\approx \Psi QQ^*X \\ (\Psi Q)^\dagger W &\approx Q^*X \end{aligned}$$

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$$\begin{aligned} W &= \Psi X \\ &\approx \Psi QQ^*X \\ (\Psi Q)^\dagger W &\approx Q^*X \end{aligned}$$

- ▶ hence we may reconstruct  $X$  as

$$X \approx QQ^*X \approx Q(\Psi Q)^\dagger W$$





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