

Sketching Meth

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Intro, uses of RNLA

Randomized Numerical Linear Algebra (RNLA)
uses randomization to solve traditional numerical

Methods for Randomized

, Leon Mikulinsky, Konstantin

A

A) is a novel technique that
linear algebra problems. At

Figure 3: Least Squares for i.i.d. Gaussian
 $A^{1024 \times 50}$



Linear Algebra

in Zörner

Applications

in b^{1024} , Figure 4: Low-rank approximation on Breast-MNIST Dataset

Orthogonal



uses randomization to solve traditional numerical
 its core, for a linear algebra problem featuring a
 projecting (“sketching”) **A** to **SA** using a sketching
 an $(1 \pm \varepsilon) \ell_p$ embedding with high probability, that is,

$$(1 - \varepsilon) \|\mathbf{x}\|_p^2 \leq \|\mathbf{Sx}\|_p^2 \leq (1 + \varepsilon)$$

After sketching, the classical deterministic algo
 is run on **SA**, producing the desired result (ske
 applications in ML, data science, signal processing

Sketching Method

Type	Sketching Algorithm
*Orthogonal [JL84]	Generate an entrywise i.i.d. stan normal matrix, run QR, and store
*Normal/ Uniform	Generate entrywise i.i.d. standar normal matrix / uniform over $[-1$

linear algebra problems. At a matrix \mathbf{A} , RNLA works by finding matrix \mathbf{S} that functions as $\mathbf{A} \approx \mathbf{S}\mathbf{S}^T$, for all vectors \mathbf{x} , $\|\mathbf{A}\mathbf{x} - \mathbf{S}\mathbf{S}^T\mathbf{x}\|_2 \leq \epsilon \|\mathbf{x}\|_p^2$ (algorithm to solve the problem is sketch-and-solve). RNLA has applications in machine learning, statistics, and more.

Methods

	Notes
Standard method using QR.	Much slower than others due to QR.
Standard method using SVD.	In high-dim, equivalent to

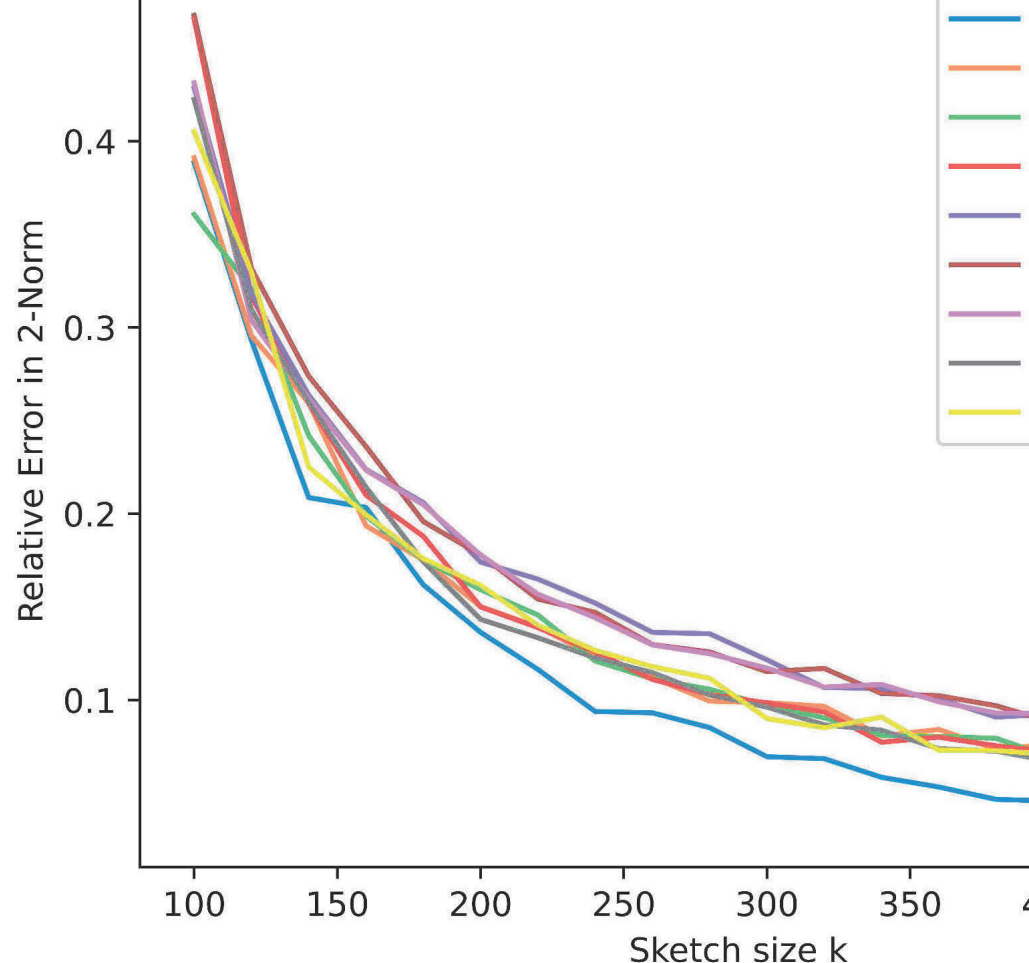
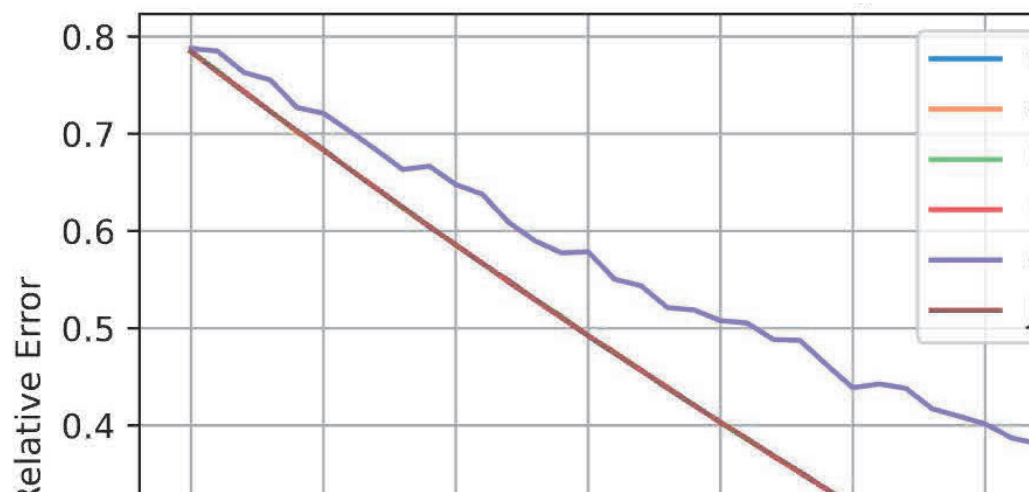
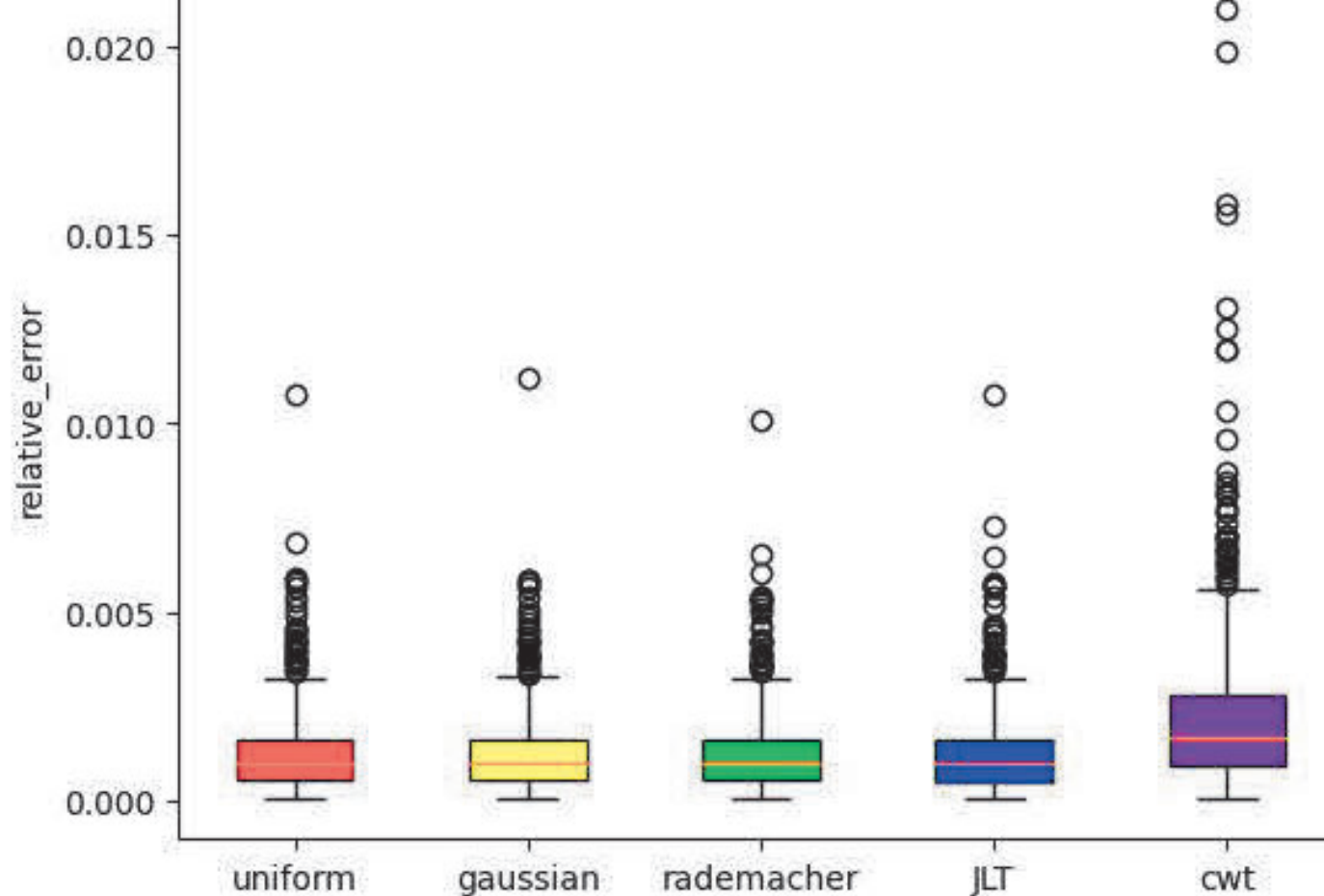
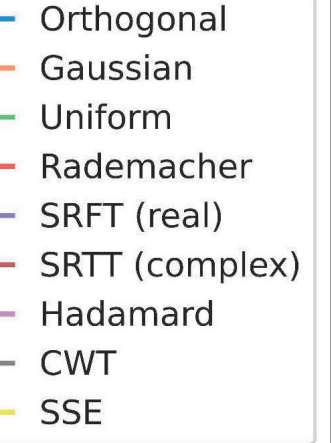


Figure 5: Low-rank approximation for i.i.d Gaussian matrices





Gaussian $A^{1024 \times 512}$



Problem types:

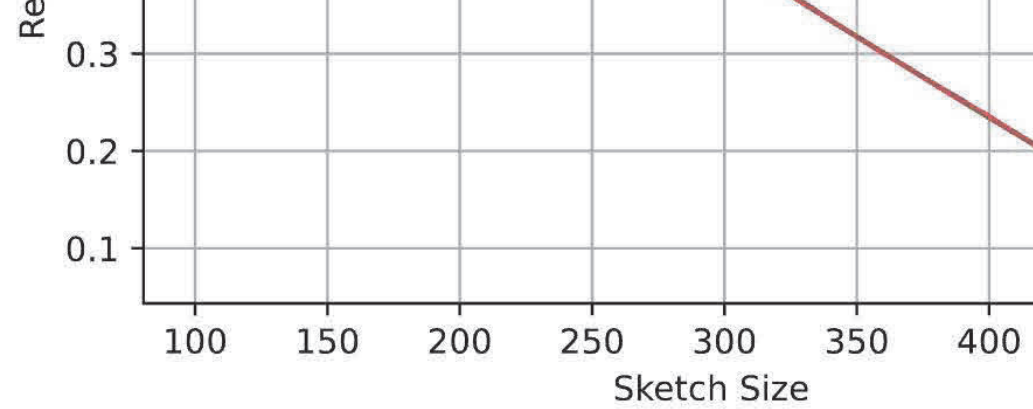
Overdetermined least squares:

$$\min_x \|\mathbf{Ax} - \mathbf{b}\|_2 \text{ for } \mathbf{A}^{m \times n}, m > n$$

Low rank approximation:

Uniform [DG03]	normal matrix / uniform over $[-1, 1]$
*Rademacher [Ach03]	Generate a matrix with entries of ± 1 each $\frac{1}{2}$ probability.
*Subsampled Random Trigonometric Transforms (SRTT) [Mur+23]	$S = RTD$, D diagonal with entries uniformly distributed on unit circle (± 1 in real case), T trigonometric transform (Hadamard, discrete Fourier, discrete sine...), R sample random subset of k columns from
Clarkson- Woodruff Transform (CWT) [CW12]	Generate a matrix that has one nonzero element in each column is ± 1 , each with equal probability
Sparse Sign Embedding (SSE)	Given a sparsity parameter s, generate a matrix that has s non-zero elements in each column that are

l].	equivalent to rademacher [OT17].
of ± 1 ,	No multiplication in the matmul.
s le (or	Operates column-wise on A , so for $\mathbf{A}^{m \times n}$, $\mathbf{S}^{k \times m}$, sketching is at most $O(km \log n)$, not requiring matmul.
ples a m m.	
n that y.	S is sparse, so sketching takes $O(\text{nnz}(A))$.
nzero re	S is sparse, so sketching takes $O(\text{nnz}(A))$.



Least Squares:

The sketching methods can (compare Figure 3):

1. Orthogonal sketching
2. Sparse embeddings (uniform, Rademacher) are preferable due to t
3. Trigonometric Transformations but they preserve norm



$$\operatorname{argmin}_{\operatorname{rank}(\mathbf{A}') \leq k} \|\mathbf{A} - \mathbf{A}'\|_2$$

for $k \ll \min(m, n)$

Note: In Figure 5, all lines but CWT overlap.

Conclusion

can be divided into three groups by their accuracy

minimizes error & distortion but is expensive.

(SSE & CWT) & entrywise i.i.d. Matrices (normal, r) have similar accuracy, but sparse embeddings have their lower computational cost.

forms have the lowest accuracy for least squares,

ms better than any other method (Figure 1)

(SSE)
[Hu+21]

elements in each column that are $\pm 1/\sqrt{s}$, each with equal probability

* these methods may require rescaling the sketch to maintain the embedding property

Properties of sketching methods

In practice, guaranteeing that the embedding property is always necessary, instead it might be sufficient (e.g. for ℓ_2 norm picked) to ensure that relative norms are preserved

$$\|\mathbf{S}\mathbf{x}\|_2 \|\mathbf{u}\|_2 \approx \|\mathbf{S}\mathbf{u}\|_2 \|\mathbf{x}\|_2$$

We showcase this property in Figure 1. Strohmer and Vershynina (2006) define the ℓ_2 relative distortion ε , which is the smallest number so that

$$(1-\varepsilon)\|\mathbf{x}\| \leq \|\mathbf{S}\mathbf{x}\| \leq (1+\varepsilon)\|\mathbf{x}\|$$

holds for all $\mathbf{x} \in \text{col}(\mathbf{A})$. In Figure 2 we depict the relative distortion for the above sketching methods

ty.	$O(\text{nnz}(A))$.
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sketching matrix to preserve the

matrices

g property holds true is not
(as in the applications we
ed, i.e.

$\|\mathbf{x}\|_2$
ongly related to that is the

$\|\mathbf{x}\|$
e distortion for some of the

but they preserve norm
The same structuring can be
distortion for rating sketching

Low rank approximation:

The non-sparse sketching m
1), with the gaussian sketc
Gaussian dataset and the
sketching method does signi

[Ach03] D. Achlioptas. “Database
Lindenstrauss with binary coin
66.4 (2003), pp. 671–687.

[CW12] Kenneth L. Clarkson and
Regression in Input Sparsity T
1207.6365. url: <http://arxiv.org/>

is better than any other method (Figure 1)

be inferred from Figure 2, showing the power of
g methods.

methods are all roughly equivalent (Figure 4, Table
ch matrix doing slightly better. For both the i.i.d.
(poorly-conditioned) MNIST dataset, the sparse
nificantly worse than all others.

References

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above sketching methods.

Figure 1: Embedding Property

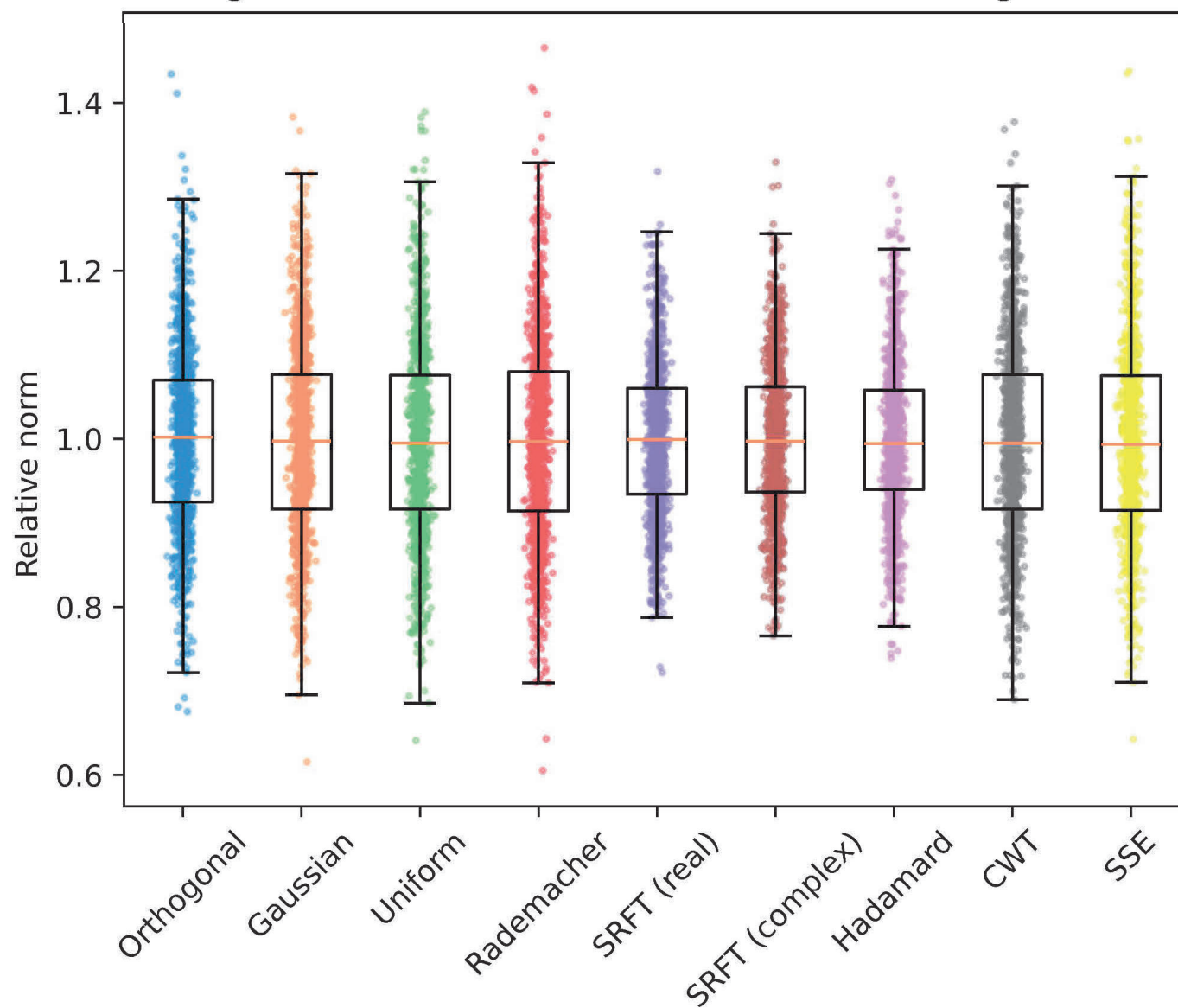
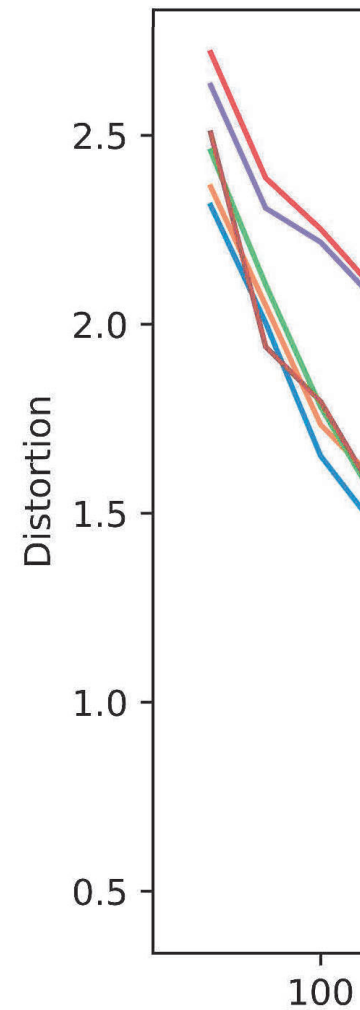
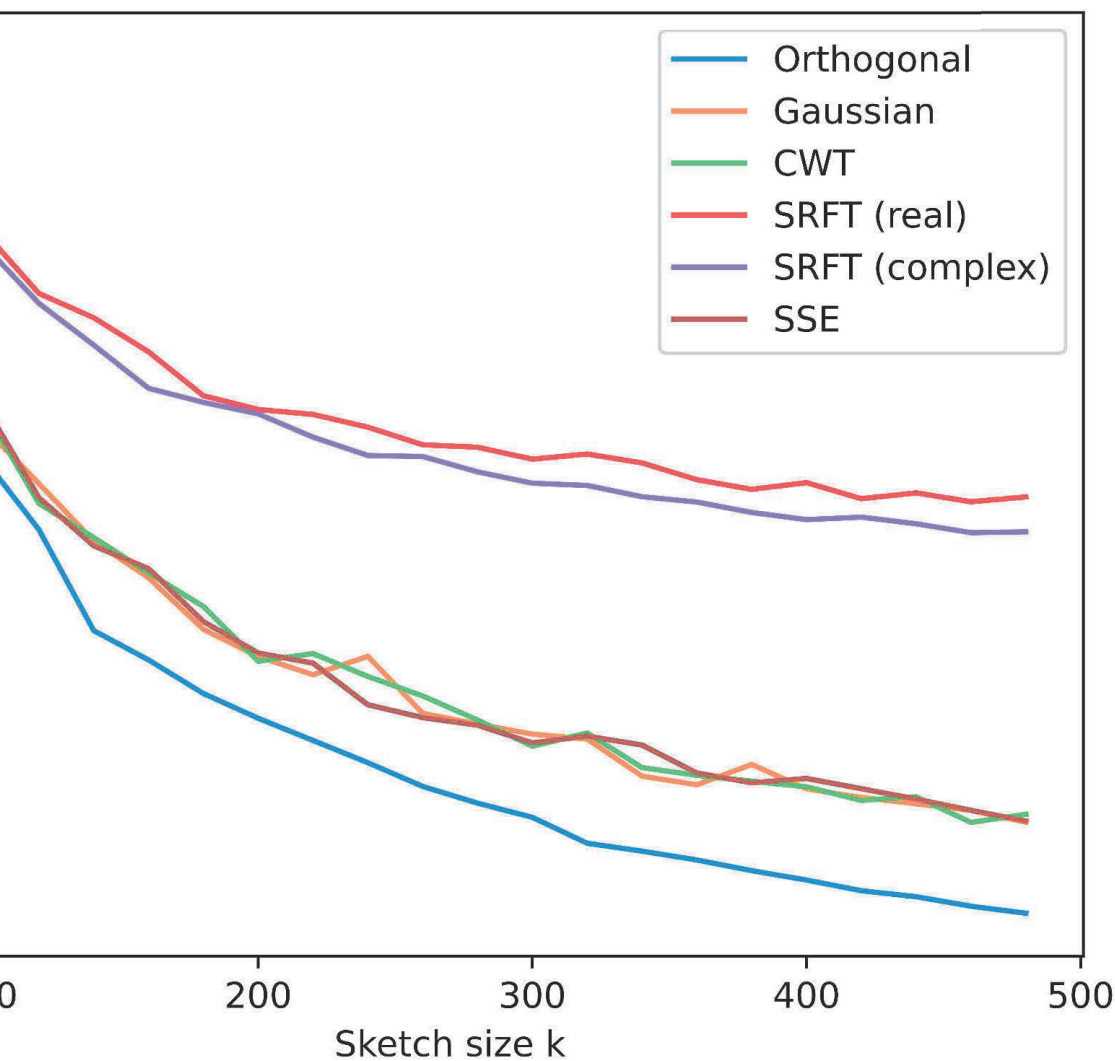


Figure 2:



2: Distortion



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