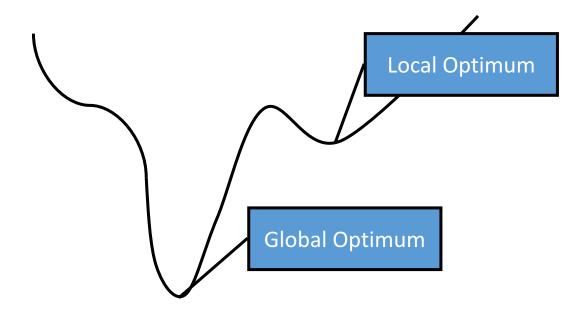
# Homotopy Analysis for Tensor PCA Yuan Deng Duke University

Joint work with Anima Anandkumar, Rong Ge, Hossein Mobahi

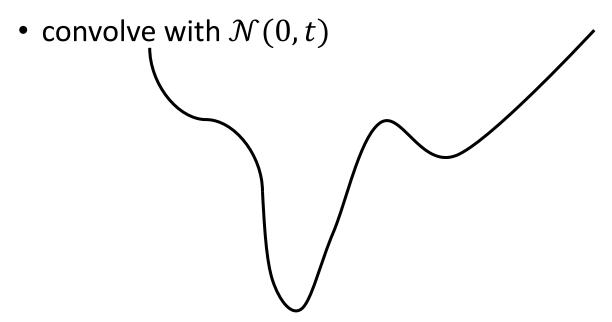
### Non-convex Optimization

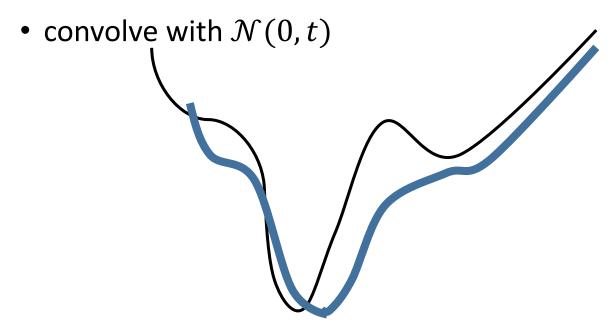
Optimizing smooth function f(x).

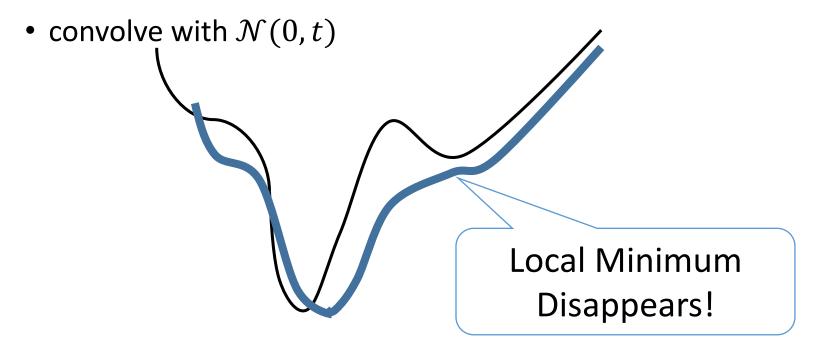


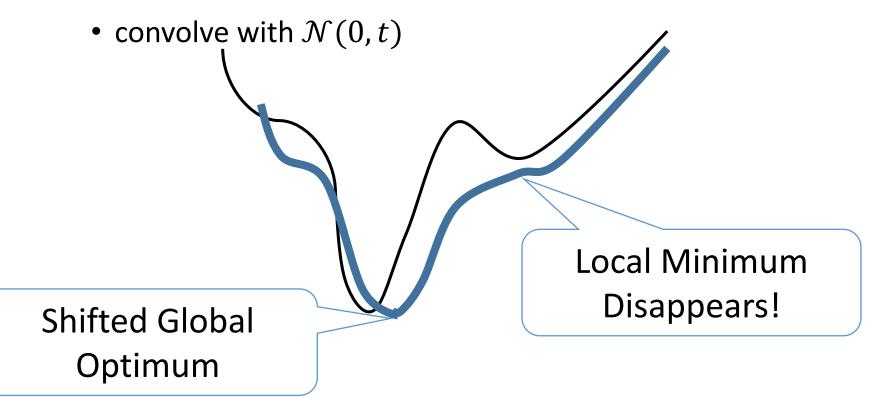
How to get rid of local optima

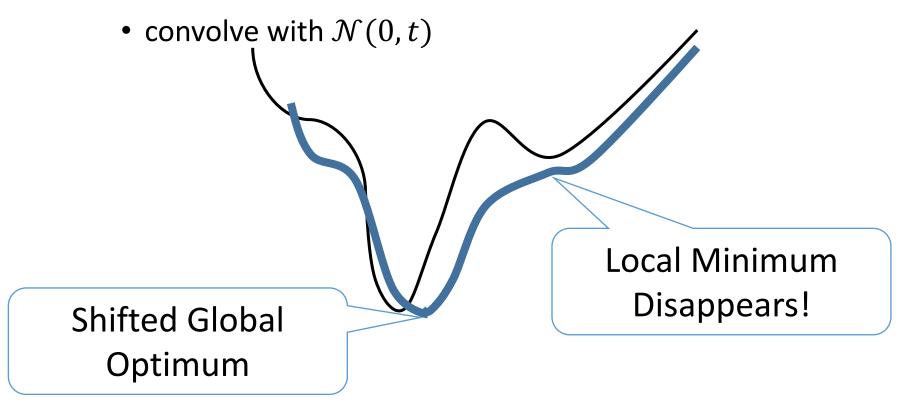








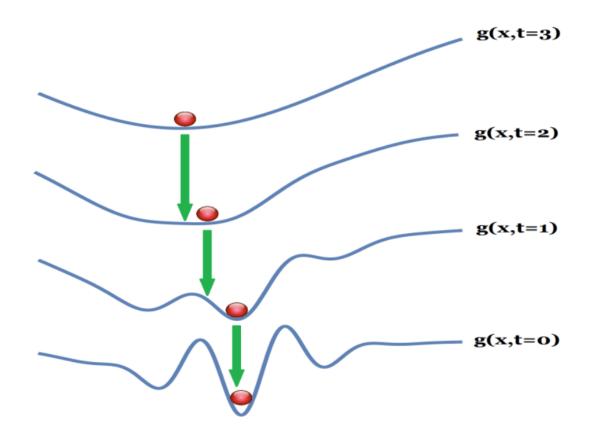




- How to decide how much to smooth?
- How to recover the original global optium?

# Homotopy Method

Try all level of smoothing!



# Homotopy Method

#### **Computer Vision**

• image deblurring [Boccuto et al., 2002]

• image restoration [Nikolova et al., 2010]

optical flow [Brox & Malik, 2011]

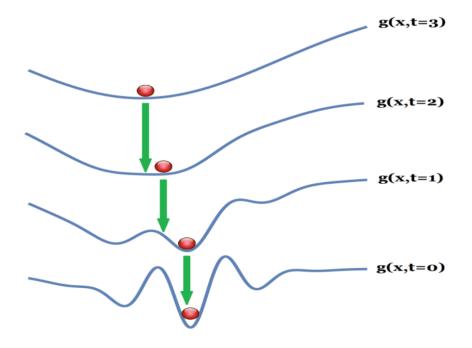
Clustering [Gold, 1994]

Graph matching [Zaslavskiy et al., 2009]

- No theoretical guarantees on the solution
  - too restrictive [Mobahi and Fisher III, 2015]
  - difficult to check [Hazan et al., 2016]

# Homotopy Method

- Handcrafted the choice of smoothing levels
- Slow: Local search is repeated for each smoothing level



#### Tensor PCA [Richard and Montanari 2014]

Probabilistic model for PCA

 $v \in \mathbb{R}^d$ ,  $\tau \geq 0$  is the signal-to-noise ratio

$$M = \tau v v^{\mathsf{T}} + A$$

Signal Gaussian Noise

Tensor PCA:  $T = \tau v \otimes v \otimes v + A$ 

#### Objective:

• Design an efficient algorithm for as small au as possible

#### Previous Work

• [Richard & Montanari 2014] Can find v when  $\tau = \Omega(d)$  in poly time, and  $\tau = \Omega(\sqrt{d})$  in exp. time.

- [Hopkins, Shi & Steurer 2015] Sum-of-Squares technique, can find v when  $\tau = \widetilde{\Omega}(d^{3/4})$  in poly time
  - Basic Sum-of-Squares algorithm is very slow.
  - Running time can be improved  $\widetilde{\Omega}(d^3)$ , nearly linear

#### Our Results

Method	Bound on $ au$	Time	Extra Space
Ours	$\widetilde{\Omega}(d^{3/4})$	$\widetilde{\Omega}(d^3)$	O(d)
State-of-Art	$\widetilde{\Omega}(d^{3/4})$	$\widetilde{\Omega}(d^3)$	$O(d^2)$

Guarantee matches best known result

Better convergence rate when  $\tau$  is closed to  $d^{3/4}$ 

One of the first results on provably analyzing homotopy method

## Optimization for tensor PCA

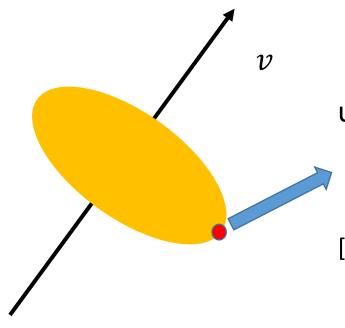
• Recall: for matrix PCA, we optimize

$$\max \mathbf{x}^{\mathsf{T}} M \mathbf{x} = \tau \langle \mathbf{v}, \mathbf{x} \rangle^2 + \mathbf{x}^{\mathsf{T}} A \mathbf{x}$$
$$\|\mathbf{x}\| = 1$$

• For tensor PCA, we optimize

$$\max T(x, x, x) = \tau \langle v, x \rangle^3 + A(x, x, x)$$
$$||x|| = 1$$

# Infinite Smoothing



unique optimum  $x^*$ :

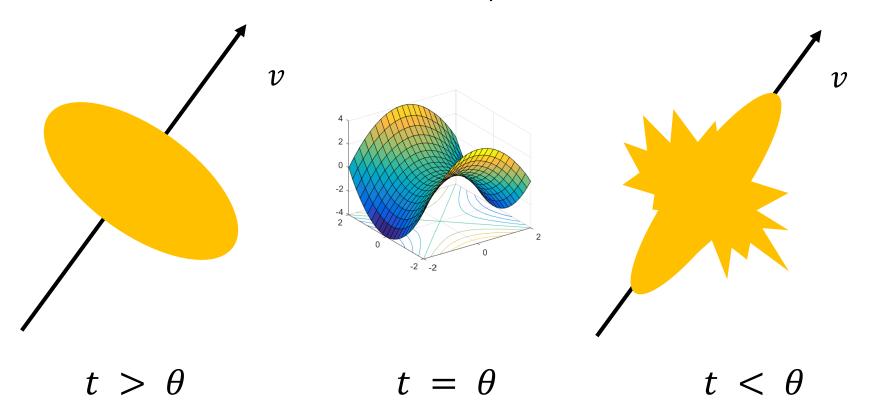
correlation  $\tau / d = \Omega(d^{-0.25})$ 

[random unit vector :  $d^{-0.5}$ ]

$$t = \infty$$

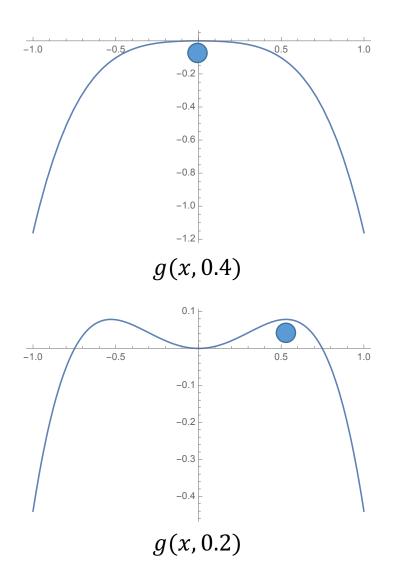
## Phase Transition in Homotopy Method

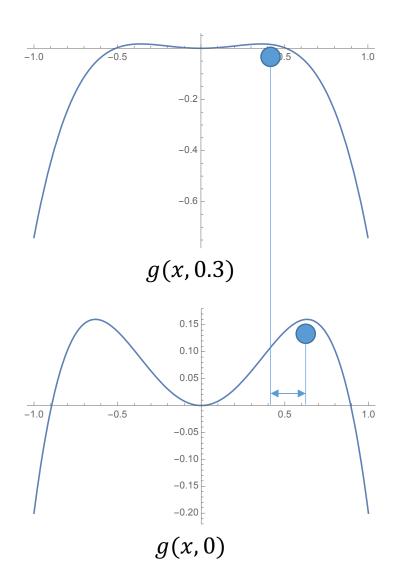
• Lemma\*: there is a threshold  $\theta$ ,



- If using infinite steps, i.e., continuously  $\infty \to 0$ 
  - $t > \theta$ ,  $||x^t x^*|| \le o(1)||x^*||$
  - $t < \theta, \langle x^t, v \rangle = \Omega(1)$

# Phase Transition $f(x) = -x^4 + 0.8x^2$





## Phase Transition

- If using infinite steps, i.e., continuously  $\infty \to 0$ 
  - $t > \theta$ ,  $||x^t x^*|| \le o(1)||x^*||$   $t_1 = \infty$
  - $t < \theta, \langle x^t, v \rangle = \Omega(1)$   $t_2 = 0$

Input: Tensor  $T = \tau \cdot v^{\otimes 3} + A$ ;

**Output**: Approximation of v;

$$m = O(\log \log n);$$

$$egin{aligned} orall j, oldsymbol{x}_j^0 &= \sum_i oldsymbol{T}_{iij} + oldsymbol{T}_{iji} + oldsymbol{T}_{jii}; \ oldsymbol{x}^0 &= oldsymbol{x}^0 / \|oldsymbol{x}^0\|; \end{aligned}$$

Infinite smoothing

Power Method at 0 smoothing

for k = 0 to m do

$$egin{aligned} m{x}^{k+1} &= m{T}(m{x}^k, m{x}^k, :) + m{T}(m{x}^k, :, m{x}^k) + m{T}(:, m{x}^k, m{x}^k); \ m{x}^{k+1} &= m{x}^{k+1} / \|m{x}^{k+1}\|; \end{aligned}$$

end

return  $x^m$ ;

#### Conclusions

 Homotopy method gives near-optimal results for tensor PCA.

 Possible to analyze non-convex functions even when they really have bad local optima.

## Open Problems

- More examples of Homotopy method?
  - When the tensor has higher rank?

- General results for effects of smoothing
  - What kind of local optima will disappear?

Different way of smoothing/regularization?

# Thank You!