

# Low Rank Factorization Using Error Correcting Codes

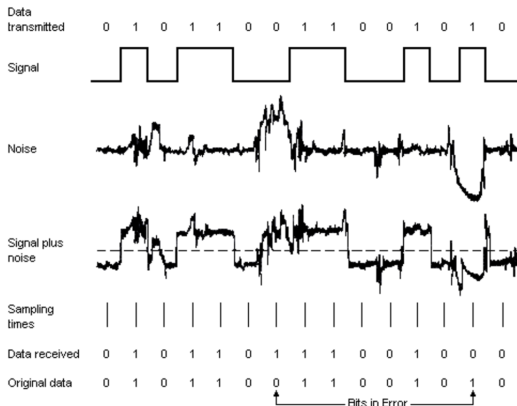
James Folberth and Jessica Gronski

27 April, 2016

- Randomization techniques for matrix approximations aim to compute basis that approximately spans the range of an  $m \times n$  input matrix  $A$ .
- Form matrix-matrix product  $Y = A\Omega$ ,  $\Omega$  is  $n \times \ell$  random matrix,  $\ell \ll \{m, n\}$ .
- Compute orthogonal basis,  $Y = QR$ , that identifies the range of reduced matrix  $Y$ .
- $A \approx QQ^T A$

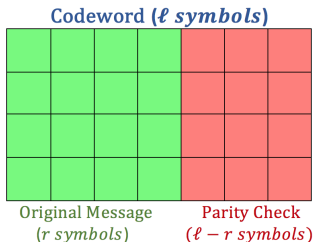
# Error Correcting Codes

- Data are transmitted from a source (transmitter) to a destination (receiver) through physical channels.



- Block of information encoded into binary vector, called *codeword*.
- Error correcting codes check correctness of the codeword received.

- Set of codewords corresponding to a set of data vectors that can possibly be transmitted is called the *code*.
- A code is said to be linear when adding two codewords of the code component-wise modulo-2 arithmetic results in a third codeword of the code.
- A linear code  $C$  can be represented by:
  - codeword length  $\ell$
  - message length  $r$



- To encode  $r$  bits, we require  $2^r$  unique and well separated codewords.

- BCH codes form a class of cyclic error-correcting codes.
- Linear code  $C$  of length  $n$  is a *cyclic code* if it is invariant under a cyclic shift:

$$\mathbf{c} = (c_0, c_1, \dots, c_{n-2}, c_{n-1}) \in C$$

if and only if

$$\tilde{\mathbf{c}} = (c_{n-1}, c_0, c_1, \dots, c_{n-2}) \in C,$$

[2].

- For any integers  $q$  and  $t$ , with  $t$  “small”, a BCH code over  $\mathbf{GF}(2) \sim \mathbb{Z}/2\mathbb{Z}$  has length  $\ell = 2^q - 1$  and dimension  $r = 2^q - 1 - tq$ .
- Any two codewords maintain a minimum Hamming distance of  $2t + 1$ .

- In class, we've discussed randomized methods including the subsampled random Fourier Transform (SRFT).
- Ubaru et al. [3] propose using error correcting codes to find low rank approximations in a manner similar to SRFT.

- Let  $A$  be an  $m \times n$  matrix with approximate rank  $k$ .
- **Goal:** Construct a lower dimensional subsampling matrix  $\Omega$  so that  $Y = A\Omega$  provides "good" approximation for range of  $A$  while STILL preserving the geometry of  $A$ , i.e. distances are preserved.

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- **Goal:** Construct a lower dimensional subsampling matrix  $\Omega$  so that  $Y = A\Omega$  provides "good" approximation for range of  $A$  while STILL preserving the geometry of  $A$ , i.e. distances are preserved.
- Choose the length of message  $r \geq \lceil \log_2(n) \rceil$  and length of the code  $\ell > k$ , the target rank.



- Form the Subsampled Code Matrix (SCM) as:

$$\Omega_{n \times \ell} = \sqrt{\frac{2^r}{\ell}} D_{n \times n} S_{n \times 2^r} \Phi_{2^r \times \ell}$$

where

- $D$  is a random  $n \times n$  diagonal matrix whose entries are independent random signs, i.e. random variables uniformly distributed on  $\{\pm 1\}$ .
- $S$  is a uniformly random downsampler, an  $n \times 2^r$  matrix whose  $n$  rows are randomly selected from a  $2^r \times 2^r$  identity matrix.
- $\Phi$  is the  $2^r \times \ell$  code matrix, generated using an  $[\ell, r]$ -linear coding scheme, with *binary phase-shift keying* mapping and scaled by  $2^{-r/2}$  such that all columns have unit norm.

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- Binary Phase-Shift Keying (BPSK): Given a codeword  $c \in C$ ,  $c \mapsto \phi \in \mathbb{R}^\ell$  by assigning  $1 \rightarrow \frac{-1}{\sqrt{2^r}}$  and  $0 \rightarrow \frac{1}{\sqrt{2^r}}$ .

- Define the *dual* of a BCH code as a code of length  $\ell' = 2^q - 1 = \ell$ , dimension  $r' = tq$  and minimum distance at least  $2^{q-1} - (t-1)2^{q/2}$ .
- **Fact:** Any error correcting code matrix with dual distance  $> 4$  (more than 2 error correcting ability) will satisfy the Johnson-Lindenstrauss Transform (JLT) property.

## Lemma

Let  $0 < \epsilon, \delta < 1$  and  $f$  be some function. If  $\Omega \in \mathbb{R}^{n \times \ell}$  satisfies a JLT- $(\epsilon, \delta, d)$  with  $\ell = O(k \log(k/\epsilon)/\epsilon^2 \cdot f(\delta))$ , then for any orthonormal matrix  $V \in \mathbb{R}^{n \times k}$ ,  $n \geq k$  we have

$$\Pr(\|V^T \Omega \Omega^T V - I\|_2 \leq \epsilon) \geq 1 - \delta.$$

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- Above lemma shows that, any sampling matrix  $\Omega$  satisfying JLT and having length  $\ell = O(k \log(k/\epsilon)/\epsilon^2)$  satisfies the subspace embedding property.

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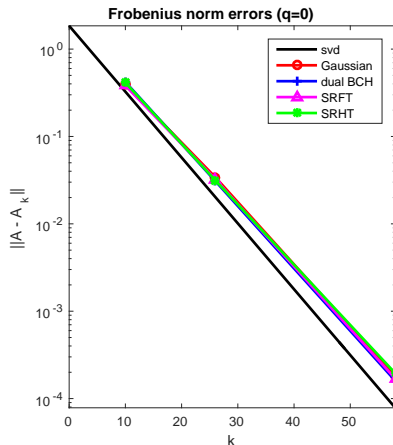
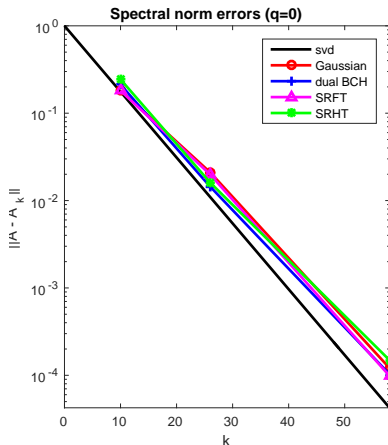
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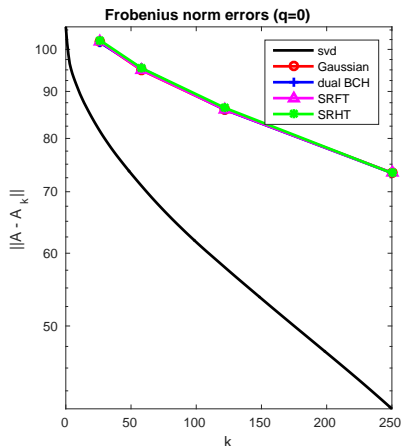
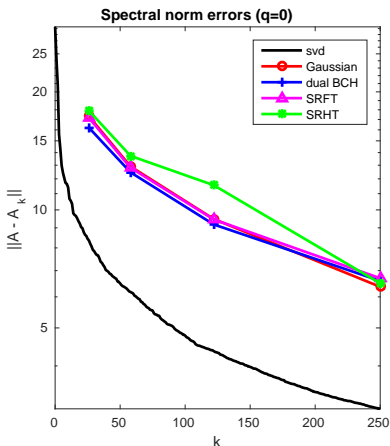
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- Above lemma shows that, any sampling matrix  $\Omega$  satisfying JLT and having length  $\ell = O(k \log(k/\epsilon)/\epsilon^2)$  satisfies the subspace embedding property.
- Any SCM  $\Omega$  with a dual distance  $> 4$  will also satisfy the subspace embedding property. This shows SCM matrices can preserve the geometry of the top  $k$ -singular vectors of input matrix  $A$ .

- We implemented dual BCH codes in MATLAB using tools from the Communications Systems toolbox.
- We only need an encoder; decoders are more complicated.
- LOCAL\_fast\_decay:  $100 \times 140$ .



- `Kohonen.mat`:  $4470 \times 4470$ , an adjacency matrix for directed graph.



The (naturally ordered) Hadamard transform is defined recursively for sizes  $d = 2^L$ :

$$H_1 = \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}.$$
$$H_d = \begin{bmatrix} H_{d/2} & H_{d/2} \\ H_{d/2} & -H_{d/2} \end{bmatrix}.$$

Using this recursion, we have a fast algorithm (similar to FFT and Haar wavelet).

Runtime is  $\mathcal{O}(d \log d)$ .

## Theorem

*Every column of the  $2^r \times \ell$  code matrix  $\Phi$  (after BPSK mapping) is equal to some column of the  $2^r \times 2^r$  Hadamard matrix.*

So, we can apply the SCM in  $\mathcal{O}(d \log d)$  time.



Like the SRFT, we can define an SRHT as  $P_k H_d x$ . Unfortunately, no one has actually implemented and published an SRHT!

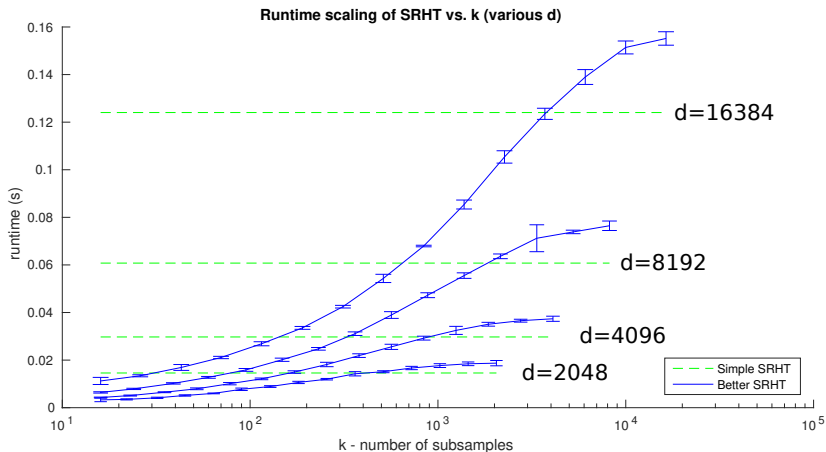
Naïve subsampling costs  $\mathcal{O}(d \log d)$ , independent of the number of subsamples  $k$ .

By splitting  $P_k H_d x$ , we find an efficient algorithm for the SRHT [1]:

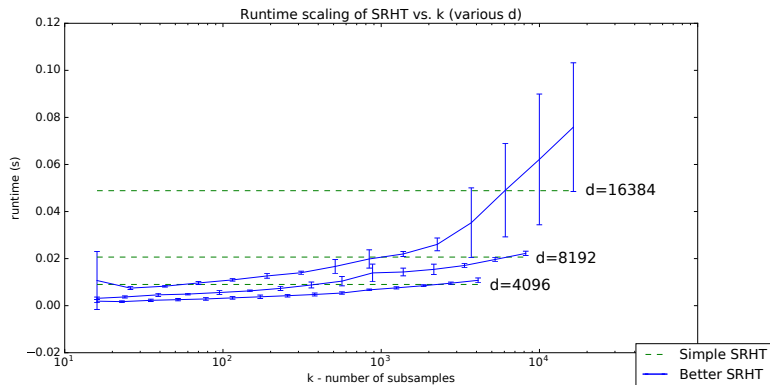
$$P_k H_d x = \begin{bmatrix} P_{k_1} & P_{k_2} \end{bmatrix} \begin{bmatrix} H_{d/2} & H_{d/2} \\ H_{d/2} & -H_{d/2} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = P_{k_1} H_{d/2} (x_1 + x_2) + P_{k_2} H_{d/2} (x_1 - x_2).$$

It can be shown that this runs in  $\mathcal{O}(d \log k)$  time, which is an improvement over the naïve  $\mathcal{O}(d \log d)$ .

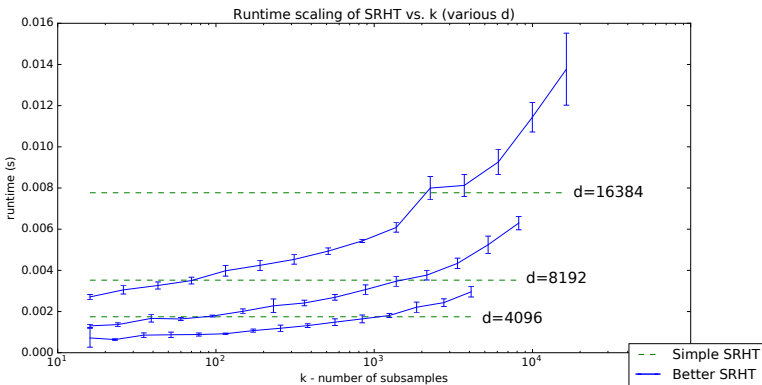
Reference MATLAB implementations:



Reference Julia implementations:



## Optimized C+SSE2 implementations:



Our code is online at

[https://github.com/jamesfolberth/fast\\_methods\\_big\\_data\\_project](https://github.com/jamesfolberth/fast_methods_big_data_project).

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