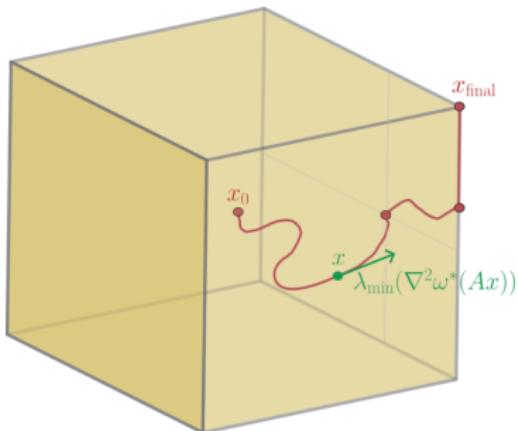


Up to the constant: discrepancy theory and iterative algorithms on random matrices



Chris Jones



Bocconi University

Lucas Pesenti

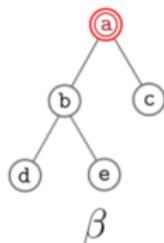


Bocconi University

$$Z_a^\alpha = \sum_{\substack{b: \\ a,b \text{ distinct}}} A_{ab}$$



$$Z_a^\beta = \sum_{\substack{b,c,d,e: \\ a,b,c,d,e \text{ distinct}}} A_{ab} A_{bd} A_{be} A_{ac}$$



Adrian Vladu



CNRS & IRIF
Université Paris Cité

Discrepancy Theory (1/2)

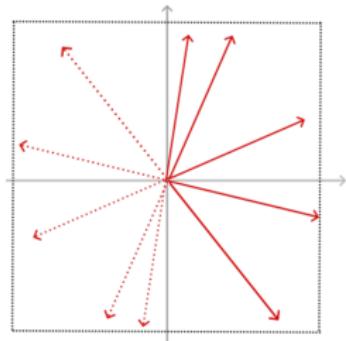
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Output: a coloring $\mathbf{x} = (x_1, \dots, x_n) \in \{-1, 1\}^n$
achieving small discrepancy:

$$\text{discrepancy}(\mathbf{x}) := \left\| \sum_{i=1}^n x_i \mathbf{u}_i \right\|_\infty$$

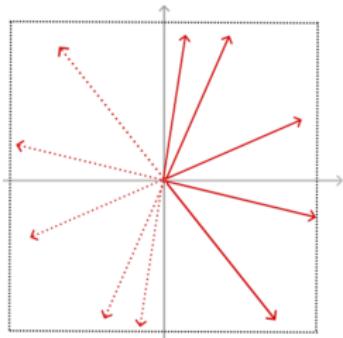


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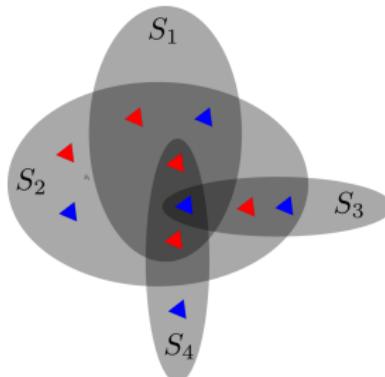
$$\text{discrepancy}(\mathbf{x}) := \left\| \sum_{i=1}^n x_i \mathbf{u}_i \right\|_\infty$$



Ex: set system S_1, \dots, S_d over n elements

$$u_{i,j} = \begin{cases} 1 & \text{if } i \in S_j \\ 0 & \text{otherwise} \end{cases}$$

Goal: red/blue coloring with small maximal imbalance



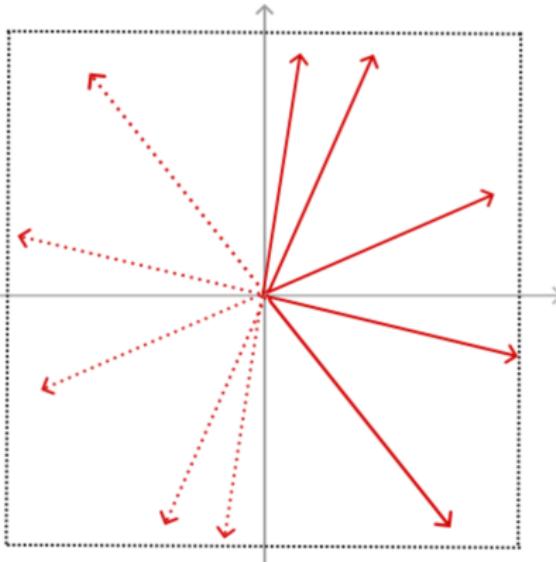
Discrepancy Theory (2/2)

Input: $\mathbf{u}_1, \dots, \mathbf{u}_n \in \mathbb{R}^d$ s.t. $\|\mathbf{u}_i\|_\infty \leq 1$

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Ex: $d = 2$



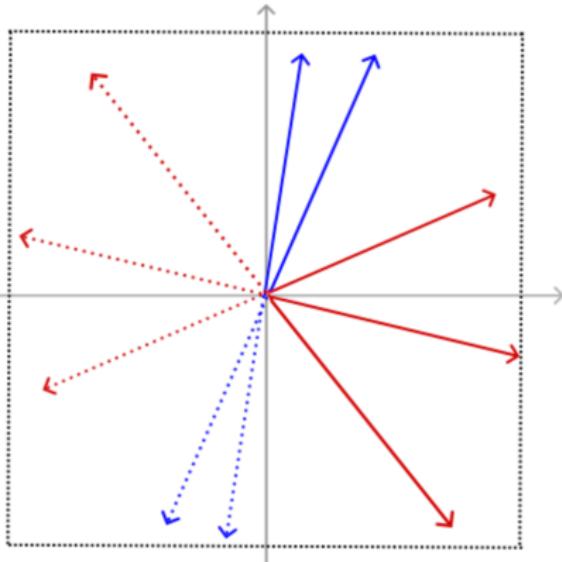
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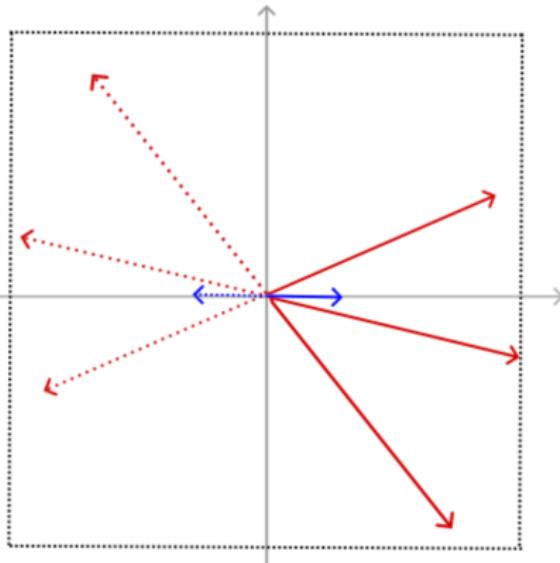
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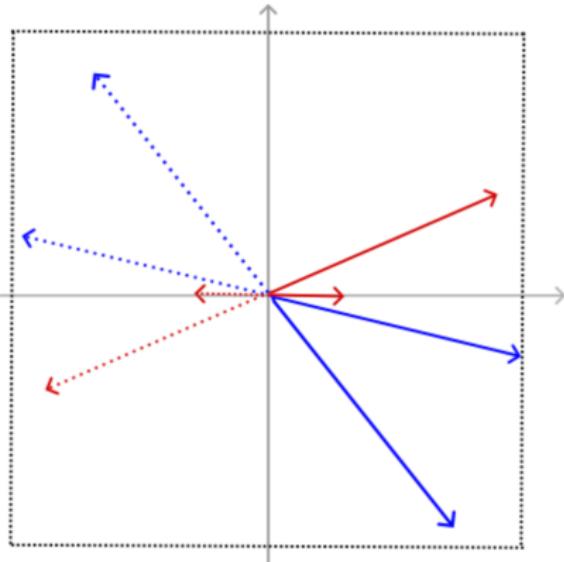
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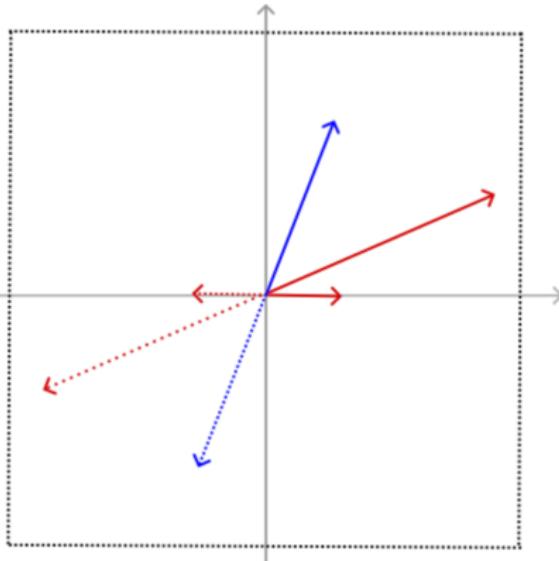
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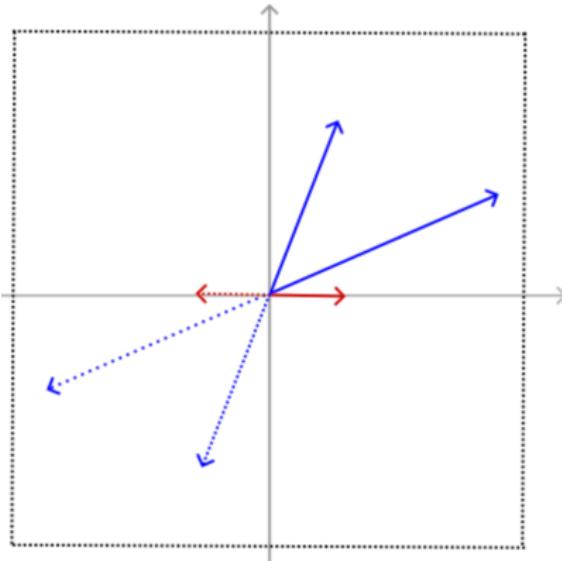
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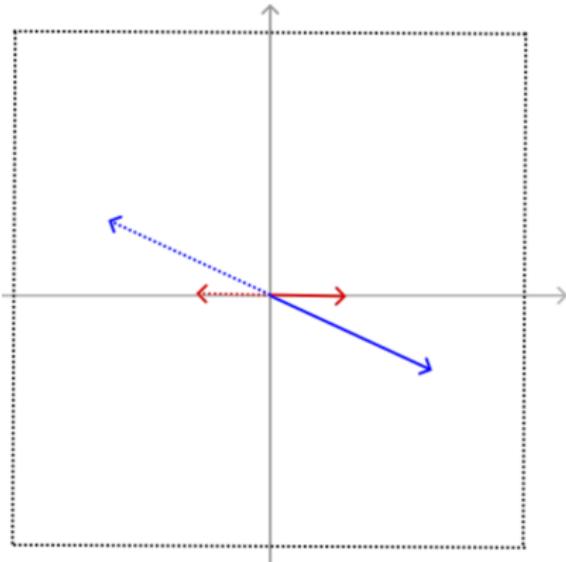


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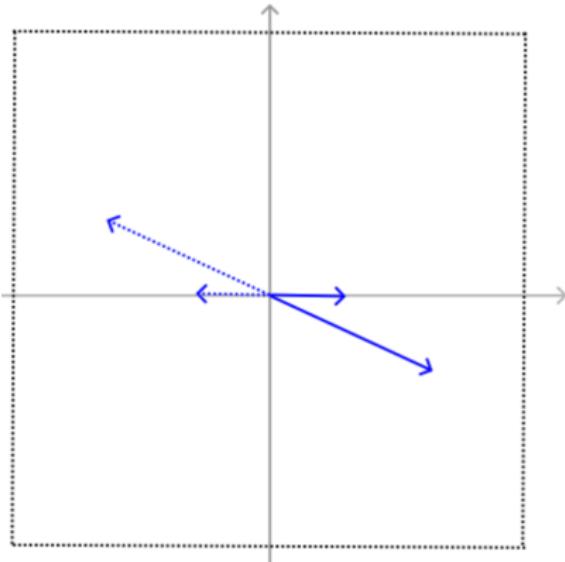
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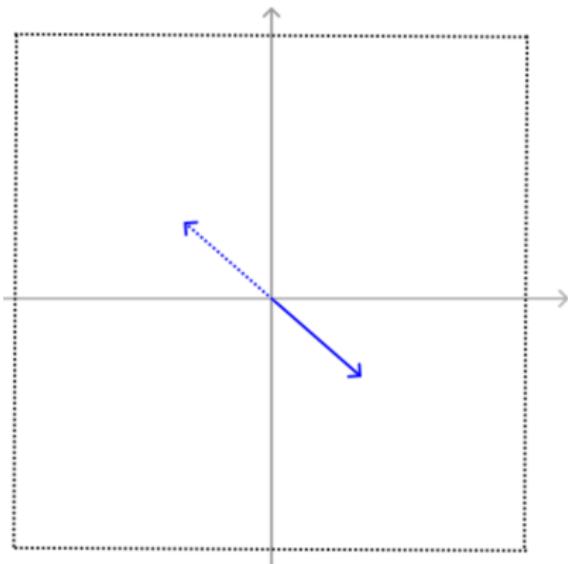


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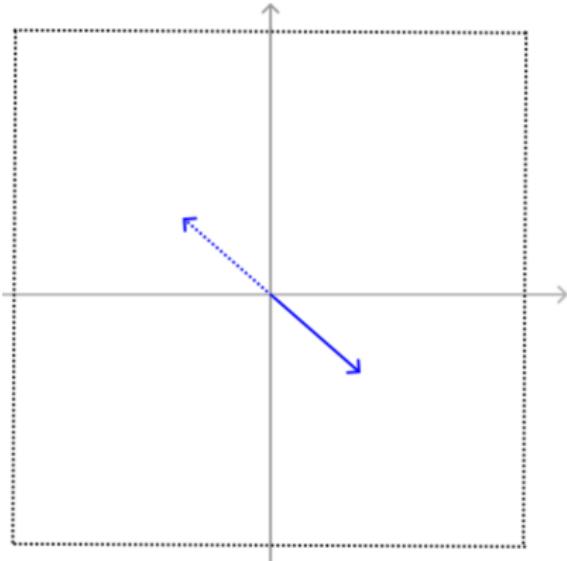
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Ex: $d = 2$

There exists a **coloring**
with discrepancy ≤ 2



Spencer's Theorem

High-dimensional regime: $d = n$

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Thm: [Spencer'85] there always exist colorings of discrepancy $\leq 6\sqrt{n}$

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Today: algorithmic proof of this theorem improving the 6

Sparsification via Discrepancy

Discrepancy: given

$\mathcal{O}_1, \dots, \mathcal{O}_n$, find
 $x_1, \dots, x_n \in \{-1, 1\}$ s.t.
 $\left\| \sum_i x_i \mathcal{O}_i \right\|$ is small

Sparsification: given

$\mathcal{O}_1, \dots, \mathcal{O}_n$, find $S \subseteq [n]$ s.t.
 $|S| \ll n$ and
 $\sum_{i \in S} \mathcal{O}_i \approx \sum_{i \in [n]} \mathcal{O}_i$



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Why sparsification?

- ▶ fast algorithms
- ▶ low memory

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Reduction:

1. Solve the **discrepancy** problem to get \mathbf{x}
2. $\sum_i (1 \pm x_i) \mathcal{O}_i \approx \sum_i \mathcal{O}_i$ and has support $\leq n/2$
3. Repeat!

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Examples:

- ▶ [Reis–Rothvoss'20; Jambulapati–Reis–Tian'24] sparsify graphs
- ▶ [Reis–Rothvoss'22] sparsify convex combinations
- ▶ [Bozzai–Reis–Rothvoss'23] sparsify zonotopes

Discrepancy and Continuous Methods

Thm: [Spencer'85] For any $\mathbf{u}_1, \dots, \mathbf{u}_n$ s.t. $\|\mathbf{u}_i\|_\infty \leq 1$, there exists $\mathbf{x} \in \{\pm 1\}^n$ s.t. $\|\sum_i x_i \mathbf{u}_i\|_\infty = O(\sqrt{n})$

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Already different known *algorithmic* proofs:

- ▶ [Bansal'10, Lovett–Meka'12] random walks, SDP
- ▶ [Eldan–Singh'14, Rothvoss'14] LP with random objective
- ▶ [Levy–Ramadas–Rothvoss'17] multiplicative weights update
- ▶ [Bansal–Laddha–Vempala'22] barrier potential function

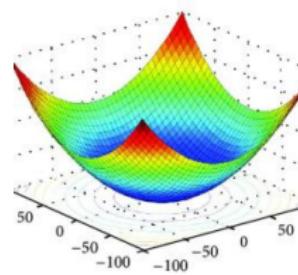
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More and more inspired by continuous optimization



Today: Newton's method on a regularized objective

Spencer's Theorem via Regularization (1/3)

Thm: [Spencer'85] For any $\mathbf{A} \in \mathbb{R}^{n \times n}$ s.t. $|A_{ij}| \leq 1$, there exists $\mathbf{x} \in \{\pm 1\}^n$ s.t. $\|\mathbf{Ax}\|_\infty = O(\sqrt{n})$



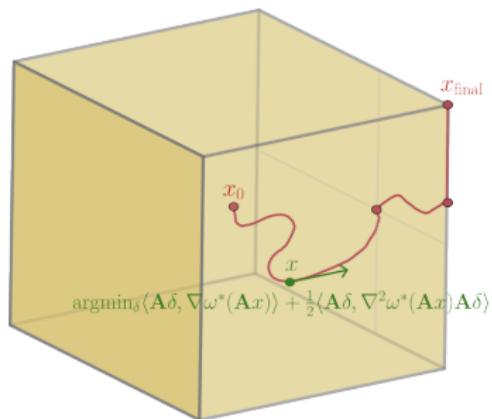
1. Define a “smooth” proxy $\omega^*(\cdot)$ for $\|\cdot\|_\infty$
2. Run “sticky” Newton’s Method on $\mathbf{x} \mapsto \omega^*(\mathbf{Ax})$

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Algorithm:

Start from $\mathbf{x} = (0, \dots, 0)$

While $\mathbf{x} \notin \{\pm 1\}^n$

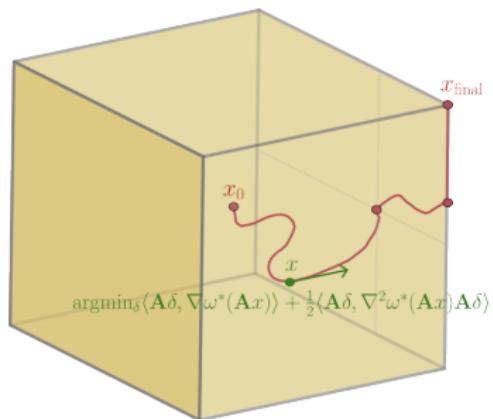
$$F := \{i : x_i \notin \{-1, 1\}\}$$

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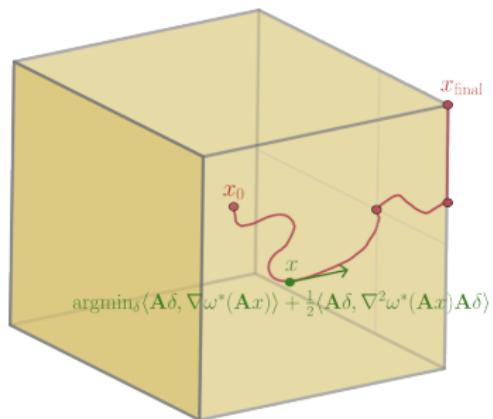
Find δ s.t. $\text{supp}(\delta) \subseteq F, \delta \perp \mathbf{x}$ minimizing
 $\langle \mathbf{A}\delta, \nabla \omega^*(\mathbf{Ax}) \rangle + \frac{1}{2} \langle \mathbf{A}\delta, \nabla^2 \omega^*(\mathbf{Ax}) \mathbf{A}\delta \rangle$

Spencer's Theorem via Regularization (1/3)

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\mathbf{x} makes a small step in direction δ while staying in $[-1, 1]^n$

Spencer's Theorem via Regularization (2/3)

Thm: [Spencer'85] For any $\mathbf{A} \in \mathbb{R}^{n \times n}$ s.t. $|\mathbf{A}_{ij}| \leq 1$, there exists $\mathbf{x} \in \{\pm 1\}^n$ s.t. $\|\mathbf{Ax}\|_\infty = O(\sqrt{n})$



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Up to tracking $\begin{bmatrix} +\mathbf{A} & \mathbf{0} \\ -\mathbf{A} & \mathbf{0} \end{bmatrix}$, assume WLOG

$$\|\mathbf{Ax}\|_\infty = \max_{1 \leq i \leq n} (\mathbf{Ax})_i = \max_{\mathbf{r} \in \Delta_n} \langle \mathbf{Ax}, \mathbf{r} \rangle$$

where $\Delta_n := \{\mathbf{r} \in \mathbb{R}^n : r_i \geq 0, \sum_i r_i = 1\}$.

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Def: **Regularized** maximum

$$\omega^*(\mathbf{z}) := \max_{\mathbf{r} \in \Delta_n} \langle \mathbf{z}, \mathbf{r} \rangle + \sum_{i=1}^n r_i^{\frac{1}{2}}.$$

Spencer's Theorem via Regularization (2/3)

Thm: [Spencer'85] For any $\mathbf{A} \in \mathbb{R}^{n \times n}$ s.t. $|\mathbf{A}_{ij}| \leq 1$, there exists $\mathbf{x} \in \{\pm 1\}^n$ s.t. $\|\mathbf{Ax}\|_\infty = O(\sqrt{n})$



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Up to tracking $\begin{bmatrix} +\mathbf{A} & \mathbf{0} \\ -\mathbf{A} & \mathbf{0} \end{bmatrix}$, assume WLOG

$$\|\mathbf{Ax}\|_\infty = \max_{1 \leq i \leq n} (\mathbf{Ax})_i = \max_{\mathbf{r} \in \Delta_n} \langle \mathbf{Ax}, \mathbf{r} \rangle$$

where $\Delta_n := \{\mathbf{r} \in \mathbb{R}^n : r_i \geq 0, \sum_i r_i = 1\}$.

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Claim: $\omega^*(\mathbf{z}) = \|\mathbf{z}\|_\infty \pm O(\sqrt{n})$

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3. Worst case: one coordinate of \mathbf{x} get frozen every time $\|\mathbf{x}\|_2^2$ increases by 1, total cost

$$1 \times \frac{1}{\sqrt{n}} + 1 \times \frac{1}{\sqrt{n-1}} + \dots = O(\sqrt{n}). \quad \square$$

The power of regularization

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[Audibert–Bubeck'09; Allen-Zhu–Liao–Orecchia'15]

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Regularized Newton's method with $\text{smax} \approx$ multiplicative weights update \approx derandomizing the coin flipping argument

Matrix Spencer conjecture

Conjecture: For any symmetric $\mathbf{A}_1, \dots, \mathbf{A}_n \in \mathbb{R}^{n \times n}$ s.t. $\|\mathbf{A}_i\|_{\text{op}} \leq 1$, there exists $x_1, \dots, x_n \in \{-1, 1\}$ s.t. $\|\sum_i x_i \mathbf{A}_i\|_{\text{op}} = O(\sqrt{n})$

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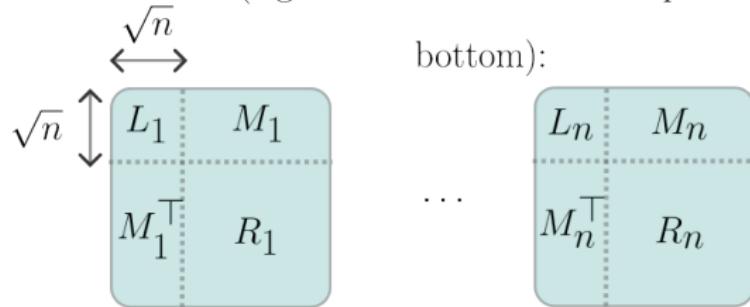
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A_1

A_n

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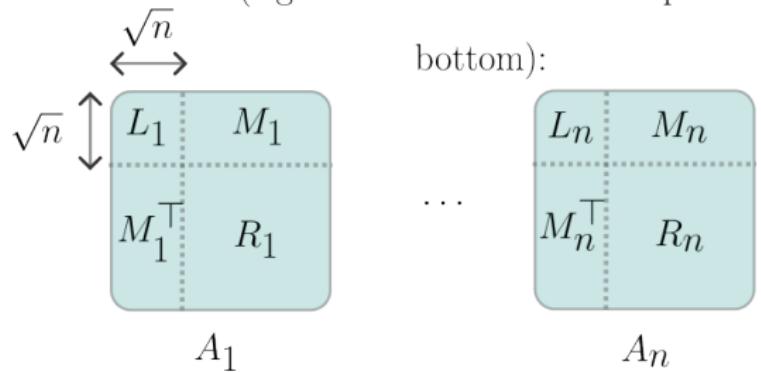
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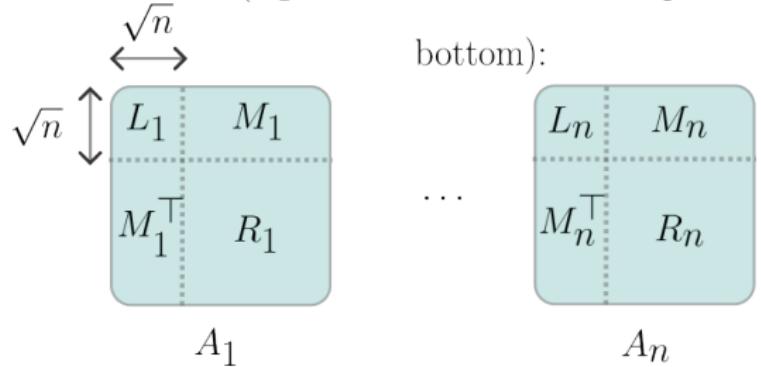
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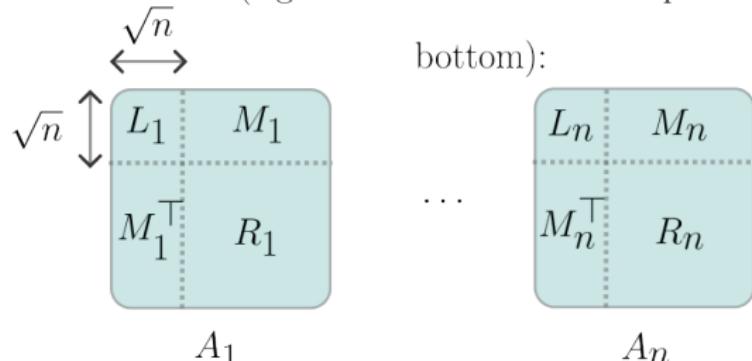
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Open question 3: same if $\text{rank}(\mathbf{A}_i) \ll n$? [Bansal–Jiang–Meka'23]

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$$\max_{\mathbf{x} \in \{-1,1\}^n} \frac{1}{n} \langle \mathbf{x}, \mathbf{A}\mathbf{x} \rangle ,$$

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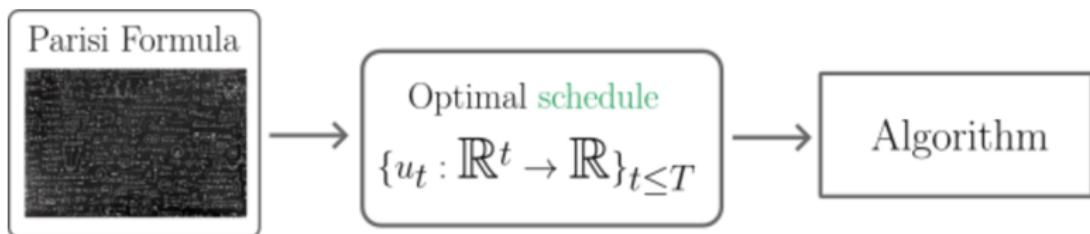
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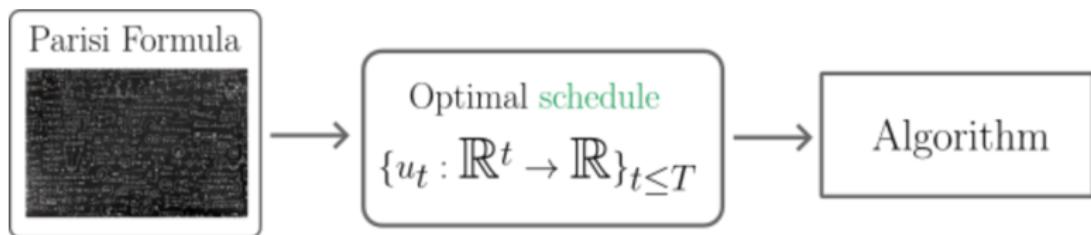
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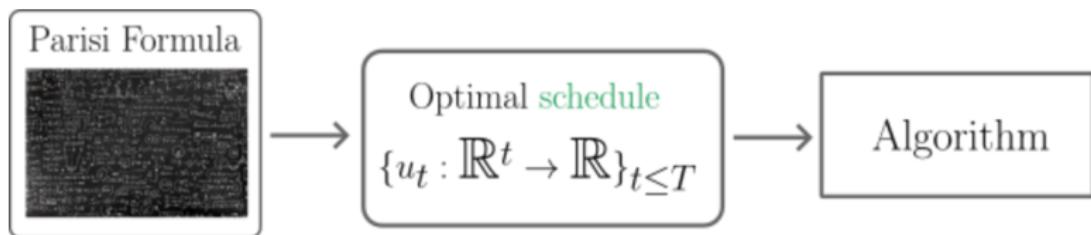
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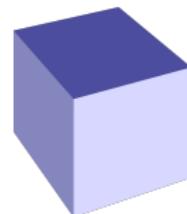
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Question: How to pick the g_t 's?

Diagram analysis of iterative algorithms



Perspective: “symmetrized” Fourier analysis

Diagram analysis of iterative algorithms



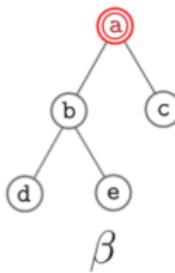
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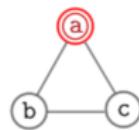
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$$Z_a^\beta = \sum_{\substack{b,c,d,e: \\ a,b,c,d,e \text{ distinct}}} A_{ab}A_{bd}A_{be}A_{ac}$$



β

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γ

Diagram analysis of iterative algorithms



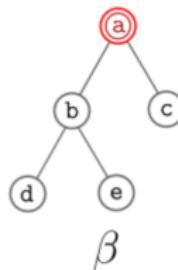
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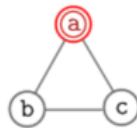
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Diagram analysis of iterative algorithms



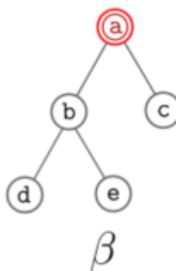
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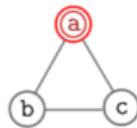
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Diagram analysis of iterative algorithms



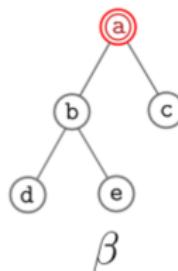
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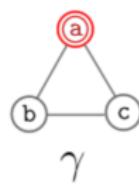


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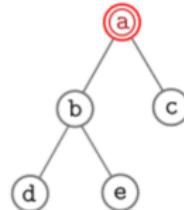
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Asymptotic diagram basis $\{\mathbf{Z}^\alpha : \alpha \text{ rooted tree}\}$

Rule 1: multiply diagrams coordinatewise

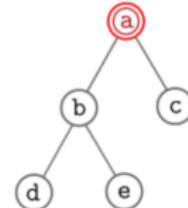
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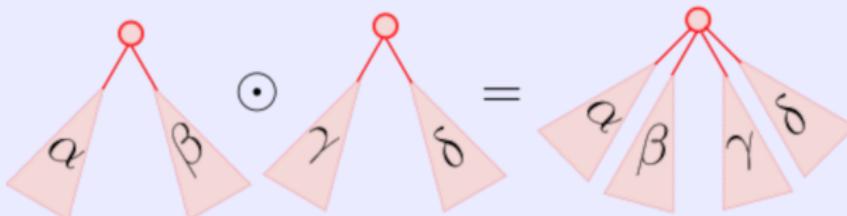


β

Asymptotic diagram basis $\{Z^\alpha : \alpha \text{ rooted tree}\}$

Rule 1: multiply diagrams coordinatewise

if $\{\alpha, \beta\} \cap \{\gamma, \delta\} = \emptyset$:



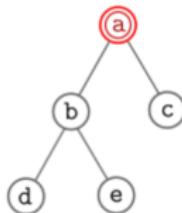
Asymptotic diagrams cheatsheet (1/2)

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Ex:

$$h_k(\alpha) = \begin{array}{c} \text{Diagram with } k \text{ copies of } \alpha \\ \text{Diagram with } k \text{ copies} \end{array}$$

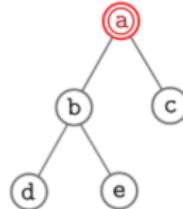
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Rule 2: multiply by **A**

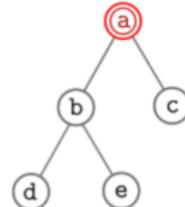
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Gaussian diagram

$$\mathbf{A} \times \begin{array}{c} \textcolor{red}{\circ} \\ \textcolor{red}{\triangle} \\ \alpha \end{array} = \begin{array}{c} \textcolor{red}{\circ} \\ \textcolor{red}{\triangle} \\ \alpha \end{array} + \begin{array}{c} \textcolor{red}{\circ} \\ \textcolor{red}{\triangle} \\ \alpha \end{array}$$

non-Gaussian diagram

$$\mathbf{A} \times \begin{array}{c} \textcolor{red}{\circ} \\ \textcolor{red}{\triangle} \\ \alpha \end{array} = \begin{array}{c} \textcolor{red}{\circ} \\ \textcolor{red}{\triangle} \\ \alpha \end{array}$$

Back to optimizing random quadratic forms

Input: optimal schedule $\{u_t : \mathbb{R}^t \rightarrow \mathbb{R}\}_{t \leq T}$ s.t. given i.i.d. $g_t \sim \mathcal{N}(0, 1)$,

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Upcoming challenges

Applies to *generalized first order methods* [Montanari–Celentano–Wu'20]

Ex: approximate message passing, power iteration, ...

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Theorem 3.35 (State evolution for GFOM). *Assume Assumption 3.1 on A and Assumption 3.34 on f_0, f_1, \dots, f_t . Generate $x_t, y_t \in \mathbb{R}^n$ using the GFOM*

$$x_0 = \vec{1} \quad y_t = Ax_t \quad x_{t+1} = f_t(y_t, \dots, y_0).$$

Let $X_t, Y_t \in \Omega$ be the result of running the GFOM operations asymptotically using the rules in Section 2.3. Then for all polynomial functions $\psi : \mathbb{R}^{2(t+1)} \rightarrow \mathbb{R}$,

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Furthermore, X_t, Y_t are universal (they do not depend on the distributions μ or μ_0 in Assumption 3.1).

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Open question 4: how about $\Omega(\log n)$ iterations?

Conclusion

Summary:

- ▶ Discrepancy problems and their applications to sparsification
- ▶ Newton's method on a regularized objective for Spencer's theorem
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Open question 1: tight constant in Spencer's theorem?

Open question 2: other useful regularizers?

Open question 3: matrix Spencer up to polylog rank using regularized Newton's method?

Open question 4: diagram analysis of iterative algorithms for $\Omega(\log n)$ iterations?