

# Randomised least-squares: Blendenpik

[Avron-Maymounkov-Toledo 2010]

$$\min_x \|Ax - b\|_2,$$

$$A \in \mathbb{R}^{m \times n}, m \gg n$$

- ▶ Traditional method: normal eqn  $x = (A^T A)^{-1} A^T b$  or  $A = QR, x = R^{-1}(Q^T b)$ , both  $O(mn^2)$  cost

- ▶ Randomised: generate random  $G \in \mathbb{R}^{4n \times m}$ , and

$O(n)$   
 $con > n$

$$G \quad A = \begin{pmatrix} \hat{Q} \\ \hat{R} \end{pmatrix}$$

(QR factorisation), then solve  $\min_y \|(A\hat{R}^{-1})y - b\|_2$ 's normal eqn via Krylov

- ▶  $O(mn \log m + n^3)$  cost using fast FFT-type transforms for  $G$
- ▶ Successful because  $A\hat{R}^{-1}$  is **well-conditioned** whp

$G \hat{A}$  using FFT

# Explaining Blendenpik via Marchenko-Pastur

Claim:  $A\hat{R}^{-1}$  is well-conditioned with

$$G \quad A = \hat{Q} \hat{R} \quad (\text{QR})$$

Show this for  $G \in \mathbb{R}^{4n \times m}$  Gaussian:

Proof: Let  $A = QR$ . Then  $GA = (GQ)R =: \tilde{G}R$

- ▶  $\tilde{G}$  is  $4n \times n$  **rectangular Gaussian**, hence well-cond
- ▶ So **by M-P**,  $\kappa_2(\tilde{R}^{-1}) \stackrel{2,3}{=} O(1)$  where  $\tilde{G} = \tilde{Q}\tilde{R}$  is QR
- ▶ Thus  $\tilde{G}R = (\tilde{Q}\tilde{R})R = \tilde{Q}(\tilde{R}R) = \tilde{Q}\hat{R}$ , so  $\hat{R}^{-1} = R^{-1}\tilde{R}^{-1}$
- ▶ Hence  $A\hat{R}^{-1} \stackrel{\wedge}{=} QR\hat{R}^{-1} = Q\tilde{R}^{-1}$ ,  $\kappa_2(A\hat{R}^{-1}) = \kappa_2(\tilde{R}^{-1}) = O(1)$

by Marchenko - Pastur  
 $\sigma(G) \sim [\sqrt{4n-3}, \sqrt{4n+3}]$   
 $= [\sqrt{n}, 3\sqrt{n}]$   
 $\kappa_2(G) \leq 3$  vhp  
 $\sigma(\hat{R}) = \sigma(G)$

## Blendenpik: solving $\min_x \|Ax - b\|_2$ using $\hat{R}$

We have  $\kappa_2(A\hat{R}^{-1}) =: \kappa_2(B) = O(1)$ ;

defining  $\hat{R}x = y$ ,  $\min_x \|Ax - b\|_2 = \min_y \|(\underbrace{A\hat{R}^{-1}}_B)y - b\|_2 = \min_y \|By - b\|_2$

- ▶  $B$  well-conditioned  $\Rightarrow$  in normal equation  $B$

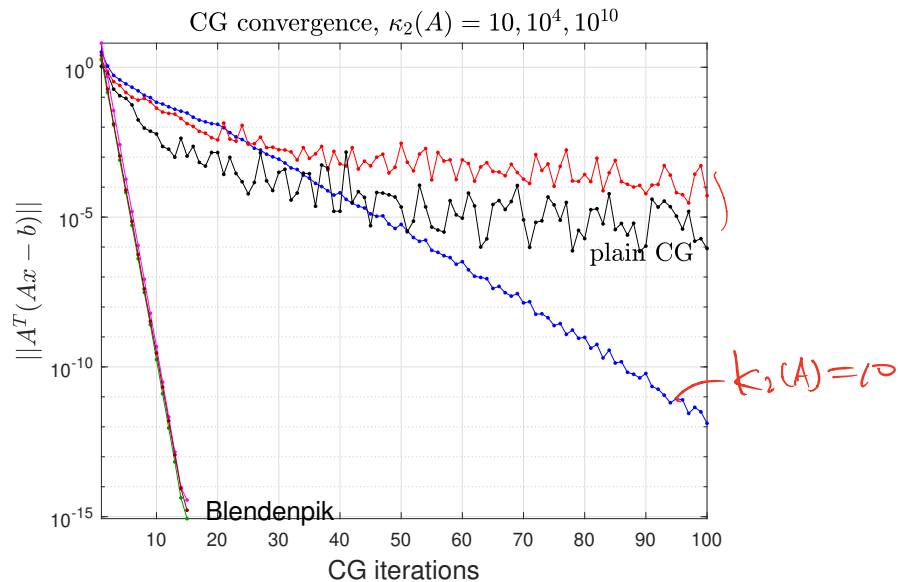
$$\underbrace{B^T B}y = B^T b \quad (1)$$

*Not going to compute explicitly.*

$B$  well-conditioned  $\kappa_2(B) = O(1)$ ;

- ▶ solve (1) via **CG** (or a tailor-made method LSQR; nonexaminable)  *$O(mn)$ /iter*
  - ▶ exponential convergence,  $O(1)$  iterations! (or  $O(\log \frac{1}{\epsilon})$  iterations for  $\epsilon$  accuracy)
  - ▶ each iteration requires  $w \leftarrow Bw$ , consisting of  $w \leftarrow \hat{R}^{-1}w$  ( $n \times n$  triangular solve) and  $w \leftarrow Aw$  ( $m \times n$  mat-vec multiplication);  $O(mn)$  cost overall

# Blendenpik experiments



CG for  $A^T Ax = A^T b$  vs. Blendenpik  $(AR^{-1})^T (AR^{-1})x = (AR^{-1})^T b$ ,  $m = 10000, n = 100$

In practice, Blendenpik gets  $\approx \times 5$  speedup over classical (Householder-QR based) method when  $m \gg n$

## Randomised algorithm for $Ax = b$ ?

We've seen randomisation can be very successful for SVD and least-squares problems.

What about  $Ax = b$ ? This is among the biggest open problems in (Randomised) NLA:

- ▶ Randomisation to find good preconditioner?
- ▶ Randomisation to 'deflate out' large/small singular components?
- ▶ ...

Major breakthrough needed—any ideas?

$O(n^2)$  LU/QR.

$O(n^2 \log n)$



fast matrix mult.

"Strassen-like alg"

$O(N^{2.37...})$

impractical

# Important (N)LA topics not treated

- ▶ tensors  [Kolda-Bader 2009]
- ▶ FFT (values ↔ coefficients map for polynomials)  $O(n \log n)$   [e.g. Golub and Van Loan 2012]
- ▶ sparse direct solvers  $\begin{bmatrix} A & \\ & \ddots \end{bmatrix} x = b$  [Duff, Erisman, Reid 2017]
- ▶ multigrid [e.g. Elman-Silvester-Wathen 2014]
- ▶ functions of matrices  $f(A)$   $\exp(A) = I + A + \frac{1}{2!}A^2 + \dots$  [Higham 2008]
- ▶ generalised, polynomial eigenvalue problems [Guttel-Tisseur 2017]
- ▶ perturbation theory (Davis-Kahan etc) Weyl's [Stewart-Sun 1990]
- ▶ compressed sensing  $\begin{matrix} \text{minimize } \|x\|_1 \\ \text{subject to } Ax = b \end{matrix}$  [Foucart-Rauhut 2013]
- ▶ model order reduction [Benner-Gugercin-Willcox 2015]
- ▶ communication-avoiding algorithms [e.g. Ballard-Demmel-Holtz-Schwartz 2011]

CPU  
 ↑↓  
 CPU

## C6.1 Numerical Linear Algebra, summary

### 1st half

- ▶ SVD and its properties (Courant-Fisher etc), applications (low-rank)
- ▶ Direct methods (LU) for linear systems and least-squares problems (QR)
- ▶ Stability of algorithms

### 2nd half

- ▶ Direct method (QR algorithm) for eigenvalue problems, SVD
- ▶ Krylov subspace methods for linear systems (GMRES, CG) and eigenvalue problems (Arnoldi, Lanczos)
- ▶ Randomised algorithms for SVD and least-squares

## Where does this course lead to?

Courses with significant intersection

- ▶ C6.3 Approximation of Functions (Prof. Nick Trefethen, MT): Chebyshev polynomials/approximation theory
- ▶ C7.7 Random Matrix Theory (Prof. Jon Keating): for theoretical underpinnings of Randomised NLA
- ▶ C6.4 Finite Element Method for PDEs (Prof. Patrick Farrell): NLA arising in solutions of PDEs
- ▶ C6.2 Continuous Optimisation (Prof. Cora Cartis): NLA in optimisation problems

and many more: differential equations, data science, optimisation, machine learning, ...  
NLA is everywhere in computational maths

Thank you for your interest in NLA!