

# COMPSCI 514: ALGORITHMS FOR DATA SCIENCE

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University of Massachusetts Amherst. Spring 2020.

Lecture 20

- Problem Set 3 is due tomorrow at 8pm. Problem Set 4 will be released very shortly.
- This is the last day of our spectral unit. Then will have 4 classes on optimization before end of semester.

## Last Two Classes: Spectral Graph Partitioning

- Focus on separating graphs with small but relatively balanced cuts.
- Connection to second smallest eigenvector of graph Laplacian.
- Provable guarantees for stochastic block model.
- Idealized analysis in class. See slides for full analysis.

## This Class: Computing the SVD/eigendecomposition.

- Discuss efficient algorithms for SVD/eigendecomposition.
- Iterative methods: power method, Krylov subspace methods.
- High level: a glimpse into fast methods for linear algebraic computation, which are workhorses behind data science.

We have talked about the eigendecomposition and SVD as ways to compress data, to embed entities like words and documents, to compress/cluster non-linearly separable data.

How efficient are these techniques? Can they be run on massive datasets?

Basic Algorithm: To compute the SVD of full-rank  $\mathbf{A} \in \mathbb{R}^{n \times d}$ ,

$$\mathbf{A} = \mathbf{U}\mathbf{\Sigma}\mathbf{V}^T:$$

$$\left[ \begin{array}{c} d \\ n \end{array} \right]$$

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 $\mathbf{A} = \mathbf{U}\mathbf{\Sigma}\mathbf{V}^T$ :

- Compute  $\mathbf{A}^T\mathbf{A} - \mathcal{O}(nd^2)$  runtime.

$$d \left[ \begin{array}{c} \overline{\mathbf{A}} \\ \mathbf{A} \end{array} \right] \left[ \begin{array}{c} \overline{\mathbf{A}} \\ \mathbf{A} \end{array} \right]^T = d \left[ \mathbf{A}^T\mathbf{A} \right]$$

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- Find eigendecomposition  $\mathbf{A}^T\mathbf{A} = \mathbf{V}\mathbf{\Lambda}\mathbf{V}^T - \underline{O(d^3)}$  runtime.

"direct method"

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- Compute  $\mathbf{A}^T\mathbf{A} - O(nd^2)$  runtime.  $\mathbf{A}^T\mathbf{A} = \mathbf{V}\mathbf{\Sigma}^2\mathbf{V}^T$
- Find eigendecomposition  $\mathbf{A}^T\mathbf{A} = \mathbf{V}\mathbf{\Lambda}\mathbf{V}^T - O(d^3)$  runtime.
- Compute  $\mathbf{L} = \mathbf{A}\mathbf{V} - O(nd^2)$  runtime. Note that  $\mathbf{L} = \mathbf{U}\mathbf{\Sigma}$ .

$$n \begin{bmatrix} \overset{d}{\text{---}} \\ \mathbf{A} \end{bmatrix} \begin{bmatrix} \overset{d}{\text{---}} \\ \mathbf{V} \end{bmatrix} = n \begin{bmatrix} \overset{d}{\text{---}} \\ \mathbf{L} \end{bmatrix} \quad \mathbf{A}\mathbf{V} = \mathbf{U}\mathbf{\Sigma}\mathbf{V}^T\mathbf{V} = \mathbf{U}\mathbf{\Sigma}$$



## COMPUTING THE SVD

**Basic Algorithm:** To compute the SVD of full-rank  $\mathbf{A} \in \mathbb{R}^{n \times d}$ ,  
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- Compute  $\mathbf{L} = \mathbf{A}\mathbf{V} - \underline{O(nd^2)}$  runtime. Note that  $\mathbf{L} = \underline{\mathbf{U}\mathbf{\Sigma}}$ .
- Set  $\sigma_i = \|\mathbf{L}_i\|_2$  and  $\mathbf{U}_i = \mathbf{L}_i / \|\mathbf{L}_i\|_2$ . -  $O(nd)$  runtime.

Total runtime:  $O(nd^2 + d^3)$

$$\left[ \begin{array}{c} \mathbf{u}_1 \cdot \mathbf{b}_1 \\ \mathbf{u}_2 \cdot \mathbf{b}_2 \\ \vdots \end{array} \right] = \mathbf{u}_i \cdot \mathbf{b}_i$$
$$\frac{\mathbf{u}_1 \cdot \mathbf{b}_1}{\mathbf{b}_1} = \mathbf{u}_1$$

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**Total runtime:**  $\underbrace{O(nd^2)} + d^3 = \underbrace{O(nd^2)}$  (assume w.l.o.g.  $n \geq d$ )

## COMPUTING THE SVD

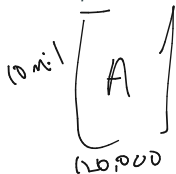
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**Total runtime:**  $O(nd^2 + d^3) = O(nd^2)$  (assume w.l.o.g.  $n \geq d$ )

- If we have  $n = 10$  million images with  $200 \times 200 \times 3 = 120,000$  pixel values each, runtime is  $1.5 \times 10^{17}$  operations!

10 mi  
120,000



A handwritten diagram showing a large square matrix labeled 'A'. To the left of the matrix, the text '10 mi' is written vertically. Below the matrix, the text '120,000' is written horizontally. The matrix is enclosed in large square brackets.

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- The worlds fastest super computers compute at  $\approx 100$  petaFLOPS =  $10^{17}$  FLOPS (floating point operations per second).

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**Total runtime:**  $O(nd^2 + \underline{d^3}) = \underline{O(nd^2)}$  (assume w.l.o.g.  $n \geq d$ )

- If we have  $n = 10$  million images with  $200 \times 200 \times 3 = 120,000$  pixel values each, runtime is  $1.5 \times 10^{17}$  operations!
- The worlds fastest super computers compute at  $\approx 100$  petaFLOPS =  $10^{17}$  FLOPS (floating point operations per second).
- This is a relatively easy task for them – but no one else.

To speed up SVD computation we will take advantage of the fact that we typically only care about computing the **top (or bottom)  $k$  singular vectors** of a matrix  $\mathbf{X} \in \mathbb{R}^{n \times d}$  for  $k \ll d$ .

- Suffices to compute  $\mathbf{V}_k \in \mathbb{R}^{d \times k}$  and then compute

$$\mathbf{U}_k \mathbf{\Sigma}_k = \mathbf{X} \mathbf{V}_k.$$

$$n \begin{bmatrix} k \\ \end{bmatrix} = \begin{bmatrix} k \\ \end{bmatrix} \begin{bmatrix} k \\ \end{bmatrix}$$

- Use an *iterative algorithm* to compute an approximation to the top  $k$  singular vectors  $\mathbf{V}_k$ .
- Runtime will be roughly  $O(ndk)$  instead of  $O(nd^2)$ .

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- Suffices to compute  $\mathbf{V}_k \in \mathbb{R}^{d \times k}$  and then compute  $\mathbf{U}_k \mathbf{\Sigma}_k = \mathbf{XV}_k$ .
- Use an *iterative algorithm* to compute an *approximation* to the top  $k$  singular vectors  $\mathbf{V}_k$ .
- Runtime will be roughly  $O(ndk)$  instead of  $O(nd^2)$ .

Sparse (iterative) vs. Direct Method. svd vs. svds.

**Power Method:** The most fundamental iterative method for approximate SVD. Applies to computing  $k = 1$  singular vectors, but can easily be generalized to larger  $k$ .



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**Goal:** Given  $\mathbf{X} \in \mathbb{R}^{n \times d}$ , with SVD  $\mathbf{X} = \mathbf{U}\mathbf{\Sigma}\mathbf{V}$ , find  $\vec{z} \approx \vec{v}_1$ .

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**Goal:** Given  $X \in \mathbb{R}^{n \times d}$ , with SVD  $X = U\Sigma V^T$ , find  $\vec{z} \approx \vec{v}_1$ .

• **Initialize:** Choose  $\vec{z}^{(0)} \in \mathbb{R}^d$  randomly. E.g.  $\vec{z}^{(0)}(i) \sim \mathcal{N}(0, 1)$ .

• For  $i = 1, \dots, t$

•  $\vec{z}^{(i)} = (X^T X) \cdot \vec{z}^{(i-1)}$

Runtime:  $2 \cdot nd$

$$X^T X z \quad X^T (X z)$$

•  $n_i = \|\vec{z}^{(i)}\|_2$

Runtime:  $d$

•  $\vec{z}^{(i)} = \vec{z}^{(i)} / n_i$

Runtime:  $d$

$$O(nd)$$

Return  $\vec{z}_t$

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Runtime:  $d$

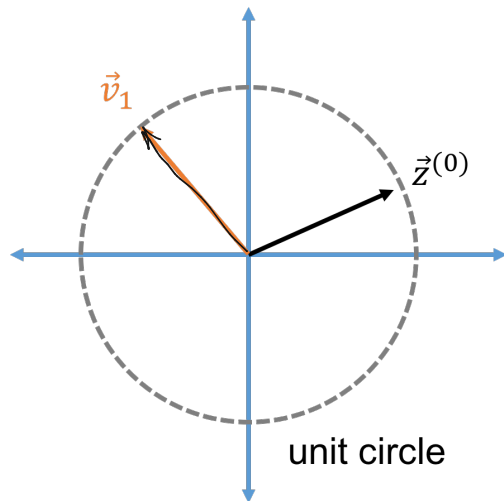
- $\vec{z}^{(i)} = \vec{z}^{(i)} / n_i$

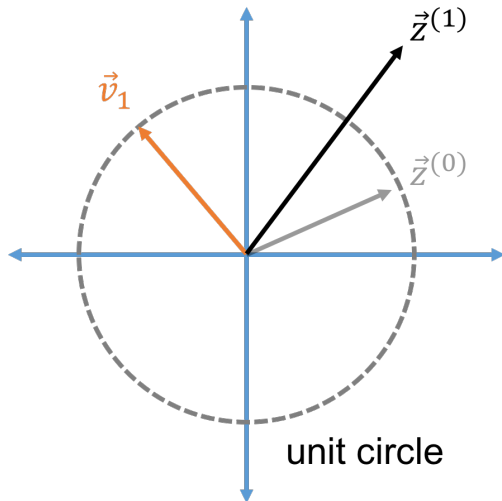
Runtime:  $d$

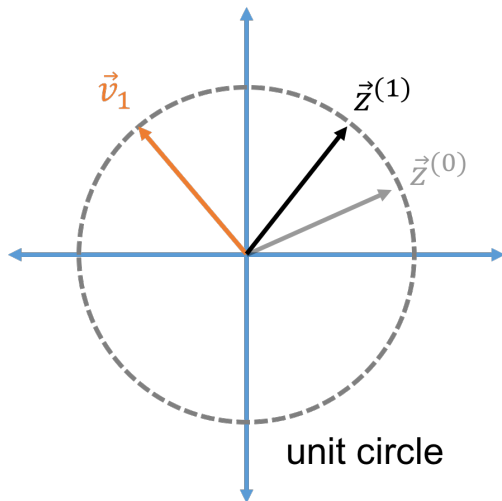
Return  ~~$\vec{z}$~~   $\vec{z}^{(t)}$

$$\underline{O(nd^2)} + O(dt)$$

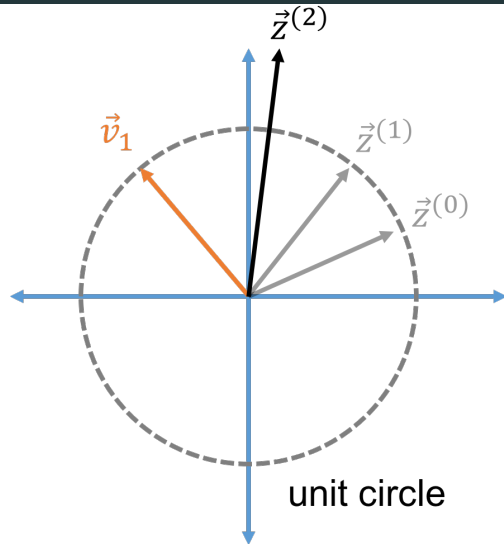
Total Runtime:  $O(ndt)$

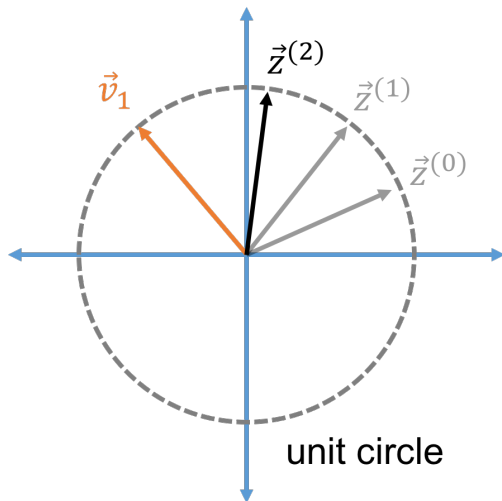




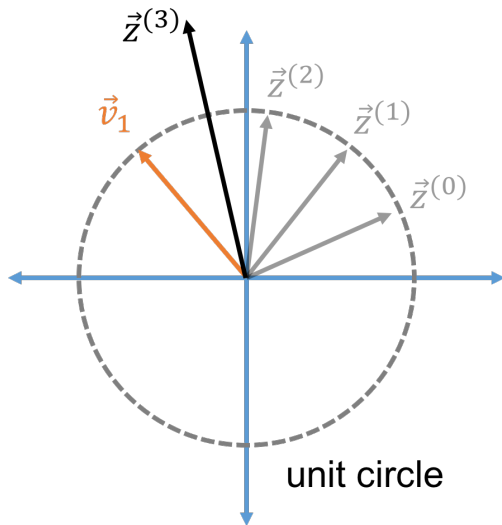


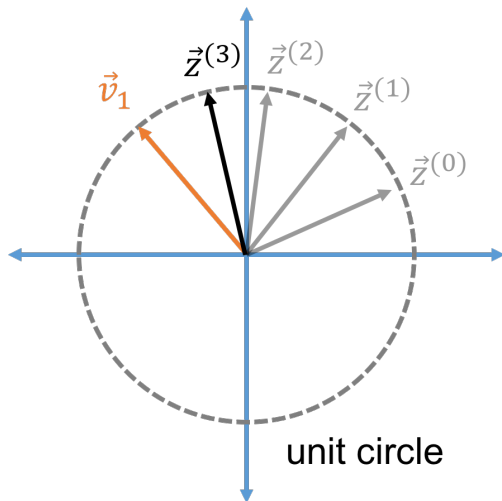
# POWER METHOD



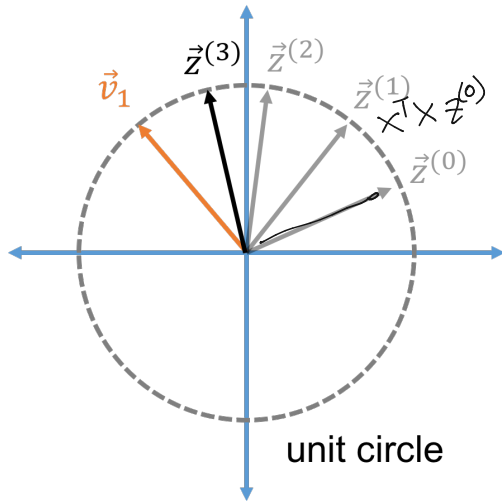








# POWER METHOD



Why is it converging towards  $\vec{v}_1$ ?

# POWER METHOD INTUITION

Write  $\vec{z}^{(0)}$  in the right singular vector basis:

$\vec{z}^{(0)} \sim N(0, I)$

$$\vec{z}^{(0)} = c_1 \vec{v}_1 + c_2 \vec{v}_2 + \dots + c_d \vec{v}_d$$

$$\begin{aligned} \vec{z}^i &= V_1 \\ \vec{z}^{i+1} &= X^T X V_1 \\ &= \lambda_1 V_1 \end{aligned}$$

$X \in \mathbb{R}^{n \times d}$ : input matrix with SVD  $X = U \Sigma V^T$ .  $\vec{v}_1$ : top right singular vector, being computed,  $\vec{z}^{(i)}$ : iterate at step  $i$ , converging to  $\vec{v}_1$ .

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$$X = U \Sigma V^T$$

$$X^T X = V \Sigma^2 V^T$$

Update step:  $\vec{z}^{(i)} = X^T X \cdot \vec{z}^{(i-1)} = V \Sigma^2 V^T \cdot \vec{z}^{(i-1)}$  (then normalize)

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$$\begin{aligned} \mathbf{V}^T \vec{z}^{(0)} &= \begin{bmatrix} \mathbf{v}_1^T \\ \mathbf{v}_2^T \\ \vdots \\ \mathbf{v}_d^T \end{bmatrix} \left( c_1 \begin{bmatrix} \mathbf{v}_1 \end{bmatrix} + c_2 \begin{bmatrix} \mathbf{v}_2 \end{bmatrix} + \dots + c_d \begin{bmatrix} \mathbf{v}_d \end{bmatrix} \right) \\ &= \begin{bmatrix} c_1 \\ 0 \\ \vdots \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ c_2 \\ 0 \\ \vdots \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ c_3 \\ \vdots \\ 0 \end{bmatrix} + \dots + \begin{bmatrix} 0 \\ 0 \\ 0 \\ \vdots \\ c_d \end{bmatrix} = \begin{bmatrix} c_1 \\ c_2 \\ \vdots \\ c_d \end{bmatrix} \end{aligned}$$

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$$\mathbf{V}^T \vec{z}^{(0)} = \downarrow \begin{bmatrix} c_1 \\ c_2 \\ \vdots \\ c_d \end{bmatrix}$$

$$\Sigma^2 \mathbf{V}^T \vec{z}^{(0)} = \downarrow \begin{bmatrix} c_1 \sigma_1^2 \\ c_2 \sigma_2^2 \\ \vdots \\ c_d \sigma_d^2 \end{bmatrix}$$

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$$V^T \vec{z}^{(0)} =$$

$$\Sigma^2 V^T \vec{z}^{(0)} = \begin{bmatrix} \sigma_1^2 c_1 \\ \vdots \\ \sigma_d^2 c_d \end{bmatrix}$$

$$\vec{z}^{(1)} = \underline{V \Sigma^2 V^T \cdot \vec{z}^{(0)}} = \begin{bmatrix} | & & | \\ \vec{v}_1 & \dots & \vec{v}_d \\ | & & | \end{bmatrix} \begin{bmatrix} \sigma_1^2 c_1 \\ \sigma_2^2 c_2 \\ \vdots \\ \sigma_d^2 c_d \end{bmatrix} = \boxed{\sigma_1^2 c_1 \vec{v}_1 + \sigma_2^2 c_2 \vec{v}_2 + \dots + \sigma_d^2 c_d \vec{v}_d}$$

$\vec{z}^{(1)}$

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Claim 1: Writing  $\vec{z}^{(0)} = c_1\vec{v}_1 + c_2\vec{v}_2 + \dots + c_d\vec{v}_d$ ,

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$$\vec{z}^{(2)} = \underline{X^T X} \vec{z}^{(1)} = \mathbf{V} \Sigma^2 \mathbf{V}^T \vec{z}^{(1)} = c_1 \sigma_1^4 \vec{v}_1 + \dots + c_d \sigma_d^4 \vec{v}_d$$

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$$\vec{z}^{(2)} = \mathbf{X}^T \mathbf{X} \vec{z}^{(1)} = \mathbf{V} \Sigma^2 \mathbf{V}^T \vec{z}^{(1)} =$$

Claim 2:

$$\vec{z}^{(t)} = c_1 \cdot \sigma_1^{2t} \vec{v}_1 + c_2 \cdot \sigma_2^{2t} \vec{v}_2 + \dots + c_d \cdot \sigma_d^{2t} \vec{v}_d.$$

$\mathbf{X} \in \mathbb{R}^{n \times d}$ : input matrix with SVD  $\mathbf{X} = \mathbf{U} \Sigma \mathbf{V}^T$ .  $\vec{v}_1$ : top right singular vector, being computed,  $\vec{z}^{(i)}$ : iterate at step  $i$ , converging to  $\vec{v}_1$ .

## POWER METHOD CONVERGENCE

After  $t$  iterations, we have 'powered' up the singular values, making the component in the direction of  $v_1$  much larger, relative to the other components.

$$z^t \sim \underline{v_1}$$

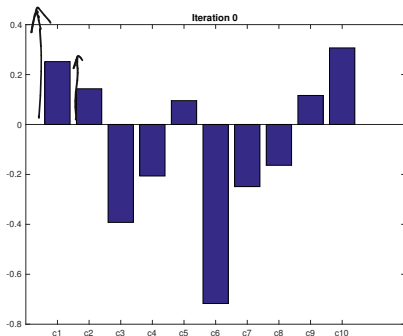
$$\underline{\vec{z}^{(0)}} = c_1 \vec{v}_1 + c_2 \vec{v}_2 + \dots + c_d \vec{v}_d \implies \underline{\vec{z}^{(t)}} = c_1 \underline{\sigma_1^{2t}} \vec{v}_1 + c_2 \underline{\sigma_2^{2t}} \vec{v}_2 + \dots + c_d \underline{\sigma_d^{2t}} \vec{v}_d$$

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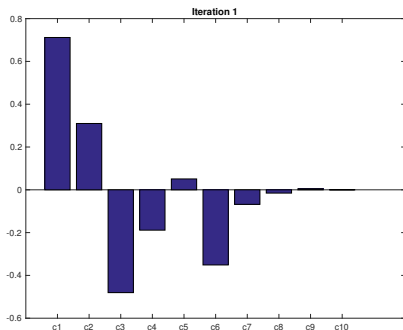
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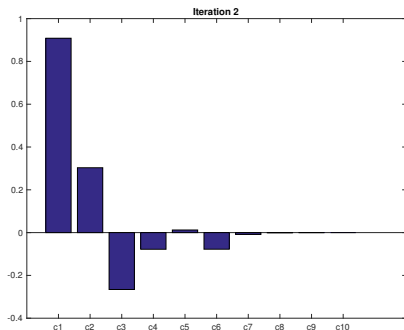
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## POWER METHOD CONVERGENCE

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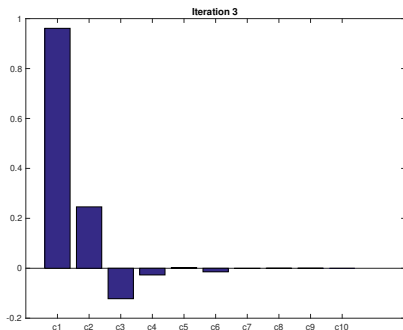
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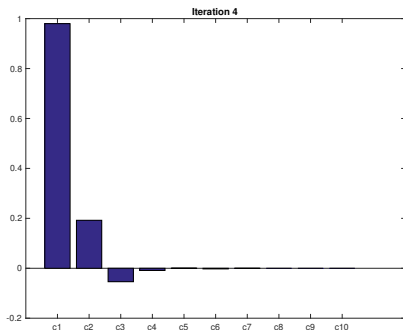




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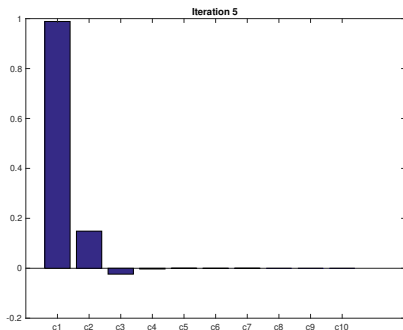
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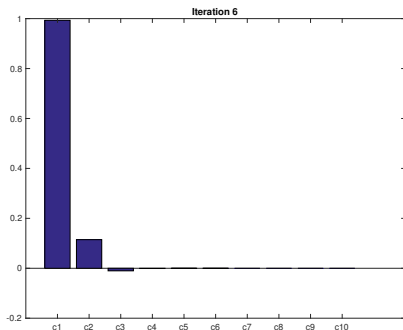
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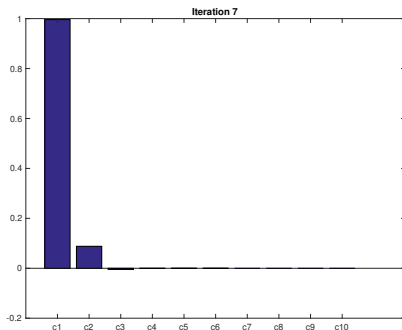
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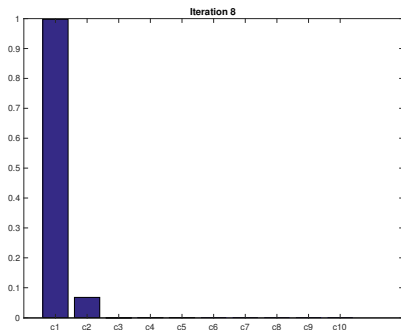
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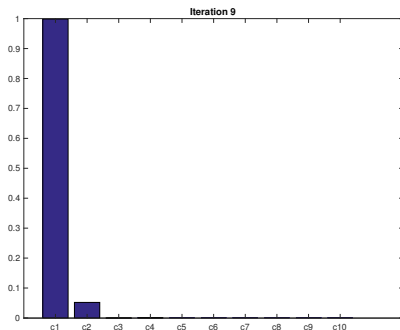
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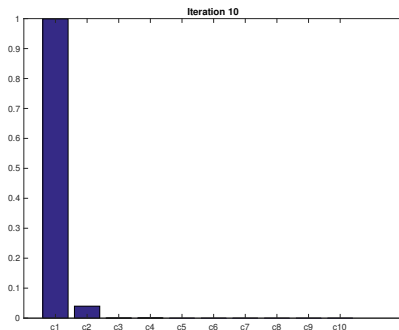
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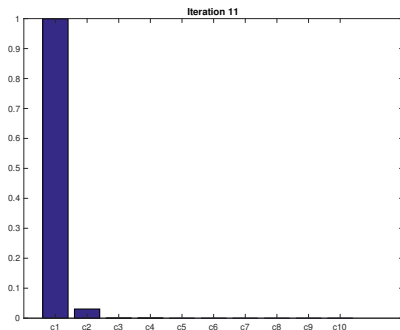
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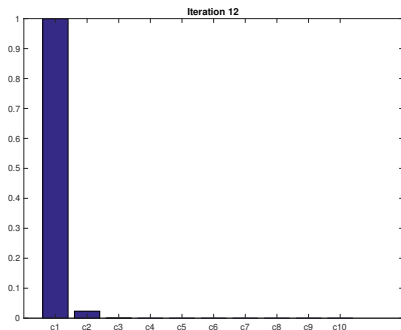




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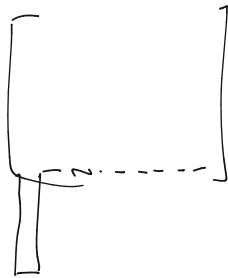
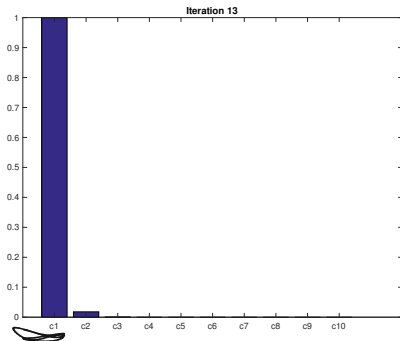


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$$\vec{z}^{(t)} \approx \vec{v}_1$$
$$\vec{z}^{(t)} \approx -\vec{v}_1$$



When will convergence be slow?

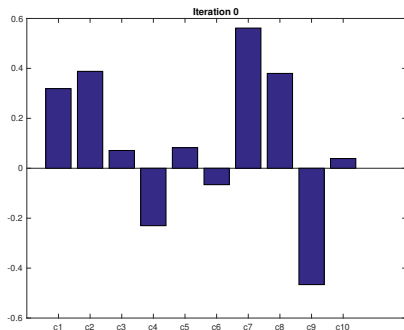
Slow Case: X has singular values:  $\sigma_1 = 1, \sigma_2 = .99, \sigma_3 = .9, \sigma_4 = .8, \dots$

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# POWER METHOD SLOW CONVERGENCE

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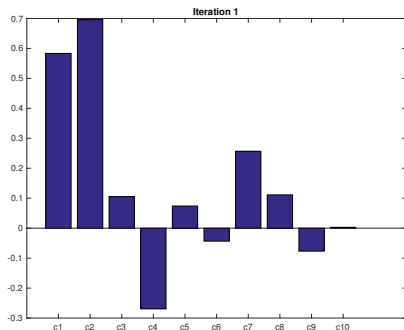
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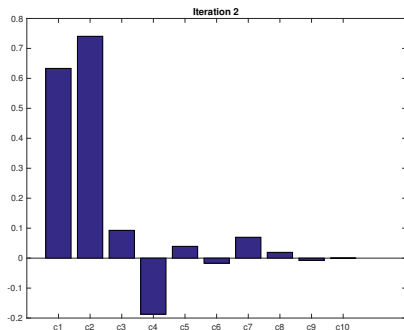
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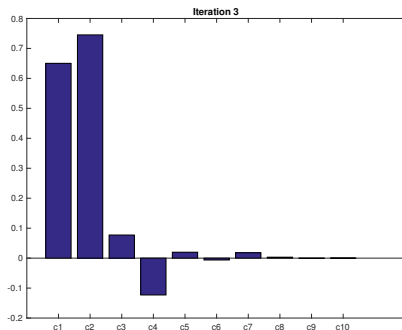
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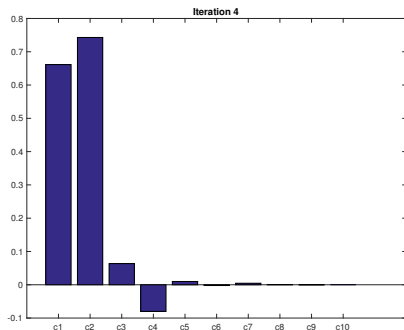
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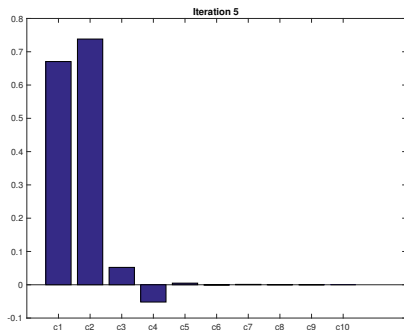




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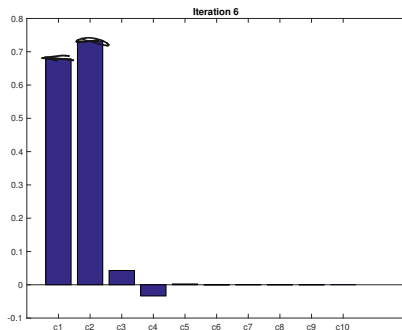
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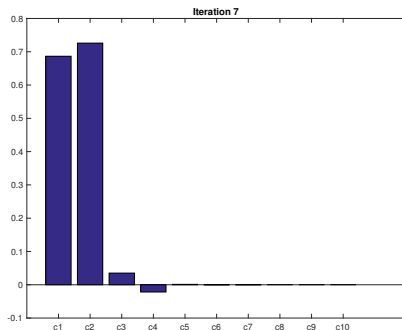
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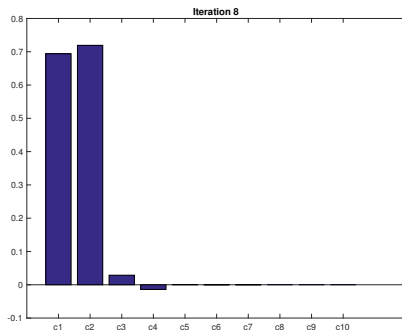
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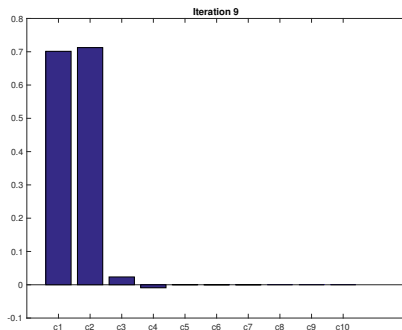
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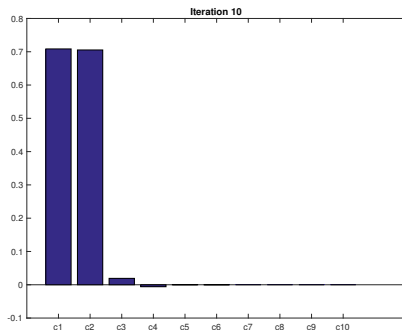
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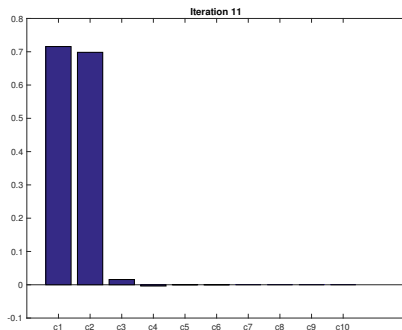
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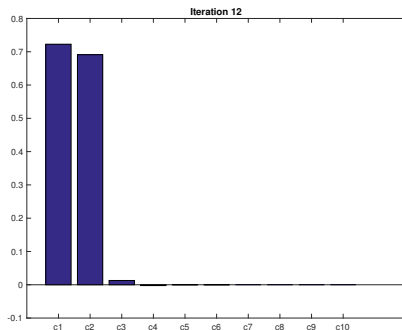
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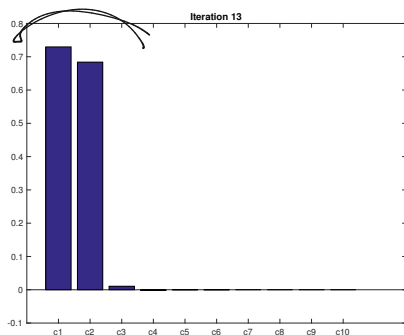
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$$\sum_{i=k+1}^d \sigma_i^2$$

$$\|X - X V_1 V_1^T\|_F^2 = \sum_{i=2}^d \sigma_i(x)^2$$

$$\|X - X V_2 V_2^T\|_F^2 = \sigma_1(x)^2 + \sigma_3(x)^2 + \dots + \sigma_d(x)^2$$



$$X^T X V_1 = \lambda_1 V_1$$

$$X^T X V_2 = \lambda_1 V_2$$

$$X^T X (V_1 + V_2) = \lambda_1 (V_1 + V_2)$$

# POWER METHOD CONVERGENCE RATE

$$\gamma \in [0, 1]$$

$$\vec{z}^{(0)} = c_1 \vec{v}_1 + c_2 \vec{v}_2 + \dots + c_d \vec{v}_d \implies \vec{z}^{(t)} = c_1 \sigma_1^{2t} \vec{v}_1 + c_2 \sigma_2^{2t} \vec{v}_2 + \dots + c_d \sigma_d^{2t} \vec{v}_d$$

Write  $\sigma_2 = (1 - \gamma)\sigma_1$  for 'gap'  $\gamma = \frac{\sigma_1 - \sigma_2}{\sigma_1}$ . How many iterations  $t$  does it take to have  $\sigma_2^{2t} \leq \frac{1}{2} \cdot \sigma_1^{2t}$ ?

$$1 - \frac{\sigma_2}{\sigma_1} \quad \boxed{1 - \gamma = \frac{\sigma_2}{\sigma_1}}$$

$$\frac{\sigma_2^{2t}}{\sigma_1^{2t}} \leq \frac{1}{2}$$

$$\left(\frac{\sigma_2}{\sigma_1}\right)^{2t} \leq \frac{1}{2}$$

$$(1 - \gamma)^{2t} \leq \frac{1}{2}$$

$$2t = \frac{\log_{1-\gamma} 1/2}{1}$$

$$\frac{1}{2} < e^{-\gamma} < \frac{1}{e}$$

$$t = \frac{1}{2\gamma}$$

$$(1 - \gamma)^{2t} = (1 - \gamma)^{1/\gamma} \leq \frac{1}{2}$$

$$t = O(1/\gamma)$$

$X \in \mathbb{R}^{n \times d}$ : matrix with SVD  $X = U \Sigma V^T$ . Singular values  $\sigma_1, \sigma_2, \dots, \sigma_d$ .  $\vec{v}_1$ : top right singular vector, being computed,  $\vec{z}^{(i)}$ : iterate at step  $i$ , converging to  $\vec{v}_1$ .

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$\mathbf{X} \in \mathbb{R}^{n \times d}$ : matrix with SVD  $\mathbf{X} = \mathbf{U}\mathbf{\Sigma}\mathbf{V}^T$ . Singular values  $\sigma_1, \sigma_2, \dots, \sigma_d$ .  $\vec{v}_1$ : top right singular vector, being computed,  $\vec{z}^{(i)}$ : iterate at step  $i$ , converging to  $\vec{v}_1$ .

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How many iterations  $t$  does it take to have  $\sigma_2^{2t} \leq \delta \cdot \sigma_1^{2t}$ ?

after  $1/\gamma$  iterations

$$\sigma_2^{2t} = \sigma_2^{2/\gamma} \leq \frac{1}{2} \sigma_1^{2/\gamma}$$

$$\sigma_2^{\frac{\log(1/\delta)}{\gamma}} = (\sigma_1^{1/\gamma})^{\log(1/\delta)}$$

$$= \frac{1}{2^{\log(1/\delta)}} (\sigma_1^{1/\gamma})^{\log(1/\delta)} \leq \delta \sigma_1^{1/\gamma \cdot \log(1/\delta)}$$

$X \in \mathbb{R}^{n \times d}$ : matrix with SVD  $X = \mathbf{U}\Sigma\mathbf{V}^T$ . Singular values  $\sigma_1, \sigma_2, \dots, \sigma_d$ .  $\vec{v}_1$ : top right singular vector, being computed,  $\vec{z}^{(i)}$ : iterate at step  $i$ , converging to  $\vec{v}_1$ .

## POWER METHOD CONVERGENCE RATE

$$\vec{z}^{(0)} = c_1 \vec{v}_1 + c_2 \vec{v}_2 + \dots + c_d \vec{v}_d \implies \vec{z}^{(t)} = c_1 \sigma_1^{2t} \vec{v}_1 + c_2 \sigma_2^{2t} \vec{v}_2 + \dots + c_d \sigma_d^{2t} \vec{v}_d$$

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## POWER METHOD CONVERGENCE RATE

$$\vec{z}^{(0)} = \underline{c_1 \vec{v}_1} + c_2 \vec{v}_2 + \dots + c_d \vec{v}_d \implies \vec{z}^{(t)} = c_1 \sigma_1^{2t} \vec{v}_1 + c_2 \sigma_2^{2t} \vec{v}_2 + \dots + c_d \sigma_d^{2t} \vec{v}_d$$

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How many iterations  $t$  does it take to have  $\sigma_2^{2t} \leq \delta \cdot \sigma_1^{2t}$ ?  $\mathcal{O}\left(\frac{\log(1/\delta)}{\gamma}\right)$ .

How small must we set  $\delta$  to ensure that  $\underline{c_1 \sigma_1^{2t}}$  dominates all other components and so  $\vec{z}^{(t)}$  is very close to  $\vec{v}_1$ ?

$\mathbf{X} \in \mathbb{R}^{n \times d}$ : matrix with SVD  $\mathbf{X} = \mathbf{U}\mathbf{\Sigma}\mathbf{V}^T$ . Singular values  $\sigma_1, \sigma_2, \dots, \sigma_d$ .  $\vec{v}_1$ : top right singular vector, being computed,  $\vec{z}^{(i)}$ : iterate at step  $i$ , converging to  $\vec{v}_1$ .

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$$\frac{1}{100d^2} \leq |c_i| \leq \frac{O(\log d)}{10 \log(d)}$$

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**Corollary:**

$$\max_j \left| \frac{c_j}{c_1} \right| \leq O(d^2 \log d).$$

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# RANDOM INITIALIZATION

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**Claim 2:** For gap  $\gamma = \frac{\sigma_1 - \sigma_2}{\sigma_1}$ , after  $t = O\left(\frac{\log(1/\delta)}{\gamma}\right)$  iterations:

$$\bar{z}^{(t)} = c_1 \sigma_1^{2t} \vec{v}_1 + c_2 \sigma_2^{2t} \vec{v}_2 + \dots + c_d \sigma_d^{2t} \vec{v}_d \propto c_1 \vec{v}_1 + c_2 \delta \vec{v}_2 + \dots + c_d \delta \vec{v}_d$$

If we set  $\delta = O\left(\frac{\epsilon}{d^2 \log d}\right)$  by Claim 1 will have:

$$c_j \delta \leq d^2 \log d \cdot c_1 \cdot \delta \leq \frac{\epsilon}{d} \cdot c_1$$

$$\bar{z}^{(t)} \propto \underbrace{\vec{v}_1}_{\|\vec{v}_1\|=1} + \underbrace{\frac{\epsilon}{d} (\vec{v}_2 + \dots + \vec{v}_d)}_{\|\text{error}\| \leq \epsilon}$$

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$$\vec{z}^{(t)} \propto \vec{v}_1 + \frac{\epsilon}{d} (\vec{v}_2 + \dots + \vec{v}_d).$$

Gives  $\|\vec{z}^{(t)} - \vec{v}_1\|_2 \leq O(\epsilon)$ .

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## Theorem (Basic Power Method Convergence)

Let  $\gamma = \frac{\sigma_1 - \sigma_2}{\sigma_1}$  be the relative gap between the first and second largest singular values. If Power Method is initialized with a random Gaussian vector  $\vec{v}^{(0)}$  then, with high probability, after  $t = O\left(\frac{\log d/\epsilon}{\gamma}\right)$  steps:

$$X^T X \begin{bmatrix} z_1 \\ z_2 \\ \vdots \\ z_k \end{bmatrix}$$

$$\|\vec{z}^{(t)} - \vec{v}_1\|_2 \leq \epsilon.$$

$$X - X V_1 V_1^T$$

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**Total runtime:**  $O(t)$  matrix-vector multiplications.

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How is  $\epsilon$  dependence?

How is  $\gamma$  dependence?

Krylov subspace methods (Lanczos method, Arnoldi method.)

- How `svds/eigs` are actually implemented. Only need  $t = O\left(\frac{\log d/\epsilon}{\sqrt{\gamma}}\right)$  steps for the same guarantee.



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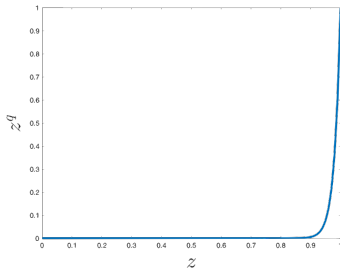
- Power method: power up to  $\sigma_1^{2 \cdot t}$  and  $\sigma_i^{2 \cdot t}$ .
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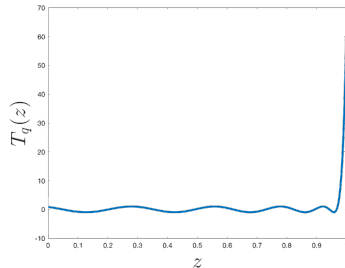
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- Krylov methods: apply a **better** degree  $t$  polynomial  $T_t(\sigma_1^2)$  and  $T_t(\sigma_i^2)$ .
- Still requires just  $2t$  matrix vector multiplies. **Why?**



VS.



Optimal ‘jump’ polynomial in general is given by a degree  $t$  **Chebyshev polynomial**. Krylov methods find a polynomial tuned to the input matrix that does at least as well.

- Block Power Method aka Simultaneous Iteration aka Subspace Iteration aka Orthogonal Iteration
- Block Krylov methods

**Runtime:**  $O\left(ndk \cdot \frac{\log d/\epsilon}{\sqrt{\gamma}}\right)$

to accurately compute the top  $k$  singular vectors.

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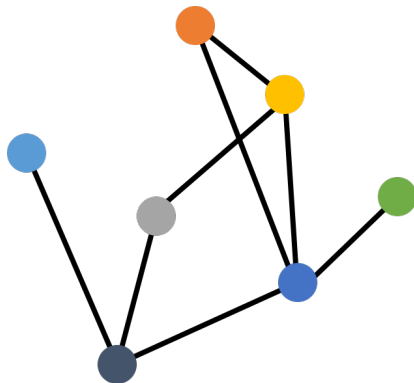
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**'Gapless' Runtime:**  $O\left(ndk \cdot \frac{\log d/\epsilon}{\sqrt{\epsilon}}\right)$

if you just want a set of vectors that gives an  $\epsilon$ -optimal low-rank approximation when you project onto them.

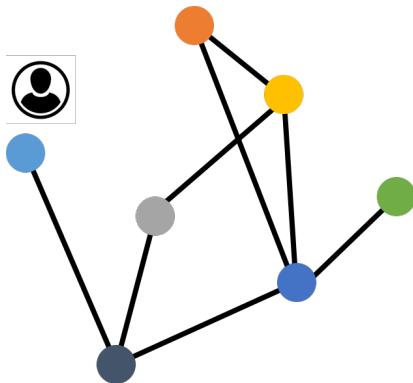
Consider a random walk on a graph  $G$  with adjacency matrix  $A$ .





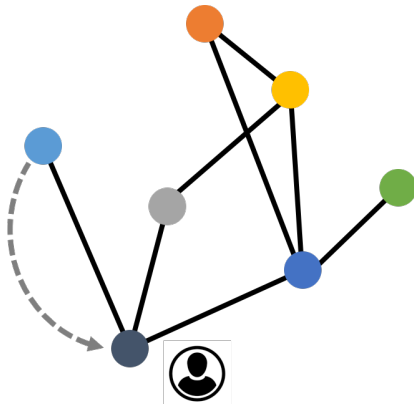
## CONNECTION TO RANDOM WALKS

Consider a random walk on a graph  $G$  with adjacency matrix  $A$ .

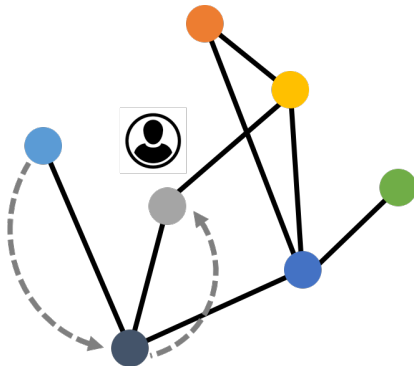


At each step, move to a random vertex, chosen uniformly at random from the neighbors of the current vertex.

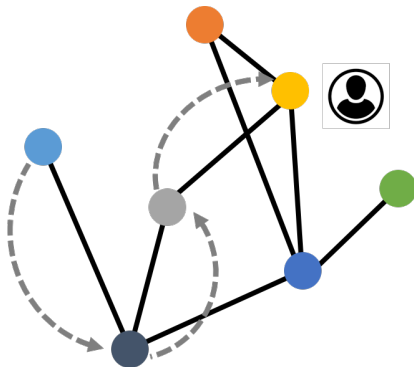
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$$\Pr(\text{walk at } i \text{ at step } t) = \sum_{j \in \text{neigh}(i)} \Pr(\text{walk at } j \text{ at step } t-1) \cdot \frac{1}{\text{degree}(j)}$$

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**Claim:** After  $t$  steps, the probability that a random walk is at node  $i$  is given by the  $i^{\text{th}}$  entry of

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$$\mathbf{D}^{-1/2} \vec{p}^{(t)} = \underbrace{(\mathbf{D}^{-1/2} \mathbf{A} \mathbf{D}^{-1/2})(\mathbf{D}^{-1/2} \mathbf{A} \mathbf{D}^{-1/2}) \dots (\mathbf{D}^{-1/2} \mathbf{A} \mathbf{D}^{-1/2})}_{t \text{ times}} (\mathbf{D}^{-1/2} \vec{p}^{(0)}).$$

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- Will converge to the top singular vector (eigenvector) of the normalized adjacency matrix  $\mathbf{D}^{-1/2} \mathbf{A} \mathbf{D}^{-1/2}$ . **Stationary distribution.**

**Claim:** After  $t$  steps, the probability that a random walk is at node  $i$  is given by the  $i^{\text{th}}$  entry of

$$\vec{p}^{(t)} = \underbrace{\mathbf{A}\mathbf{D}^{-1}\mathbf{A}\mathbf{D}^{-1} \dots \mathbf{A}\mathbf{D}^{-1}}_{t \text{ times}} \vec{p}^{(0)}.$$

$$\mathbf{D}^{-1/2} \vec{p}^{(t)} = \underbrace{(\mathbf{D}^{-1/2} \mathbf{A} \mathbf{D}^{-1/2})(\mathbf{D}^{-1/2} \mathbf{A} \mathbf{D}^{-1/2}) \dots (\mathbf{D}^{-1/2} \mathbf{A} \mathbf{D}^{-1/2})}_{t \text{ times}} (\mathbf{D}^{-1/2} \vec{p}^{(0)}).$$

- $\mathbf{D}^{-1/2} \vec{p}^{(t)}$  is exactly what would be obtained by applying  $t/2$  iterations of power method to  $\mathbf{D}^{-1/2} \vec{p}^{(0)}$ !
- Will converge to the top singular vector (eigenvector) of the normalized adjacency matrix  $\mathbf{D}^{-1/2} \mathbf{A} \mathbf{D}^{-1/2}$ . **Stationary distribution.**
- Like the power method, the time a random walk takes to converge to its stationary distribution (mixing time) is dependent on the gap between the top two eigenvalues of  $\mathbf{A} \mathbf{D}^{-1}$ . The **spectral gap.**