

1. REVIEW: THE RANDOMIZED "POWER METHOD"

This section is a review from class on 02/12/2016. Let \mathbf{A} be an $m \times n$ matrix. Further, define k to be our target rank and p the oversampling parameter. For notational convenience, let $l = k + p$. We are seeking an approximate SVD of \mathbf{A} : $\mathbf{A} \approx \mathbf{U}\mathbf{D}\mathbf{V}^*$. Recall the familiar process:

- Draw random matrix $\mathbf{G} = \text{randn}(n, l)$
- Create sampling matrix $\mathbf{Y} = \mathbf{A}\mathbf{G}$
- Form $\mathbf{Q} = \text{orth}(\mathbf{Y})$
- Let $\mathbf{B} = \mathbf{Q}^*\mathbf{A}$
- Calculate an SVD of \mathbf{B} , $\mathbf{B} = \hat{\mathbf{U}}\mathbf{D}\mathbf{V}^*$
- Finally, $\mathbf{U} = \mathbf{Q}\hat{\mathbf{U}}$

One can prove, for $q = 0$ (the number of power iterations) and C a constant:

$$\mathbb{E}\|\mathbf{A} - \mathbf{U}\mathbf{D}\mathbf{V}^*\| = \mathbb{E}\|\mathbf{A} - \mathbf{Q}\mathbf{Q}^*\mathbf{A}\| \leq C(\sum_{j>k} \sigma_j^2)^{\frac{1}{2}} \leq C(\sqrt{n-k})\sigma_{k+1}$$

With the worst case occurring when no decay is present in the singular values past σ_{k+1} . We will now look at how these bounds change when we increment q . For $q > 0$ we have:

$$\mathbb{E}\|\mathbf{A} - \mathbf{Q}\mathbf{Q}^*\mathbf{A}\| \leq C(\sqrt{n-k})^{\frac{1}{2q+1}} \sigma_{k+1}$$

From these bounds, we infer that the usage of power iterations can be advantageous in the reduction of expected error. Let's take a closer look at this method.

2. POWER METHOD

For simplicity, assume that \mathbf{A} is Hermitian ($\mathbf{A} = \mathbf{A}^*$, In the case where \mathbf{A} is not Hermitian, we can adapt the process to accommodate.) Consider the eigendecomposition of \mathbf{A} : $\mathbf{A} = \mathbf{V}\mathbf{D}\mathbf{V}^*$ where \mathbf{V} contains the eigenvectors of \mathbf{A} and \mathbf{D} is diagonal whose elements are the ordered eigenvalues of \mathbf{A} ($|\lambda_1| \geq |\lambda_2| \geq \dots \geq |\lambda_n|$). With this, we can compute different integer powers of our matrix \mathbf{A} :

2.1. Powers of \mathbf{A} .

$$\begin{aligned} \mathbf{A}^2 &= \mathbf{A}\mathbf{A} = \mathbf{V}\mathbf{D}\mathbf{V}^*\mathbf{V}\mathbf{D}\mathbf{V}^* \\ &= \mathbf{V}\mathbf{D}\mathbf{I}\mathbf{D}\mathbf{V}^* \\ &= \mathbf{V}\mathbf{D}^2\mathbf{V}^* \\ \mathbf{A}^3 &= (\mathbf{A}^2)\mathbf{A} = (\mathbf{V}\mathbf{D}^2\mathbf{V}^*)\mathbf{V}\mathbf{D}\mathbf{V}^* \\ &= \mathbf{V}\mathbf{D}^2\mathbf{I}\mathbf{D}\mathbf{V}^* \\ &= \mathbf{V}\mathbf{D}^3\mathbf{V}^* \\ &\vdots \\ \mathbf{A}^q &= \mathbf{V}\mathbf{D}^q\mathbf{V}^* \end{aligned}$$

And so, if $\{\lambda, v\}$ is an eigenpair of \mathbf{A} then $\{\lambda^q, v\}$ is an eigenpair of \mathbf{A}^q . Suppose we seek to approximate the dominant eigenvector of \mathbf{A} , say v_1 .

2.2. Classical Power Iterations.

- Draw starting vector $g \in \mathbb{R}^n$. A common choice is to choose g from a Gaussian distribution, but this is not a requirement.

- Let:

$$\begin{aligned}y_1 &= \mathbf{A}g \\y_2 &= \mathbf{A}y_1 = \mathbf{A}^2g \\y_3 &= \mathbf{A}y_2 = \mathbf{A}^3g \\y_4 &= \mathbf{A}y_3 = \mathbf{A}^4g \\y_5 &= \mathbf{A}y_4 = \mathbf{A}^5g \\&\vdots\end{aligned}$$

This says that y_n will get closer to alignment with v_1 as n is incremented. To see why it works, write $g = g_1v_1 + g_2v_2 + \dots + g_nv_n$ (works since $\{v_i\}_{i=1}^n$ forms an orthonormal basis). Then $y_q = \mathbf{A}^qg = g_1\lambda_1^q v_1 + g_2\lambda_2^q v_2 + \dots + g_n\lambda_n^q v_n$. If $|\lambda_1| > |\lambda_2|$, the first term, $g_1\lambda_1^q v_1$, will dominate as q increases (which of course can go wrong if $g_1 = 0$).

Theorem 1. Suppose $\lambda_1 > 0$ and $|\lambda_1| > |\lambda_2|$, then $\frac{y_q}{\|y_q\|} \rightarrow \pm v_1$ as $q \rightarrow \infty$.

The proof of this is left as an exercise for the reader. Upon closer inspection of this process, it is clear there are some drawbacks. Used as a numerical method, it can be rather primitive.

2.3. Drawbacks and Remedies.

- If $|\lambda_1| \approx |\lambda_2|$ the rate of convergence can be quite slow
- \mathbf{A} needs to be accessed many different times
- An unlucky draw of g can yield a small g_1v_1 which will result in a large number of iterations required.
- Quite inefficient if you desire more than one eigenvector

These concerns can be ameliorated by choosing multiple starting vectors.

- Draw l starting vectors $g_{i=1}^l \in \mathbb{R}^n$. Let $\mathbf{G} = [g_1, g_2, \dots, g_l]$.
- Let:

$$\begin{aligned}Y_1 &= \mathbf{A}\mathbf{G} \\Y_2 &= \mathbf{A}Y_1 = \mathbf{A}^2\mathbf{G} \\Y_3 &= \mathbf{A}Y_2 = \mathbf{A}^3\mathbf{G} \\Y_4 &= \mathbf{A}Y_3 = \mathbf{A}^4\mathbf{G} \\Y_5 &= \mathbf{A}Y_4 = \mathbf{A}^5\mathbf{G} = [\mathbf{A}^5q_1, \mathbf{A}^5q_2, \dots, \mathbf{A}^5q_l] \\&\vdots\end{aligned}$$

When performing this, one needs to be quite careful, round-off errors can hurt you!

2.4. **Example 1:** Let $\mathbf{A} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \alpha & 0 \\ 0 & 0 & \beta \end{bmatrix}$ where $1 > \alpha > \beta \geq 0$

The eigenpairs of \mathbf{A} are easily calculated as:

$$\{\lambda_1, v_1\} = \{1, \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}\}, \{\lambda_2, v_2\} = \{\alpha, \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}\}, \{\lambda_3, v_3\} = \{\beta, \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}\}$$

Let us try to calculate v_1 and v_2 via the proposed remedy to our drawbacks. We run the scheme and find:

$$Y_q = \mathbf{A}^q G = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \alpha^q & 0 \\ 0 & 0 & \beta^q \end{bmatrix} \begin{bmatrix} g_{11} & g_{12} \\ g_{21} & g_{22} \\ g_{31} & g_{32} \end{bmatrix} = \begin{bmatrix} g_{11} & g_{12} \\ \alpha^q g_{21} & \alpha^q g_{22} \\ \beta^q g_{31} & \beta^q g_{32} \end{bmatrix}$$

In precise arithmetic, there are no issues, we are successful! However, in floating point arithmetic, we are far from successful. Recall, $|\alpha|, |\beta|$ are both smaller than 1, suppose q is large enough to force $\alpha^q < \epsilon_{machine} \approx 10^{-16}$ (say $\alpha = 0.1, q = 20$). In this case, since $\beta < \alpha$, we have:

$$Y_q = \begin{bmatrix} g_{11} & g_{12} \\ 0 & 0 \\ 0 & 0 \end{bmatrix}$$

This successfully captures v_1 but yields no information for v_2 . Once, again, this can be fixed! To do so, we must orthonormalize between each iteration.

- Draw l starting vectors $g_{i=1}^l \in \mathbb{R}^n$. Let $\mathbf{G} = [g_1, g_2, \dots, g_l]$.
- Let:

$$Y_1 = \mathbf{A}\mathbf{G}$$

$$Q_1 = \text{orth}(Y_1)$$

$$Y_2 = \mathbf{A}Q_1$$

$$Q_2 = \text{orth}(Y_2)$$

$$Y_3 = \mathbf{A}Q_2$$

$$Q_3 = \text{orth}(Y_3)$$

⋮

We end this lecture with a theorem:

Theorem 2. $Col(Y_q) = Col(\mathbf{A}^q G)$ in exact arithmetic

The proof of which is too small to be contained within the margin...(possibly next lecture?)