

# Iterative Methods for Comparing Two Matrices by Means of Isometric Projections

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# Our Goal

Let  $A \in \mathbb{R}^{m \times m}$  and  $B \in \mathbb{R}^{n \times n}$ .

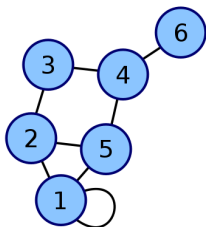
Compare  $A$  and  $B$  using their isometric projection

$$U^T A U \quad \text{and} \quad V^T B V$$

with  $U \in \mathbb{R}^{m \times k}$ ,  $V \in \mathbb{R}^{n \times k}$  and  $U^T U = V^T V = I_k$ .

# Why

- First intuition



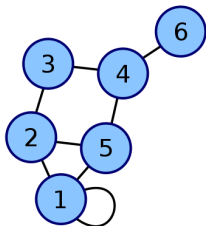
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$$A = P^T B P, \quad P \text{ a permutation matrix}$$

- Projection on a same (and lower) space-dimension

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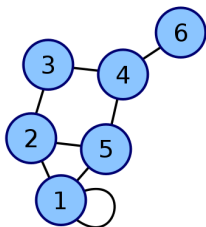
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## Previous Work

Fraikin *et al.*<sup>1</sup> considered

$$\arg \max_{\substack{U^T U = I_k \\ V^T V = I_k}} \langle U^T A U, V^T B V \rangle = \Re \operatorname{tr} \left( (U^T A U)^T V^T B V \right)$$

- If  $n = m = k \rightsquigarrow$  maximizing **C-numerical range**

$$\arg \max_{Q^T Q = I_k} \langle C, Q^T A Q \rangle$$

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## Previous Work

- If  $A = A^T$  with eigenvalues  $\alpha_1 \leq \alpha_2 \leq \dots \leq \alpha_n$   
 $B = B^T$   $\beta_1 \leq \beta_2 \leq \dots \leq \beta_n$

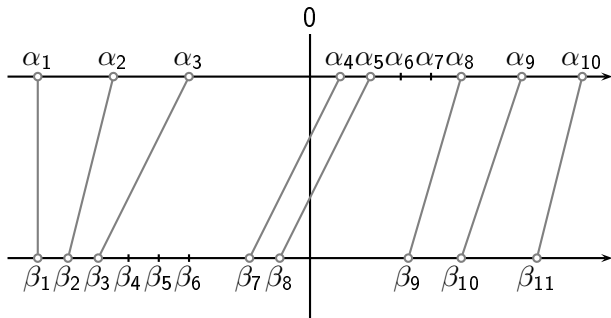
$$\max_{\substack{U^T U = I_k \\ V^T V = I_k}} \langle U^T A U, V^T B V \rangle = \max_{\pi_a, \pi_b} \sum_{i=1}^k \alpha_{\pi_a(i)} \beta_{\pi_b(i)}$$

where  $\pi_a$  is a permutation of  $1, \dots, m$ .  
 $\pi_b$   $1, \dots, n$

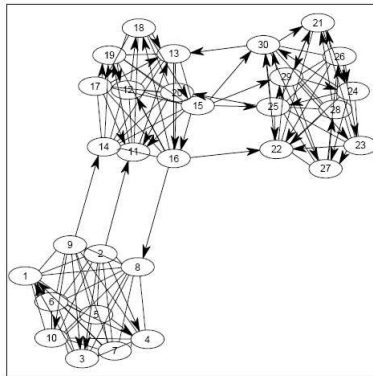
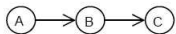
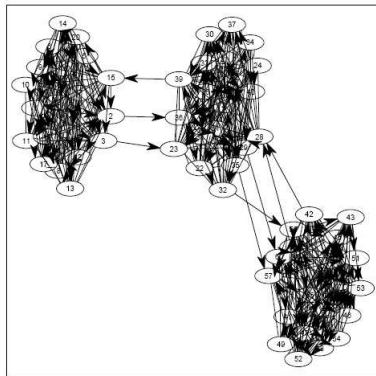
Optimal  $U$  and  $V$  are corresponding eigenvector of  $A$  and  $B$

## Symmetric case – Example

If  $A = A^T$  with eigenvalues  $\alpha_1 \leq \alpha_2 \leq \dots \leq \alpha_{10}$   
 $B = B^T$   $\beta_1 \leq \beta_2 \leq \dots \leq \beta_{11}$



# Previous Work



# What if we consider a distance?

Here, we consider

$$\arg \min_{\substack{U^T U = I_k \\ V^T V = I_k}} \text{dist}(U^T A U, V^T B V)$$

with

$$\text{dist}(A, B) = \|A - B\|_F^2 = \text{tr}((A - B)^T (A - B))$$

If  $n = m = k$

$$\min_{\substack{U^T U = I_k \\ V^T V = I_k}} \text{dist}(U^T A U, V^T B V) \leftrightarrow \max_{\substack{U^T U = I_k \\ V^T V = I_k}} \langle U^T A U, V^T B V \rangle$$

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# Geometry of the Problem

$U$  belongs to the Stiefel manifold

$$St(k, m) = \left\{ U \in \mathbb{R}^{m \times k} : U^T U = I_k \right\}.$$

## Definition

A manifold is a set that is locally smoothly identified with  $\mathbb{R}^d$ , where  $d$  is the dimension of the manifold.

Similarly,  $V$  belongs to  $St(k, n)$ .

# First order optimality condition

Let  $f$  be a real-valued function defined on a manifold.

## Definition

The gradient of  $f$  at a point  $M$ ,  $\text{grad } f(M)$ , is a vector tangent to the manifold which points in the direction of the greatest rate of increase of  $f$ , and whose magnitude is the greatest rate of change.

And the first order optimality condition is

$$M_* \text{ is an extremum of } f \Rightarrow \text{grad } f(M_*) = 0$$

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# Cauchy Interlacing Theorem

## Theorem (Cauchy Interlacing Theorem)

Let  $A = A^T$  be a  $m \times m$  matrix with eigenvalues  $\alpha_1 \leq \dots \leq \alpha_m$ .

Let  $U^T A U$  be an isometric projection of  $A$  ( $U \in \mathbb{R}^{m \times k}$ ,  $U^T U = I_k$ ) with eigenvalue  $\theta_1 \leq \dots \leq \theta_k$ .

Then

$$\alpha_i \leq \theta_i \leq \alpha_{i-k+m}, \quad i = 1, \dots, k.$$

## Lemma (Loewner's lemma)

$\forall \alpha$ -interlaced  $\theta_i$ 's,  $\exists U$  such that  $\theta_i$ 's are eigenvalues of  $U^T A U$

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## Symmetric case

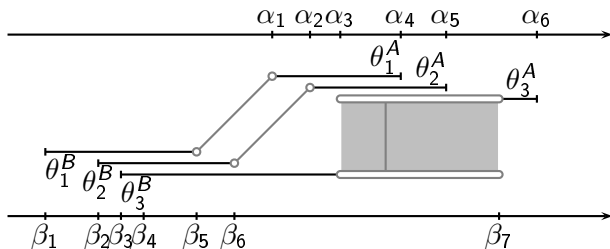
If  $A = A^T$  with eigenvalues  $\alpha_1 \leq \alpha_2 \leq \dots \leq \alpha_n$   
 $B = B^T$   $\beta_1 \leq \beta_2 \leq \dots \leq \beta_n$

$$\max_{\substack{U^T U = I_k \\ V^T V = I_k}} \text{dist}(U^T A U, V^T B V) = \sum_{i=1}^k e^2([\alpha_i, \alpha_{i-k+m}], [\beta_i, \beta_{i-k+n}])$$

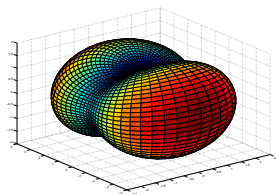
where  $e(S_1, S_2)$  is the minimal distance between  $S_1, S_2 \subset \mathbb{R}$

## Symmetric case – Example

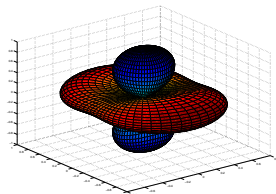
If  $A = A^T$  with eigenvalues  $\alpha_1 \leq \alpha_2 \leq \dots \leq \alpha_6$   
 $B = B^T$   $\beta_1 \leq \beta_2 \leq \dots \leq \beta_7$



# Geometrical interpretation



$$\|x\| = 1 \rightarrow x \ (x^T A x)$$
$$A = \text{diag}(4, 2, 1)$$



$$\|x\| = 1 \rightarrow x \ (x^T B x)$$
$$B = \text{diag}(1, 0.6, -1)$$

# Where geometrical optimization comes into play...

No explicit solution for non-symmetric case

Geometric optimization

constrained optimization problem in an unconstrained set

↔ unconstrained optimization problem in a constrained set

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## Geometric optimization

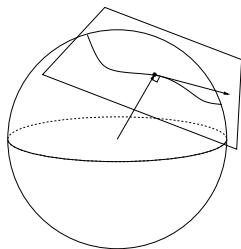
**constrained** optimization problem in an **unconstrained** set

$\rightsquigarrow$  **unconstrained** optimization problem in a **constrained** set

# Tangent space

## Definition

The tangent space to  $\mathcal{M}$  at  $M \in \mathcal{M}$ , denoted  $T_M\mathcal{M}$ , is a **linear approximation** of the geometry of the manifold around  $M$ .

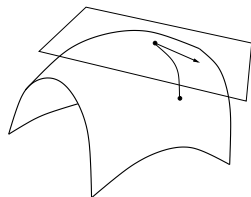


# Retraction

## Definition

The retraction at  $M \in \mathcal{M}$ , denoted  $R_M$ , is a **mapping** from  $T_M\mathcal{M}$  to  $\mathcal{M}$  such that

- $0_M$  is mapped onto  $M$ , and
- *no distortion* around the origin.



# The *Rock 'n' Roll* generalization

## As strong as Rock

Use classical optimization methods on the the tangent space,  
 $T_M \mathcal{M} \sim \mathbb{R}^d$  along with the *pullback* cost function  $\hat{f}_M = f \circ R_M$

## As simple as Roll

Use your favorite retraction to roll the iterates onto the manifold

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# Line search methods

in  $\mathbb{R}^d$

- Choose a suitable *search direction*  $z_k \in \mathbb{R}^d$
- Compute a satisfying *step size*  $t_k$  for  $f$
- Update to

$$x_{k+1} = x_k + t_k z_k$$

On manifold

- Choose a suitable *search direction*  $\xi_k \in T_M \mathcal{M}$
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Steepest Descent :  $\xi_k = \text{grad } f(x_k)$

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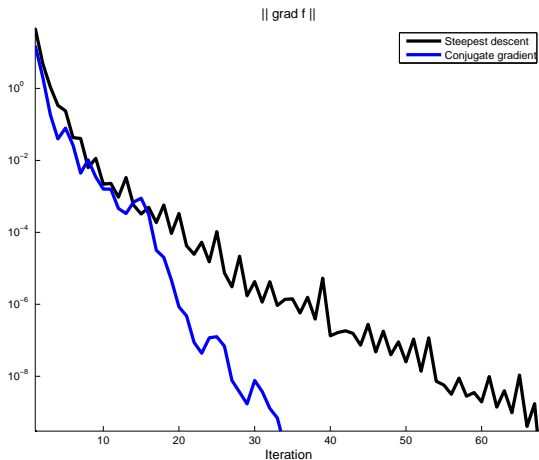
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# Simple methods but (maybe) slow



# Newton method

in  $\mathbb{R}^d$

Update to  $x_{k+1}$  solution of the Newton equation

$$\text{Hess } f(x_k) \cdot (x_{k+1} - x_k) = -\text{grad } f(x_k) .$$

On manifold

- Find  $\eta_k \in T_{M_k} \mathcal{M}$  solution of the Newton equation

$$\text{Hess } f(M_k) [\eta_k] = -\text{grad } f(M_k) .$$

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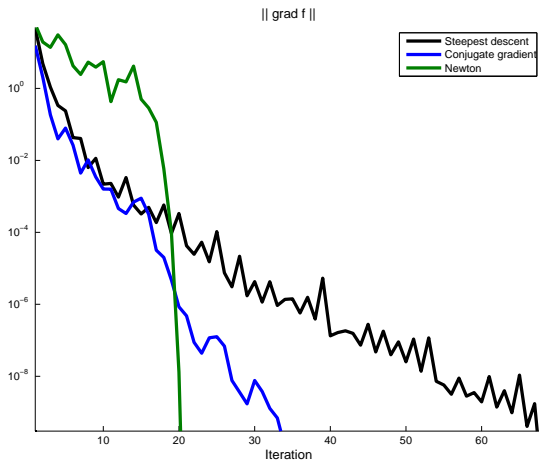
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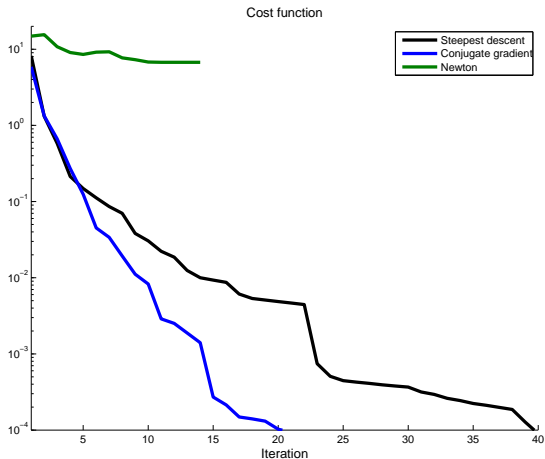
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It works !



But... We have got a problem...



# Trust Region method

- Build a model  $m_{M_k}$  of the cost function  $\hat{f}_{M_k}$  around  $M_k$

$$\text{e.g.} \quad m_{M_k}(\eta) = f(M_k) + \langle \text{grad } f(M_k), \eta \rangle + \langle \eta, \text{Hess } f(M_k)[\eta] \rangle$$

- Find  $\eta^*$  the minimum of  $m_{M_k}$  within a trust region  $\|\eta\| < \Delta_k$
- Evaluate the quality of  $m_{M_k}$  at  $\eta^*$ 
  - if good  $\rightarrow$  move and increase the trust region
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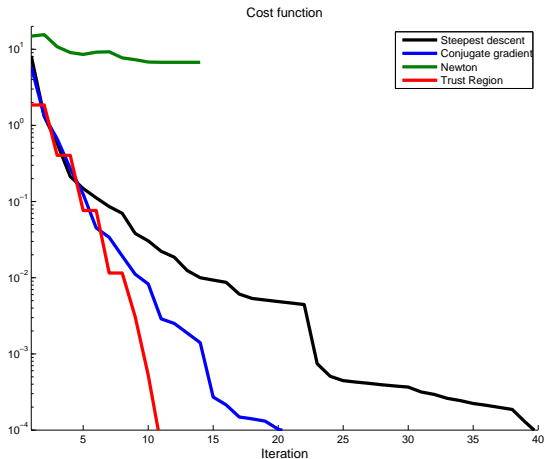
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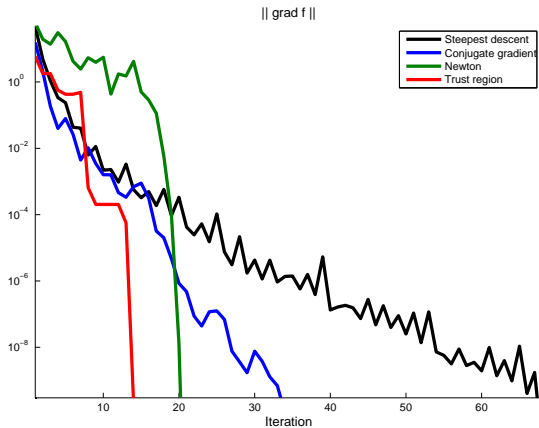
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# We had a problem. . .



# Experiments



# Further work as a conclusion

Compare geometric optimization method and classical methods

Design of specific geometric algorithms

Application to maximal subgraph research

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