Solving Laplacian Systems in Nearly-Linear Time

Maguy Trefois Jean-Charles Delvenne Paul Van Dooren

Université catholique de Louvain

December 2014

Goal: Solving

$$Av = b$$

when  $A \in \mathbb{R}^{n \times n}$  is symmetric diagonally-dominant (SDD).

Several methods:

- Gauss elimination: time  $\mathcal{O}(n^3)$
- Fast matrix inversion (Strassen 1969, Coppersmith-Winograd 1987, ...): time O(n<sup>2.37</sup>)

• ...

#### $\Rightarrow$ Too slow in case of huge matrix A

Goal: Solving any SDD system

Av = b

in nearly-linear time, i.e. in

```
\mathcal{O}(m \log^c n) time,
```

where

- *n* is the size of the system
- *m* is the number of nonzero entries in *A*

Particular case of interest: when A is a Laplacian matrix.

## Laplacian systems for ...

• solving any SDD linear system

### but also ...

- computing effective resistances in a network
- computing dominant eigenvectors of graphs (by inverse power method)
- ...

## Outline

Laplacian systems: definition

Some fast solvers

Overview of the Kelner method

Spanning tree and Kaczmarz's algorithm

Approximate solution

Running time

Some fast solvers

Overview of the Kelner method

Spanning tree and Kaczmarz's algorithm

Approximate solution

Running time

G: undirected graph: n nodes, m edges positive weights along the edges



Laplacian matrix:

$$L = \begin{vmatrix} 29 & -4 & -25 & 0 & 0 \\ -4 & 17 & 0 & -4 & -9 \\ -25 & 0 & 26 & 0 & -1 \\ 0 & -4 & 0 & 5 & -1 \\ 0 & -9 & -1 & -1 & 11 \end{vmatrix}$$

L is SDD and positive semidefinite.

G: undirected graph: n nodes, m edges positive weights along the edges

L: Laplacian matrix of G

Goal: solving the Laplacian system

Lv = b

in nearly-linear time, namely in time  $\mathcal{O}(m \log^c n)$ .

More precisely, given  $\epsilon > 0$ , find  $v_{\mathcal{K}} \in \mathbb{R}^n$  such that

$$||\mathbf{v}_{\mathcal{K}} - \mathbf{v}_{opt}||_{L} \leq \epsilon \cdot ||\mathbf{v}_{opt}||_{L},$$

where  $Lv_{opt} = b$ .

#### Some fast solvers

Overview of the Kelner method

Spanning tree and Kaczmarz's algorithm

Approximate solution

Running time

- Spielman and Teng, 2004
  - Tools: low-stretch spanning trees, spectral sparsifiers, local clustering algorithm, preconditioned Chebyshev method, ...
  - Time:  $\mathcal{O}(m \log^c n)$  with  $c \simeq 15$
- Koutis, Miller and Peng, 2011
  - Based on the same ideas as Spielman's algorithm
  - Running time reduced to  $\mathcal{O}(m \log n)$
- Kelner *et al.*, 2013
  - ONE low-stretch spanning tree, a Kaczmarz method
  - Simplest algorithm
  - Time:  $\mathcal{O}(m \log^2 n)$
- Lee and Sidford, 2013
  - Based on the same ideas as Kelner et al.'s algorithm
  - Use of an accelerated coordinate gradient descend method
  - Time:  $\mathcal{O}(m \log^{3/2} n)$
- Cohen *et al.*, 2014
  - Based on the ideas of Spielman's algorithm
  - Fastest algorithm
  - Time:  $\mathcal{O}(m \log^{1/2} n)$

Some fast solvers

Overview of the Kelner method

Spanning tree and Kaczmarz's algorithm

Approximate solution

Running time



$$B = \begin{bmatrix} 1 & 2 & 3 & 4 & 5 \\ e_1 & 1 & -1 & 0 & 0 & 0 \\ e_2 & 1 & 0 & -1 & 0 & 0 \\ e_3 & 0 & 1 & 0 & -1 & 0 \\ e_4 & 0 & 1 & 0 & 0 & -1 \\ e_5 & 0 & 0 & 0 & -1 & 1 \\ e_6 & 0 & 0 & -1 & 0 & 1 \end{bmatrix} R = \begin{bmatrix} 1/4 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1/25 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1/4 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1/9 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

Factorize *L* as:

$$L = B^T R^{-1} B$$

## The Kelner method

Laplacian System:

$$B^T R^{-1} B v = b$$

Pose  $f = R^{-1}Bv$ .

• Step 1: Approximate  $f_{opt} \in \mathbb{R}^m$  the unique solution of minimal R-norm to

$$B^T f = b$$
,

i.e. given  $\epsilon > 0$ , find  $f_{\mathcal{K}} \in \mathbb{R}^m$  such that  $B^T f_{\mathcal{K}} = b$  and

$$||f_{\mathcal{K}} - f_{opt}||_{\mathcal{R}} \le \epsilon \cdot ||f_{opt}||_{\mathcal{R}}$$

• Step 2: given  $f_K$  and from the variable change  $f_K = R^{-1}Bv$ , given  $\epsilon > 0$ , find  $v_K \in \mathbb{R}^n$  such that,

$$||v_{K} - v_{opt}||_{L} \leq \epsilon \cdot ||v_{opt}||_{R},$$

where  $Lv_{opt} = b$ .

Some fast solvers

Overview of the Kelner method

Spanning tree and Kaczmarz's algorithm

Approximate solution

Running time

### The Kelner method: Step 1

 $f_{opt} \in \mathbb{R}^m$  is the solution to  $B^T f = b$  of minimal *R*-norm, namely

- $B^T f_{opt} = b$
- $f_{opt}$  is orthogonal to the kernel of  $B^T$

Goal: given  $\epsilon > 0$ , find  $f_{\mathcal{K}} \in \mathbb{R}^m$  such that  $B^T f_{\mathcal{K}} = b$  and

$$||f_{\mathcal{K}} - f_{opt}||_{\mathcal{R}} \le \epsilon \cdot ||f_{opt}||_{\mathcal{R}}$$

Needed:

- A basis of the kernel of  $B^T \Rightarrow$  spanning tree
- An iterative algorithm ⇒ a Kaczmarz method

### Low-stretch spanning tree



 Stretch of an off-tree edge = path length in the tree, over weight

Stretch of edge  $e_5 = 13/1$ 

• Stretch of tree T = sum of stretch of all off-tree edges

Stretch of T = 13/1 + 38/1 = 51



In the Kelner method, compute the stretch with weight of edge  $e = R_{ee} = 1/weight(e)$ . In our example,

 ${\sf stretch}({\it T}) = (1/4+1/9)/1 + (1/4+1/9+1/25)/1 \simeq 0.7622$ 

Roles of the spanning tree:

- provides a basis of the kernel of B<sup>T</sup>
- plays a role of preconditioner in the Kaczmarz method

## A basis of the kernel of $B^{T}$



• Any off-tree edge  $e = \{a, b\}$  defines a unique cycle of the form:

e + path between a and b in T

For edge 
$$e_5$$
: cycle =  $\{e_3, e_4, e_5\}$   $\Rightarrow$  pose  $Q_{e_5} = \begin{vmatrix} 0 \\ 0 \\ -1 \\ 1 \\ 1 \\ 0 \end{vmatrix}$ 

# A basis of the kernel of $B^{T}$



 The vectors Q<sub>e</sub>'s where e is an off-tree edge form a basis of the kernel of B<sup>T</sup> In our example, a basis is:

### Stretch and condition number

The condition number of the spanning tree T is:

$$\tau(T) := \mathsf{stretch}(T) + (m - 2n + 2)$$

In the Kaczmarz method, the convergence rate depends on  $\tau(T)$ 

$$\mathbb{E}\left[||f_k||_R^2 - ||f_{opt}||_R^2\right] \le \left(1 - \frac{1}{\tau(\mathcal{T})}\right)^k \left(||f_0||_R^2 - ||f_{opt}||_R^2\right)$$

 $\Rightarrow$  find a spanning tree with stretch as low as possible

### Theorem (Abraham-Neiman, 2012)

One can find a spanning tree with stretch  $\mathcal{O}(m \log n)$  in  $\mathcal{O}(m \log n)$  time.

## The Kaczmarz method

For any off-tree edge e, a hyperplane

 $P(Q_e) := \{ f \in \mathbb{R}^m | f \text{ is orthogonal to } Q_e \}$ 

 $f_{opt}$  is in the intersection of all these hyperplanes

Ideas of the Kaczmarz method:

- start with  $f_0 \in \mathbb{R}^m$  solution to  $B^T f_0 = b$
- Do iteratively:
  - 1. pick randomly one basis vector  $Q_e$
  - 2. project current  $f_k$  onto the hyperplane  $P(Q_e)$ , i.e.

$$f_{k+1} := f_k - rac{\langle f_k, Q_e 
angle_R}{\langle Q_e, Q_e 
angle_R} \cdot Q_e$$

### The Kaczmarz method

• compute  $f_0 \in \mathbb{R}^m$  solution to  $B^T f = b$ , nonzero only on the edges of T



 $\Rightarrow f_0 \text{ in } \mathcal{O}(n) \text{ time}$ 

## The Kaczmarz method

• Do iteratively:

1. pick randomly one basis vector  $Q_e$ 

$$proba(Q_e) := rac{1}{R_{ee}} \cdot rac{Q_e^T R Q_e}{\tau(T)}$$

2. project current  $f_k$  onto the hyperplane  $P(Q_e)$ , i.e.

$$f_{k+1} := f_k - rac{\langle f_k, Q_e 
angle_R}{\langle Q_e, Q_e 
angle_R} \cdot Q_e$$

any  $f_k$  is such that  $B^T f_k = b$ 

3. Number of iterations:  $K = O(\lceil m \log n \cdot \log(n/\epsilon) \rceil)$ 

Tricky point: to get a running time in  $\mathcal{O}(m \log^c n)$ : any projection in logarithmic time

Idea: work with two particular bases of  $\mathbb{R}^m$  simultaneously

At the end of the Kaczmarz method,  $f_K \in \mathbb{R}^m$  is such that

•  $B^T f_K = b$ 

• 
$$||f_{\mathcal{K}} - f_{opt}||_{\mathcal{R}} \le \epsilon \cdot ||f_{opt}||_{\mathcal{R}}$$

#### Expected running time for Step 1:

 $\mathcal{O}(m \log^2 n \log(n/\epsilon)) = \sharp$  of iterations  $\times \mathcal{O}(\log n)$  time per iteration

Some fast solvers

Overview of the Kelner method

Spanning tree and Kaczmarz's algorithm

Approximate solution

Running time

### The Kelner method: Step 2

Goal: from  $f_{\mathcal{K}} \in \mathbb{R}^m$  and the variable change  $f = R^{-1}Bv$ , given  $\epsilon > 0$ , find  $v_{\mathcal{K}} \in \mathbb{R}^n$  such that

$$||v_{\mathcal{K}} - v_{opt}||_{L} \le \epsilon \cdot ||v_{opt}||_{L}$$

Idea:

- solve  $f_K = R^{-1}Bv$  exactly on the edges of T
- choose  $v_K$  the solution of minimal euclidean norm.

 $f_{\mathcal{K}} = R^{-1}Bv \text{ can be written as}$  $\begin{vmatrix} f_{\mathcal{K}}(T) \\ f_{\mathcal{K}}(C) \end{vmatrix} = \begin{vmatrix} R_{\mathcal{T}}^{-1} & 0 \\ 0 & R_{\mathcal{C}}^{-1} \end{vmatrix} \cdot \begin{vmatrix} B_{\mathcal{T}} \\ B_{\mathcal{C}} \end{vmatrix} \cdot v$ 

Solve  $f_K = R^{-1}Bv$  on the edges of T, namely solve exactly

$$f_{\mathcal{K}}(T) = R_T^{-1} B_T v \tag{1}$$

Choose  $v_{\mathcal{K}}$  the solution to (1) of minimal euclidean norm.

• Since  $B_T$  is the incidence matrix of a tree, find any solution to

$$f_{\mathcal{K}}(T) = R_T^{-1} B_T v$$

in  $\mathcal{O}(n)$  time.

• Since the kernel of  $B_T$  has dimension 1, find the euclidian minimal norm solution in  $\mathcal{O}(n)$  time.

Running time for Step 2:

 $\mathcal{O}(n)$ 

Some fast solvers

Overview of the Kelner method

Spanning tree and Kaczmarz's algorithm

Approximate solution

Running time

# Expected running time

- Step 1:
  - Spanning tree T and condition number  $\tau(T)$ :  $\mathcal{O}(m \log n)$  time
  - Initial vector  $f_0 \in \mathbb{R}^m$ :  $\mathcal{O}(n)$  time
  - Two particular bases of  $\mathbb{R}^m$ : implemented via a data structure based on a tree decomposition:  $\mathcal{O}(n \log n)$  time
  - Kaczmarz's method:

 $\mathcal{O}(m\log^2 n\log(n/\epsilon)) = \sharp$  of iterations  $\times \mathcal{O}(\log n)$  time per iteration

Step 2: *O*(*n*) time

 $\Rightarrow$  The Kelner method :  $\mathcal{O}(m \log^2 n \log(n/\epsilon))$  time

Some fast solvers

Overview of the Kelner method

Spanning tree and Kaczmarz's algorithm

Approximate solution

Running time

- Goal: solving any Laplacian system in time which is nearly linear in the number of nonzero entries
- Motivation: solving any SDD system in nearly-linear time, among others
- Best running time: O(m log<sup>1/2</sup> n) [Cohen, 2014]. Method: complicated !!!
- The Kelner method (2013): O(m log<sup>2</sup> n) time, method: simple (one low-stretch spanning tree, a Kaczmarz's method)