

Performance Study of a Randomized Low-rank Approximation using multi-GPU

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$$\begin{array}{ccc} A & \approx & B \quad C \\ m \times n & & m \times k \quad k \times n \end{array}$$

- If $\|A - BC\| \leq \varepsilon$, then $k = \text{numerical rank of } A$.
- "Low-rank" $\Leftrightarrow k \ll \min(m, n)$.
 - Reduced computations and storage.

- Pivoted QR decomposition

$$AP = (Q_1 \quad Q_2) \begin{pmatrix} R_{11} & R_{12} \\ & R_{22} \end{pmatrix}$$

with

- $Q = (Q_1 \quad Q_2)$ an $m \times n$ orthogonal matrix;
 - $R = \begin{pmatrix} R_{11} & R_{12} \\ & R_{22} \end{pmatrix}$ an $n \times n$ upper triangular matrix;
 - P a $n \times n$ pivot matrix.
- Truncated Pivoted QR Decomposition

$$\begin{matrix} AP \\ m \times n \end{matrix} \approx \begin{matrix} Q_1 \\ m \times k \end{matrix} \begin{matrix} (R_{11} \quad R_{12}) \\ k \times n \end{matrix}$$

- Computes QR with column pivoting using BLAS-3.
- To compute truncated version → one line to change in the code.
- Limitations:
 - Not only BLAS-3: also BLAS-2;
 - Synchronization at every step to pick pivot;
 - Limited parallelism and data locality;
 - Communications.
 - Column norms get messed up → need to update.

- **Stage A:** generate Q , orthogonal subspace spanning the range of A , i.e.:

$$A \approx A Q^T Q$$

- **Stage B:** use Q to compute low-rank approximations of A (QR, SVD, ...) with standard deterministic methods.

for $i = 1, 2, \dots, k$ **do**

 Draw random vector ω_i .

 Form the product $b_i = \omega_i A$.

end for

- $B = \{b_1, \dots, b_k\}$ is **probably** linearly independent
 $\Rightarrow Q = \text{orth}(B)$.

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for  $i = 1, 2, \dots, k + p$  do  
    Draw random vector  $\omega_i$ .  
    Form the product  $b_i = \omega_i A$ .  
end for
```

- $B = \{b_1, \dots, b_{k+p}\}$ is **probably** linearly independent
 $\Rightarrow Q = \text{orth}(B)$.
- p is the oversampling.

- $\ell = k + p$

$$\begin{matrix} B \\ \ell \times n \end{matrix} = \begin{matrix} \Omega \\ \ell \times m \end{matrix} \begin{matrix} A \\ m \times n \end{matrix}$$

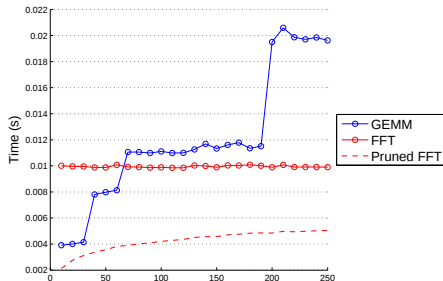
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- How do we generate Ω ?
 - Gaussian
 - FFT

GEMM vs FFT

$$\begin{array}{ccccc} B & = & S & \Pi & A \\ l \times n & & l \times m & m \times m & m \times n \end{array}$$



GEMM

FFT

Pruned FFT

$\mathcal{O}(mn\ell)$

$\mathcal{O}(mn\log(m))$

$\mathcal{O}(mn\log(\ell))$

$(m=50,000, n=500, \ell = 10 \rightarrow 250)$

- $\|A - AQ^T Q\| \leq C(\Omega, p)\sigma_{k+1}$
 - If $\{\sigma_i\}_{i=1,n}$ decay slowly, $\|A - AQ^T Q\|$ can be big.
- $B = \Omega A (A^T A)^q$
- $\|A - AQ^T Q\| \leq C(\Omega, p)^{1/(2q+1)}\sigma_{k+1}$

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- $\|A - A Q^T Q\| \leq C(\Omega, p)^{1/(2q+1)} \sigma_{k+1}$
- Round-off errors $\Rightarrow$ need to reorthogonalize.

$$B_0 = \Omega A$$

repeat q times:

$$\acute{Q}_0 = \text{orth}(B_0) \quad ; \quad \acute{B}_1 = \acute{Q}_0 A^T$$

$$\acute{Q}_1 = \text{orth}(\acute{B}_1) \quad ; \quad B_1 = \acute{Q}_1 A$$

- Truncated PQR step:

$$\begin{aligned}
 BP &\approx \hat{Q}_k \begin{pmatrix} \hat{R}_{1:k} & \hat{R}_{k+1:n} \end{pmatrix} \\
 &= \hat{Q}_k \hat{R}_{1:k} \begin{pmatrix} I_k & \hat{R}_{1:k}^{-1} \hat{R}_{k+1:n} \end{pmatrix} \\
 &= BP_{1:k} \begin{pmatrix} I_k & \hat{R}_{1:k}^{-1} \hat{R}_{k+1:n} \end{pmatrix} \\
 \Rightarrow AP &\approx AP_{1:k} \begin{pmatrix} I_k & \hat{R}_{1:k}^{-1} \hat{R}_{k+1:n} \end{pmatrix}
 \end{aligned}$$

- QR step:

$$AP_{1:k} = Q\bar{R}$$

- Final approximation:

$$\begin{array}{ccc}
 AP & \approx & Q \quad \bar{R} \begin{pmatrix} I_k & \hat{R}_{1:k}^{-1} \hat{R}_{k+1:n} \end{pmatrix} \\
 m \times n & & m \times k \quad \quad k \times n \\
 & & Q \quad \quad R
 \end{array}$$

- 1: Input: $m \times n$ matrix A .
- 2: $B_0 = \Omega A$
- 3: **for** $1, 2, \dots, q$ **do**
- 4: $\acute{Q}_0 = \text{orth}(B_0)$
- 5: $\acute{B}_1 = \acute{Q}_0 A^T$
- 6: $\acute{Q}_1 = \text{orth}(\acute{B}_1)$
- 7: $B_1 = \acute{Q}_1 A$
- 8: **end for**
- 9: $\widehat{Q}, \widehat{R}, P = \text{TruncPQR}(B_q)$
- 10: $Q, \overline{R} = \text{QR}(AP_{1:k})$
- 11: $R = \overline{R} \begin{pmatrix} I_k & \widehat{R}_{1:k}^{-1} \widehat{R}_{k+1:n} \end{pmatrix}$
- 12: Output: Q, R, P such that $AP \approx QR$.

- Two memory levels hierarchy: fast/slow (M = size of fast memory).

	#flops	#words
Sampling	$\mathcal{O}(mnl)$	$\mathcal{O}(mnl/M^{1/2})$
Iter. (mult.)	$\mathcal{O}(mnlq)$	$\mathcal{O}(mnlq/M^{1/2})$
Iter. (orth.)	$\mathcal{O}((m+n)\ell^2)$	$\mathcal{O}((m+n)\ell^2/M^{1/2})$
TruncPQR	$\mathcal{O}(n\ell^2)$	$\mathcal{O}(n\ell^2)$
QR	$\mathcal{O}(m\ell^2)$	$\mathcal{O}(m\ell^2/M^{1/2})$
Total	$\mathcal{O}(mnl(1+q))$	$\mathcal{O}(mnl(1+q)/M^{1/2})$
TruncQP3	$\mathcal{O}(mnk)$	$\mathcal{O}(mnk)$

- Under assumption that p, q are constant, Randomized PQR converges towards communications lower bound.

- Needed for power method and for $QR(B)$ step.

	Stability		Performance
Householder QR	 	ε	
Cholesky QR		$\kappa(A)^2 \varepsilon$	
CA QR	 	ε	 ?
CGS		$\kappa(A)^2 \varepsilon$	
MGS		$\kappa(A) \varepsilon$	

- Cholesky QR Algorithm:
 1. Form $S = X^T X$.
 2. Compute Cholesky factorization $R = \text{chol}(S)$.
 3. Solve $Q = XR^{-1}$.

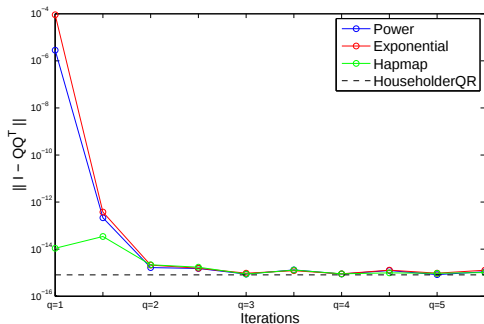
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- Orthogonalization schemes
 - Repeat Cholesky QR multiple times.
 - Try Cholesky, if fail, do Householder.
 - For power method, for tall & skinny matrices: do Cholesky on bigger matrix, and Householder on smaller one.
 - For power method, orthogonalize only at given iterations.
 - Mixed-precision Cholesky QR.

- Hardware: Bunsen (16 threads running on 16 cores Genuine Intel(R) CPU @ 2.60GHz + 3 GPUs Tesla K40c)
- Software: MAGMA.
- Test matrices:
 - power: $A = X\Sigma Y$, with $\sigma_i = -i^\alpha$, ($\alpha = 3$).
 - exponent: $A = X\Sigma Y$, with $\sigma_i = 10^{-i^\gamma}$ ($\gamma = 0.1$).
 - hapmap.

	power	exponent	hapmap
m	500,000	500,000	503,783
n	500	500	506
k	50	50	50
p	10	10	10
ℓ	60	60	60
σ_1	1	1	9.9e+03
σ_{k+1}	8e-06	1.3e-05	5e+02
$\kappa(A)$	1.3e+05	7.9e+04	2e+01

Orthogonalization (III)

- Orthogonality norm: $\|I_\ell - \hat{Q}_0 \hat{Q}_0^T\|$ and $\|I_\ell - \hat{Q}_1 \hat{Q}_1^T\|$, at each iteration.
- $\kappa(B) \approx \kappa(A)$

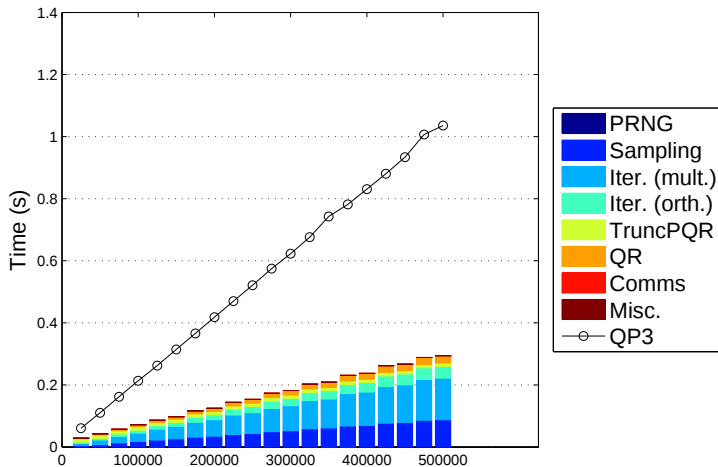


- Approximation error $\|AP - QR\|/\|A\|$

	QP3	Rand $q = 0$	Rand $q = 1$	Rand $q = 2$
Power	4.4679e-05	9.0784e-05	4.5948e-05	4.4489e-05
Exponent	2.6892e-05	5.1795e-05	2.6899e-05	2.6898e-05
Hapmap	5.9887e-01	9.8563e-01	8.7363e-01	8.1816e-01

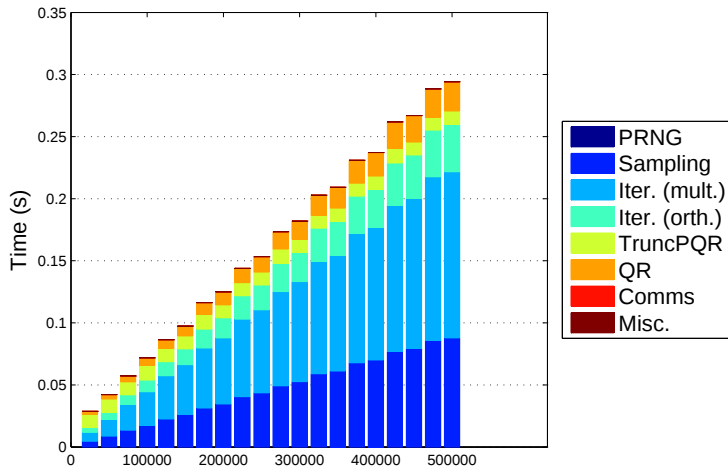
- Usefulness of oversampling: roughly an order of magnitude.
- Other error measurements?

Time with increasing number of rows



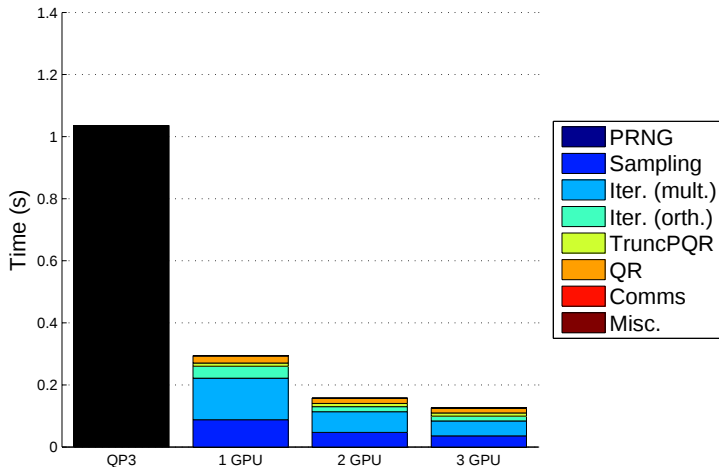
$(m = 25,000 \rightarrow 500,000; n = 500; \ell = k + p = 50 + 10; q = 1)$

Time with increasing number of rows



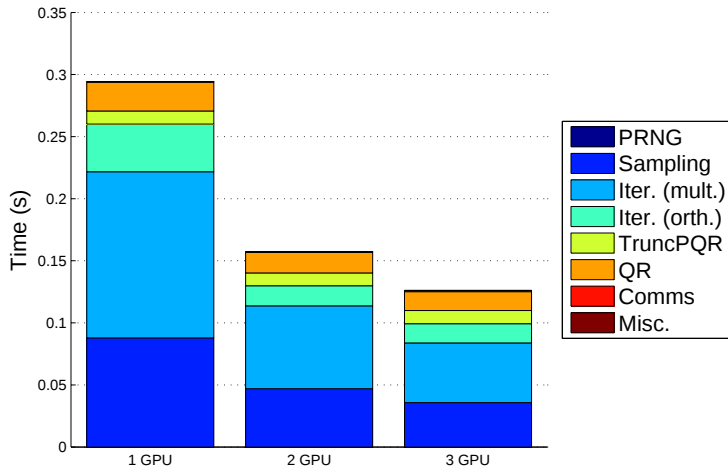
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Time on 1,2,3 GPUs



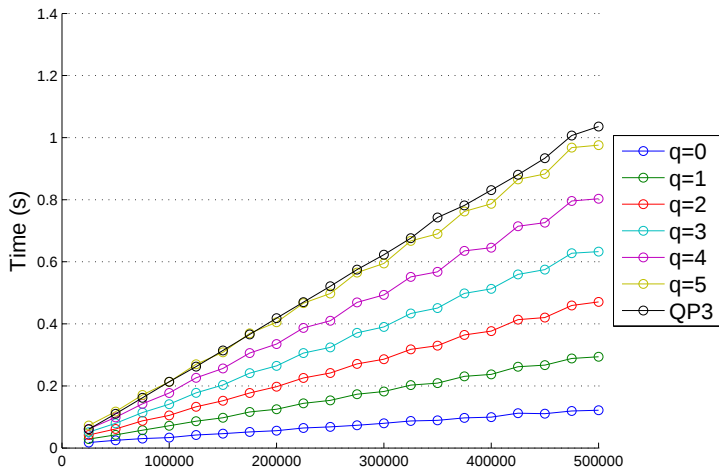
$(m = 500,000; n = 500; \ell = k + p = 50 + 10; q = 1)$

Time on 1,2,3 GPUs



$(m = 500,000; n = 500; \ell = k + p = 50 + 10; q = 1)$

Time with increasing number of iterations



$(m = 25,000 \rightarrow 500,000; n = 500; \ell = k + p = 50 + 10; q = 0 \rightarrow 5)$

Summary

- Substitute QP3 with Randomized, which is dominated by matrix-matrix multiplications $\Rightarrow$ very nice properties: data locality, higher parallelism, no synchronizations, minimized communications.
- Comparable accuracy on the test matrices used.
- Performance speedups above 5 and scaling on multiple GPUs.

For the future

- Use other test matrices, with more difficult properties ($\kappa(A) > 10^8 \Rightarrow$ possible mixed-precision CholQR application).
- Use other error measurements (applications e.g. clustering).
- Use FFT instead of GEMM.
- Test (and optimize) scalability for greater number of GPUs.
- Compare against a multiGPU QP3 (CA-QP3?) on multi-GPU.

Thank you and farewell! :)