

Matrix-Vector Multiplication in Sub-Quadratic Time (Some Preprocessing Required)

Ryan Williams

Carnegie Mellon University

Introduction

Matrix-Vector Multiplication: Fundamental Operation in Scientific Computing

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Main Result: If we allow $O(n^{2+\varepsilon})$ preprocessing, then matrix-vector multiplication over any finite semiring can be done in $O(n^2 / (\varepsilon \log n)^2)$.

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- Coppersmith and Winograd (1990): $O(n^{2.376})$ operations

Not yet practical

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More Non-Subtractive Boolean Matrix Mult. Algorithms:

- Atkinson and Santoro: $O(n^3 / \log^{3/2} n)$ on a $(\log n)$ -word RAM
- Rytter and Basch-Khanna-Motwani: $O(n^3 / \log^2 n)$ on a RAM
- Chan: Four Russians can be implemented on $O(n^3 / \log^2 n)$ on a pointer machine

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More precisely, we can:

Preprocess an $n \times n$ matrix A over a finite semiring in $O(n^{2+\varepsilon})$

Such that vector multiplications with A can be done in $O(n^2 / (\varepsilon \log n)^2)$

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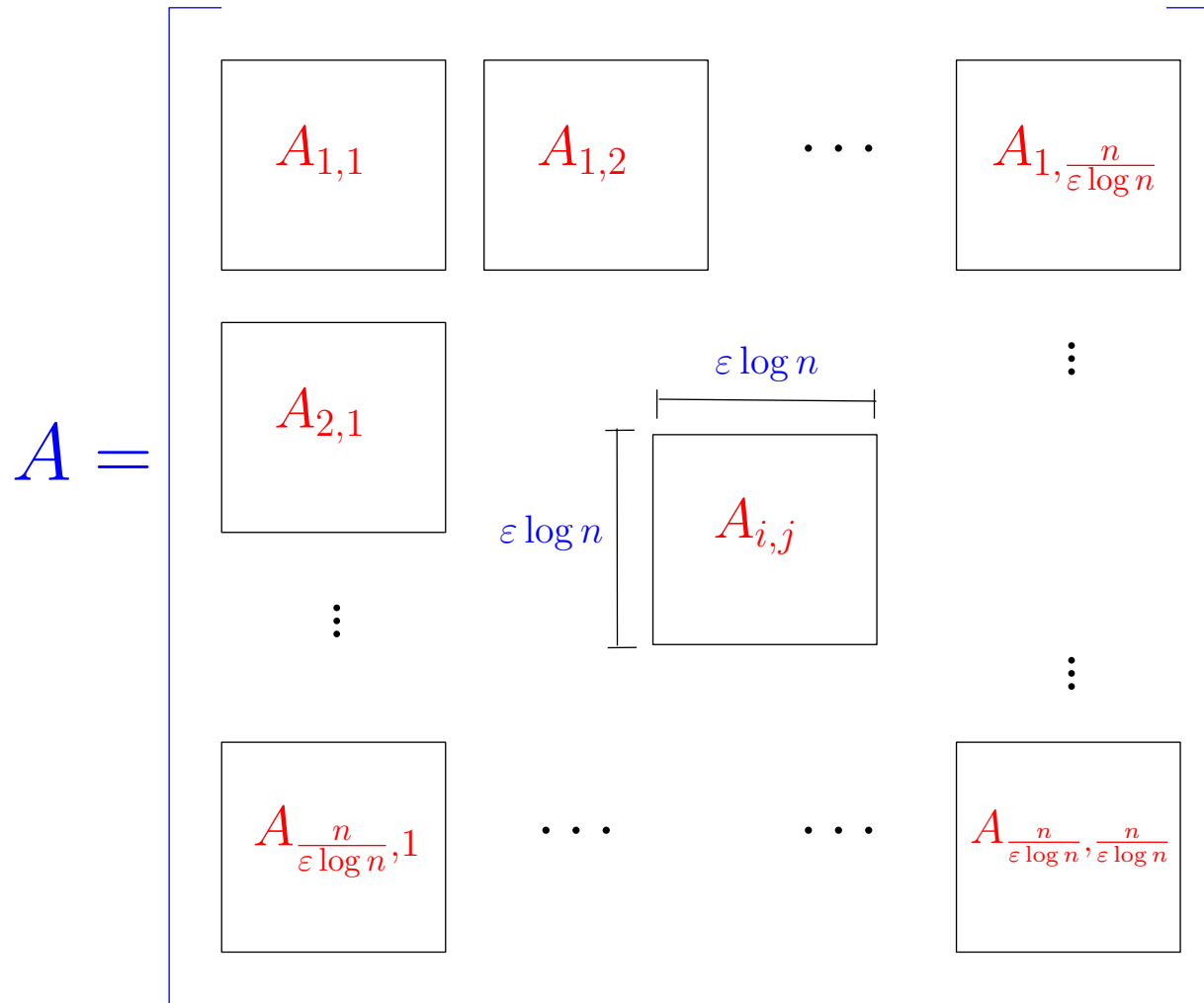
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This Talk: The Boolean case

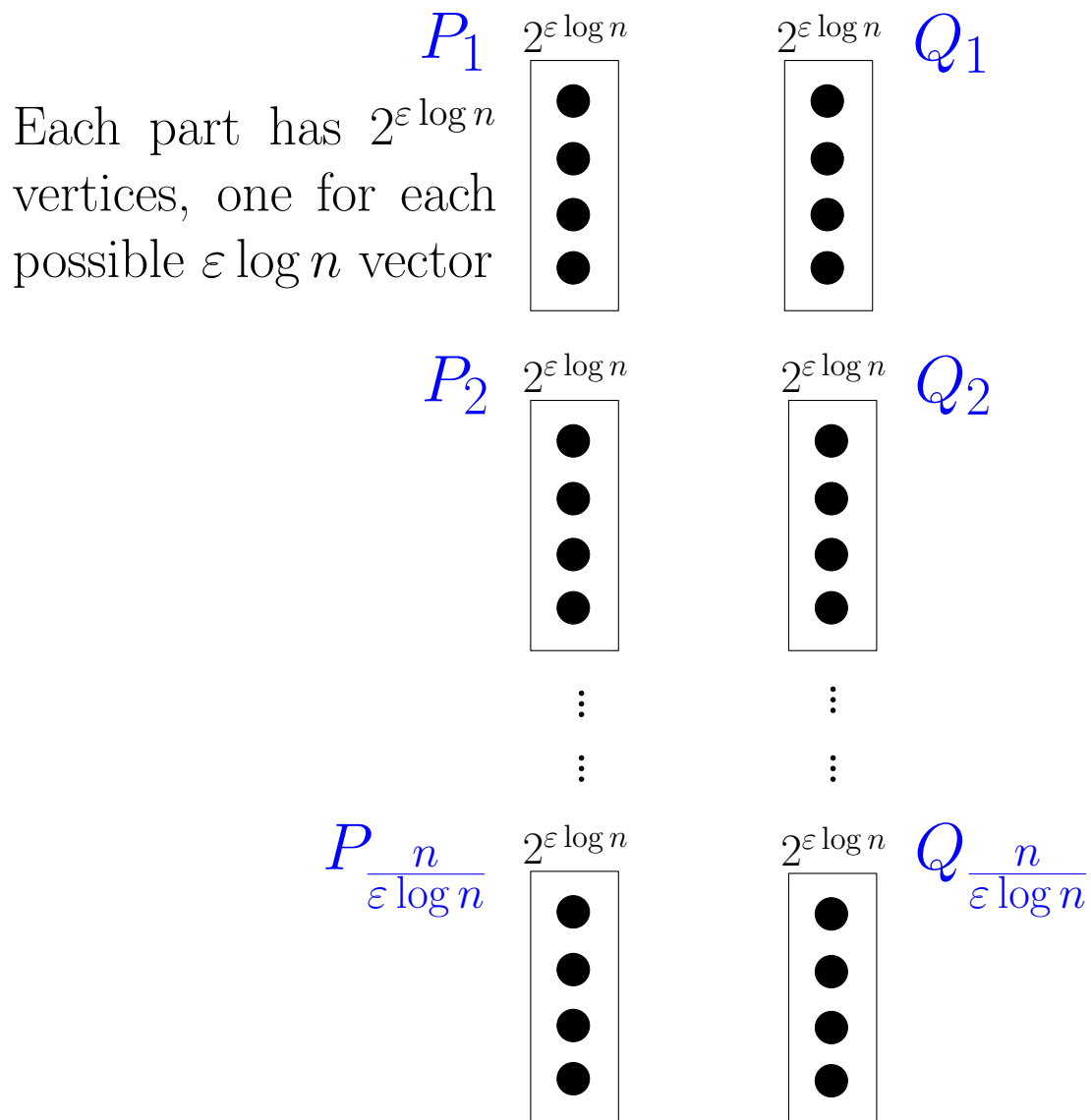
Preprocessing Phase: The Boolean Case

Partition the input matrix A into blocks of $\lceil \varepsilon \log n \rceil \times \lceil \varepsilon \log n \rceil$ size:



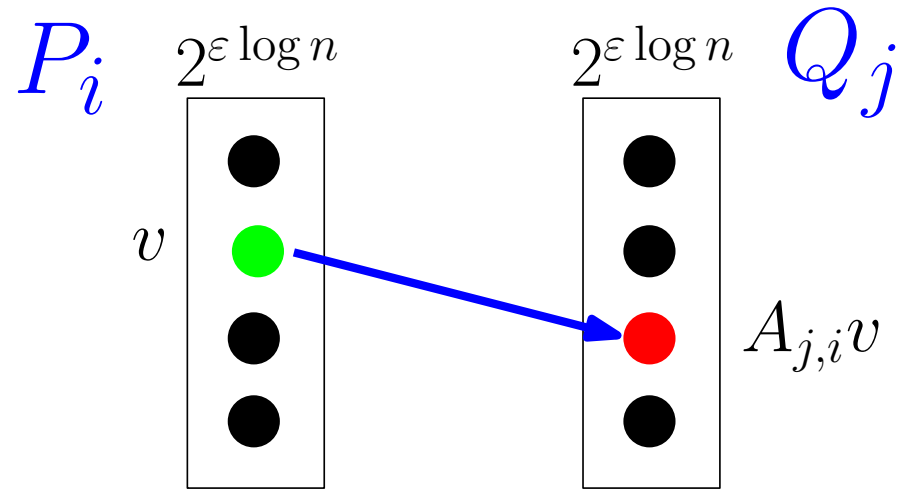
Preprocessing Phase: The Boolean Case

Build a graph G with parts $P_1, \dots, P_{n/(\varepsilon \log n)}, Q_1, \dots, Q_{n/(\varepsilon \log n)}$



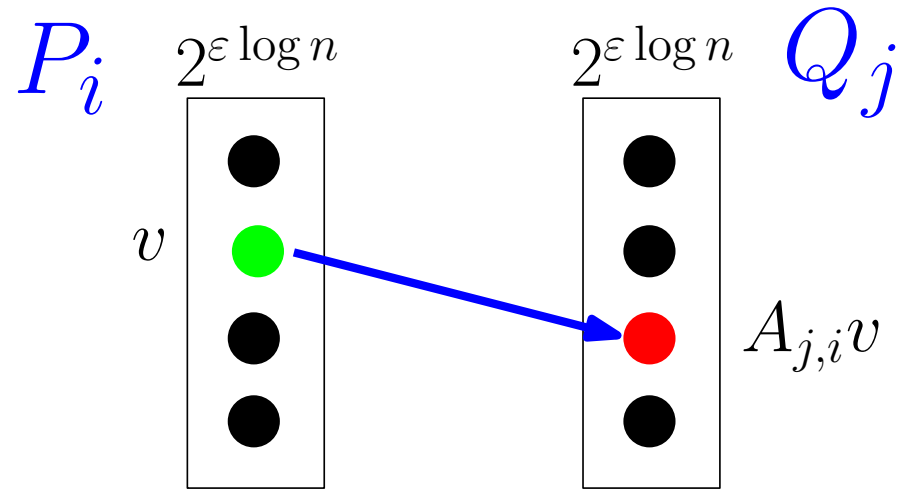
Preprocessing Phase: The Boolean Case

Edges of G : Each vertex v in each P_i has exactly one edge into each Q_j



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Time to build the graph:

$$\frac{n}{\epsilon \log n} \cdot \frac{n}{\epsilon \log n} \cdot 2^{\epsilon \log n} \cdot (\epsilon \log n)^2 = O(n^{2+\epsilon})$$

↑ ↑ ↑ ↑

number number number matrix-vector mult
of Q_j of P_i of nodes of $A_{j,i}$ and v
in P_i

How to Do Fast Vector Multiplications

Let v be a column vector. **Want:** $A \cdot v$.

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(1) Break up v into $\varepsilon \log n$ sized chunks:

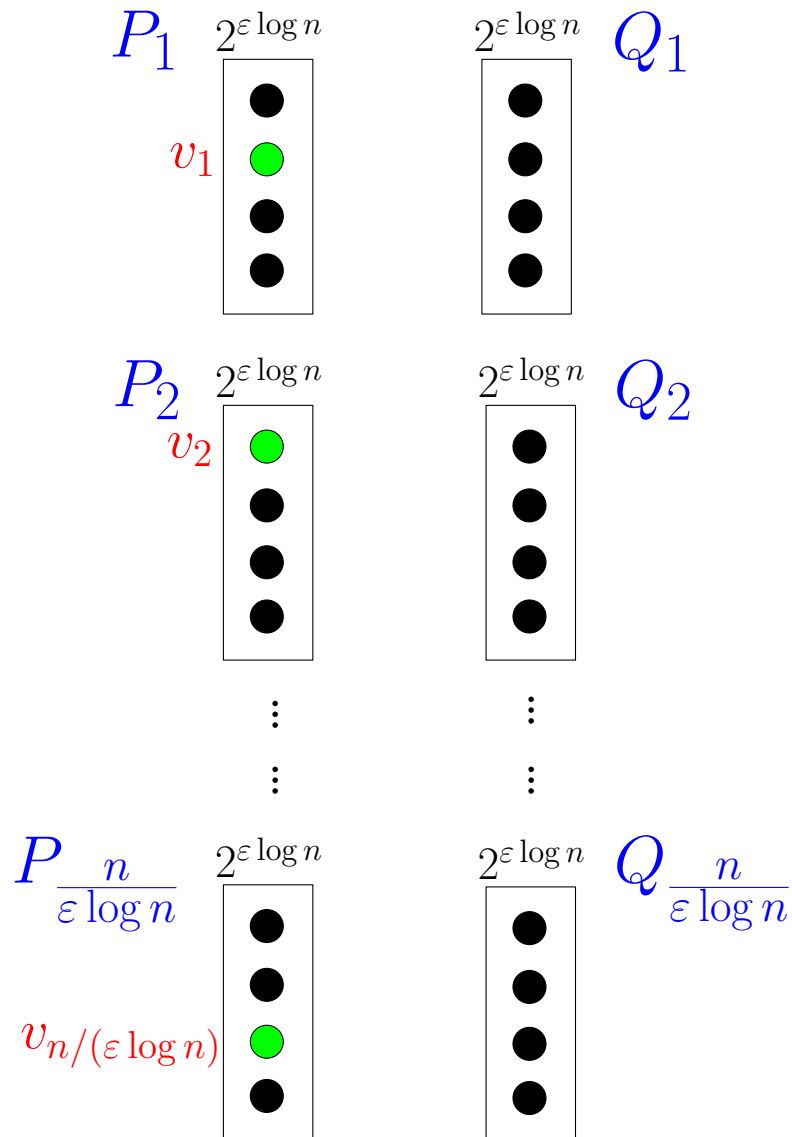
$$v = \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_{\frac{n}{\varepsilon \log n}} \end{bmatrix}$$

How to Do Fast Vector Multiplications

(2) For each $i = 1, \dots, n/(\varepsilon \log n)$, look up v_i in P_i .

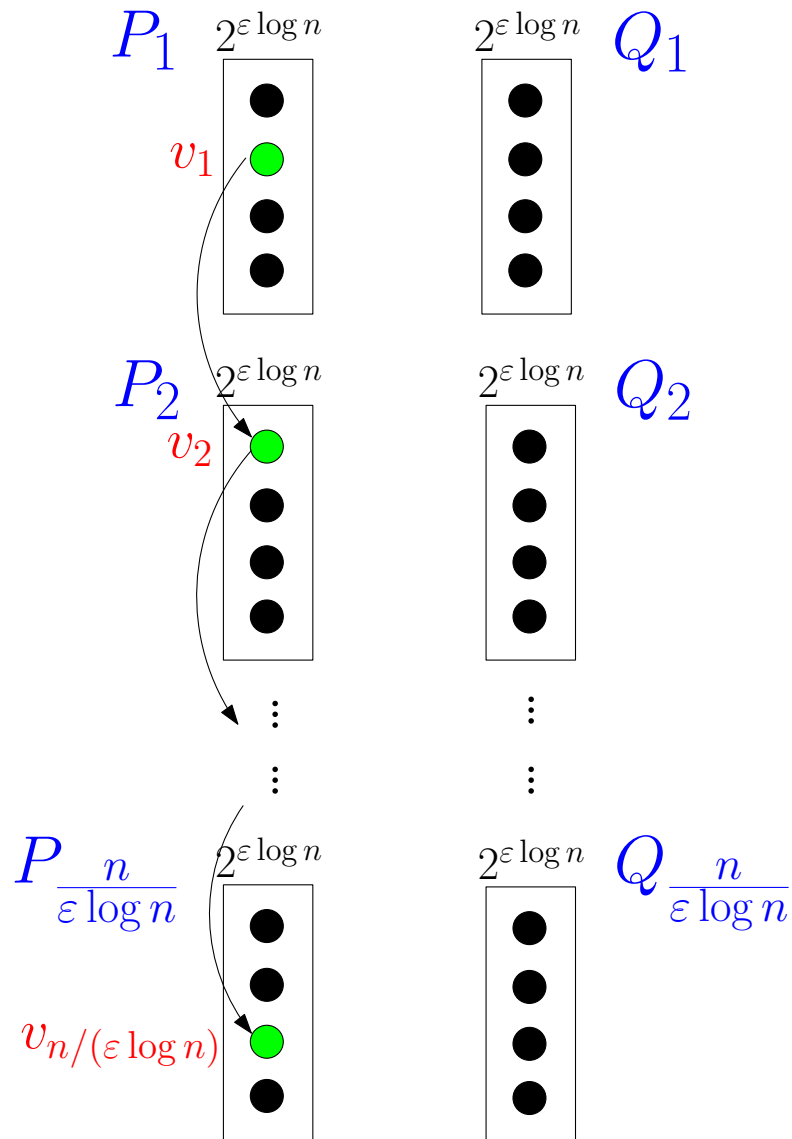
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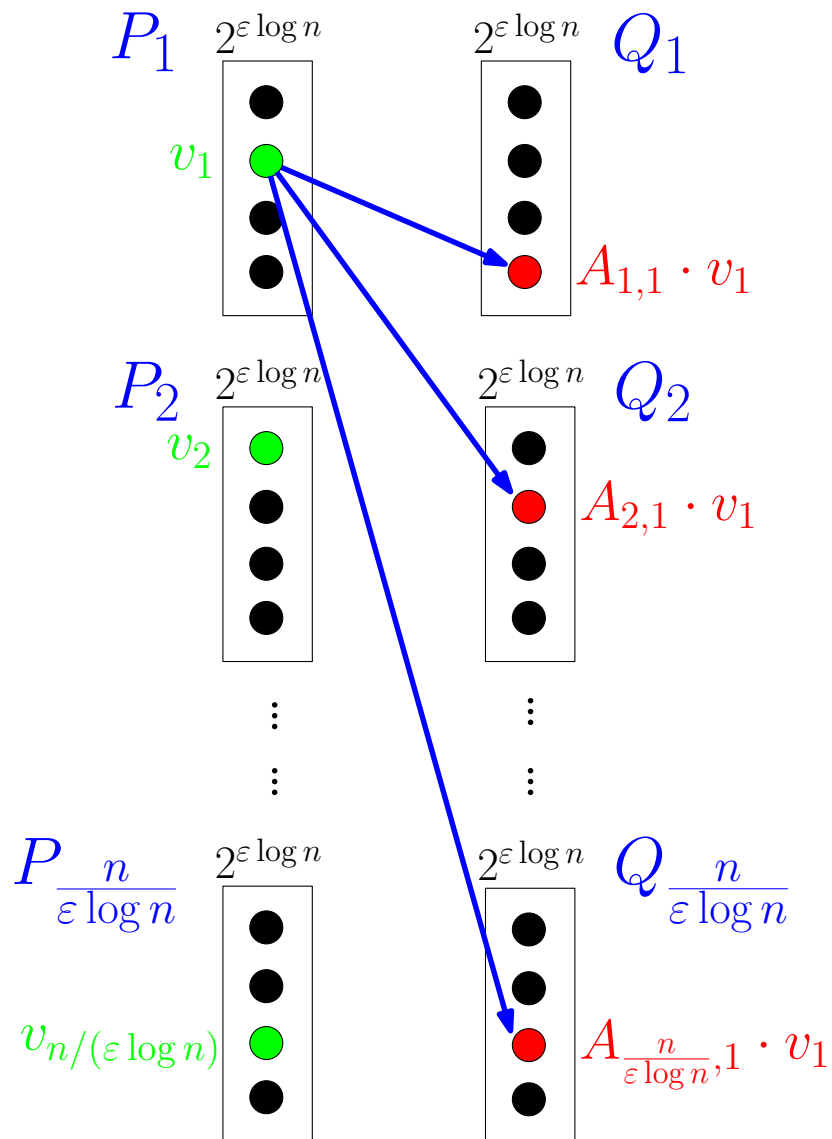
Takes $\tilde{O}(n)$ time.

How to Do Fast Vector Multiplications

(3) Look up the neighbors of v_i , mark each neighbor found.

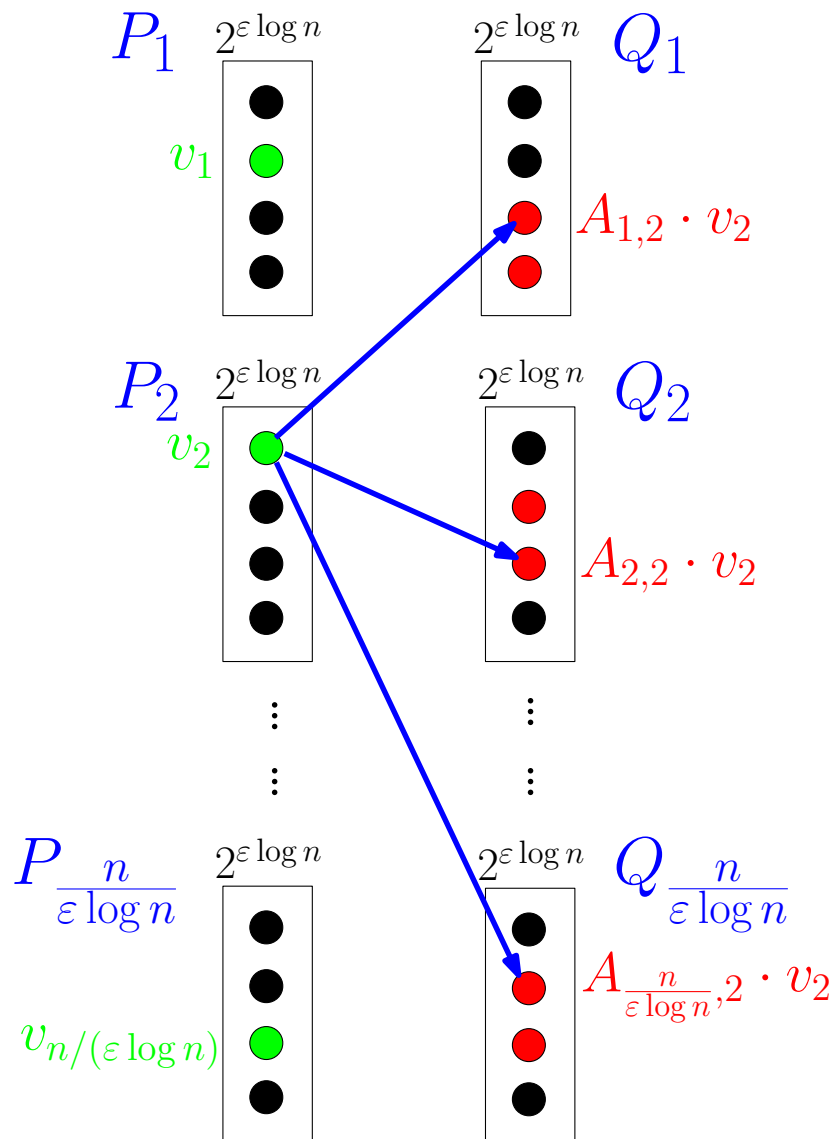
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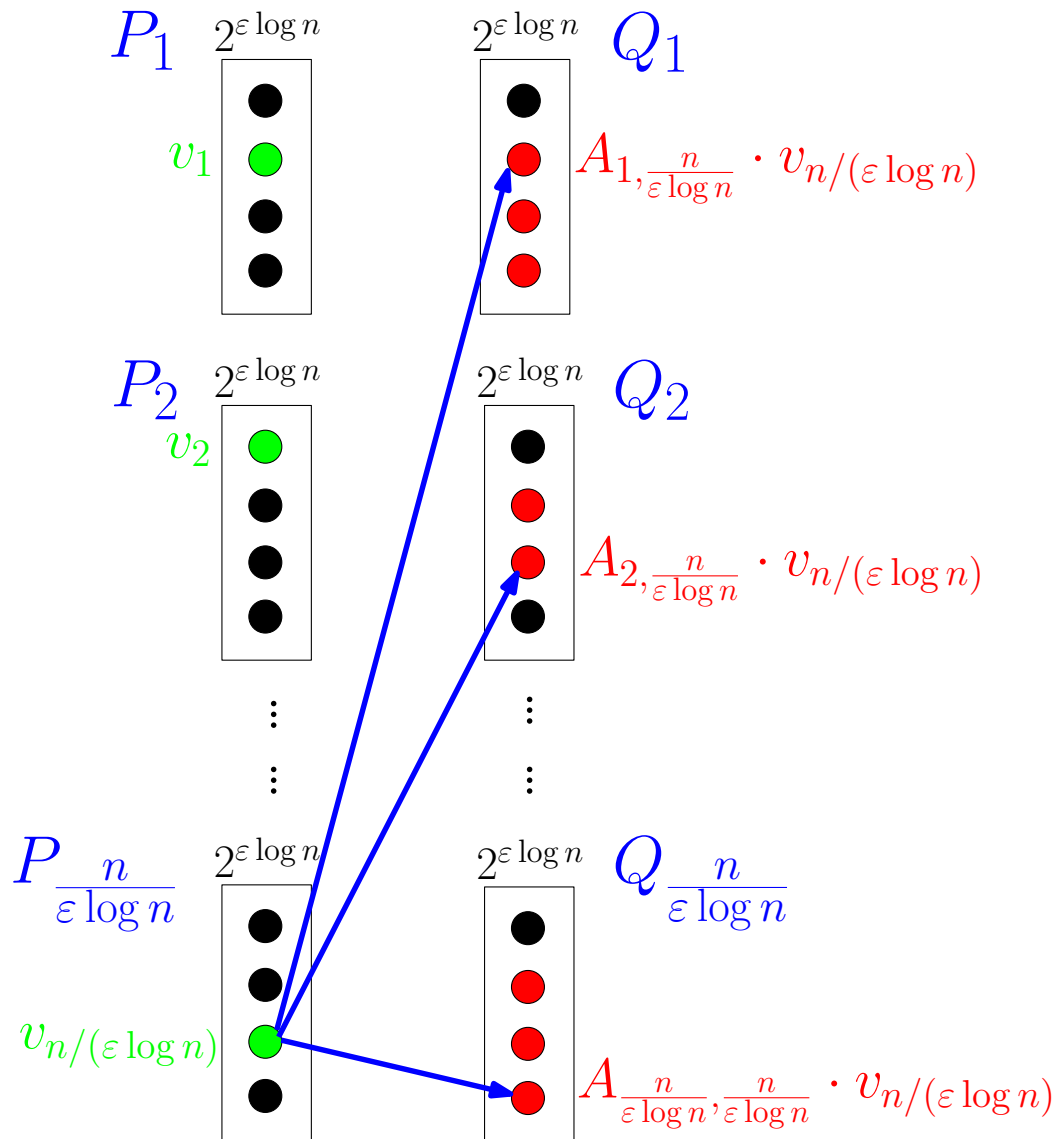
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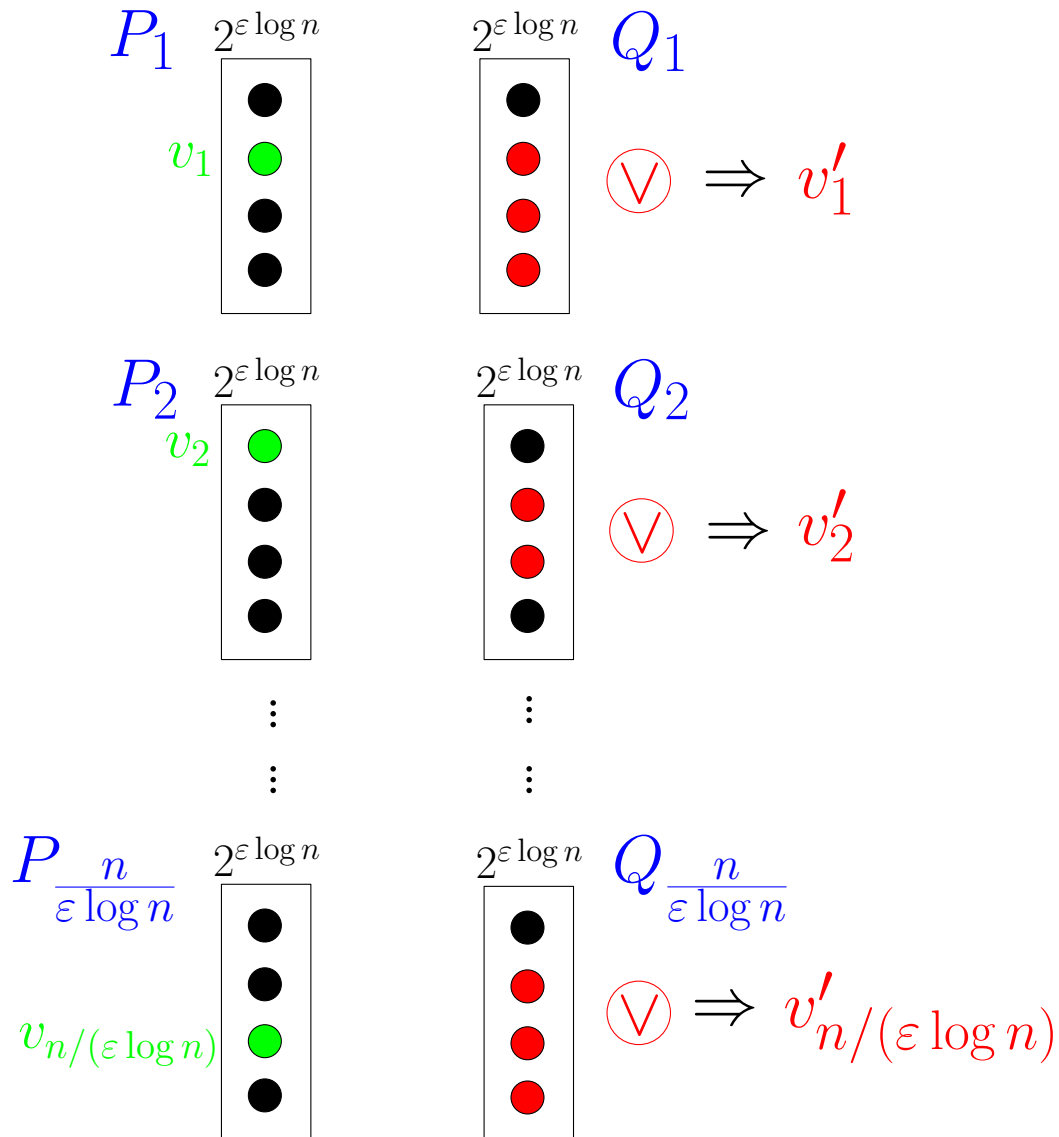
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Takes $O\left(\left(\frac{n}{\epsilon \log n}\right)^2\right)$

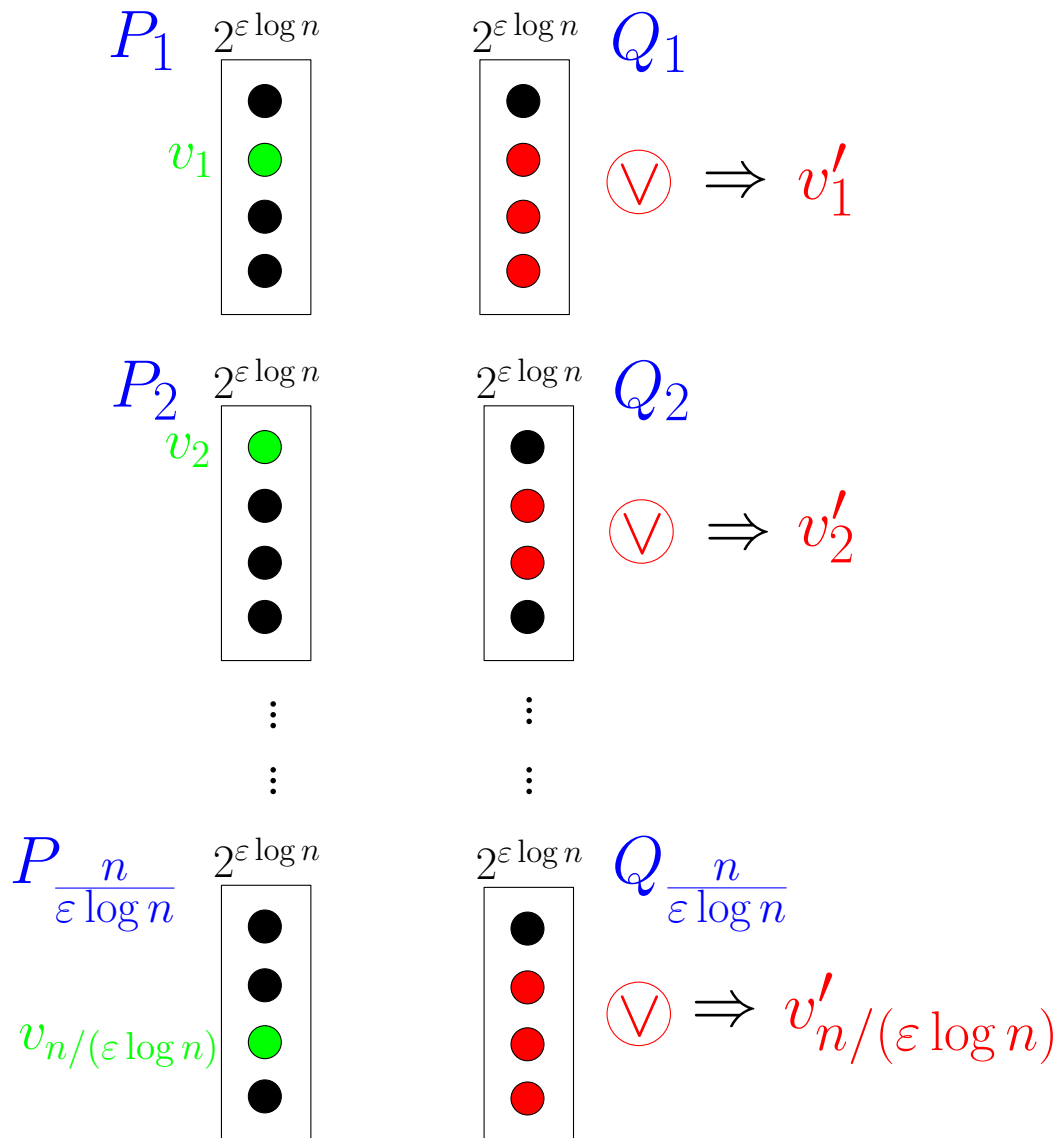
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(4) For each Q_j , define v'_j as the OR of all marked vectors in Q_j



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Takes $\tilde{O}(n^{1+\epsilon})$ time

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(5) Output $v' := \begin{bmatrix} v'_1 \\ v'_2 \\ \vdots \\ v'_{\frac{n}{\varepsilon \log n}} \end{bmatrix}$. **Claim:** $v' = A \cdot v$.

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$$Av = \begin{bmatrix} A_{1,1} & \cdots & A_{1,n/(\varepsilon \log n)} \\ \vdots & \ddots & \vdots \\ A_{n/(\varepsilon \log n),1} & \cdots & A_{n/(\varepsilon \log n),n/(\varepsilon \log n)} \end{bmatrix} \begin{bmatrix} v_1 \\ \vdots \\ v_{\frac{n}{\varepsilon \log n}} \end{bmatrix}$$

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Proof: By definition, $v'_j = \bigvee_{i=1}^{n/(\epsilon \log n)} A_{j,i} \cdot v_i$.

$$\begin{aligned}
 Av &= \begin{bmatrix} A_{1,1} & \cdots & A_{1,n/(\epsilon \log n)} \\ \vdots & \ddots & \vdots \\ A_{n/(\epsilon \log n),1} & \cdots & A_{n/(\epsilon \log n),n/(\epsilon \log n)} \end{bmatrix} \begin{bmatrix} v_1 \\ \vdots \\ v_{\frac{n}{\epsilon \log n}} \end{bmatrix} \\
 &= \left(\bigvee_{i=1}^{n/(\epsilon \log n)} A_{1,i} \cdot v_i, \dots, \bigvee_{i=1}^{n/(\epsilon \log n)} A_{1,n/(\epsilon \log n)} \cdot v_i \right) = v'.
 \end{aligned}$$

Some Applications

Can quickly compute the neighbors of arbitrary vertex subsets

Let A be the adjacency matrix of $G = (V, E)$.

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Proposition: $A \cdot v_S$ is the indicator vector for $N(S)$, the neighborhood of S .

Corollary: After $O(n^{2+\varepsilon})$ preprocessing, can determine the neighborhood of any vertex subset in $O(n^2/(\varepsilon \log n)^2)$ time.

(One level of BFS in $o(n^2)$ time)

Graph Queries

Corollary: After $O(n^{2+\varepsilon})$ preprocessing, can determine if a given vertex subset is an **independent set**, a **vertex cover**, or a **dominating set**, all in $O(n^2/(\varepsilon \log n)^2)$ time.

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Each can be quickly determined from knowing S and $N(S)$.

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Proof: Given vertex i , let S be its set of neighbors (gotten in $O(n)$ time).

S is *not* independent $\iff i$ participates in a triangle.

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- Is there a preprocessing/multiplication algorithm for *sparse* matrices? Can we do multiplication in e.g. $O(m/\text{poly}(\log n) + n)$, where m = number of nonzeros?
- Can the algebraic matrix multiplication algorithms (Strassen, etc.) be applied to this problem?
- Can our ideas be extended to achieve non-subtractive Boolean matrix multiplication in $o(n^3 / \log^2 n)$?

Thank you!