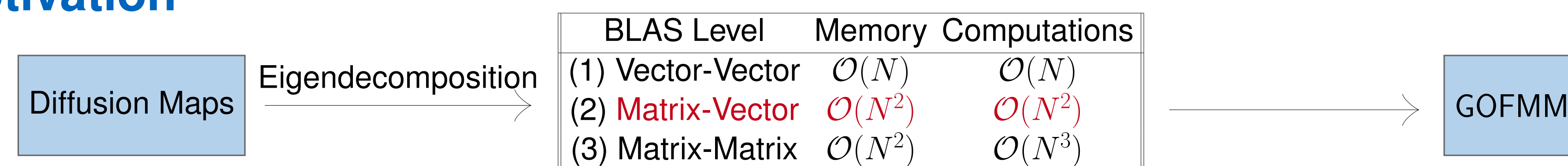


Scalable Hierarchical Approximation of Dense Kernel Matrices

Keerthi Gaddameedi, Severin Reiz, Tobias Neckel, and Hans-Joachim Bungartz

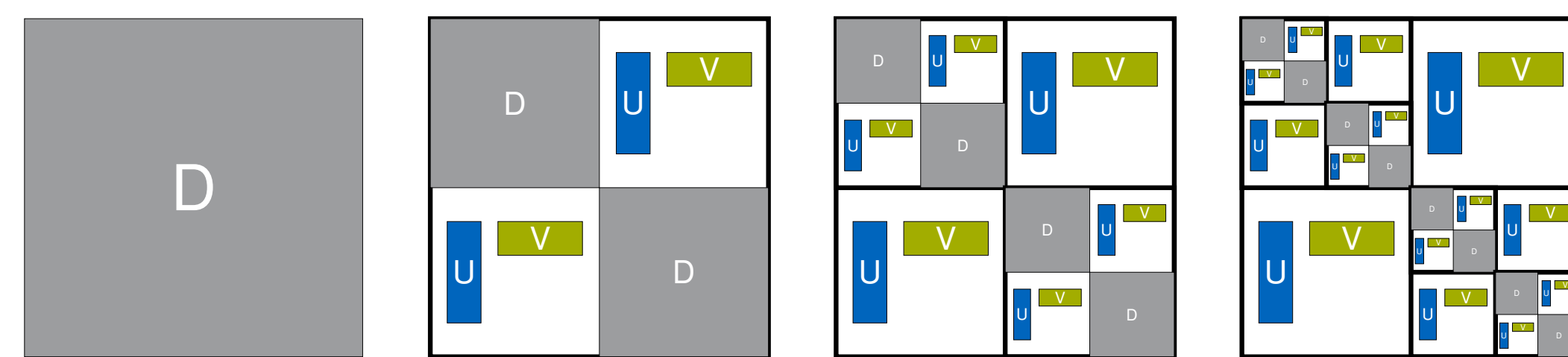
Motivation



- Investigate scalability and efficiency of hierarchical matrix approximations from GOFMM for dense kernel matrices obtained in manifold learning algorithms such as Diffusion Maps

Geometry-Oblivious Fast Multipole Method

Given a dense SPD matrix $K \in \mathbb{R}^{N \times N}$, we construct a hierarchically low-rank approximation $\tilde{K} = D + UV$ with small relative error $\|K - \tilde{K}\|/\|K\|$, where D is a block-diagonal matrix and U, V are low-rank matrices [4].



• Compression(K):

- HierarchicalPartitioning()
- NeighborBasedPruning()
- Skeletonization()

• HierarchicalPartitioning():

- Split K into a ball tree with m leaves
- Uses a distance metric
- Geometric, kernel or angle distance

• NeighborBasedPruning():

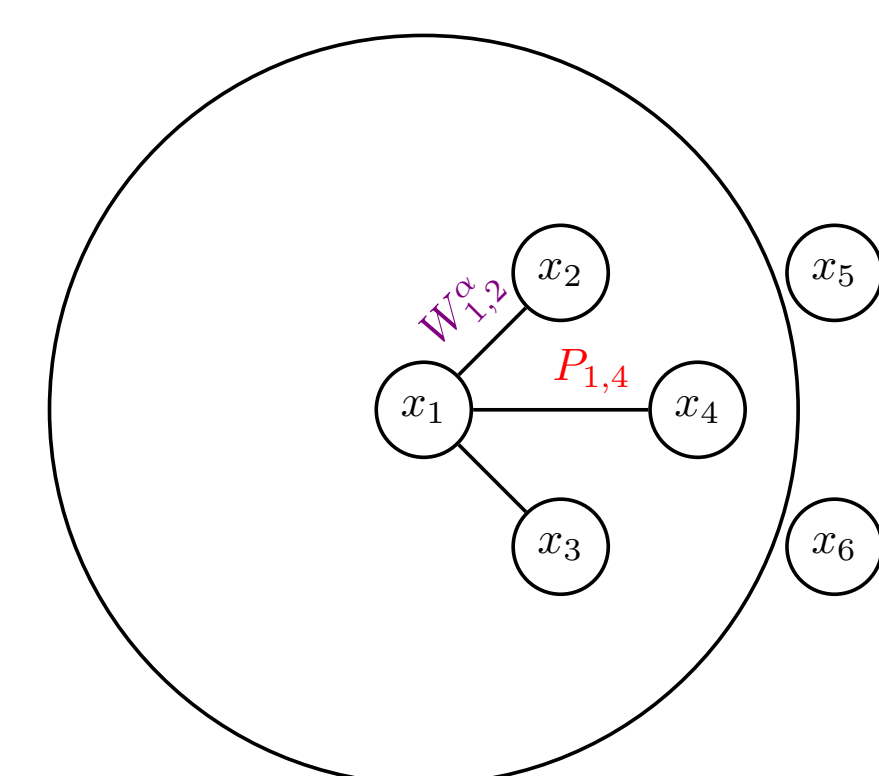
- Compute neighbor, near and far interaction lists
- Blocks in far list are approximated

• Skeletonization():

- Approximate off-diagonal blocks
- Interpolative decomposition

Diffusion Maps

Manifold learning algorithm for dimensionality reduction of non-linear datasets. It computes the dimension of the underlying manifold using an affinity matrix of the data points [1].



Given a dataset
 $X = x_1, x_2, x_3, \dots, x_n$

- Gaussian kernel $W_{ij} = e^{-\frac{\|x_i - x_j\|_2^2}{\sigma^2}}$
- σ = radius of neighborhood
- Q = Degree of a node
- α = Influence of density on underlying geometry
 $\alpha = 0 \implies$ Maximal influence

• DiffusionMaps():

- Compute the affinity matrix W_{ij}
- Normalize the matrix $W_{ij}^\alpha = \frac{W_{ij}}{Q_i^\alpha Q_j^\alpha}$
- Define a Markov chain $P_{ij} = \frac{W_{ij}^\alpha}{Q_i^\alpha}$
- Perform t random walks to obtain P^t
- Eigendecomposition(P^t) \rightarrow Bottleneck
- Lower dimension $d(t) = \max\{l : \lambda_l^t > \delta \lambda_1^t\}$

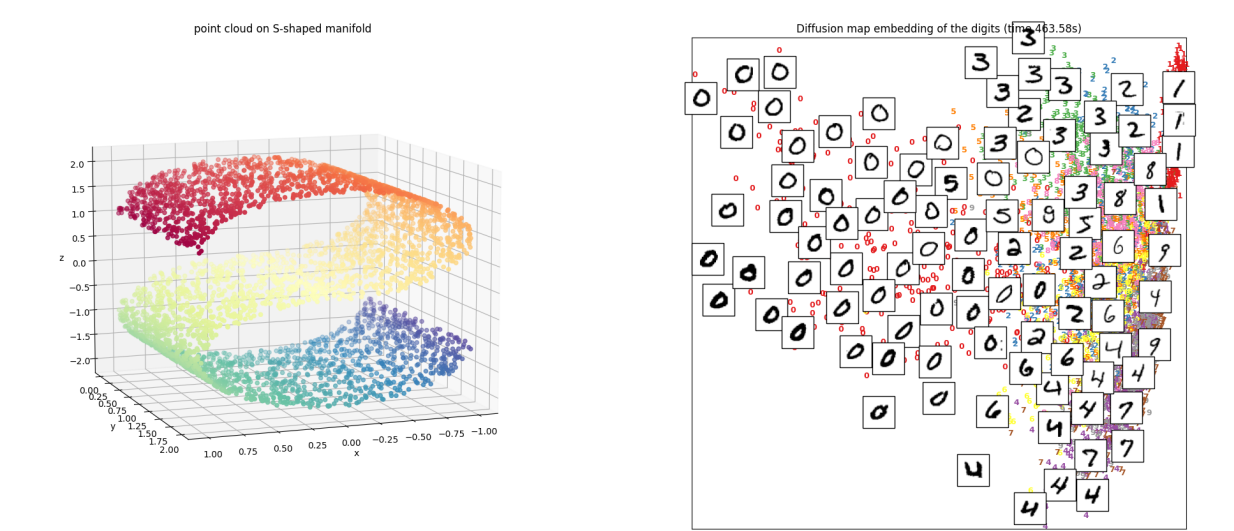
Hierarchical Decomposition of Kernel Matrices

1. Point Clouds:

- Scurve and MNIST datasets with 16k samples
- Point cloud manifold generated using layer 3 in the `datafold` [3] library

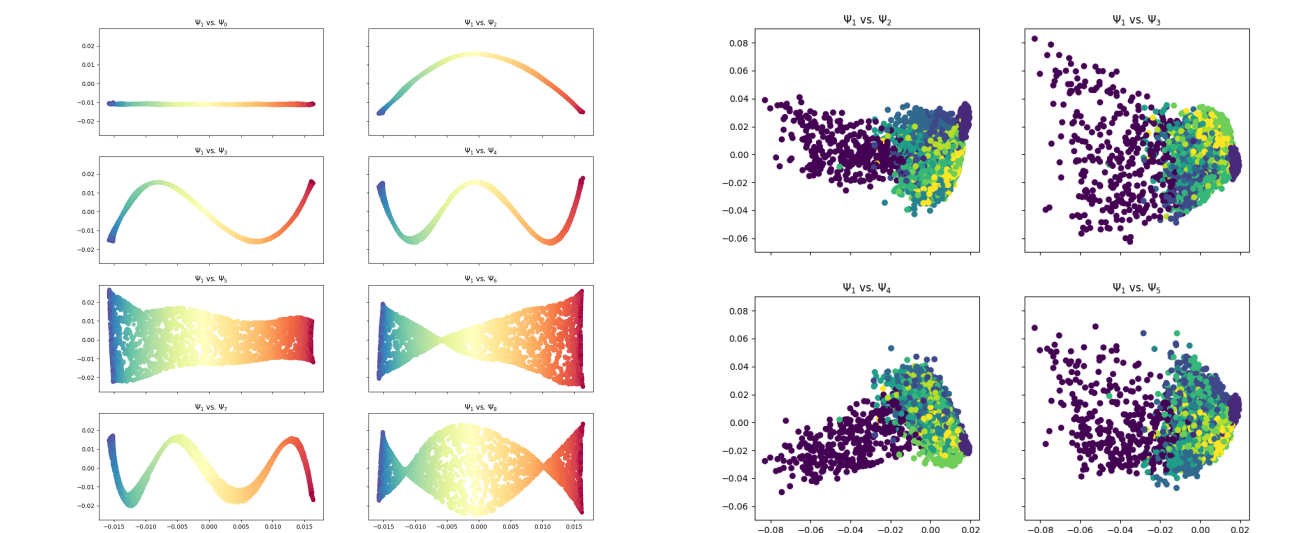


Workflow hierarchy of datafold library



Scurve

MNIST



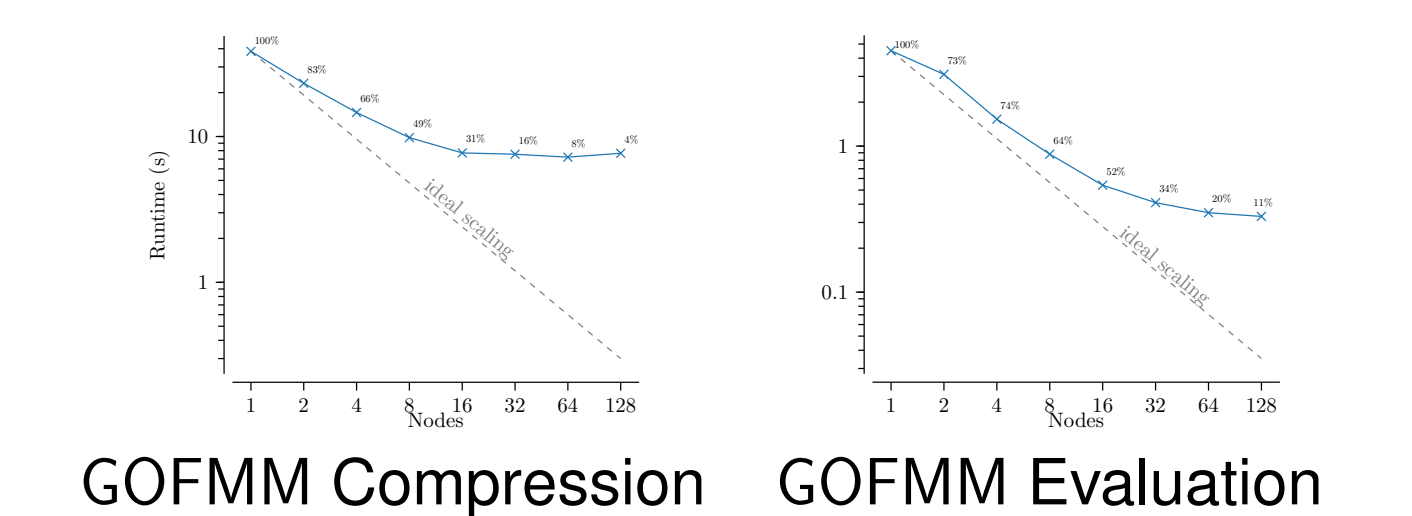
Eigenvector comparison

2. Diffusion Maps:

- Computation of intrinsic dimension of the PCManifold
- Involves computing given number of eigenpairs of the kernel matrix
- A fraction of the largest eigenpairs are then used to map the data in a lower-dimensional space
- Implementation of the algorithm in `datafold.dynfold`

3. Eigendecomposition:

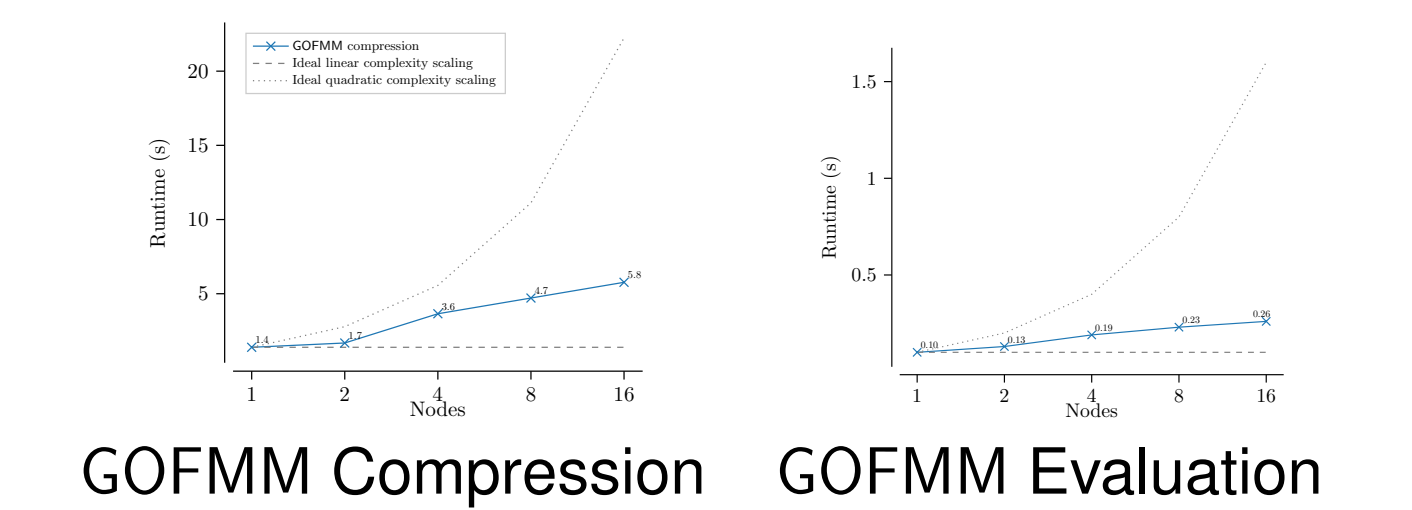
- Diffusion maps algorithm requires eigendecomposition of kernel matrices
- Implicitly restarted Arnoldi iteration is used from `scipy.sparse.linalg.eigsh`
- Matrix-Vector products are the computational bottleneck of such methods



GOFMM Compression GOFMM Evaluation
a.) Strong scaling

4. Scalability of GOFMM on SuperMUC-NG:

- 6D point clouds of sizes up to 200k with an accuracy of order 1e-4
- Scaling done for problem sizes up to $100k \times 100k$ [2]
- Compression(K) - Compute hierarchical approximations of kernel matrices
- Computational complexity of $\text{matvec}(\tilde{K})$ reduced to $\mathcal{O}(N \log N)$



GOFMM Compression GOFMM Evaluation
b.) Weak scaling

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