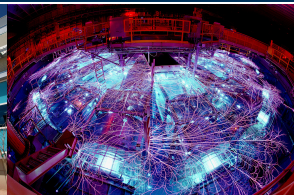


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# Randomized Spectral Graph Partitioning

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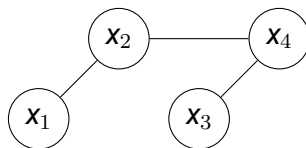
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- ▶ A graph is a mathematical representation of a network.
- ▶ Large/complicated graphs are difficult to analyze.
- ▶ The partitioning of a graph allows for easier analysis & gives better load balancing in parallel computing [1].



<https://homepages.inf.ed.ac.uk/hsun4/talks.html>

# Graph Laplacian

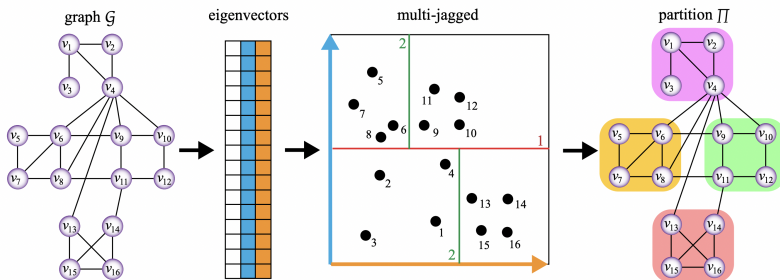


$$D - A = L$$

$$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 2 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 2 \end{bmatrix} - \begin{bmatrix} 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \\ 0 & 1 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 1 & -1 & 0 & 0 \\ -1 & 2 & 0 & -1 \\ 0 & 0 & 1 & -1 \\ 0 & -1 & -1 & 2 \end{bmatrix}$$

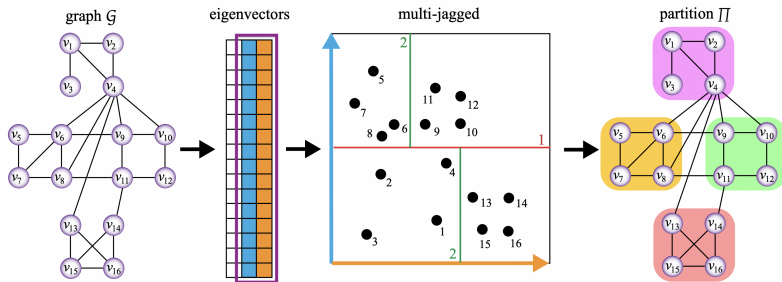
# Spectral Partitioning Big Idea

Spectral graph partitioning was proposed by Pothen, Simon, and Liu (1990). We use the Sphynx package in Zoltan2 [2].



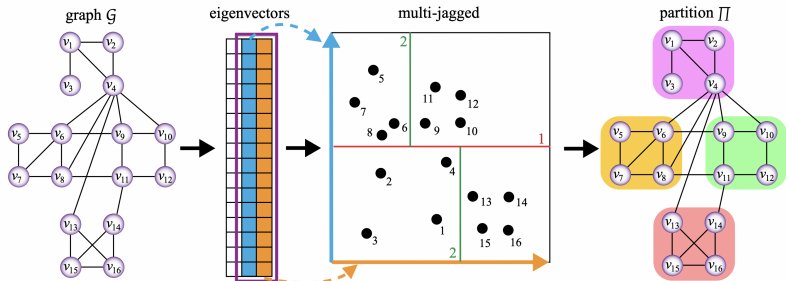
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Computing eigenvectors for Sphynx spectral partitioning:

1. Take adjacency matrix of the graph.
2. Compute graph Laplacian  $L = D - A$ .
3. Compute eigenvectors ( $Lx = \lambda x$ ).

We test two different methods with randomization for 3:

1. LOBPCG [3][4] with randomized Cholesky preconditioning.
2. A randomized eigenvector approximation method.

## Part 1: LOBPCG with Randomized Preconditioning

- ▶ Jacobi Preconditioning
- ▶ Incomplete Cholesky (ichol) Preconditioning
- ▶ Randomized Cholesky (rchol) Preconditioning

(For this method, we only tested the convergence of LOBPCG.  
Did not plug eigenvector results into Sphynx partitioner.)



# Randomized Cholesky (rchol) Method

LOBPCG is a known eigensolver.

Preconditioners replace original problem with a related one.

Cholesky Factorization decomposes a matrix

$$A = GG^T = \begin{bmatrix} g_{11} & 0 & 0 \\ g_{12} & g_{22} & 0 \\ g_{13} & g_{21} & g_{33} \end{bmatrix} \begin{bmatrix} g_{11} & g_{12} & g_{13} \\ 0 & g_{22} & g_{21} \\ 0 & 0 & g_{33} \end{bmatrix}$$

Randomized Cholesky Factorization was proposed by Chen, Liang, and Biros (2020). [5].

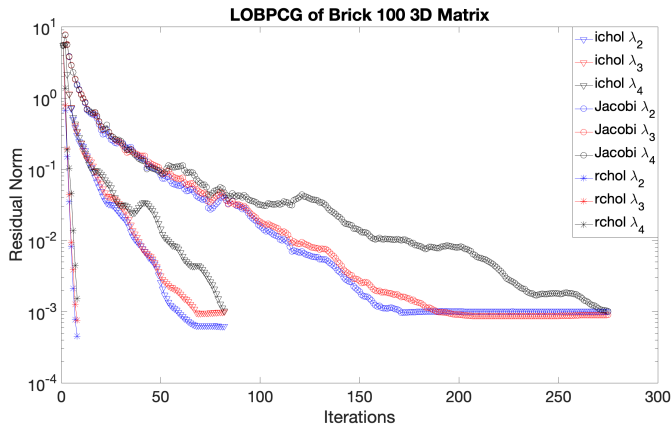
## Brick 3D 100 Matrix

- ▶ Synthetic discretization of the Laplacian on 27-point stencil
- ▶ Known Pattern and Structured Matrix (1,000,000 vertices)

## Hollywood-2009 Matrix

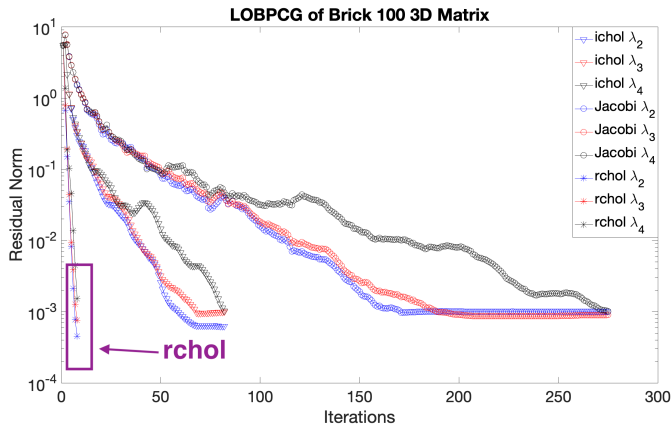
- ▶ Unstructured Matrix with unknown properties ( $\sim 1,070,000$  vertices)
- ▶ Hollywood movie actor network from SuiteSparse Database

# Rchol Results - Brick 3D 100 Matrix



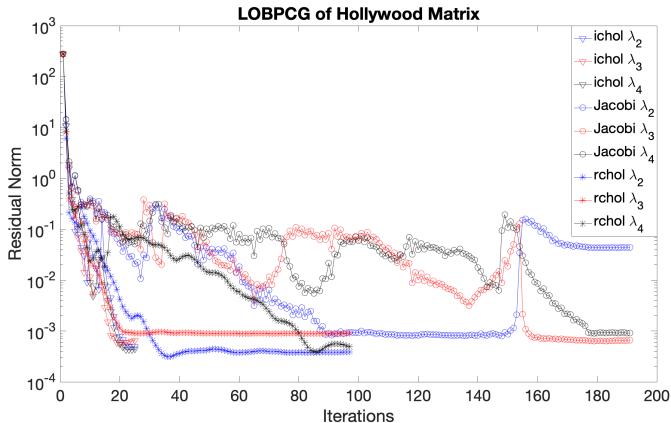
**Figure:** 100 3D Brick Matrix LOBPCG for 3 eigenvalues with varying preconditioners

# Rchol Results - Brick 3D 100 Matrix



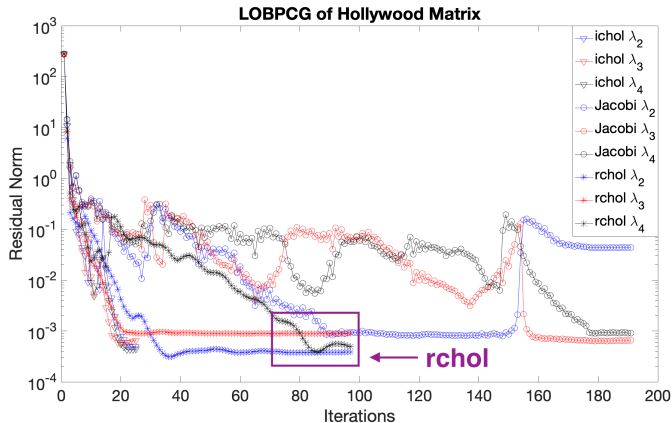
**Figure:** 100 3D Brick Matrix LOBPCG for 3 eigenvalues with varying preconditioners

# Rchol Results - Hollywood Matrix



**Figure:** Hollywood LOBPCG for 3 eigenvalues with varying preconditioners

# Rchol Results - Hollywood Matrix



**Figure:** Hollywood LOBPCG for 3 eigenvalues with varying preconditioners

## Part 2: Randomized Eigenvector Approximation

- ▶ Randomized Eigenvector approximation method
- ▶ LOBPCG & Jacobi Preconditioning

Recall

$$L = D - A$$

Define

$$\hat{A} = D^{-1/2}AD^{1/2}$$

The randomized eigensolver has two main parts:

- ▶ **Part A:** Compute orthogonal basis  $Q$  of the range of  $\hat{A}$ .
- ▶ **Part B:** Solve projected eigenvalue system, and project back.



**Part A:** Compute orthogonal basis  $Q$  of the range of  $\hat{A}$ .

1. Draw a random Gaussian matrix,  $\Omega \in \mathbb{R}^{n \times l}$
2. Form  $Y = \hat{A}^q \Omega$ .
3. Compute the skinny QR factors:  $QR = Y$ .

**Part B:** Solve the same projected eigenvalue system, and project back.

1. Compute projection  $B = Q^T \hat{A} Q$ .
2. Solve eigenproblem  $B = V \Lambda V^T$ .
3. Project back to large system  $U = QV$ .

# Partitioning Results - Brick 3D100 Matrix

$$\text{Recall } Y = \hat{A}^q \Omega$$

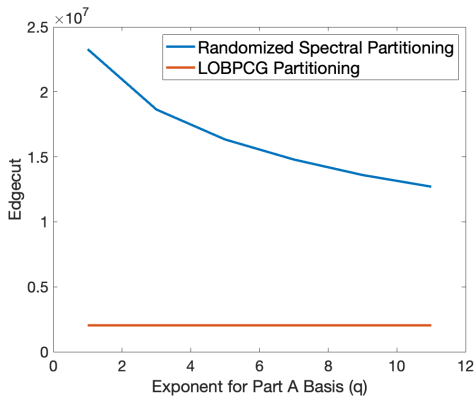
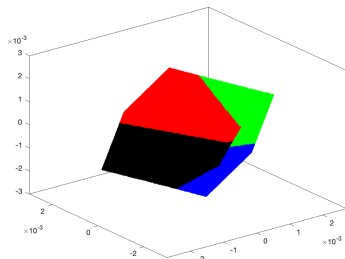
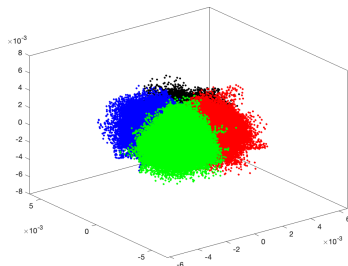


Figure: Brick3D100 Matrix Results

# Partitioning Results - Brick 3D100 Matrix



(a) LOBPCG



(b) Randomized Spectral

# Partitioning Results - Hollywood Matrix

$$\text{Recall } Y = \hat{A}^q \Omega$$

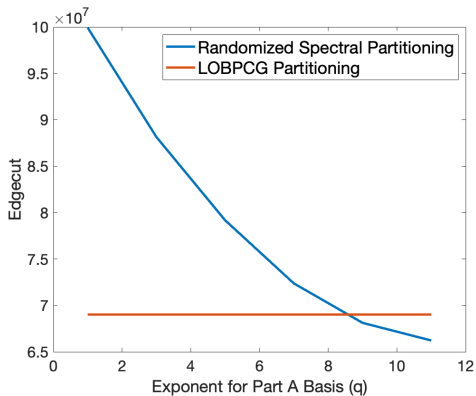


Figure: Hollywood Matrix Results

- ▶ Coding Randomized Methods into Trilinos
- ▶ Perform additional runs
- ▶ Adjust different Trilinos variables

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Thank you All!



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