

# Estimating Higher-Order Moments Using Symmetric Tensor Decomposition

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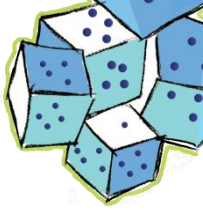


Sam Sherman  
Notre Dame

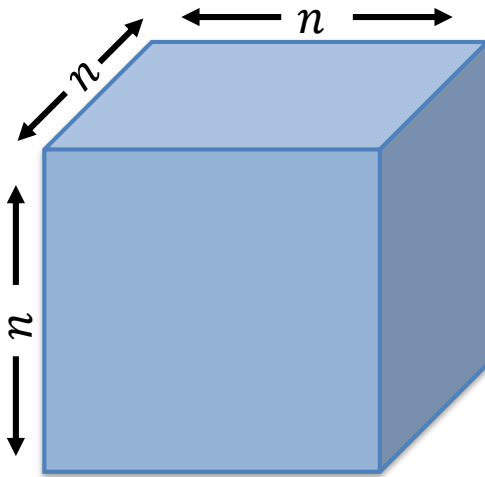
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# Symmetric Tensor Entries Invariant Under Permutation of Indices



A tensor is symmetric if its entries are invariant under permutation of the indices



For  $d$ -way tensor, of dimension  $n$ , number of unique entries is:

$$\binom{n + d - 1}{d} \approx \frac{n^d}{d!}$$

Example 1.2 from Nie (2014)

$3 \times 3 \times 3$  symmetric tensor (10 distinct entries)

$$\mathcal{X} = \left( \begin{array}{ccc|ccc|ccc} 7 & -3 & 9 & -3 & 13 & 20 & 9 & 20 & 19 \\ -3 & 13 & 20 & 13 & -27 & 6 & 20 & 6 & 6 \\ 9 & 20 & 19 & 20 & 6 & 6 & 19 & 6 & 45 \end{array} \right)$$

$$x(1, 1, 1) = 7 \quad x(1, 3, 3) = 19$$

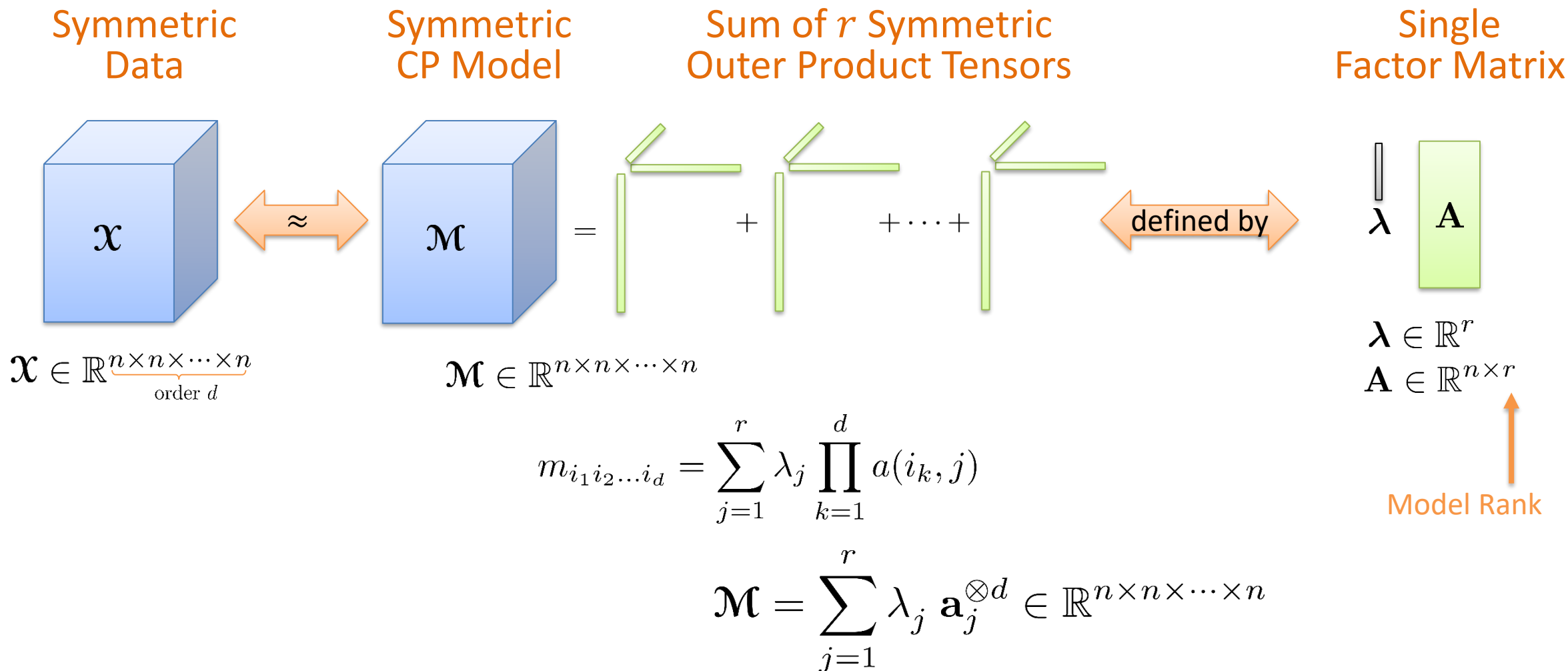
$$x(1, 1, 2) = -3 \quad x(2, 2, 2) = -27$$

$$x(1, 1, 3) = 9 \quad x(2, 2, 3) = 6$$

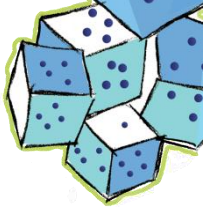
$$x(1, 2, 2) = 13 \quad x(2, 3, 3) = 6$$

$$x(1, 2, 3) = 20 \quad x(3, 3, 3) = 45$$

# Symmetric CP Tensor Decomposition Has Single Factor Matrix



# Symmetric Tensor Rank & Decomposition



Example 1.2 from Nie (2014)

$3 \times 3 \times 3$  symmetric tensor (10 distinct entries)

$$\mathcal{X} = \left( \begin{array}{ccc|ccc|ccc} 7 & -3 & 9 & -3 & 13 & 20 & 9 & 20 & 19 \\ -3 & 13 & 20 & 13 & -27 & 6 & 20 & 6 & 6 \\ 9 & 20 & 19 & 20 & 6 & 6 & 19 & 6 & 45 \end{array} \right)$$

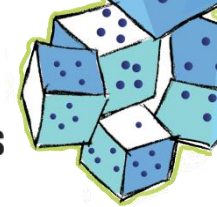
$$\text{rank}(\mathcal{X}) = \min \{ r \mid \mathcal{X} = \mathbf{a}_1^{\otimes d} + \dots + \mathbf{a}_r^{\otimes d} \}$$

Rank decomposition

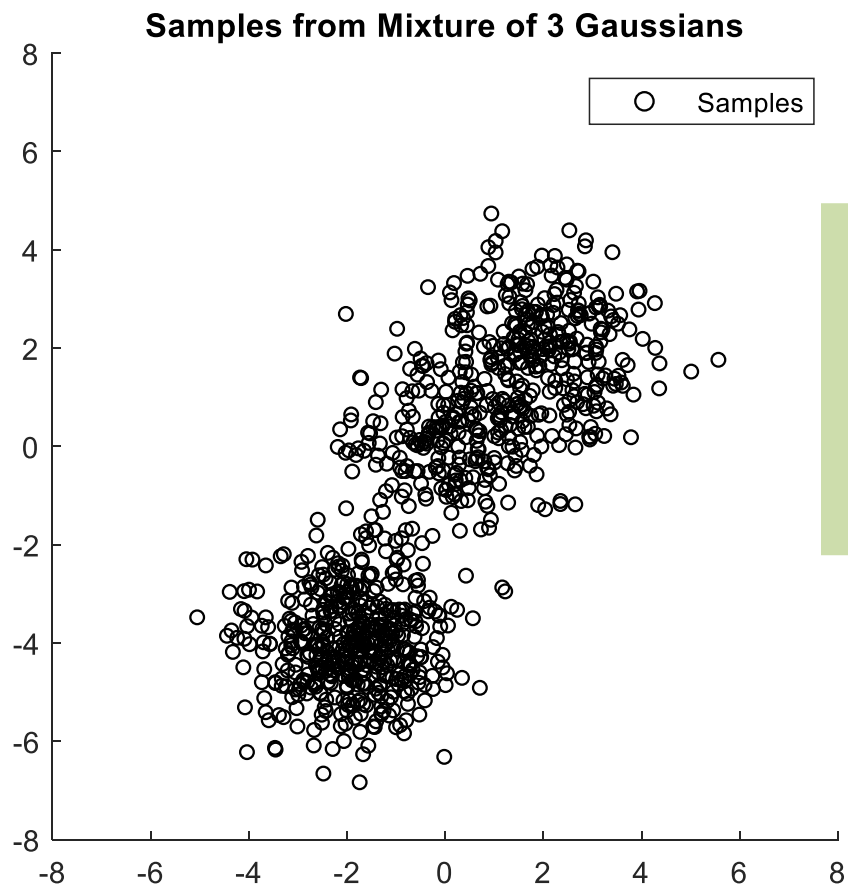
$$\mathcal{X} = 2 \cdot \begin{bmatrix} 1 \\ -2 \\ -1 \end{bmatrix}^{\otimes 3} + 5 \cdot \begin{bmatrix} 1 \\ 1 \\ 2 \end{bmatrix}^{\otimes 3} - \begin{bmatrix} 1 \\ 2 \\ -2 \end{bmatrix}^{\otimes 3}$$

- Symmetric tensor rank
  - For any given tensor, NP-hard to compute its rank (Hillar & Lim, 2013)
  - Typical rank known over  $\mathbb{C}$  (Comon, Golub, Lim, Mourrain, 2008)
  - In practice, trial and error!
- Symmetric tensor decomposition
  - Waring decomposition (Landsberg, 2012; Oeding & Ottaviani, 2013)
  - Gröbner bases algebraic methods or numerical root-finding method (Nie, 2014)
  - Direct optimization formulation (Kolda, 2015)
  - Subspace power method (Kileel & Pereira, 2019)

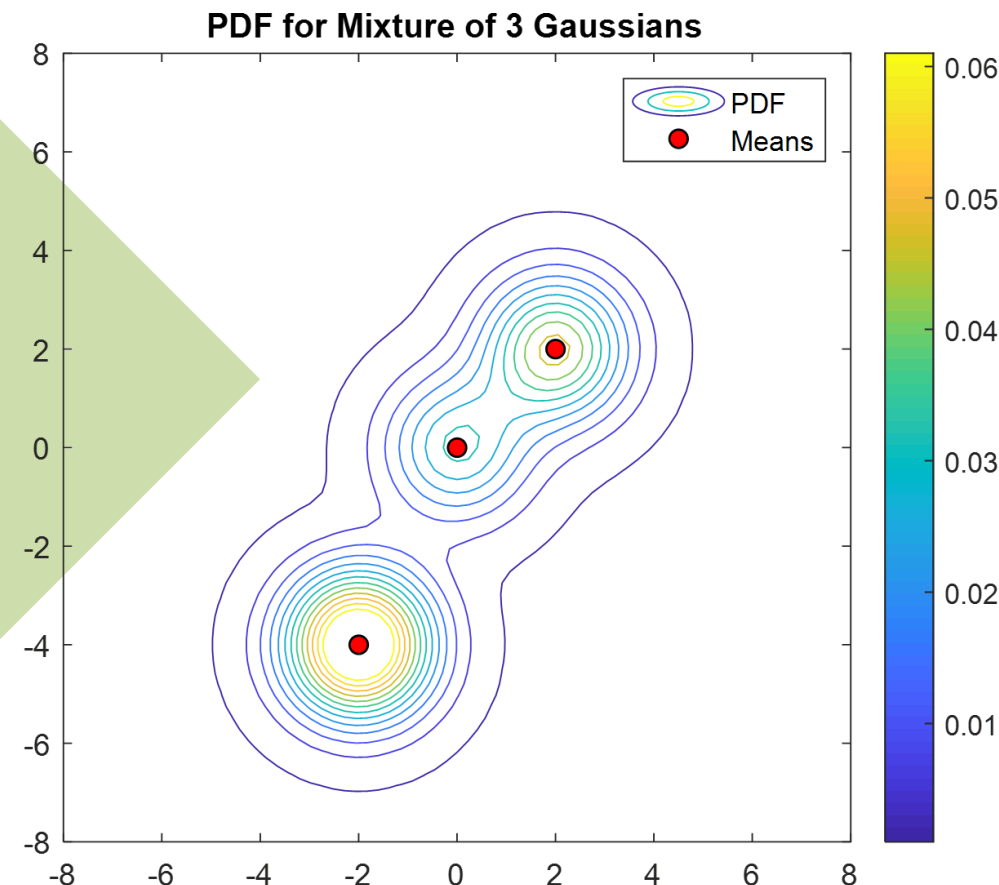
# Moment Tensors Arise in Inference of Gaussian Mixture Models (GMMs)



*For ease of illustration, we focus on  $n = 2$  dimensions.  
Generally interested in much higher dimensions, i.e,  $n = 500!$*

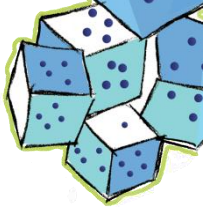


*Given just the samples (point cloud), can we recover the means?*



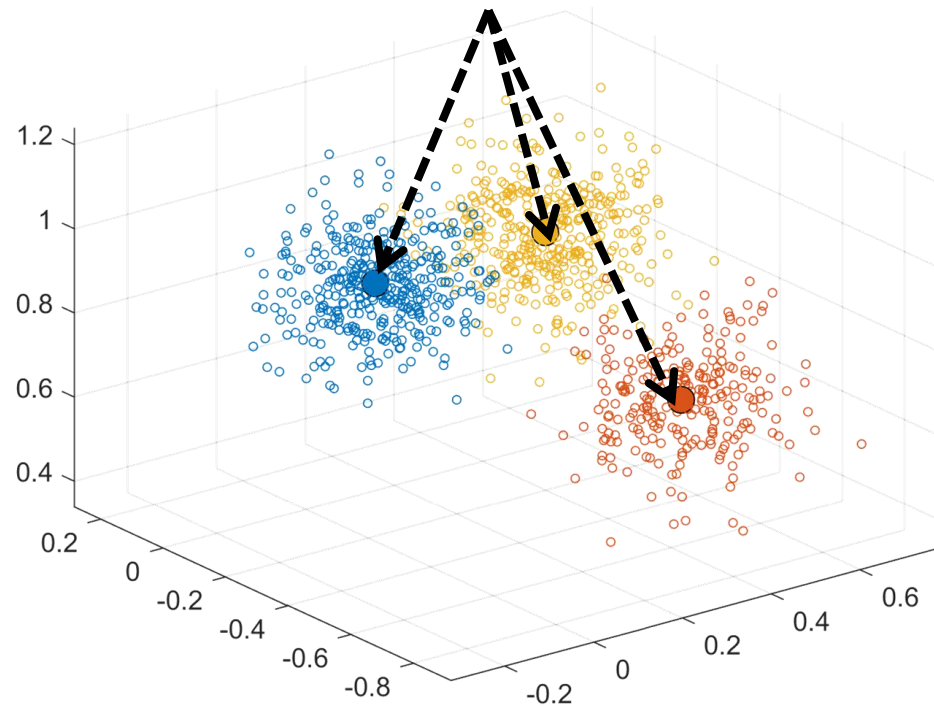


# Machine Learning Motivation: Observations from Unknown Mixture of Gaussians

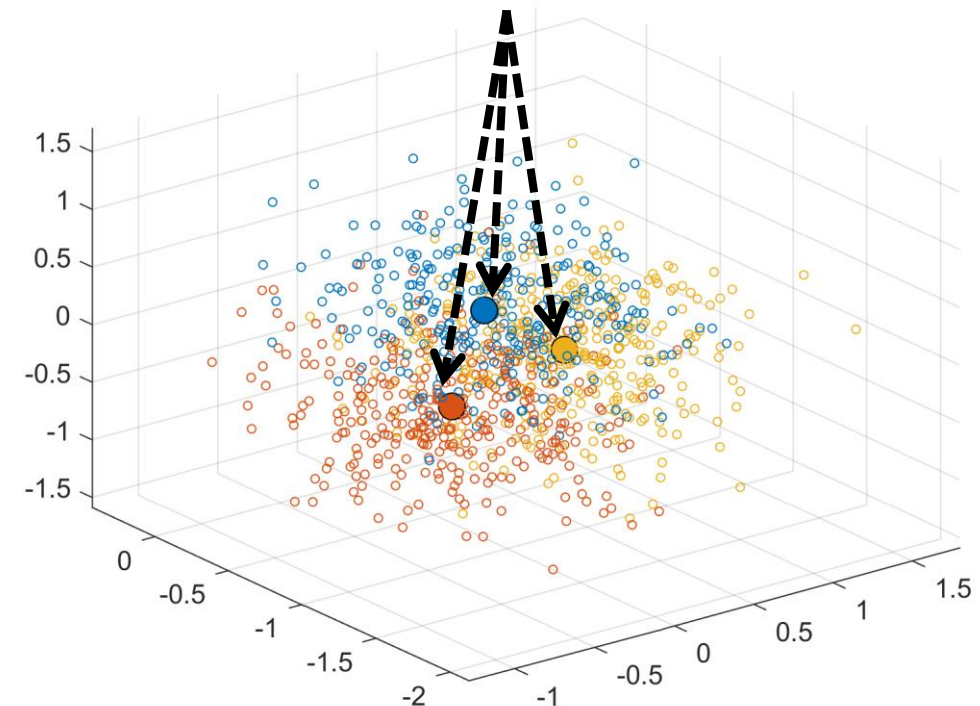


We observe  $p$  random vectors of length  $n$  coming from a mixture of  $r$  Gaussian distributions.  
Can we recover the means of the Gaussians?

Easy: Means Well Separated

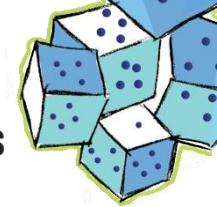


Hard: Means Close Together



For these pictures:  $p = 1000, n = 3, r = 3$ . Means shown as filled in larger circles. Samples as open circles.  
We care about larger values of  $n$ !

# Moment Structure for Spherical GMMs Corresponds to CP Model



Data Model:  $V \sim \mathcal{N}(\mu_\xi, \sigma^2 \mathbf{I}), \quad \xi \sim \text{MULTI}(w_1, \dots, w_r)$

Multivariate Normal

Probability to select  $j$ th center is  $w_j$

3<sup>rd</sup>-order Moment:

$$\mathbb{E}[V^{\otimes 3}] + O(\sigma^2) = \sum_{j=1}^r w_j \mu_j^{\otimes 3}$$

Can also do higher-order moments

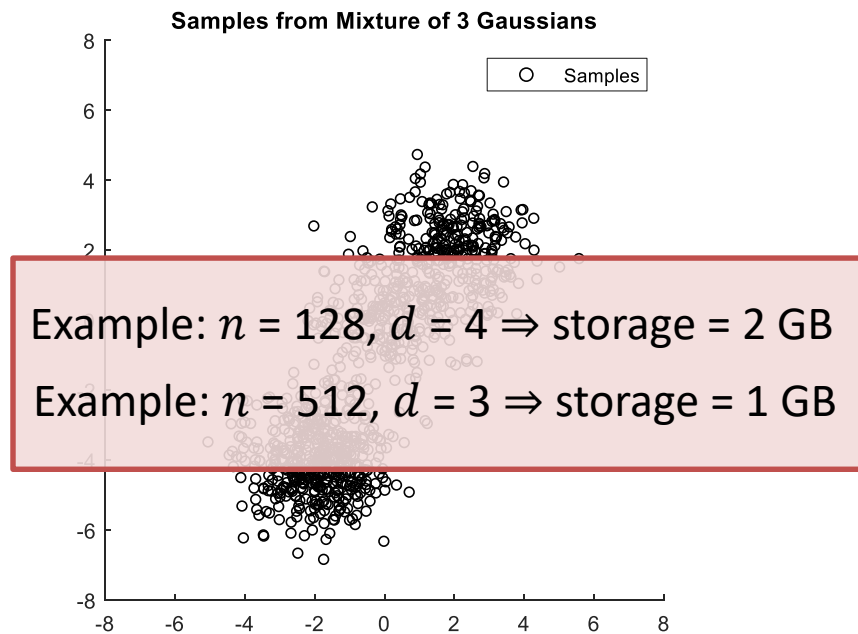
Calculate empirically from data

CP-like Model

$$\mathcal{X} = \frac{1}{p} \sum_{\ell=1}^p \mathbf{v}_\ell^{\otimes 3}$$

$$\mathcal{M} = \sum_{j=1}^r \lambda_j \mathbf{a}_j^{\otimes 3}$$

Bottlenecks:  
 $O(pn^d)$  to compute,  
 $O(n^d)$  to store



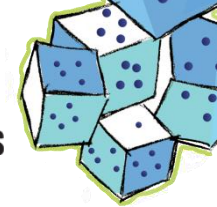
Simplifying assumptions for this work

$$\|\mu_j\|_2 = 1 \quad \forall j \in [r]$$

$$\omega_j = \frac{1}{r} \quad \forall j \in [r]$$

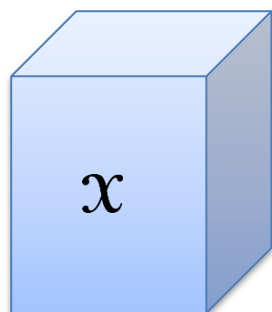
Hsu and Kakade, 2013

# Our Focus Today: Accelerating Computation for Special Case of Moment Tensors

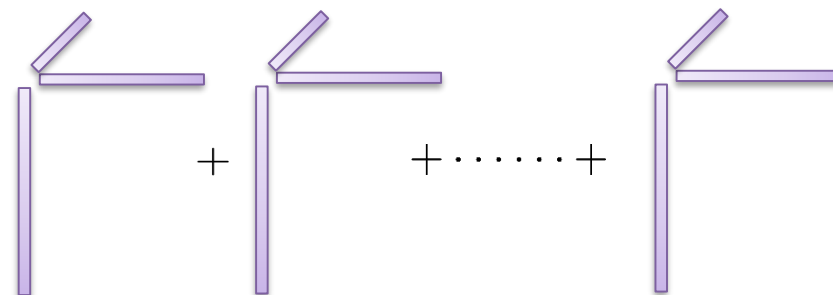


$$\mathcal{X} = \frac{1}{p} \sum_{\ell=1}^p \mathbf{v}_\ell^{\otimes d}$$

Symmetric Data



=

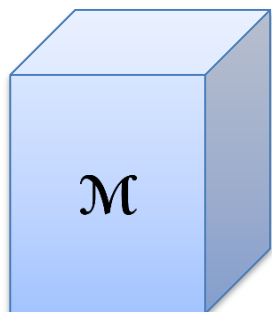


defined by

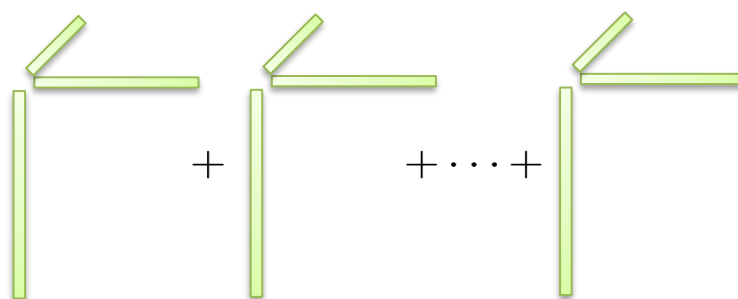
Given Observations

$$\mathbf{V} \in \mathbb{R}^{n \times p}$$

Symmetric CP Model



=



defined by

Want to Find Compact Representation

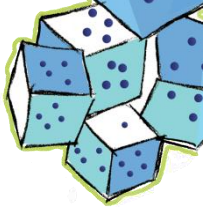
$$\mathbf{A} \in \mathbb{R}^{n \times r}$$

$$r \ll p$$

$$\mathcal{M} = \sum_{j=1}^r \lambda_j \mathbf{a}_j^{\otimes d}$$



# Optimization Approach for Symmetric CP of Symmetric Tensor Requires TTSV



Optimization Problem

$$\min_{\lambda, \mathbf{A}} F(\mathbf{X}, \mathcal{M}) \equiv \frac{1}{2} \|\mathbf{X} - \mathcal{M}\|^2 \text{ where } \mathcal{M} = \sum_{j=1}^r \lambda_j \mathbf{a}_j^{\otimes d}$$

Gradients  $\forall j \in [r]$

$$\frac{\partial F}{\partial \mathbf{a}_j} = -d\lambda_j \mathbf{X} \mathbf{a}_j^{d-1} + d\lambda_j \sum_{k=1}^r \lambda_k \langle \mathbf{a}_j, \mathbf{a}_k \rangle^{d-1} \mathbf{a}_k$$

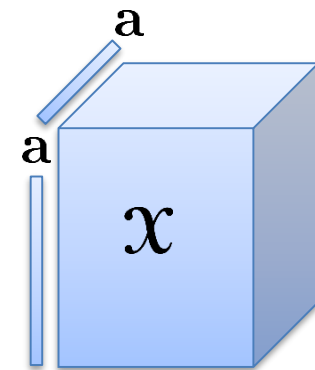
$$\frac{\partial F}{\partial \lambda_j} = -\mathbf{X} \mathbf{a}_j^d + \sum_{k=1}^r \lambda_k \langle \mathbf{a}_j, \mathbf{a}_k \rangle^d$$

Plug function and gradient into favorite optimization method. My favorite: L-BFGS.

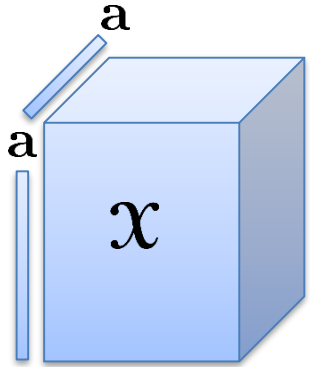
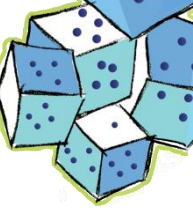
Bottleneck is TTSV which costs  $O(n^d)$

Key Kernel:  
Tensor Times  
Single Vector  
(TTSV)

$$(\mathbf{X} \mathbf{a}^{d-1})_{i_1} = \sum_{i_2=1}^n \cdots \sum_{i_d=1}^n \left( x_{i_1 i_2 \dots i_d} \prod_{k=2}^d a_{i_k} \right) \forall i_1 \in [n]$$



# Key Result: Implicit Computation of TTSV



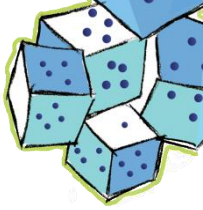
TTSV Definition:  $(\mathcal{X}\mathbf{a}^{d-1})_{i_1} = \sum_{i_2=1}^n \cdots \sum_{i_d=1}^n \left( x_{i_1 i_2 \dots i_d} \prod_{k=2}^d a_{i_k} \right) \forall i_1 \in [n]$

**Lemma.** Let  $\mathcal{X} = \frac{1}{p} \sum_{\ell=1}^p \mathbf{v}_\ell^{\otimes d}$  and  $\mathbf{V} = [\mathbf{v}_1 \quad \mathbf{v}_2 \quad \cdots \quad \mathbf{v}_p]$ , then

$$\mathcal{X}\mathbf{a}^{d-1} = \frac{1}{p} \mathbf{V} [\mathbf{V}^\top \mathbf{a}]^{d-1}$$

$O(n^d)$ 
 $O(pn)$ 
 $\swarrow$  Entry-wise Power

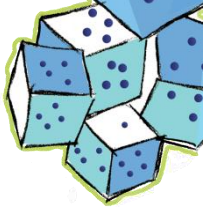
# Minimal Change in Function/Gradient Calculation Replaces Expensive TTSV



```
1: function FG_EXPLICIT( $\mathbf{X}$ ,  $\lambda$ ,  $\mathbf{A}$ ,  $\alpha$ )
2:   for  $j = 1, \dots, r$ , do  $\mathbf{y}_j = \mathbf{X}\mathbf{a}_j^{d-1}$ , end
3:   for  $j = 1, \dots, r$ , do  $w_j = \mathbf{a}_j^T \mathbf{y}_j$ , end
4:    $\mathbf{B} = \mathbf{A}^T \mathbf{A}$ 
5:    $\mathbf{C} = [\mathbf{B}]^{d-1}$ 
6:    $\mathbf{u} = (\mathbf{B} * \mathbf{C})\lambda$ 
7:    $f = \alpha + \lambda^T \mathbf{u} - 2\mathbf{w}^T \lambda$ 
8:    $\mathbf{g}_\lambda = -2(\mathbf{w} - \mathbf{u})$ 
9:    $\mathbf{G}_A = -2d(\mathbf{Y} - \mathbf{A}\mathbf{D}_\lambda\mathbf{C})\mathbf{D}_\lambda$ 
10:  return  $f, \mathbf{g}_\lambda, \mathbf{G}_A$ 
11: end function
```

```
1: function FG_IMPLICIT( $\mathbf{V}$ ,  $\lambda$ ,  $\mathbf{A}$ ,  $\alpha$ )
2:    $\mathbf{Y} = \frac{1}{p} \mathbf{V}[\mathbf{V}^T \mathbf{A}]^{d-1}$ 
3:   for  $j = 1, \dots, r$ , do  $w_j = \mathbf{a}_j^T \mathbf{y}_j$ , end
4:    $\mathbf{B} = \mathbf{A}^T \mathbf{A}$ 
5:    $\mathbf{C} = [\mathbf{B}]^{d-1}$ 
6:    $\mathbf{u} = (\mathbf{B} * \mathbf{C})\lambda$ 
7:    $f = \alpha + \lambda^T \mathbf{u} - 2\mathbf{w}^T \lambda$ 
8:    $\mathbf{g}_\lambda = -2(\mathbf{w} - \mathbf{u})$ 
9:    $\mathbf{G}_A = -2d(\mathbf{Y} - \mathbf{A}\mathbf{D}_\lambda\mathbf{C})\mathbf{D}_\lambda$ 
10:  return  $f, \mathbf{g}_\lambda, \mathbf{G}_A$ 
11: end function
```

# Implicit up to 16X Faster than Explicit for Smaller Problems



Rank- $r$  Symmetric CP Tensor Factorization  
for  $d$ -way tensor of size  $n$

$$r < n < p$$

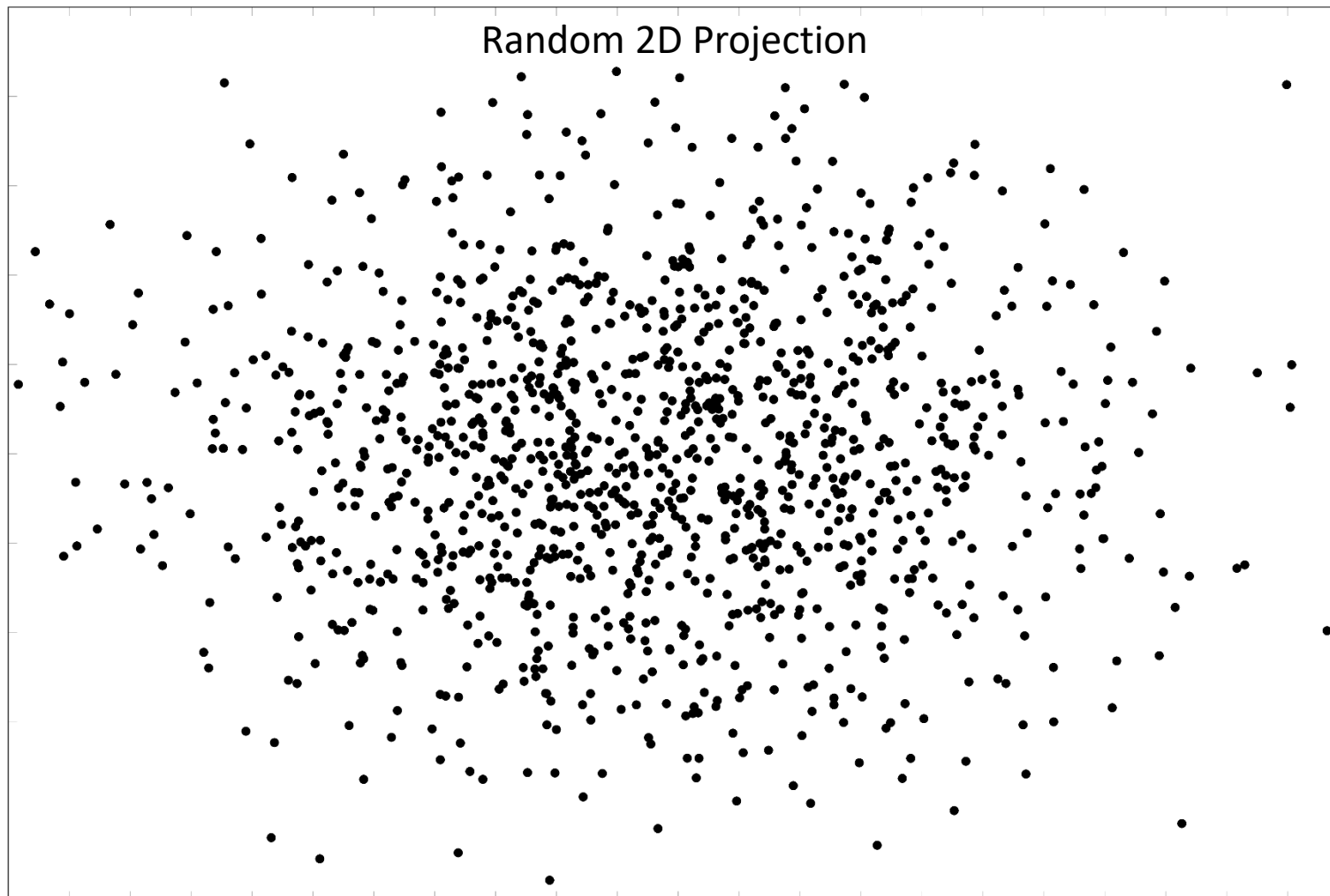
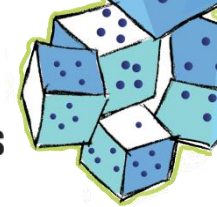
Average cost per iteration for  $r = 5$  over 10 runs

Method	Storage	Per-Iteration
Explicit	$O(n^d)$	$O(rn^d)$
Implicit	$O(pn)$	$O(pnr)$

*Implicit cheaper if  $p < O(n^{d-1})$*

$d$	$n$	$p$	$n^{d-1}$	Explicit	Implicit	Ratio
3	75	3750	5625	5e-4 sec.	8e-4 sec.	1x
3	375	3750	140625	2e-2	5e-3	5x
4	75	3750	421875	1e-2	9e-4	16x

# GMM Example with $r=5$ (components), $n=500$ (dim.), $\sigma=.1$ (noise), and $p=1250$ (obs.)

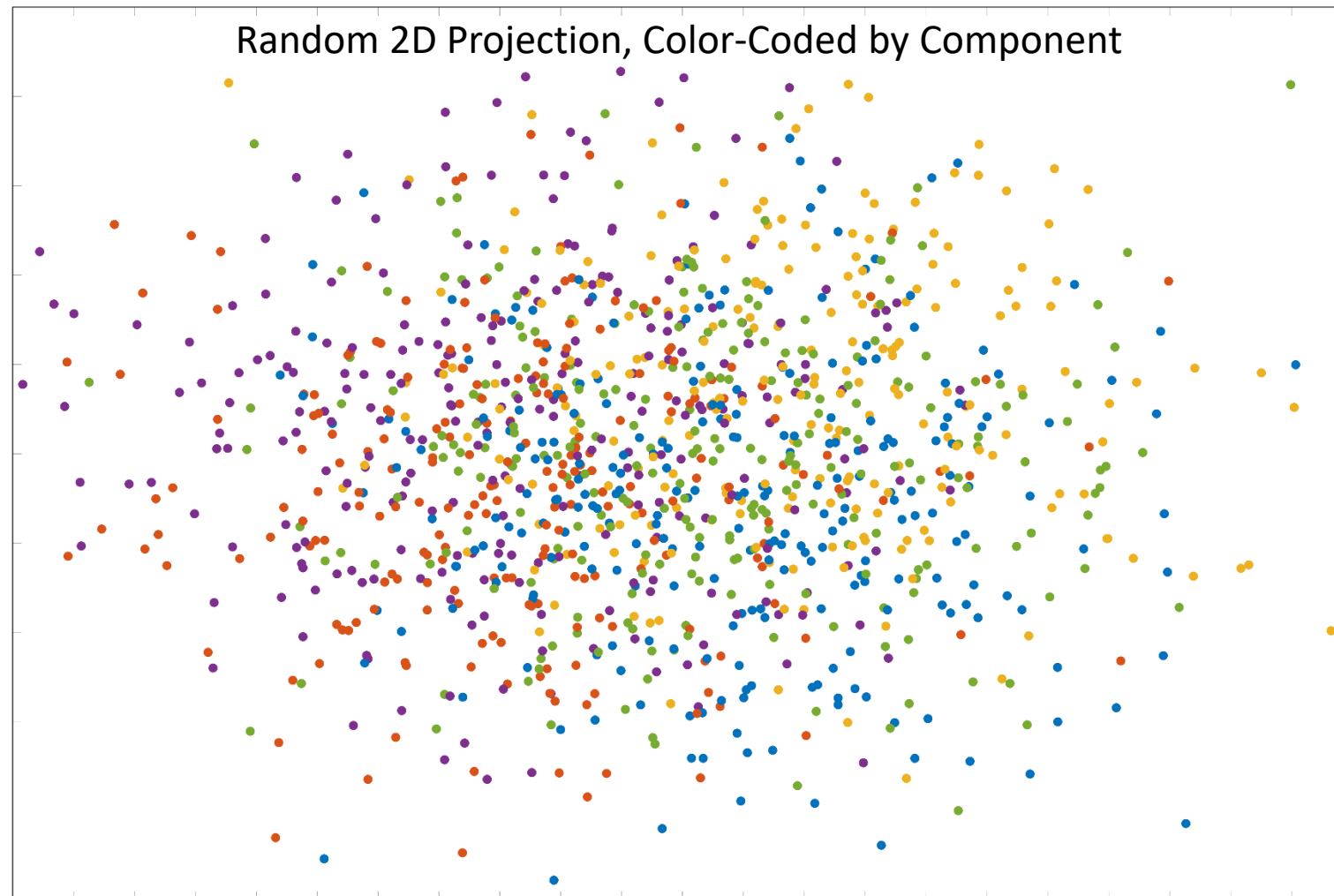
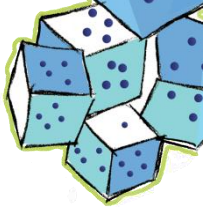


For  $d = 3$ ,  
explicit method  
requires 1 GB  
storage

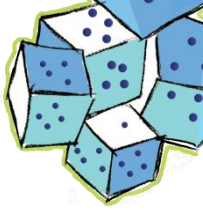
For  $d = 4$ ,  
explicit method  
requires 500 GB  
storage



# GMM Example with $r=5$ (components), $n=500$ (dim.), $\sigma=.1$ (noise), and $p=1250$ (obs.)



# GMM Example with $r=5$ (components), $n=500$ (dim.), $\sigma=.1$ (noise), and $p=1250$ (obs.)



Random 2D Projection, Color-Coded by Component, With Means Denoted

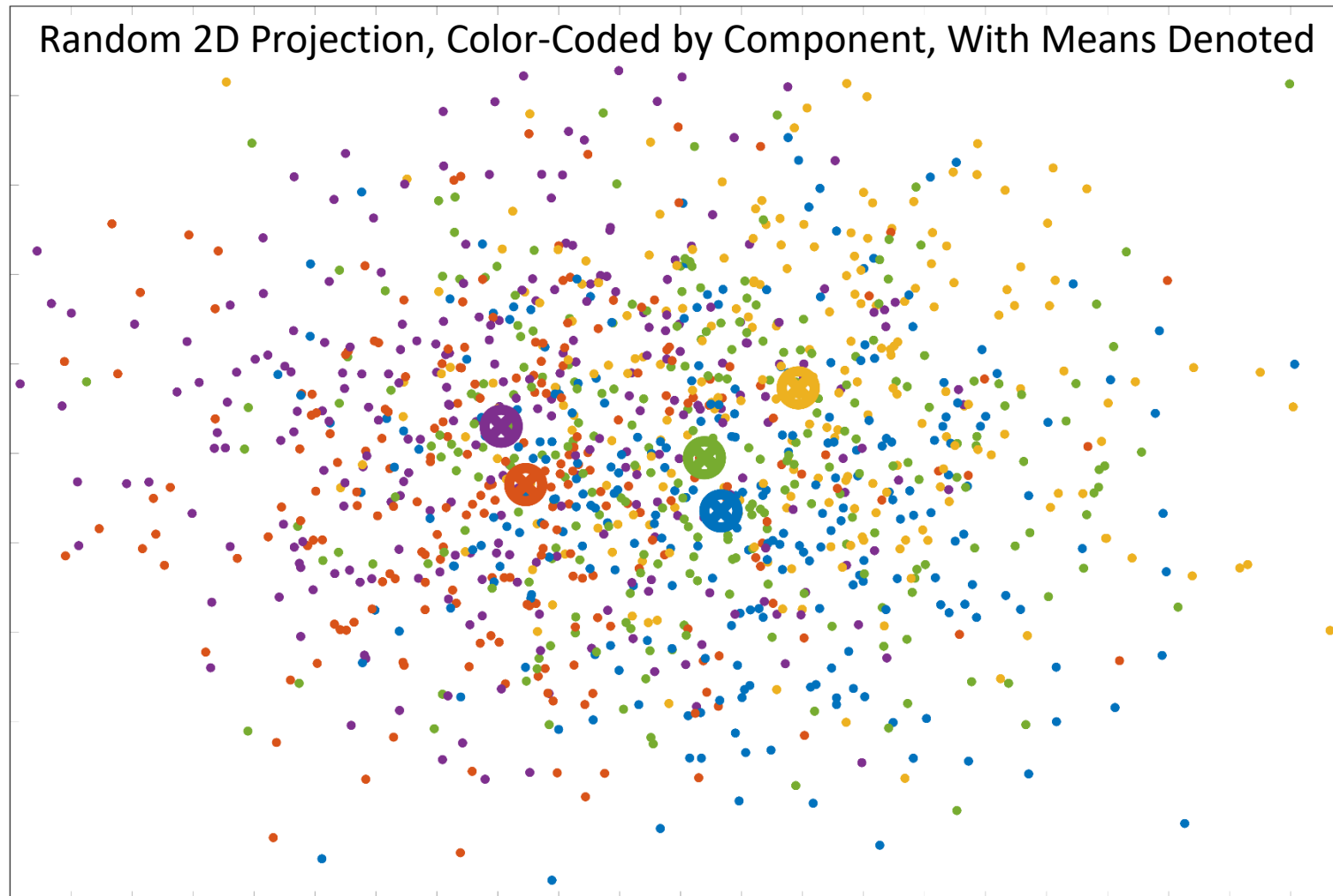
$$\mu_j \in \mathbb{R}^{500}$$

$$\|\mu_j\|_2 = 1$$

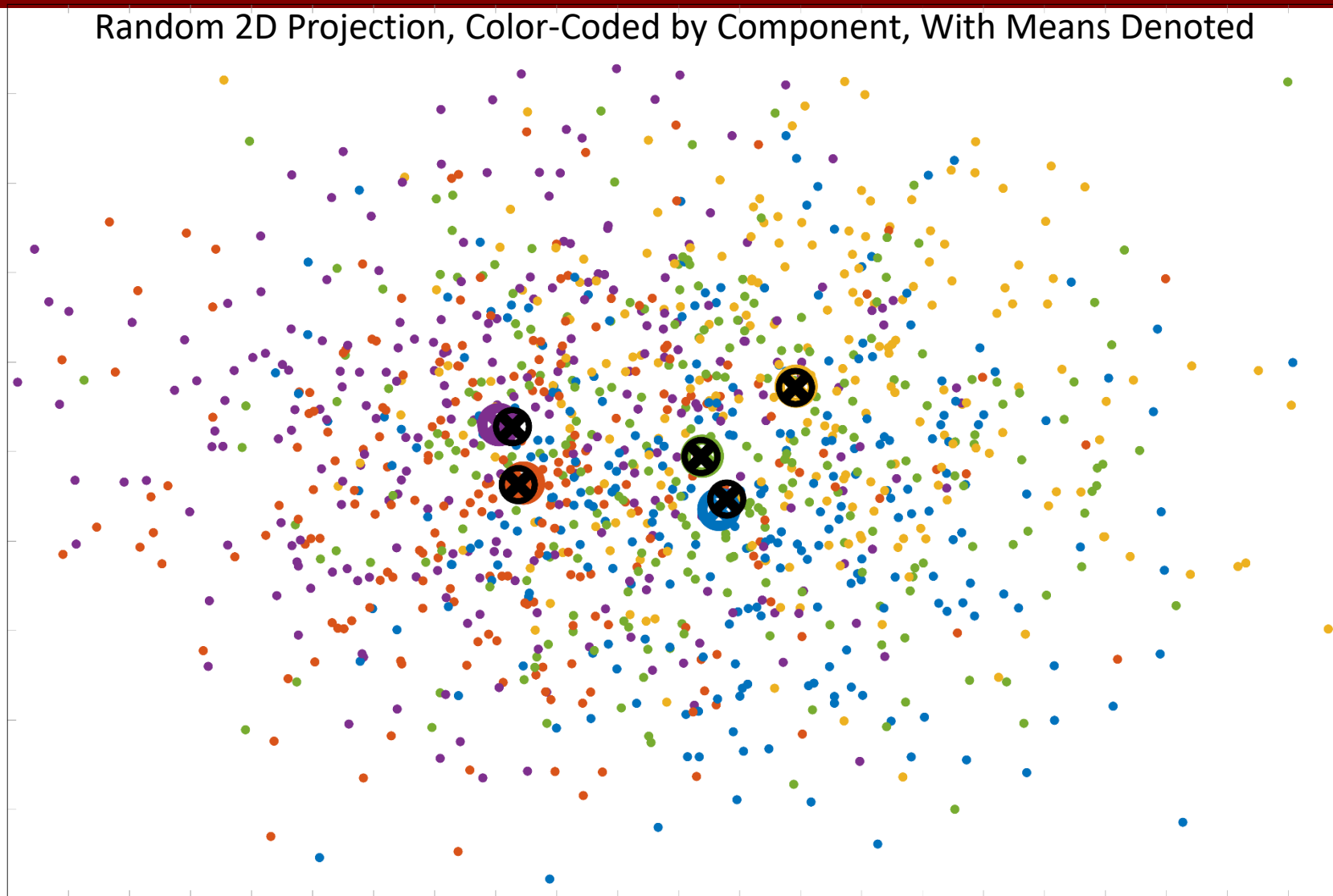
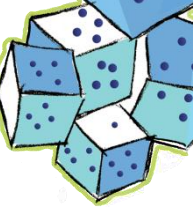
$$\forall j \in [r]$$

$$\mu_j^T \mu_k = 0.5$$

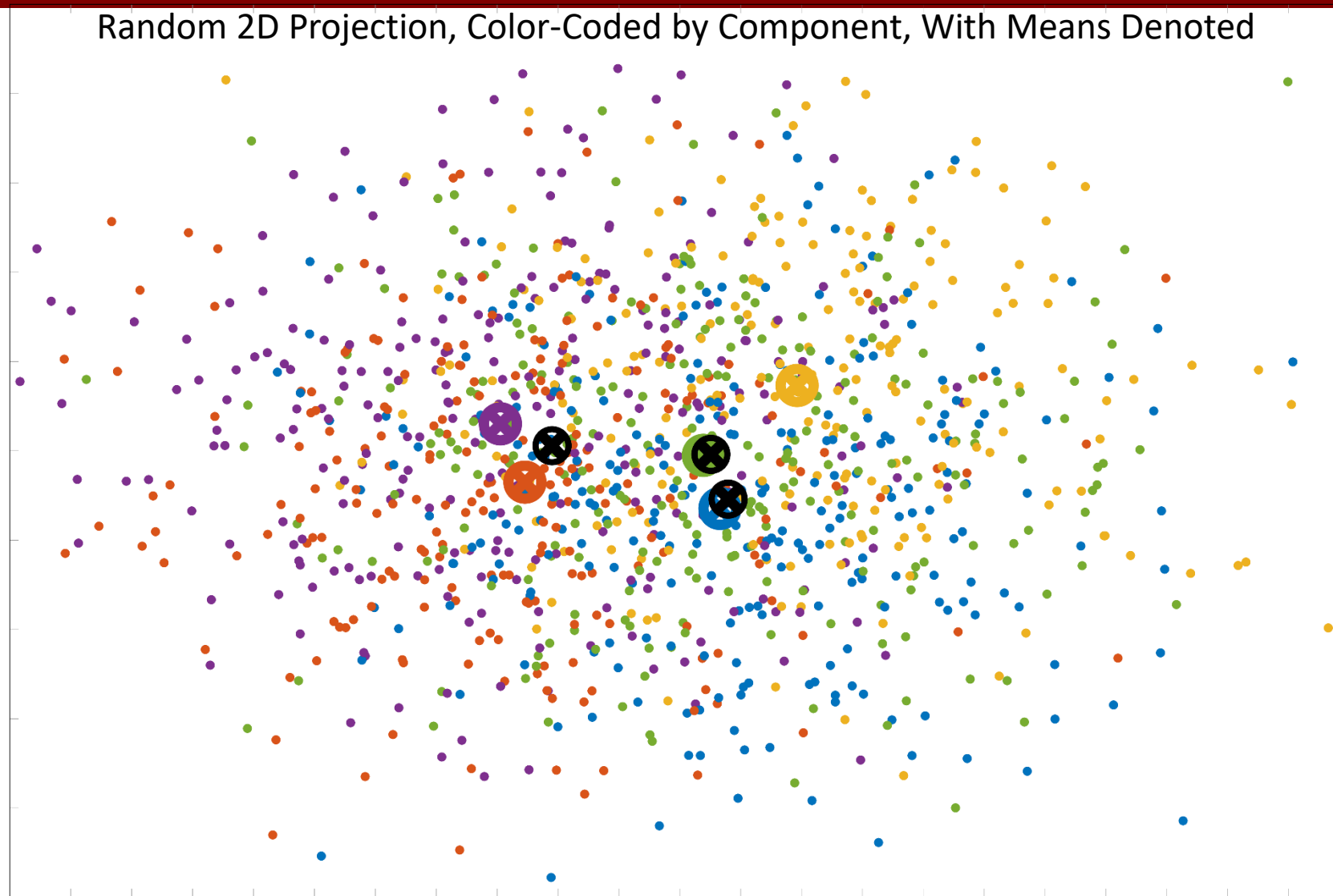
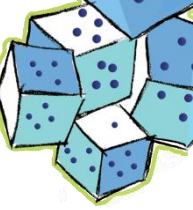
$$\forall j \neq k$$



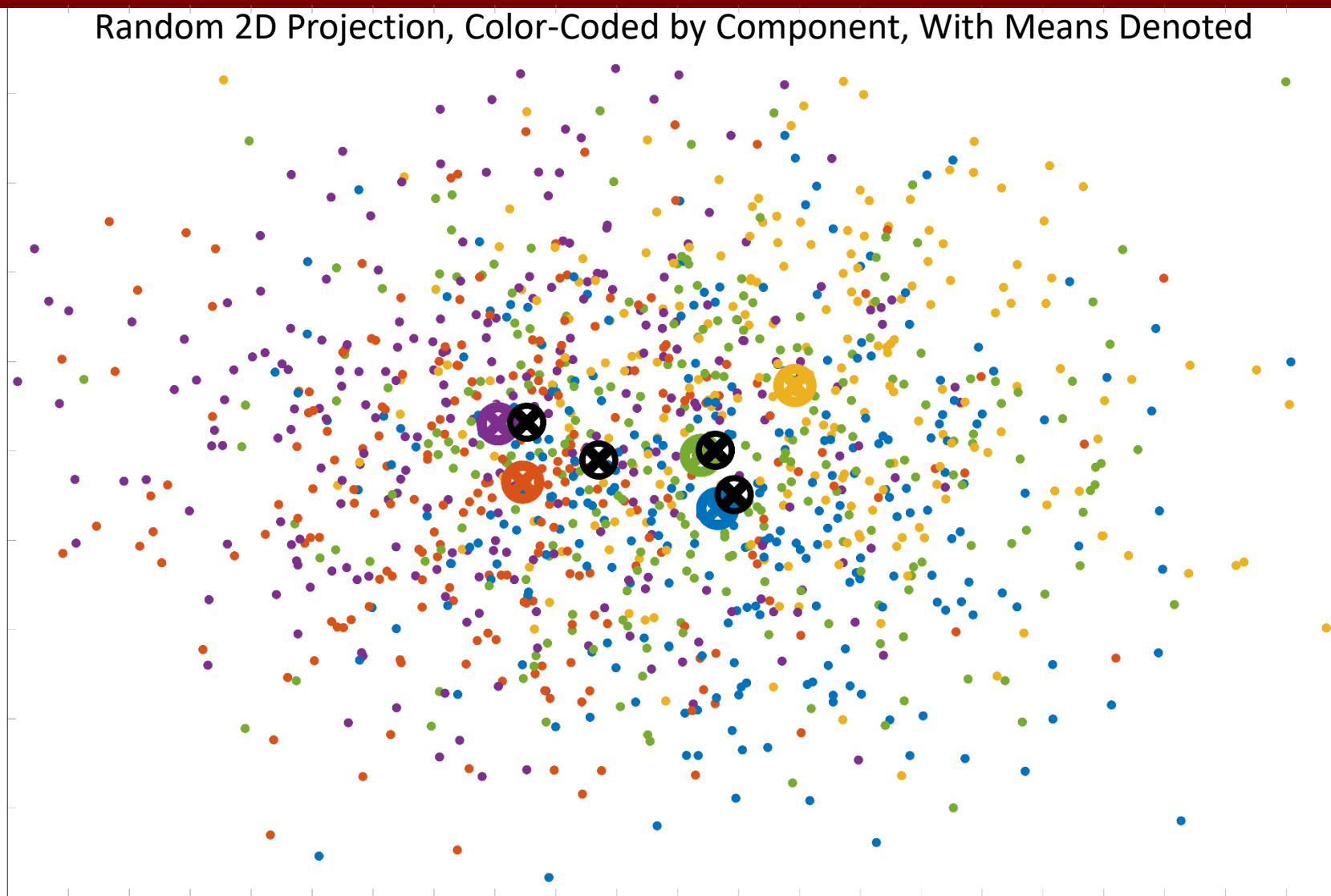
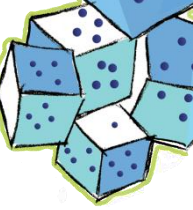
# Identified Factors for $\hat{r}=5$



# Identified Factors for $\hat{r}=3$

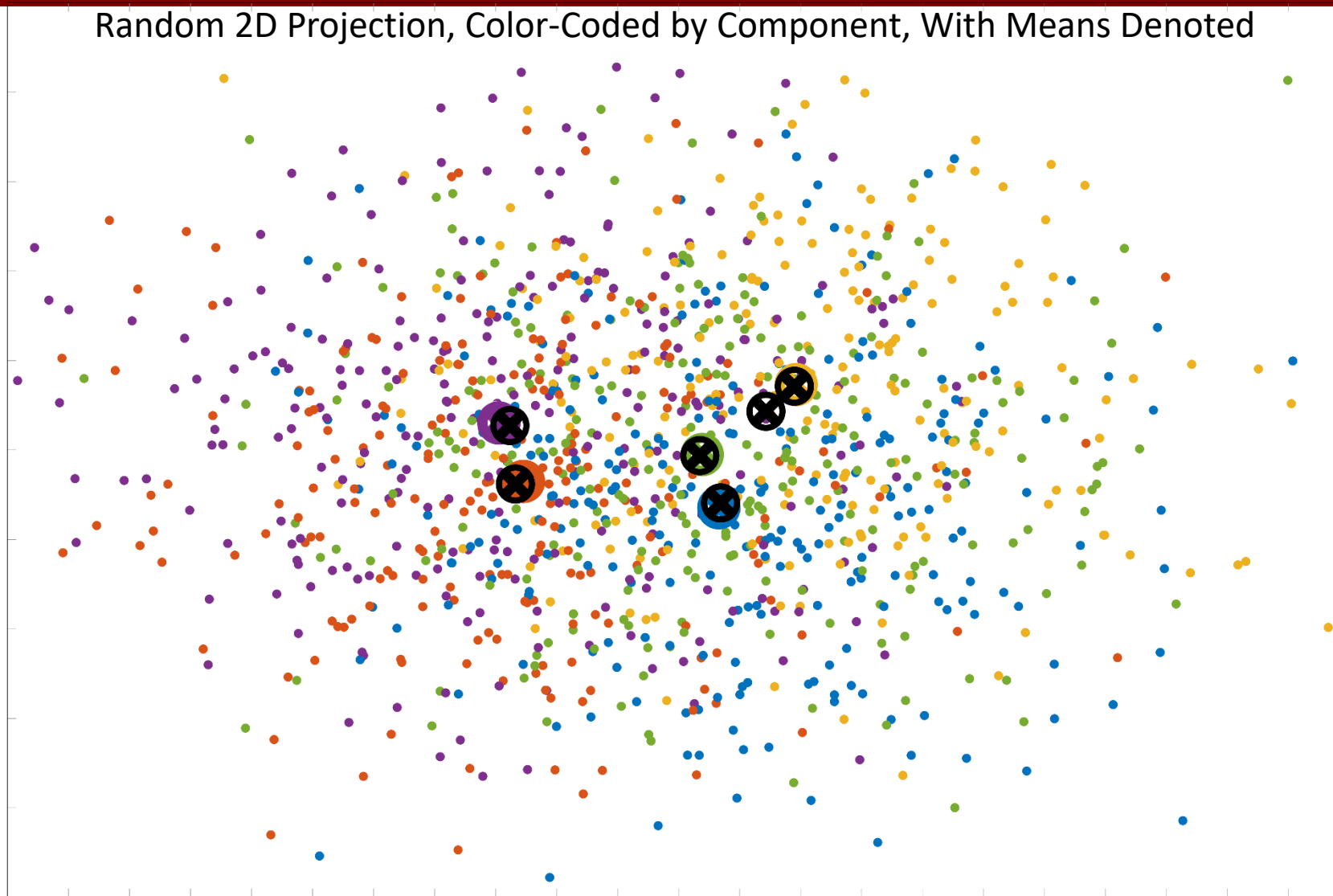
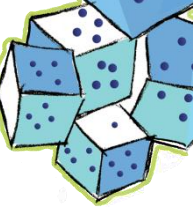


# Identified Factors for $\hat{r}=4$

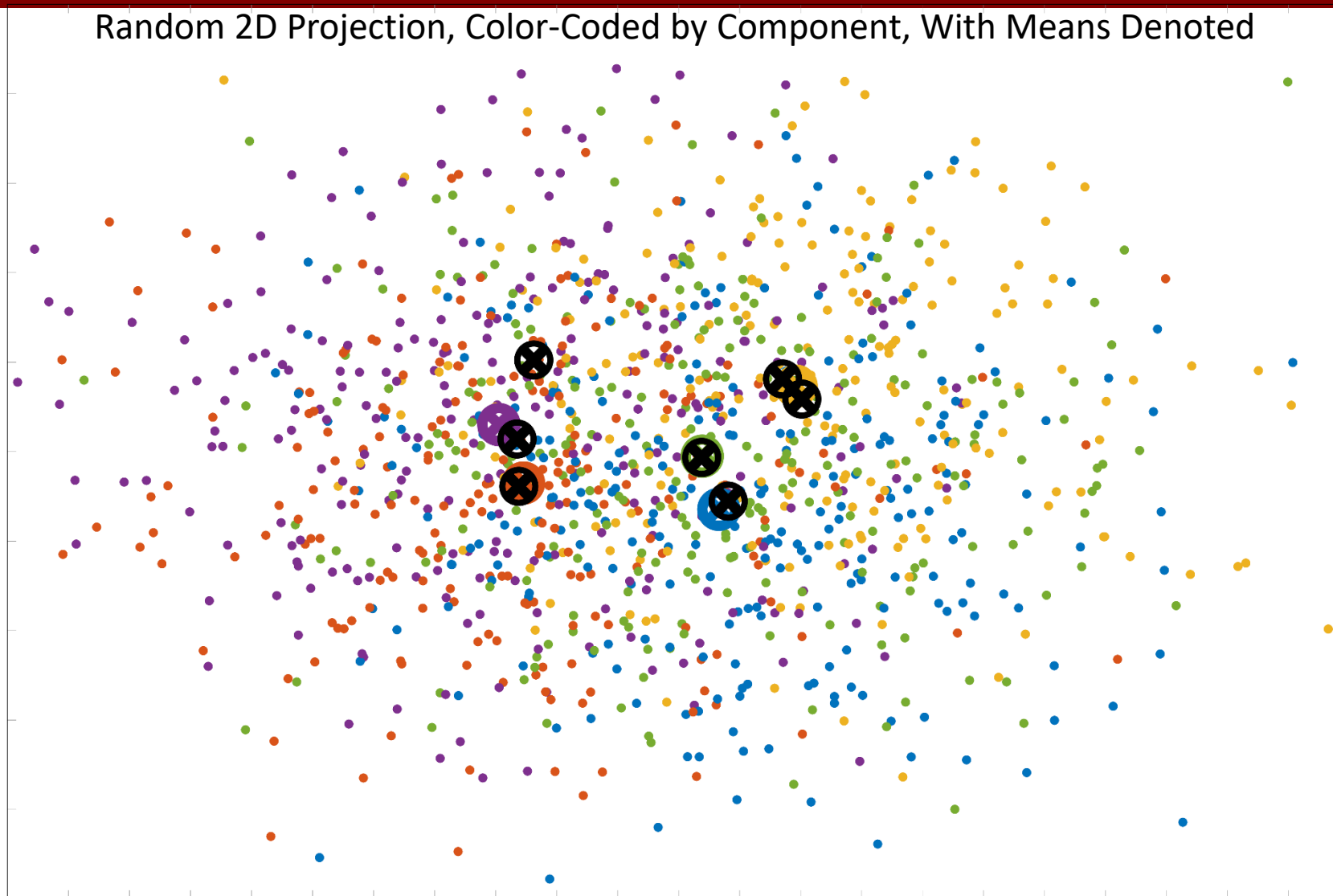
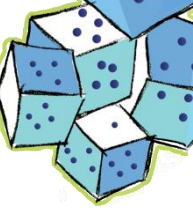




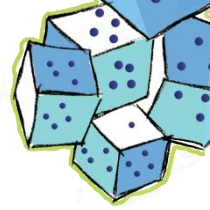
# Identified Factors for $\hat{r}=6$



# Identified Factors for $\hat{r}=7$



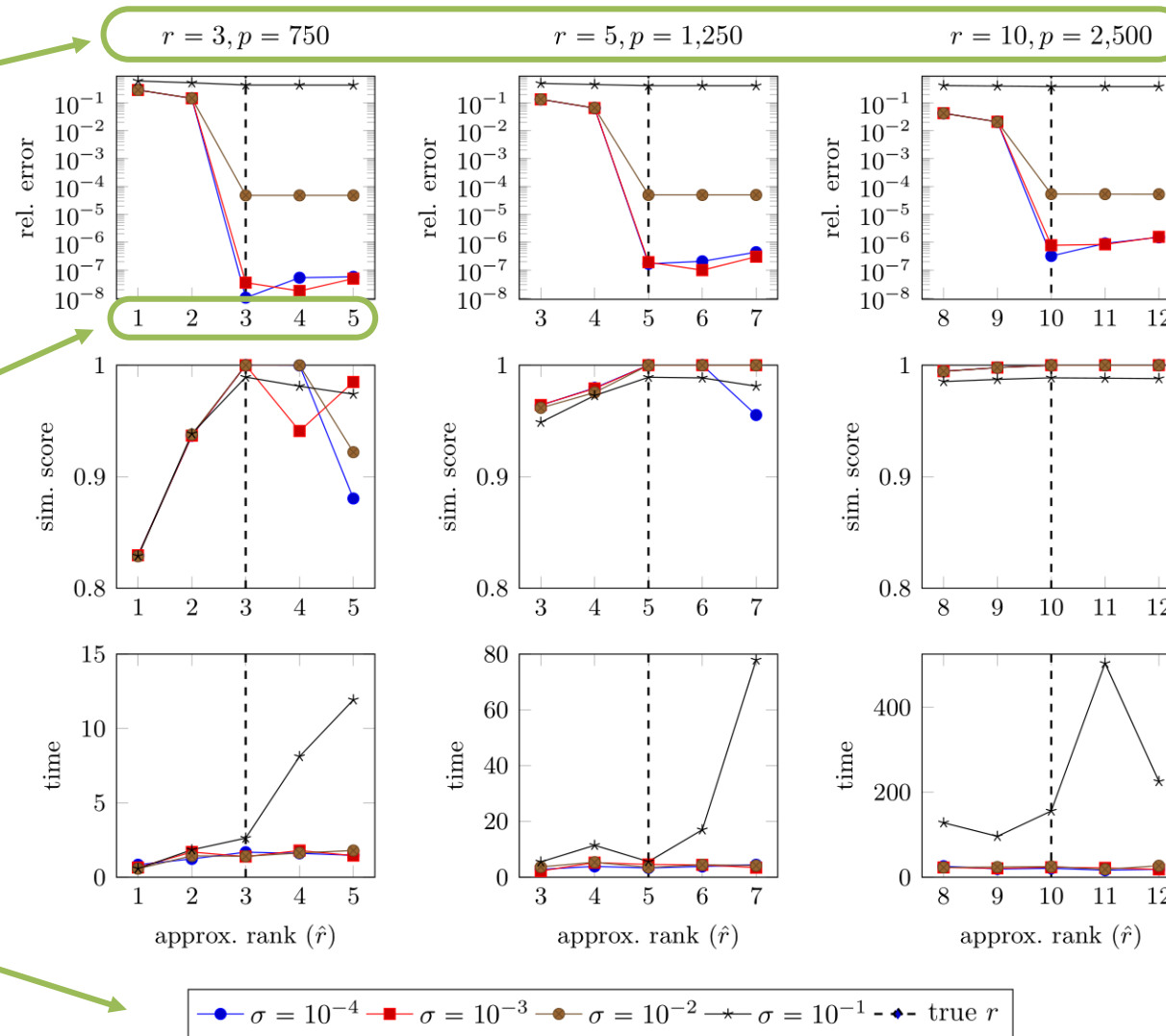
# GMM Performance for Third-Order ( $d=3$ )



Varying Number of True Components

Varying Number of Computed Components (Over/Under Estimate)

Varying Noise



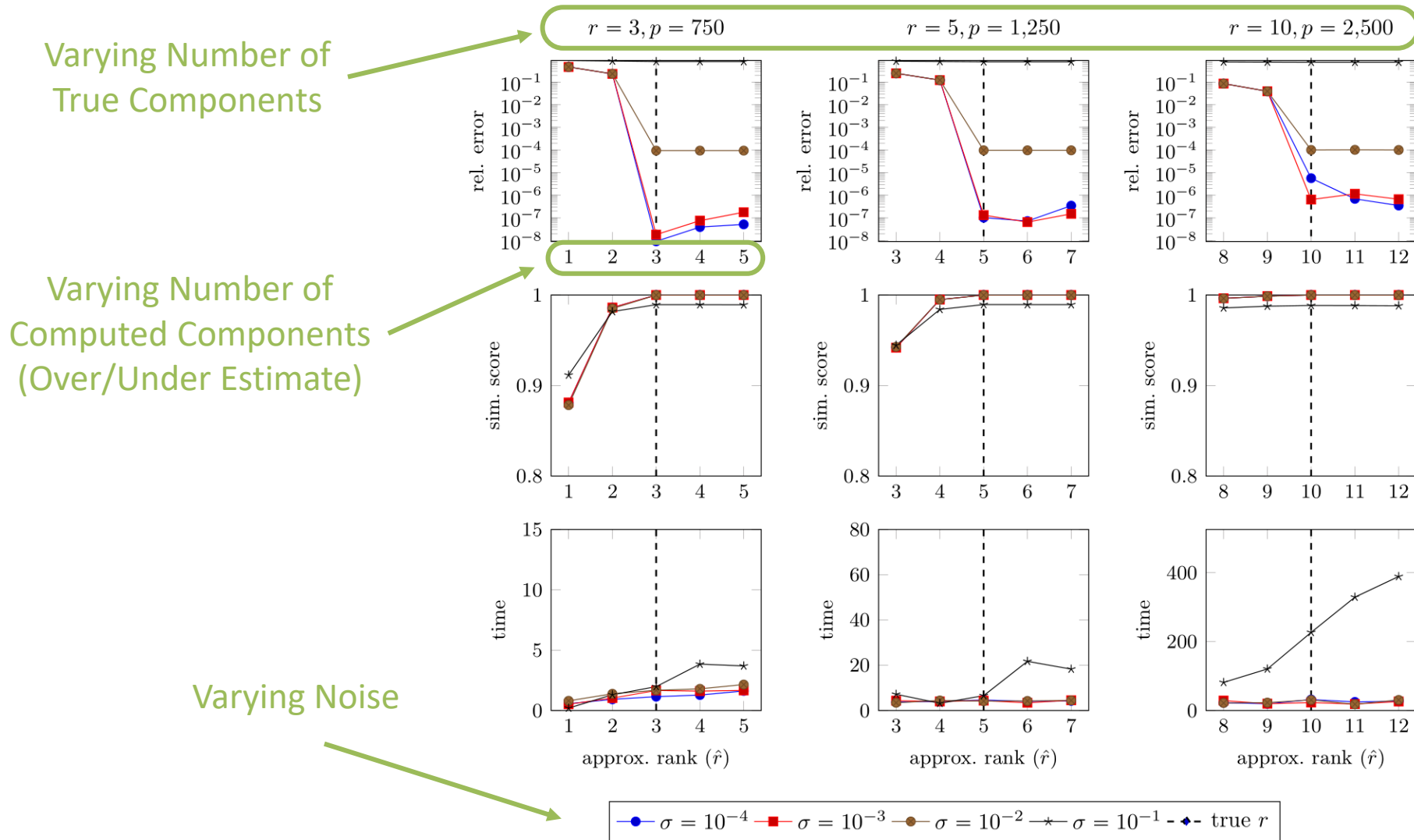
Best Error over 10 Runs Compared to Empirical Moment Tensor

$$\mathcal{X} = \frac{1}{p} \sum_{\ell=1}^p \mathbf{v}_{\ell}^{\otimes 3}$$

Average Cosine of Angle Between True Means and Computed (1 = perfect match)

Total Time for Ten Runs

# GMM Performance for Fourth-Order ( $d=4$ )



Best Error over 10 Runs  
Compared to  
Empirical Moment Tensor

$$\mathcal{X} = \frac{1}{p} \sum_{\ell=1}^p \mathbf{v}_{\ell}^{\otimes 3}$$

Average Cosine of Angle  
Between True Means  
and Computed  
(1 = perfect match)

Total Time for Ten Runs

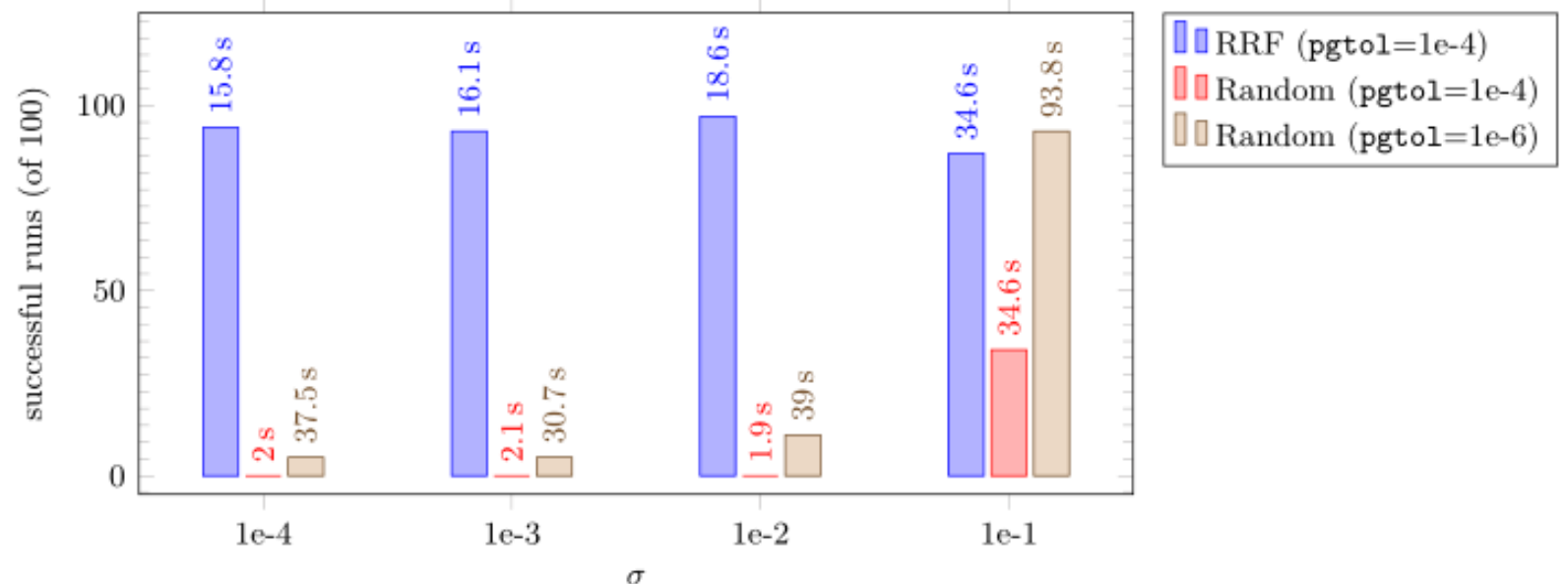
# Choosing Starting Guess Within Range of Observations is Key for Low Noise!

Randomized Range Finder (RRF):  $\mathbf{A}_0 = \mathbf{V}\mathbf{\Omega}$ ,  $\mathbf{\Omega} \sim \mathcal{N}(0, 1)^{p \times \hat{r}}$

Random:  $\mathbf{A}_0 \sim \mathcal{N}(0, 1)^{n \times \hat{r}}$

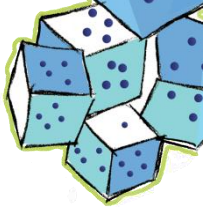
[with columns normalized in both cases]

Results of computing  $\hat{r} = 3$  approximation for moment tensor of order  $d = 3$ , with  $r = 3$  components,  $n = 500$  dimensions, and  $p = 750$  observations





# For Massive Numbers of Observations, Use Stochastic Variants



$$\mathbf{V} \in \mathbb{R}^{n \times p}$$

Sample columns  
with replacement

$$\tilde{\mathbf{V}} \in \mathbb{R}^{n \times s}$$

$$\mathbf{x} = \frac{1}{p} \sum_{\ell=1}^p \mathbf{v}_{\ell}^{\otimes d}$$

$$\tilde{\mathbf{x}} = \frac{1}{s} \sum_{\ell=1}^s \tilde{\mathbf{v}}_{\ell}^{\otimes d}$$

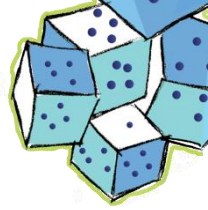
$$\Rightarrow \mathbb{E}[\tilde{\mathbf{x}} \mathbf{a}^{d-1}] = \mathbf{x} \mathbf{a}^{d-1}$$

## Example Results

$$\begin{aligned} \hat{r} = r = 10, n = 500, \\ \sigma = 0.1, d = 3 \\ p = 100,000 \end{aligned}$$

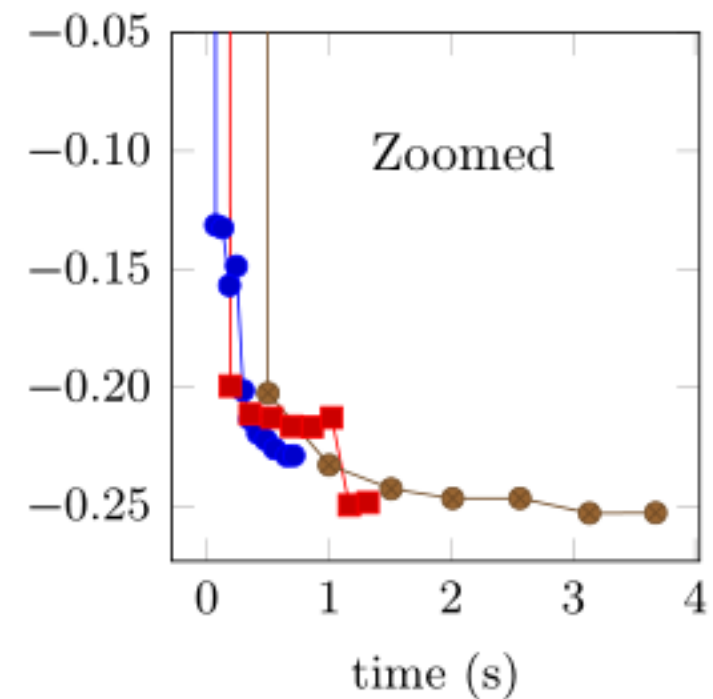
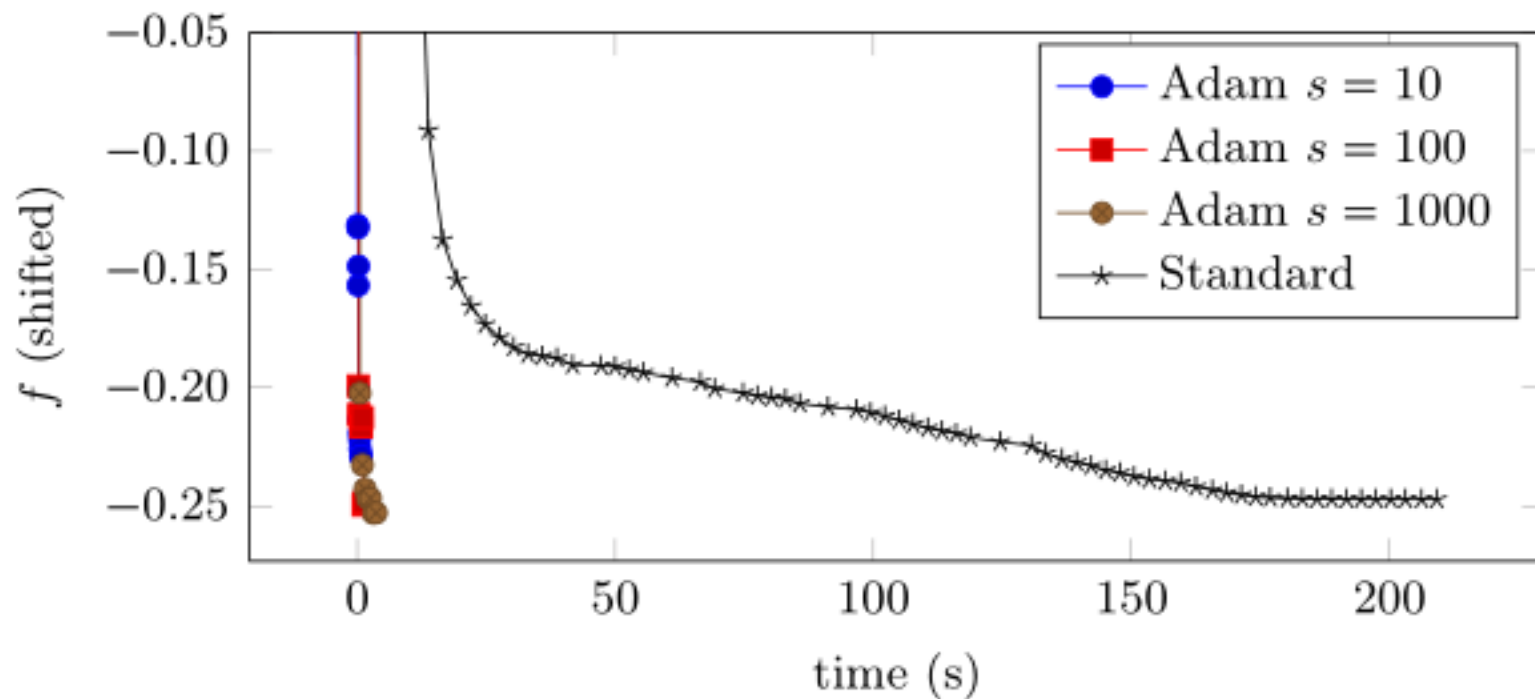
Method	Best $f$ (shifted)	Sim. Score	Total Time (s)
standard	-0.2471	0.9998	2166.70
Adam, s=10	-0.2209	0.9225	8.03
Adam, s=100	-0.2427	0.9929	10.48
Adam, s=1000	-0.2464	0.9990	41.00

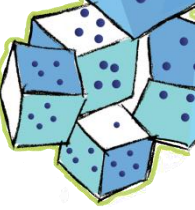
# Speed Advantage for Stochastic Methods



Best Runs (of 10)

$$\hat{r} = r = 10, n = 500, \sigma = 0.1, d = 3, p = 100,000$$





## Conclusions and Future Work

- In data analysis,  $d$ th-order moment is expensive to compute – instead work with implicit moment
  - Reduces storage from  $O(n^d)$  to  $O(np)$
  - Reduces computation per iteration from  $O(rn^d)$  to  $O(rnp)$
- Shows promise for fitting spherical GMMs
  - Example with  $n = 500$  (dimension),  $r \in \{3, 5, 10\}$  (components),  $p = 250r$ ,  $\hat{r} \in \{r - 2, \dots, r + 2\}$ , and  $d = 3, 4$  (orders)
  - Future work will incorporate lower-order terms, different  $\sigma$  for each component, multiple values for  $d$  simultaneously, etc.
- Many extensions possible, e.g., for subspace power method
- Reference: S. Sherman, T. G. Kolda. **Estimating Higher-Order Moments Using Symmetric Tensor Decomposition**, to appear in SIMAX, [arXiv:1911.03813](https://arxiv.org/abs/1911.03813)