# Finding Faster Matrix Multiplication Algorithms with Reinforcement Learning

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#### Motivation

Matrix multiplication: multiplying two  $n \times n$  matrices takes  $O(n^{\omega})$ 

•  $\omega < \log_2 7 \approx 2.808$  [Strassen69]

$$\begin{pmatrix} c_{1} & c_{2} \\ c_{3} & c_{4} \end{pmatrix} = \begin{pmatrix} a_{1} & a_{2} \\ a_{3} & a_{4} \end{pmatrix} \cdot \begin{pmatrix} b_{1} & b_{2} \\ b_{3} & b_{4} \end{pmatrix} \qquad \begin{matrix} m_{2} = \\ m_{3} = \\ m_{4} = \\ m_{5} = \\ m_{7} = \\ m_{7} = \\ m_{7} = \\ m_{2} = \\ m_{3} = \\ m_{4} = \\ m_{7} = \\ m_{8} = \\ m_{7} = \\ m_{8} = \\ m_{8$$

$$m_{1} = (a_{1} + a_{4})(b_{1} + b_{4})$$

$$m_{2} = (a_{3} + a_{4})b_{1}$$

$$m_{3} = a_{1}(b_{2} - b_{4})$$

$$m_{4} = a_{4}(b_{3} - b_{1})$$

$$m_{5} = (a_{1} + a_{2})b_{4}$$

$$m_{6} = (a_{3} - a_{1})(b_{1} + b_{2})$$

$$m_{7} = (a_{2} - a_{4})(b_{3} + b_{4})$$

$$c_{1} = m_{1} + m_{4} - m_{5} + m_{7}$$

$$c_{2} = m_{3} + m_{5}$$

$$c_{3} = m_{2} + m_{4}$$

$$c_{4} = m_{1} - m_{2} + m_{3} + m_{5}$$

## Motivation

Latest asymptotic results:  $\omega <$  2.37287 [Le Gall14],  $\omega <$  2.37286 [AV20]

- Small improvements
- Highly technical
- Impractical

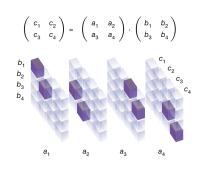
#### Machine learning

- New perspective
- Computer assistance
- Flexible objective

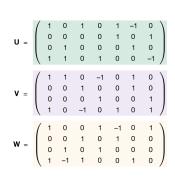
# MM Algorithms as tensor decompositions

- ullet MM can be represented by tensors  $\mathcal{T}_n \in \{0,1\}^{n^2} \otimes \{0,1\}^{n^2} \otimes \{0,1\}^{n^2}$
- A (Strassen-like) algorithm is a rank-one decomposition

$$\mathcal{T}_n = \sum_t u^{(t)} \otimes v^{(t)} \otimes w^{(t)}$$
, where  $u, v, w \in \mathbb{R}^{n^2}$ 



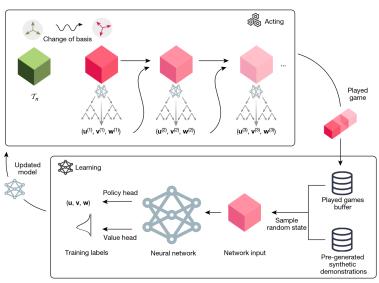
$$\begin{split} m_1 &= (a_1 + a_4)(b_1 + b_4) \\ m_2 &= (a_3 + a_4) b_1 \\ m_3 &= a_1 (b_2 - b_4) \\ m_4 &= a_4 (b_3 - b_1) \\ m_5 &= (a_1 + a_2) b_4 \\ m_6 &= (a_3 - a_1)(b_1 + b_2) \\ m_7 &= (a_2 - a_4)(b_3 + b_4) \\ c_1 &= m_1 + m_4 - m_5 + m_7 \\ c_2 &= m_3 + m_5 \\ c_3 &= m_2 + m_4 \\ c_4 &= m_1 - m_2 + m_3 + m_6 \end{split}$$



# Formulating MM Algorithm as Reinforcement Learning

- Similar to AlphaGo, etc.
- States:  $S_t$  with  $S_0 = T_n$
- Actions:  $u^{(t)} \otimes v^{(t)} \otimes w^{(t)}$ , where  $u, v, w \in F^{n^2}$ , F is e.g.  $\{0, \pm 1\}$
- Update:  $S_t \leftarrow S_{t-1} u^{(t)} \otimes v^{(t)} \otimes w^{(t)}$
- Termination: t = R or  $S_t = 0$
- Evaluation:  $-R \text{rank}(S_R)$  or -t (multilayer perceptron)
- Update policy: samples from distribution learned with an autoregressive model
- Many heuristics

## Architecture



### Main Results

- $\bullet$  Improves tensor rank of 4  $\times$  4 MM over  $\mathbb{Z}_{\nvDash}$  from 49 to 47
- Rediscovers MM algorithms and DFT
- Improves constant factor for skew-symmetric matrix-vector product
- Finds hardware-specific algorithms

## Discussion

- Need discrete F: search for F with ML?
- Border rank, etc.