### Coordinate descent

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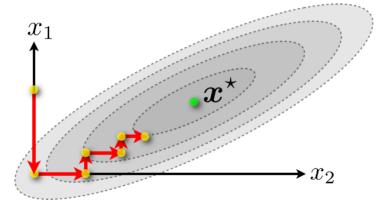
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Introduction

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3 Other selection rules

Goal: Find  $x^* \in \mathbb{R}^d$  minimizing f(x).



Observation: Decrease in function value, but not in distance to solution.

### Coordinate Descent

Modify only one coordinate per step:

select 
$$i_k \in \{1, \ldots, d\}$$
  
 $x_{k+1} = x_k + \gamma e_{i_k}$ 

where  $e_i$  is the *i*-th unit basis vector. Two main variants:

⋄ Gradient-based stepsize:

$$x_{k+1} = x_k - \frac{1}{L} \nabla_{i_k} f(x_k) e_{i_k}$$

- $\diamond$  Exact coordinate minimization: Solve the scalar problem  $\arg\min_{\gamma \in \mathbb{R}} f(x_k + \gamma e_{i_k})$ .
  - hyperparameter free

### Randomized Coordinate Descent

How to choose the coordinate?

select 
$$i_k \in \{1, \dots, d\}$$
 uniformly at random  $x_{k+1} = x_k + \gamma e_{i_k}$ 

♦ Faster convergence than gradient descent
 (if coordinate step is d times cheaper than full gradient step)

## Technical assumptions

#### Coordinate-wise smoothness:

$$f(x + \gamma e_i) \le f(x) + \gamma \nabla_i f(x) + \frac{L}{2} \gamma^2, \quad \forall x \in \mathbb{R}^d, \forall \gamma \in \mathbb{R}, \forall i \in [d]$$

Is equivalent to coordinate-wise Lipschitz gradient:

$$|\nabla_i f(x + \gamma e_i) - \nabla_i f(x)| \le L|\gamma|.$$

Additionally we assume strong convexity

### Convergence: Linear rate

#### Theorem

Let f be coordinate-wise smooth with constant L and  $\mu$ -strongly convex, then randomized coordinate descent with stepsize 1/L

$$x_{k+1} = x_k - \frac{1}{L} \nabla_{i_k} f(x_k) e_{i_k},$$

where  $i_k \sim Unif(1, ..., d)$ , then

$$\mathbb{E}[f(x_k)-f^*] \leq \left(1-\frac{\mu}{dl}\right)^k (f(x_0)-f^*).$$

Compare to rate of gradient descent.

### Proof

By using smoothness we obtain

$$f(x_{k+1}) \leq f(x_k) - \frac{1}{2I} \|\nabla_{i_k} f(x_k)\|^2.$$

Taking the expectation w.r.t. i

$$\mathbb{E}[f(x_{k+1})] \leq f(x_k) - \frac{1}{2L} \mathbb{E}[|\nabla_{i_k} f(x_k)|^2]$$

$$= f(x_k) - \frac{1}{2L} \frac{1}{d} \sum_{i} |\nabla_{i} f(x_k)|^2$$

$$= f(x_k) - \frac{1}{2dL} ||\nabla f(x_k)||^2. \quad \Box$$

Lemma: Strong convexity implies PL:  $\frac{1}{2} \|\nabla f(x)\|^2 \ge \mu(f(x) - f^*)$ Therefore, by subtracting  $f^*$  on both sides we get the statement of the theorem. 4 D F 4 D F 4 D F 4 D F

# Polyak-Łojasiewicz (PL) Condition

### Definition

f satisfies the PL condition if the following holds for some  $\mu > 0$ 

$$\frac{1}{2} \|\nabla f(x)\|^2 \ge \mu(f(x) - f^*).$$

#### Lemma

Strong convexity implies PL.

**Proof** Strong convexity gives

$$f(y) \ge f(x) + \langle \nabla f(x), y - x \rangle + \frac{\mu}{2} ||x - y||^2.$$

Minimizing each side w.r.t. y gives

$$f(x^*) \ge f(x) - \frac{1}{2\mu} \|\nabla f(x)\|^2$$
. The second is  $f(x^*) \ge f(x) - \frac{1}{2\mu} \|\nabla f(x)\|^2$ .

## Linear convergence without strong convexity

PL is weaker than strong convexity (doesn't even imply convexity).

### Examples satisfying PL

Let  $f := g \circ A$  for strongly convex g and arbitrary matrix A, see **least squares regression**.

#### Corollary (Linear convergence for PL)

Same conditions as before but PL instead of strong convexity yields:

$$\mathbb{E}[f(x_k)-f^*] \leq \left(1-\frac{\mu}{dL}\right)^k (f(x_0)-f^*).$$

# Importance sampling

Uniform random selection is not always the best!

 $\diamond$  Individual smoothness constants  $L_i$  for each coordinate i

$$f(x + \gamma e_i) \le f(x) + \gamma \nabla_i f(x) + \frac{L_i}{2} \gamma^2$$

Coordinate descent with selection probabilities  $P[i_k = i] = \frac{L_i}{\sum_i L_i}$  and stepsize  $1/L_{i_k}$  converges with the faster rate

$$\mathbb{E}[f(x_k)-f^*] \leq \left(1-\frac{\mu}{d\overline{L}}\right)^k (f(x_0)-f^*),$$

where 
$$\bar{L} = \frac{1}{d} \sum_{i=1}^{d} L_i$$
.

Often 
$$\bar{L} \ll L = \max_i L_i!$$

## Steepest Coordinate Descent

Selection rule given by

$$i_k = rg \max_{i \in [d]} |\nabla_i f(x_k)|$$

"Greedy", Gauss-Southwell or **steepest** coordinate descent.

Drawback: requires computation of full gradient if you do not have additional knowledge.

## Convergence of Steepest Coordinate Descent

Has same convergence rate as for randomized coordinate descent. Use the fact that *max* is larger than *average* 

$$\max_{i} |\nabla_i f(x)|^2 \geq \frac{1}{d} \sum_{i=1}^d |\nabla_i f(x)|^2,$$

### Corollary

steepest coordinate descent with stepsize 1/L gives

$$f(x_k) - f^* \le \left(1 - \frac{\mu}{dl}\right)^k (f(x_0) - f^*).$$

Benefit is not clear: more expensive iterations but same bound.

# Faster Convergence of Steepest Coordinate Descent

Faster convergence when measuring strong convexity of f w.r.t 1-norm instead of the standard Euclidean norm, i.e.

$$f(y) \ge f(x) + \langle \nabla f(x), y - x \rangle + \frac{\mu_1}{2} ||x - y||_1^2.$$

#### **Theorem**

Let f be coordinate-wise smooth with constant L and  $\mu_1$ -strongly convex, w.r.t. the 1-norm. Then steepest coordinate descent with stepsize 1/L yields

$$f(x_k) - f^* \le \left(1 - \frac{\mu_1}{L}\right)^k (f(x_0) - f^*).$$

Compare this to previous contraction factor of  $(1 - \frac{\mu}{dL})$ .

We always have

$$\frac{\mu}{d} \leq \mu_1 \leq \mu. \qquad \qquad \text{and} \quad \text{and$$

# Faster Convergence of Steepest Coordinate Descent II

Proof of previous theorem is same as before, but using the lemma

#### Lemma

Let f be  $\mu_1$ -strongly convex with respect to the  $\ell_1$ -norm, then

$$\frac{1}{2} \|\nabla f(x)\|_{\infty}^2 \ge \mu_1(f(x) - f^*).$$

## Faster convergence on quadratics

 $\diamond$  If f is a quadratic with diagonal Hessian, we can show

$$\mu = \min_{i} \lambda_{i}$$
 and  $\mu_{1} = \frac{1}{\sum_{i} \lambda_{i}}$ 

- $\diamond$  If all  $\lambda_i$  are equal:
  - ▶ No advantage to GS
- $\diamond$  One very large  $\lambda_i$ 
  - ▶ GS and random still similar
- $\diamond$  One very small  $\lambda_i$ 
  - ▶ GS bound can be much better  $\mu_1 \approx \mu$

# Nonsmooth objectives

Proved everything for smooth *f* . What about nonsmooth?

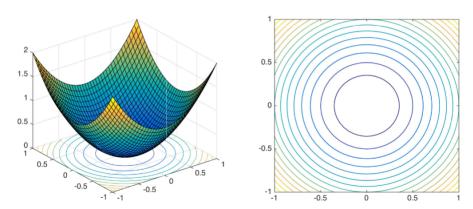


Figure: Example of a smooth function  $f(x) = ||x||^2$ .

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## Nonsmooth objectives

For general nonsmooth f coordinate descent fails and gets stuck

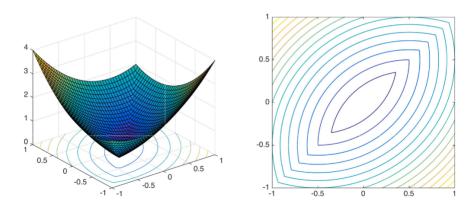


Figure: Example of a nonsmooth function  $f(x) = ||x||^2 + |x_1 - x_2|$ .

### Nonsmooth separable objectives

If nonsmooth function is separable we can get convergence:

$$f(x) = g(x) + h(x)$$
 with  $h(x) = \sum_{i} h_i(x_i)$ 

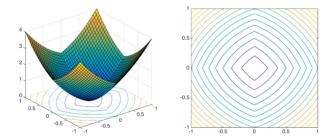


Figure: A nonsmooth but separable function  $f(x) = ||x||^2 + ||x||_1$ .

# Randomized coordinate descent on non-strongly convex objectives

#### **Theorem**

Let f be coordinate-wise smooth with constant L and convex, then randomized coordinate descent with stepsize 1/L yields

$$\mathbb{E}[f(x_k) - f^*] \le \frac{2Ld||x_0 - x^*||^2}{k}$$

same observation as in the strongly convex case.

## Cyclic coordinate descent

#### **Theorem**

Let f be coordinate-wise smooth with constant L then cyclic coordinate descent with stepsize 1/L achieves for

convex objective

$$\mathbb{E}[f(x_k) - f^*] \le \frac{4L(d+1)||x_0 - x^*||^2}{k}$$

 $\diamond$  and for  $\mu$ -strongly convex objectives

$$\mathbb{E}[f(x_k) - f^*] \le \left(1 - \frac{\mu}{2(d+1)L}\right)^k (f(x_0) - f^*)$$

Again, randomized version was better.

# Some more thoughts

- minimize all coordinates individually (in parallel)
- can use blocks of coordinates instead of individual ones

State of the art for generalized linear models  $f(x) := g(Ax) + \sum_{i=1}^{d} h_i(x)$ 

Regression, classification (with regularizers)