# Optimization for Data Science

Axel Böhm

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Introduction

2 Methods

Convexity

- ♦ Lectures (contribution counts)
- hands on sessions on some Thursdays
- a small weekly problem set
- Project (prices for most creative, best presentation, cleanest code, etc.)
- oral exam

Find everything on github (please contribute with pull requests: typos, etc.)

Quick introductory round?

Given a function f which represents some cost/regret/loss (or gain/profit/utility) we aim to find the argument/decision associated with the smallest cost (or largest profit).

$$\min_{x \in C} f(x)$$

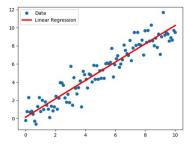
- variables, parameters, candidate solutions x
- objective function f (typically real-valued)
- ⋄ typically: technical assumptions on f
- $\diamond$  constrained set  $C \subset \mathbb{R}^d$
- convexity / differentiability

# Applications of optimization

- Economics
  - ▶ Microeconomics: Agents maximizing utility
  - ► Game theory and equilibria
- Statistics
  - maximum likelihood
- Physics
  - ▶ soap bubble is a sphere because it minimizes surface tension
- Chemistry
  - Protein folding
- Inverse problems
  - imaging, denoising, deblurring

$$\min_{\beta_1,\beta_0} \sum_{i=1}^n (\beta_1 x_i + \beta_0 - y_i)^2$$

For data points  $(x_i, y_i)$ .



 Loss functions express the discrepancy between the predictions of the model being trained and the actual problem instances

# Optimization for ML

- Mathematical modeling
  - ▶ defining & modeling the problem
  - finding a good metric / what is success
  - accuracy vs. solvability trade-off
- Computational optimization
  - running an (appropriate) optimization algorithm
- theory vs. practice
  - ▶ libraries available, but algorithms treated as "black box" by practitioners
  - we will try and understand why and how they work

## Optimization Algorithms

Simplicity rules in the large scale setting.

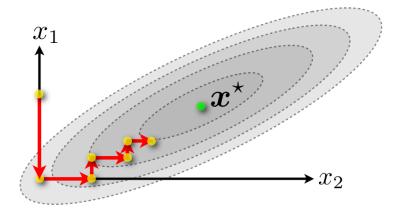
#### Main approaches:

- First order methods: gradient descent
- Stochastic gradient descent (SGD)
- Coordinate descent

### History

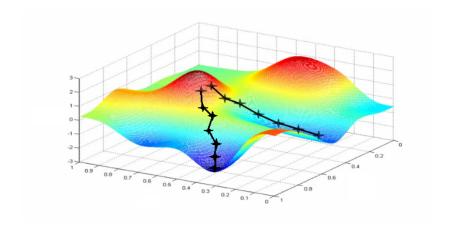
- 1847: Cauchy proposes gradient descent
- 1950s: Linear programming, operations research, soon followed by nonlinear
- 1980s: general convergence theory
- 2005-today: large scale optimization, SGD, distributed optimization

# Example: Coordinate descent



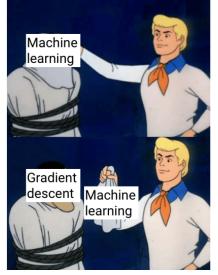
Strategy: Minimize along one coordinate at a time, while keeping the others fixed. 4 D > 4 D > 4 D > 4 D >

# Example: Gradient descent



**Strategy:** Follow the direction of (local) **steepest descent**.





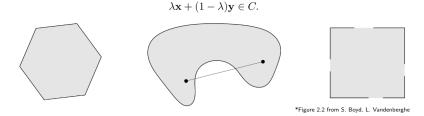
Machine learning behind the scenes

# Optimization in other settings

- Second order
  - ▶ if high precision in solution is required
  - ▶ too **expensive** in high dimensions
- ⋄ Zeroth order
  - no gradient or functional representation available
  - only function values
  - for simulation, hyperparameters, black box models
- constrained problems
- discrete optimization
  - involving graphs, traveling salesman
  - scheduling

### Convex sets

A set C is convex if the line segment between any two points remains inside C, i.e. for any  $x, y \in C$  and  $\lambda \in [0, 1]$ .



Which of these sets are convex?

## Properties of convex sets

- intersection remains convex
- can separated by a hyperplane
- projections onto them are unique

$$P_C(x) := \arg\min_{y \in C} \|y - x\|$$

### Convex functions

We call a function  $f \to \mathbb{R} \cup \{+\infty\}$  convex if the function values lie below the line segment between (x, f(x)) and (y, f(y)), i.e./ for any  $\lambda \in [0, 1]$ 

$$f(\lambda \mathbf{x} + (1 - \lambda)\mathbf{y}) \le \lambda f(\mathbf{x}) + (1 - \lambda)f(\mathbf{y}).$$



Sometimes we will call  $\{x : f(x) < +\infty\}$  the *domain* of f.

## Motivation: Convex optimization

Are of the form

$$\min_{x} f(x)$$
  
such that  $x \in C$ 

#### where both

- ⋄ f is a convex function
- ⋄ C is a convex set

### Why?

- ♦ Every local minimum is a global minimum.
- Not all problems are convex but can be used as approximate model.

# Motivation: Provably (efficiently) solving convex problems

For convex optimization problems, basically all algorithms

- Coordinate Descent, (Stochastic) Gradient Descent, Proj. GD
   converge provably to a global optimum including a
  - quantitative bound.

#### Example Theorem

Let  $f: \mathbb{R}^d \to \mathbb{R}$  be convex then the convergence rate is proportional to 1/k, i.e.

$$f(x_k) - f(x^*) \le \frac{c}{k}$$

Explanation: The approximation error converges to zero and we know how many iterations are needed to achieve given target.

# Examples of convex functions

$$\diamond$$
 linear:  $f(x) = a^T x$ 

$$\diamond$$
 affine:  $f(x) = a^T x + b$ 

$$\diamond$$
 exponential:  $f(x) = e^{\alpha x}$ 

$$\diamond$$
 norms,  $\|\cdot\|_1, \|\cdot\|_2, \|\cdot\|_{\infty}$ 

⋄ composition of linear and convex: for example  $f(x) = ||Ax - b||^2$ 

 $\diamond$  sum of two convex function f + g

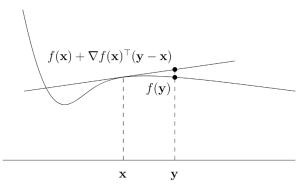
See ex. 1.(i)

See ex. 1.(ii)

Introduction

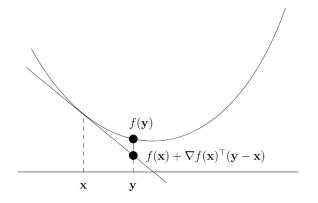
## Differentiable function

Derivative at a point is the best linear approximation of the function at this point.



Graph of 
$$f(x) + \nabla f(x)^T (y - x)$$
 is a tangent hyperplane to the graph of  $f$  at  $(x, f(x))$ 

## First-order characterization of convexity



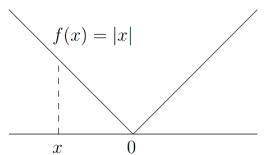
If f is differentiable, then

$$f$$
 is convex if and only if:  $f(y) \ge f(x) + \nabla f(x)^T (y - x)$ 

## Nonsmooth functions

do in fact play a role in practice

- ⋄ ReLu, Hinge loss, norms
- can induce sparsity in the solution
- appear as the maximum over a family of functions (max pooling, or min-max)



## Second-order characterization of convexity

If f is twice differentiable then it is convex if and only if its  $Hessian \nabla^2 f(x) \in \mathbb{R}^{d \times d}$ , given by

$$\nabla^2 f(x)_{ij} := \frac{\partial^2 f}{\partial x_i \partial x_j}$$

is positive semidefinite, i.e.

$$\nabla^2 f(x) \geq 0$$

A matrix M is positive semidefinite if  $x^T Mx \ge 0$  for all x. Also used in algorithm like Newtons method.

## Examples

 $\diamond$  quadratic function:  $f(x) = \frac{1}{2}x^TQx + c^Tx$ , then

$$\nabla^2 f(x) = Q$$

and f is convex iff  $Q \geq 0$ .

 $\diamond$  least squares objective:  $f(x) = ||Ax - b||^2$ , then

$$\nabla^2 f(x) = A^T A$$

is always convex for any A.

## Local minima are global

### Definition

A local minimum of f is a point  $\bar{x}$  such that there exists  $\epsilon > 0$ 

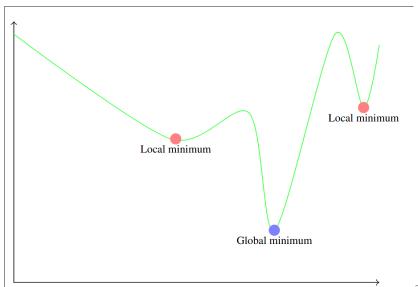
$$f(\bar{x}) \le f(y) \quad \forall y : \text{s.t.} ||\bar{x} - y|| \le \epsilon$$

#### Lemma

Let  $x^*$  be local minimum of a convex function f then  $x^*$  is a global minimum.

See ex 1.(iii)

# Local vs. global minima



## Critical points are global minima

#### Definition

We call a point  $\bar{x}$  critical or stationary if  $\nabla f(\bar{x}) = 0$ .

#### Lemma

If  $\bar{x}$  is a stationary point of the **convex** function f, then  $\bar{x}$  is a global minimizer of f.

See ex. 1.(iv)

#### Definition

We call f strongly convex if there exist  $\mu > 0$  such that

$$f - \frac{\mu}{2} \| \cdot \|^2$$
 is convex.

#### Equivalently:

can be lower bounded by a quadratic

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

Hessian is pos. def. everywhere

$$\nabla^2 f(x) \succ 0.$$

### Constrained minimization

### Definition

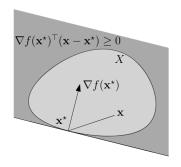
 $x^*$  is a minimizer of f over C if

$$f(x^*) \le f(x), \forall x \in C$$

#### Lemma

 $x^*$  is a minimizer of f over C if and only if

$$\langle \nabla f(x^*), x - x^* \rangle \ge 0 \quad \forall x \in C$$



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"←" From the gradient inequality he deduce

$$f(x) - f(x^*) \ge \langle \nabla f(x^*), x - x^* \rangle \ge 0 \quad \forall x \in C.$$

" $\Rightarrow$ " Assume that  $f(x^*) \leq f(x)$  for all  $x \in C$  then  $\forall t \in [0,1]$ 

$$0 \le f(x^* + t(x - x^*)) - f(x^*)$$

$$0 \le \lim_{t \to 0} \frac{f(x^* + t(x - x^*)) - f(x^*)}{t}$$

$$= \langle \nabla f(x^*), x - x^* \rangle.$$

where the last equality follows from the chain rule.





#### Lemma

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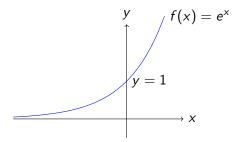




## Existence of a minimizer

In general a minimizer does not need to exist.

- can be unbounded from below (linear)
- bounded but infimum is not obtained



Typically we only consider problems where we assume a minimizer to exist (otherwise our model might be bad).

if function is strongly convex a minimizer always exists.