Training Neural Networks Without Gradients: A Scalable ADMM Approach

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Overview

- ► Problem Formulation-Typical neural networks
- ► The limitations of SGD and backprop
- ► ADMM-based method without gradients
- **▶** Experiments
- ► Advantages and Limitations

Problem Formulation

Consider a typical neural network consists of L layers:

$$f(\mathbf{a}_0; \mathbf{W}) = \mathbf{W}_l(h_{(l-1)}(...\mathbf{W}_3(h_2(\mathbf{W}_2(h_1(\mathbf{W}_1\mathbf{a}_0))))))$$
(1)

- $ightharpoonup W_l$ is a linear operator.
- $ightharpoonup h_l$ is a non-linear neural activation function
- ightharpoonup We define the loss function \mathscr{L}

$$\min_{\boldsymbol{W}} \mathcal{L}(f(\boldsymbol{a}_0; \boldsymbol{W}), \boldsymbol{y}) \tag{2}$$

Most network are trained by SGD with backpropagation.

The limitations of SGD and backpropagation

- Gradient Vanishing and Exploding
- ► Sensitivity to Hyperparameters and Initialization
- ► Convergence to Local Optima
- ► Lack of Parallelization in CPU
 - ▶ Data Dependency: In SGD, each parameter update relies on the gradient computed in the previous step.
 - ► Thread Scheduling Overhead: Parallel computing on multi-core CPUs involves overhead related to thread scheduling and management.
 - ► For example, for several experiments reported in (Dean et al., 2012), the distributed SGD method runs **slower** with 1500 cores than with 500 cores.

ADMM (Alternating Direction Method of Multipliers)

▶ Definition:

$$\min_{x,y} f(x) + g(y) \quad s.t.Ax + By = C \tag{3}$$

ightharpoonup Augmented Lagrangian Form: $L(x, y, \lambda)$

$$\min_{x,y,\lambda} f(x) + g(y) + <\lambda, Ax + By - C> + \rho B_{\phi}(Ax - C, -By)$$

▶ The iterative optimization process of ADMM is as follows: for i = 1...T:

for
$$i = 1...T$$
:

$$x^{t+1} = \arg\min_{\mathbf{x}} L(\mathbf{x}, \mathbf{y}^{(t)}, \lambda^{(t)})$$

$$y^{t+1} = \arg\min_{x} L(x^{x+1}, y, \lambda^{(t)})$$

$$\lambda^{t+1} = \lambda^{(t)} + (Ax^{(t+1)} + Bu^{(t+1)})$$

(4)

(5)

(6)

(7)

Proposed Method

► Typical neural network and loss function

$$f(\mathbf{a}_0; \mathbf{W}) = \mathbf{W}_l(h_{(l-1)}(...\mathbf{W}_3(h_2(\mathbf{W}_2(h_1(\mathbf{W}_1\mathbf{a}_0))))))$$
 (8)

$$\min_{\boldsymbol{W}} \mathcal{L}(f(\boldsymbol{a}_0; \boldsymbol{W}), \boldsymbol{y}) \tag{9}$$

► The view of optimization:

$$\begin{aligned} & \min_{\{\boldsymbol{W}_l\},\{\boldsymbol{a}_l\},\{\boldsymbol{z}_l\}} \mathcal{L}(\boldsymbol{z}_L;\boldsymbol{y}) \\ & s.t. \quad \boldsymbol{z}_l = \boldsymbol{W}_l \boldsymbol{a}_{l-1}, \text{ for } l = 1,2,...L \\ & \boldsymbol{a}_l = \boldsymbol{h}_l \boldsymbol{z}_l, \text{ for } l = 1,2,...L - 1 \end{aligned} \tag{10}$$

Proposed Method

ightharpoonup Relax the constraints by adding an l_2 penalty function to the objective function.

$$\min_{\{\boldsymbol{W}_{l}\},\{\boldsymbol{a}_{l}\},\{\boldsymbol{z}_{l}\}} \mathcal{L}(\boldsymbol{z}_{L};\boldsymbol{y}) + \beta_{L} \|\boldsymbol{Z}_{L} - \boldsymbol{W}_{L}\boldsymbol{a}_{L-1}\|^{2}
+ \sum_{l=1}^{L-1} [\gamma_{l} \|\boldsymbol{a}_{l} - \boldsymbol{h}_{l}(\boldsymbol{z}_{l})\|^{2} + \beta_{l} \|\boldsymbol{z}_{l} - \boldsymbol{W}_{l}(\boldsymbol{a}_{l-1})\|^{2}],$$
(11)

► Add Lagrange multiplier term based on Bregman iteration.

$$\min_{\{\boldsymbol{W}_{l}\},\{\boldsymbol{a}_{l}\},\{\boldsymbol{z}_{l}\}} \mathcal{L}(\boldsymbol{z}_{L};\boldsymbol{y}) + \langle \boldsymbol{Z}_{L}, \boldsymbol{\lambda} \rangle + \beta_{L} \|\boldsymbol{Z}_{L} - \boldsymbol{W}_{L}\boldsymbol{a}_{L-1}\|^{2} \\
+ \sum_{l=1}^{L-1} [\gamma_{l} \|\boldsymbol{a}_{l} - \boldsymbol{h}_{l}(\boldsymbol{z}_{l})\|^{2} + \beta_{l} \|\boldsymbol{z}_{l} - \boldsymbol{W}_{l}(\boldsymbol{a}_{l-1})\|^{2}],$$

Now update $\{\boldsymbol{W}_l\}, \{\boldsymbol{a}_l\}, \{\boldsymbol{z}_l\}$ and λ

(12)

1-Weight update

▶ Update $\{W_l\}$, holding all other variables fixed.

$$F(\mathbf{W}_{l}) = \min_{\{\mathbf{W}_{l}\}, \{\mathbf{a}_{l}\}, \{\mathbf{z}_{l}\}} \mathcal{L}(\mathbf{z}_{L}; \mathbf{y}) + \beta_{L} \|\mathbf{Z}_{L} - \mathbf{W}_{L} \mathbf{a}_{L-1}\|^{2} + \sum_{l=1}^{L-1} [\gamma_{l} \|\mathbf{a}_{l} - \mathbf{h}_{l}(\mathbf{z}_{l})\|^{2} + \beta_{l} \|\mathbf{z}_{l} - \mathbf{W}_{l}(\mathbf{a}_{l-1})\|^{2}],$$
(11)

▶ This is simply a least squares problem, $\frac{\partial}{\partial \boldsymbol{W}_{l}}F(\boldsymbol{W}_{l})=0$, the solution is $\boldsymbol{W}_{l}=\boldsymbol{z}_{l}\boldsymbol{a}_{l-1}^{\dagger}$

2-Activations update

▶ Update $\{a_l\}$

$$F(\boldsymbol{W}_l) = \min_{\{\boldsymbol{W}_l\}, \{\boldsymbol{a}_l\}, \{\boldsymbol{z}_l\}} \mathcal{L}(\boldsymbol{z}_L; \boldsymbol{y}) + \beta_L \|\boldsymbol{Z}_L - \boldsymbol{W}_L \boldsymbol{a}_{L-1}\|^2 + \sum_{l=1}^{L-1} [\gamma_l \|\boldsymbol{a}_l - \boldsymbol{h}_l(\boldsymbol{z}_l)\|^2 + \beta_l \|\boldsymbol{z}_l - \boldsymbol{W}_l(\boldsymbol{a}_{l-1})\|^2],$$

Minimize equation 13 for each layer

$$eta_l \| m{Z}_{l+1} - m{W}_{l+1} m{a}_l \|^2 + \gamma_l \| m{a}_l - m{h}_l(m{z}_l) \|^2$$
 (13)

► The solutin is

$$(eta_{l+1}m{W}_{l+1}^Tm{W}_{l+1} + \gamma_lm{I})^{-1}(eta_{t+1}m{W}_{t+1}^Tm{z}_{l+1} + \gamma_lm{h}_l(m{z}_l))$$

(11)

(14)

3-Outputs update

▶ Update $\{z_l\}$

$$F(\mathbf{W}_{l}) = \min_{\{\mathbf{W}_{l}\}, \{\mathbf{a}_{l}\}, \{\mathbf{z}_{l}\}} \mathcal{L}(\mathbf{z}_{L}; \mathbf{y}) + \beta_{L} \|\mathbf{Z}_{L} - \mathbf{W}_{L} \mathbf{a}_{L-1}\|^{2} + \sum_{l=1}^{L-1} [\gamma_{l} \|\mathbf{a}_{l} - \mathbf{h}_{l}(\mathbf{z}_{l})\|^{2} + \beta_{l} \|\mathbf{z}_{l} - \mathbf{W}_{l}(\mathbf{a}_{l-1})\|^{2}],$$
(11)

Minimize equation 15 for each layer

$$\min_{\mathbf{z}} \gamma_{l} \|\mathbf{a}_{l} - \mathbf{h}_{l}(\mathbf{z})\|^{2} + \beta_{l} \|\mathbf{z} - \mathbf{W}_{l}(\mathbf{a}_{l-1})\|^{2}$$
(15)

▶ Suppose h(z) is Relu, because the entries in \mathbf{z}_l are de-coupled, it can be solved in closed form(id-else logic).

4-Lagrange multiplier update

▶ After minimizing for $\{W_l\}, \{a_l\}, \{z_l\}$, the Lagrange multiplier update is give simply by:

$$\lambda = \lambda + \beta_L(\mathbf{z}_L - \mathbf{W}_L(\mathbf{a}_{L-1})) \tag{16}$$

Algorithm-ADMM for neural nets

Algorithm 1 ADMM for Neural Nets

```
Input: training features \{a_0\}, and labels \{y\}, Initialize: allocate \{a_l\}_{l=1}^{L=1}, \{z_l\}_{l=1}^{L}, and \lambda repeat for l=1,2,\cdots,L-1 do  \begin{aligned} W_l \leftarrow z_l a_{l-1}^{\dagger} & \\ a_l \leftarrow (\beta_{l+1} W_{l+1}^T W_{l+1} + \gamma_l I)^{-1} (\beta_{l+1} W_{l+1}^T z_{l+1} + \gamma_l h_l(z_l)) \\ z_l \leftarrow \arg \min_z \gamma_l \|a_l - h_l(z)\|^2 + \beta_l \|z_l - W_l a_{l-1}\|^2 \end{aligned} end for  \begin{aligned} W_L \leftarrow z_L a_{L-1}^{\dagger} & \\ z_L \leftarrow \arg \min_z \ell(z,y) + \langle z_L, \lambda \rangle + \beta_L \|z - W_L a_{l-1}\|^2 \\ \lambda \leftarrow \lambda + \beta_L (z_L - W_L a_{L-1}) \end{aligned} until converged
```

Distributed implementation using data parallelism

- ▶ The main advantage of the proposed method is its high degree of scalability.
- ightharpoonup We update $oldsymbol{W}_l$ by $oldsymbol{W}_l = oldsymbol{z}_l oldsymbol{a}_{l-1}^\dagger$
- Consider distributing the algorithm across N worker nodes.
- ► The ADMM method is scaled using a data parallelization strategy, in which different nodes store activations and outputs corresponding to different subsets of the training data.
- ▶ For each layer, the z_l , a_l matrix is broken into **columns** subsets.

Distributed implementation using data parallelism

► Parallel Weight update

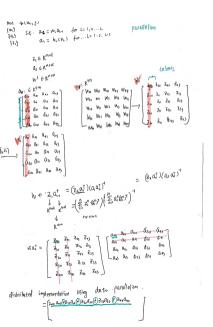
$$\mathbf{W}_{l} = \mathbf{z}_{l} \mathbf{a}_{l-1}^{\dagger} = \mathbf{z}_{l} (\mathbf{a}_{l}^{T} (\mathbf{a}_{l} \mathbf{a}_{l}^{T})^{-1})$$

$$= (\sum_{n=1}^{N} \mathbf{z}_{l}^{n} (\mathbf{a}_{l}^{n})^{T}) (\sum_{n=1}^{N} \mathbf{a}_{l}^{n} (\mathbf{a}_{l}^{n})^{T})^{-1}$$
(17)

► Parallel Activations update

$$\boldsymbol{a}_{l}^{n} = (\beta_{l+1} \boldsymbol{W}_{l+1}^{T} \boldsymbol{W}_{l+1} + \gamma_{l} \boldsymbol{I})^{-1} (\beta_{l+1} \boldsymbol{W}_{l+1}^{T} \boldsymbol{z}_{l+1}^{n} + \gamma_{l} h_{l}(\boldsymbol{z}_{l}^{n}))$$
(18)

Parallelism-Example



Distributed implementation using data parallelism

► Parallel Outputs update

$$\min_{\boldsymbol{z}_{l}^{n}} \gamma_{l} \|\boldsymbol{a}_{l}^{n} - \boldsymbol{h}_{l}(\boldsymbol{z}_{l}^{n})\|^{2} + \beta_{l} \|\boldsymbol{z}_{l}^{n} - \boldsymbol{W}_{l}(\boldsymbol{a}_{l-1}^{n})\|^{2}$$

$$(19)$$

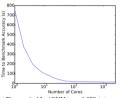
► Parallel Lagrange multiplier update

$$\lambda^{n} = \lambda^{n} + \beta_{L}(\mathbf{z}_{L}^{n} - \mathbf{W}_{L}(\mathbf{a}_{L-1}^{n}))$$
 (20)

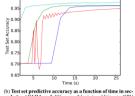
Experiments

- ▶ Binary classification task.
- Loss function: $f(z,y) = \begin{cases} max\{1-z,0\}, & y=1\\ max\{1+z,0\}, & y=-1 \end{cases}$
- Two datasets
 - ► SVHN: train:120290 datapoints, test: 5893
 - ► Higgs: train:10500000 datapoints, test:500000
- Warm start without Lagrange multiplier updatas
- ▶ Initalize $\{a_l\}$, $\{z_l\}$ with Gaussian random variables.
- ► Baselines: SGD, conjugate gradients, L-BFGS.

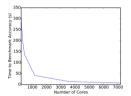
Experiments



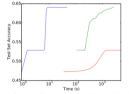
(a) Time required for ADMM to reach 95% test accuracy vs number of cores. This problem was not large enough to support parallelization over many cores, yet the advantages of scaling are still apparent (note the x-axis has log scale). In comparison, on the GPU, L-BFGS reached this threshold in 3.2 seconds, CG in 9.3 seconds, and SGD in 8.2 seconds.



(b) Test set predictive accuracy as a function of time in seconds for ADMM on 2,496 cores (blue), in addition to GPU implementations of conjugate gradients (green), SGD (red), and L-BFGS (cyan).



(a) Time required for ADMM to reach 64% test accuracy when parallelized over varying levels of cores. L-BFGS on a GPU required 181 seconds, and conjugate gradients required 44 minutes. SGD never reached 64% accuracy.



(b) Test set predictive accuracy as a function of time for ADMM on 7200 cores (blue), conjugate gradients (green), and SGD (red). Note the x-axis is scaled logarithmically.

Conclusion

- ► A new paradigm for updating neural networks without gradients.
- ▶ Emphasizing CPU parallelism may not guarantee performance.