## HW1 Programming Problem 2 (10 points)

In this problem, we are given a function  $L(w_1, w_2)$  with a known functional form. You will perform gradient descent to find a global minimum. The goal is to find what initial guesses and learning rates (step sizes) lead the algorithm to find the global minimum.

The function  $L(w_1, w_2)$  is defined as:

$$L(w_1, w_2) = \cos(4w_1 + w_2/4 - 1) + w_2^2 + 2w_1^2$$

A Python function for L(w\_1, w\_2) is given.

## Gradients

First, we must define a gradient of L. That is  $\nabla L = \left[\frac{\partial L}{\partial w_1}, \frac{\partial L}{\partial w_2}\right]$ . First, compute these derivatives by hand. Then, in the cell below, complete the functions for the derivatives of L with respect to W1 and W2.

```
In [ ]: import numpy as np
import matplotlib.pyplot as plt

def L(w1, w2):
    return np.cos(4*w1 + w2/4 - 1) + w2*w2 + 2*w1*w1

def dLdw1(w1, w2):
    func = L(w1, w2)
    return 4*np.sin(4*w1 + w2/4 - 1) + 4*w1

def dLdw2(w1, w2):
    return 4*np.sin(4*w1 + w2/4 - 1) + 2*w2
```

## **Gradient Descent**

The function plot\_gd performs gradient descent by calling your derivative functions. Take a look at how this works. Then, run the interactive gradient descent cell that follows and answer the questions below.

```
In [ ]: def plot gd(w1, w2, log stepsize, log steps):
                                        stepsize = 10**log stepsize
                                        steps = int(10**log steps)
                                       # Gradient Descent
                                       w1s = np.zeros(steps+1)
                                       w2s = np.zeros(steps+1)
                                        for i in range(steps):
                                                     w1s[i], w2s[i] = w1, w2
                                                     w1 = w1 - stepsize * dLdw1(w1s[i],w2s[i])
w2 = w2 - stepsize * dLdw2(w1s[i],w2s[i])
                                       w1s[steps], w2s[steps] = w1, w2
                                        # Plotting
                                       vals = np.linspace(-1,1,50)
                                        x, y = np.meshgrid(vals, vals)
                                       z = L(x,y)
                                        plt.figure(figsize=(7,5.8),dpi=120)
                                        plt.contour(x,y,z,colors="black", levels=np.linspace(-.5,3,6))
                                        plt.pcolormesh(x,y,z,shading="nearest",cmap="Blues")
                                       plt.colorbar()
                                        plt.plot(w1s,w2s,"g-",marker=".",markerfacecolor="black",markeredgecolor="None")
                                        plt.scatter(wls[0], w2s[0], zorder=100, color="blue", marker="o", label=f"$w\_0$ = [\{wls[0]:.1f\}, \{w2s[0]:.1f\}]" = [\{wls[0]:.1f\}, \{w2s[0]:.1f\}, \{
                                        plt.scatter(w1,w2,zorder=100,color="red",marker="x",label=f"$w^*$ = [\{w1:.2f\}, \{w2:.2f\}]")
                                       plt.legend(loc="upper left")
                                        plt.axis("equal")
                                        plt.box(False)
                                        plt.xlabel("$w 1$")
                                        plt.ylabel("$w_2$")
                                        plt.xlim(-1,1)
                                        plt.ylim(-1,1)
                                        plt.title(f"Step size = {stepsize:.0e}; {steps} steps")
```

```
In [ ]: %matplotlib inline
        from ipywidgets import interact, interactive, fixed, interact manual, Layout, FloatSlider, Dropdown
        slider1 = FloatSlider(
           value=0,
            min=-1,
            max=1,
            step=.1
            description='w1 guess',
            disabled=False,
            continuous update=True,
            orientation='horizontal',
            readout=False,
            layout = Layout(width='550px')
        slider2 = FloatSlider(
            value=0.
            min=-1,
            max=1.
            step=.1,
            description='w2 guess',
            disabled=False,
            continuous_update=True,
            orientation='horizontal',
            readout=False,
            layout = Layout(width='550px')
        slider3 = FloatSlider(
            value=-1.5,
            min=-3,
            max=0,
            step=.5
            description='step size',
            disabled=False.
            continuous update=True,
            orientation='horizontal',
            readout=False,
            layout = Layout(width='550px')
        slider4 = FloatSlider(
           value=2,
            min=0,
            max=3.
            step=.25,
            description='steps',
            disabled=False,
            continuous_update=True,
            orientation='horizontal',
            readout=False.
            layout = Layout(width='550px')
        interactive_plot = interactive(
            plot_gd,
            w1 = slider1,
            w2 = slider2,
            log_stepsize = slider3,
            log steps = slider4,
        output = interactive plot.children[-1]
        output.layout.height = '620px'
        interactive_plot
```

Out[]: interactive(children=(FloatSlider(value=0.0, description='w1 guess', layout=Layout(width='550px'), max=1.0, mi...

## Questions

plt.show()

Play around with the sliders above to get an intuition for which initial conditions/learning rates lead us to find the global minimum at [-0.42, -0.05]. Then answer the following questions:

- 1. Set  $w_0$  to [0.2, 0.8] and step size to 1e-01. After 100 steps of gradient descent, what  $w^*$  do we reach?
- $2. \ \ \, \text{Keep parameters from the previous question, but change the initial guess to [0.3, 0.8]. Now what is the optimum we find?}$

- 3. Set  $w_0$  to [-1.0, -1.0] and number of iterations to 1000 and step size to 1e-03. What  $w^*$  do we reach, and why is it not exactly the global minimum?
- 4. In general, what happens if we set learning rate too large?
- 1. The final value of w is around [0.28, 0.45].
- 2. Also [0.28, 0.45]
- 3. We reach [-0.92, -1.73], the learning rate is too small to reach the global minimum, it reachs a local minimum instead.
- 4. In general, we will not reach the global minimum when learning rate is too large. Because the gradient descent will jump over the global minimum and reach a local minimum or just oscillate around the global minimum.

Processing math: 100%