Deep Learning Episode 0

ML recap. Adaptive optimization

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Linear Regression

Model:

Objective function:

$$L = \sum_{i} (y_i - y_i^{pred})^2$$

Optimization (exact):

$$\mathbf{w} = (\mathbf{X}^T \mathbf{X})^{-1} \mathbf{X}^T \mathbf{y}$$

Linear Regression

Model:

Objective function:

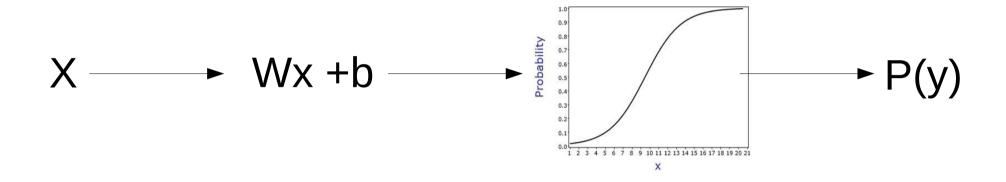
$$L = \sum_{i} (y_i - y_i^{pred})^2$$

Optimization (iterative):

$$w_0 \leftarrow 0$$

$$w_{i+1} \leftarrow w_i - \alpha \frac{\delta L}{\delta W} = \sum_i -2x(y_i - (wx_i + b))$$

Logistic Regression

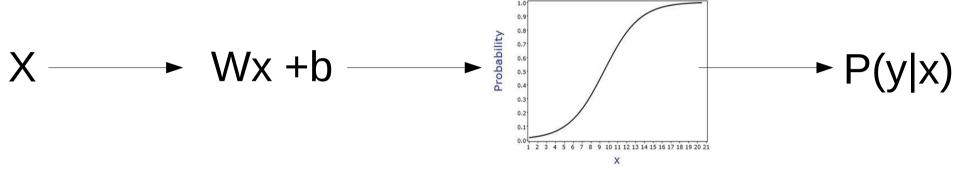


$$P(y) = \sigma(Wx + b)$$

Objective function?

Logistic Regression

Model:



Objective function:

$$L = -\sum_{i} y \log P(y|x) + (1-y) \log (1-P(y|x))$$

Optimization (iterative):

Logistic Regression

Model:

Objective function:

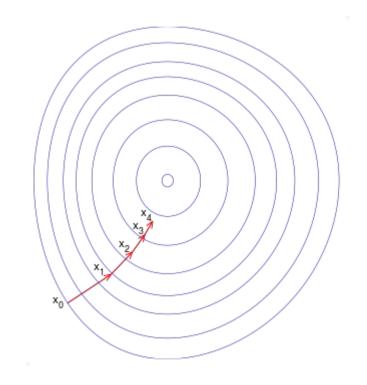
$$L = -\sum_{i} \sum_{class} [y_i = class] \log P(y_i = class|x)$$

Gradient descent

Update:

$$w_{i+1} \leftarrow w_i - \alpha \frac{\delta L}{\delta W}$$

- a learning rate a<<1
- L loss function



Can we do better?

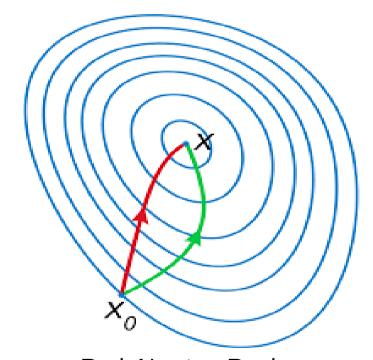
Newton-Raphson

Parameter update

$$w_{i+1} \leftarrow w_i - \alpha H_L^{-1} \frac{\delta L}{\delta W}$$

Hessian:

$$\mathbf{H} = \begin{bmatrix} \frac{\partial^2 f}{\partial x_1^2} & \frac{\partial^2 f}{\partial x_1 \, \partial x_2} & \cdots & \frac{\partial^2 f}{\partial x_1 \, \partial x_n} \\ \\ \frac{\partial^2 f}{\partial x_2 \, \partial x_1} & \frac{\partial^2 f}{\partial x_2^2} & \cdots & \frac{\partial^2 f}{\partial x_2 \, \partial x_n} \\ \vdots & \vdots & \ddots & \vdots \\ \\ \frac{\partial^2 f}{\partial x_n \, \partial x_1} & \frac{\partial^2 f}{\partial x_n \, \partial x_2} & \cdots & \frac{\partial^2 f}{\partial x_n^2} \end{bmatrix}.$$



Red: Newton-Raphson Green: gradient descent

Any drawbacks?

Stochastic gradient descent

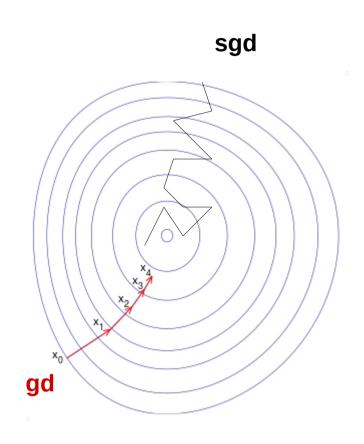
Loss function is mean over all data samples.

Approximate with 1 or few random samples.

Update:

$$w_{i+1} \leftarrow w_i - \alpha \frac{E \, \delta L}{\delta W}$$

- E expectation
- Learning rate should decrease



SGD with momentum

Idea: move towards "overall gradient direction", Not just current gradient.

$$\begin{aligned} w_0 &\leftarrow 0; v_0 \leftarrow 0 \\ v_{i+1} &\leftarrow \alpha \frac{\delta L}{\delta W} + \mu v_i \\ w_{i+1} &\leftarrow w_i - v_{i+1} \end{aligned}$$

Helps for noisy gradient / canyon problem

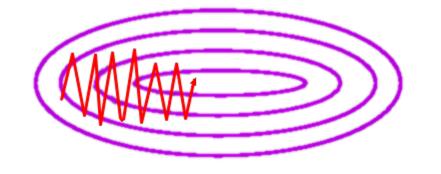
SGD with momentum

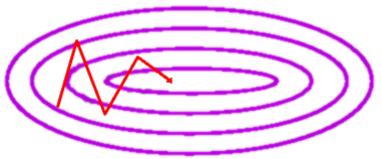
Idea: move towards "overall gradient direction", Not just current gradient.

$$w_0 \leftarrow 0$$
; $v_0 \leftarrow 0$

$$v_{i+1} \leftarrow \alpha \frac{\delta L}{\delta W} + \mu v_i$$

$$w_{i+1} \leftarrow w_i - v_{i+1}$$





AdaGrad

Idea: decrease learning rate individually for each parameter in proportion to sum of it's gradients so far.

$$G_{t} = \sum_{\tau=1}^{t} \left[\frac{\delta L}{\delta w_{\tau}} \right]^{2}$$

 $G_t = \sum_{t=1}^{t} \left[\frac{\delta L}{\delta w} \right]^2$ "Total update path length" (for each parameter)

$$w_{t+1} = w_t - \frac{\eta}{\sqrt{G_t + \epsilon}} \frac{\delta L}{\delta w_i}$$

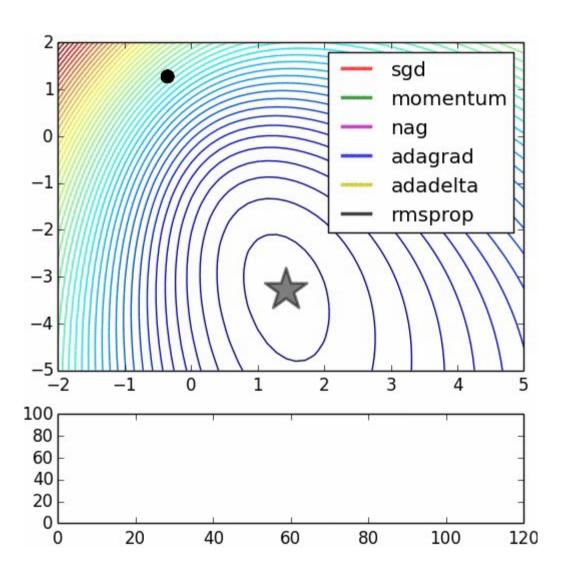
RMSProp

Idea: make sure all gradient steps have approximately same magnitude (by keeping moving average of magnitude)

$$ms_{t+1} = \gamma \cdot ms_t + (1 - \gamma) \left\| \frac{\delta L}{\delta w_{t+1}} \right\|^2$$

$$w_{t+1} = w_t - \frac{\eta}{\sqrt{ms + \epsilon}} \frac{\delta L}{\delta w_i}$$

Alltogether



Moar stuff

Without Hessian

- Adadelta ~ adagrad with window
 - Adam ~ rmsprop + momentum
 - Nesterov-momentum
 - Hessian-free (narrow)
 - Conjugate gradients

Estimate inverse Hessian

- BFGS
- L-BFGS
- ****-BFGS

Regularization (weight)

General idea:

$$L_{new} = L + reg$$

performance = how_i_fit_data + how_reasonable_i_am

L2 regularizer

$$L_{new} = L + ||\theta||_2 = L + \sum_i \theta_i^2$$

linear models: theta = $\{w,b\}$

- a.k.a. weight decay
- a.k.a. Tikhonov regularizer
- a.k.a. normal prior on params

Regularization (weight)

L2 regularizer

$$L_{new} = L + \sum_{i} \theta_{i}^{2}$$

L1 regularizer

$$L_{new} = L + \sum_{i} |\theta_{i}|$$

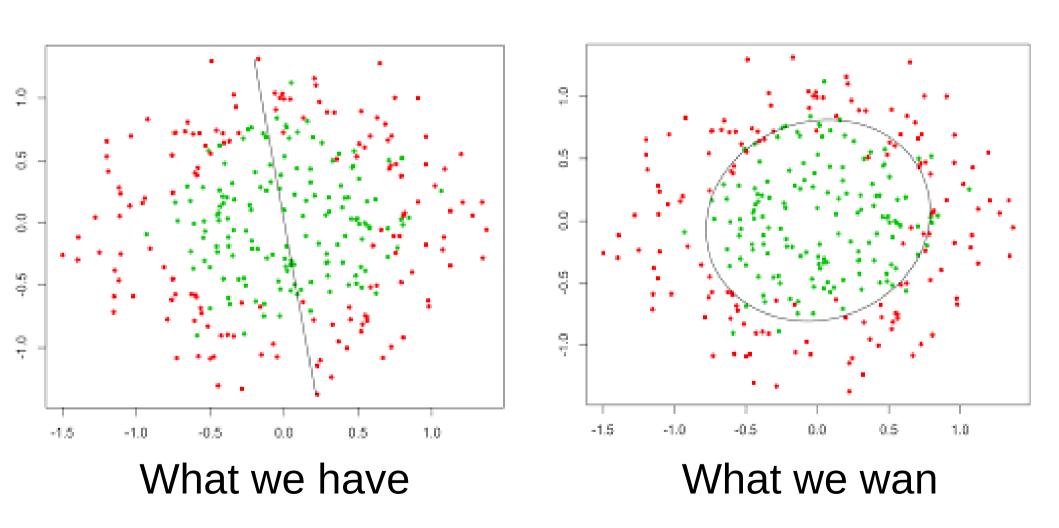
Difference between L1, L2?
Any other way to regularize?

Regularization(other)

- Distort input
- Distort weights
- Additional objective
- Domain-specific stuff
- Moar data :)
- etc.

Most are domain- or model-specific

Nonlinear dependencies



How to get that?

Nuff

Let's go implement that!

