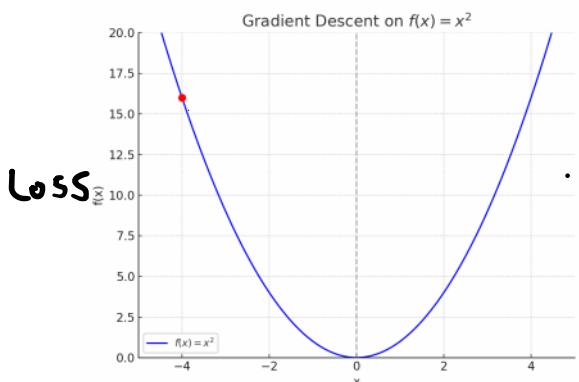


How do we minimize loss fn?



for simplicity,
taking
 $L = w_1^2$

(Gradient \rightarrow Maxima)

$$\underline{w_{\text{new}}} = \underline{w_{\text{old}}} - \lambda \frac{\partial L}{\partial w}$$

$\lambda = 0.01$
 0.1

$$\text{New} \quad \text{Old} \quad \begin{matrix} \overleftarrow{\text{d}\omega} \\ \downarrow \\ \text{StepSize} \end{matrix} \quad L \quad 0.1 J$$

GD guarantees global Minima?

Convex fns \rightarrow GD guarantees

[Non convex fns \rightarrow no guarantees] ?

↓
 [Multiple local minima.
 weight can get stuck at a local minimum]

What all do we need ?

- i) Weights \Rightarrow random weight.
- ii) λ - learning rate
- iii) Iterations / epochs.
- iv) Loss function
- v) Define a function for derivative

$G \cdot D \Rightarrow$ derivative.

How can I minimize a function $\left[\underbrace{3x^2 + 4} \right] ?$

$$\frac{\partial (3x^2 + 4)}{\partial x} = 6x$$

$$3x^2 + 4 = 4$$

$$6x = 0$$

$$\left[\begin{array}{l} x = 0 \\ \text{optimal } x \end{array} \right]$$

$$\left[\begin{array}{l} \text{Minimum value} = 4 \end{array} \right]$$

No constraints
on
restrictions

$$\begin{array}{c} \text{[} y = x^2 \\ \text{[} y = x + 3 \text{]} \end{array} \quad \text{[intersecting points]}$$

Minimize $f(x) = x^2$ such that

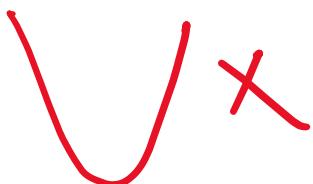
$$\boxed{y = x + 3}$$

$$x^2 = x + 3$$

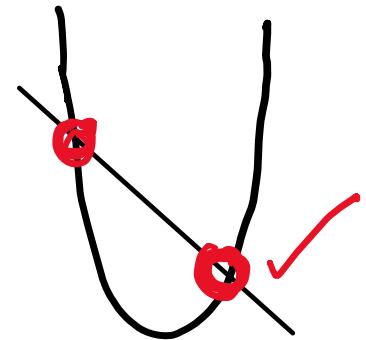
$$\boxed{x^2 - x - 3 = 0}$$

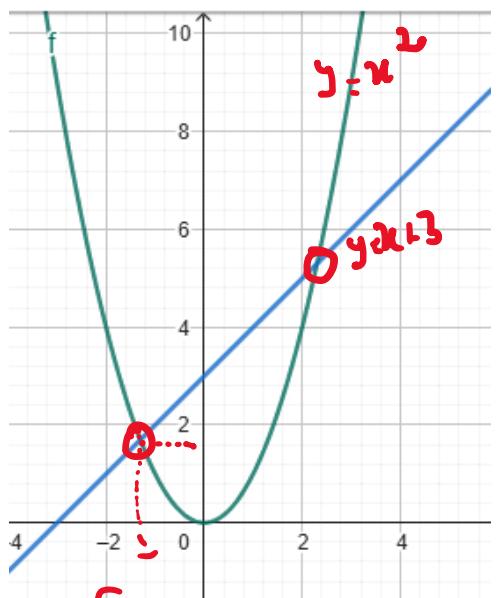
$$\left\{ \begin{array}{l} b \pm \sqrt{b^2 - 4ac} \\ \hline 2a \end{array} \right.$$

2 solutions \Rightarrow intersecting points



$$\min x^2$$





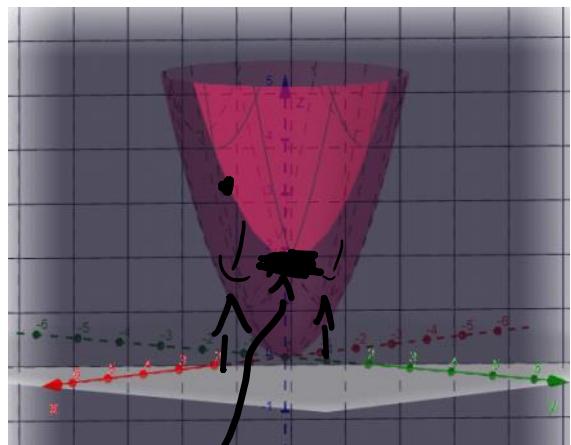
$$\begin{cases} x = -1.8 \\ y = 1.9 \end{cases}$$

$$\text{Minimize } (x^2 + y^2)$$

$$(x+y-2=0)$$

$$\left\{ \begin{array}{l} f(x,y) = x^2 + y^2 \Rightarrow \text{Minimize} \\ g(x) \rightarrow x+y-2=0 \end{array} \right.$$

Constraint



$$\text{Minimize } \left[\underbrace{f(x)}_{\text{Lagrangian}} \pm \lambda \underbrace{g(x,y)}_{\text{constraint}} \right] \quad \lambda = 0$$

(1,1) value of $F_\lambda = 2$

2

$$\text{Minimize } \left(\underbrace{x^2 + y^2}_{0} + \lambda (x+y-2) \right) \quad h(x,y,\lambda)$$

$$\text{Minimize } \left(\underbrace{x^2 + y^2}_{0} + \underbrace{\lambda x + \lambda y - 2\lambda}_{x+y-2} \right)$$

$$\frac{\partial h}{\partial x} \Rightarrow \lambda x + \lambda = 0 \quad ①$$

s.t.

$$\frac{\partial h}{\partial x} = \lambda \Rightarrow -\frac{(-2)}{2} = 1$$

$$\frac{\partial h}{\partial y} \Rightarrow \lambda y + \lambda = 0 \quad ②$$

$$\frac{\partial h}{\partial y} = \lambda \Rightarrow -\frac{(-2)}{2} = 1$$

$$\frac{\partial h}{\partial \lambda} \Rightarrow x+y-2=0 \quad ③$$

$$\frac{\delta h}{\delta \lambda} \Rightarrow x + y - 2 = 0 \quad (3)$$

$$-\lambda_1 - \lambda_2 - 2 = 0$$

$$-\lambda - 2 = 0$$

$$-\lambda = 2$$

$$\left[\lambda = -2 \right]$$

x, y, λ

$$\underline{x^2} + \underline{y^2} - \lambda (x + y - 2)$$

$$|z|^2 + |w|^2 - 2(|z| + |w| - 2)$$

$$(1+1 - 2 \times 0 = 2)$$

Minimum value is $Z = 2$
on
 $b(u,y) = 2$

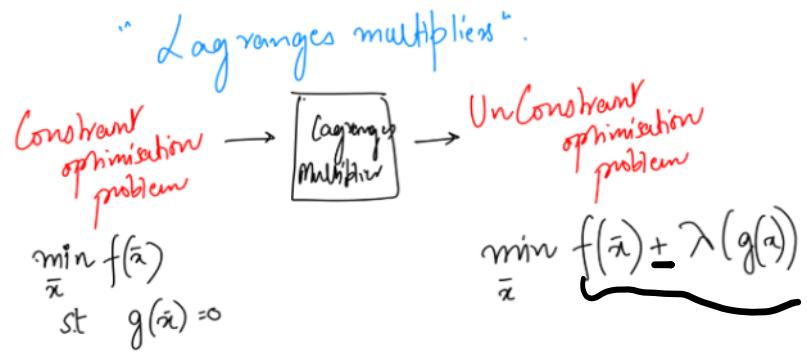
where $u,y = (1,1)$

Lagrangian multipliers?

Where?

Lagrangian Recap

04 September 2025 20:09



[Multiple dimensions + Multiple constraints]

$$f(u) + \lambda(g(u))$$

$$\hookrightarrow f(u_1, u_2, u_3) + \lambda_1(g_1(u_1, u_2, u_3)) + \lambda_2 g_2(u_1, u_2, u_3)$$

$$+ \underbrace{\lambda_3 g_3(u_1, u_2, u_3)}_{\lambda_3 g_3(u_1, u_2, u_3)} + \lambda_4 g_4(u_1, u_2, u_3)$$

Our loss function

04 September 2025 20:04

$$\text{Sinx} \quad - \quad \text{pos class}$$

$$\text{Neg class} \quad - \sum (\mathbf{w}^T \mathbf{x} + w_0) y_i$$

$$= \min_{\bar{\mathbf{w}}, w_0} - \left(\sum_{i=1}^n \left(\frac{(\bar{\mathbf{w}}^T \mathbf{x} + w_0)}{\|\bar{\mathbf{w}}\|} y_i \right) \right)$$

$$\|\bar{\mathbf{w}}\| \Rightarrow \text{Magnitude of my weight vector}$$

$$\sqrt{w_1^2 + w_2^2 + \dots + w_n^2} = 1$$

Deep Learning problems $\approx [billions]$

$$\left[w_1^2 + w_2^2 + w_3^2 + \dots + w_{billions}^2 \right]$$

$$\left[\begin{array}{l} \min - \sum (\mathbf{w}^T \mathbf{x} + w_0) y_i \\ \text{w.r.t constraint} \\ \|\mathbf{w}\|^2 = 1 \end{array} \right] \quad \sqrt{w_1^2 + w_2^2} = 1$$

$$\min - \sum \left[(\mathbf{w}^T \mathbf{x} + w_0) y_i + \lambda (\|\mathbf{w}\|^2 - 1) \right]$$

$$\left[\begin{array}{l} \frac{\partial \mathcal{L}}{\partial w_0} = - \sum_{i=1}^n y_i \\ \frac{\partial \mathcal{L}}{\partial w_j} = \|\mathbf{w}\|^2 - 1 \end{array} \right] \quad \left[\begin{array}{l} \frac{\partial \mathcal{L}}{\partial w_0}, \frac{\partial \mathcal{L}}{\partial w_1}, \dots, \frac{\partial \mathcal{L}}{\partial w_n} \end{array} \right]$$

Primal update (gradient descent on L):

$$\mathbf{w}_{t+1} = \mathbf{w}_t - \alpha \nabla_{\mathbf{w}} \mathcal{L}(\mathbf{w}_t, \lambda_t)$$

$$w_{0,t+1} = w_{0,t} - \alpha \frac{\partial \mathcal{L}}{\partial w_0}$$

Dual update (gradient ascent on L):

$$\lambda_{t+1} = \lambda_t + \beta \frac{\partial \mathcal{L}}{\partial \lambda}$$

Update the weights.

[constraint]!!

~ Constraint J. !!

Primal
Dual
Gradient
Descent

$$\begin{aligned} \mathbf{w}_{t+1} &= \mathbf{w}_t - \alpha \left(-\sum_i y_i \mathbf{x}_i + 2\lambda_t \mathbf{w}_t \right) = \mathbf{w}_t + \alpha \sum_i y_i \mathbf{x}_i - 2\alpha \lambda_t \mathbf{w}_t, \\ w_{0,t+1} &= w_{0,t} + \alpha \sum_i y_i, \\ \lambda_{t+1} &= \lambda_t + \beta (\|\mathbf{w}_t\|^2 - 1). \end{aligned}$$

Lagrange multipliers \Rightarrow Make non-convex loss fns easier to solve

Gain fn \Rightarrow Max $\sum d_1 + d_2 + d_3 + d_4 \dots \dots$

$$\text{Loss fn: } - \sum \underbrace{(\mathbf{w}^T \mathbf{x}_i + w_0)}_{\|\mathbf{w}\|} y_i$$

distanece Ypred

$$\begin{bmatrix} \overline{-6} \\ \overline{-1} \end{bmatrix} \rightarrow \begin{bmatrix} \overline{-1} \\ -1 \end{bmatrix}$$

$$\begin{bmatrix} 3 \\ -7 \\ 8 \end{bmatrix} \rightarrow \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

$$\frac{-7}{20} \quad \frac{10}{20} \Rightarrow \text{+ve}$$

$$\frac{-7}{200} \quad \text{(in) - ve}$$

$$-\sum_i \frac{(\mathbf{w}^T \mathbf{x}_i + w_0) y_i}{\|\mathbf{w}\|}$$

Norm

negative

~~10~~ \Rightarrow true

~~10~~ \Rightarrow true

60% 40%

	PrevDayReturn	PrevWeekReturn	Target
s ₁	0.01	0.03	BUY +1
s ₂	-0.02	-0.05	SELL -1
s ₃	0.015	0.01	BUY +1
s ₄	-0.005	-0.01	SELL -1
s ₅	0.02	0.025	BUY +1
s ₆	-0.015	-0.02	SELL -1

Equation

I want weights such that I can analyse wrt



(Loss \mathcal{L}_n)

$[w_1 + w_2 = 1]$

[Lagrangian Multipliers]

- i) PCA \Rightarrow Principal Component Analysis ✓
- ii) $[SVM \Rightarrow \text{Support Vector Machine}]$ ✓
- iii) Simplifying non-convex loss functions

Apache Helicopter

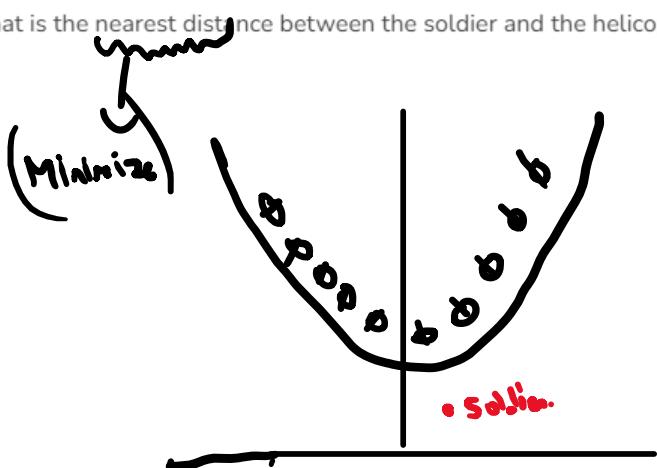
16 September 2025 17:27

Apache helicopter

An Apache helicopter of the enemy is flying along the curve given by $y = x^2 + 7$.

A soldier, placed at $(3, 7)$, wants to shoot down the helicopter when it is nearest to him.

What is the nearest distance between the soldier and the helicopter?



at any given point
the position of the
helicopter can be
represented by (x, y)
 $(x, x^2 + 7)$
 $(3, 7)$

(Distance) Euclidean dist?

$$d = \sqrt{(3-x)^2 + (7 - (x^2 + 7))^2}$$

$$\frac{\text{Min } d}{x}$$

$$\frac{dd}{dx}$$

$$\begin{aligned} \sqrt{a} &\Downarrow \\ (\sqrt{a})' &\Downarrow \end{aligned}$$

$$d = \sqrt{[(3-x)^2 + (7-(x^2+1))^2]}$$

$$(3-x)^2 + (x^2+1)^2$$

$$9 + x^2 - 6x + x^4$$

$$9 + x^2 - 6x + x^4$$

-1

$$[2x - 6 + 4x^3 = 0]$$

$$2x - 1$$

$$4x^3 + 2x - 6 = 0 \quad x=1$$

$$-2x - 1$$

$$4x^3 + x - 3 = 0 \quad 2 + 1 - 3 = 0$$

$$[x = \underline{1} \text{ or } \underline{-1}]$$