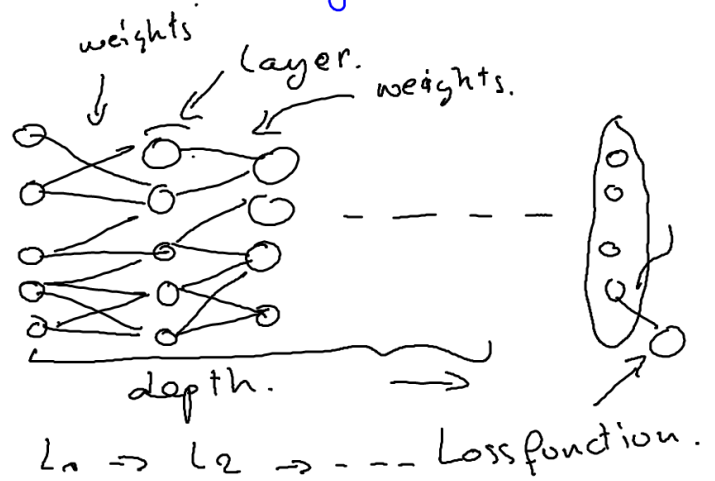


Optimization for Machine Learning (Lecture 6).

- A Neural Network (NN)



How to compute ∇F
 "the gradient function"?

Back propagation.

A rule from calculus, the chain rule: z depends on y and y depends on x .

$$\frac{dz}{dx} = \frac{dz}{dy} \frac{dy}{dx}$$

(1) (2)

$$z = (y)^2, \quad y = 2x \Rightarrow z = (2x)^2 = 4x^2$$

$$\frac{dz}{dy} = 2y, \quad \frac{dy}{dx} = 2 \Rightarrow \frac{dz}{dx} = 2y \times 2 = 4y = 8x$$

$$z' = 4x(2x) = 8x.$$

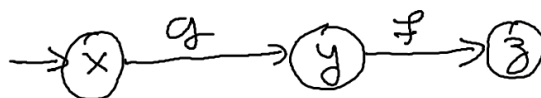
How does it translate to multivariate function or having vector as parameters.

$$(x_1, x_2, \dots, x_m) = \underline{x} \in \mathbb{R}^m, \quad y \in \mathbb{R}^n, \quad z \in \mathbb{R} : \text{variables}$$

$$\underline{g}: \mathbb{R}^m \rightarrow \mathbb{R}^n, \quad \underline{f}: \mathbb{R}^n \rightarrow \mathbb{R} : \text{functions.}$$

$$\rightarrow z = f(y), \quad y = g(x)$$

Loss.



$$\frac{\partial z}{\partial x_i} = \sum_j \frac{\partial z}{\partial y_j} \cdot \frac{\partial y_j}{\partial x_i} \quad \begin{matrix} \text{(chain rule)} \\ \text{(generalized to} \\ \text{vectors)}. \end{matrix}$$

↑ components

Can be written compactly as:

$$\nabla_x(z) = \left(\frac{\partial y}{\partial x} \right)^T \nabla_y(z)$$

correspond to (z). correspond to (1)

$\frac{\partial y}{\partial x}$ is $n \times m$ matrix: jacobian of y or y .

$$J = \frac{\partial y}{\partial x} = \begin{pmatrix} \frac{\partial y_1}{\partial x_1} & \dots & \frac{\partial y_1}{\partial x_m} \\ \vdots & & \vdots \\ \frac{\partial y_n}{\partial x_1} & \dots & \frac{\partial y_n}{\partial x_m} \end{pmatrix}$$

matrix of all possible partial derivative I can take.

$$\left(\frac{\partial y}{\partial x} \right)^T = \begin{pmatrix} \frac{\partial y_1}{\partial x_1} & \dots & \frac{\partial y_n}{\partial x_1} \\ \vdots & & \vdots \\ \frac{\partial y_1}{\partial x_m} & \dots & \frac{\partial y_n}{\partial x_m} \end{pmatrix}$$

$m \times n$ matrix.

$$\left(\frac{\partial y}{\partial x} \right)^T \nabla_y(z) = \begin{pmatrix} \frac{\partial y_1}{\partial x_1} & \dots & \frac{\partial y_n}{\partial x_1} \\ \vdots & & \vdots \\ \frac{\partial y_1}{\partial x_m} & \dots & \frac{\partial y_n}{\partial x_m} \end{pmatrix} \begin{pmatrix} \frac{\partial z}{\partial y_1} \\ \vdots \\ \frac{\partial z}{\partial y_n} \end{pmatrix}$$

$(m \times n) \times (n \times 1) = m \times 1$

$$= \left(\sum_j \frac{\partial z}{\partial y_j} \frac{\partial y_j}{\partial x_1} \quad \dots \quad \sum_j \frac{\partial z}{\partial y_j} \frac{\partial y_j}{\partial x_m} \right)^T$$

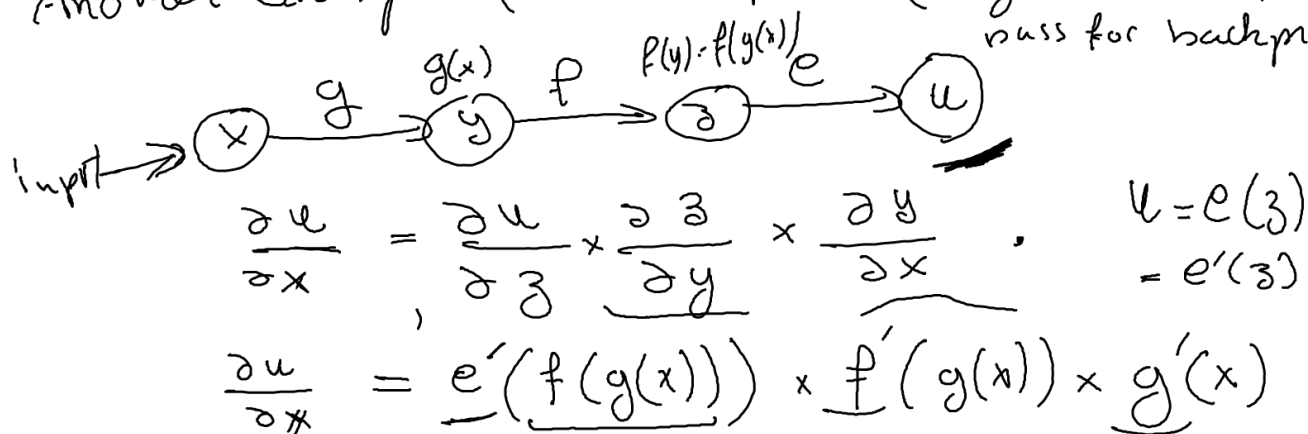
$$= \nabla_x z \quad (m \times 1) \text{ matrix aka vector.}$$

$$\nabla_x(z) = \left(\frac{\partial z}{\partial y} \right)^T \nabla_y(z)$$

(3)
(can be recursively called).

A derivative can be computed recursively in the reverse order. (let's say ^{for} each function we implement a jacobian, then we multiply as in (1) to obtain the gradient of the loss function).

Another example (More simple). (why we need a forward pass for backprop).

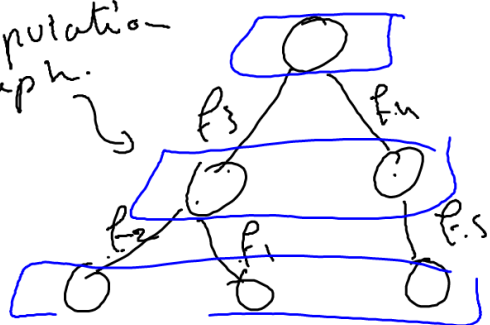


How to obtain: $f(g(x))$, $g(x)$

I use forward pass.

Computation complexity:

Computation graph.



forward pass.
 $O(n)$
 n : # of nodes.

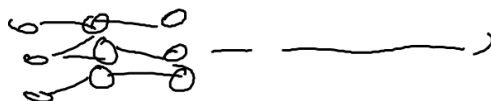
Assuming that.
 function evaluations have cost $\approx f(\cdot)$
 $\approx \frac{\partial f(\cdot)}{\partial x}$ uses cost \approx .

m : # of edges.

Back propagations: $O(n) + O(m) = O(n^2)$

In a fully connected graph. $O(n^2)$

Because NNs have chain structure



practically backprop. $\sim \underline{O(n)}$ complexity.

Two types of derivatives used in practice.

symbol-to-number: Torch, Caffe.

symbol-to-symbol: Theano, Tensorflow.

↳ adds extra nodes to the computational graph, and the derivatives are computed by traversing the graph, where s.a. symbol-to-number are computed within nodes.

Techniques used in DNN training.

Surrogate loss functions and Early stopping.

what is a surrogate loss function is a gradient friendly function (friendly = I can take the derivative), for example, (0-1) loss. If $\{y_i \neq \hat{y}_i\}$ instead to work with this directly, I can work (NLL) negative log-likelihood.

• As the optimization is executed. I use a criterion.

on the validation set based on the true loss (0-1 loss) (to avoid overfitting).

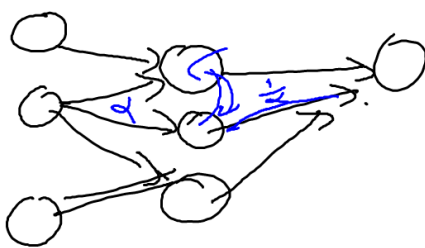
I stop when it's satisfied. \Rightarrow

example (loss is not changing or low enough).

the gradient may still be big.

\neq Classical optimization
 $\nabla F \approx 0$.

NN Landscapes & Local minimas



I can swap nodes and I obtain an equivalent model.

(Model Identifiability).

- Weight space symmetry.
- scaling of the weights } equivalent models.
 $\frac{1}{\alpha}, \alpha$

\Rightarrow a NN have uncountably infinitely many local minimas.

- In practice, one suspects Local minima values aren't much different than global minimas.

Other critical points (Maximas not much of a problem)

saddle point

because it's unstable, usually SGD manages.

because of randomness.

• saddle points Empirically gradient methods

(problem for (second order

methods) \leftarrow they are attracted by saddle points.

, 2nd order information, makes you attracted).



valley

• cliffs causes exploding gradients.

big.

method that is not proven to have optimality prop.

\leftarrow huge gradient. } heuristic: to clip the gradient & only take direction information.



exploding \rightarrow - numerical instability.

L - driven away from minima.

Adaptive Learning rates modifications for SGD

Adaptive gradient.

ADAGRAD:

$$G_k = \sum_{k'=1}^k \tilde{g}(w_{k'}, \xi_{k'}) \tilde{g}(w_{k'}, \xi_{k'})^T$$
$$(G_k)_{ij} = \left(\sum_{k'=1}^k \tilde{g} \tilde{g}^T \right)_{ij} \left(\begin{matrix} a_i \\ a_j \end{matrix} \right)^{-\frac{1}{2}} = \left(\begin{matrix} \frac{1}{\sqrt{a_i}} \\ \frac{1}{\sqrt{a_j}} \end{matrix} \right)$$

Hadamard product.

$$w_{k+1} = w_k - \eta \underset{\substack{\uparrow \\ \text{fixed}}}{\text{diag}(G_k)^{-\frac{1}{2}}} \odot \tilde{g}$$
$$(w_{k+1})_j = (w_k)_j - \frac{\eta}{\sqrt{G_{jj}}} (g(w_k, \xi_k))_j$$

$\sqrt{G_{jj}} \simeq$ estimate of the Lipschitz constant

inspired by online learning techniques.

(ADAM) (Adaptive moment estimation).

Weighting average.

$$\begin{cases} m_{k+1} = \beta_1 \underbrace{m_k}_{\text{past}} + (1-\beta_1) g(w_k, \xi_k) \leftarrow \\ v_{k+1} = \beta_2 \underbrace{v_k}_{\text{past}} + (1-\beta_2) \underbrace{(g(w_k, \xi_k))^2}_{\text{new value}} \end{cases}$$

β_1, β_2 : forgetting factors.

\rightarrow I forget faster.

$$\tilde{m} = \frac{m_{k+1}}{1 - (\beta_1)^{k+1}} \quad \tilde{v} = \frac{v_{k+1}}{1 - (\beta_2)^{k+1}}$$

as k becomes larger I give more importance

to recent values of v and m .

$$w_{k+1} = w_k - \eta \times \frac{\tilde{m}}{\sqrt{\tilde{v}} + \epsilon}$$

\tilde{m} ← gradient
 $\sqrt{\tilde{v}} + \epsilon$ ← to avoid division over zero.



RMS PROP (Root mean square propagation).

$$v(w_k) = \gamma v(w_{k-1}) + (1 - \gamma) (\bar{v} g)^2$$

$$w_{k+1} = w_k - \frac{\eta}{\sqrt{v(w, k)}} g$$

Parameter Initialization

- Break symmetry • something that we want.
- Randomly initialize the weights.
- If I make the weight large \Rightarrow

Break better the symmetry.

- // // large \Rightarrow exploding gradients.

give $m \times n$ stage

- 2 general rule of thumbs. $w_{ij} \sim U(-\frac{1}{\sqrt{m}}, \frac{1}{\sqrt{m}})$

$$\underline{w_{ij}} \sim U\left(-\sqrt{\frac{6}{m+n}}, \sqrt{\frac{6}{m+n}}\right).$$

\Rightarrow Compromise between constant activation variance and constant gradient variance.

Batch normalization

Reparametrize the nn. Let H be a minibatch of activations at a hidden layer (we take a subset).

$$\underline{H'} = \frac{H - \mu}{\delta} \quad \left| \quad \begin{aligned} \mu &= \frac{1}{M} \sum_{i=1}^M H_i \\ \delta &= \sqrt{\delta + \frac{1}{M} \sum_i (H_i - \mu)^2} \end{aligned} \right.$$

\uparrow > 0

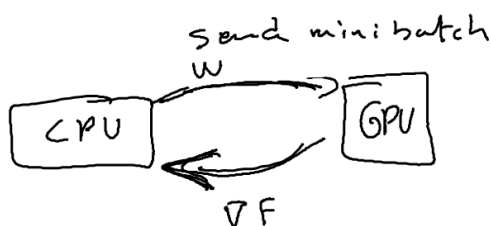
to have $\delta > 0$.
to avoid division over 0.

Distributed optimization

Usually it's beneficial to split the work load if I have more hardware.

- I delegate tasks to processing units (PUs) : CPUs, GPUs, TPUs.
TensorPUs.

Assume I am delegating tasks by sending minibatches then I receive gradient. nmb : size of minibatch



t_c : compute time in GPU per data
compute time = $nmb \times t_c$.

$$d_1 + \underbrace{nmb t_T}_{\text{time to transmit}} + \underbrace{nmb t_c}_{\text{time to compute}} + d_2 \leftarrow \text{time to prepare info}$$

time
to give data to GPU
iteration time.
transmission. $d_1 = d_2 = d$
Time to converge to ϵ precision.

$$T_{\epsilon} \propto \left(\frac{1}{\epsilon} \times \frac{1}{nmb} \right) \times \left(2d + nmb \times (t_c + t_r) \right)$$

Real time.

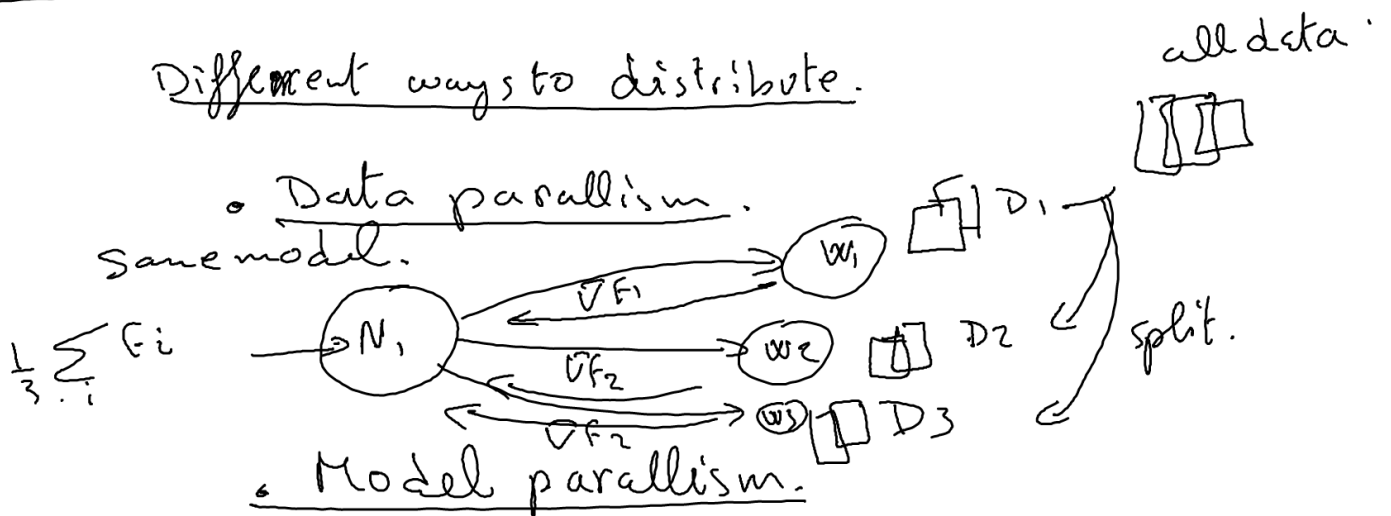
if $d = 0$. $nmb \leftarrow$ doesn't matter.

if $d > 0$ $nmb \gg 1$.

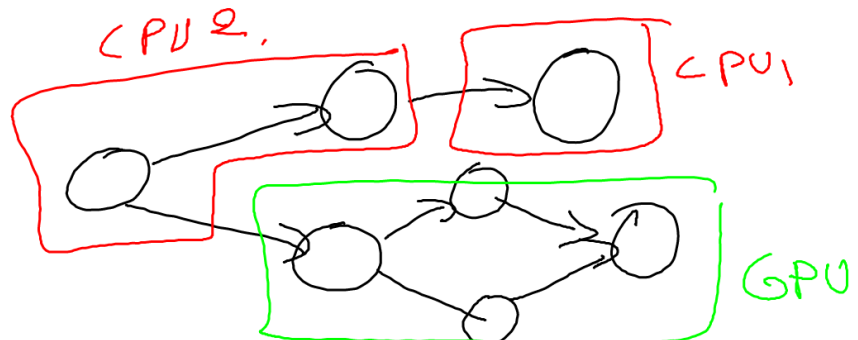
when $nmb \gg 1$

$$T_{\epsilon} = \frac{1}{\epsilon} (t_c + t_r)$$

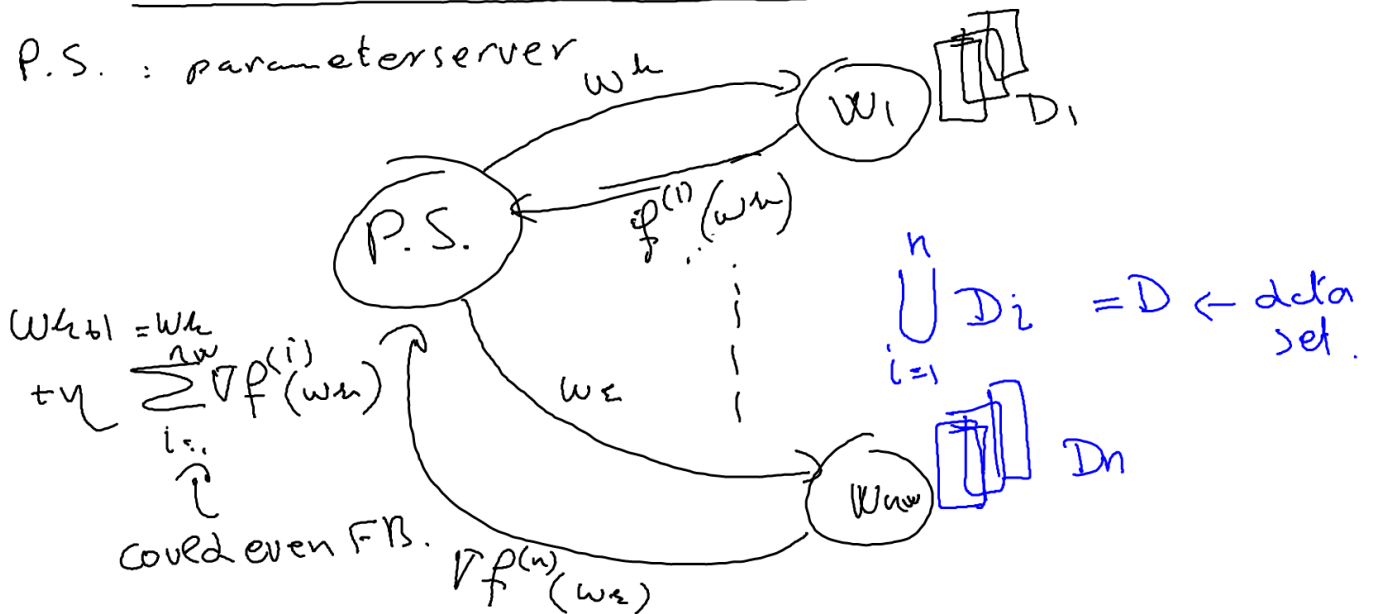
Different ways to distribute.



Instead to learn $(\underbrace{w_1, w_2}_{w_1}, \underbrace{\dots}_{w_2}, \underbrace{\dots}_{w_{10}})$ in one machine, I can split the Learning to different machines.



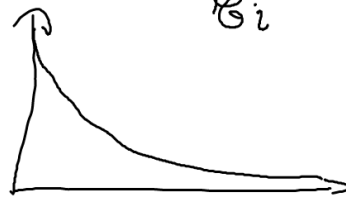
Synchronous Parameter Server Architecture



Why it is called synchronous, because I need to wait all the results from each worker to go to the next iteration.

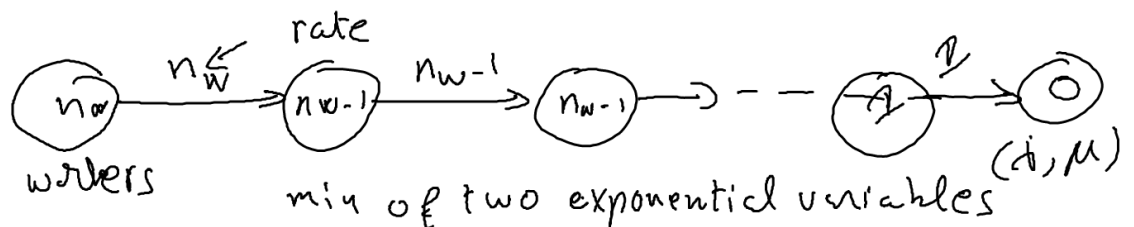
Bad Idea in practice because of straggler effect". (straggler: someone who takes forever to get the job done compared to others).

I am waiting for n_w workers, Each worker gets the job done in random time $\sim \text{Exp}(1)$



$\tau : \text{tau.}$

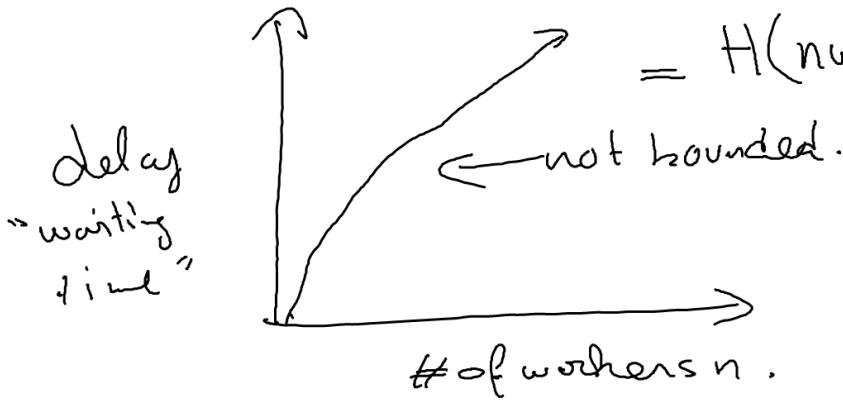
Expected finish time for a worker is $E[b_i] = \tau$



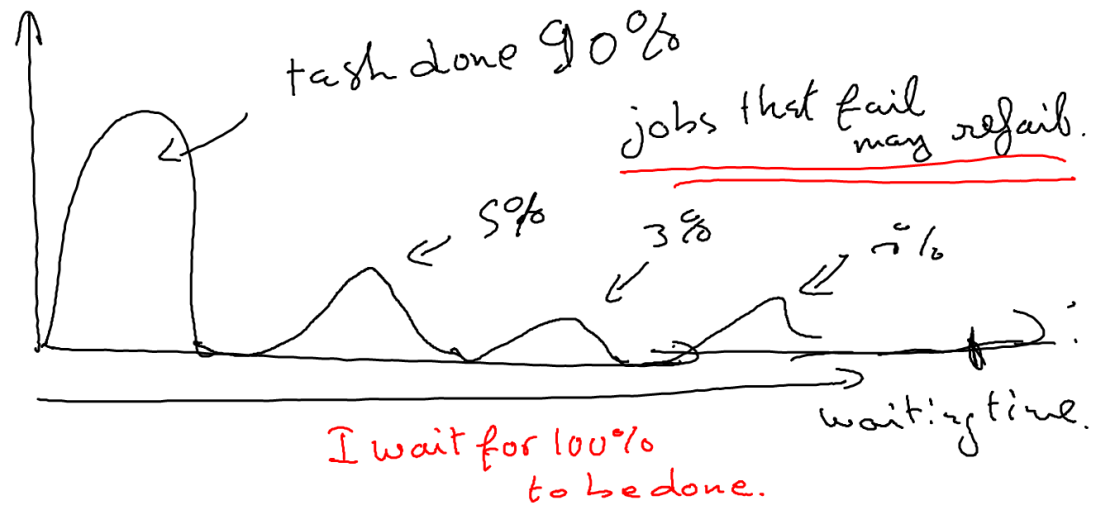
is also exponential with rate $1 + \mu$.

$$E[\max_i \tau_i] = \frac{1}{nw} + \frac{1}{nw-1} + \dots + 1$$

$$= H(nw) \approx \log(n)$$

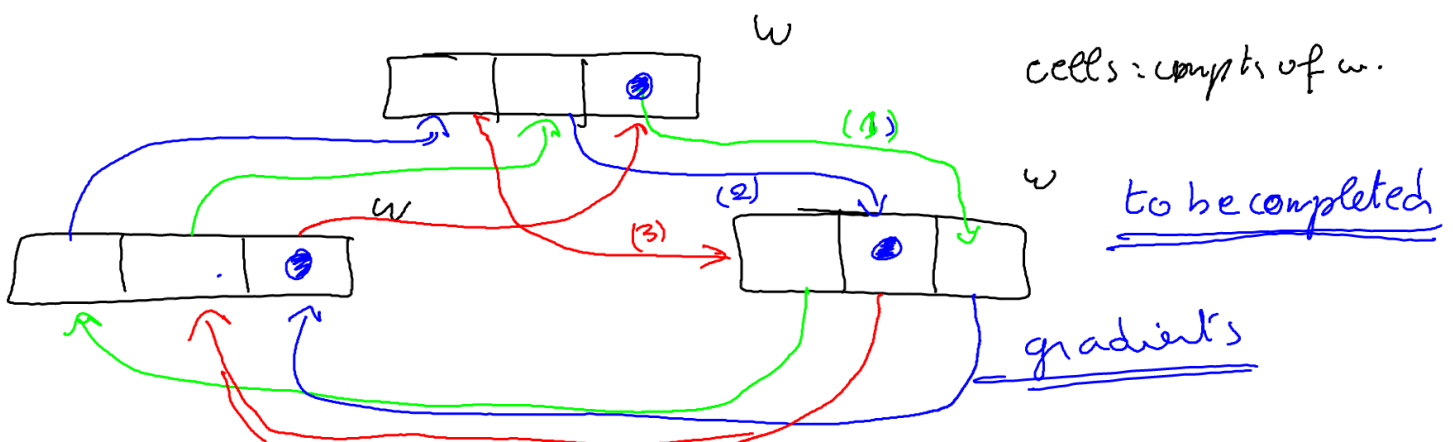


In practice it's even worse.



synchronous parameter server is Bad! ← No one used it.

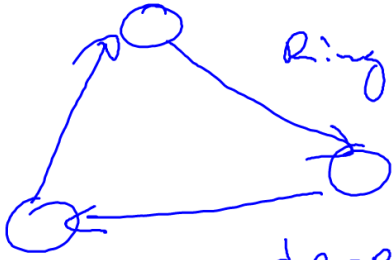
Ring - All - Reduce Architecture



$e(nw - 1)$ rounds of coms.

split to two types

Ring topology.



$\left\{ \begin{array}{l} \text{aggregation } (nw - 1) \\ \text{exchange } (nw - 1) \\ \text{of} \\ \text{coproduct} \\ \text{components} \end{array} \right.$

dependency is on one worker
rather than n .

