Matrix calculus. Line search.

Seminar

Optimization for ML. Faculty of Computer Science. HSE University

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Theory recap. Differential

• Differential $df(x)[\cdot]:U\to V$ in point $x\in U$ for $f(\cdot):U\to V$:

$$f(x+h) - f(x) = \underbrace{d\!f(x)[h]}_{\text{differential}} + \overline{o}(||h||)$$

$U \to V$	\mathbb{R}	\mathbb{R}^n	$\mathbb{R}^{n \times m}$
\mathbb{R}	f'(x)dx	$\nabla f(x)dx$	$\nabla f(x)dx$
\mathbb{R}^n	$\nabla f(x)^T dx$ $tr(\nabla f(X)^T dX)$	J(x)dx	_
$\mathbb{R}^{n imes m}$	$tr(\nabla f(X)^T dX)$	_	_

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Canonical form of the differential:

U o V	\mathbb{R}	\mathbb{R}^n	$\mathbb{R}^{n imes m}$
\mathbb{R}	f'(x)dx	$\nabla f(x)dx$	$\nabla f(x)dx$
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$\mathbb{R}^{n imes m}$	$tr(\nabla f(X)^T dX)$	_	_

Theory recap. Differentiation Rules

• Useful differentiation rules and standard derivatives:

Differentiation Rules	Standard Derivatives
dA = 0	$d(\langle A, X \rangle) = \langle A, dX \rangle$
$d(\alpha X) = \alpha(dX)$	$d(\langle Ax, x \rangle) = \langle (A + A^T)x, dx \rangle$
d(AXB) = A(dX)B	$d(Det(X)) = Det(X)\langle X^{-T}, dX \rangle$
d(X+Y) = dX + dY	$d(X^{-1}) = -X^{-1}(dX)X^{-1}$
$d(X^T) = (dX)^T$	
d(XY) = (dX)Y + X(dY)	
$d(\langle X, Y \rangle) = \langle dX, Y \rangle + \langle X, dY \rangle$	
$d\left(\frac{X}{\phi}\right) = \frac{\phi dX - (d\phi)X}{\phi^2}$	

Lecture reminder

Theory recap. Differential and Gradient / Hessian

We can retrieve the gradient using the following formula:

$$df(x) = \langle \nabla f(x), dx \rangle$$

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$$d^2 f(x) = \langle \nabla^2 f(x) dx_1, dx \rangle = \langle H_f(x) dx_1, dx \rangle$$

 $f \to \min_{x,y,z}$

Lecture reminder

• Solution localization methods:

- Solution localization methods:
 - Dichotomy search method

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 - Curvature conditions
 - The idea behind backtracking line search

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Matrix Calculus. Problem 1

Find $\nabla f(x)$, if $f(x) = \frac{1}{2}x^TAx + b^Tx + c$.

Matrix Calculus. Problem 2

Find $\nabla f(X)$, if $f(X) = tr(AX^{-1}B)$

Matrix Calculus. Problem 3

Find the gradient $\nabla f(x)$ and hessian $\nabla^2 f(x)$, if $f(x) = \frac{1}{3} ||x||_2^3$

Line Search. Example 1: Comparison of Methods

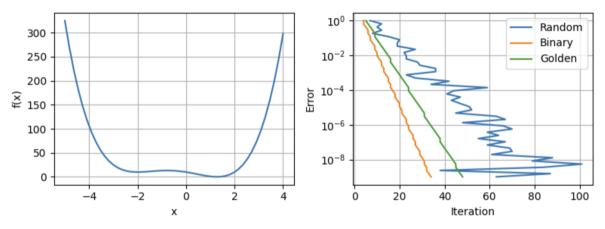


Figure 1: Comparison of different line search algorithms

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 $f \to \min_{x,y,z}$

Line Search Examples 💎 \right 0

 $\hbox{ \tiny Parabolic Interpolation} + \hbox{ Golden Search} = \hbox{ Brent} \\ \hbox{ Method}$

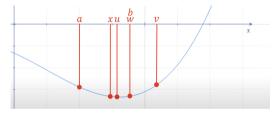


Figure 2: Idea of Brent Method

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- The key idea of the method is to track the value of the optimized scalar function at six points a, b, x, w, v, u

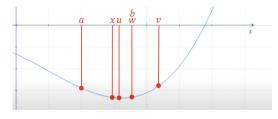


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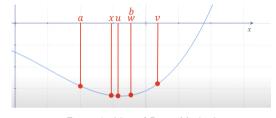


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- The pounts x, w and v such that the inequality $f(x) \leqslant f(w) \leqslant f(v)$ is valid

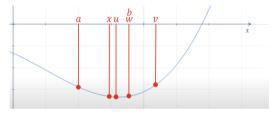


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- [a,b] localization interval in the current iteration
- The pounts x, w and v such that the inequality $f(x) \leq f(w) \leq f(v)$ is valid
- u minimum of a parabola built on points x, w and v or the point of the golden section of the largest of the intervals [a,x] [x,b].

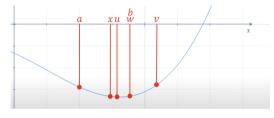


Figure 2: Idea of Brent Method



A parabola is constructed only if the points $x,\ w$ and v are different, and its vertex u^* is taken as the point u only if \bullet $u^* \in [a,b]$

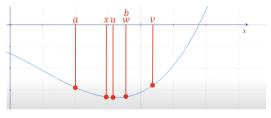


Figure 3: Idea of Brent Method

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- u^* is no more than half the length of the previous step from the point x

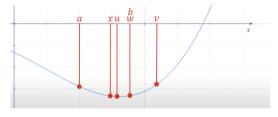


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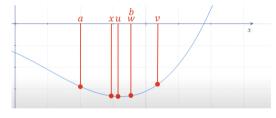


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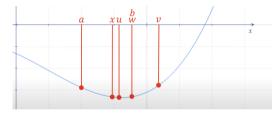


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