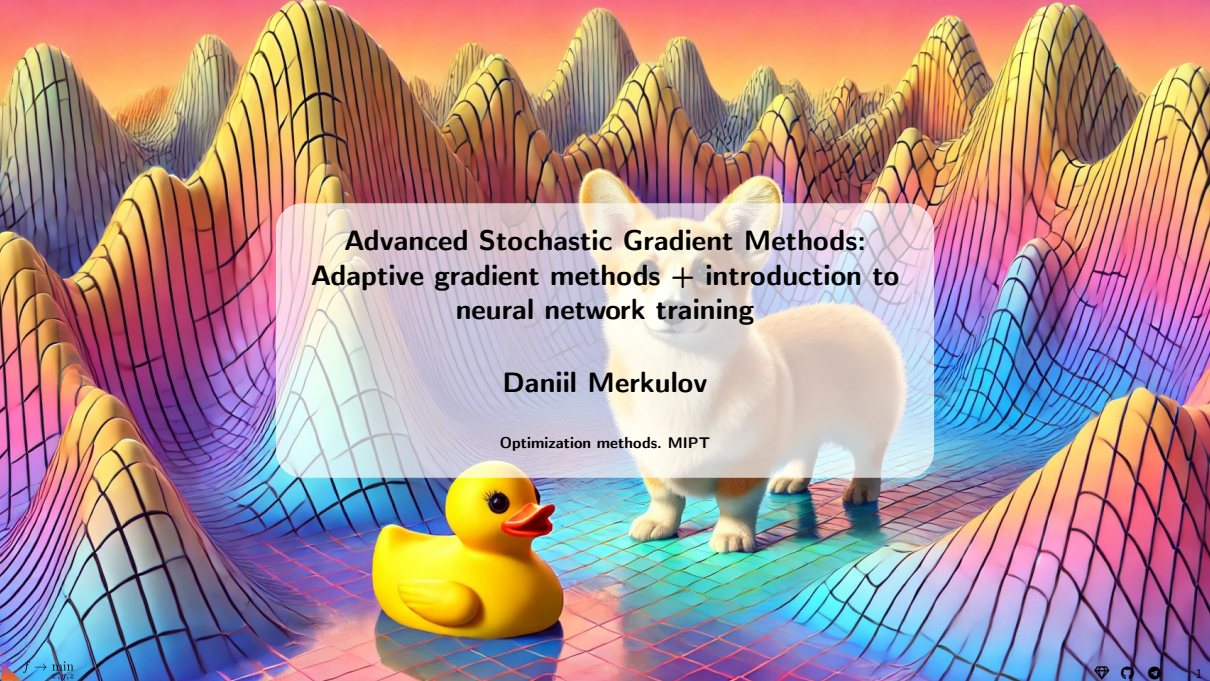

Advanced Stochastic Gradient Methods: Adaptive gradient methods + introduction to neural network training

Daniil Merkulov

Optimization methods. MIPT

Finite-sum problem

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We consider classic finite-sample average minimization:

$$\min_{x \in \mathbb{R}^p} f(x) = \min_{x \in \mathbb{R}^p} \frac{1}{n} \sum_{i=1}^{n} f_i(x)$$

The gradient descent acts like follows:

$$x_{k+1} = x_k - \frac{\alpha_k}{n} \sum_{i=1}^{n} \nabla f_i(x) \tag{GD}$$

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Let's/ switch from the full gradient calculation to its unbiased estimator, when we randomly choose i_k index of point at each iteration uniformly:

$$x_{k+1} = x_k - \alpha_k \nabla f_{i_k}(x_k) \tag{SGD}$$

With $p(i_k = i) = \frac{1}{n}$, the stochastic gradient is an unbiased estimate of the gradient, given by:

$$\mathbb{E}[\nabla f_{i_k}(x)] = \sum_{i=1}^{n} p(i_k = i) \nabla f_i(x) = \sum_{i=1}^{n} \frac{1}{n} \nabla f_i(x) = \frac{1}{n} \sum_{i=1}^{n} \nabla f_i(x) = \nabla f(x)$$

This indicates that the expected value of the stochastic gradient is equal to the actual gradient of $f(x)$.

Adaptivity or scaling

Adagrad (Duchi, Hazan, and Singer 2010)

Very popular adaptive method. Let $g^{(k)} = \nabla f_{i_k}(x^{(k-1)})$, and update for $j = 1, \dots, p$:

$$v_j^{(k)} = v_j^{k-1} + (g_j^{(k)})^2$$

$$x_j^{(k)} = x_j^{(k-1)} - \alpha \frac{g_j^{(k)}}{\sqrt{v_j^{(k)} + \epsilon}}$$

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- AdaGrad does not require tuning the learning rate: $\alpha > 0$ is a fixed constant, and the learning rate decreases naturally over iterations.

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- The constant ϵ is typically set to 10^{-6} to ensure that we do not suffer from division by zero or overly large step sizes.

RMSProp (Tieleman and Hinton, 2012)

An enhancement of AdaGrad that addresses its aggressive, monotonically decreasing learning rate. Uses a moving average of squared gradients to adjust the learning rate for each weight. Let $g^{(k)} = \nabla f_{i_k}(x^{(k-1)})$ and update rule for $j = 1, \ldots, p$:

$$v_j^{(k)} = \gamma v_j^{(k-1)} + (1-\gamma)(g_j^{(k)})^2$$

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- Allows for a more nuanced adjustment of learning rates than AdaGrad, making it suitable for non-stationary problems.
- Commonly used in training neural networks, particularly in recurrent neural networks.

Adadelta (Zeiler, 2012)

An extension of RMSProp that seeks to reduce its dependence on a manually set global learning rate. Instead of accumulating all past squared gradients, Adadelta limits the window of accumulated past gradients to some fixed size w. Update mechanism does not require learning rate α:

$$v_j^{(k)} = \gamma v_j^{(k-1)} + (1-\gamma)(g_j^{(k)})^2$$

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$$x_j^{(k)} = x_j^{(k-1)} - \tilde{g}_j^{(k)}$$

$$\Delta x_j^{(k)} = \rho \Delta x_j^{(k-1)} + (1-\rho)(\tilde{g}_j^{(k)})^2$$

Notes:

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- The method does not require an initial learning rate setting, making it easier to configure.
- Often used in deep learning where parameter scales differ significantly across layers.

Adam (Kingma and Ba, 2014) [1] [2]

Combines elements from both AdaGrad and RMSProp. It considers an exponentially decaying average of past gradients and squared gradients.

EMA:

$$m_j^{(k)} = \beta_1 m_j^{(k-1)} + (1-\beta_1) g_j^{(k)}$$

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Bias correction:

$$\hat{m}_j = \frac{m_j^{(k)}}{1-\beta_1^k}$$

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Update:

$$x_j^{(k)} = x_j^{(k-1)} - \alpha \frac{\hat{m}_j}{\sqrt{\hat{v}_j} + \epsilon}$$

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- Гораздо лучше работает для языковых моделей, чем для задач компьютерного зрения - почему?

[1] Adam: A Method for Stochastic Optimization

[2] On the Convergence of Adam and Beyond

AdamW (Loshchilov & Hutter, 2017)

Addresses a common issue with ℓ_2 regularization in adaptive optimizers like Adam. Standard ℓ_2 regularization adds $\lambda\|x\|^2$ to the loss, resulting in a gradient term λx. In Adam, this term gets scaled by the adaptive learning rate $\left(\sqrt{\hat{v}_j} + \epsilon\right)$, coupling the weight decay to the gradient magnitudes.

AdamW decouples weight decay from the gradient adaptation step.

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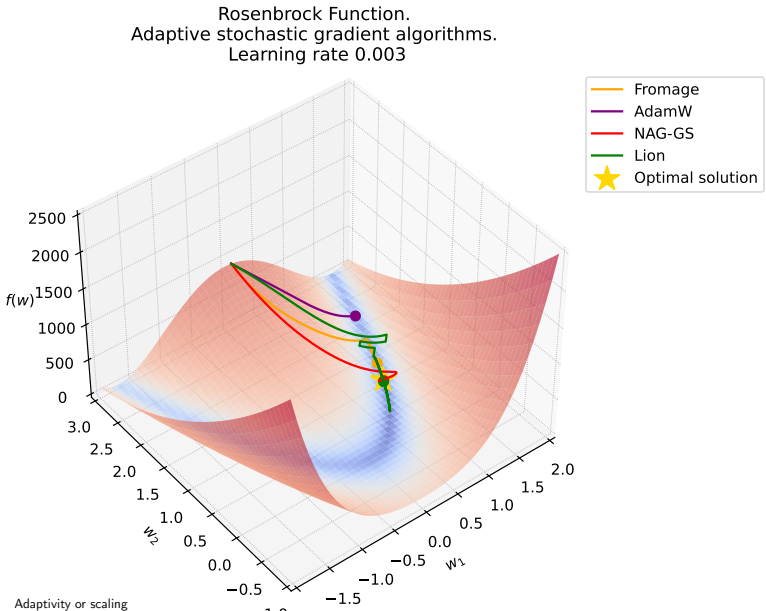
- The weight decay term $\lambda x_j^{(k-1)}$ is added *after* the adaptive gradient step.
- Widely adopted in training transformers and other large models. Default choice for huggingface trainer.

A lot of them


Rosenbrock Function.
Adaptive stochastic gradient algorithms.
Learning rate 0.003
Fromage
AdamW
NAG-GS
Lion
Optimal solution
f(w)
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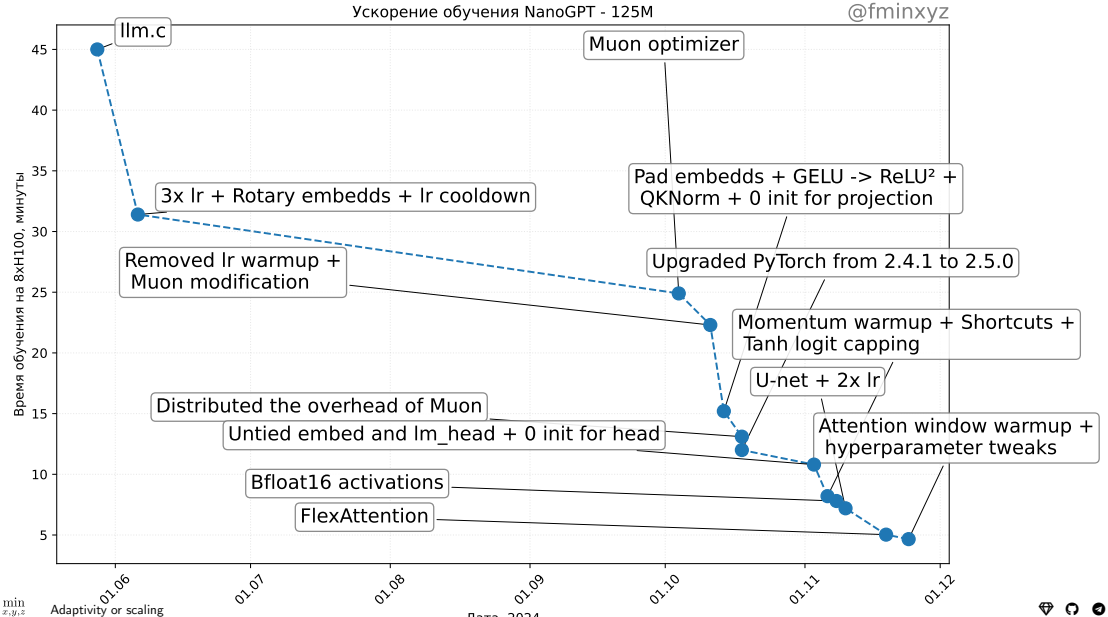
2000
1500
1000
500
0
3.0
2.5
2.0
1.5
1.0
0.5
0.0
−0.5
w2
−1.5
−1.0
−0.5
0.0
0.5
1.0
1.5
2.0
w1

How to compare them? AlgoPerf benchmark

NanoGPT speedrun



Shampoo (Gupta, Anil, et al., 2018; Anil et al., 2020)

Stands for **S**tochastic **H**essian-**A**pproximation **M**atrix **P**reconditioning for **O**ptimization **O**f deep networks. It's a method inspired by second-order optimization designed for large-scale deep learning.

Core Idea: Approximates the full-matrix AdaGrad pre conditioner using efficient matrix structures, specifically Kronecker products.

For a weight matrix $W \in \mathbb{R}^{m \times n}$, the update involves preconditioning using approximations of the statistics matrices $L \approx \sum_k G_k G_k^T$ and $R \approx \sum_k G_k^T G_k$, where G_k are the gradients.

Simplified concept:

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Simplified concept:

1. Compute gradient G_k.
2. Update statistics $L_k = \beta L_{k-1} + (1-\beta) G_k G_k^T$ and $R_k = \beta R_{k-1} + (1-\beta) G_k^T G_k$.

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4. Update: $W_{k+1} = W_k - \alpha P_L G_k P_R$.

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- Variants exist for different tensor shapes (e.g., convolutional layers).

Muon [3]

$$
\begin{aligned}
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&= W_t - \eta (US^2U^\top)^{-1/4} (USV^\top)(VS^2V^\top)^{-1/4} \\
&= W_t - \eta (US^{-1/2}U^\top)(USV^\top)(VS^{-1/2}V^\top) \\
&= W_t - \eta US^{-1/2} S S^{-1/2} V^\top \\
&= W_t - \eta UV^\top
\end{aligned}
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[3] Deriving Muon

General introduction

Optimization for Neural Network training

Neural network is a function, that takes an input x and current set of weights (parameters) $\mathbf{w}$ and predicts some vector as an output. Note, that a variety of feed-forward neural networks could be represented as a series of linear transformations, followed by some nonlinear function (say, ReLU (x) or sigmoid):

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$$\mathcal{NN}(\mathbf{w}, x) = \sigma_L \circ w_L \circ ... \circ \sigma_1 \circ w_1 \circ x \qquad \mathbf{w} = (W_1, b_1, ... W_L, b_L)\,,$$

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$$L(\mathbf{w}, X, y) \to \min_{\mathbf{w}} \qquad \frac{1}{N}\sum_{i=1}^{N} l(\mathbf{w}, x_i, y_i) \to \min_{\mathbf{w}}$$

Loss functions

In the context of training neural networks, the loss function, denoted by $l(\mathbf{w}, x_i, y_i)$, measures the discrepancy between the predicted output $\mathcal{NN}(\mathbf{w}, x_i)$ and the true output y_i. The choice of the loss function can significantly influence the training process. Common loss functions include:

Mean Squared Error (MSE)

Used primarily for regression tasks. It computes the square of the difference between predicted and true values, averaged over all samples.

$$\text{MSE}(\mathbf{w}, X, y) = \frac{1}{N} \sum_{i=1}^{N} (\mathcal{NN}(\mathbf{w}, x_i) - y_i)^2$$

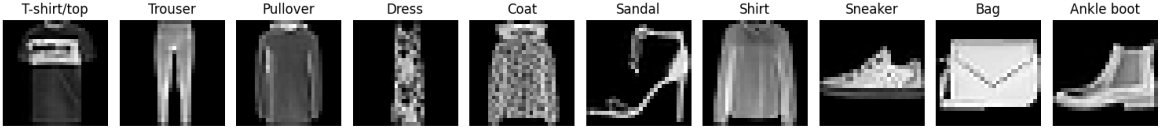
Cross-Entropy Loss

Typically used for classification tasks. It measures the dissimilarity between the true label distribution and the predictions, providing a probabilistic interpretation of classification.

$$\text{Cross-Entropy}(\mathbf{w}, X, y) = -\frac{1}{N} \sum_{i=1}^{N} \sum_{c=1}^{C} y_{i,c} \log(\mathcal{NN}(\mathbf{w}, x_i)_c)$$

where $y_{i,c}$ is a binary indicator (0 or 1) if class label c is the correct classification for observation i, and C is the number of classes.

Simple example: Fashion MNIST classification problem



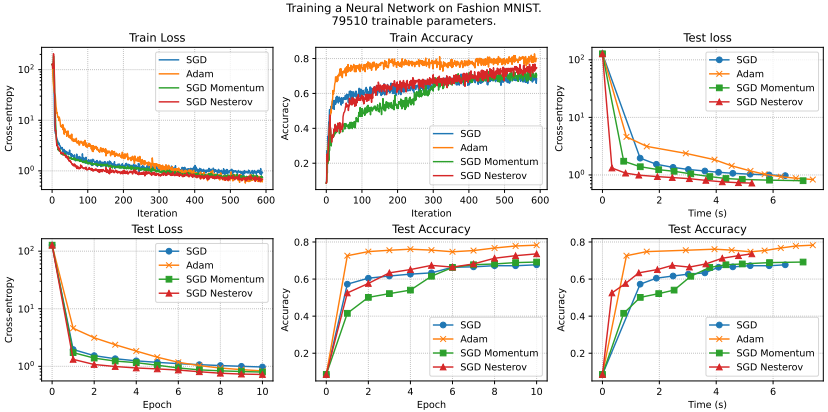


Рис. 2: Open in colab

GPT-2 training Memory footprint

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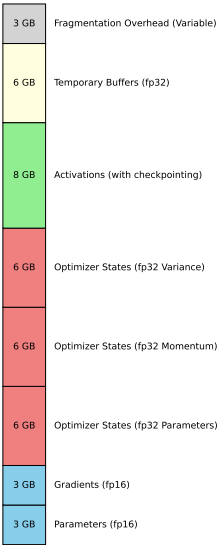

Example: 1.5B parameter GPT-2 model needs 3GB for weights in 16-bit precision but can't be trained on a 32GB GPU using Tensorflow or PyTorch. Major memory usage during training includes optimizer states, gradients, parameters, activations, temporary buffers, and fragmented memory.

Model States:

- Optimizer states (e.g., Adam) require memory for time-averaged momentum and gradient variance.

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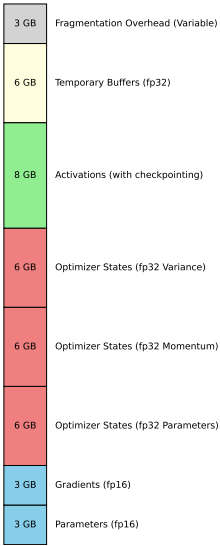

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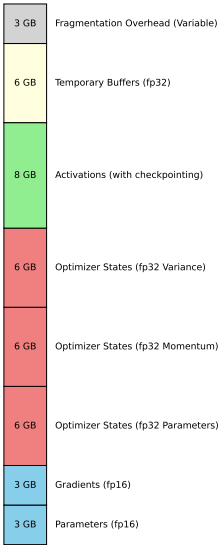

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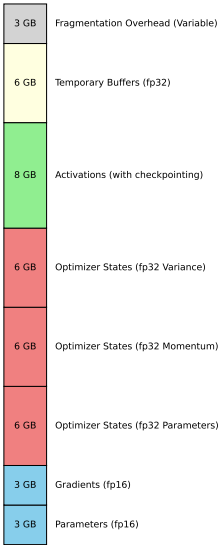

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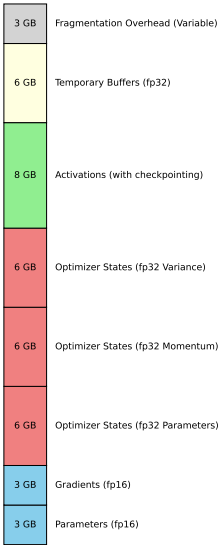

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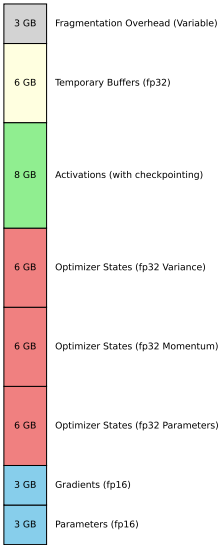

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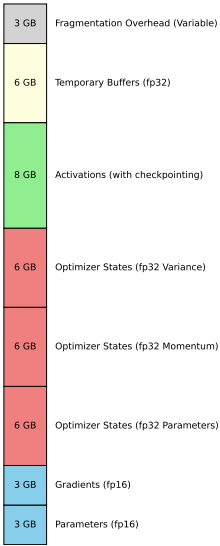

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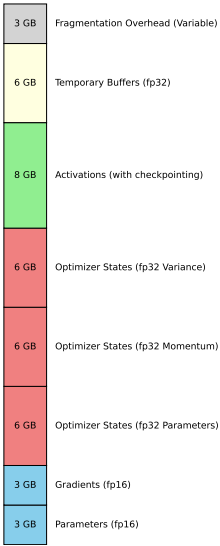

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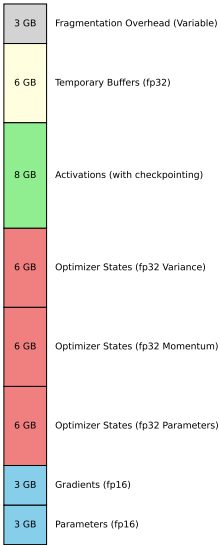

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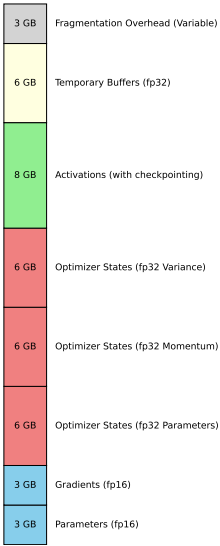

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- In some cases, over 30% of memory remains unusable due to fragmentation.