

A low-poly, geometric illustration of a Corgi dog and a rubber duck. The Corgi is on the left, rendered in shades of yellow, orange, and white. The rubber duck is on the right, rendered in shades of yellow and orange. Both are composed of many flat, triangular faces. A semi-transparent white rectangle is centered over the Corgi, containing text. The background is a light gray with a subtle grid pattern.

Newton method. Quasi-Newton methods

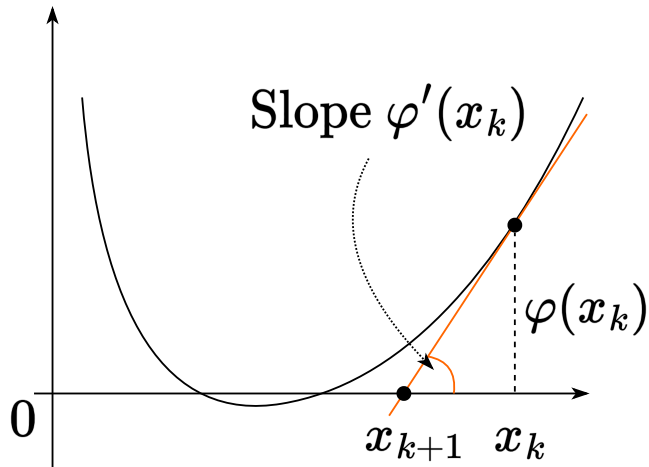
Daniil Merkulov

Optimization methods. MIPT

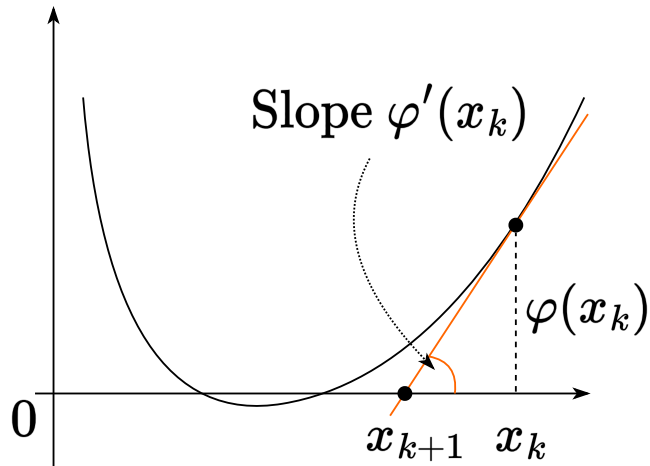
Newton method

Idea of Newton method of root finding

Consider the function $\varphi(x) : \mathbb{R} \rightarrow \mathbb{R}$.

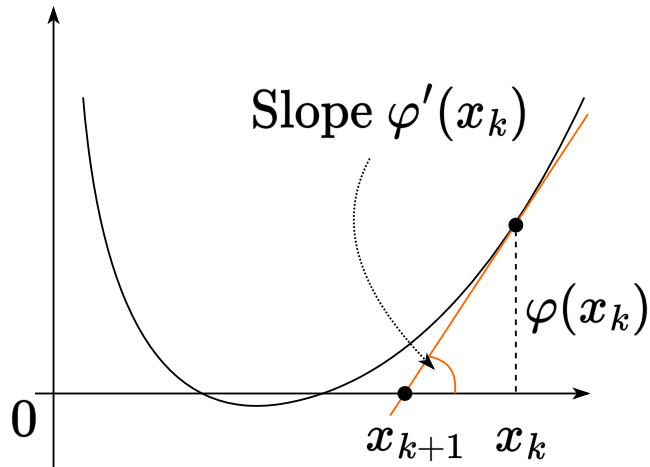


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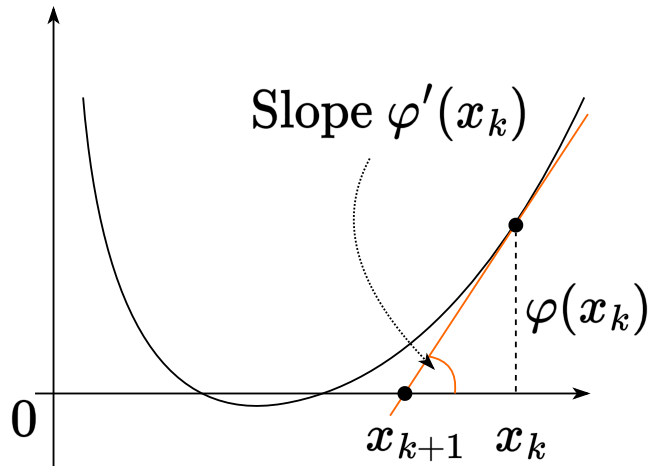
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^aLiterally we aim to solve the problem of finding stationary points $\nabla f(x) = 0$

Newton method as a local quadratic Taylor approximation minimizer

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Let us immediately note the limitations related to the necessity of the Hessian's non-degeneracy (for the method to exist), as well as its positive definiteness (for the convergence guarantee).

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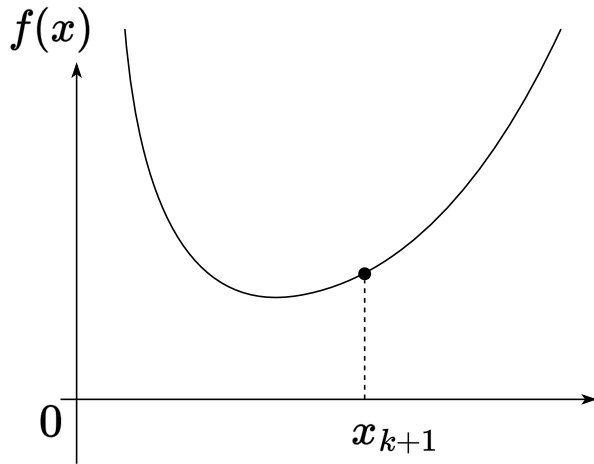
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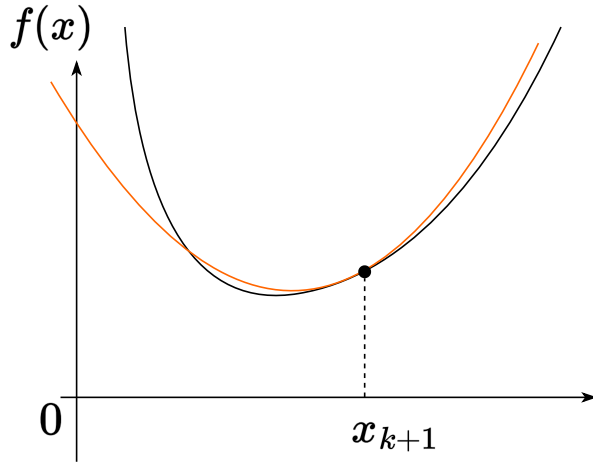
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Convergence

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Let $f(x)$ be a strongly convex twice continuously differentiable function at \mathbb{R}^n , for the second derivative of which inequalities are executed: $\mu I_n \preceq \nabla^2 f(x) \preceq L I_n$. Then Newton's method with a constant step locally converges to solving the problem with superlinear speed. If, in addition, Hessian is M -Lipschitz continuous, then this method converges locally to x^* at a quadratic rate.

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1. We will use Newton-Leibniz formula

$$\nabla f(x_k) - \nabla f(x^*) = \int_0^1 \nabla^2 f(x^* + \tau(x_k - x^*))(x_k - x^*) d\tau$$

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4. We have introduced:

$$G_k = \int_0^1 (\nabla^2 f(x_k) - \nabla^2 f(x^* + \tau(x_k - x^*))) d\tau .$$

Convergence

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where $r_k = \|x_k - x^*\|$.

6. So, we have:

$$r_{k+1} \leq \left\| [\nabla^2 f(x_k)]^{-1} \right\| \cdot \frac{r_k}{2} M \cdot r_k$$

and we need to bound the norm of the inverse hessian

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Convexity implies $\nabla^2 f(x_k) \succ 0$, i.e. $r_k < \frac{\mu}{M}$.

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8. The convergence condition $r_{k+1} < r_k$ imposes additional conditions on r_k : $r_k < \frac{2\mu}{3M}$

Thus, we have an important result: Newton's method for the function with Lipschitz positive-definite Hessian converges **quadratically** near ($\|x_0 - x^*\| < \frac{2\mu}{3M}$) to the solution.

Affine Invariance of Newton's Method

An important property of Newton's method is **affine invariance**. Given a function f and a nonsingular matrix $A \in \mathbb{R}^{n \times n}$, let $x = Ay$, and define $g(y) = f(Ay)$. Note, that $\nabla g(y) = A^T \nabla f(x)$ and $\nabla^2 g(y) = A^T \nabla^2 f(x) A$. The Newton steps on g are expressed as:

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Expanding this, we get:

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Affine Invariance of Newton's Method

An important property of Newton's method is **affine invariance**. Given a function f and a nonsingular matrix $A \in \mathbb{R}^{n \times n}$, let $x = Ay$, and define $g(y) = f(Ay)$. Note, that $\nabla g(y) = A^T \nabla f(x)$ and $\nabla^2 g(y) = A^T \nabla^2 f(x) A$. The Newton steps on g are expressed as:

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This shows that the progress made by Newton's method is independent of problem scaling. This property is not shared by the gradient descent method!

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- quadratic convergence near the solution x^*

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- the Hessian can be degenerate at x^*
- the hessian may not be positively determined \rightarrow direction $-(f''(x))^{-1}f'(x)$ may not be a descending direction

Newton



Figure 7: Animation 

Newton method problems



Figure 8: Animation

The idea of adaptive metrics

Given $f(x)$ and a point x_0 . Define

$B_\varepsilon(x_0) = \{x \in \mathbb{R}^n : d(x, x_0) = \varepsilon^2\}$ as the set of points with distance ε to x_0 . Here we presume the existence of a distance function $d(x, x_0)$.

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Now we can explicitly pose a problem of finding s , as it was stated above.

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Which means, that new direction of steepest descent is nothing else, but $A^{-1} \nabla f(x_0)$.

(1) . . . Indeed, if the space is isotropic and $A = I$, we immediately have gradient descent formula, while Newton method uses local Hessian as a metric matrix.    14

Quasi-Newton methods

Quasi-Newton methods intuition

For the classic task of unconditional optimization $f(x) \rightarrow \min_{x \in \mathbb{R}^n}$ the general scheme of iteration method is written as:

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Note here that if we take a single matrix of $B_k = I_n$ as B_k at each step, we will exactly get the gradient descent method.

The general scheme of quasi-Newton methods is based on the selection of the B_k matrix so that it tends in some sense at $k \rightarrow \infty$ to the truth value of the Hessian $\nabla^2 f(x_k)$.

Quasi-Newton Method Template

Let $x_0 \in \mathbb{R}^n$, $B_0 \succ 0$. For $k = 1, 2, 3, \dots$, repeat:

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- B_{k+1} to be “close” to B_k
- $B_k \succ 0 \Rightarrow B_{k+1} \succ 0$

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Let's try an update of the form:

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This only holds if u is a multiple of $\Delta y_k - B_k d_k$. Putting $u = \Delta y_k - B_k d_k$, we solve the above,

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which leads to

$$B_{k+1} = B_k + \frac{(\Delta y_k - B_k d_k)(\Delta y_k - B_k d_k)^T}{(\Delta y_k - B_k d_k)^T d_k}$$

called the symmetric rank-one (SR1) update or Broyden method.

Symmetric Rank-One Update with inverse

How can we solve

$$B_{k+1}d_{k+1} = -\nabla f(x_{k+1}),$$

in order to take the next step? In addition to propagating B_k to B_{k+1} , let's propagate inverses, i.e., $C_k = B_k^{-1}$ to $C_{k+1} = (B_{k+1})^{-1}$.

Sherman-Morrison Formula:

The Sherman-Morrison formula states:

$$(A + uv^T)^{-1} = A^{-1} - \frac{A^{-1}uv^T A^{-1}}{1 + v^T A^{-1}u}$$

Thus, for the SR1 update, the inverse is also easily updated:

$$C_{k+1} = C_k + \frac{(d_k - C_k \Delta y_k)(d_k - C_k \Delta y_k)^T}{(d_k - C_k \Delta y_k)^T \Delta y_k}$$

In general, SR1 is simple and cheap, but it has a key shortcoming: it does not preserve positive definiteness.

Davidon-Fletcher-Powell Update

We could have pursued the same idea to update the inverse C :

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Davidon-Fletcher-Powell Update

We could have pursued the same idea to update the inverse C :

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Multiplying by Δy_k , using the secant equation $d_k = C_k \Delta y_k$, and solving for a , b , yields:

$$C_{k+1} = C_k - \frac{C_k \Delta y_k \Delta y_k^T C_k}{\Delta y_k^T C_k \Delta y_k} + \frac{d_k d_k^T}{\Delta y_k^T d_k}$$

Woodbury Formula Application

Woodbury then shows:

$$B_{k+1} = \left(I - \frac{\Delta y_k d_k^T}{\Delta y_k^T d_k} \right) B_k \left(I - \frac{d_k \Delta y_k^T}{\Delta y_k^T d_k} \right) + \frac{\Delta y_k \Delta y_k^T}{\Delta y_k^T d_k}$$

This is the Davidon-Fletcher-Powell (DFP) update. Also cheap: $O(n^2)$, preserves positive definiteness. Not as popular as BFGS.

Broyden-Fletcher-Goldfarb-Shanno update

Let's now try a rank-two update:

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$$B_{k+1} = B_k + auu^T + bvv^T.$$

The secant equation $\Delta y_k = B_{k+1}d_k$ yields:

$$\Delta y_k - B_k d_k = (au^T d_k)u + (bv^T d_k)v$$

Putting $u = \Delta y_k$, $v = B_k d_k$, and solving for a, b we get:

$$B_{k+1} = B_k - \frac{B_k d_k d_k^T B_k}{d_k^T B_k d_k} + \frac{\Delta y_k \Delta y_k^T}{d_k^T \Delta y_k}$$

called the Broyden-Fletcher-Goldfarb-Shanno (BFGS) update.

Broyden-Fletcher-Goldfarb-Shanno update with inverse

Woodbury Formula

The Woodbury formula, a generalization of the Sherman-Morrison formula, is given by:

$$(A + UCV)^{-1} = A^{-1} - A^{-1}U(C^{-1} + VA^{-1}U)^{-1}VA^{-1}$$

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Applied to our case, we get a rank-two update on the inverse C :

$$C_{k+1} = C_k + \frac{(d_k - C_k \Delta y_k) d_k^T}{\Delta y_k^T d_k} + \frac{d_k (d_k - C_k \Delta y_k)^T}{\Delta y_k^T d_k} - \frac{(d_k - C_k \Delta y_k)^T \Delta y_k}{(\Delta y_k^T d_k)^2} d_k d_k^T$$

$$C_{k+1} = \left(I - \frac{d_k \Delta y_k^T}{\Delta y_k^T d_k} \right) C_k \left(I - \frac{\Delta y_k d_k^T}{\Delta y_k^T d_k} \right) + \frac{d_k d_k^T}{\Delta y_k^T d_k}$$

This formulation ensures that the BFGS update, while comprehensive, remains computationally efficient, requiring $O(n^2)$ operations. Importantly, BFGS update preserves positive definiteness. Recall this means $B_k \succ 0 \Rightarrow B_{k+1} \succ 0$. Equivalently, $C_k \succ 0 \Rightarrow C_{k+1} \succ 0$

Code

- Open In Colab

Code

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