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## Exercise Sheet 3

### Gradient Descent

**Deadline: 19.11.2018, 23:59**

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#### Exercise 3.1 - Vector Derivatives

(1 + 1 + 1 + 1 = 4 points)

In this lecture we will often encounter functions of several variables, i.e.  $f : \mathbb{R}^n \rightarrow \mathbb{R}$ . Knowing how to compute the derivatives of such functions will prove helpful for understanding formulas throughout this lecture. Now let  $f : \mathbb{R}^n \rightarrow \mathbb{R}$ ,  $w \in \mathbb{R}^n$ ,  $A \in \mathbb{R}^{n \times n}$  and  $B \in \mathbb{R}^{m \times n}$ . Prove that the following rules hold:

- a)  $f(x) = \langle w, x \rangle$ , then  $\nabla_x f(x) = w$
- b)  $f(x) = \langle x, Ax \rangle = x^T Ax$ , then  $\nabla_x f(x) = Ax + A^T x$
- c)  $f(x) = \|Bx\|_2^2$ , then  $\nabla_x f(x) = 2B^T Bx$
- d)  $f(x) = \|Bx - c\|_2^2$ , then  $\nabla_x f(x) = 2B^T (Bx - c)$

Hints & Remarks:

- Previous rules can be used in later proofs. For example, one might need the result of (c) for solving (d).
- If this exercise is too abstract for you, you can start with fixed dimensions, for example, prove above rules in the two dimensional case (i.e.  $n = 2$ ). A correct proof only in the two dimensional case will receive half of the points. The proof in the general case (i.e. in  $n$  dimensions) will receive full points.

#### Exercise 3.2 - Computational Issues with Softmax (0.5 + 0.5 + 0.5 + 2.5 = 4 points)

The softmax function plays an important role in neural networks, especially when performing classifications. It is defined as follows:

$$\text{softmax} : \mathbb{R}^n \rightarrow \mathbb{R}^n, \text{softmax}(x)_i = \frac{\exp(x_i)}{\sum_{j=1}^n \exp(x_j)}, i = 1, \dots, n \quad (1)$$

- a) Numerical issues might occur when computing softmax functions on a computer. Name these numerical issues and explain them [Hint: think about overflow and underflow].
- b) Suggest a remedy to overcome these numerical issues occurring with Softmax computation and explain why it prevents such numerical issues.

- c) Show that for any input  $x \in \mathbb{R}^n$ ,  $\text{softmax}(x)_i \geq 0$  and  $\sum_{i=1}^n \text{softmax}(x)_i = 1$ . That is, the vector  $\text{softmax}(x) \in \mathbb{R}^n$  can be understood as a probability distribution.
- d) Compute the first derivative of  $\text{softmax}(x)$ , i.e. compute the Jacobian matrix of  $\text{softmax}(x)$ .

### Exercise 3.3 - Bad Step Size

(2 points)

Construct a smooth (i.e. continuously differentiable) function  $f : \mathbb{R} \rightarrow \mathbb{R}$ , a starting point  $x_0 \in \mathbb{R}$  with  $f'(0) \neq 0$ , and step sizes  $\epsilon_k$  such that  $f(x_k)$  will converge to a local maximum when applying gradient descent method.

*Hint:* if you choose the starting point  $x_0$  and the initial step size  $\epsilon_0$  wisely, then it is possible to directly jump to a local maximum in one step. But do not forget to argue that it will converge to that local maximum, i.e. arrive and stay at a certain local maximum. Moreover, many functions can be used for solving this problem, for example, the sine function.

## Submission instructions

The following instructions are mandatory. If you are not following them, tutors can decide to not correct your exercise.

- You have to submit the solutions of this assignment sheet as a team of 2-3 students.
- Hand in a **single** PDF file with your solutions.
- Therefore make sure to write the student ID and the name of each member of your team on your submission.
- Your assignment solution must be uploaded by only **one** of your team members to the course website.
- If you have any trouble with the submission, contact your tutor **before** the deadline.