# **CSCE 633: Machine Learning**

Lecture 10: Gradient Descent

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## **Goals for this Lecture**

- First Order Optimization The Gradient Function
- Understand Gradient Descent
- Understanding Limitations to Gradient Descent
- Second Order Optimization Convexity/Concavity
- Newton's Method for Descent

## Problem 1: The 'zig-zagging' behavior of gradient descent

• The (negative) gradient direction points perpendicular to the contours of any function

$$g(\mathbf{w}) = w_0^2 + w_1^2 + 2$$

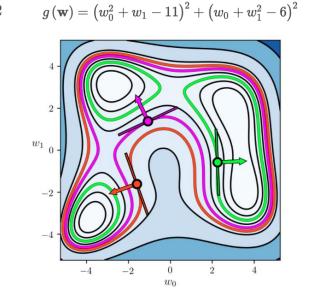
$$g(\mathbf{w}) = w_0^2 + w_1^2 + 2\sin(1.5(w_0 + w_1))^2 + 2$$

$$\begin{bmatrix} 6 \\ 4 \\ 2 \\ w_1 \\ 0 \\ -2 \\ -4 \\ -6 \end{bmatrix}$$

$$\begin{bmatrix} w_1 \\ 0 \\ -2 \\ -4 \\ -6 \end{bmatrix}$$

$$\begin{bmatrix} w_1 \\ 0 \\ -2 \\ -4 \\ -6 \end{bmatrix}$$

$$\begin{bmatrix} -2 \\ -4 \\ -4 \end{bmatrix}$$

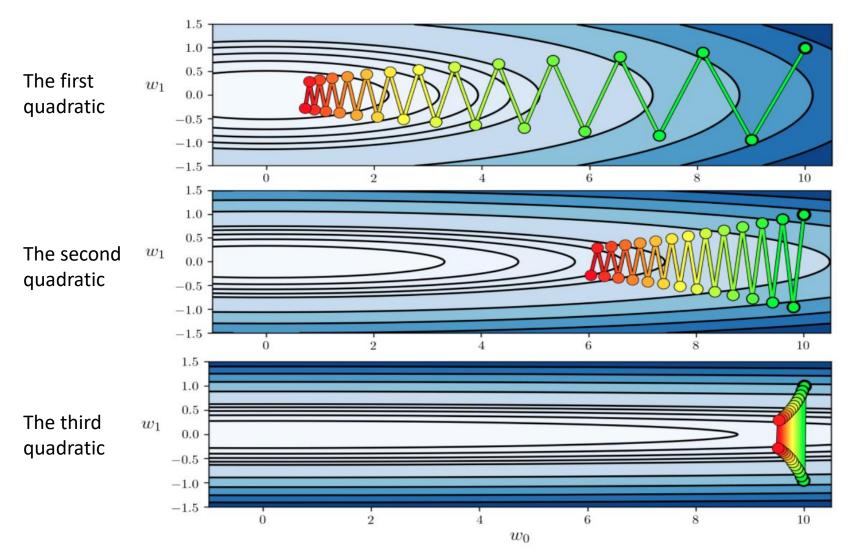


- The negative gradient direction oscillate rapidly or zig-zag
- Example
  - Functions: three N=2N=2 dimensional quadratic

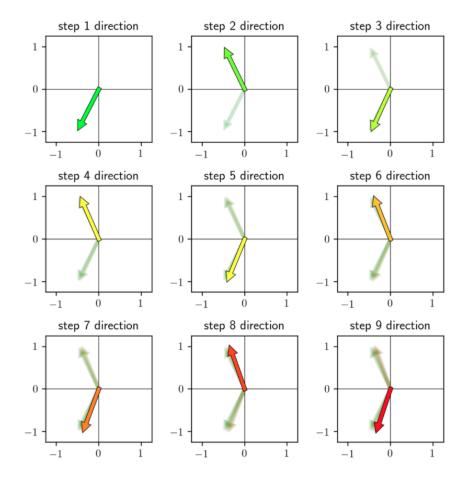
$$g(\mathbf{w}) = a + \mathbf{b}^T \mathbf{w} + \mathbf{w}^T \mathbf{C} \mathbf{w}$$

- The first quadratic:  $\mathbf{C} = \begin{bmatrix} 0.5 & 0 \\ 0 & 12 \end{bmatrix}$
- The second quadratic:  $\mathbf{C} = \begin{bmatrix} 0.1 & 0 \\ 0 & 12 \end{bmatrix}$
- The third quadratic:  $\mathbf{C} = \begin{bmatrix} 0.01 & 0 \\ 0 & 12 \end{bmatrix}$
- Same global minimum:  $\mathbf{w} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$  where  $g(\mathbf{w}) = 0$
- Initialization:  $\mathbf{w^0} = \begin{bmatrix} 10 \\ 1 \end{bmatrix}$
- Steplength / learning rate value:  $\alpha = 0.1$

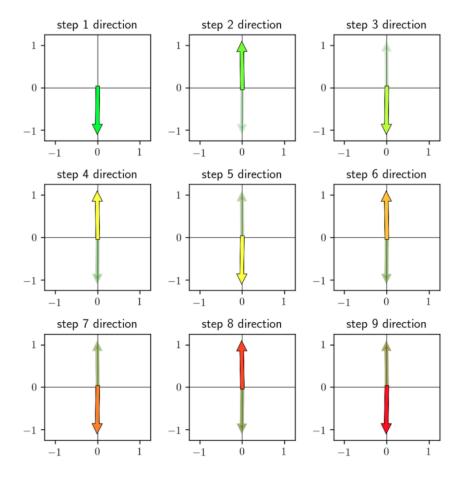




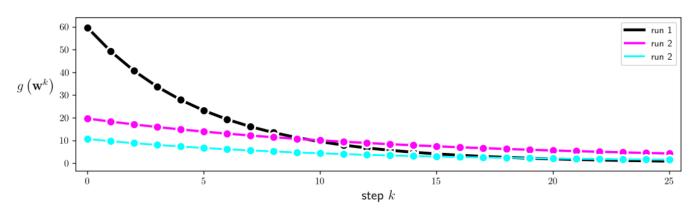
• Descent direction on the **first** quadratic



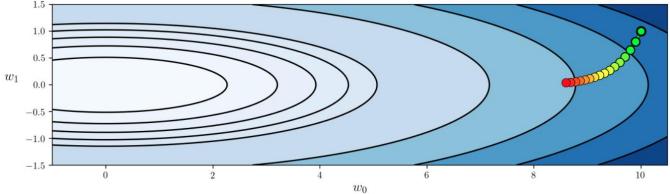
• Descent direction on the **third** quadratic



Cost function plot



- Reducing the steplength value can ameliorate this zig-zagging behavior.
- Do not solve the underlying problem that zig-zagging produces slow convergence





#### Problem 2: The slow-crawling behavior of gradient descent

- The vanishing behavior of the negative gradient magnitude near stationary points has a natural consequence for gradient descent steps they progress very slowly, or 'crawl', near stationary points.
- Unlike zero order methods, the distance traveled during each step of gradient descent is not completely determined by the steplength/learning rate value  $\alpha$ .

• The general local optimization step:

$$\mathbf{w}^k = \mathbf{w}^{k-1} + \alpha \mathbf{d}^{k-1}$$

• Zero order:  $\mathbf{d}^{k-1}$  is a unit length descent direction

$$\left\|\mathbf{w}^k - \mathbf{w}^{k-1}
ight\|_2 = \left\|\left(\mathbf{w}^{k-1} + lpha \mathbf{d}^{k-1}
ight) - \mathbf{w}^{k-1}
ight\|_2 = lpha \left\|\mathbf{d}^{k-1}
ight\|_2 = lpha$$

• Gradient descent:  $\mathbf{d}^{k-1} = -\nabla g(\mathbf{w}^{k-1})$ 

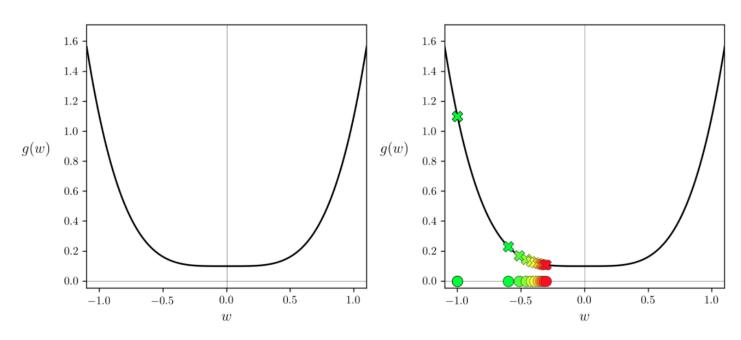
$$\left\|\mathbf{w}^{k}-\mathbf{w}^{k-1}
ight\|_{2}=\left\|\left(\mathbf{w}^{k-1}-lpha
abla g\left(\mathbf{w}^{k-1}
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ight)-\mathbf{w}^{k-1}
ight\|_{2}=lpha\left\|
abla g\left(\mathbf{w}^{k-1}
ight)
ight\|_{2}$$

• Example 1: Slow-crawling behavior of gradient descent near the minimum of a function

– Function:

– Minimum: 
$$w=0$$
  $g(w)=w^4+0.1$ 

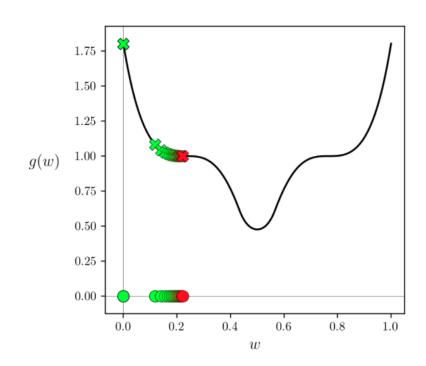
– Steplength:  $\alpha = 0.1$ 



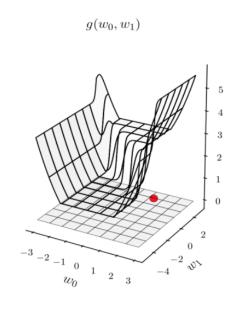
- Example 2: Slow-crawling behavior of gradient descent near saddle points
  - Function:

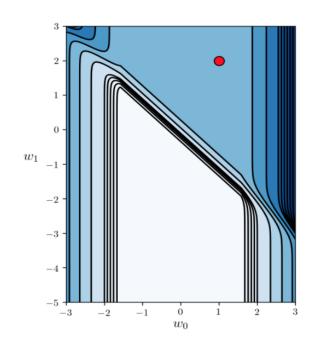
$$g(w) = \text{maximum}(0, (3w - 2.3)^3 + 1)^2 + \text{maximum}(0, (-3w + 0.7)^3 + 1)^2$$

- Minimum:  $w = \frac{1}{2}$
- Saddle points:
  - $w = \frac{7}{30}$
  - $w = \frac{23}{30}$
- Gradient descent: 50 steps
- Steplength:  $\alpha = 0.01$
- Initialization: w = 0



- Example 3: Slow-crawling behavior of gradient descent in large flat regions of a function
  - Function:
  - Initialization:  $w^0=\left[egin{array}{c}0\0\end{array}
    ight] \qquad g(w_0,w_1)= anh(4w_0+4w_1)+ anx(1,0.4w_0^2)+1$
  - 1000 steps of gradient descent with a steplength lpha=0.1





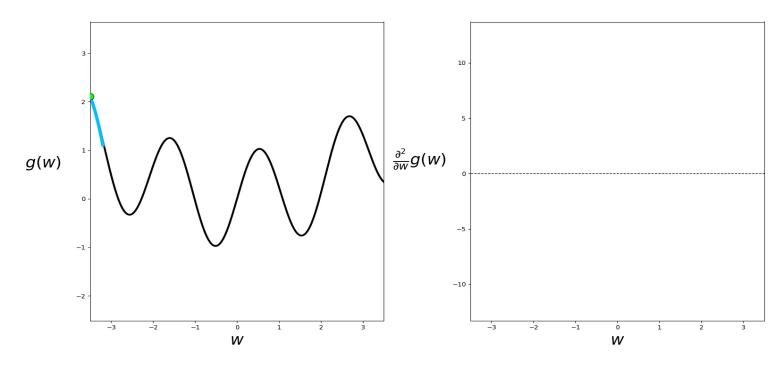
## **Takeaways**

- Limitations of Gradient Descent as a result of Step size
- Understanding what happens when Stepsize is too big
- Understanding what happens when Stepsize is too small

## Curvature and single-input functions

• The second order Taylor series approximation of function

$$g(w) = \sin(3w) + 0.1w^2$$



- The second order approximation appears to match the local convexity/concavity of the underlying function near the point on which it is defined.
  - If at this point the function appears to be convex locally, the second order approximation is too convex and upward facing.
  - If the point is on a part of the function where it is facing downward or concave, the second order approximation is also concave and facing downward.
- The second order Taylor Series is a quadratic built to match a function locally.

- Quadratic functions are easy to determine convex or concave
- A general single input quadratic

$$g(w) = a + bw + cw^2$$

- -c > 0: convex
- -c < 0: concave
- -c = 0: both convex and concave (a line)
- The second order Taylor Series h(w) of a single input function g(w) at a point  $w_0$  is:

$$h(w)=g(w^0)+\left(rac{\mathrm{d}}{\mathrm{d}w}g(w^0)
ight)(w-w^0)+rac{1}{2}igg(rac{\mathrm{d}^2}{\mathrm{d}w^2}g(w^0)igg)(w-w^0)^2$$



$$c=rac{1}{2}rac{\mathrm{d}^2}{\mathrm{d}w^2}g(w^0)$$

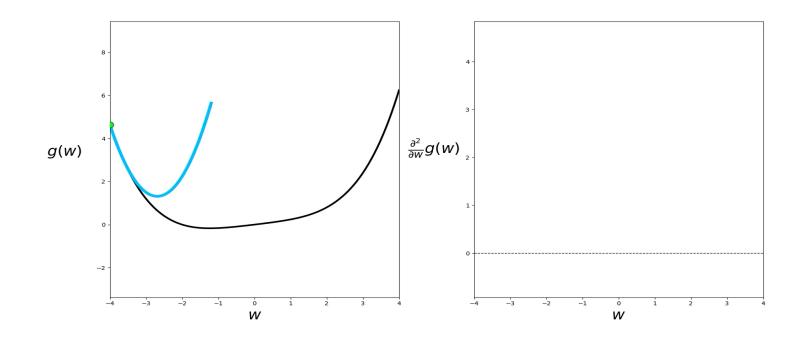
$$-\frac{d^2}{dw^2}g(w^0) \ge 0 : \text{convex at } w^0$$

$$-\frac{d^2}{dw^2}g(w^0) \leq 0$$
: concave at  $w^0$ 

- A function g is convex if it is convex at each of its input points.  $(\frac{d^2}{dw^2}g(w^0) \ge 0$  everywhere)
- A function g is concave if it is convex at each of its input points. ( $\frac{d^2}{dw^2}g(w^0) \leq 0$  everywhere)

- Example: single-input plot
  - Function:

$$g(w) = rac{1}{50}ig(w^4 + w^2 + 10wig)$$



#### Curvature and multi-input functions

• The general multi-input quadratic function

$$g(\mathbf{w}) = a + \mathbf{b}^T \mathbf{w} + \mathbf{w}^T \mathbf{C} \mathbf{w}$$

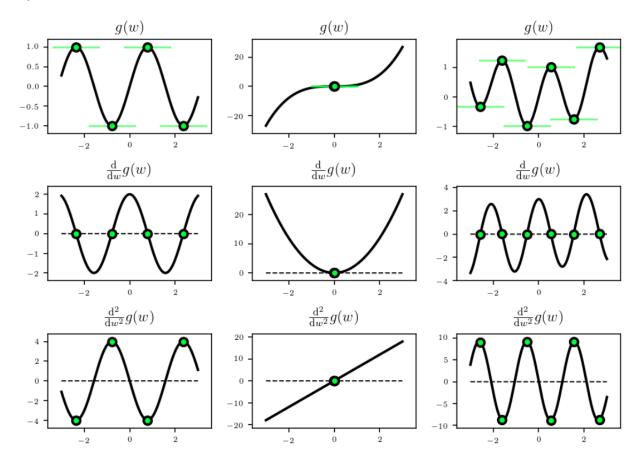
- The convexity/concavity is determined by the eigenvalues of C
  - The quadratic is convex along its  $n^{th}$  input iif its  $n^{th}$  eigenvalue  $d_n \geq 0$
  - The quadratic is convex along its  $n^{th}$  input iif its  $n^{th}$  eigenvalue  $d_n \leq 0$

- Convexity/concavity at w<sup>0</sup>
  - -g is convex at  $\mathbf{w}^0$  iif the second order Taylor Series approximation is convex in every one of its input dimension, i.e.,  $\nabla^2 g(\mathbf{w}^0)$  has no negative eigenvalues.
  - -g is concave at  $\mathbf{w}^0$  iif the second order Taylor Series approximation is concave in every one of its input dimension, i.e.,  $\nabla^2 g(\mathbf{w}^0)$  has no positive eigenvalues.
- Convex/concave function
  - g is a convex function if it is convex everywhere, or if  $\nabla^2 g(\mathbf{w}^0)$  has all nonnegative eigenvalues at every input.
  - g is a concave function if it is concave everywhere, or if  $\nabla^2 g(\mathbf{w}^0)$  has all non-positive eigenvalues at every input.



#### The second order condition

• Comparison of zero, first, second order



#### • Single-input functions

- Local/global minimum:  $\frac{\partial^2}{\partial w^2}g(w) > 0$
- Local/global maximum:  $\frac{\partial^2}{\partial w^2}g(w) < 0$
- A saddle point:  $\frac{\partial^2}{\partial w^2}g(w)=0$  and  $\frac{\partial^2}{\partial w^2}g(w)$  changes sign at w.

#### Multi-input functions

- Local minimum: all eigenvalues of  $abla^2 g(\mathbf{w}^0)$  are positive
- Local maximum: all eigenvalues of  $\nabla^2 g(\mathbf{w}^0)$  are negative
- A saddle points: all eigenvalues of  $\nabla^2 g(\mathbf{w}^0)$  are mixed (have both positive and negative.

## **Takeaways**

- Properties of Convex/Concave functions
- How to identify a function as Convex/Concave

• Newton's method: a local optimization algorithm produced by repeatedly taking steps that are stationary points of the second order Taylor series approximations to a function.

#### Method:

- At  $k^{th}$  step move to the stationary point of the quadratic approximation generated at the previous step  $\mathbf{w}^{k-1}$ :

- A stationary 
$$\mathbf{p}(\mathbf{w}) = g(\mathbf{w}^{k-1}) + \nabla g(\mathbf{w}^{k-1})^T (\mathbf{w} - \mathbf{w}^{k-1}) + \frac{1}{2} (\mathbf{w} - \mathbf{w}^{k-1})^T \nabla^2 g(\mathbf{w}^{k-1}) (\mathbf{w} - \mathbf{w}^{k-1})$$

$$\mathbf{w}^k = \mathbf{w}^{k-1} - \left(
abla^2 g(\mathbf{w}^{k-1})
ight)^{-1} 
abla g(\mathbf{w}^{k-1})$$

– For single input functions:

$$w^k=w^{k-1}-rac{rac{\mathrm{d}}{\mathrm{d}w}g(w^{k-1})}{rac{\mathrm{d}^2}{\mathrm{d}w^2}g(w^{k-1})}$$

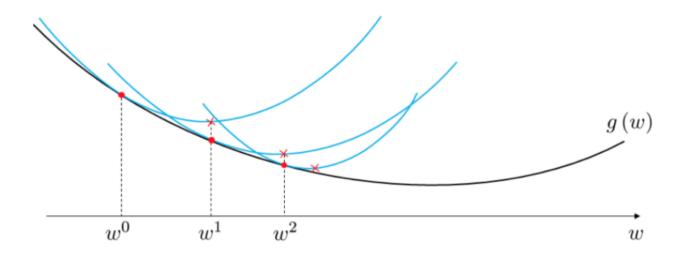
– This local optimization fits:

$$\mathbf{w}^k = \mathbf{w}^{k-1} + \alpha \mathbf{d}^k$$

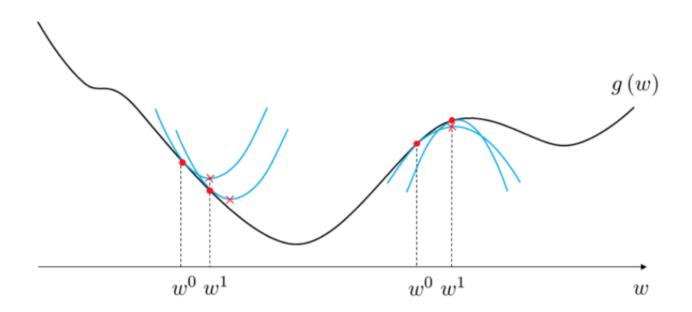
where

$$\mathbf{d}^k = -ig(
abla^2 g(\mathbf{w}^{k-1})ig)^{-1}
abla g(\mathbf{w}^{k-1})$$

- Example 1: Newton's method on a convex function
  - The quadratic approximations are themselves always convex
  - The stationary points are minima
  - The sequence leads to a minimum of the original function



- Example 2: Newton's method on a non-convex function
  - The quadratic approximations can be concave or convex
  - Lead the algorithm to possibly converge to a maximum.



#### Ensuring numerical stability

• The single-input Newton step

$$w^k=w^{k-1}-rac{rac{\mathrm{d}}{\mathrm{d}w}g(w^{k-1})}{rac{\mathrm{d}^2}{\mathrm{d}w^2}g(w^{k-1})}$$

- Near flat portions of a function, both  $\frac{d}{dw}g(w^{k-1})$  and  $\frac{d^2}{dw^2}g(w^{k-1})$  can be nearly zero valued.
- Regularized Newton: add a very small positive value  $\epsilon$  to the second derivative:

$$w^k = w^{k-1} - rac{rac{\mathrm{d}}{\mathrm{d}w}g(w^{k-1})}{rac{\mathrm{d}^2}{\mathrm{d}w^2}g(w^{k-1}) + \epsilon}$$

- Multi-input functions
  - Regularized Newton: add  $\epsilon \mathbf{I}_{N\times N}$ , a  $N\times N$  identity matrix scaled by a small positive  $\epsilon$  value, to the Hessian matrix:

$$\mathbf{w}^k = \mathbf{w}^{k-1} - \left(
abla^2 g(\mathbf{w}^{k-1}) + \epsilon \mathbf{I}_{N imes N}
ight)^{-1} 
abla g(\mathbf{w}^{k-1})$$

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abla^2 g(\mathbf{w}^{k-1}) + \epsilon \mathbf{I}_{N imes N}ig)$$
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$$\left( 
abla^2 g(\mathbf{w}^{k-1}) + \epsilon \mathbf{I}_{N imes N} 
ight) \mathbf{w} = \left( 
abla^2 g(\mathbf{w}^{k-1}) + \epsilon \mathbf{I}_{N imes N} 
ight) \mathbf{w}^{k-1} - 
abla g(\mathbf{w}^{k-1})$$

• Newton's method:

**1: input:** function g, maximum number of steps K, initial point  $\mathbf{w}^0$  , and regularization parameter  $\epsilon$ 

2: for 
$$k = 1...K$$

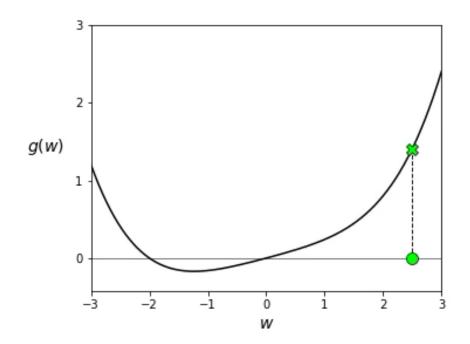
3: 
$$\mathbf{w}^k = \mathbf{w}^{k-1} - \left(\nabla^2 g(\mathbf{w}^{k-1}) + \epsilon \mathbf{I}_{N \times N}\right)^{-1} \nabla g(\mathbf{w}^{k-1})$$

**4: output:** history of weights  $\left\{\mathbf{w}^k\right\}_{k=0}^K$  and corresponding function evaluations  $\left\{g\left(\mathbf{w}^k\right)\right\}_{k=0}^K$ 

- Example 1: Newton's method applied to a convex single-input function
  - Function:

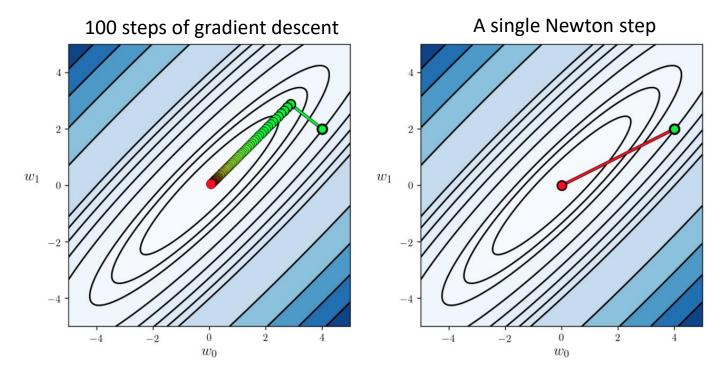
$$g(w) = rac{1}{50}ig(w^4 + w^2 + 10wig) + 0.5$$

- Initialization: w = 2.5



- Example 2: Minimizing a quadratic function with a single Newton step
  - Function:

$$g(w_1,w_2)=0.26(w_1^2+w_2^2)-0.48w_1w_2$$



#### **Limitation of Newton's Method**

A Newton's method step requires far more in terms of storage and computation than a first order step

- Requires the storage and computation of not just a gradient but an entire  $N \times N$  Hessian matrix of second derivative information.
- In machine learning, this can easily have tens of thousands to hundreds of thousands or even hundreds of millions of inputs, making the complete storage of an associated Hessian impossible.

## **Takeaways**

- Understand Gradient Descent
- Understanding Selection of Step Size for Gradient Descent
- Understanding Newton's Method
- Be able to compute Gradients
- Be able to evaluate function optimality based upon Gradient Descent
- Next Time: Logistic Regression

