

Q5(a) Optimization is the most essential ~~ingredient~~ component in machine learning algorithms. In ^{most} machine learning algorithms some kind of loss is defined and then this loss ~~to~~ function is optimized by adjusting the weights. This loss function is optimized using some optimization routine. The choice optimization algorithm can make a difference between getting a good accuracy in hours or days.

Examples:

1. Logistic Regression:

Here the loss function is optimised.

Output = 0 or 1.

Hypothesis $Z = WX + B$.

$$\text{h} \text{ (or) } h_0(x) = \text{sigmoid}(Z)$$

Now, we define the cost function.

$$\begin{aligned} \text{cost}(h_0(x), y) &= -\log(h_0(x)) \text{ if } y=1 \\ &= -\log(1-h_0(x)) \text{ if } y=0 \end{aligned}$$

This may be written as

$$C = \text{cost}(h_0(x), y) = -y \log(h_0(x)) - (1-y) \log(1-h_0(x))$$

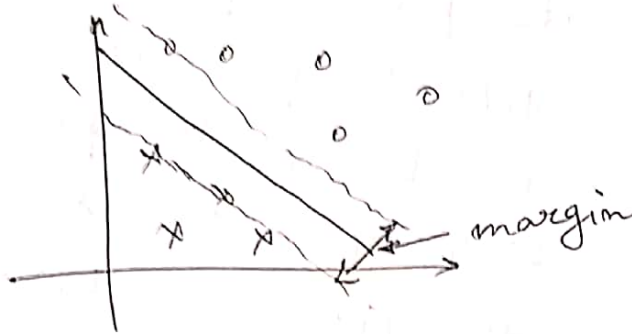
\therefore The formulation is

$$\underset{\theta}{\text{minimize}} (\text{cost}(h_0(x), y))$$

This may be done using gradient descent.

2. SVM.

In SVM we optimize the ~~max~~ function so as to maximize the margin between the data points and the hyperplane. This loss function is known as hinge loss.



for $y_i = +1$, $Wx_i + b > 0$.

$y_i = -1$, $Wx_i + b < 0$.

scaling we get

$$y_i = 1 \quad Wx_i + b > 1 \quad \text{--- (1)}$$

$$y_i = -1 \quad Wx_i + b < -1 \quad \text{--- (2)}$$

max. margin width is

$$M = (x^+ - x^-) \cdot n = (x^+ - x^-) \frac{W}{\|W\|} = \frac{2}{\|W\|}$$

$$x^+ - x^- = 2 \quad \text{from (1) and (2)}$$

maximize $\frac{2}{\|W\|}$ such that

$$Wx_i + b > +1 \quad y_i = +1$$

$$Wx_i + b < -1 \quad y_i = -1$$

minimize $\frac{1}{2} \|W\|^2$ such that

$$y_i (Wx_i + b) \geq 1$$

This can be optimized using Quadratic Programming

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Q5 (b) when we solve a non-linear problem it is very important to know if the problem is convex or not. The convexity characteristics decide which solution method is suitable to use and what solution quality we can expect when applying this method. If the problem is convex then each local optimum will also be a global optimum. Since most methods are search methods that only guarantee to find a local optimum, the convexity properties decide if we with certainty or not can announce that the solution we have found is the global optimum.

if $f(x)$ is twice differentiable. then,

- $f(x)$ is a convex function if hessian matrix H is positive semi-definite for all $x \in X$.
- $f(x)$ is concave if H is -ve semi-definiteness $\forall x \in X$.

Say, for example $f(x) = -x^2$

$$f(x_1, x_2) = -x_1^2 - 4x_2^2 + x_1x_2$$

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$$\nabla = [-2x_1 + x_2 \quad -8x_2 + x_1]$$

$$H = \begin{bmatrix} -2 & 1 \\ 1 & -8 \end{bmatrix}$$

Now find eigen value.

$$|H - \lambda I| = 0$$

$$\text{or, } (-2 - \lambda)(-8 - \lambda) - 1 = 0.$$

$$\lambda^2 + 10\lambda + 15 = 0.$$

$$\therefore \lambda_1 = -5 + \sqrt{10} \quad \lambda_2 = -5 - \sqrt{10}.$$

\therefore All eigen values are $< 0 \therefore f(x_1, x_2)$ is not convex.

say $f(x_1, x_2) = x_1^2 + x_2^2$

$$\nabla = [2x_1 \quad 2x_2]$$

$$H = \begin{bmatrix} 2 & 0 \\ 0 & 2 \end{bmatrix}$$

$$|H - \lambda I| = 0$$

$$\begin{vmatrix} 2-\lambda & 0 \\ 0 & 2-\lambda \end{vmatrix} = 0.$$

$$\lambda = 2.$$

\therefore +ve definite H.

$\therefore f(x_1, x_2)$ is convex.

Q5(c) In duality we ~~convert~~ consider each constraint as a variable and the RHS as its coefficient. Basically solving a dual problem is equivalent to solving its primal problem.

In LP models, the parameters are usually not exact. ~~In LP~~ The parameters may change within certain limits without changing the optimal solution. This is referred to as sensitivity analysis.

Relaxation is expanding the feasible region by making constraints "less restrictive".

- Removing a constraint
- Increasing RHS of \leq constraint
- Decreasing RHS of \geq constraint.

When we relax a binding constraint, the optimal objective function value will improve or stay the same. For non-binding it remains same.

Restriction is contracting the feasible region by making constraints more restrictive.

- Adding a new constraint.
 - Decreasing RHS \leq constraint
 - Increasing RHS \geq constraint.
- Objective function worsens or remains same