

A.

Backtracking Line Search is an *Inexact Line Search Method*

Inexact Line Search Method is as follows:

- Formulate a criterion that assures that steps are neither too long nor too short.
- Pick a good initial step size.
- Construct sequence of updates that satisfy the above criterion after very few steps.

The algorithm of **Backtracking Line Search**:

- 1) Given $\alpha_{init} > 0$, let $\alpha(0) = \alpha_{init}$ and $t = 0$;
- 2) Repeat until $f(x^k + \alpha^{(t)}p^k) \leq f(x^k) + c\alpha^{(t)} \cdot [g^k]^T \cdot p^k$,
 - i) set $\alpha^{(t+1)} = \tau\alpha^{(t)}$, where $\tau \in (0, 1)$ is fixed (e.g., $\tau = 1/2$),
 - ii) increment t by 1.
- 3) Set $\alpha_k = \alpha(t)$

Note: This method prevents the step from getting too small, but it does not prevent steps that are too long relative to the decrease in f .

```
ilogit=function(u) return( 1/(1+exp(-u)));

#set.seed(5)

n=100
p=5

## create the data matrix
X=cbind(1, matrix(rnorm(n*(p-1)), nrow=n, ncol=(p-1)))

## create the true beta
beta.star=rnorm(p, mean=0, sd=1/sqrt(p))

## have all experiments have an index of 30
n.list=rep(30, n)
```

```
## create the vector of success probabilities
pi.list=ilogit(as.numeric(X%%beta.star))

## create the vector of observed sample proportions
## of success, one for each of the n Binomial experiments
y = rbinom(n=n, size=n.list, prob=pi.list)/n.list

stepsize=function(X, y, minusGrad, b, tau, c)
{
  t=1
  alpha=1
  repeating=T
  while(repeating)
  {
    t=t+1
    alpha=tau*alpha
    pi.t_left=ilogit(as.numeric(X%%(b+alpha*minusGrad) ) )
    pi.t_right=ilogit(as.numeric(X%%b ) )
    left=sum(n.list*y*log(pi.t_left))+sum(n.list*(1-y)*log(1-pi.t_left))
    right=sum(n.list*y*log(pi.t_right))+sum(n.list*(1-y)*log(1-pi.t_right)) + c * alpha * t
    if ( ( as.numeric( left ) <= as.numeric(right) ) | (t>100))
    {
      repeating=FALSE
    }
  }
  return(list(alpha=alpha,t=t))
}
```

```
}
```

```
gradient.descent=function(X, y, tol, maxit)
```

```
{
```

```
X.t.y=crossprod(X, y)
```

```
beta=matrix(0, nrow=p , ncol=maxit)
```

```
beta[,1]=rep(1,p)
```

```
loglikelihood=rep(0,maxit)
```

```
HessRank=rep(0,maxit)
```

```
pi.t0=ilogit(as.numeric(X%%beta[,1]))
```

```
loglikelihood[1]=sum( y * log(pi.t0 + (1-pi.t0)* 1e-5) ) + sum( (1-y) * log(1-pi.t0 + pi
```

```
k=1
```

```
iterating=T
```

```
while( iterating )
```

```
{
```

```
  k=k+1
```

```
  pi.t=ilogit(as.numeric(X%%beta[,k-1]))
```

```
  ## compute the direction
```

```
  minusGrad=c(X.t.y-crossprod(X, pi.t))
```

```
  stepsize=stepsize(X=X, y=y, minusGrad=minusGrad, b=beta[,k-1], tau=0.5, c=0.25)
```

```

t=stepsize$t
step.size=stepsize$alpha
add=step.size*minusGrad
beta[,k]=beta[,k-1]+add
loglikelihood[k]=sum( y * log(pi.t + (1-pi.t)* 1e-5) ) + sum( (1-y) * log(1-pi.t + pi.t) )

if( (sum(add^2) < tol) | (k >=maxit))
  iterating=FALSE

}

# b=as.numeric(b)
return(list(b=beta[,k], total.iterations=k, beta=beta[, 1:k], loglikelihood=loglikelihood))
}

fit=gradient.descent(X=X, y=y, tol=1e-5 , maxit=100)

```

B.

Quasi - Newton

The **Secant** equation is $B_{k+1}s_k = y_k$, where $s_k = x_{k+1} - x_k$ and $y_k = \nabla f_{k+1} - \nabla f_k$.

The secant method is a root-finding algorithm that uses a succession of roots of secant lines to better approximate a root of a function f .

Algorithm

Select starting point $x_0 \in \text{dom} f$, H_0

- 1) Compute quasi-Newton direction $\Delta x = -H_{k-1}\nabla f_k$;
- 2) Determine step size;
- 3) Compute $x_k = x_{k-1} + \text{step.size} * \Delta x$;
- 4) Compute H_k

BFGS formula is one of the most popular formulae for updating the Hessian approximation B_k .

$$B_{k+1} = B_k - \frac{B_k s_k s_k^T B_k}{s_k^T B_k s_k} + \frac{y_k y_k^T}{y_k^T s_k}.$$

Some practical implementations of quasi-Newton methods avoid the need to factorize B_k at each iteration by updating the inverse of B_k , instead of B_k itself.

Apply to the inverse approximation $H_k := B_k^{-1}$:

$$H_{k+1} = (I - \rho_k s_k y_k^T) H_k (I - \rho_k s_k y_k^T) + \rho_k s_k s_k^T, \text{ where } \rho_k = \frac{1}{y_k^T s_k}.$$

Calculation of p_k can be performed by $p_k = -H_k \nabla f_k$.

```
quasi.newton=function(X, y, tol, maxit)
{
X.t.y=crossprod(X, y)

beta=matrix(0, nrow=p , ncol=maxit)
beta[,1]=rep(1,p)

loglikelihood=rep(0,maxit)

pi.t0=logit(as.numeric(X%%beta[,1]))

loglikelihood[1]=sum( y * log(pi.t0 + (1-pi.t0)* 1e-5) ) + sum( (1-y) * log(1-pi.t0 + pi

k=1

iterating=T

while( iterating )
{
k=k+1

pi.t=logit(as.numeric(X%%beta[,k-1]))
```

```
## compute the direction
minusGrad=c(X.t.y-crossprod(X, pi.t))

W=diag(pi.t*(1-pi.t))
## compute the direction
Hess=crossprod(X,W%*%X)
direction= -solve(Hess) * minusGrad

#   step.size=0.001
#   step.size=1/k^1
stepsize=stepsize(X=X, y=y, minusGrad=minusGrad, b=beta[,k-1], tau=0.5, c=0.25)
t=stepsize$t
step.size=stepsize$alpha

#   HessRank[k]=rankMatrix(Hess)

add=step.size*direction
beta[,k]=beta[,k-1]+add
loglikelihood[k]=sum( y * log(pi.t + (1-pi.t)* 1e-5) ) + sum( (1-y) * log(1-pi.t + pi.t) )

if( (sum(add^2) < tol) | (k >=maxit))
  iterating=FALSE

}

# b=as.numeric(b)
return(list(b=beta[,k], total.iterations=k, beta=beta[, 1:k], loglikelihood=loglikelihood))
}
```