# Master 2 Data Science, Univ. Paris Saclay

# Optimization for Data Science

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We want to minimize

$$F(x) = f(x) + g(x)$$

where f is goodness-of-fit

$$f(x) = \frac{1}{n} \sum_{i=1}^{n} f_i(x)$$
 with  $f_i(x) = \ell(b_i, \langle a_i, x \rangle)$ 

and g is penalization, where main examples are

$$g(x) = \frac{\lambda}{2} ||x||_2^2$$
 (ridge)  $g(x) = \lambda ||x||_1$  (lasso)

At each iteration gradient descent (GD) methods use

$$\nabla f(x) = \frac{1}{n} \sum_{i=1}^{n} \nabla f_i(x),$$

while stochastic gradient descent (SGD) use

$$\nabla f_I(x)$$

where  $I \in \{1, ..., n\}$  is chosen uniformly at random

**Remark.**  $\nabla f_l(x)$  is an unbiased but very noisy estimate of the full gradient  $\nabla f(x)$ 

#### **Stochastic Gradient Descent**

*Input*: starting point  $x_0$ , steps (learning rates)  $\eta_t$  For  $t = 1, 2, \ldots$  until *convergence* do

- Pick at random (uniformly)  $i_t$  in  $\{1, \ldots, n\}$
- compute

$$x_t = x_{t-1} - \eta_t \nabla f_{i_t}(x_{t-1})$$

Return last  $x_t$ 

Rate of convergence of GD versus SGD is

$$O\Big(\frac{n}{\mu}\log\big(\frac{1}{\varepsilon}\big)\Big) \qquad \text{versus} \qquad O\Big(\frac{1}{\mu\varepsilon}\Big)$$

if f is  $\mu$ -strongly convex

#### Remarks.

- SGD is very fast in the early iterations
- SGD does n iterations while GD does nothing
- If  $\varepsilon$  small  $1/\varepsilon\gg\log(1/\varepsilon)$  hard for SGD to converge to a precise solution

# Why?

Stochastic gradients are unbiased but have a large variance

#### How to improve this?

• Use a variance reduction technique

#### Recent results improve this:

- Bottou and LeCun (2005)
- Shalev-Shwartz et al (2007, 2009)
- Nesterov et al. (2008, 2009)
- Bach et al. (2011, 2012, 2014, 2015)
- T. Zhang et al. (2014, 2015)

#### The problem.

- Put  $X = \nabla f_I(x)$  with I uniformly chosen at random in  $\{1, \ldots, n\}$
- In SGD we use  $X = \nabla f_I(x)$  as an approximation of  $\mathbb{E} X = \nabla f(x)$
- How to reduce var X ?

#### An idea

- Reduce it by finding C s.t.  $\mathbb{E}C$  is "easy" to compute and such that C is highly correlated with X
- Put  $Z_{\alpha} = \alpha(X C) + \mathbb{E}C$  for  $\alpha \in [0, 1]$ . We have

$$\mathbb{E} Z_{\alpha} = \alpha \mathbb{E} X + (1 - \alpha) \mathbb{E} C$$

and

$$\operatorname{var} Z_{\alpha} = \alpha^{2}(\operatorname{var} X + \operatorname{var} C - 2\operatorname{cov}(X, C))$$

• Standard variance reduction:  $\alpha=1$ , so that  $\mathbb{E} Z_{\alpha}=\mathbb{E} X$  (unbiased)



## Variance reduction of the gradient

In the iterations of SGD, replace  $\nabla f_{i_t}(x_{t-1})$  by

$$\alpha(\nabla f_{i_t}(x_{t-1}) - \nabla f_{i_t}(\widetilde{x})) + \nabla f(\widetilde{x})$$

where  $\widetilde{x}$  is an "old" value of the iterate, namely use

$$x_t \leftarrow x_{t-1} - \eta \left( \alpha \left( \nabla f_{i_t}(x_{t-1}) - \nabla f_{i_t}(\widetilde{x}) \right) + \nabla f(\widetilde{x}) \right)$$

#### Several cases

- $\alpha = 1/n$ : SAG (Bach et al. 2013)
- $\alpha = 1$ : SVRG (T. Zhang et al. 2015, 2015)
- $\alpha = 1$ : SAGA (Bach et al., 2014)

# **Stochastic Average Gradient**

**Input**: starting point  $x_0$ , learning rate  $\eta > 0$  For t = 1, 2, ... until *convergence* do

- Pick uniformly at random  $i_t$  in  $\{1, \ldots, n\}$
- Put

$$g_t(i) = egin{cases} 
abla f_i(x_{t-1}) & ext{if } i = i_t \\ g_{t-1}(i) & ext{otherwise} \end{cases}$$

and compute

$$x_t = x_{t-1} - \frac{\eta}{n} \sum_{i=1}^n g_t(i)$$

Return last  $x_t$ 

#### **Stochastic Variance Reduced Gradient**

**Input**: starting point  $x_0$ , learning rate  $\eta > 0$ 

Put 
$$\widetilde{x}^1 \leftarrow x_0$$

For  $k = 1, 2, \dots$  until convergence do

- Put  $x_0^k \leftarrow \widetilde{x}^1$
- Compute  $\nabla f(\widetilde{x}^k)$
- For t = 0, ..., m-1
  - Pick uniformly at random i in  $\{1, ..., n\}$
  - Apply the step

$$x_{t+1}^k \leftarrow x_t^k - \eta(\nabla f_i(x_t^k) - \nabla f_i(\widetilde{x}^k) + \nabla f(\widetilde{x}^k))$$

Set.

$$\widetilde{x}^k \leftarrow \frac{1}{m} \sum_{t=1}^m x_t^k$$

**Return** last  $x_t^k$ 

#### **SAGA**

**Input**: starting point  $x_0$ , learning rate  $\eta > 0$ Compute  $g_0(i) \leftarrow \nabla f_i(x_0)$  for all i = 1, ..., nFor t = 1, 2, ... until *convergence* do

- Pick uniformly at random  $i_t$  in  $\{1, \ldots, n\}$
- Compute  $\nabla f_{i_t}(x_{t-1})$
- Apply

$$x_t \leftarrow x_{t-1} - \eta \Big( \nabla f_{i_t}(x_{t-1}) - g_{t-1}(i_t) + \frac{1}{n} \sum_{i=1}^n g_{t-1}(i) \Big)$$

• Store  $g_t(i_t) \leftarrow \nabla f_{i_t}(x_{t-1})$ 

**Return** last  $x_t$ 

#### **Stochastic Variance Reduced Gradient**

Phase size typically chosen as m = n or m = 2nIf F = f + g with g prox-capable, use

$$x_{t+1}^k \leftarrow \mathsf{prox}_{\eta g}(x_t^k - \eta(\nabla f_i(x_t^k) - \nabla f_i(\widetilde{x}^k) + \nabla f(\widetilde{x}^k)))$$

#### **SAGA**

If F = f + g with g prox-capable, use

$$x_t \leftarrow \text{prox}_{\eta g} \left( x_{t-1} - \eta \left( \nabla f_{i_t}(x_{t-1}) - g_{t-1}(i_t) + \frac{1}{n} \sum_{i=1}^n g_{t-1}(i) \right) \right)$$

#### Important remark

- In these algorithms, the step-size  $\eta$  is kept **constant**
- Leads to linearly convergent algorithms, with a numerical complexity comparable to SGD!

## Theoretical guarantees

- Each  $f_i$  is  $L_i$ -smooth. Put  $L_{\max} = \max_{i=1,...n} L_i$
- f is  $\mu$ -strongly convex

#### For SAG

Take  $\eta = 1/(16L_{\text{max}})$  constant

$$\mathbb{E}f(x_t) - f(x_*) \leq O\left(\frac{1}{n\mu} + \frac{L_{\mathsf{max}}}{n}\right) \exp\left(-t\left(\frac{1}{8n} \wedge \frac{\mu}{16L_{\mathsf{max}}}\right)\right)$$

The rate is typically faster than gradient descent!

#### For SVRG

Take  $\eta$  and m such that

$$ho = rac{1}{1-2\eta L_{\sf max}} \Big(rac{1}{{\it m}\eta\mu} + 2L_{\sf max}\eta\Big) < 1$$

Then

$$\mathbb{E}f(x^k) - f(x_*) \le \rho^k (f(x^0) - f(x_*))$$

[we will prove that later...]

In practice m=n and  $\eta=1/L_{\sf max}$  works

# In summary, about variance reduction

- Complexity O(d) instead of O(nd) at each iteration
- Choice of a **fixed** step-size  $\eta > 0$  possible
- Much faster than full gradient descent!

# **Numerical complexities**

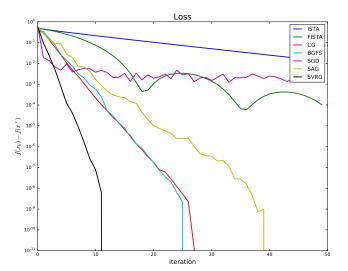
- $O(nL/\mu \log(1/\varepsilon))$  for GD
- $O(1/(\mu n))$  for SGD
- $O((n + L_{\text{max}}/\mu) \log(1/\varepsilon))$  for SGD with variance reduction (SAG, SAGA, SVRG, etc.)

where L = Lipschitz constant of  $\frac{1}{n} \sum_{i=1}^{n} f_i$ . Note that typically

$$n rac{L}{\mu} \log(1/arepsilon) \gg \left(n + rac{L_{ ext{max}}}{\mu}
ight) \log(1/arepsilon)$$

#### Stochastic VS deterministic solvers

(This is what you will do next week)



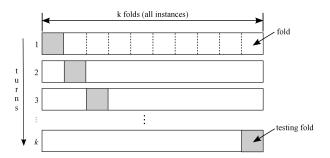
- SAG and SAGA requires extra memory: need to save all the previous gradients!
- Actually no...

$$\nabla f_i(x) = \ell'(b_i, \langle a_i, x \rangle) a_i,$$

so only need to save  $\ell'(b_i, \langle a_i, x \rangle)$ 

- Memory footprint is O(n) instead of O(nd). If  $n = 10^7$ , this is 76 Mo
- Same lazy updating trick as for SGD (last lecture)

- V-fold cross-validation
- Take V=5 or V=10. Pick a random partition  $I_1,\ldots,I_V$  of  $\{1,\ldots,n\}$ , where  $|I_v|\approx \frac{n}{V}$  for any  $v=1,\ldots,V$



How to do it with SGD type algorithms?

V-fold cross-validation

# Simple solution

When picking a line i at random in the optimization loop, its fold number is given by i%V

- Pick *i* uniformly at random in  $\{1, \ldots, n\}$
- Put v = i%V
- For v' = 1, ..., V with  $v' \neq v$ : update  $\hat{x}^{(v')}$  using line i
- Update the testing error of  $\hat{x}^{(v)}$  using line i

We want to minimize a sequence of objectives

$$f(x) + \lambda g(x)$$

for  $\lambda = \lambda_1, \dots, \lambda_M$ , and select the best using V-fold cross-validation

#### Idea

Use the fact that solutions  $\hat{x}^{\lambda_{j-1}}$  and  $\hat{x}^{\lambda_j}$  are close when  $\lambda_{j-1}$  and  $\lambda_j$  are

## Warm-starting

Put  $x_0 = 0$  (I don't know where to start) For m = M, ..., 1

- Put  $\lambda = \lambda_m$
- Solve the problems starting at  $x_0$  for this value of  $\lambda$  (on each fold)
- Keep the solutions  $\hat{x}$  (test it, save it...)
- Put  $x_0 \leftarrow \hat{x}$

This allows to solve much more rapidly the sequence of problems

# [Convergence proof for SVRG on the blackboard]