# Deep-Learning Do-It-Yourself

# Optimization











### The workhorse: Empirical Risk Minimisation

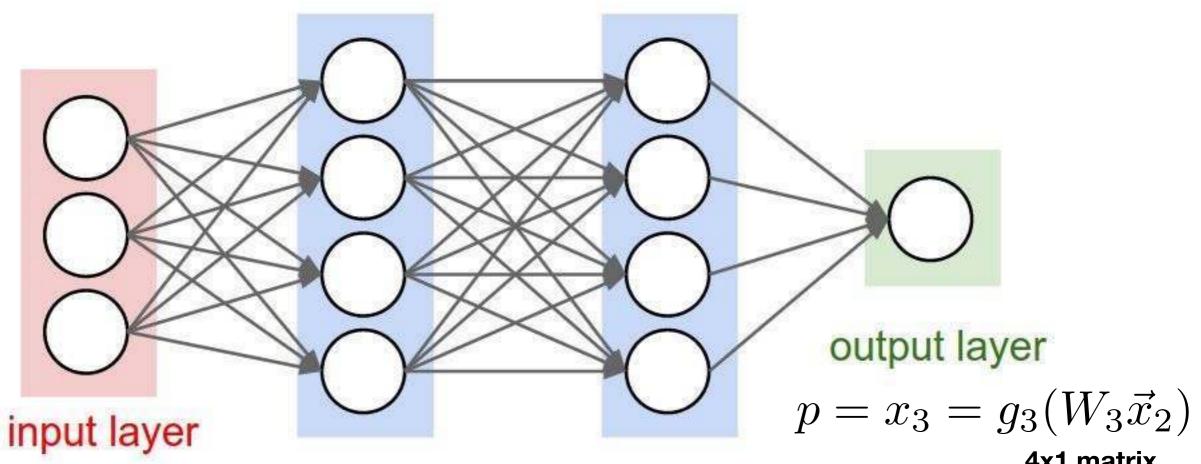
#### **Minimize**

$$\mathcal{R}_{\mathrm{empirical}}(W) = \frac{1}{N} \sum_{i}^{\mathrm{dataset}} \ell(W, (\vec{x}_i), y_i)$$

Rationale: it should be close to

$$\mathcal{R}_{\text{population}}(W) = \mathbb{E}\ell(W, (\vec{x}), y)$$

### Feed-forward Neural networks



4x1 matrix

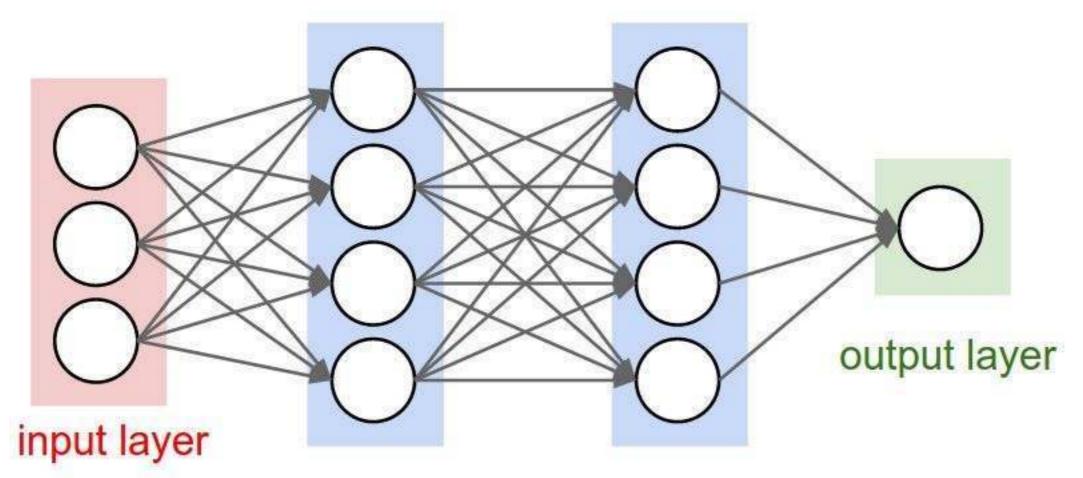
hidden layer 1 hidden layer 2  $\vec{x}_0$ 

$$ec{x}_1 = g_1(W_1 ec{x}_0) \quad ec{x}_2 = g_2(W_2 ec{x}_1)$$
 4x3 matrix 4x4 matrix

$$p = f(\vec{x}_0) = g_3(W_3 \ g_2(W_2 \ g_1(W_1\vec{x}_0)))$$

W matrices are called the <u>« weights »</u> The functions g<sub>n</sub> () are called <u>« activation functions »</u>

### **Feed-forward Neural networks**



hidden layer 1 hidden layer 2

$$p = f(\vec{x}_0) = g_3(W_3 \ g_2(W_2 \ g_1(W_1\vec{x}_0)))$$

Choose a loss function, for instance the *quadratic loss*, then one has to minimise:

$$\frac{1}{N} \sum_{i=1}^{N} (y_i - p_i)^2 = \frac{1}{N} \sum_{i=1}^{N} (y_i - g_3(W_3 g_2(W_2 g_1(W_1 \vec{x}_0^i))))^2$$

### **Gradient descent vs Newton**

#### **Gradient descent**

$$\mathbf{W}_{t+1} = \mathbf{W}_t - \gamma_t \nabla f(\mathbf{W}_t)$$

**Newton** (requires the Hessian)

$$\mathbf{W}_{t+1} = \mathbf{W}_t - \gamma [\mathbf{H}f(\mathbf{W}_t)]^{-1} \nabla f(\mathbf{W}_t)$$

$$\mathbf{H} = \begin{bmatrix} \frac{\partial^2 f}{\partial W_1^2} & \frac{\partial^2 f}{\partial W_1 \partial W_2} & \cdots & \frac{\partial^2 f}{\partial W_1 \partial W_n} \\ \frac{\partial^2 f}{\partial W_2 \partial W_1} & \frac{\partial^2 f}{\partial W_2^2} & \cdots & \frac{\partial^2 f}{\partial W_2 \partial W_n} \\ \vdots & \vdots & \ddots & \vdots \\ \frac{\partial^2 f}{\partial W_n \partial W_1} & \frac{\partial^2 f}{\partial W_n \partial W_2} & \cdots & \frac{\partial^2 f}{\partial W_n^2} \end{bmatrix}$$

Newton converges faster to local minima...

... but no one wants to compute a Hessian (or worst: inverse it)

#### **Solution exist:**

- Quasi-newton methods such as L-BFGS approximate the inverse
- Conjugate gradient technics allows to by-pass the inversion

But most people tend to use gradient descent

### **Gradient descent**

### **Batch gradient descent**

$$\mathbf{W}_{t+1} = \mathbf{W}_t - \gamma_t \nabla f(\mathbf{W}_t)$$

```
for i in range(nb_epochs):
   params_grad = evaluate_gradient(loss_function, data, params)
   params = params - learning_rate * params_grad
```

### Mini-batch gradient descent

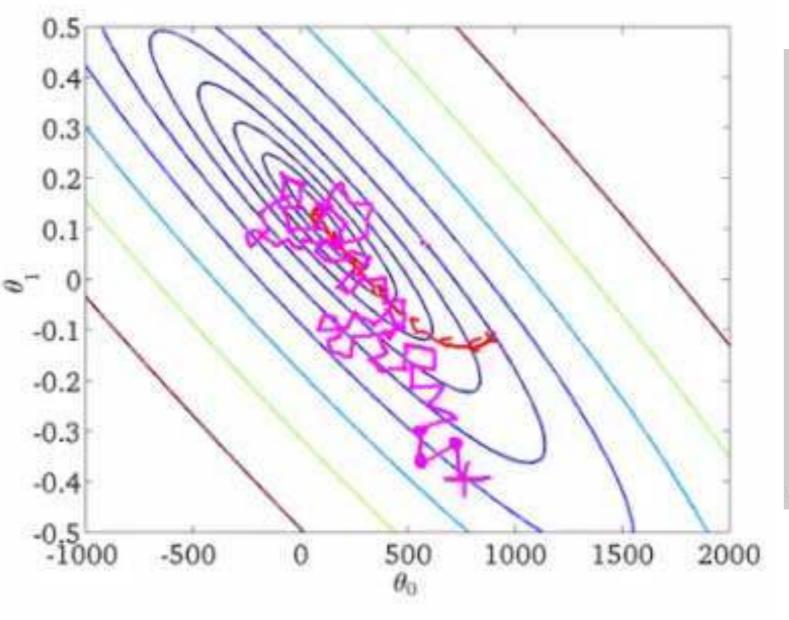
$$\mathbf{W}_{t+1/num} = \mathbf{W}_t - \gamma_t \nabla f(\mathbf{W}_t; x^{(i,i+b)}, y^{(i,i+b)})$$

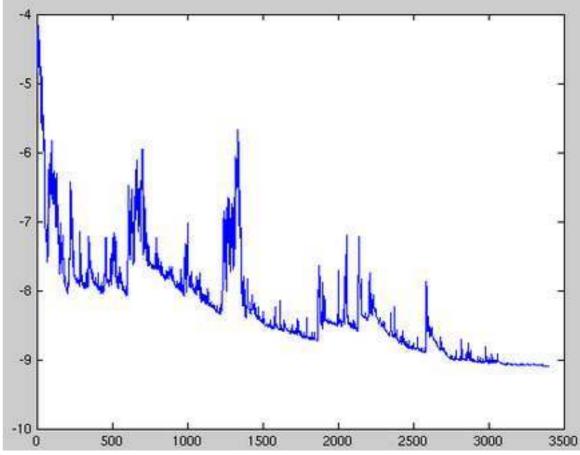
```
for i in range(nb_epochs):
    np.random.shuffle(data)
    for batch in get_batches(data, batch_size=50):
        params_grad = evaluate_gradient(loss_function, batch, params)
        params = params - learning_rate * params_grad
```

### Stochastic gradient descent

$$\mathbf{W}_{t+1/N} = \mathbf{W}_t - \gamma_t \nabla f(\mathbf{W}_t; x^{(i)}, y^{(i)})$$

```
for i in range(nb_epochs):
    np.random.shuffle(data)
    for example in data:
        params_grad = evaluate_gradient(loss_function, example, params)
        params = params - learning_rate * params_grad
```

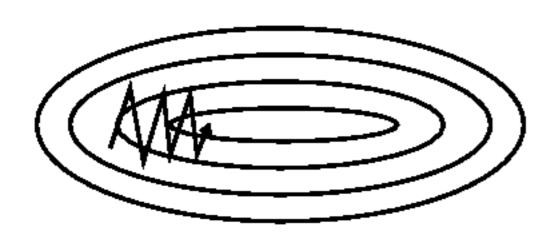


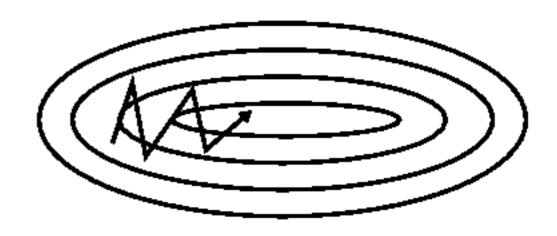


Fluctuations in the total objective function as gradient steps with respect to mini-batches are taken.

## Momentum

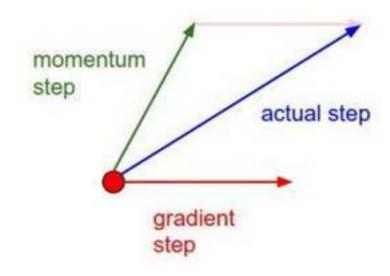
Keep the ball rolling on the same direction





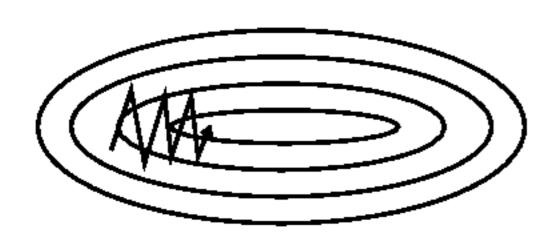
$$\mathbf{v}^{t+1} = \eta \ \mathbf{v}^t + \gamma \nabla f(\mathbf{W})$$
$$\mathbf{W} = \mathbf{W} - \mathbf{v}^{t+1}$$

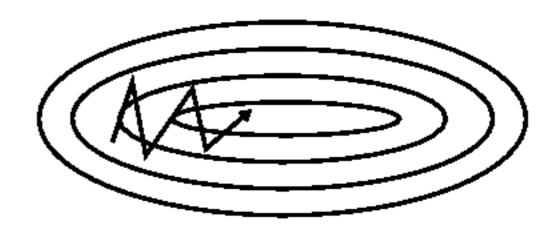
#### Momentum update



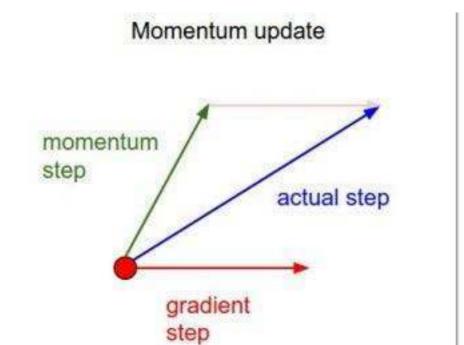
## Nesterov acceleration

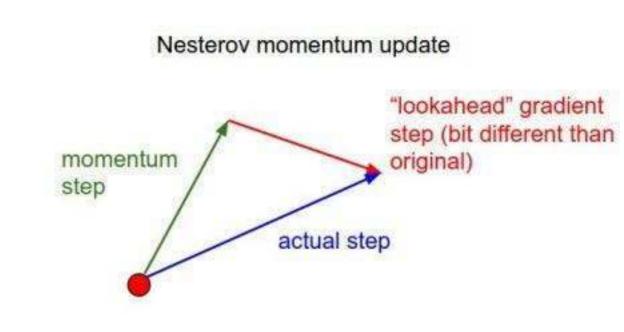
A slightly more clever ball





$$\mathbf{v}^{t+1} = \eta \ \mathbf{v}^t + \gamma \nabla f(\mathbf{W} - \eta \ \mathbf{v}^t)$$
$$\mathbf{W} = \mathbf{W} - \mathbf{v}^{t+1}$$





```
class torch.optim. SGD(params, Ir=<object object>, momentum=0, dampening=0, weight_decay=0, nesterov=False) [source]
```

Implements stochastic gradient descent (optionally with momentum).

Nesterov momentum is based on the formula from On the importance of initialization and momentum in deep learning.

params (iterable) - iterable of parameters to optimize or dicts defining parameter groups
 Ir (float) - learning rate
 momentum (float, optional) - momentum factor (default: 0)
 weight\_decay (float, optional) - weight decay (L2 penalty) (default: 0)
 dampening (float, optional) - dampening for momentum (default: 0)
 nesterov (bool, optional) - enables Nesterov momentum (default: False)

#### Example

```
>>> optimizer = torch.optim.SGD(model.parameters(), lr=0.1, momentum=0.9)
>>> optimizer.zero_grad()
>>> loss_fn(model(input), target).backward()
>>> optimizer.step()
```

# Adaptive learning rates

$$\mathbf{W}_{t+1} = \mathbf{W}_t - \gamma_t \nabla f(\mathbf{W}_t)$$
 What about this guy ?

### **Adagrad:**

Adagrad scales γ for <u>each</u> parameter according to the history of gradients (previous steps)

$$\mathbf{W}^{t+1} = \mathbf{W}^t - \frac{\gamma}{\sqrt{G_t + \epsilon}} \nabla f(\mathbf{W}^t)$$

G is a diagonal matrix that contrains the sum of all (squared) gradient so far When the gradient is very large, learning rate is reduced and vice-versa.

$$G_t = G_t + (\nabla f)^2$$

# Adaptive learning rates

### Adagrad:

Adagrad scales y for each parameter according to the history of gradients (previous steps)

$$\mathbf{W}^{t+1} = \mathbf{W}^t - \frac{\gamma}{\sqrt{G_t + \epsilon}} \nabla f(\mathbf{W}^t)$$

G is a diagonal matrix that contrains the sum of all (squared) gradient so far When the gradient is very large, learning rate is reduced and vice-versa.

$$G_t = G_t + (\nabla f)^2$$

### **RMSprop**

The only difference RMSprop has with Adagrad is that the term is calculated by exponentially decaying average and not the sum of gradients.

$$G_t = \gamma G_t + (1 - \gamma)(\nabla f)^2$$

# Adaptive learning rates

### **Adam: Adaptive Moment Estimation**

Adam also keeps an exponentially decaying average of past gradients, similar to momentum

$$G_t = \beta_2 G_{t-1} + (1 - \beta_2)(\nabla f)^2$$
$$M_t = \beta_1 M_t + (1 - \beta_1)(\nabla f)$$

These are estimates of the first moment (the mean) and the second moment (the uncentered variance) of the gradients respectively, hence the name of the method.

$$\hat{M}_t = \frac{M_t}{1 - \beta_1} \quad \hat{G}_t = \frac{G_t}{1 - \beta_2}$$

$$\mathbf{W}^{t+1} = \mathbf{W}^t - \frac{\gamma}{\sqrt{\hat{G}_t + \epsilon}} \hat{M}_t$$

class torch.optim. Adagrad(params, Ir=0.01, Ir\_decay=0, weight\_decay=0)

[source]

Implements Adagrad algorithm.

It has been proposed in Adaptive Subgradient Methods for Online Learning and Stochastic Optimization.

Parameters:

- params (iterable) iterable of parameters to optimize or dicts defining parameter groups
- Ir (float, optional) learning rate (default: 1e-2)
- Ir\_decay (float, optional) learning rate decay (default: 0)
- weight\_decay (float, optional) weight decay (L2 penalty) (default: 0)

step(closure=None)

source

Performs a single optimization step.

Parameters:

closure (callable, optional) - A closure that reevaluates the model and returns the loss.

class torch.optim.RMSprop(params, Ir=0.01, alpha=0.99, eps=1e-08, weight\_decay=0, momentum=0, centered=False) [source]

Implements RMSprop algorithm.

Proposed by G. Hinton in his course.

The centered version first appears in Generating Sequences With Recurrent Neural Networks.

#### Parameters:

- params (iterable) iterable of parameters to optimize or dicts defining parameter groups
- Ir (float, optional) learning rate (default: 1e-2)
- momentum (float, optional) momentum factor (default: 0)
- alpha (float, optional) smoothing constant (default: 0.99)
- eps (float, optional) term added to the denominator to improve numerical stability (default: 1e-8)
- centered (bool, optional) if True, compute the centered RMSProp, the gradient is normalized by an estimation of its variance
- weight\_decay (float, optional) weight decay (L2 penalty) (default: 0)

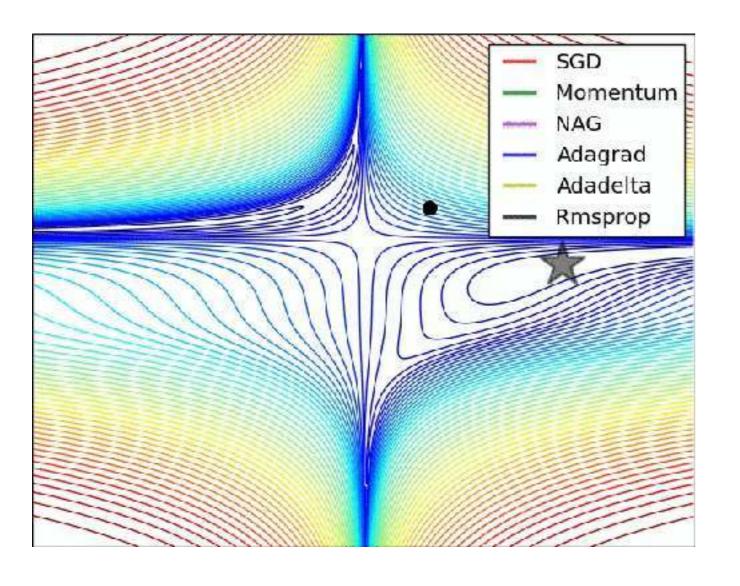
class torch.optim. Adam(params, Ir=0.001, betas=(0.9, 0.999), eps=1e-08, weight\_decay=0) [source]

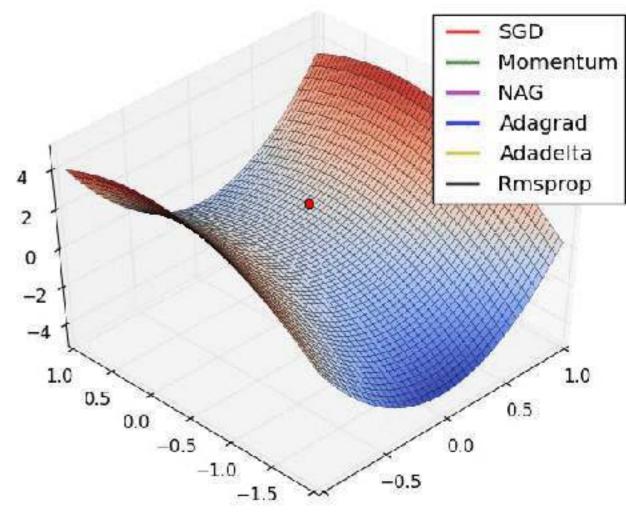
Implements Adam algorithm.

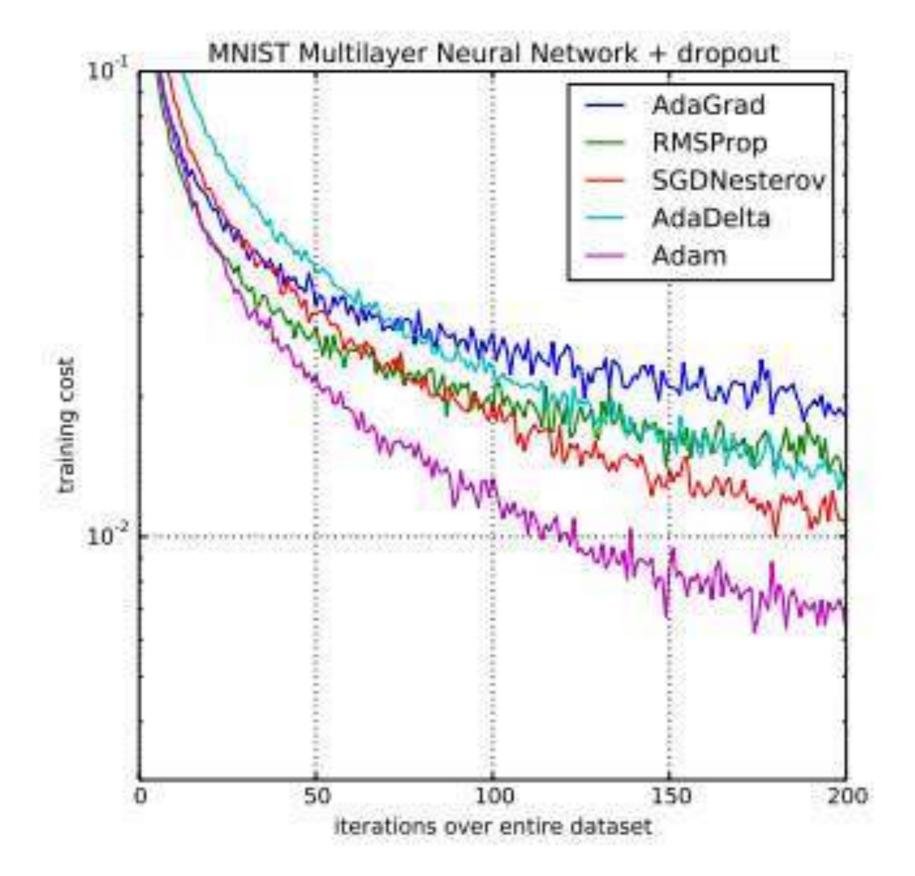
It has been proposed in Adam: A Method for Stochastic Optimization.

Parameters:

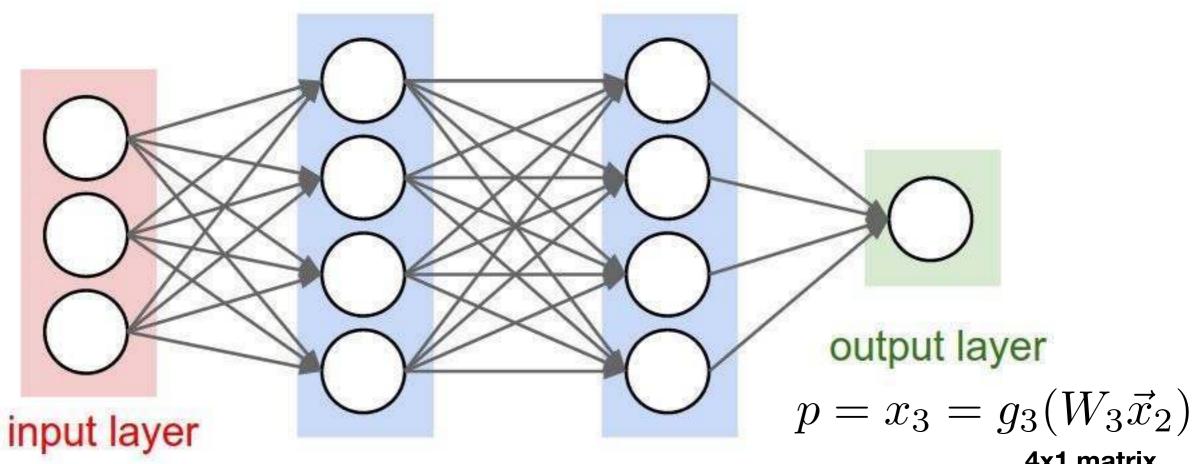
- params (iterable) iterable of parameters to optimize or dicts defining parameter groups
- Ir (float, optional) learning rate (default: 1e-3)
- betas (Tuple[float, float], optional) coefficients used for computing running averages of gradient and its square (default: (0.9, 0.999))
- eps (float, optional) term added to the denominator to improve numerical stability (default: 1e-8)
- weight\_decay (float, optional) weight decay (L2 penalty) (default: 0)







### Feed-forward Neural networks



4x1 matrix

hidden layer 1 hidden layer 2  $\vec{x}_0$ 

$$\vec{x}_1 = g_1(W_1\vec{x}_0)$$
  $\vec{x}_2 = g_2(W_2\vec{x}_1)$ 
4x3 matrix
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$$p = f(\vec{x}_0) = g_3(W_3 \ g_2(W_2 \ g_1(W_1\vec{x}_0)))$$

W matrices are called the <u>« weights »</u> The functions g<sub>n</sub> () are called <u>« activation functions »</u>

### How to compute the gradient efficiently?

$$\vec{x}_0$$
  $\vec{x}_1 = g_1(\vec{W}_1\vec{x}_0)$  ...  $\vec{x}_n = g_n(\vec{W}_n\vec{x}_{n-1})$  ...  $p = g_L(\vec{W}_L\vec{x}_{L-1})$ 

### **Feed-forward**

Compute the loss 
$$L = \frac{(y-p)^2}{2}$$

### **Back-propagation of errors**

$$e_j^1 = g_1'(h_j^1) \sum_i W_{ij}^2 e_i^2$$
 ...  $e_j^n = g_n'(h_j^n) \sum_i W_{ij}^{n+1} e_i^{n+1}$  ...  $e^L = g_L'(h^L)(p-y)$ 

Once this is done, gradients are given by  $\ \frac{\partial L}{\partial W_{ab}^l} = x_b^{l-1} e_a^l$ 

### Demonstration by the chain rule of derivatives

$$L = \frac{(y-p)^2}{2} \qquad \qquad \frac{\partial L}{\partial w_{ab}^{(l)}} = \mathbf{?}$$

$$\frac{\partial L}{\partial w_{ab}^{(l)}} = (p - y)g'^{(L)}(h^{(L)}) \sum_{k} w_{k}^{(L)} \frac{\partial x_{k}^{(L-1)}}{\partial w_{ab}^{(l)}} \qquad \qquad \frac{\partial L}{\partial w_{ab}^{(l)}} = \sum_{k} w_{k}^{(L)} \frac{\partial x_{k}^{(L-1)}}{\partial w_{ab}^{(l)}} e^{L}$$

$$\frac{\partial L}{\partial w_{ab}^{(l)}} = \sum_{k} w_{k}^{(L)} \left( \frac{\partial}{\partial w_{ab}^{(l)}} g^{(L-1)} \left[ \sum_{k'} w_{kk'}^{(L-1)} x_{k'}^{(L-2)} \right] \right) e^{L}$$

$$\frac{\partial L}{\partial w_{ab}^{(l)}} = \sum_{k'} \frac{\partial x_{k'}^{(L-2)}}{\partial w_{ab}^{(l)}} \sum_{k} w_{kk'}^{(L-1)} \underline{w_{k}^{(L)}} \left( g^{(L-1)'}[h_k^{L-1}] \right) e^L = \sum_{k'} \frac{\partial x_{k'}^{(L-2)}}{\partial w_{ab}^{(l)}} \sum_{k} w_{kk'}^{(L-1)} e_k^{L-1}$$

 $\frac{\partial L}{\partial w_{ab}^{(l)}} = \sum_{k} \frac{\partial x_{k}^{(n-2)}}{w_{ab}^{(l)}} \sum_{i} w_{ik}^{(n-1)} e_{i}^{(n-1)}$ 

 $\frac{\partial L}{\partial w_{ab}^{(l)}} = \sum_{k} \frac{\partial x_{k}^{(l)}}{w_{ab}^{(l)}} \sum_{i} w_{ik}^{(l+1)} e_{i}^{(l+1)} = x_{b}^{(l-1)} e_{a}^{(l)}$ 

## How to compute the gradient efficiently?

$$\vec{x}_0$$
  $\vec{x}_1 = g_1(\vec{W}_1\vec{x}_0)$  ...  $\vec{x}_n = g_n(\vec{W}_n\vec{x}_{n-1})$  ...  $p = g_L(\vec{W}_L\vec{x}_{L-1})$ 

### **Feed-forward**

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