







optimitation objective! | I = arg min - E (1-/2) tog 5 (-w x1) + /2 tog 5 (w x1) turns out that we now get a different in them LDA · but there is no closed - form expression for is a need i wrate alg iterative alg. vill always find the optimel solution for cause the objective of cont convex [Q f(2) is convex il f(T R, + (n-T) Z2) E M T f(2,1) + (1-T) f(2) with a 620, 15, interition: the stranged line between fly) and fles is always alove the graph of f(2) petween 2, and 2, strictly wonvex : TE (U,1) the < "is valid => function of has only one minimum, which is antomatically the I lobal one · to optimize, take devivative o.v.t. w and set to zero derivehire of Popishic function 6'(2)= 2 1+ e-2 12 (1+ e-2) = 6(3).6(-2) du (1-4i) log 6 (-w x; T) = (1-7i) (1-xi) (-xi)

iw Yi log 6 (wx; T) = Yi 6 (wx; T) · 6 (wx; T) · 6 (- wx; T) · x; 1/2 6 (-w > 1) ti $= -\frac{1}{2} \left[\left((\sqrt{x_i}) (-x_i) + \frac{1}{2} \right) + \frac{1}{2} \left[(\sqrt{x_i}) (+x_i) + \frac{1}{2} \right] + \frac{1}{2} \left[(\sqrt{x_i}) (-x_i) + \frac{1}{2} \right] \right]$ 2 (o(xxi) - yi) xi = 0 cannol analytically solve for w if 6(vx; T) = 1. for infances with Y; =1 => (6(wxiT)-y:)=0 => gradient vanishes = wx: 1 -> 00 il 6 (w x; T) = 0 for internees with y; =0 => (6 (w x; T) - y;) = 0 => gradient variety £ UX: 1 -> -20 if an Yi = 1 instance is wrongly classified by the wormlywess w = 5 (w xil) < 1 => opradient (s(w x; T) - xi) is negative => change w xi in the opposite derection to make it singer => s(w x; T) gets closer to 1 if an Yi = 0 instance is vrougly darselied => (6 (w xi) - yi) > 0 => pulls in the graniq direction to make 6 (or x: ?) smaller = solve sy gradient des cent initial quess vo = 0, learning vate ~ · for 6 > 1,..., T = # of iterations : Wt = Wt - 2 E (O(Wt XiT) - Yi) Xi minus, because we want to minimize the objective a gradient descent

variations of gradient descent: - mini-batch descent: only include a finite de random suesel of TS in the such (choose B instances uniformly at random & unice - batch faster per iteration (only O(B) instead O(N) but make "Caraking - stochastic gradelul descent, B=1, i.e. approximate sum by a 4-yle vandore instante (5 GD) => very fast per iteration, but even more iterations - learning rate schedule: de crease - regulary, 1.5. 7 = t - 7 e initial ? (expecially important for mini-batch SUD for warral webs) contant counter - in practice: split loop juto two for e = 1,..., E e: epoch E number of epoche scuffle the TS permetation after shuffle for i = 1 ... , N : update w with the gradient of instance illi · faster algorithm. Newton aly or quasi-Newton als. needs much fewor i worthers, book but each iteration is expensive · fastest elg. depends on site of fraining let N - N small: Newton is Carles' (few iloutions, viality cheap iloutions - N (erge 1 (mini-Gatch) & GO is fastes lineary iterations, Sul compansated because ade each iteration is very cheap