

4/10/20

Numerical Optimization

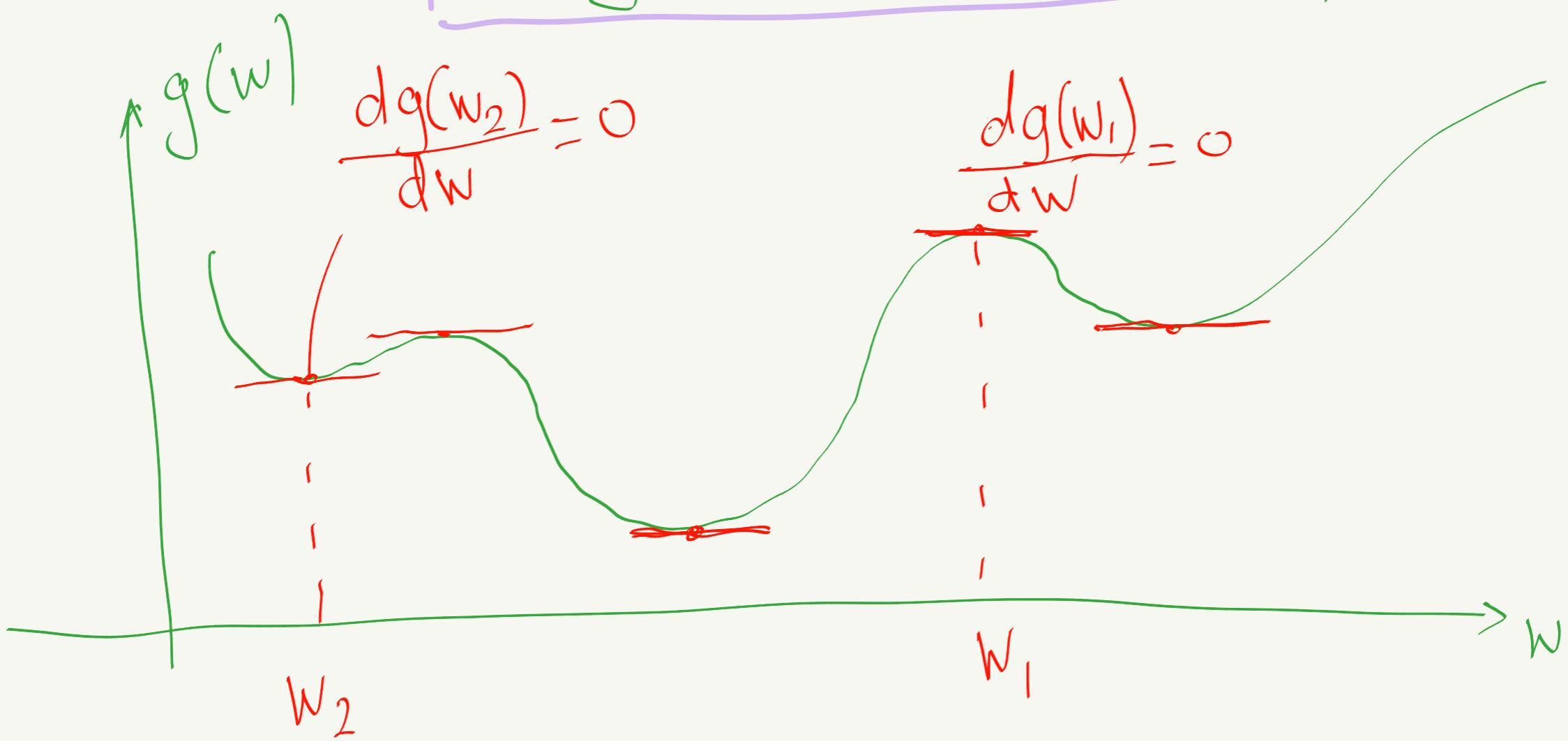
Cost function

$$g(\bar{w}) \xrightarrow{\text{Scalar}} \in \mathbb{R}^n$$

"Optimal" points of $g(\bar{w})$

First order optimality condition

$$\boxed{\nabla g(\bar{w}) = 0 \Rightarrow \text{stationary points}}$$



L3-04/020
Example 3.1 in textbook
 saddle point

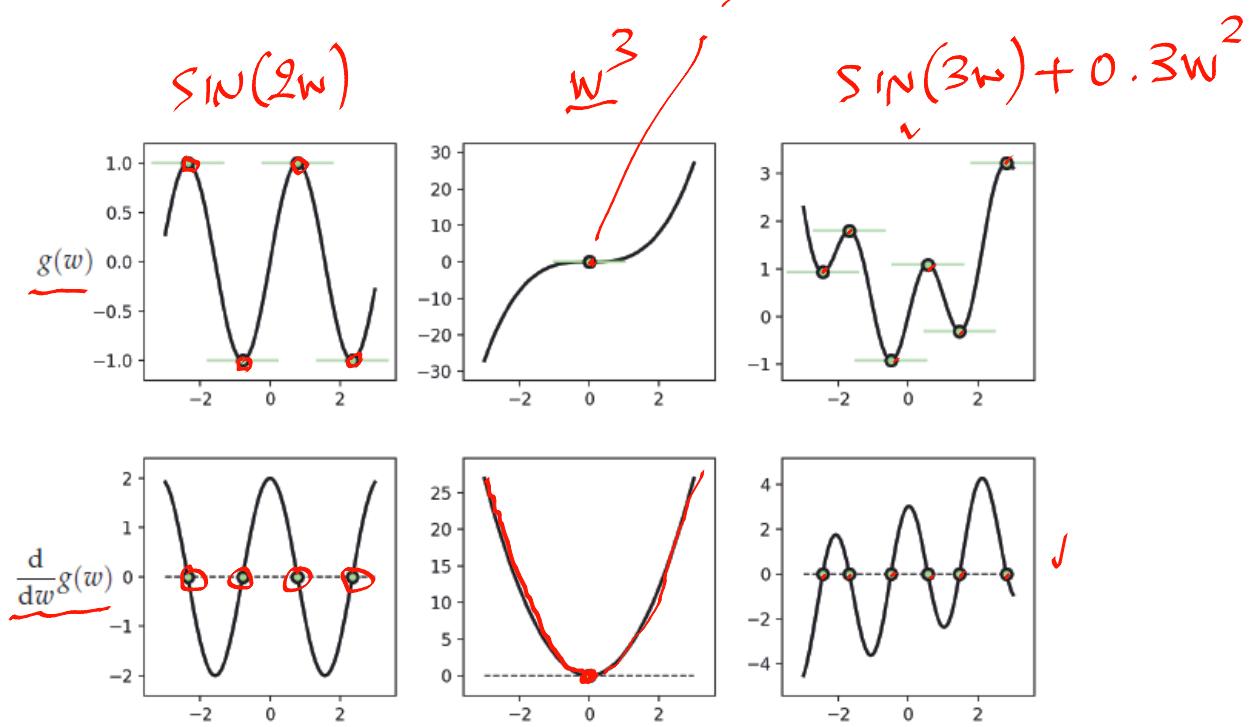


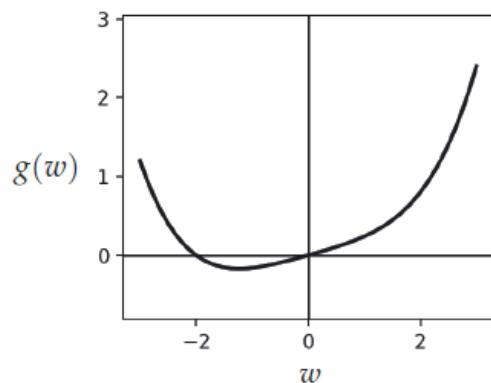
Figure 3.2 Figure associated with Example 3.1. From left to right in the top row, the functions $g(w) = \sin(2w)$, w^3 , and $\sin(3w) + 0.3w^2$ are plotted along with their derivatives in the bottom row. See text for further details.

$$\frac{d}{dw}w^3 = 3w^2 = 0 \rightarrow w = 0$$

L3-04/020

Example 3.3 in textbook

$$g(w) = \frac{1}{50} (w^4 + w^2 + 10w)$$



→ $w = \frac{\sqrt[3]{2031} - 45}{\sqrt[3]{36}} - \frac{1}{\sqrt[3]{6(\sqrt{2031} - 45)}}$

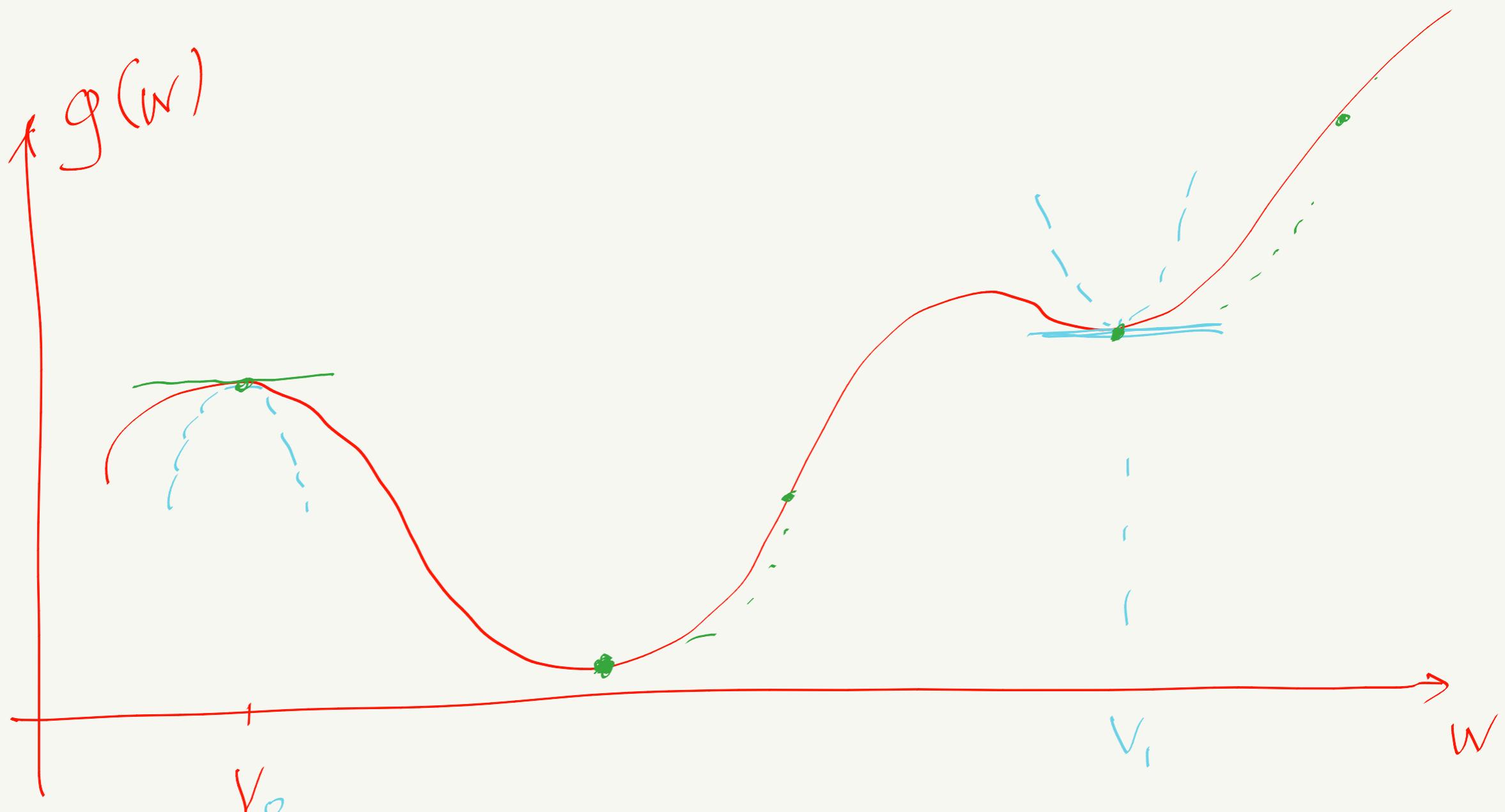
Convexity at a point

Curvature information of $g(w)$ is contained in the 2nd derivative

$N=1$

if $g''(v) \geq 0 \rightarrow g$ is convex at v

if $g''(v) \leq 0 \rightarrow g$ is concave at v



$g(v)$ is concave
at v_0

$g(v)$ is convex
at v_1

$$N\text{-dim space } g(\bar{w}) \in \mathbb{R}^N$$

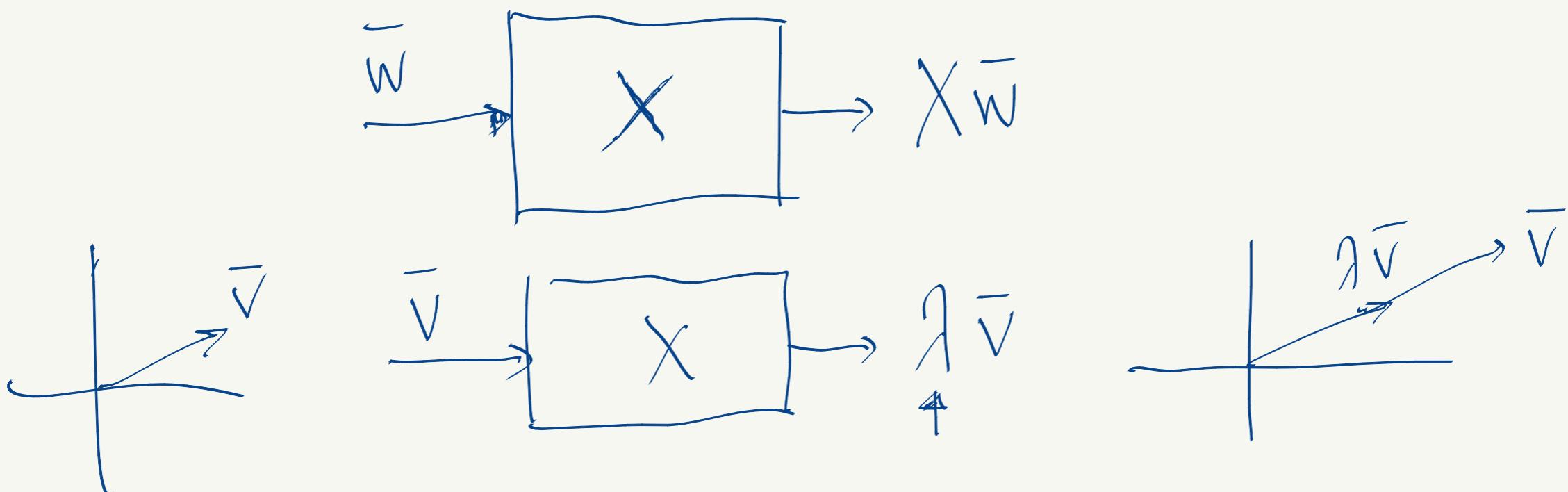
$$\rightarrow \nabla_{\bar{w}}^2 g(\bar{v}) = \left. \nabla_{\bar{w}}^2 g(\bar{w}) \right|_{\bar{w}=\bar{v}}$$

$N \times N$

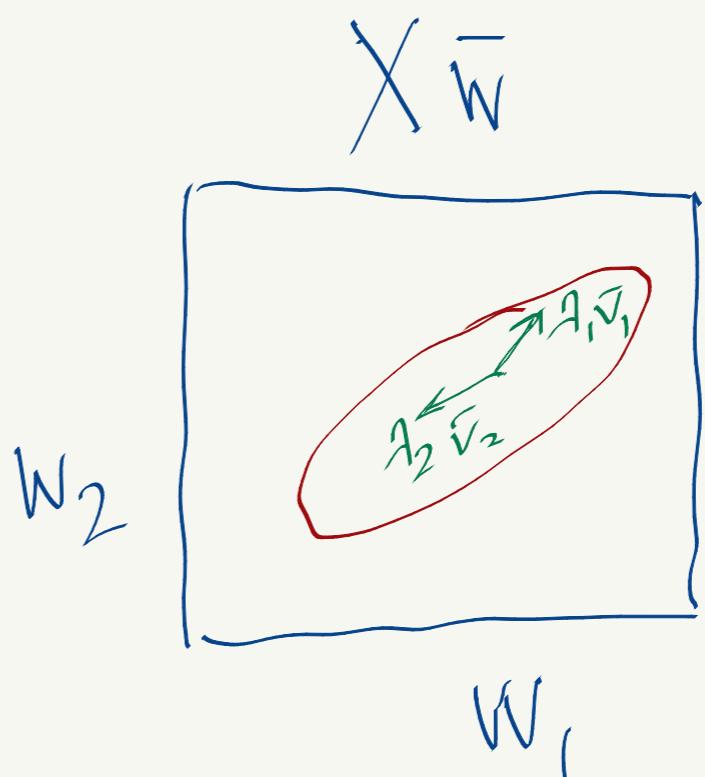
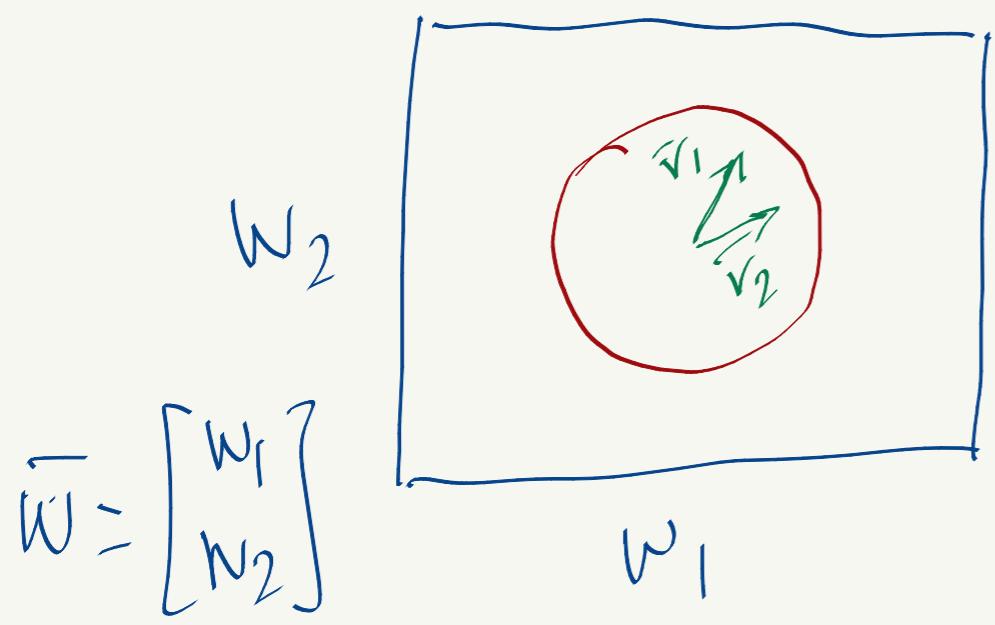
eigenvalues of the Hessian will determine the curvature

matrix X

if $X\bar{v} = \lambda \bar{v} \Rightarrow \bar{v}$ is an eigen-vector
if λ an eigen-value



appendix C



if $X_{n \times n}$ is symmetric ($X = X^T$)

is Hessian symmetric? Yes!

$$\rightarrow X\bar{v} = \lambda\bar{v}$$

N eigen-values
 N eigen-vectors

$$V = \begin{bmatrix} \bar{v}_1 & \bar{v}_2 & \dots & \bar{v}_N \end{bmatrix}$$

$$D = \begin{bmatrix} \lambda_1 & & & \\ & \lambda_2 & & \\ & & \ddots & \\ & & & \lambda_N \end{bmatrix}$$

$$\boxed{XV = VD}$$

$$\left. \begin{array}{l} X\bar{v}_1 = \lambda_1 \bar{v}_1 \\ \vdots \\ X\bar{v}_N = \lambda_N \bar{v}_N \end{array} \right\}$$

assume $\|\bar{v}_i\|_2 = 1$

$$\Rightarrow V^T V = VV^T = I$$

$$\Rightarrow \boxed{X = VDV^T}$$

$$\left. \begin{array}{l} \bar{v}'_i = \frac{\bar{v}_i}{\|\bar{v}_i\|_2} \rightarrow \|\bar{v}'_i\|_2 = 1 \end{array} \right\}$$

N -dim space

{ if all eigen-values of $\nabla^2 g(\bar{v})$
are non-negative

$\Rightarrow g(\bar{w})$ is convex at \bar{v}

$$\nabla^2 g(\bar{v}) \geq 0$$

$\neq \asymp$

if all e-values of $\nabla^2 g(\bar{v})$
are non-positive

$\Rightarrow g(\bar{w})$ is concave at \bar{v}

$$\nabla^2 g(\bar{v}) \leq 0$$

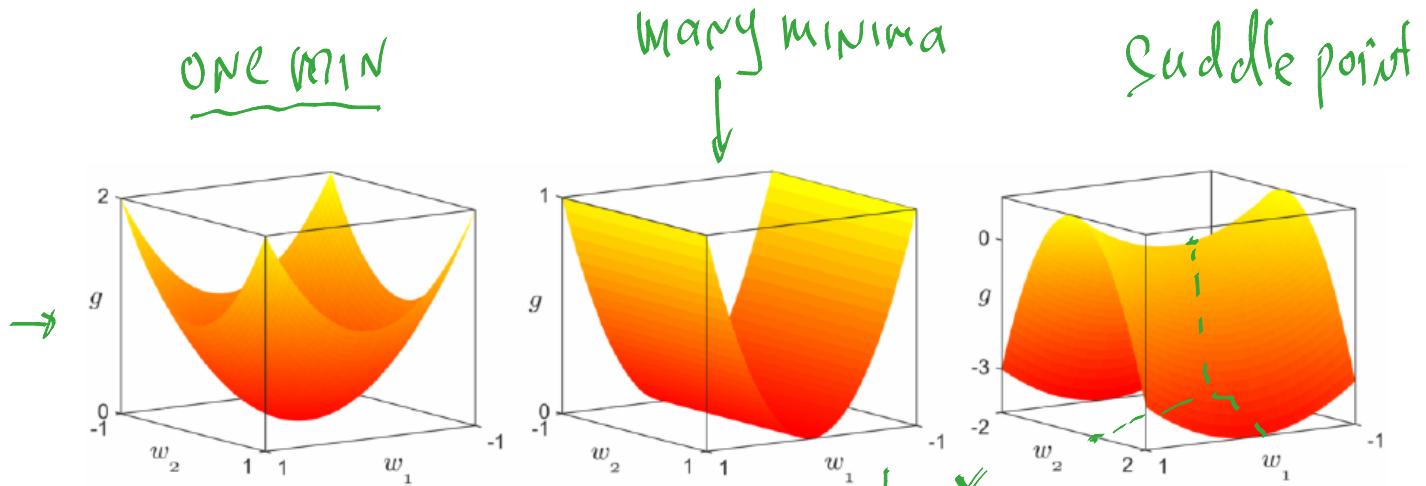


Figure 2.5. Three quadratic cost functions $g(\mathbf{w}) = \mathbf{w}^T \mathbf{A} \mathbf{w} + \mathbf{b}^T \mathbf{w} + c$ generated by different instances of matrix \mathbf{A} . In all three cases \mathbf{b} and c are set to zero. (left) $\mathbf{A} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$ generates a (strictly) convex upward facing cup. (middle) $\mathbf{A} = \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}$ generates a long narrow half-pipe with infinitely many global minima along the bottom. (right) $\mathbf{A} = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$ produces the upward and downward curving quadratic surface with a saddle point at $\mathbf{w} = 0$.

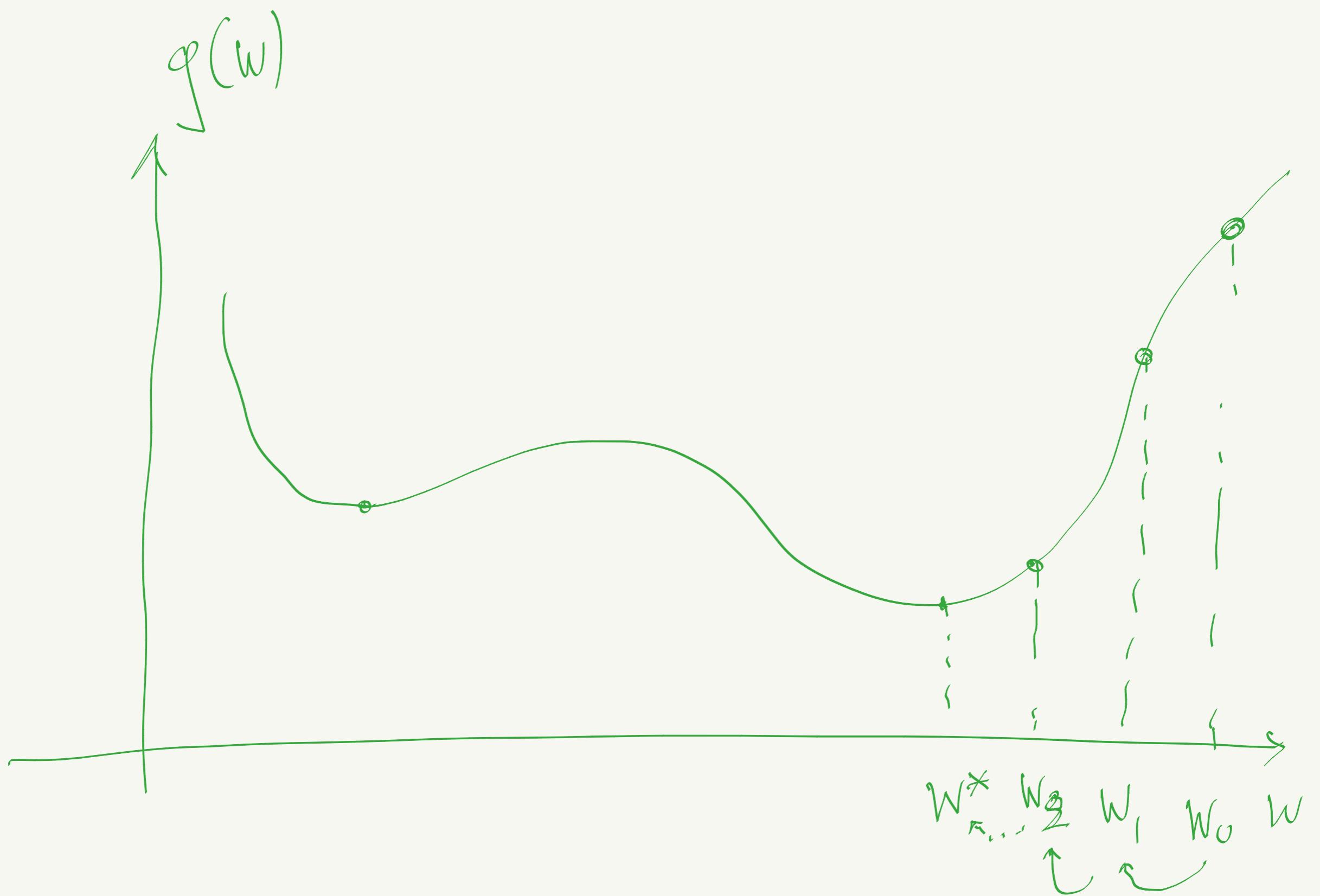
$$\begin{aligned}\nabla g(\bar{\mathbf{w}}) &= \nabla \left(\bar{\mathbf{w}}^T \mathbf{A} \bar{\mathbf{w}} + \bar{\mathbf{b}}^T \bar{\mathbf{w}} + c \right) \\ &= \nabla (\bar{\mathbf{w}}^T \mathbf{A} \bar{\mathbf{w}}) + \nabla (\bar{\mathbf{b}}^T \bar{\mathbf{w}}) + \nabla (c)\end{aligned}$$

$\underbrace{\nabla (\bar{\mathbf{w}}^T \mathbf{A} \bar{\mathbf{w}})}_{2\mathbf{A}\bar{\mathbf{w}}} \xrightarrow{\text{A symmetric}} \boxed{\nabla (\bar{\mathbf{w}}^T \bar{\mathbf{b}}) = \bar{\mathbf{b}}}$

$$\nabla (\bar{\mathbf{w}}^T \mathbf{A} \bar{\mathbf{w}}) = (\mathbf{A} + \mathbf{A}^T) \bar{\mathbf{w}}$$

$$\nabla g(\bar{\mathbf{w}}) = 2\mathbf{A}\bar{\mathbf{w}} + \bar{\mathbf{b}}$$

$$\nabla^2 g(\bar{\mathbf{w}}) = \nabla (\nabla g(\bar{\mathbf{w}})) = \nabla (2\mathbf{A}\bar{\mathbf{w}} + \bar{\mathbf{b}}) = 2\mathbf{A}$$



- • gradient descent method
- • Newton's method