

# STOCHASTIC OPTIMIZATION IN MACHINE LEARNING

## CASE STUDIES IN NONLINEAR OPTIMIZATION

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*WE'RE NOT RUNNING OUT OF DATA ANYTIME  
SOON. IT'S MAYBE THE ONLY RESOURCE THAT  
GROWS EXPONENTIALLY.*

*ANDREAS WEIGEND*

1. Introduction
2. SQN: A Stochastic Quasi-Newton Method
3. Proximal Method
4. Logistic Regression: An Example
5. Dictionary Learning
6. Conclusion
7. Appendix

## INTRODUCTION

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# INTRODUCTION: WHAT IS MACHINE LEARNING (ML) ?

Implementation of autonomously learning software for:

- Discovery of patterns and relationships in data
- Prediction of future events

Examples:

Electroencephalography (EEG)



Section 4

Image Denoising



Section 5

Training a Machine Learning model means finding optimal parameters  $\omega$ :

$$\omega^* = \operatorname{argmin}_{\omega} F(\omega, X, z)$$

- $F$ : Loss function of chosen ML-model
- $X$ : The training data ( $N := \text{\#samples} \times \text{\#features}$  matrix)
- $z$ : Training labels (only in classification models; vector of size  $N$ )
- The dimension  $n$  of  $\omega$  is model dependent, often  $\text{\#features}+1$

After we have found  $\omega^*$ , we can do **Prediction** on new data points:

$$\hat{z}_i := h(\omega^*, x_i)$$

- $x_i$ : new data point with *unknown* label  $z_i$
- $h$ : hypothesis function of the ML model

- Massive amounts of training data
- Construction of very large models
- Handling high memory/computational demands

Ansatz: Stochastic Methods



$$F(\omega) := \mathbb{E} [f(\omega, \xi)]$$

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- $\xi$ : Random variable; takes the form of an input-output-pair  $(x_i, z_i)$

$$F(\omega) := \mathbb{E} [f(\omega, \xi)] = \frac{1}{N} \sum_{i=1}^N f(\omega, x_i, z_i)$$

- $\xi$ : Random variable; takes the form of an input-output-pair  $(x_i, z_i)$
- $f$ : Partial loss function corresponding to a single data point.

## Gradient Method

$$\min F(\omega)$$

## Stochastic Gradient Descent

$$\min \mathbb{E} [f(\omega, \xi)]$$

## Gradient Method

$$\min F(\omega)$$

$$\omega^{(k+1)} := \omega^k - \alpha_k \nabla F(\omega^k)$$

## Stochastic Gradient Descent

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## Gradient Method

$$\min F(\omega)$$

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## Stochastic Gradient Descent

$$\min \mathbb{E} [f(\omega, \xi)]$$

$$\omega^{k+1} := \omega^k - \alpha_k \nabla \hat{F}(\omega^k)$$

with

$$\nabla \hat{F}(\omega^k) := \frac{1}{b} \sum_{i \in \mathcal{S}_k} f(\omega, x_i, z_i)$$

where  $\mathcal{S}_k \subset [N]$ ,  $b := |\mathcal{S}_k| \ll N$   
"Mini Batch"

# SQN: A STOCHASTIC QUASI-NEWTON METHOD

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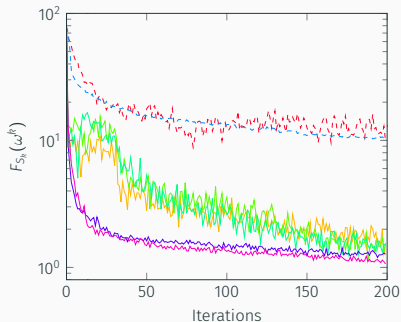
- Stochastically use second-order information
- Based on BFGS-method.
- Basic idea:

$$\omega^{k+1} = \omega^k - \alpha_k H_t \nabla \hat{F}(\omega^k)$$

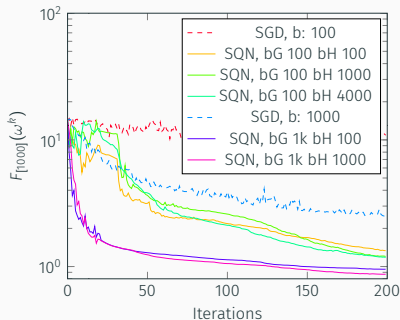
- $t$  running on slower time-scale than  $k$ .
- $H_t$  update in  $\mathcal{O}(n)$  time and constant memory, using several tricks



EEG: Sample Objective vs. Iterations



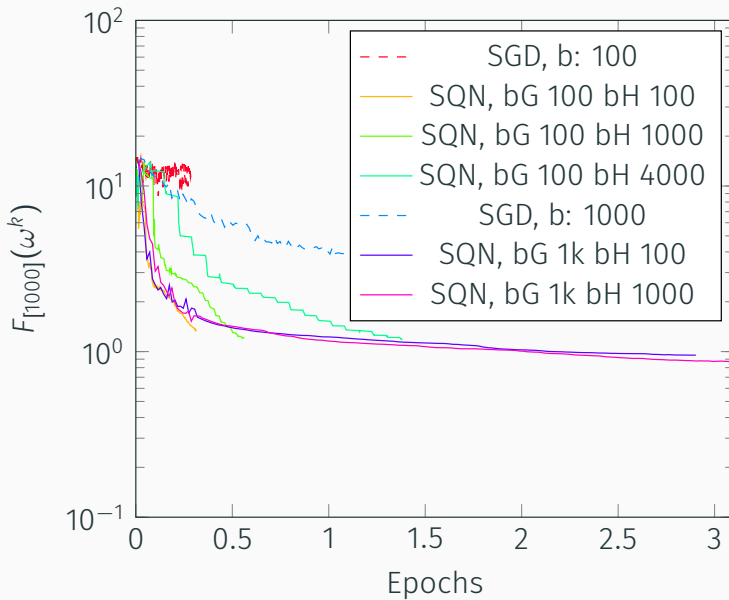
EEG: Fixed Subset Objective vs. Iterations



Performance on EEG Dataset, Problem size:  $69550 \times 600$

Armijo-stepsizes, Further SQN-parameters:  $L = 10, M = 5$

EEG: Fixed Subset Objective vs. Accessed Data Points



- Can be faster than SGD on appropriate Datasets
- Requires tedious, manual tuning of hyperparameters to be efficient!

## PROXIMAL METHOD

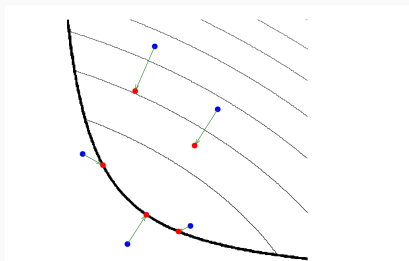
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## Problem

$$\min_x F(x) := \underbrace{f(x)}_{\text{smooth}} + \underbrace{h(x)}_{\text{non-smooth}}$$

## Proximity Operator

$$\text{prox}_f(v) = \arg\min_x \left( f(x) + \frac{1}{2} \|x - v\|_2^2 \right)$$



**Figure 1:** Evaluating a proximal operator at various points. *N Parikh, S Boyd, Proximal Methods, Foundations and Trends in Optimization 1, 2014*

Traditional Proximal Gradient Step:

$$x_{k+1} = \text{prox}_{\lambda_k h}(x_k - \lambda_k \nabla f(x_k))$$

Quasi-Newton Proximal Step:

$$x_{k+1} = \text{prox}_h^{B_k}(x_k - B_k^{-1} \nabla f(x_k)),$$

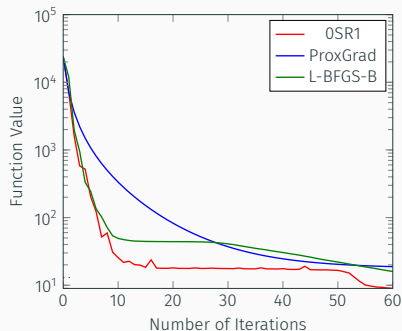
with  $B_k = \underbrace{D_k}_{diag} + \underbrace{u_k}_{\in \mathbb{R}^n} u_k^T$ .

# PROXIMAL METHOD

$$F(x) = \|Ax - b\| + \lambda \|x\|_1$$

$$A \in \mathbb{R}^{1500 \times 3000}, b \in \mathbb{R}^{1500}$$

$$A_{ij}, b_i \sim \mathcal{N}(0, 1), \lambda = 0.1$$



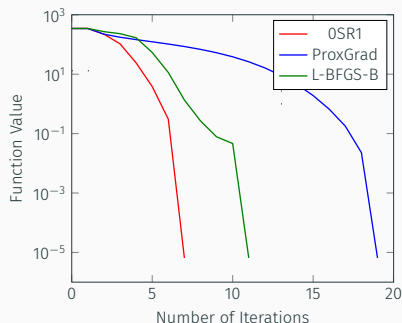
	OSR1	ProxGrad	L-BFGS-B
Iterations	1,822	135,328	1,989
Run-Time	68 s	1,144 s	56 s

$$F(x) = \|Ax - b\| + \lambda \|x\|_1$$

$$A \in \mathbb{R}^{2197 \times 2197}, b \in \mathbb{R}^{2197}$$

A: Discretization of 3D Laplacian

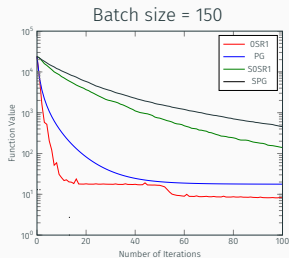
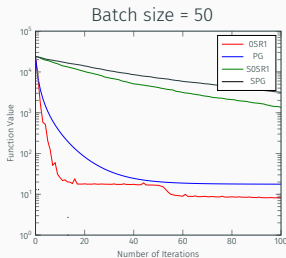
$$\lambda = 1$$



	OSR1	ProxGrad	L-BFGS-B
Iterations	7	18	10
Run-Time	0.037 s	0.004 s	0.022 s

High-dimensional data: Extension to stochastic framework

Effect of batch size



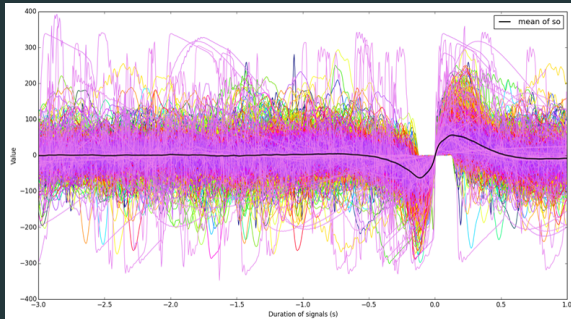


## LOGISTIC REGRESSION: AN EXAMPLE

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# ELECTROENCEPHALOGRAPHY (EEG)

HOW DEEP IS YOUR SLEEP?



SLEEPING PATIENT / 20 NIGHTS OF EEG RECORDINGS

PREDICT NEXT SLOW WAVE



## RESULTS

Nice table with SQN, SGD (no reg, L2), (Lasso,) Prox (L1) showing Obj. value in found optimum, CPU time, Iterations, F1 score of prediction model

	$F(\omega^*)$	Model Score	Cost
No regularization			
SGD	0.01	96%	x sec, y AP
SQN	0.5	96%	x sec, y AP
Prox	0.01	96%	x sec, y AP
L1			
LASSO	.71	55%	blablabla
Prox	0.01	96%	x sec, y AP
L2			
SGD	.71	55%	blablabla
SQN	0.01	96%	x sec, y AP

# DICTIONARY LEARNING

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# DICTIONARY LEARNING

CAN WE RECOVER THE IMAGE?



IMAGE IS PARTIALLY DESTROYED

RECONSTRUCT IMAGE

bla

## CONCLUSION

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QUESTIONS?



S. Becker and J. Fadili.

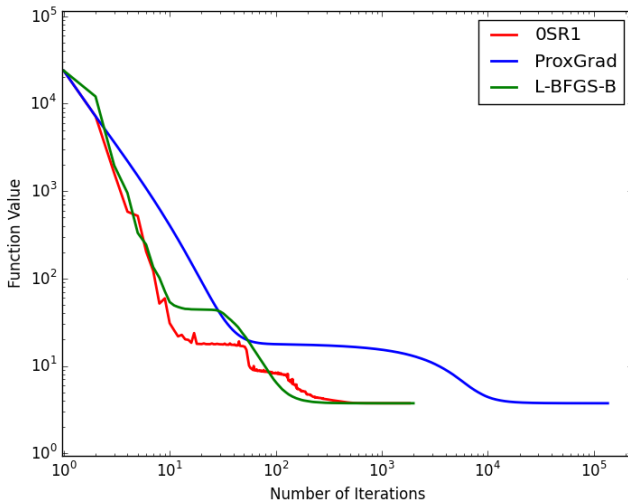
**A quasi-newton proximal splitting method.**

*In Advances in Neural Information Processing Systems*, pages 2618–2626, 2012.

## APPENDIX

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# PROXIMAL METHOD

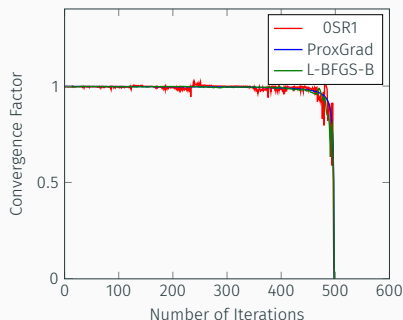


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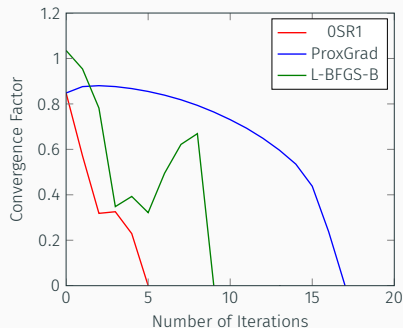


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A: Discretization of 3D Laplacian

$$\lambda = 1$$



# PROXIMAL METHOD

