

# Stochastic Optimization in Machine Learning

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# Introduction (1)

## Challenges in Machine Learning

- massive amounts of training data
- construction of very large models
- how to handle the high memory/computational demands?



**Stochastic Methods:** Update on small amounts of training data!

# Introduction (2)

## Optimization Problem

$$\min_{w \in \mathbb{R}^n} F(w) = \mathbb{E}[f(w; \xi)],$$

where  $f(w; \xi) = f(w; x_i, z_i) = \mathcal{L}(h(w; x_i); z_i)$ .

## Empirical Form of Objective Function

$$F(w) = \frac{1}{N} \sum_{i=1}^N f(w; x_i, z_i)$$

# Introduction (3)

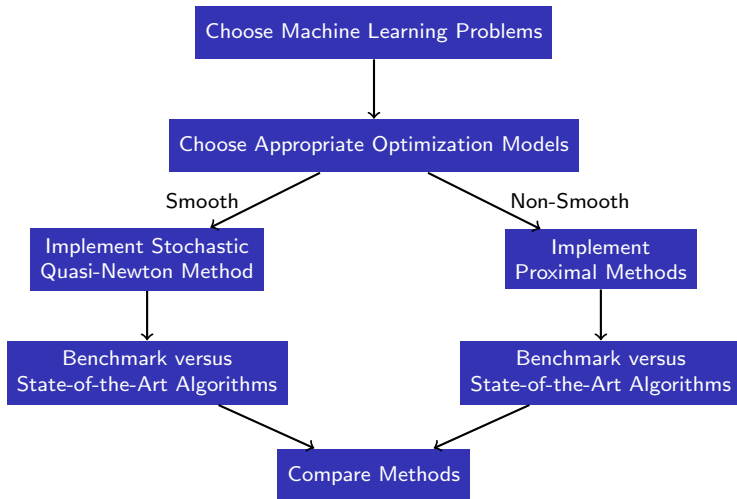
## Mini-batch Stochastic Gradient

Consider small subset  $\mathcal{S} \subset \{1, \dots, N\}$ , with  $b := |\mathcal{S}| \ll N$

Construct

$$\hat{\nabla} F(w) = \frac{1}{b} \sum_{i \in \mathcal{S}} \nabla f(w; x_i, z_i)$$

# Structure of this Case Study



# Machine Learning Problems and Optimization Models

Possible Applications:

- Face recognition
- Text classification
- Speech recognition

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Possible Optimization Models:

- Linear Regression:  $\min_w \frac{1}{N} \sum_{i=1}^N \|z_i - x_i w\|_2^2$
- Binary Classification:

$$f(w; x_i, z_i) = z_i \log(c(w; x_i)) + (1 - z_i) \log(1 - c(w; x_i))$$

$$\text{with } c(w; x_i) = \frac{1}{1 + \exp(-x_i^T w)}$$

- Neural Nets: Back propagation



# Stochastic Quasi-Newton Method (1)

Problem:

- Incorporating second-order information via full Hessian too expensive for large-scale problems
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Idea:

- Adapt BFGS method to stochastic framework
- Employ limited memory version of BFGS algorithm (L-BFGS)
- Compute gradient based on sample  $\mathcal{S}$  of training set
- Compute Hessian update at regular intervals of length  $L$  based on small subsample  $\mathcal{S}_H$  of training set

# Stochastic Quasi-Newton Method (2)

## Iteration

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

## Hessian-Update

Choose

$$s_t = \bar{w}_t - \bar{w}_{t-1} \quad y_t = \hat{\nabla}^2 F(\bar{w}_t) s_t,$$

with  $\bar{w}_t := \sum_{i=k-L}^k w_i$  and  $\hat{\nabla}^2 F(w) := \frac{1}{b_H} \sum_{i \in \mathcal{S}_H} \nabla^2 f(w; x_i, z_i)$ .

Compute

$$H_{t+1} = (I - \rho_t s_t y_t^T) H_t (I - \rho_t y_t s_t^T) + \rho_t s_t s_t^T,$$

with  $\rho_t = \frac{1}{y_t^T s_t}$ .

# Stochastic Quasi-Newton Method (3)

## Stochastic L-BFGS Algorithm

- 1: Initialize  $w_1$ ,  $H_1$ , step-length sequence  $\alpha_k > 0$
- 2: **for**  $k = 1, \dots$ , **do**
- 3:     Choose a sample  $\mathcal{S} \subset \{1, \dots, N\}$
- 4:     Compute  $w_{k+1} = w_k - \alpha^k H_t \hat{\nabla} F(w^k)$
- 5:     **if**  $\text{mod}(k, L) = 0$  **then**
- 6:         Choose a sample  $\mathcal{S}_H \subset \{1, \dots, N\}$
- 7:         Compute  $H_t$
- 8:     **end if**
- 9: **end for**

# Benchmarking of Stochastic Quasi-Newton Method

Challenge: Economical implementation of Algorithm is necessary for meaningful benchmarking

- Memory-efficient sparse coding
- Calculation of Hessian-Vector Product without storing the Hessian
- Computation of BFGS-Update via two-loop recursion

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Benchmarking:

- Comparison to Stochastic Gradient Descent Method, Standard L-BFGS Method, (Stochastic) Conjugate Gradient Descent
- Comparison of run-time, accuracy, access-points etc. under different parameter regimes and objective functions

# Inducing Sparsity

## Dictionary Learning

$$\min_{D, \alpha} \frac{1}{N} \sum_{i=1}^N \|x_i - D\alpha_i\|_2^2 + \lambda \|\alpha_i\|_1$$

- control on  $D$  and  $\alpha$
- better convergence
- modifications of the algorithms

# Conclusion

## Situation

- Increasing amount of data in Machine Learning applications
- Need for robust and fast algorithms for smooth and non smooth optimization

## Stochastic Second-Order Methods

- Faster convergence through curvature information
- Moderate computational cost through mini-batches