

Homework 2

Question 1 Plot some objective functions

```
In [149]: ##Generating random matrix with random values for x = [x1,x2]
xrandom<- matrix(unique(runif(100,-2,2)),ncol=2)
xrandom[,1] <- sort(xrandom[,1],decreasing = FALSE)
xrandom[,2] <- sort(xrandom[,2],decreasing = FALSE)
x1 = rep(xrandom[,1],length(xrandom[,1]))
x2 = c()
for(i in xrandom[,2]){
  list = rep(1,length(xrandom[,2]))
  x2 = append(x2,list)
}
xrandom = cbind(x1,x2)

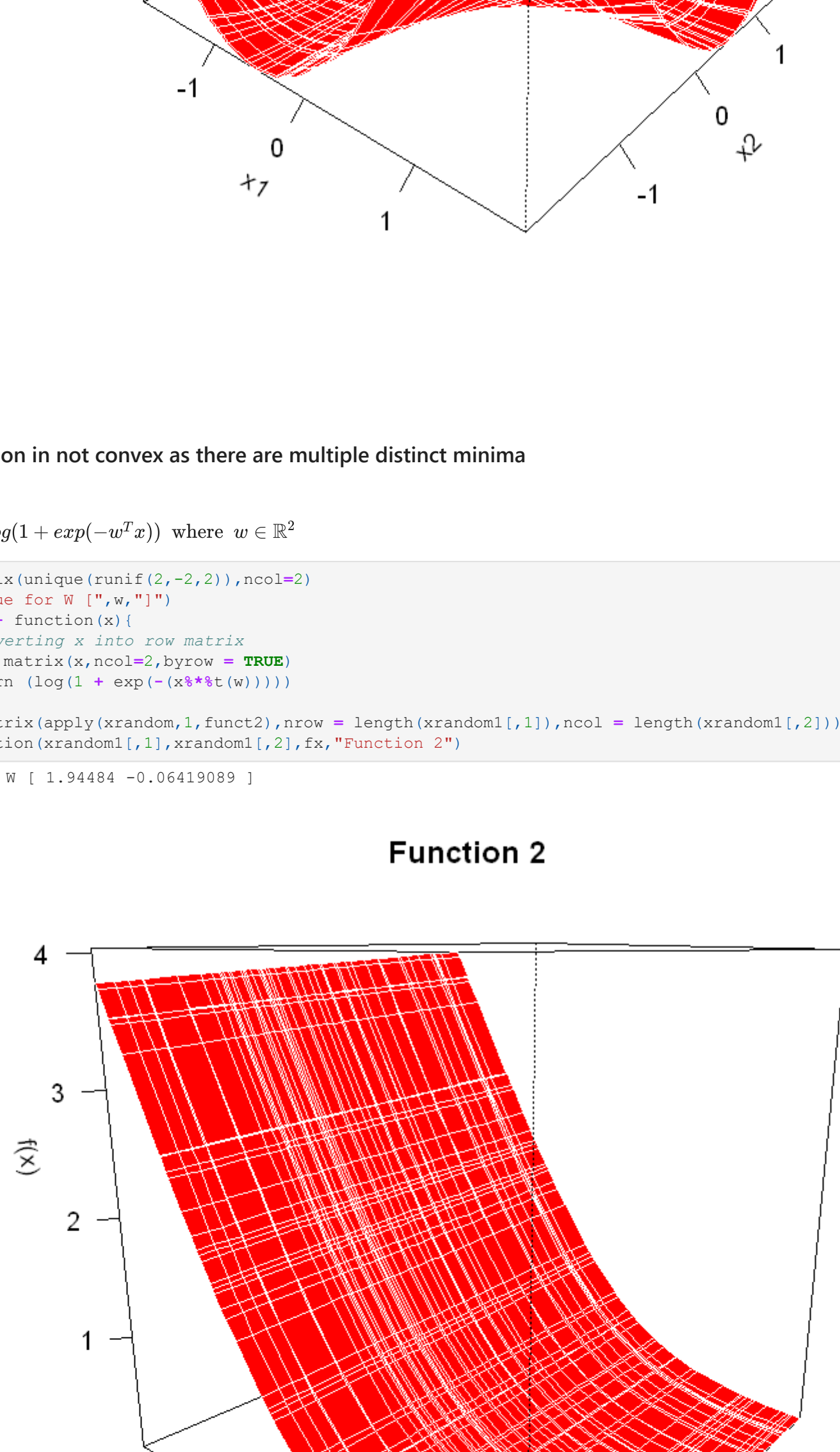
##Function to plot data

plotfunction <- function(x,y,z,name,theta = 40){
  persp(x,y,z, theta = theta,main = name,
  xlab = "x1", ylab = "x2",zlab = "f(x)",
  col="red", border="grey100", ticktype = "detailed" )
}

1)  $f(x) = (1 - x_1x_2)^2$ 
```

```
In [141]: funct1 <- function(x){
  return (1 - x[1]*x[2])^2
}
fx <- matrix(apply(xrandom,1,function1,ncol = length(xrandom[,1]),ncol = length(xrandom[,2]))
plotfunction(xrandom[,1],xrandom[,2],fx,"Function 1")
```

Function 1

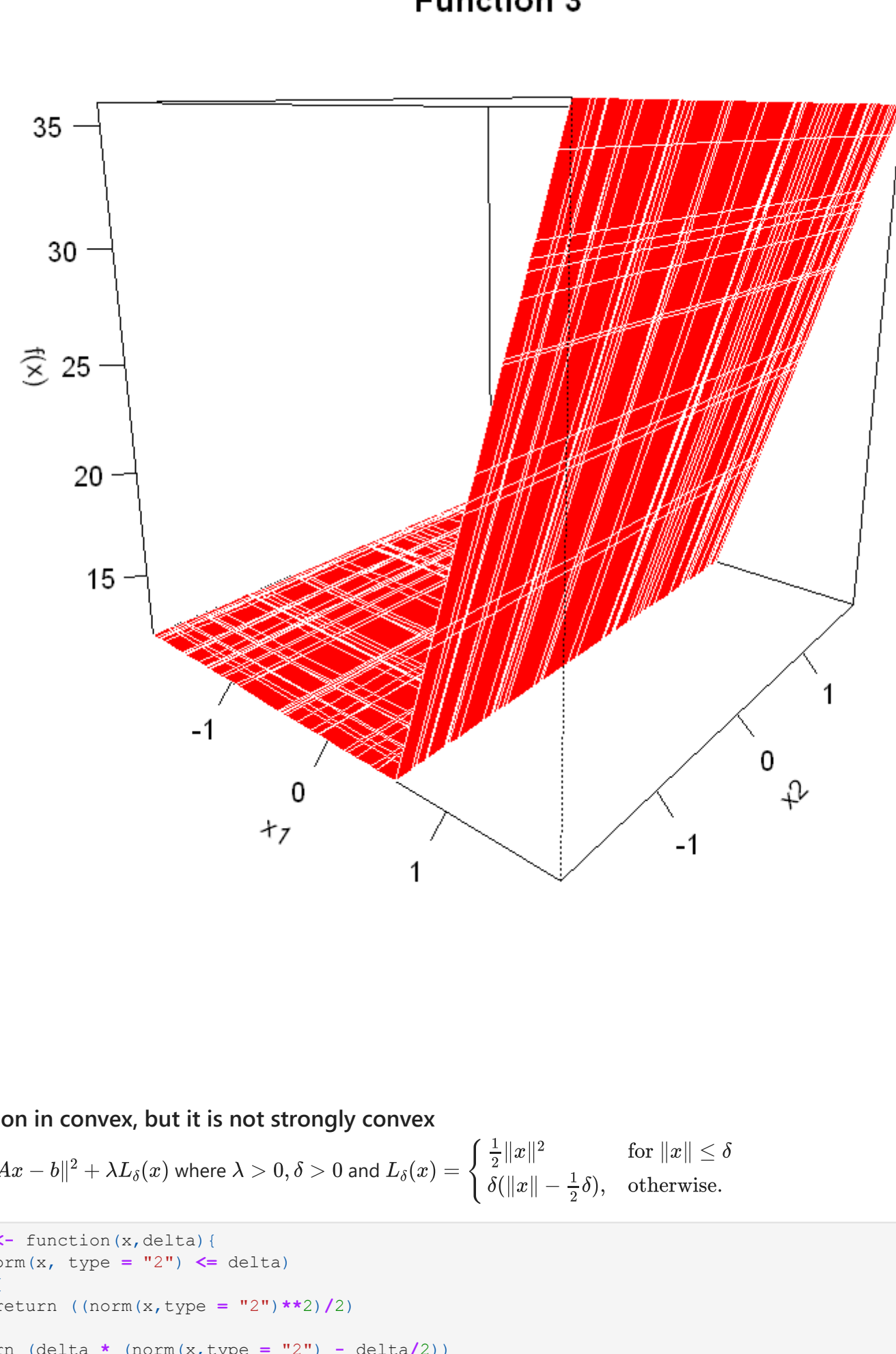


This function is not convex as there are multiple distinct minima

```
2)  $f(x) = \log(1 + \exp(-w^T x))$  where  $w \in \mathbb{R}^2$ 

In [37]: w<- matrix(unique(runif(2,-2,2)),ncol=2)
cat("value for W (","w","")
funct2 <- function(x){
  #converting x into row matrix
  x <- matrix(x,ncol=2,byrow = TRUE)
  return (log(1 + exp(-(x*w))))
}
fx <- matrix(apply(xrandom,1,function2,ncol = length(xrandom[,1]),ncol = length(xrandom[,2]))
plotfunction(xrandom[,1],xrandom[,2],fx,"Function 2")
value for W [ 1.94484 -0.06419089 ]
```

Function 2



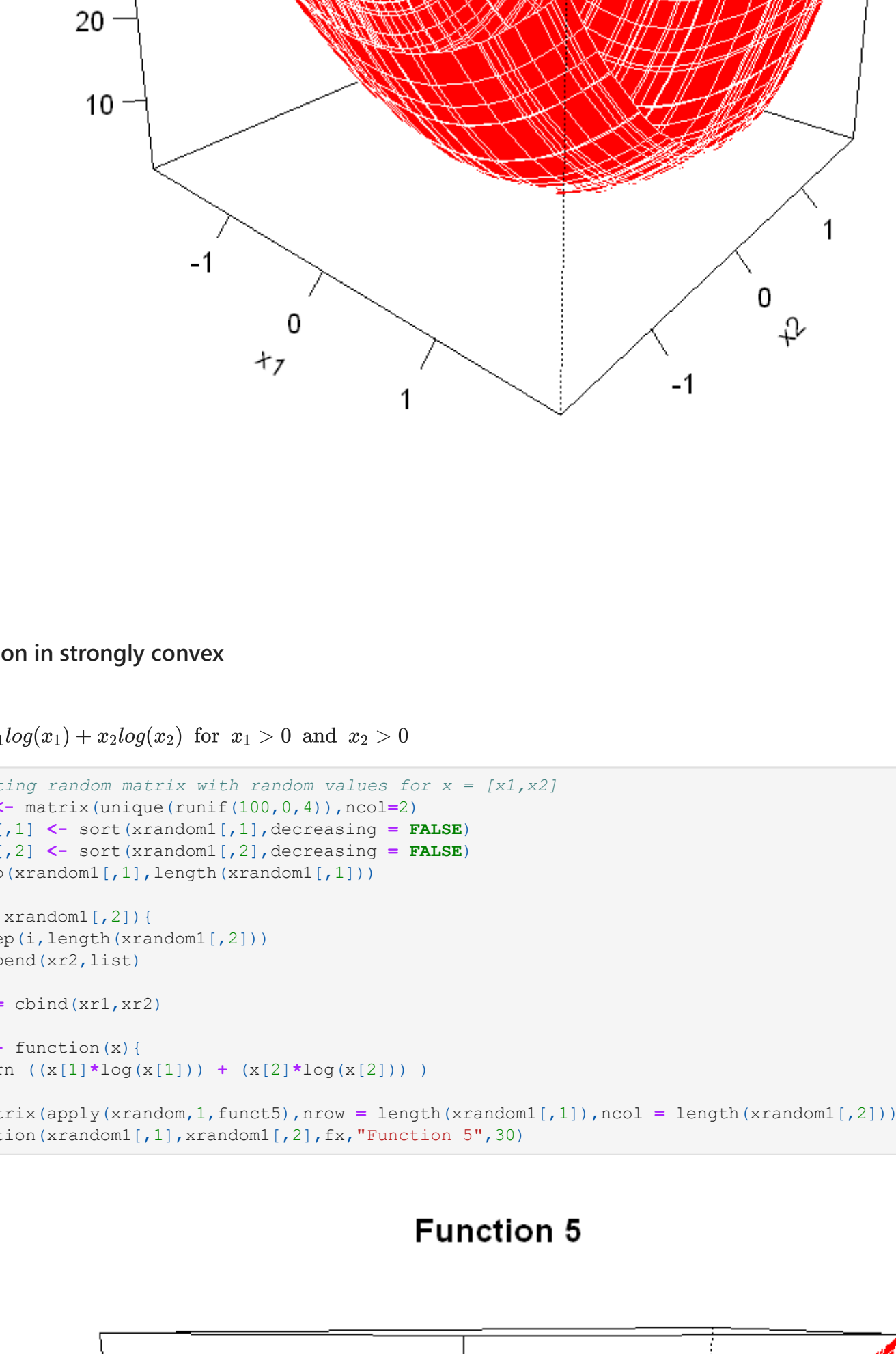
This function is convex, but it is not strongly convex

```
3)  $f(x) = \max(a_1z_1, a_2z_2, b_1, b_2)$  where  $a_1, a_2, b_1, b_2$  are real scalars

In [174]: #Scalars a1,a2,b1,b2
a<- matrix(sample(seq(1,5),4,replace = FALSE),ncol=4)
cat("value for a1,a2,b1,b2 [","s",""]

funct3 <- function(x){
  #converting x into row matrix
  x <- matrix(x,ncol=2,byrow = TRUE)
  return (max(x[2]*(max(x[1]*x[1],a[3])),a[4]))
}
##if majority of fx values are same function may give error just rerun the function
fx <- matrix(apply(xrandom,1,function3,ncol = length(xrandom[,1]),ncol = length(xrandom[,2]))
plotfunction(xrandom[,1],xrandom[,2],fx,"Function 3")
value for a1,a2,b1,b2 [ 5 4 3 1 ]
```

Function 3



This function is convex, but it is not strongly convex

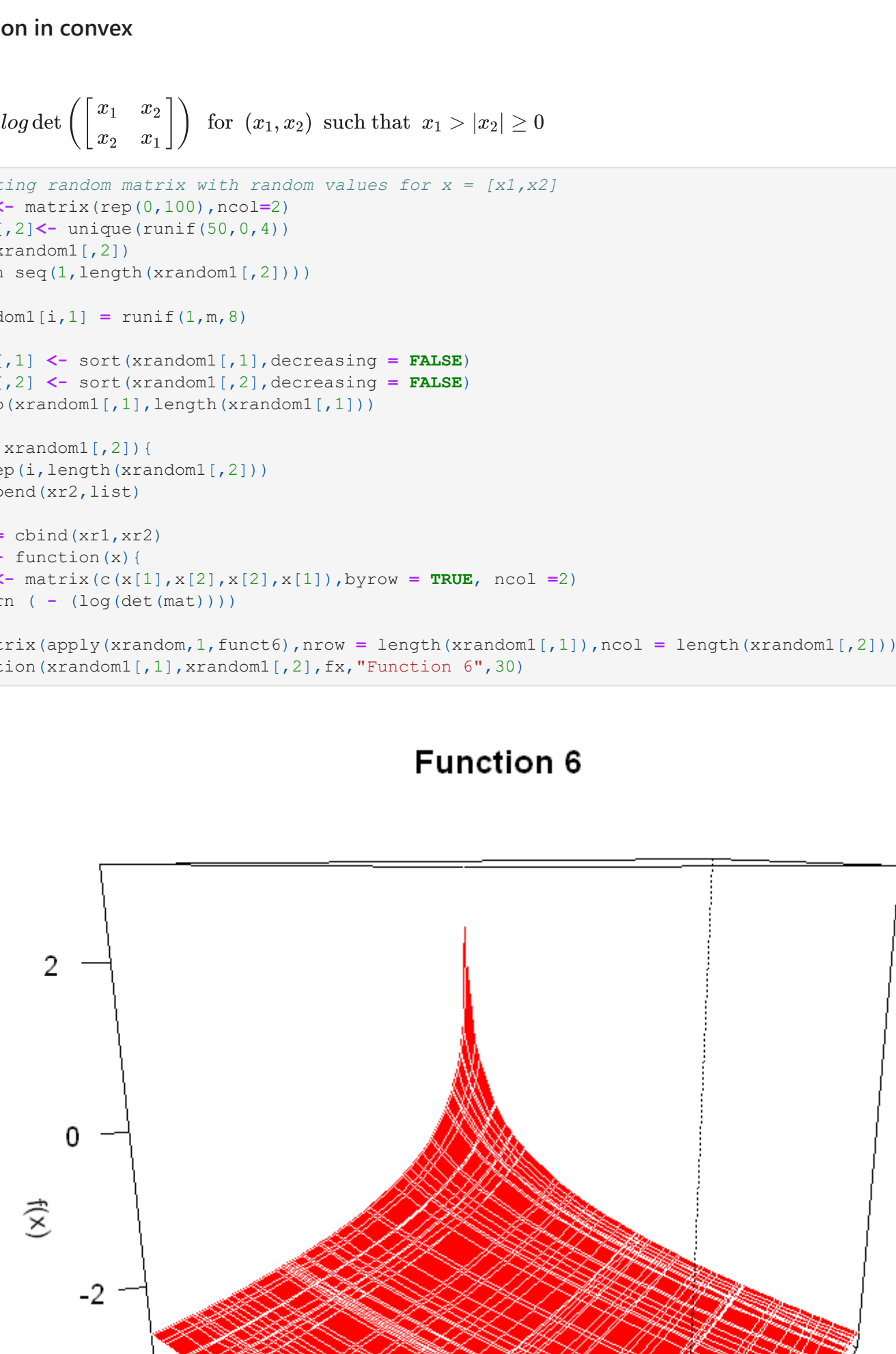
```
4)  $f(x) = \|Ax - b\|^2 + \lambda L_\delta(x)$  where  $\lambda > 0, \delta > 0$  and  $L_\delta(x) = \begin{cases} \frac{1}{2}\|x\|^2 & \text{for } \|x\| \leq \delta \\ \delta(\|x\| - \frac{1}{2}\delta) & \text{otherwise.} \end{cases}$ 

In [43]: Ldelta <- function(x,delta){
  if(norm(x, type = "2") <= delta)
  return (norm(x,type = "2")**2/2)
}
return (delta * (norm(x,type = "2") - delta/2))
}

funct4 <- function(x,A,b,delta,lambda){
  #To satisfy Ax = b
  x = matrix(x,ncol=1)
  return ((norm((A*x)- b), type = "2")**2) + lambda*Ldelta(x,delta)
}

#square matrix 2x2
A = matrix(unique(runif(4,-2,2)),ncol=2)
#column matrix 2x1
b = matrix(unique(runif(2,-2,2)),ncol=1)
delta = runif(1,0,10)
lambda = runif(1,0,10)
cat("A = ",A," b = ",b," delta = ",delta," lambda = ",lambda)
fx <- matrix(apply(xrandom,1,function4,A=A,b=b,delta=delta,lambda=lambda),ncol = length(xrandom[,1]),n
plotfunction(xrandom[,1],xrandom[,2],fx,"Function 4")
A = 1.130383 0.3376974 0.01868903 1.722128 b = 1.339688 0.5110653 delta = 7.541152 lambda = 7.598412
```

Function 4



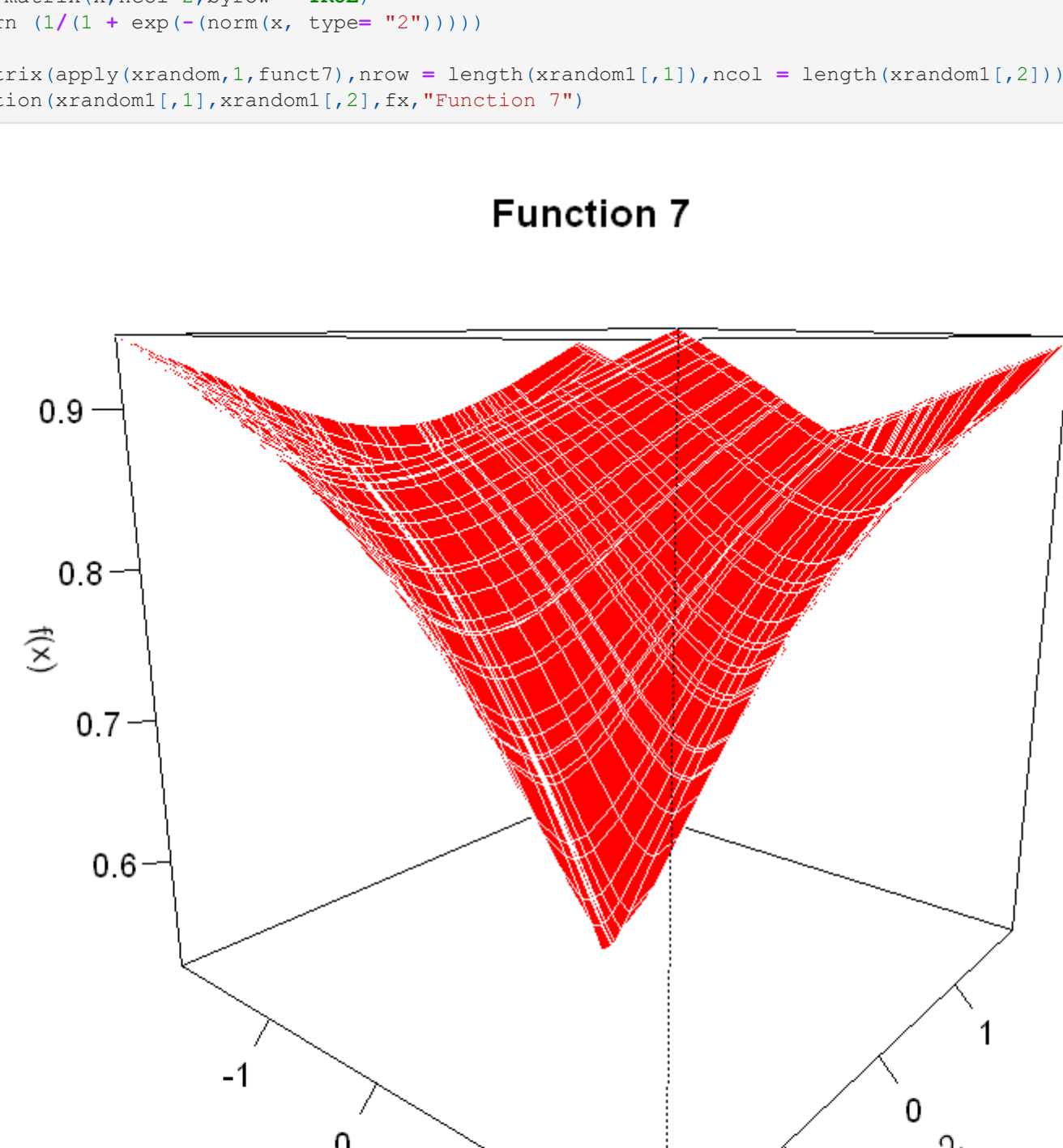
This function is strongly convex

```
5)  $f(x) = x_1 \log(x_1) + x_2 \log(x_2)$  for  $x_1 > 0$  and  $x_2 > 0$ 

In [56]: ##Generating random matrix with random values for x = [x1,x2]
xrandom<- matrix(unique(runif(100,0,4)),ncol=2)
xrandom[,1] <- sort(xrandom[,1],decreasing = FALSE)
xrandom[,2] <- sort(xrandom[,2],decreasing = FALSE)
x1 = rep(xrandom[,1],length(xrandom[,1]))
x2 = c()
for(i in xrandom[,2]){
  list = rep(1,length(xrandom[,2]))
  x2 = append(x2,list)
}
xrandom = cbind(x1,x2)

funct5 <- function(x){
  return ((x[1]*log(x[1])) + (x[2]*log(x[2])) )
}
fx <- matrix(apply(xrandom,1,function5,ncol = length(xrandom[,1]),ncol = length(xrandom[,2]))
plotfunction(xrandom[,1],xrandom[,2],fx,"Function 5",30)
```

Function 5

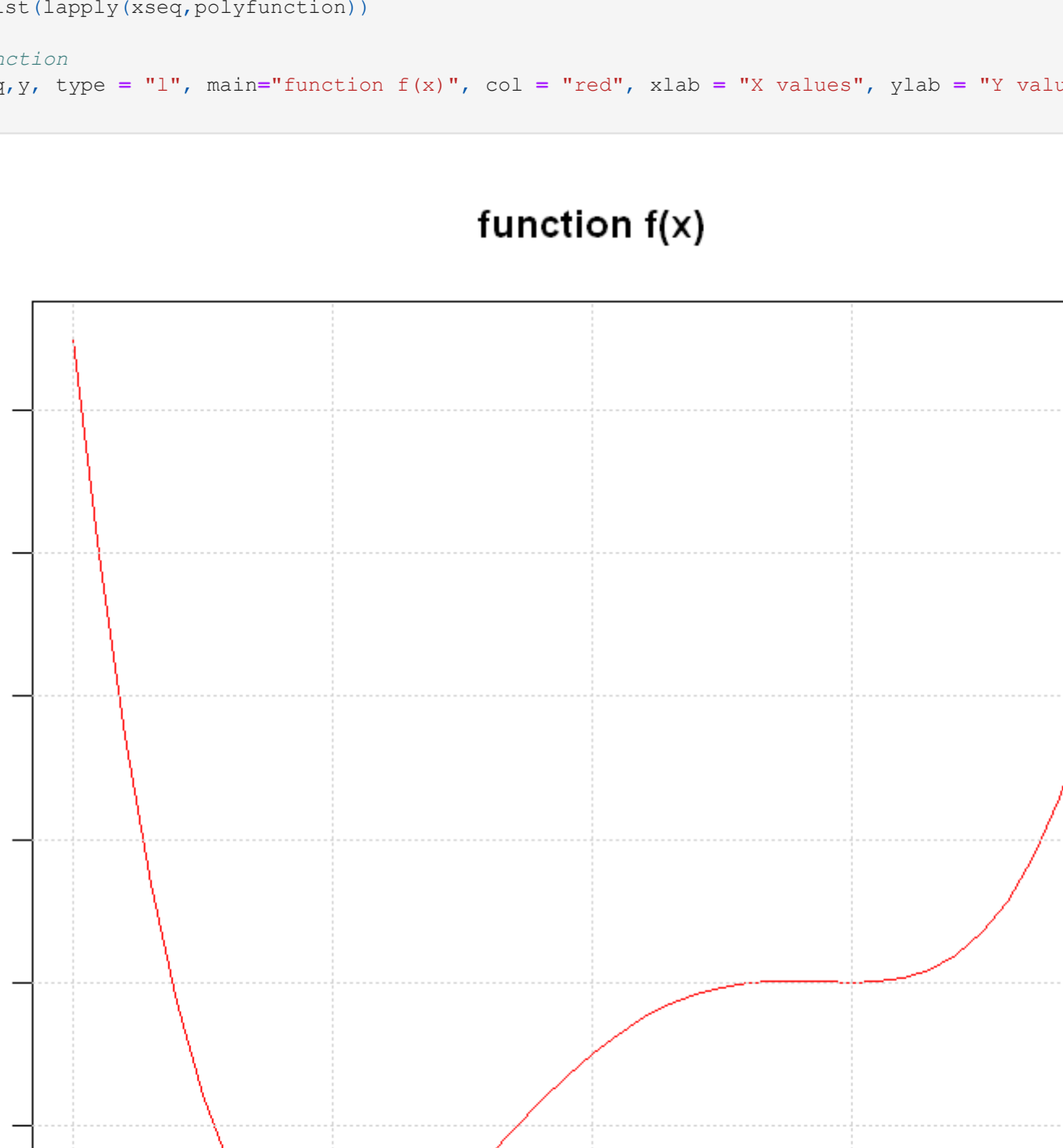


This function is convex

```
6)  $f(x) = -\log \det \begin{pmatrix} x_1 & x_2 \\ x_2 & x_1 \end{pmatrix}$  for  $(x_1, x_2)$  such that  $x_1 > x_2 \geq 0$ 

In [88]: ##Generating random matrix with random values for x = [x1,x2]
xrandom<- matrix(unique(runif(100,0,4)),ncol=2)
xrandom[,2] <- unique(runif(50,0,4))
m = max(xrandom[,2])
for (i in seq(1,length(xrandom[,1])){
  xrandom[,1] = runif(i,m,8)
}
xrandom[,1] <- sort(xrandom[,1],decreasing = FALSE)
xrandom[,2] <- sort(xrandom[,2],decreasing = FALSE)
x1 = rep(xrandom[,1],length(xrandom[,1]))
x2 = c()
for(i in xrandom[,2]){
  list = rep(1,length(xrandom[,2]))
  x2 = append(x2,list)
}
xrandom = cbind(x1,x2)
funct6 <- function(x){
  mat <- matrix(c(x[1],x[2],x[2],x[1]),byrow = TRUE, ncol = 2)
  return ( - (log(det(mat))))
}
fx <- matrix(apply(xrandom,1,function6,ncol = length(xrandom[,1]),ncol = length(xrandom[,2]))
plotfunction(xrandom[,1],xrandom[,2],fx,"Function 6",30)
```

Function 6



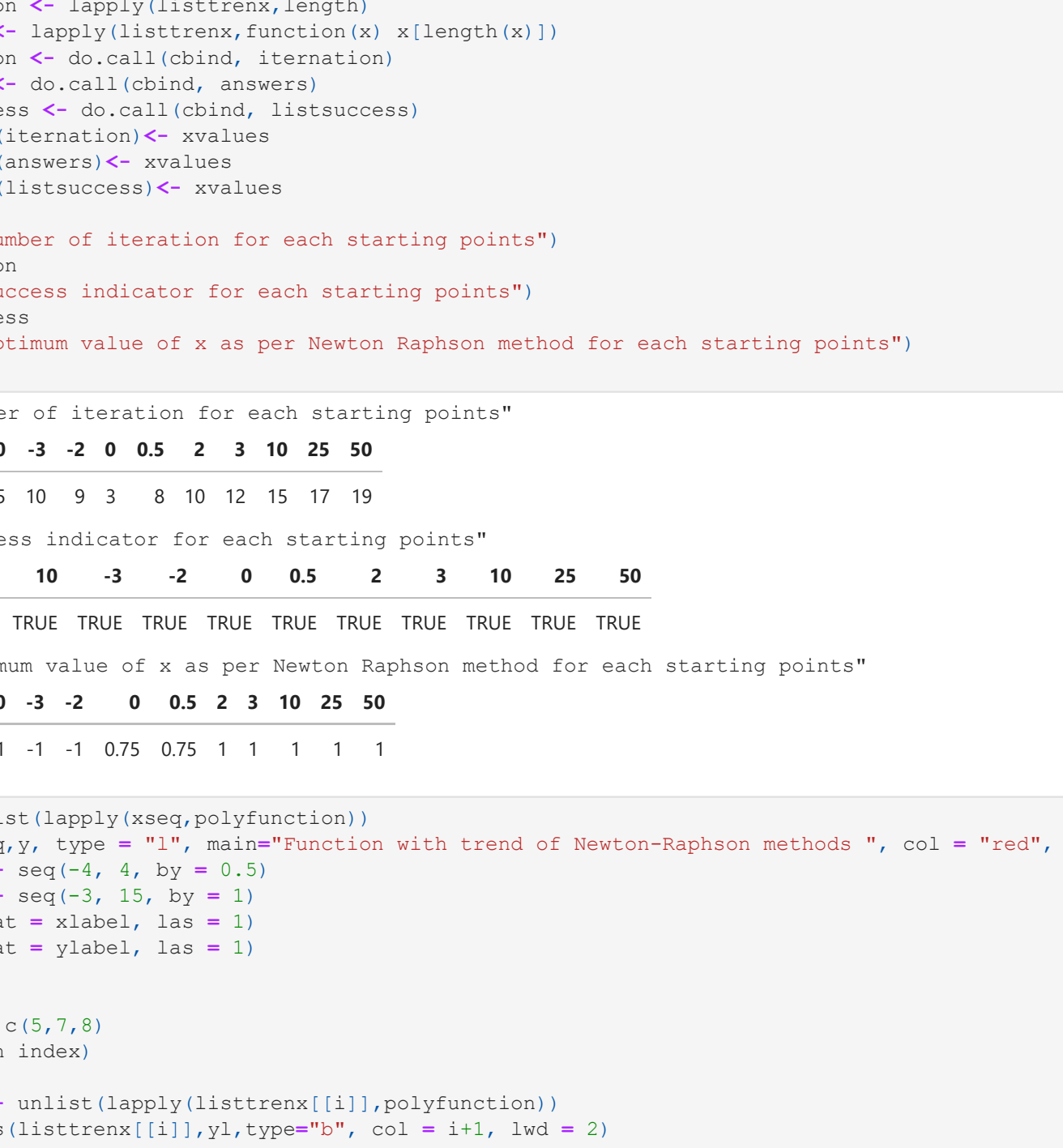
This function is convex

```
7)  $\sigma(x) = \frac{1}{1 + e^{-\|x\|}}$ 

In [137]: ##Generating random matrix with random values for x = [x1,x2]
xrandom<- matrix(unique(runif(100,-2,2)),ncol=2)
xrandom[,1] <- sort(xrandom[,1],decreasing = FALSE)
xrandom[,2] <- sort(xrandom[,2],decreasing = FALSE)
x1 = rep(xrandom[,1],length(xrandom[,1]))
x2 = c()
for(i in xrandom[,2]){
  list = rep(1,length(xrandom[,2]))
  x2 = append(x2,list)
}
xrandom = cbind(x1,x2)

funct7 <-function(x){
  x <- matrix(x,ncol=2,byrow = TRUE)
  return (1/(1 + exp(-(norm(x, type = "2")))))
}
fx <- matrix(apply(xrandom,1,function7,ncol = length(xrandom[,1]),ncol = length(xrandom[,2]))
plotfunction(xrandom[,1],xrandom[,2],fx,"Function 7")
```

Function 7



This function is strongly convex

Question 2 Newton-Raphson Method

Polynomial in dimension one $f(x) = x^4 - x^3 - 2x^2 + 3x + 1, x \in \mathbb{R}^2$

```
In [1]: #Function f(x)
polyfunction <- function(x){
  return (x^4 - x^3 - 2*x^2 + 3*x + 1)
}

#Function f'(x)
dervpolyfunction <- function(x){
  return (4*x^3 - 3*x^2 + 4*x + 3)
}

#Function f''(x)
secdervpolyfunction <- function(x){
  return (12*x^2 + 6*x + 4)
}

#x range from -2 and 2
xseq <- seq(-2,2,0.1)

#Function value x range from -2 and 2
y <- unlist(lapply(xseq,polyfunction))

#plot function
plot(xseq,y, type = "l", main="function f(x)", col = "red", xlab = "X values", ylab = "Y values", axes = TRUE, grid=TRUE)

In [21]: #Implementation of Newton Raphson method
newtonRaphson <- function(x){
  success = FALSE
  trends = c()
  for (i in seq(1,1000)){
    newx = x - dervpolyfunction(x)/secdervpolyfunction(x)
    trends <- append(trends,newx)
    #terminating condition
    if (newx == x)
      success = TRUE
    break
  }
  x <- newx
}
return (list(success = success, trends = trends))

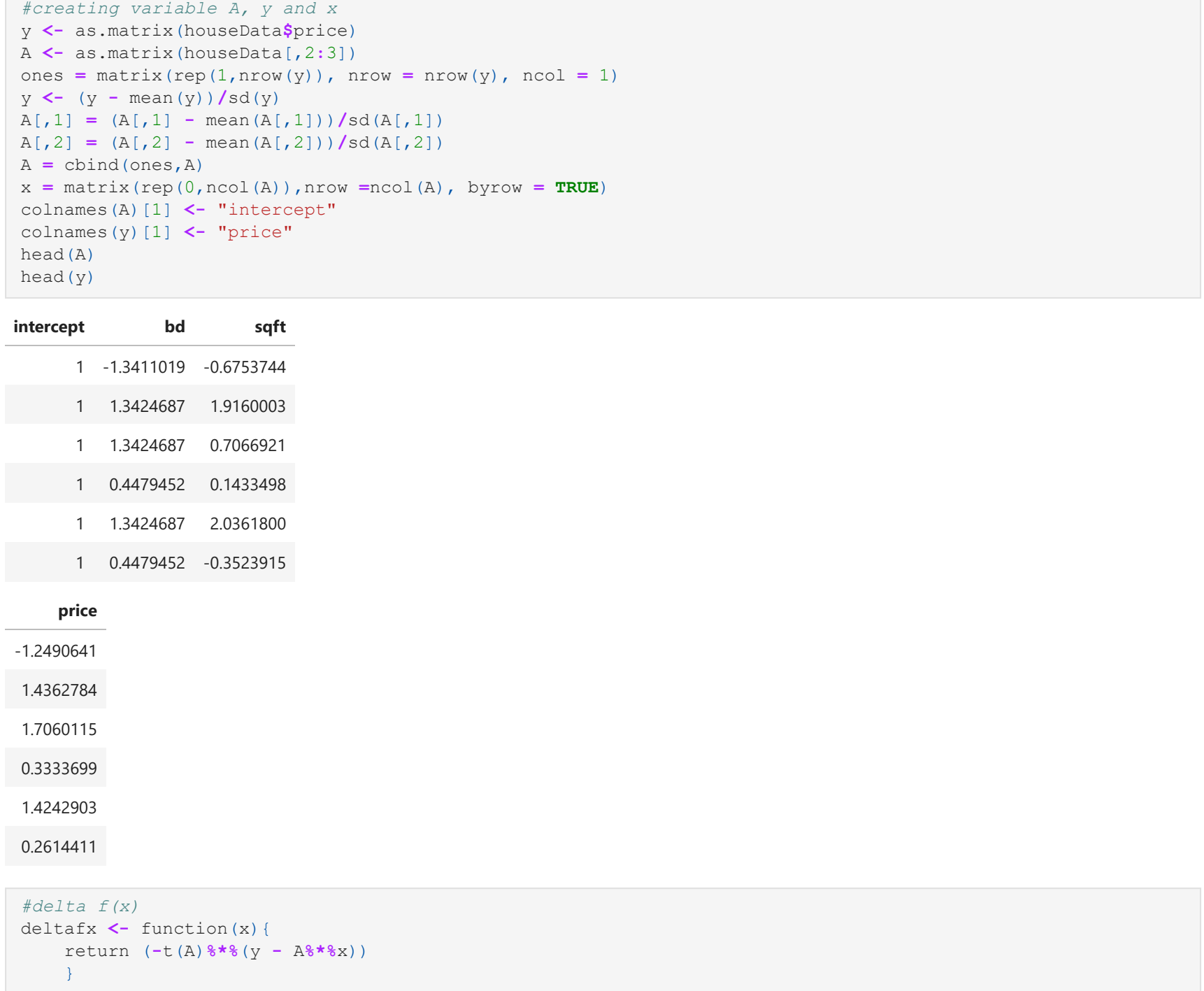
listtrends = list()
listsucces = list()
xvalues <- c(-50,-25,10,-3,-2,0,0.5,2,3,10,25,50)

#Running newtonRaphson method for various initial points
for (i in seq(1,length(xvalues))){
  result <- newtonRaphson(xvalues[i])
  listsucces[[i]] <- result$success
  listtrends[[i]] <- result$trends
}

iteration <- lapply(listtrends,function(x) x[length(x)])
ones = matrix(rep(1,nrow(y)), nrow = nrow(y), ncol = 1)
y <- (y - mean(y))/sd(y)
A[,1] = (A[,1] - mean(A[,1]))/sd(A[,1])
A[,2] = (A[,2] - mean(A[,2]))/sd(A[,2])
A = cbind(ones,A)
x = matrix(rep(0,ncol(A)),nrow =ncol(A), byrow = TRUE)
colnames(A)[1] <- "intercept"
colnames(y)[1] <- "price"
head(A)
head(y)

In [23]: y <- unlist(lapply(xseq,polyfunction))
plot(xseq,y, type = "l", main="Function with trend of Newton-Raphson methods ", col = "red", xlab = "X value", ylab = "Y values", axes = TRUE, grid=TRUE)
axis(1, at = xlabel, las = 1)
axis(2, at = ylabel, las = 1)
box()
grid()
index <- c(5,7,8)
for (i in index){
  lines(listtrends[[i]],polyfunction())
  lines(listtrends[[i]],y,type="b", col = i+1, lwd = 2)
}
legend(1.8, legend=c("x = -2", "x = 0.5", "x = 2"),title="Initial value of x",
col=c("pink", "grey", "black"), lty=1:1, cex=0.8)
```

Function with trend of Newton-Raphson methods



Perference algorithm is sensitive to the initialization. When started with different initial points Newton - Raphson may converge in different number of iterations and to different minima (if there is scenario of local and global minima). For example in above case $x = -2$ converges in 9 iterations, $x = 0.5$ converges in 8 iterations and $x = 2$ converges in 10 iterations. Also for $x = -2$ algorithm converges with $x = -1$ while for $x = 2$ algorithm converges with $x = 1$ and 0.5 algorithm converges with $x^* = 0.75$.

Newton Raphson method may fail because of overshooting. This is the reason that with initial value of $x \geq 0$ Newton - Raphson fails to converge at global minima point ($x^* = 1$) and converges at local minima $x = 0.75$ or $x = 1$.

For this function I haven't observed an initial point where Newton - Raphson method does not converge at all.

Question 3 Newton's Method on HW1 question

```
In [168]: #reading House data
houseData <- read.csv("house.csv")

In [169]: #creating variable A, y and x
y <- as.matrix(houseData$price)
A <- as.matrix(houseData[,2:3])
ones = matrix(rep(1,nrow(y)), nrow = nrow(y), ncol = 1)
y <- (y - mean(y))/sd(y)
A[,1] = (A[,1] - mean(A[,1]))/sd(A[,1])
A[,2] = (A[,2] - mean(A[,2]))/sd(A[,2])
A = cbind(ones,A)
x = matrix(rep(0,ncol(A)),nrow =ncol(A), byrow = TRUE)
colnames(A)[1] <- "intercept"
colnames(y)[1] <- "price"
head(A)
head(y)

intercept bd sqft
1 -13411019 -0.6753744
1 13424687 1.9160003
1 13424687 0.7066921
1 0.4479452 0.1433498
1 13424687 2.0361800
1 0.4479452 -0.3523915

price
-12490641
14362784
1.7060115
0.3333699
14242903
0.2614411
```

```
In [172]: #delta f(x)
deltafx <- function(x){
  return (-(A*x)/(y + A*x*x))
}

#Hessian matrix
secdeltafx <- t(A)*A
```

```
In [171]: # Calculating x* using Newton method
newx = x - solve(secdeltafx)*deltafx(x)

#Using Newton method find solution just in one iteration
newx

price
intercept 1.016019e-16
bd 6.700796e-01
sqft 3.192639e-01
```

```
In [172]: newx <- format(newx, scientific = FALSE)
newx

price
intercept 0.000000000000001016019
bd 0.670079574598167521668
sqft 0.31926396757376973850
```

Newton method provided optimal solution just in one iteration as compared to Gradient descent or Stochastic Gradient descent which took multiple iterations.

GitHub link for the code

<https://github.com/jainsanyam786/OptimizationforMachineLearning.git>

