

# Optimization Techniques for Big Data Analysis

## Chapter 5. Second Order Methods

**Master of Science in Signal Theory and Communications**

Dpto. de Señales, Sistemas y Radiocomunicaciones

E.T.S. Ingenieros de Telecomunicación

Universidad Politécnica de Madrid

2023

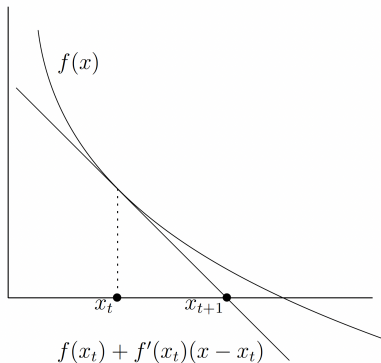
- ① Newton algorithm
- ② Conjugate gradient method.
- ③ Quasi-Newton methods

# Basics of Newton algorithm

It has been studied in the previous course *Fundamentals of Optimization* that Newton's method is much faster than gradient descent methods.

$$\begin{aligned}x_{k+1} &= x_k - \eta_k \left( \nabla^2 f(x_k) \right)^{-1} \nabla f(x_k) \\ &= x_k - \eta_k \Delta x_{New}\end{aligned}$$

due to the effect of the Hessian that makes the Newton step  $\Delta x_{New}$  minimises the best (locally) quadratic approximation of  $f(\cdot)$ .



# Basics of Newton algorithm

General update scheme:

$$\mathbf{x}_{t+1} = \mathbf{x}_t + \eta \mathbf{G}(\mathbf{x}_t) \nabla f(\mathbf{x}_t)$$

where  $\mathbf{G}(\mathbf{x}_t) \in \mathbb{R}^{d \times d}$  is some matrix:

Newton's method:  $\mathbf{G}(\mathbf{x}_t) = (\nabla^2 f(\mathbf{x}_t))^{-1} = \mathbf{H}^{-1}$

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Unfortunately, calculating  $\mathbf{G}$  is unfeasible in most real cases.

We are going to cover two sub-optimal approaches:

- 1 **Conjugate Gradient methods:**  $\mathbf{H}$  is available, but its inverse is not.
- 2 **Quasi-Newton methods:** Approximate  $\mathbf{G}$  iteratively using first order information (gradients).

# Conjugate gradient method

Goal:  $\arg \min_{\mathbf{x} \in \mathbb{R}^d} \frac{1}{2} \mathbf{x}^T \mathbf{A} \mathbf{x} - \mathbf{b}^T \mathbf{x}$

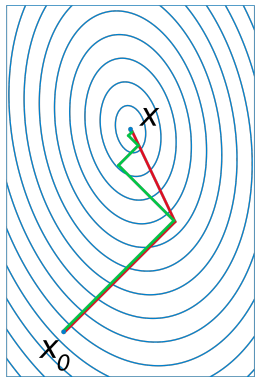
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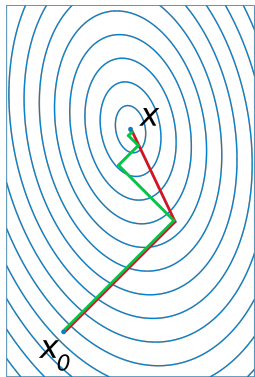


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**Definition:** A set of non zero vectors  $\{\mathbf{p}_0, \mathbf{p}_1, \dots, \mathbf{p}_{d-1}\}$  is called  $\mathbf{A}$ -orthogonal (conjugate) if:

$$\mathbf{p}_i^T \mathbf{A} \mathbf{p}_j = 0 \quad \forall i \neq j$$

# Intuition behind the conjugate gradient method

Let's consider the updating rule:

$$\mathbf{x}_{k+1} = \mathbf{x}_{k+1} + \alpha_k \mathbf{p}_k$$

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$$\begin{aligned}\mathbf{x}_{QP} &= \mathbf{x}_0 + (\mathbf{x}_{QP} - \mathbf{x}_0) \\ &= \mathbf{x}_0 + \sum_{j=0}^{d-1} \alpha_j \mathbf{p}_j\end{aligned}$$

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If  $\{\mathbf{p}_j\}$  are orthogonal:

$$\begin{aligned}\mathbf{p}_k^T \mathbf{x}_{QP} &= \mathbf{p}_k^T \mathbf{x}_0 + \alpha_k \mathbf{p}_k^T \mathbf{p}_k \\ \alpha_k &= \frac{\mathbf{p}_k^T (\mathbf{x}_{QP} - \mathbf{x}_0)}{\mathbf{p}_k^T \mathbf{p}_k} = \frac{\mathbf{p}_k^T \mathbf{x}_r}{\mathbf{p}_k^T \mathbf{p}_k}\end{aligned}$$



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Premultiplying by  $\mathbf{p}_k^T$ , we could get:

$$\alpha_k = \frac{\mathbf{p}_k^T (\mathbf{b} - \mathbf{A}\mathbf{x})}{\mathbf{p}_k^T \mathbf{A}\mathbf{p}_k} = \frac{-\mathbf{g}_0^T \mathbf{p}_k}{\mathbf{p}_k^T \mathbf{A}\mathbf{p}_k}$$

only if  $\{\mathbf{p}_j\}$  are  $\mathbf{A}$ -orthogonal.



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But, what about  $\mathbf{p}_k$ ?



# Intuition behind the conjugate gradient method

$$\mathbf{p}_0 = \mathbf{g}_0 = \mathbf{A}\mathbf{x}_0 - \mathbf{b}$$

$$\mathbf{x}_1 = \mathbf{x}_0 + \alpha_0 \mathbf{p}_0$$

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By assuring the gradient at  $\mathbf{x}_1$  is orthogonal to  $\mathbf{p}_0$ ,

$$\mathbf{g}_1^T \mathbf{p}_0 = (\mathbf{A}\mathbf{x}_1 - \mathbf{b})^T \mathbf{p}_0 = 0$$

and after some replacements,

$$\alpha_0 = \frac{-\mathbf{g}_0^T \mathbf{p}_0}{\mathbf{p}_0^T \mathbf{A} \mathbf{p}_0}$$

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and after some replacements,

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Now that we can estimate  $\mathbf{x}_1$ ,

$$\begin{aligned}\mathbf{g}_1 &= \mathbf{A}\mathbf{x}_1 - \mathbf{b} \\ \mathbf{x}_2 &= \mathbf{x}_1 + \alpha_1 \mathbf{p}_1\end{aligned}$$



# Intuition behind the conjugate gradient method

The composite direction is:

$$\mathbf{p}_1 = \mathbf{g}_1 + \beta_1 \mathbf{p}_0$$

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and using a similar previous analysis, we can carry out the required update:

$$\alpha_1 = \frac{-\mathbf{g}_1^T \mathbf{p}_1}{\mathbf{p}_1^T \mathbf{A} \mathbf{p}_1}$$



# Conjugate gradient method. Algorithm description

Giving a starting point  $\mathbf{x}_0$ , making  $\mathbf{p}_0 = \mathbf{g}_0$  and  $\beta_0 = 0$ , the algorithm is represented by:

- 1 Initialize:  $k = 0$
- 2 While  $\mathbf{g}_k \neq 0$
- 3 
$$\alpha_k = \frac{-\mathbf{g}_k^T \mathbf{p}_k}{\mathbf{p}_k^T \mathbf{A} \mathbf{p}_k}$$
- 4 
$$\mathbf{x}_{k+1} = \mathbf{x}_k + \alpha_k \mathbf{p}_k$$
- 5 
$$\mathbf{g}_{k+1} = \nabla f(\mathbf{x}_{k+1}) = \mathbf{A} \mathbf{x}_{k+1} - \mathbf{b}$$
- 6 
$$\beta_{k+1} = \frac{-\mathbf{g}_{k+1}^T \mathbf{A} \mathbf{p}_k}{\mathbf{p}_k^T \mathbf{A} \mathbf{p}_k}$$
- 7 
$$\mathbf{p}_{k+1} = \mathbf{g}_{k+1} + \beta_{k+1} \mathbf{p}_k$$
- 8 
$$k = k + 1$$

It can be shown that this algorithm converges to the solution  $\mathbf{x}_{QP}$  in at most  $d$  steps.



## Example 5.1

Solve the following system of equation  $\mathbf{Ax} = \mathbf{b}$  where

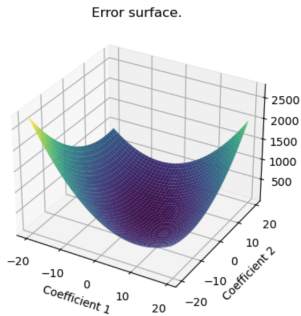
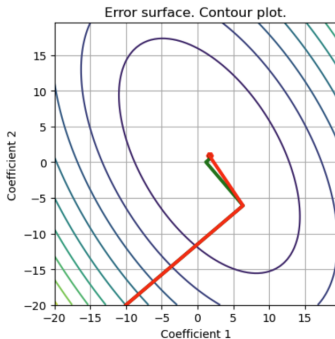
$$\mathbf{A} = \begin{bmatrix} 4 & 1 \\ 1 & 3 \end{bmatrix}, \mathbf{b} = \begin{bmatrix} 1 \\ 2 \end{bmatrix} \text{ starting from } \mathbf{x}_0 = \begin{bmatrix} 2 \\ 1 \end{bmatrix}.$$

As this is a quadratic problem, we just need two iterations to solve the problem. Implement the algorithm and verify it.

**Solution:** [0.09090909, 0.63636364]

## Example 5.2

Have a look at example 5.2 on the repository; it corresponds to applying the Conjugate gradient for solving ridge regression.



## Quasi-Newton methods. Basic idea

$$\text{GD: } \mathbf{x}_{k+1} = \mathbf{x}_k - \eta \mathbf{I} \nabla f(\mathbf{x}_k)$$

$$\text{Newton: } \mathbf{x}_{k+1} = \mathbf{x}_k - \eta (\nabla^2 f(\mathbf{x}_k))^{-1} \nabla f(\mathbf{x}_k)$$

$$\text{Quasi-N: } \mathbf{x}_{k+1} = \mathbf{x}_k - \eta \mathbf{G}_k \nabla f(\mathbf{x}_k)$$

Quasi-Newton methods hope for:

- 1  $\mathbf{G}_k$  is more useful than  $\mathbf{I}$
- 2  $\mathbf{G}_k$  is less expensive to compute than the inverse of the Hessian.

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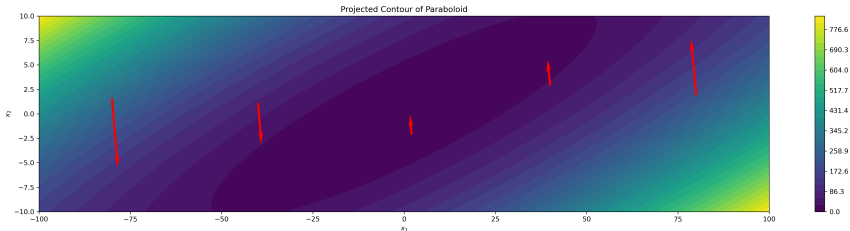
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A possible naïve approach:



## Quasi-Newton methods. Naïve approach

If elongation is almost aligned with the coordinate, we could get an acceptable solution by rescaling.

$$\mathbf{G} = \left( \begin{bmatrix} \frac{\partial^2 f}{\partial x_1^2} & \cdots & 0 \\ \vdots & \ddots & \vdots \\ 0 & \cdots & \frac{\partial^2 f}{\partial x_d^2} \end{bmatrix} \right)^{-1}$$

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**What if elongation is not well aligned to axes?**

Example:

$$\mathbf{H} = \begin{bmatrix} 1 & 0.99 \\ 0.99 & 1 \end{bmatrix}$$

The approximation would equal the identity, and we get just GD.





# Quasi-Newton methods. Basic formulation

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The formulation starts from a quadratic approximation [2]:

$$\tilde{f}(\mathbf{x}_k + \Delta_{\mathbf{x}}) = f(\mathbf{x}_k) + \nabla f(\mathbf{x}_k)^T \Delta_{\mathbf{x}} + \frac{1}{2} \Delta_{\mathbf{x}}^T \mathbf{B}_k \Delta_{\mathbf{x}}$$

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So, QN:

$$\mathbf{x}_{k+1} = \mathbf{x}_k - \eta_k \mathbf{B}_k^{-1} \nabla f(\mathbf{x}_k) = \mathbf{x}_k + \eta_k \Delta_{\mathbf{x}_k}$$

Update  $\mathbf{B}_k$  iteratively.



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The point is choosing a feasible  $\mathbf{B}_{k+1}$ .

- We would like  $\mathbf{B}_k^{-1} \nabla f(\mathbf{x}_k)$  to be easy to compute.
- We require  $\tilde{f}(\mathbf{x}_{k+1} + \Delta_{\mathbf{x}})$  matches the gradient of  $f(\cdot)$  at the last two iterations (it is matching curvature at two points).

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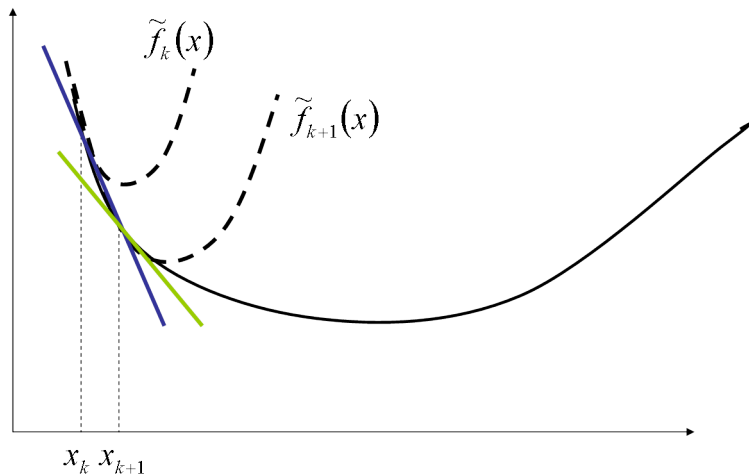
Let's represent  $\tilde{f}(\mathbf{x}_{k+1} + \Delta_{\mathbf{x}}) = \tilde{f}_{k+1}(\Delta_{\mathbf{x}})$ , the last condition implies:

$$\begin{aligned}\nabla \tilde{f}_{k+1} \Big|_{\Delta_{\mathbf{x}}=0} &= \nabla f(\mathbf{x}_{k+1}) \\ \nabla \tilde{f}_{k+1} \Big|_{\Delta_{\mathbf{x}}=-\eta_k \Delta_{\mathbf{x}_k}} &= \nabla f(\mathbf{x}_k)\end{aligned}$$

These conditions mean that  $\mathbf{B}_k$  locally approximates the Hessian.



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Let's check what the conditions imply,

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By differentiating with respect to  $\Delta_{\mathbf{x}}$ ,

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$$(i) \quad \nabla \tilde{f}_{k+1}(0) = \nabla f(\mathbf{x}_{k+1}) \quad \checkmark$$

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Therefore,

- (i)  $\nabla \tilde{f}_{k+1}(0) = \nabla f(\mathbf{x}_{k+1})$  ✓
- (ii)  $\nabla \tilde{f}_{k+1}(-\eta_k \Delta_{\mathbf{x}_k}) = \nabla f(\mathbf{x}_{k+1}) - \eta_k \mathbf{B}_{k+1} \Delta_{\mathbf{x}_k}$

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Therefore,

- (i)  $\nabla \tilde{f}_{k+1}(0) = \nabla f(\mathbf{x}_{k+1})$  ✓
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# Quasi-Newton methods. Basic formulation

Let's check what the conditions imply,

$$\tilde{f}_{k+1}(\Delta_{\mathbf{x}}) = f(\mathbf{x}_{k+1}) + \nabla f(\mathbf{x}_{k+1})^T \Delta_{\mathbf{x}} + \frac{1}{2} \Delta_{\mathbf{x}}^T \mathbf{B}_{k+1} \Delta_{\mathbf{x}}$$

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$$\mathbf{B}_{k+1} \underbrace{(\mathbf{x}_{k+1} - \mathbf{x}_k)}_{\mathbf{s}_k} = \underbrace{\nabla f(\mathbf{x}_{k+1}) - \nabla f(\mathbf{x}_k)}_{\mathbf{y}_k}$$

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$$\mathbf{B}_{k+1} \mathbf{s}_k = \mathbf{y}_k \rightarrow \text{Secant equation}$$

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$$\mathbf{B}_{k+1} = \arg \min \|\mathbf{B} - \mathbf{B}_k\|$$

$$\begin{aligned} \text{s.t.} \quad & \mathbf{B} = \mathbf{B}^T \\ & \mathbf{B}\mathbf{s}_k = \mathbf{y}_k \end{aligned}$$

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Each choice of the norm  $\|\cdot\|$  gives different  $\mathbf{B}_{k+1}$  and defines a different **QN** method. The most widely used algorithms uses the **Weigthed Frobenious norm (WFN)**:

$$\|\mathbf{A}\|_W^2 = \|\mathbf{W}^{1/2}\mathbf{A}\mathbf{W}^{1/2}\|_F^2 \quad (1)$$

where  $\mathbf{W} = \int_0^1 \nabla^2 f(\mathbf{x}_k + \tau \eta_k \Delta_{\mathbf{x}_k}) d\tau$



## Quasi-Newton methods. Basic formulation

The previous choice of  $\mathbf{W}$  makes Eq. (1) **non-dimensional**. Its solution gives rise to the method called **Davidon–Fletcher–Powell (DFP)**.

$$\mathbf{B}_{k+1} = (\mathbf{I} - \rho_k \mathbf{y}_k \mathbf{s}_k^T) \mathbf{B}_k (\mathbf{I} - \rho_k \mathbf{s}_k \mathbf{y}_k^T) + \rho_k \mathbf{y}_k \mathbf{y}_k^T, \quad \rho_k = \frac{1}{\mathbf{y}_k^T \mathbf{s}_k}$$

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Since the  $\mathbf{x}_{k+1}$  updated rule requires  $\mathbf{G}_k = \mathbf{B}_k^{-1}$ , the DFP algorithm uses:

$$\mathbf{G}_{k+1} = \mathbf{G}_k - \frac{\mathbf{G}_k \mathbf{y}_k \mathbf{y}_k^T \mathbf{G}_k}{\mathbf{y}_k^T \mathbf{G}_k \mathbf{y}_k} + \frac{\mathbf{s}_k \mathbf{s}_k^T}{\mathbf{y}_k^T \mathbf{s}_k}$$

## Quasi-Newton methods. Basic formulation

The DFP method was soon superseded by the **Broyden–Fletcher–Goldfarb–Shanno (BFGS)** method, which avoids the need to invert the Hessian calculation and formulates the algorithm to approximate  $\mathbf{G}_k$  directly.

## Quasi-Newton methods. Basic formulation

The DFP method was soon superseded by the **Broyden–Fletcher–Goldfarb–Shanno (BFGS)** method, which avoids the need to invert the Hessian calculation and formulates the algorithm to approximate  $\mathbf{G}_k$  directly.

$$\mathbf{G}_{k+1} = \arg \min \|\mathbf{G} - \mathbf{G}_k\|$$

$$\begin{aligned} \text{s.t.} \quad & \mathbf{G} = \mathbf{G}^T \\ & \mathbf{G}\mathbf{y}_k = \mathbf{s}_k \end{aligned}$$

Using the WFN, the solution is

$$\mathbf{G}_{k+1} = (\mathbf{I} - \rho_k \mathbf{s}_k \mathbf{y}_k^T) \mathbf{G}_k (\mathbf{I} - \rho_k \mathbf{y}_k \mathbf{s}_k^T) + \rho_k \mathbf{s}_k \mathbf{s}_k^T$$

# BFGS algorithm description

For certain tolerance  $\epsilon$ , given a starting point  $\mathbf{x}_0$  and making  $\mathbf{G}_0 = \mathbf{I}$

- 1 Initialize:  $k = 0$
- 2 While  $\|\nabla f\|_2 > \epsilon$
- 3      $\Delta_{\mathbf{x}_k} = -\mathbf{G}_k \nabla f(\mathbf{x}_k)$
- 4      $\mathbf{x}_{k+1} = \mathbf{x}_k + \eta_k \Delta_{\mathbf{x}_k}$ . Use line search to get  $\eta_k$
- 5      $\mathbf{s}_k = \mathbf{x}_{k+1} - \mathbf{x}_k$
- 6      $\mathbf{y}_k = \nabla f(\mathbf{x}_{k+1}) - \nabla f(\mathbf{x}_k)$
- 7      $\rho_k = 1/\mathbf{y}_k^T \mathbf{s}_k$
- 8      $\mathbf{G}_{k+1} = (\mathbf{I} - \rho_k \mathbf{s}_k \mathbf{y}_k^T) \mathbf{G}_k (\mathbf{I} - \rho_k \mathbf{y}_k \mathbf{s}_k^T) + \rho_k \mathbf{s}_k \mathbf{s}_k^T$
- 9      $k = k + 1$

## Limited memory BFGS

When solving large-scale problems whose Hessian matrices cannot be computed at a reasonable cost or are not sparse, limited memory QN methods maintain simple and compact approximations of the Hessian matrices by saving a few vectors of dimension  $d$  instead of the whole matrix.

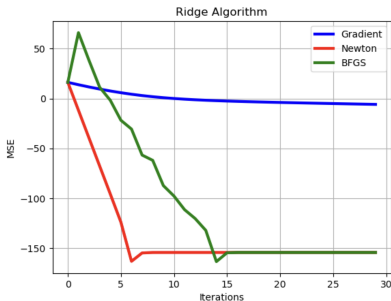
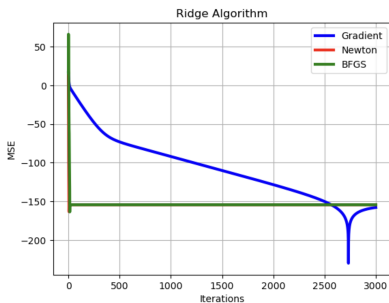
In simple terms, it approximates the product  $\mathbf{G}_k \nabla f(\mathbf{x}_k)$  by a sequence of multiplications and summations of  $m$  previous  $\{\mathbf{s}_i, \mathbf{y}_i\}$ ;  $i = k - m, \dots, k - 1$  vectors.

A detailed explanation of it is out of this course's scope.



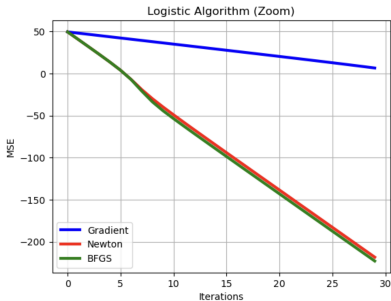
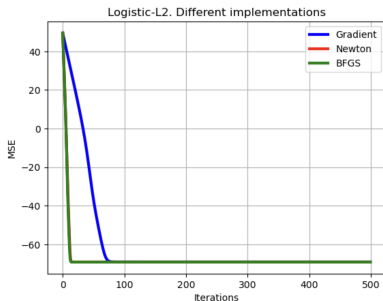
## Case study 5.1

The goal of this case study is to check the performance of algorithms BFGS compared with standard Gradient and Newton solutions for the Ridge problem.



## Case study 5.2

The objective now is to check the performance of BFGS compared with standard Gradient and Newton solutions for the Logistic-L2 problem.



It can be noticed that quasi-Newton is as competitive as Newton itself but with much less computational burden.

# Acknowledgments

I would like to acknowledge several sources I have used to create slides

- Andrew Reader's course at King's College London.  
<https://www.youtube.com/@AndrewJReader>
- Constantine Caramanis' course at University of Texas  
<https://www.youtube.com/@constantine.caramanis>

# Questions?

# References

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*Thank You*

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