

# Challenges in Neural Network Optimization

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# Topics

- Importance of Optimization in machine learning
- How learning differs from optimization
- **Challenges in neural network optimization**
  1. Ill-conditioning
  2. Local minima
  3. Plateaus, saddle points and other flat regions
  4. Cliffs and exploding gradients
  5. Long-term dependencies
  6. Inexact gradients
  7. Poor correspondence between local & global structure
  8. Theoretical limits of optimization
- Basic Algorithms
- Parameter initialization strategies

# Optimization is a difficult task

- Traditionally ML has avoided difficulty of general optimization by carefully designing the objective function and constraints to ensure that optimization problem is convex
- When training neural networks, we must confront the nonconvex case
- We summarize challenges in optimization for training deep models

# 1. Ill-conditioning of the Hessian

- Even when optimizing convex functions one problem is an ill conditioned Hessian matrix,  $H$ 
  - Very general problem in optimization, convex or not
- Causes SGD to be stuck: even very small steps cause increase in cost function

- Gradient descent step of  $-\varepsilon g$

will add to the cost

$$-\varepsilon g^T g + \frac{1}{2} \varepsilon^2 g^T H g$$

- Ill conditioning becomes a problem when
- To determine whether ill-conditioning is detrimental monitor  $g^T g$  and  $g^T H g$  terms

– Gradient norm doesn't shrink but  $g^T H g$  grows order of magnitude

- Learning becomes very slow despite a strong gradient

$$f(\mathbf{x}) \approx f(\mathbf{x}^{(0)}) + (\mathbf{x} - \mathbf{x}^{(0)})^T \mathbf{g} + \frac{1}{2} (\mathbf{x} - \mathbf{x}^{(0)})^T H (\mathbf{x} - \mathbf{x}^{(0)})$$

Substituting  $\mathbf{x} = \mathbf{x}^{(0)} - \varepsilon \mathbf{g}$

$$f(\mathbf{x}^{(0)} - \varepsilon \mathbf{g}) \approx f(\mathbf{x}^{(0)}) - \varepsilon g^T g + \frac{1}{2} \varepsilon^2 g^T H g$$

$$\frac{1}{2} \varepsilon^2 g^T H g > \varepsilon g^T g$$

## 2. Local Minima

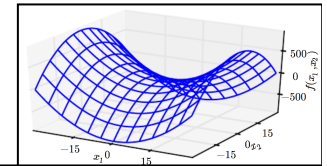
- In convex optimization, problem is one of finding a local minimum
- Some convex functions have a flat region rather than a global minimum point
- Any point within the flat region is acceptable
- With non-convexity of neural nets many local minima are possible
- Many deep models are guaranteed to have an extremely large no. of local minima
- This is not necessarily a major problem

# Model Identifiability

- Model is identifiable if large training sample set can rule out all but one setting of parameters
  - Models with latent variables are not identifiable
    - Because we can exchange latent variables
      - If we have  $m$  layers with  $n$  units each there are  $n!^m$  ways of arranging the hidden units
    - This non-identifiability is *weight space symmetry*
  - Another is scaling incoming weights and biases
    - By a factor  $\alpha$  and scale outgoing weights by  $1/\alpha$
- Even if a neural net has uncountable no. of minima, they are equivalent in cost
  - So not a problematic form of non-convexity

# 3. Plateaus, Saddle Points etc

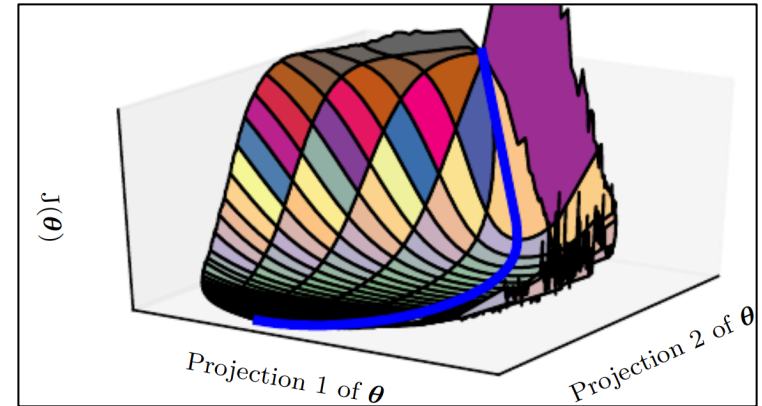
- More common than local minima/maxima are:
  - Another kind of zero gradient points: saddle points
    - At saddle, Hessian has both positive and negative values
      - Positive: cost greater than saddle point
      - Negative values have lower value
    - In low dimensions:
      - Local minima are more common
    - In high dimensions:
      - Local minima are rare, saddle points more common
- For Newton's saddle points pose a problem
  - Explains why second-order methods have not replaced gradient descent



Contains both positive and negative curvature  
Function is  $f(x) = x_1^2 - x_2^2$

# Cost Function of Neural Network

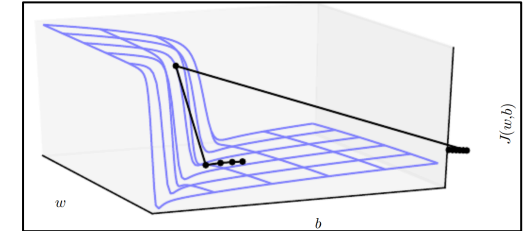
- Visualizations are similar for
  - Feedforward networks
  - Convolutional networks
  - Recurrent networks
- Applied to object recognition and NLP tasks
- Primary obstacle is not multiple minima but saddle points
- Most of training time spent on traversing flat valley of the Hessian matrix or circumnavigating tall “mountain” via an indirect arcing path





# 4. Cliffs and Exploding Gradients

- Neural networks with many layers
  - Have steep regions resembling cliffs
    - Result from multiplying several large weights
    - E.g., RNNs with many factors at each time step
- Gradient update step can move parameters extremely far, jumping off cliff altogether
- Cliffs dangerous from either direction
- *Gradient clipping* heuristics can be used



## 5. Long-Term Dependencies

- When computational graphs become extremely deep, as with
  - feed-forward networks with many layers
  - RNNs which construct deep computational graphs by repeatedly applying the same operation at each time step
- Repeated application of same parameters gives rise to difficulties
- Discussed further with RNNs in 10.7

## 6. Inexact Gradients

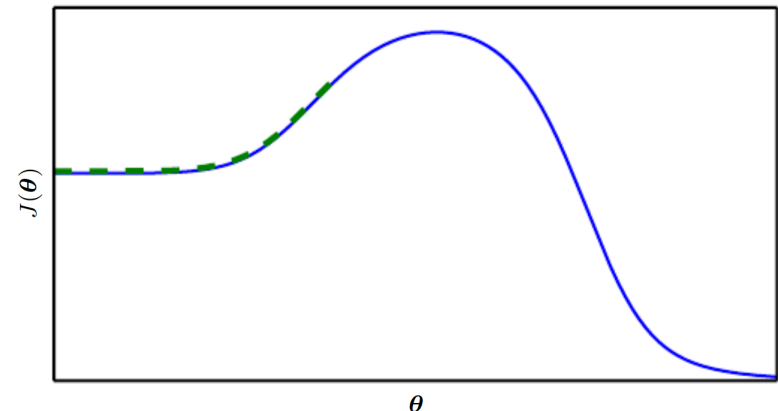
- Optimization algorithms assume we have access to exact gradient or Hessian matrix
- In practice we have a noisy or biased estimate
  - Every deep learning algorithm relies on sampling-based estimates
    - In using minibatch of training examples
  - In other case, objective function is intractable
    - In which case gradient is intractable as well
    - Contrastive Divergence gives a technique for approximating the gradient of the intractable log-likelihood of a Boltzmann machine

## 7. Poor Correspondence between Local and Global Structure

- It can be difficult to make a single step if:
  - $J(\theta)$  is poorly conditioned at the current point  $\theta$
  - $\theta$  lies on a cliff
  - $\theta$  is a saddle point hiding the opportunity to make progress downhill from the gradient
- It is possible to overcome all these problems and still perform poorly
  - if the direction that makes most improvement locally does not point towards distant regions of much lower cost

# Need for good initial points

- Optimization based on local downhill moves can fail if local surface does not point towards the global solution
- Research directions are aimed at finding good initial points for problems with a difficult global structure
  - Ex: no saddle points or local minima
    - Trajectory of circumventing such mountains may be long and result in excessive training time



# 8. Theoretical Limits of Optimization

- There are limits on the performance of any optimization algorithm we might design for neural networks
- These results have little bearing on the use of neural networks in practice
  - Some apply only to networks that output discrete values
    - Most neural networks output smoothly increasing values
  - Some show that there exist problem classes that are intractable
    - But difficult to tell whether problem falls in that class