

# Netwon-Like Methods

$$\mathbf{x}^{(t+1)} = \mathbf{x}^{(t)} - [\mathbf{g}''(\mathbf{x}^{(t)})]^{-1} \mathbf{g}'(\mathbf{x}^{(t)}) : \text{Newton's method}$$

$\hookrightarrow$  Hessian matrix: Need to calculate second derivative

Some very effective methods rely on updating equations of the form

Multivariate format

$\ell(\alpha, \beta)$  Hessian matrix

$$\mathbf{x}^{(t+1)} = \mathbf{x}^{(t)} - (\mathbf{M}^{(t)})^{-1} \mathbf{g}'(\mathbf{x}^{(t)}),$$

$$(p \times 1) = (p \times p)^{-1} (p \times 1)$$

where  $\mathbf{M}^{(t)}$  is a  $p \times p$  matrix approximating the Hessian,  $\mathbf{g}''(\mathbf{x}^{(t)})$ .

$p \times p \rightarrow \#$  of parameter

In general optimization problems, there are several good reasons to consider replacing the Hessian by some simpler approximation.

- It may be computationally expensive to evaluate the Hessian.
- The steps taken by Newton's method are not necessarily always uphill: calculation of inverse matrix: computationally demanding

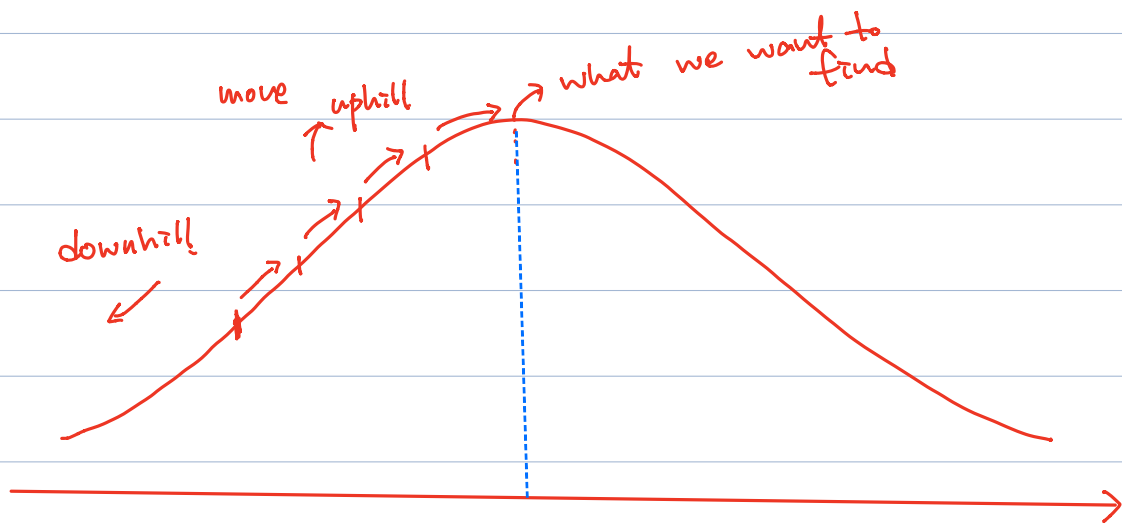
At each iteration, there is no guarantee that  $g(\mathbf{x}^{(t+1)}) > g(\mathbf{x}^{(t)})$ . A suitable  $\mathbf{M}^{(t)}$  can guarantee ascent.

If we chose a suitable  $\mathbf{M}^{(t)}$ , it will guarantee the algorithm move uphill

$$l \quad \text{Hessian matrix} = \begin{bmatrix} \frac{\partial^2 l(\alpha, \beta)}{\partial \alpha^2} & \frac{\partial^2 l(\alpha, \beta)}{\partial \alpha \partial \beta} \\ \frac{\partial^2 l(\alpha, \beta)}{\partial \alpha \partial \beta} & \frac{\partial^2 l(\alpha, \beta)}{\partial \beta^2} \end{bmatrix}$$

As the number of parameter increase,  
the # of second derivative calculation  
increase exponentially.

$\Rightarrow$  In multivariate case, Hessian matrix calculation  
is <sup>computationally</sup> expansive.



Newton method does not guarantee the algorithm  
to move uphill.

# Ascent Algorithms

minimization problem: gradient descent algorithm  
fixed-point iteration method  $\Rightarrow$  multivariate version

- To force uphill steps, one could resort to an ascent algorithm.
- The method of steepest ascent is obtained with the Hessian replacement  $\mathbf{M}^{(t)} = -\mathbf{I}$ , where  $\mathbf{I}$  is the identity matrix. *inverse matrix.*
- Since the gradient of  $g$  indicates the steepest direction uphill on the surface of  $g$  at the point  $\mathbf{x}^{(t)}$ , setting  $\mathbf{x}^{(t+1)} = \mathbf{x}^{(t)} + g'(\mathbf{x}^{(t)})$  amounts to taking a step in the direction of steepest ascent. *What is advantage? We don't need to calculate*
- Scaled steps of the form  $\mathbf{x}^{(t+1)} = \mathbf{x}^{(t)} + \alpha^{(t)} g'(\mathbf{x}^{(t)})$  for some  $\alpha^{(t)} > 0$  can be helpful for controlling convergence. *When we use the identity matrix,  $\Rightarrow$  fixed point iteration method*
- If  $-\mathbf{M}^{(t)}$  is positive definite, ascent can be assured by choosing  $\alpha^{(t)}$  sufficiently small, yielding  $g(\mathbf{x}^{(t+1)}) - g(\mathbf{x}^{(t)}) > 0$ . *we can change  $\alpha^{(t)}$  by iteration.*

move uphill  $\uparrow$

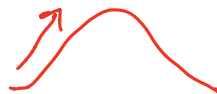
# Ascent Algorithms

↳ Deep learning use a lot  $\alpha^{(t)}$  : learning rate.

- Therefore, an ascent algorithm involves a positive definite matrix  $-\mathbf{M}^{(t)}$  to approximate the negative Hessian, and a contraction or step length parameter  $\alpha^{(t)} > 0$  whose value can shrink to ensure ascent at each step.

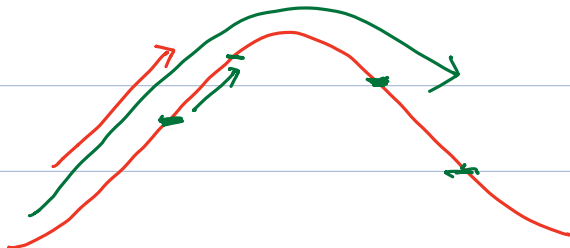
$\alpha^{(t)} = 1 \Rightarrow$  update parameter values

- For example,



If  $g(x^{(t+1)}) - g(x^{(t)}) > 0$   
If  $g(x^{(t+1)}) - g(x^{(t)}) < 0$ , it means

- Start each step with  $\alpha^{(t)} = 1$ . If the original step turns out to be downhill,  $\alpha^{(t)}$  can be halved. This is called backtracking.
- If the step is still downhill,  $\alpha^{(t)}$  is halved again until a sufficiently small step is found to be uphill.
- For Fisher scoring,  $-\mathbf{M}^{(t)} = I(\theta^{(t)})$ , which is positive semidefinite. Therefore backtracking with Fisher scoring would avoid stepping downhill.



$$\underline{g(x^{(t+1)}) - g(x^{(t)}) \geq 0}$$

If  $\alpha^{(t)}$  is too large,

then we need to scale down.

$$\alpha^{(t)} = \frac{1}{2} \alpha^{(t)}$$

# Discrete Newton and Fixed-Point Methods

↪ Secant method

- To avoid calculating the Hessian, one could resort to a secant-like method, yielding a ~~discrete Newton method~~, or rely solely on an initial approximation, yielding a multivariate fixed-point method.
- Multivariate fixed-point methods use an initial approximation of  $g''$  throughout the iterative updating.
- If this approximation is a matrix of constants, so  $\mathbf{M}^{(t)} = \mathbf{M}$  for all  $t$ , then the updating equation is

$$\mathbf{x}^{(t+1)} = \mathbf{x}^{(t)} - \mathbf{M}^{-1} g'(\mathbf{x}^{(t)}).$$

- A reasonable choice for  $\mathbf{M}$  is  $g''(\mathbf{x}^{(0)})$ . Notice that if  $\mathbf{M}$  is diagonal, then this amounts to applying the univariate scaled fixed-point algorithm separately to each component of  $g$ .

# Gauss-Newton Method

least square  $y = x\beta + \varepsilon$   
Nonlinear least squares problems with observed data  $(y_i, \mathbf{z}_i)$  for  $i = 1, \dots, n$ .

- Seeks to estimate  $\theta$  by maximizing an objective function

$$\min \sum_{i=1}^n (y_i - f(\mathbf{z}_i, \theta))^2$$

↳ our objective.

$$g(\theta) = - \sum_{i=1}^n (y_i - f(\mathbf{z}_i, \theta))^2.$$

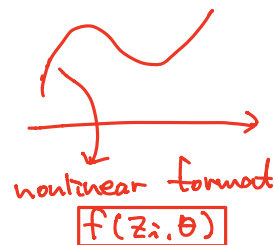
↳ alternatively  $\max - \sum_{i=1}^n (y_i - f(\mathbf{z}_i, \theta))^2$

- Such objective functions might be sensibly used, when estimating  $\theta$  to fit the model

$$Y_i = f(\mathbf{z}_i, \theta) + \epsilon_i$$

for some nonlinear function  $f$  and random error  $\epsilon_i$ .

Rather than approximate  $g$ , the Gauss-Newton approach approximates  $f$  itself by its linear Taylor series expansion about  $\theta^{(t)}$ . Replacing  $f$  by its linear approximation yields a linear least squares problem, which can be solved to derive an update  $\theta^{(t+1)}$ .



# Gauss-Newton Method

$$y_i = f(\mathbf{z}_i, \theta) + \varepsilon_i \approx \underbrace{f(\mathbf{z}_i, \theta^{(t)}) + (\theta - \theta^{(t)})^T f'(\mathbf{z}_i, \theta^{(t)})}_{= \tilde{f}(\mathbf{z}_i, \theta^{(t)}, \theta)} + \varepsilon_i$$

- The nonlinear model can be approximated by

$$Y_i \approx f(\mathbf{z}_i, \theta^{(t)}) + (\theta - \theta^{(t)})' f'(\mathbf{z}_i, \theta^{(t)}) + \epsilon_i = \tilde{f}(\mathbf{z}_i, \theta^{(t)}, \theta) + \epsilon_i.$$

- A Gauss-Newton step is derived from the maximization of

$$\begin{aligned} \cdot \quad \max_{\theta} \quad \tilde{g}(\theta) &= - \sum_{i=1}^n (y_i - \tilde{f}(\mathbf{z}_i, \theta^{(t)}, \theta))^2 \\ \tilde{g}(\theta) &= - \sum_{i=1}^n \left( y_i - \tilde{f}(\mathbf{z}_i, \theta^{(t)}, \theta) \right)^2 \end{aligned}$$

with respect to  $\theta$ , whereas a Newton step is derived from the maximization of a quadratic approximation to  $g$  itself,

$$g(\theta^{(t)}) + (\theta - \theta^{(t)})' g'(\theta^{(t)}) + \frac{1}{2} (\theta - \theta^{(t)})' g''(\theta^{(t)}) (\theta - \theta^{(t)}).$$



# Gauss-Newton Method

$$\begin{aligned} x_i^{(t)} &= y_i - f(\mathbf{z}_i, \boldsymbol{\theta}^{(t)}) = f(\mathbf{z}_i, \boldsymbol{\theta}^{(t)}) + (\boldsymbol{\theta} - \boldsymbol{\theta}^{(t)})^T \mathbf{f}'(\mathbf{z}_i, \boldsymbol{\theta}^{(t)}) \\ &\quad - f(\mathbf{z}_i, \boldsymbol{\theta}^{(t)}) + \varepsilon_i \\ &= (\boldsymbol{\theta} - \boldsymbol{\theta}^{(t)})^T \mathbf{f}'(\mathbf{z}_i, \boldsymbol{\theta}^{(t)}) + \varepsilon_i = (\boldsymbol{\theta} - \boldsymbol{\theta}^{(t)})^T \mathbf{a}_i^{(t)} + \varepsilon_i \end{aligned}$$

Let  $X_i^{(t)}$  denote a working response whose observed value is

$$x_i^{(t)} = y_i - f(\mathbf{z}_i, \boldsymbol{\theta}^{(t)}),$$

$\mathbf{a}_i^{(t)}$

matrix  $\mathbf{A}$

and define  $\mathbf{a}_i^{(t)} = \mathbf{f}'(\mathbf{z}_i, \boldsymbol{\theta}^{(t)})$ . Then the approximated problem can be reexpressed as minimizing the squared residuals of the linear regression model

$$\mathbf{X}^{(t)} = \mathbf{A}^{(t)} (\boldsymbol{\theta} - \boldsymbol{\theta}^{(t)}) + \boldsymbol{\epsilon}.$$

$$y_i = x_i \beta + \varepsilon_i$$

$$\beta = (\mathbf{X}^T \mathbf{X})^{-1} \mathbf{X}^T \mathbf{y} \quad (3)$$

$$\mathbf{X}^{(t)} = \mathbf{A}^{(t)} (\boldsymbol{\theta} - \boldsymbol{\theta}^{(t)}) + \boldsymbol{\epsilon}$$

$$\boldsymbol{\theta} - \boldsymbol{\theta}^{(t)} = \left( (\mathbf{A}^{(t)})^T \mathbf{A}^{(t)} \right)^{-1} (\mathbf{A}^{(t)})^T \mathbf{X}^{(t)}$$

# Gauss-Newton Method

The minimal squared error for fitting equation (3) is achieved when

$$(\boldsymbol{\theta} - \boldsymbol{\theta}^{(t)}) = \left( (A^{(t)})' A^{(t)} \right)^{-1} (A^{(t)})' \mathbf{x}^{(t)}.$$

$$\begin{aligned} a_i^{(t)} &= f'(z_i, \boldsymbol{\theta}^{(t)}) \\ x_i^{(t)} &= y_i - f(z_i, \boldsymbol{\theta}^{(t)}) \end{aligned}$$

Thus, the Gauss-Newton update for  $\boldsymbol{\theta}^{(t)}$  is

$$\boldsymbol{\theta}^{(t+1)} = \boldsymbol{\theta}^{(t)} + \left( (A^{(t)})' A^{(t)} \right)^{-1} (A^{(t)})' \mathbf{x}^{(t)}.$$

- The potential advantage of the Gauss-Newton method is that it does not require computation of the Hessian.
- It is fast when  $f$  is nearly linear or when the model fits well.
- In other situations, particularly when the residuals at the true solution are large because the model fits poorly, the method may converge very slowly or not at all—even from good starting values.

converge. X.



will cause large residual.