

1. Tangent plane to the unit sphere

$$x^2 + y^2 + z^2 = 1 \quad \text{at } (x_0, y_0, z_0)$$



$$\nabla f(x, y, z) \perp \text{Tangent plane}$$

$$\Rightarrow \nabla f(x_0, y_0, z_0) \cdot (x - x_0, y - y_0, z - z_0) = 0$$

$$\nabla f(x_0, y_0, z_0) = \left(\frac{df}{dx_0}, \frac{df}{dy_0}, \frac{df}{dz_0} \right) = (2x_0, 2y_0, 2z_0)$$

$$\Rightarrow \nabla f(x_0, y_0, z_0) \cdot (x - x_0, y - y_0, z - z_0) = 0$$

$$(2x_0, 2y_0, 2z_0) \cdot (x - x_0, y - y_0, z - z_0) = 0$$

$$2x_0(x - x_0) + 2y_0(y - y_0) + 2z_0(z - z_0) = 0 \quad | :2$$

$$x_0(x - x_0) + y_0(y - y_0) + z_0(z - z_0) = 0$$

$$x_0x + y_0y + z_0z - (x_0^2 + y_0^2 + z_0^2) = 0$$

$$f(x_0, y_0, z_0) = 1$$

$$x_0x + y_0y + z_0z = 1 \quad (\text{Tangent plane at } (x_0, y_0, z_0))$$

$$2. \quad j: \mathbb{R}^2 \rightarrow \mathbb{R}, \quad j(x, y) = \frac{1}{2} (x^2 + by^2), \quad b > 0$$

Gradient descent for finding its minimum

$$(x_{k+1}, y_{k+1}) = (x_k, y_k) - \alpha_k \nabla j(x_k, y_k)$$

$$\nabla j(x, y) = \left(\frac{dj}{dx}, \frac{dj}{dy} \right) = \left(\frac{2}{2}x, \frac{2b}{2}y \right) = (x, by)$$

$$\Rightarrow (x_{k+1}, y_{k+1}) = (x_k, y_k) - \alpha_k (x_k, by_k)$$

$$(x_{k+1}, y_{k+1}) = ((1 - \alpha_k)x_k, (1 - b\alpha_k)y_k)$$

The step size is determined using exact line search.

We look for the optimal step size (learning rate) $\alpha_k > 0$ by minimizing the function

$$\varphi(\alpha_k) = j(x_{k+1}, y_{k+1}) = j((1 - \alpha_k)x_k, (1 - b\alpha_k)y_k)$$

$$\varphi(\alpha_k) = \frac{1}{2} \left((1 - \alpha_k)^2 x_k^2 + b \cdot (1 - b\alpha_k)^2 y_k^2 \right) \rightarrow \min$$

In order for $\varphi(\alpha_k)$ to be min we want $\varphi'(\alpha_k) = 0$

$$\varphi'(\alpha_k) = \frac{1}{2} \left[2 \cdot (1 - \alpha_k) x_k^2 + 2b \cdot (1 - b\alpha_k) y_k^2 \cdot (-b) \right] = 0$$

$$\frac{1}{2} \left[2 \cdot (1 - \alpha_k) x_k^2 - 2b^2 (1 - b\alpha_k) y_k^2 \right] = 0$$

$$\frac{1}{2} \left[2x_k^2 - 2\alpha_k x_k^2 - 2b^2 y_k^2 + \alpha_k 2b^3 y_k^2 \right] = 0$$

$$\frac{1}{2} \left[\alpha_k (-2x_k^2 + 2b^3 y_k^2) + 2x_k^2 - 2b^2 y_k^2 \right] = 0 \quad ||:2$$

$$\alpha_k (-x_k^2 + b^3 y_k^2) + x_k^2 - b^2 y_k^2 = 0$$

$$\alpha_k (-x_k^2 + b^3 y_k^2) = b^2 y_k^2 - x_k^2$$

$$\alpha_k = \frac{b^2 y_k^2 - x_k^2}{-x_k^2 + b^3 y_k^2}$$



```
1  from matplotlib import pyplot as plt
2  import numpy as np
3  # Author: Mihai-Dan Crisan 913
4
5  def f(x, y, b):
6      return 1/2 * (x**2 + b * y**2)
7
8  def grad_f(x, y, b):
9      return [x, b * y]
10
11 def learning_rate(x, y, b): # sk using the formula from the written homework
12     if (b**3 * y**2 - x**2) == 0:
13         return (b**2 * y**2 - x**2) / 0.0000000001
14     return (b**2 * y**2 - x**2) / (b**3 * y**2 - x**2)
15
16 def grad_descent(x0, y0, b, iterations):
17     x = x0
18     y = y0
19     x_list = [x0]
20     y_list = [y0]
21     grad = grad_f(x, y, b)
22
23     for i in range(iterations):
24         sk = learning_rate(x, y, b)
25         x = x * (1 - sk)
26         y = y * (1 - b * sk)
27         x_list.append(x)
28         y_list.append(y)
29         grad = grad_f(x, y, b)
30     return x_list, y_list
31
32 def main():
33     b_values = [1, 1/2, 1/5, 1/10, 1/100]
34     for b in b_values:
35         fig = plt.figure(figsize=(10, 10))
36         ax = fig.add_subplot(111, projection='3d')
37
38         x = np.arange(-2, 2, 0.05)
39         y = np.arange(-2, 2, 0.05)
40         X, Y = np.meshgrid(x, y)
41         Z = f(X, Y, b)
42         ax.plot_surface(X, Y, Z, cmap='viridis', alpha=0.5)
43
44         x0 = 2
45         y0 = 2
46
47         iterations = 10
48         x_list, y_list = grad_descent(x0, y0, b, iterations)
49         z_list = [f(x, y, b) for x, y in zip(x_list, y_list)]
50         ax.plot(x_list, y_list, z_list, 'ro-')
51
52         ax.set_xlabel('x')
53         ax.set_ylabel('y')
54         ax.set_zlabel('z')
55         plt.show()
56
57     """
58     for b = 1 it gets stuck in the first iteration because the learning rate is 0
59     As b gets smaller, the learning rate gets bigger and the algorithm converges faster
60     Graphically it looks like the algorithm is going straight down the slope of the function
61     and then jumps to the global minimum.
62     If b were to be 0 the algorithm should jump straight to the global minimum which will be
63     the entire x axis.
64     """
65
66 if __name__ == "__main__":
67     main()
```









