

# Lecture 5 Optimization Algorithms

# Some Popular Optimization Techniques

- Gradient Descent(GD)
- Adagrad, Adam, Adadelata
- Newton's method, Quasi-Newton's method
- BFGS, L-BFGS
- ADMM
- Coordinate Descent
- Mirror Descent
- Projected Gradient Descent
- MCMC
- .....

# Gradient Descent Algorithm

梯度下降法的过程可以表示为：

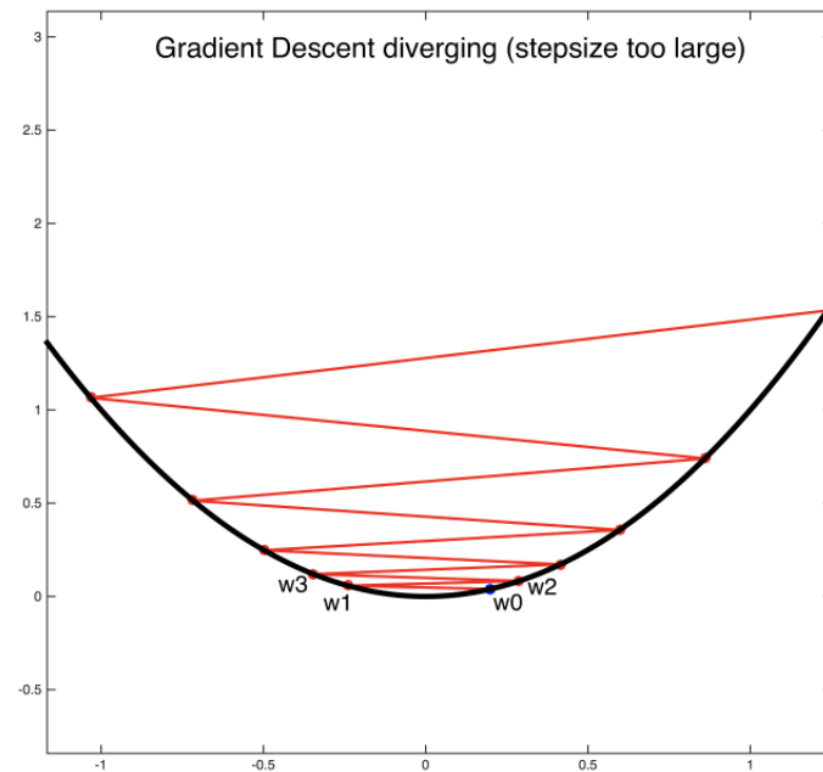
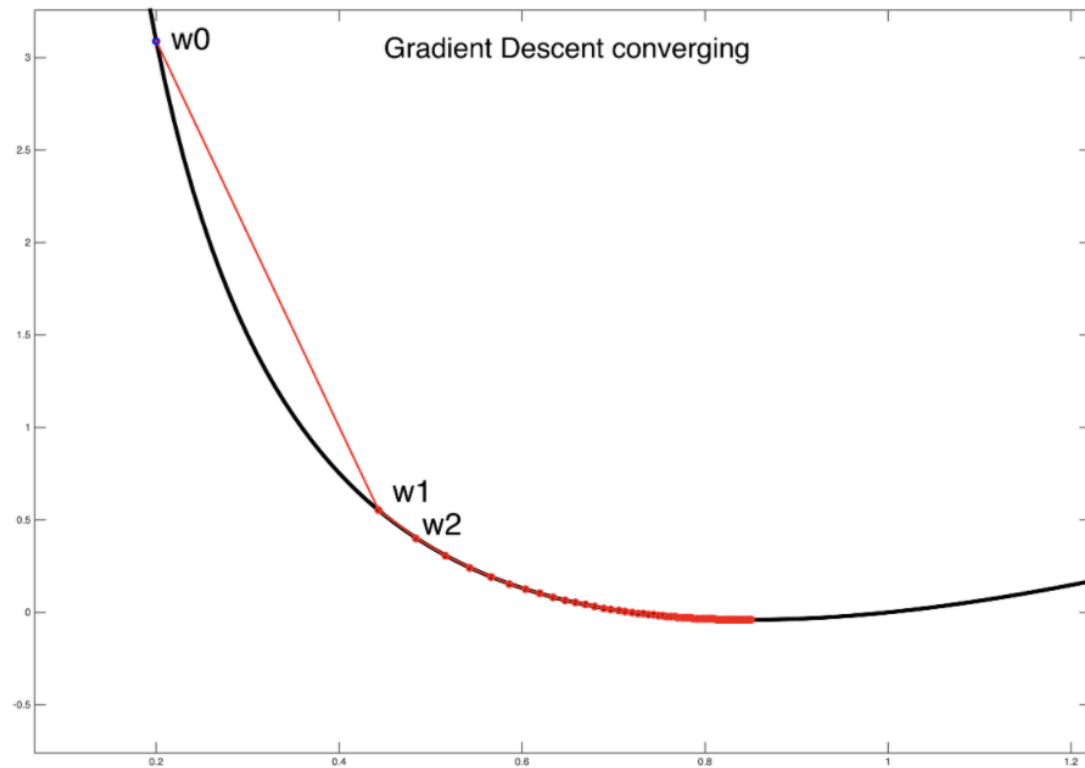
1. 选择初始值  $x_0 \in R^d$ , 和步长 (step-size)  $\eta_t > 0$

2. *for*  $i = 0, 1, \dots$ ,

$$x_{i+1} = x_i - \eta_t \nabla f(x_i)$$

# Derivation of Gradient Descent

# Dark art of learning rate



# Gradient Descent Algorithm

## Iterative Process

1. Set  $x_0 \in R^d$ , and learning rate (step-size)  $\eta_t > 0$

2. *for*  $i = 0, 1, \dots$ ,

$$x_{i+1} = x_i - \eta_t \nabla f(x_i)$$

Question: How to analyze the complexity?

# Convergence Analysis of Gradient Descent

## 定理

假设函数满足  $L$  - Lipschitz 条件, 并且是凸函数, 设定  $x^* = \operatorname{argmin} f(x)$ , 那么对于步长  $\eta \leq \frac{1}{L}$ , 满足

$$f(x_k) \leq f(x^*) + \frac{\|x_0 - x^*\|_2^2}{2\eta k}$$

当我们迭代  $k = \frac{L\|x_0 - x^*\|_2^2}{\epsilon}$  次之后我们可以保证得到  $\epsilon$  - approximation optimal value  $x$  ( $\eta = 1/L$ )

# Convergence Proof



# Convergence Proof

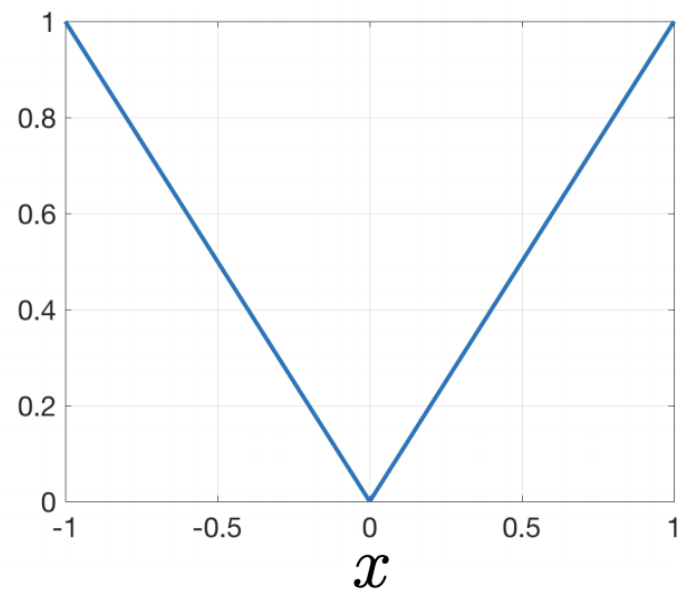
# Convergence Proof

# Convergence Proof

# Non-differentiable Case

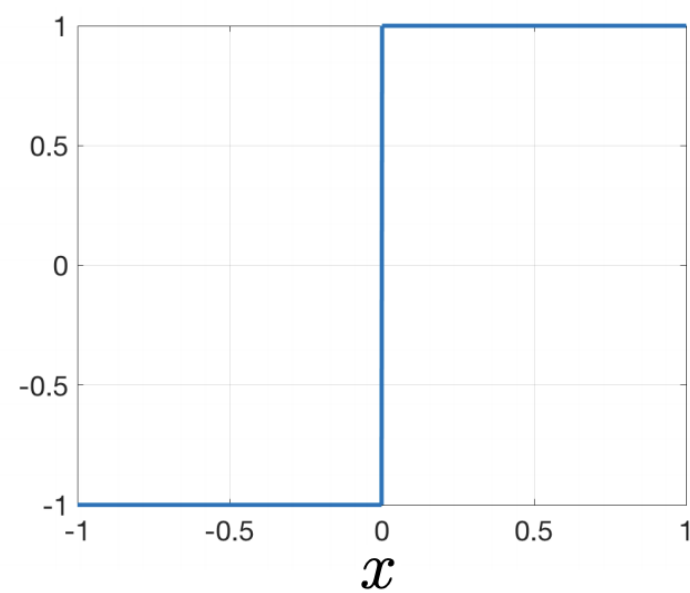
$$x^* = \operatorname{argmin} f(x) + ||x||_1$$

$$f(x) = |x|$$



$$f(x) = |x|$$

$$\partial f(x)$$



$$\partial f(x) = \begin{cases} \{-1\}, & \text{if } x < 0 \\ [-1, 1], & \text{if } x = 0 \\ \{1\}, & \text{if } x > 0 \end{cases}$$

# The trick of controlling learning rate

# Intuition of Adagrad

# Adagrad, a variant of gradient descent

- Set the step-size adaptively for *every feature*.
- Set a small learning rate for features that have large gradients, and a large learning rate for features with small gradients

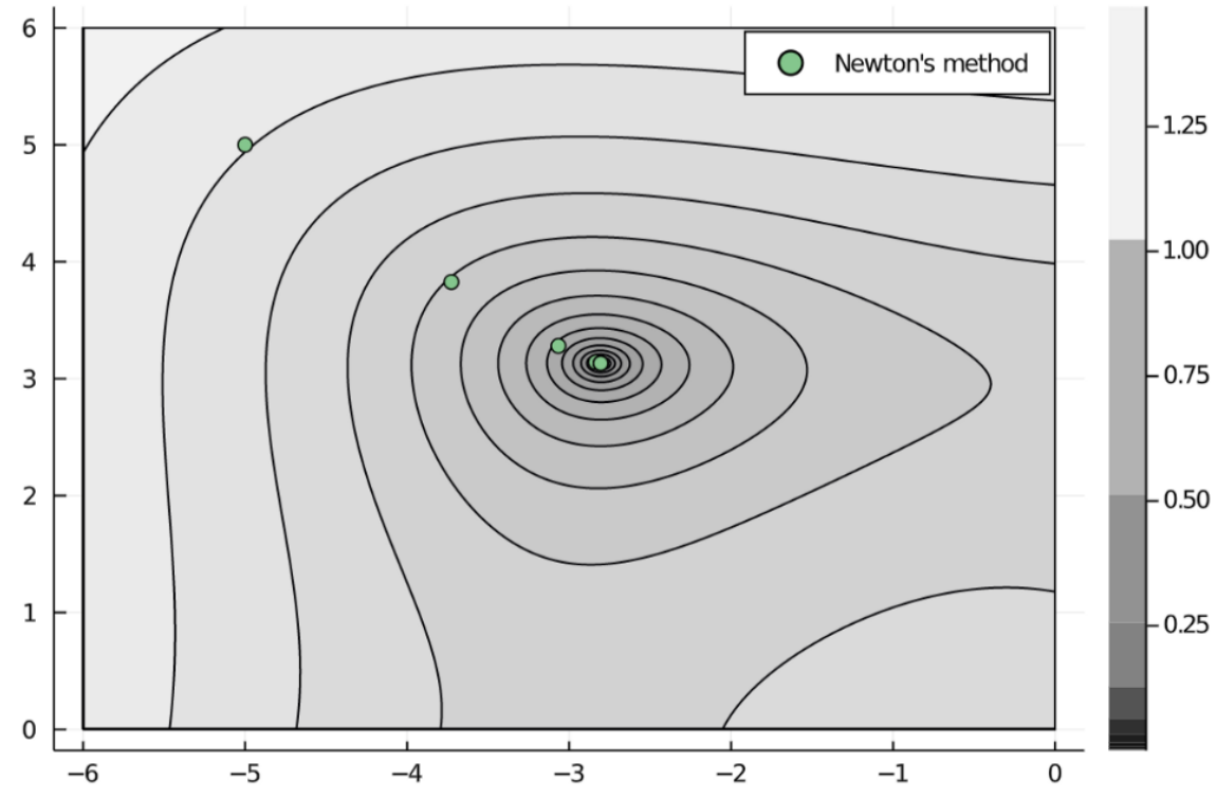
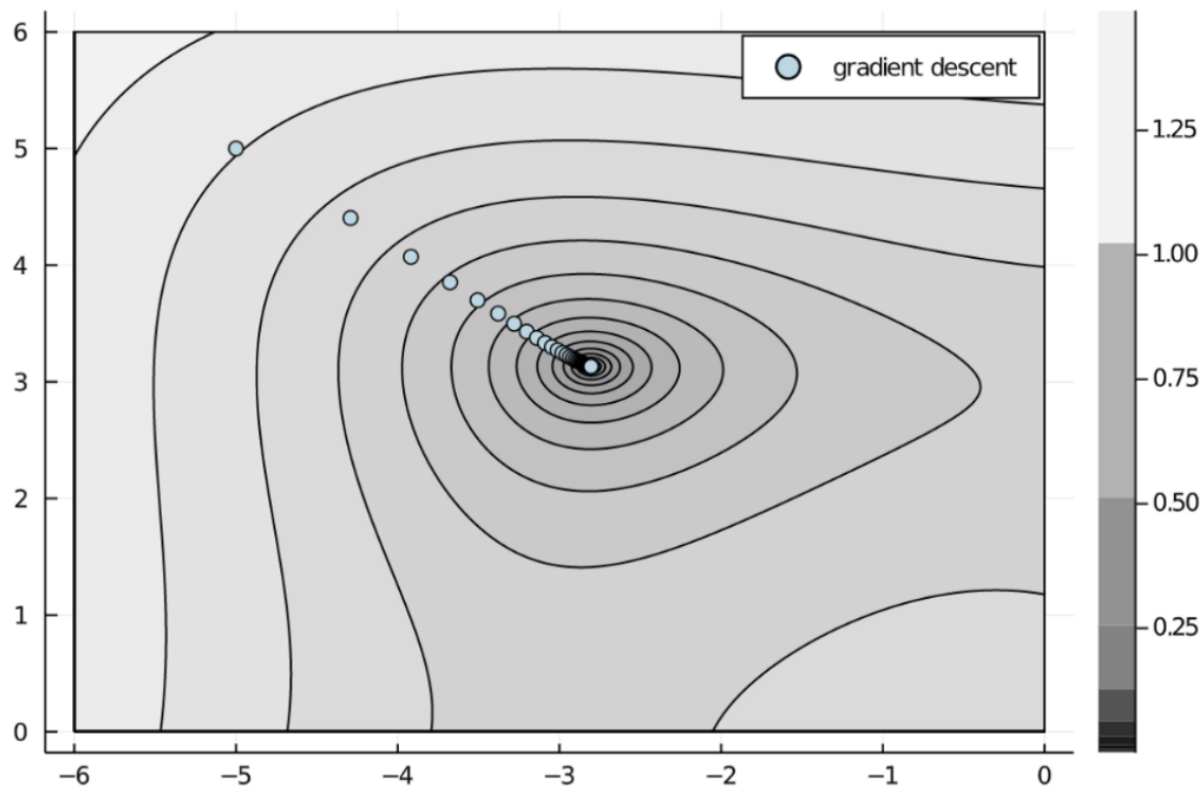


# Adagrad

# The problem with 1<sup>st</sup> order gradient methods

# Newton's method – 2<sup>nd</sup> order approximation

# Convergence of Newton's Method



# Advantage of Newton's Method

- Much fewer iterations compared to gradient descent
- No need to set learning rate

Looks very promising !

# When Newton's Method fail

# One possible way

- Combination with gradient descent with Newton's method

# Quasi-Newton Method Derivation



# Quasi-Newton Method Derivation

# Quasi-Newton Method Derivation

# Quasi-Newton Method Derivation

# Quasi-Newton Method Derivation

# Quasi-Newton Method Derivation

# Projected Gradient Descent

$$\begin{aligned} \min_x f(x) \\ \text{s.t. } x \in \mathcal{X} \end{aligned}$$

Can we solve this with gradient descent?

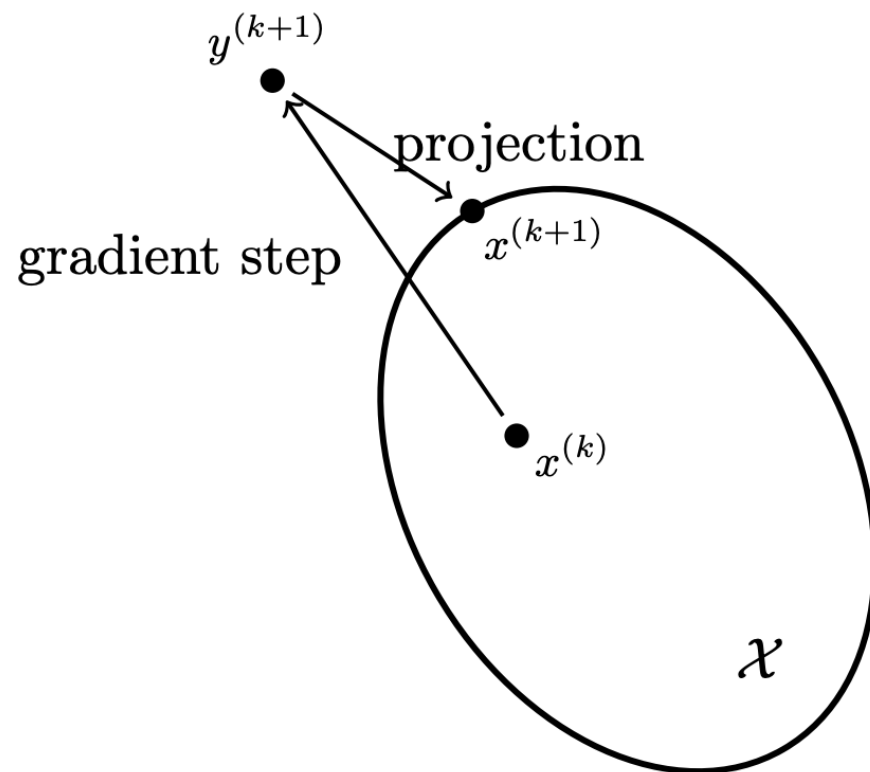
# Projected Gradient Descent

Algorithm:

- $y^{(k+1)} = x^{(k)} - t^{(k)}g^{(k)}$   
where  $g^{(k)} \in \partial f(x^{(k)})$
- $x^{(k+1)} = \Pi_{\mathcal{X}}(y^{(k+1)})$

The projection operator  $\Pi_{\mathcal{X}}$  onto  $\mathcal{X}$ :

$$\Pi_{\mathcal{X}}(x) = \min_{z \in \mathcal{X}} \|x - z\|$$



# Linear regression with Nonnegative weights















