



مبانی یادگیری ماشین Intro to Machine Learning

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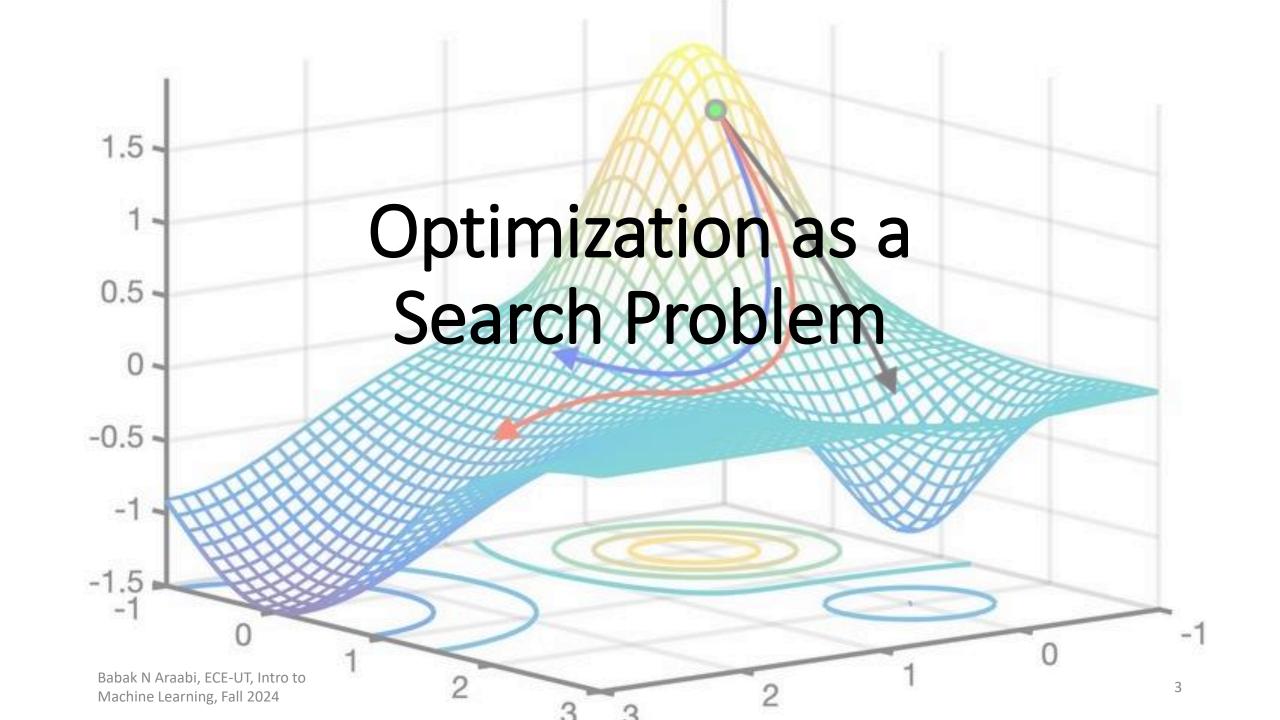
موضوع این جلسه

مروری بر روش های بهینه سازی جلسه چهارم

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Nonlinear Programing Gradient Based Methods

Gradient Descent Method (Steepest Descent)

Newton Method

Quasi-Newton Method

Conjugate Gradient Method

Nonlinear Least Squares

Nonlinear Programing Gradient Based Methods

Gauss-Newton Method

Levenberg-Marquardt Method

Stochastic Gradient Descent

- > Stochastic approximation of gradient descent optimization
 - > Actual gradient: calculated from the entire data set
- Estimate gradient: calculated from a randomly selected subset of the data (a batch of data)
 - Especially in high-dimensional optimization problems this reduces the very high computational burden, achieving faster iterations in exchange for a lower convergence rate



SGD

Minimizing an objective function that has the form of a sum:

$$Q(w) = rac{1}{n} \sum_{i=1}^n Q_i(w),$$

where the parameter w that minimizes Q(w) is to be estimated. Each summand function Q_i is typically associated with the i-th observation in the data set (used for training).

The sum-minimization problem also arises for empirical risk minimization. There, $Q_i(w)$ is the value of the loss function at i-th example, and Q(w) is the empirical risk.

When used to minimize the above function, a standard (or "batch") gradient descent method would perform the following iterations:

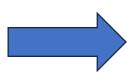
$$w:=w-\eta\,
abla Q(w)=w-rac{\eta}{n}\sum_{i=1}^n
abla Q_i(w).$$

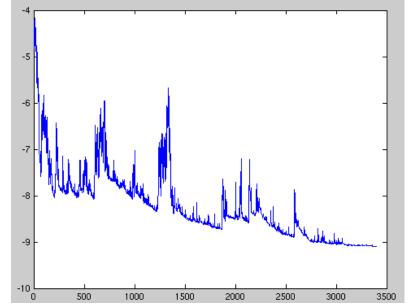


In stochastic (or "on-line") gradient descent, the true gradient of Q(w) is approximated by a gradient at a single sample:

$$w:=w-\eta\,
abla Q_i(w).$$

Fluctuations in the total objective function as gradient steps with respect to mini-batches are taken.







 As the algorithm sweeps through the training set, it performs the above update for each training sample. Several passes (epochs) can be made over the training set until the algorithm converges. If this is done, the data can be shuffled for each pass to prevent cycles. Typical implementations may use an adaptive learning rate so that the algorithm converges

Extensions and variants of SGD

- > Need to set a learning rate (step size)
 - > Implicit updates (ISGD)
- Momentum method (Heavy ball method)
 - > Averaging
 - > AdaGrad
 - > RMSProp
 - Adam (Adaptive Moment Estimation)