



Numerical Example

GRADIENT (STEEPEST) DESCENT (OR) LEARNING RULE



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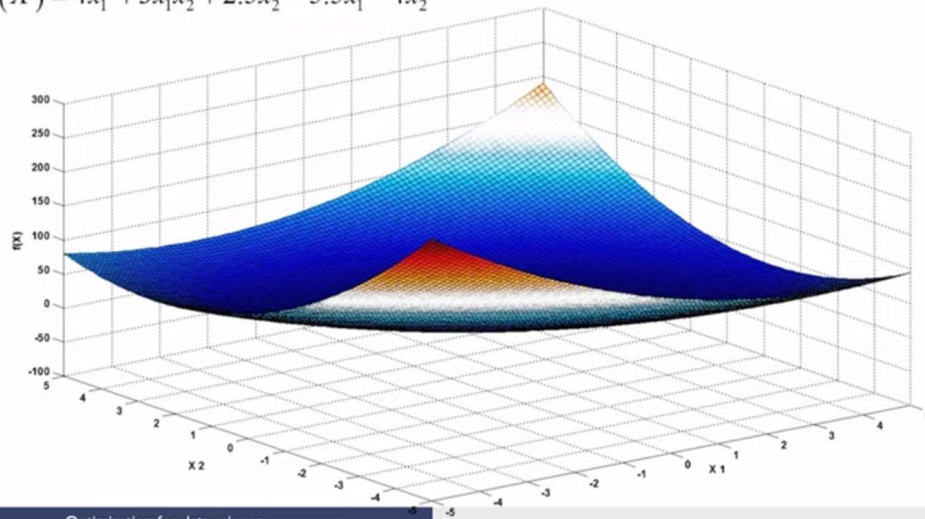


YouTube



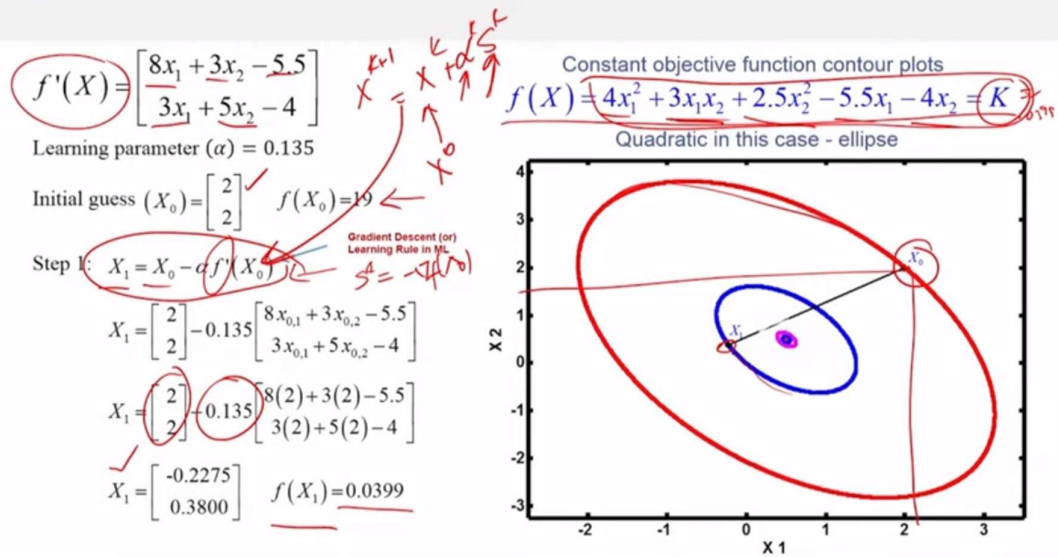
Data science for Engineers

$$f(X) = 4x_1^2 + 3x_1x_2 + 2.5x_2^2 - 5.5x_1 - 4x_2$$



Optimization for data science

2



First iteration (X_1) = $\begin{bmatrix} -0.2275 \\ 0.3800 \end{bmatrix}$ ✓

Step 2: $X_2 = X_1 - \alpha f'(X_1)$

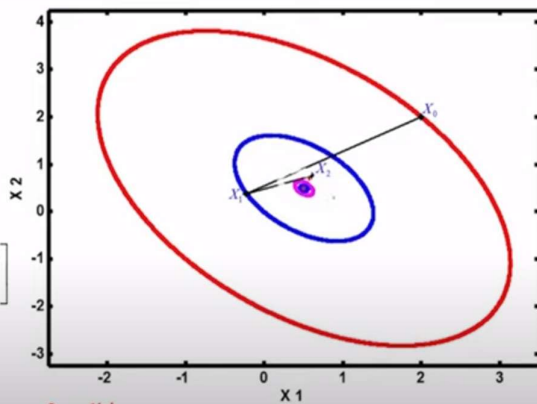
$$X_2 = \begin{bmatrix} -0.2275 \\ 0.3800 \end{bmatrix} - 0.135 \begin{bmatrix} 8x_{1,1} + 3x_{1,2} - 5.5 \\ 3x_{1,1} + 5x_{1,2} - 4 \end{bmatrix}$$

$$X_2 = \begin{bmatrix} -0.2275 \\ 0.3800 \end{bmatrix} - 0.135 \begin{bmatrix} 8(-0.2275) + 3(0.3800) - 5.5 \\ 3(-0.2275) + 5(0.3800) - 4 \end{bmatrix}$$

$$X_2 = \begin{bmatrix} 0.6068 \\ 0.7556 \end{bmatrix}$$

$f(X_2) = -2.0841$

$f(\lambda) = -2.0841$



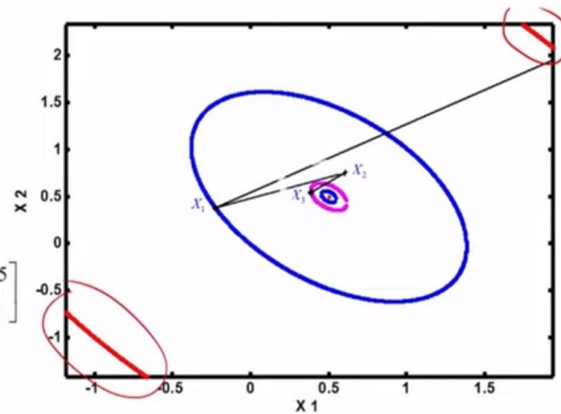
Second iteration $(X_2) = \begin{bmatrix} 0.6068 \\ 0.7556 \end{bmatrix}$ ✓

Step 3: $X_3 = X_2 - \epsilon f'(X_2)$

$$X_3 = \begin{bmatrix} 0.6068 \\ 0.7556 \end{bmatrix} - 0.135 \begin{bmatrix} 8x_{2,1} + 3x_{2,2} - 5.5 \\ 3x_{2,1} + 5x_{2,2} - 4 \end{bmatrix}$$

$$X_3 = \begin{bmatrix} 0.6068 \\ 0.7556 \end{bmatrix} - 0.135 \begin{bmatrix} 8(0.6068) + 3(0.7556) - 5.5 \\ 3(0.6068) + 5(0.7556) - 4 \end{bmatrix}$$

$$X_3 = \begin{bmatrix} 0.3879 \\ 0.5398 \end{bmatrix} \quad f(X_3) = -2.3342$$



Third iteration $(X_3) = \begin{bmatrix} 0.3879 \\ 0.5398 \end{bmatrix}$ ✓

Step 4: $X_4 = X_3 - \epsilon f'(X_3)$

$$X_4 = \begin{bmatrix} 0.3879 \\ 0.5398 \end{bmatrix} - 0.135 \begin{bmatrix} 8x_{3,1} + 3x_{3,2} - 5.5 \\ 3x_{3,1} + 5x_{3,2} - 4 \end{bmatrix}$$

$$X_4 = \begin{bmatrix} 0.3879 \\ 0.5398 \end{bmatrix} - 0.135 \begin{bmatrix} 8(0.3879) + 3(0.5398) - 5.5 \\ 3(0.3879) + 5(0.5398) - 4 \end{bmatrix}$$

$$X_4 = \begin{bmatrix} 0.4928 \\ 0.5583 \end{bmatrix} \quad f(X_4) = -2.3675$$

Optimal solution $(X_{opt}) = \begin{bmatrix} 0.5 \\ 0.5 \end{bmatrix} \quad f(X_{opt}) = -2.3750$

Gradient is zero at the optimum point

