Introduction

Algorithus are discrete processes. input is directe output steps or -

We will think of them as continuous. Algorith Discovery as a 3-step process:

- find the right space

- find the right path

- find the right discretization discovery.

of Algorithm

the ZEN

 $X \in \mathbb{R}^n \quad f: \mathbb{R}^n \to \mathbb{R}$ 12 -> K $\Omega \subseteq \mathbb{R}^n$.

Tus nojer froblem classes:

given access to f, and E > 0, find x s.t. $f(x) \leq uiff + E$

interpretar with

SAMPLING: Output x from distribution with dessity & E.

both are introctable in general:

if f is continuous and bonded:

 $f(x) = min \{ E, \|x - x^*\|_2 \}$

n-dm ball of radius 1 centered at 0. $\Omega(\frac{1}{\epsilon r})$ gravies! Smilar examples even if f is differentiable with

bounded derivative.

Convexity f is correx if $\forall x,y \in \Omega$ $\forall \lambda \in [0,1]$ $f((1-\lambda)x + \lambda y) \leq (1-\lambda)f(\lambda) + \lambda f(y)$ KERN is conexif + X, y E K + 76[0,1]

KSRⁿ is correct if $4x,y \in K$ 4 LELUILLE (1-1) $x + 7y \in K$.

Convex OPT min f(x)

tractable!
Why?
Conex sets/functions are "Separable".

Let x* be closest point to y in K, (Exercise: x* exists and is unque)

i.e. x = agrin ||x-y||₂ x EX

That is the condidate V? $V = Y - X^{*}!$ And $V = Y - X^{*}!$

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This key property will enable "money search" in high dimension!

lema $f:\mathbb{R}^n \to \mathbb{R}$ is truce differentiable. Then the following are equivalent: $\forall x,y \in \mathbb{R}^n$:

(1) $\forall t \in [0,1] \quad f(1-t) \times t + t = (1-t)f(x) + t = (1-$

(2)
$$f(y) - f(x) \geqslant \langle \nabla f(x), y - x \rangle$$

$$(3) \qquad \nabla^2 f(x) \geqslant 0$$

Pf. Define $g:[0,1] \rightarrow R$ g(t) = f((1-t)x+ty). (1) = (1) = (1-t)g(0) + tg(1)g(t) = f(x) = f(x) = f(x) = f(y) = f($(1) \Rightarrow (2) \cdot g(0) = f(x) \quad g(1) = f(y) \quad \text{by (i), } g(t) \neq (1-t)g(0) \uparrow t g(1)$ $g(t) - g(0) \quad \neq g(1) - g(0)$ $t \quad g(1) - g(0) \Rightarrow g'(0) \quad \Rightarrow g'(0)$ What is g'(t)? $\langle \nabla f((1-t)x + ty), y - x \rangle$ $So \quad f(y) - f(x) \Rightarrow \langle \nabla f(x), y - x \rangle$ Recall Taulots the.

Recall Taylors the The property of the some $\xi \in [x,y]$.

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Using g(t) = f((t+)x+ty) $g(1) = g(0) + g'(0) + \frac{1}{2}g''(\xi)$ $f(y) = f(x) + \langle \nabla f(x), y-x \rangle + \frac{1}{2}(y-x) \cdot \nabla f(z)(y-x)$ $g(x) = f(x) + \langle \nabla f(x), y-x \rangle$ $g(x) = f(x) + \langle \nabla f(x), y-x \rangle$

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$$\lim_{y \to X} \rightarrow \sqrt{2+(x)} \ge 0 \quad (y = x+th, t \to 0).$$

Let
$$h(t) = f((1+t)x+ty) - (1+t)f(x) - tf(y)$$

 $t^* = ag_{t} + h(t)$. Goal: $ag_{t} + h(t) \leq 0$.

$$\mathcal{H} \quad \begin{array}{c} t = 0 \\ 1 \\ \end{array} \rightarrow h(0) = 0$$

Assome $t^* \in (0,1)$.

$$h(1) = h(t^{*}) + (t^{*}) h'(t^{*}) + \frac{1}{2}(t^{*}) h'(\xi)$$

$$h(1) = h(t^{*}) + 0 + \frac{1}{2}(t^{*}) h'(\xi)$$

$$h(1) = h(t^{*}) + 0 + \frac{1}{2}(t^{*}) h'(\xi)$$

$$So h(1) \ge h(t^{*}) > h(t)$$

Example. logistic Regression!

INput: pais (x,y) XERn y E {-1,13

id y=1 Goal: Find OER" s.t. 9"x > 0 if y = -1 $\varphi' \times \angle O$

ruining Em = 2 1 Su (Ax) > 07 ~ not convex.

ruining $\text{Eval} = \sum_{(Y,y)} \mathbb{Z}_{Y}(\theta^{T}x) > 0$ not convex.

$$\sigma(z) = \log(1 + e^{z})$$

$$\text{Min } k(\theta) = \sum \sigma(y(\theta^{T}x)) + 1\theta 1$$

$$R'(\theta) = \sum \sigma'(y\theta^{T}x) y^{X}$$

$$R''(\theta) = \sum \sigma''(y\theta^{T}x) y^{2} \times X^{T} \qquad y^{2} = 1$$

$$\sigma'(z) = \underbrace{e^z}_{1+e^z} = 1 - \underbrace{1}_{1+e^z}$$

$$\sigma''(z) = \frac{e^z}{(1+e^z)^2} \ge 0 \implies R''(\theta) = \underbrace{\sum_{x \in \mathcal{X}} \chi \chi^x}_{\alpha_x \ge 0}$$

Ris cowex!

Course outline

Efficient Algorithus: polytine in injut size. necessary: "Good characterization": NPM 6-NP necessary: "Good characterization": NY 1100-101 Short profes of YES and NO momens to decision problems (is OPT < t?) search -> decision

OPT, SAMP

furtier of P for opt, SAMP — and related topics

Cradient Descert
Elimination
Reduction
Geometrization
Spanification
Acceleration
Discretization

Calculus
Prob.
Liner Algebra.
Algorithus