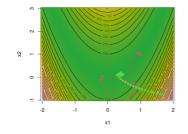
## **Optimization in Machine Learning**

# Second order methods Quasi-Newton





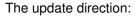
#### Learning goals

- Newton-Raphson vs. Quasi-Newton
- SR1
- BFGS

#### **QUASI-NEWTON: IDEA**

Start point of **QN method** is (as with NR) a Taylor approximation of the gradient, except that H is replaced by a **pd** matrix  $A^{[t]}$ :

$$abla f(\mathbf{x}) pprox 
abla f(\mathbf{x}^{[t]}) + 
abla^2 f(\mathbf{x}^{[t]})(\mathbf{x} - \mathbf{x}^{[t]}) = \mathbf{0}$$
 NR
$$abla f(\mathbf{x}) pprox 
abla f(\mathbf{x}^{[t]}) + \mathbf{A}^{[t]} \qquad (\mathbf{x} - \mathbf{x}^{[t]}) = \mathbf{0}$$
 QN



$$oldsymbol{d}^{[t]} = -
abla^2 f(\mathbf{x}^{[t]})^{-1} 
abla f(\mathbf{x}^{[t]}) \qquad \text{NR}$$
 $oldsymbol{d}^{[t]} = -(oldsymbol{A}^{[t]})^{-1} \qquad 
abla f(\mathbf{x}^{[t]}) \qquad \text{QN}$ 



### **SYMMETRIC RANK 1 UPDATE (SR1)**

Simplest approach: symmetric rank 1 updates (SR1) of form

$$\mathbf{A}^{[t+1]} \leftarrow \mathbf{A}^{[t]} + \mathbf{B}^{[t]} = \mathbf{A}^{[t]} + \beta \mathbf{u}^{[t]} (\mathbf{u}^{[t]})^{\top}$$

with appropriate vector  $\mathbf{u}^{[t]} \in \mathbb{R}^n$ ,  $\beta \in \mathbb{R}$ .



#### **BFGS ALGORITHM**

Instead of Rank 1 updates, the **BFGS** procedure (published simultaneously in 1970 by Broyden, Fletcher, Goldfarb and Shanno) uses rank 2 modifications of the form

$$\mathbf{A}^{[t]} + \beta_1 \mathbf{u}^{[t]} (\mathbf{u}^{[t]})^{\top} + \beta_2 \mathbf{v}^{[t]} (\mathbf{v}^{[t]})^{\top}$$

with 
$$\mathbf{s}^{[t]} := \mathbf{x}^{[t+1]} - \mathbf{x}^{[t]}$$

$$\bullet \ \boldsymbol{u}^{[t]} = \nabla f(\boldsymbol{x}^{[t+1]}) - \nabla f(\boldsymbol{x}^{[t]})$$

$$oldsymbol{v}^{[t]} = oldsymbol{A}^{[t]} oldsymbol{s}^{[t]}$$

$$\bullet \ \beta_1 = \frac{1}{(\boldsymbol{u}^{[t]})^\top (\boldsymbol{s}^{[t]})}$$

$$\bullet \ \beta_2 = -\frac{1}{(\mathbf{s}^{[t]})^\top \mathbf{A}^{[t]} \mathbf{s}^{[t]}}$$

The resulting matrices  $\mathbf{A}^{[t]}$  are positive definite and the corresponding quasi-newton update directions  $\mathbf{d}^{[t]}$  are actual descent directions.

