Machine learning handbook

Optimizer

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Update: July 17, 2018

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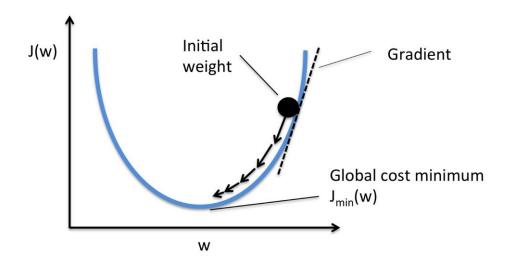
Gradient descent algorithm

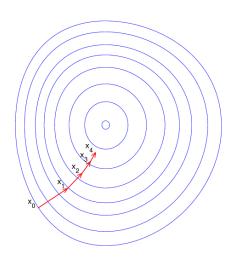
- Gradient Descent (GD)
- Full-batch Gradient Descent
- Stochastic Gradient Descent (SGD)
- Mini-batch (Stochastic) Gradient Descent

Gradient Descent (GD): algorithm

• Update rule

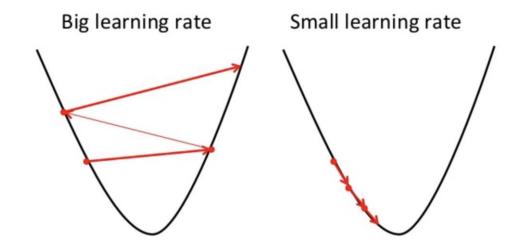
$$\theta = \theta - \eta * \frac{\partial}{\partial \theta} J(\theta)$$



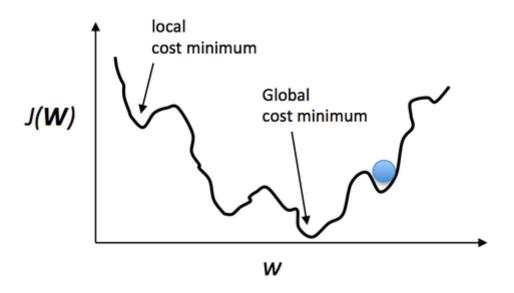


Gradient Descent (GD): Learning rate

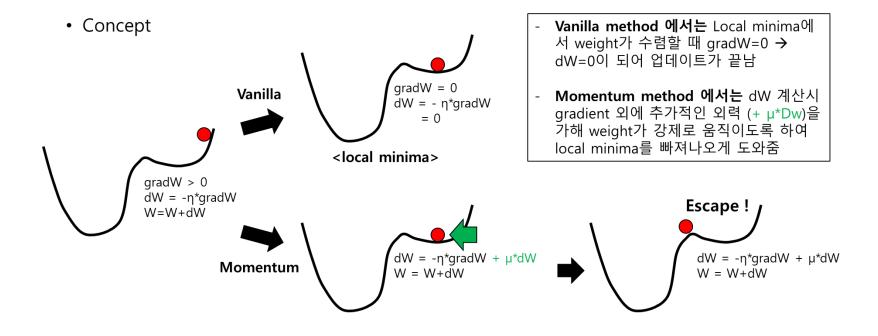
$$\theta = \theta - \frac{\eta}{\eta} * \frac{\partial}{\partial \theta} J(\theta)$$



Gradient Descent (GD): Local minimum problem



Gradient Descent (GD): Momentum



Comparison

20

-10.0 -7.5 -5.0 -2.5

Gradient descent

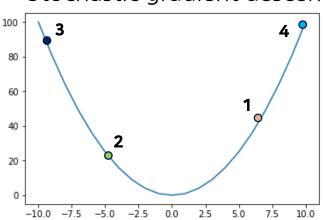
100
2
00
40

Stochastic gradient descent

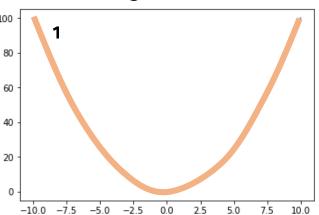
5.0

7.5

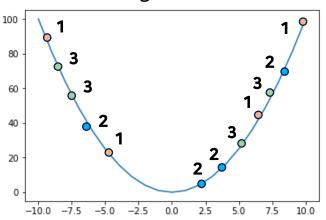
10.0



Full-batch gradient descent



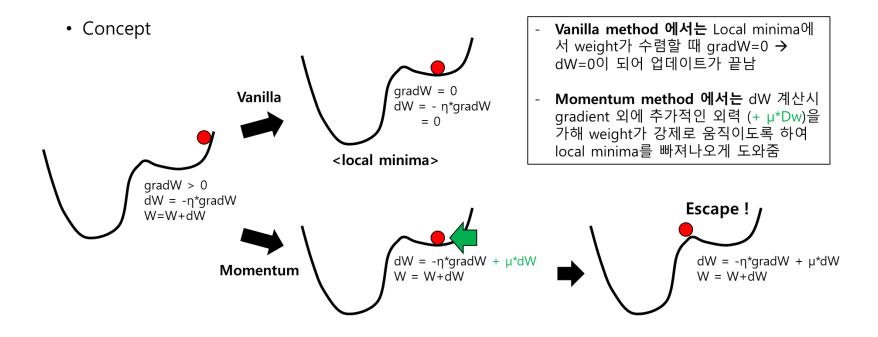
Mini-batch gradient descent



Further materials

- Momentum
- Regularization (Weight decay)
- Learning rate decay
- Early stop

Momentum



Momentum

- Parameters update methods
 - Vanilla update

$$\Delta Weight_t = -\eta * Gradient_t$$

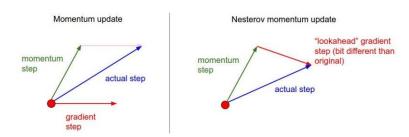
 $Weight_t = Weight_{t-1} + \Delta Weight_t$

- Momentum update
 - 직전 w 업데이트 ($\Delta Weight_{t-1}$) * momentum(μ)를 현재 w 업데이트에 추가

$$\Delta Weight_t = -\eta * Gradient_t + \mu * \Delta Weight_{t-1}$$

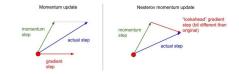
$$Weight_t = Weight_{t-1} + \Delta Weight_t$$

- Nesterov momentum update
 - Momentum update와 비슷하지만, momentum를 더한 위치에서 Gradient 계산



Bengio, Y., Boulanger-Lewandowski, N., & Pascanu, R. (2013, May). Advances in optimizing recurrent networks. In Acoustics, Speech and Signal Processing (ICASSP), 2013 IEEE International Conference on (pp. 8624-8628). IEEE.

Momentum: Nesterov momentum update



- Parameters update methods
 - Nesterov momentum update
 - Momentum update와 비슷하지만, momentum를 더한 위치에서 Gradient 계산

$$Weight_ahead_t = Weight_t + \mu * \Delta Weight_{t-1}$$

• $Weight_ahead_t$ 이용해서 $Gradient_ahead_t$ 계산

$$\Delta Weight_t = -\eta * Gradient_{ahead_t} + \mu * \Delta Weight_{t-1}$$

$$Weight_t = Weight_{t-1} + \Delta Weight_t$$

• 정리된 표현

```
\begin{split} \Delta Weight_t &= -\eta * Gradient_t + \mu * \Delta Weight_{t-1} \\ Weight_t &= Weight_{t-1} + \Delta Weight_t + \mu * \Delta Weight_t - \mu * \Delta Weight_{t-1} \\ &= Weight_{t-1} + (1 + \mu) * \Delta Weight_t - \mu * \Delta Weight_{t-1} \end{split}
```

Regularization (Weight decay)

- Cost function에 weight에 대한 Penalty를 부여하여, Weight 들의 크기에 제한을 줌
 - 극단적인 weight 값 방지 → Overfitting 방지
- 종류
 - L1 regularization (Lasso): Manhattan distance

$$J(\theta) = \frac{1}{2m} \sum_{i=1}^{m} (h_{\theta}(x^{(i)}) - y^{(i)})^{2} + \frac{\lambda}{2} \sum_{j=1}^{n} |\theta_{j}|$$

- L2 regularization (Ridge): Euclidean distance
 - 더 많은 Penalty ← 제곱이니까!

$$J(\theta) = \frac{1}{2m} \sum_{i=1}^{m} (h_{\theta}(x^{(i)}) - y^{(i)})^{2} + \frac{\lambda}{2} \sum_{j=1}^{n} \theta_{j}^{2}$$

Regularization (Weight decay): L1 vs L2

L1 regularization (Lasso)

- Unstable solution (여러 접점)
- Always on solution
- Sparse solution (weight = 0 도 존재함)
- Feature selection (weight = 0 → 덜 중요)

$$\sum_{j=1}^{n} |\theta_j| \leq s$$
 여러 점에서 만날 수 있음 0값 갖는 weight 존재 가능

L2 regularization (Ridge)

- Stable solution
- Only one solution
- Non-sparse solution

$$\sum_{j=1}^n heta_j^2 \le s$$
무조건 한 점에서 만남

S가 크면 파란 면적 (weight가 가질 수 있는 범위)이 넓어짐

Regularization (Weight decay)

- $\Delta\theta$ 식에 바로 적용할 수도 있다!
 - Weight 각각의 일정 비율 $(\lambda, lambda)$ 을 곱해준 값을 gradient 값에서 빼준다.
 - 이 때, learning rate 곱하기 전에 빼주기!
 - 매우 작은 값을 사용한다 (RBM에서는 0.0002)
 - 예시 1: Vanilla update에서,

$$\Delta\theta = \eta(\frac{\partial E}{\partial \theta} - \lambda\theta)$$

• 예시 2: Momentum update에서,

$$\Delta\theta = \eta \left(\frac{\partial E}{\partial \theta} - \lambda \theta \right) + \mu \Delta \theta$$

Learning rate decay

- 일정 주기로 Learning rate를 감소
- 특정 epoch마다 learning rate를 감소 > Hyper-parameter 설정의 어려움 생김
- SGD 에서는 필수적으로 사용하는 알고리즘
- 지수감소

$$\eta = \eta_0 e^{-kt}$$

• 1/t감소

$$\eta = \frac{\eta_0}{(1+kt)}$$

Early stop

- 특정 값 이하로 cost function이 줄어들지 않거나, 변동이 없을 경우 종료조건 설정
- Hyper-parameter 설정 필요