Numerical optimization and logistic regression

Esben Scriver Andersen*

*Australian National University

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Unconstrained optimization

Unconstrained minimization problem

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Recall, that we can transform any maximization problem into a minimization problem.

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- $FOC: f'(x) = a + b(x c) = 0 \Leftrightarrow x^* = c a/b$
- SOC: f''(x) = b > 0

Consider the simple quadratic optimization problem

$$\min_{x \in \mathbb{R}} \quad ax + \frac{1}{2}b(x - c)^2$$

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- SOC: f''(x) = b > 0

As the FOC is linear in x, this optimization problem has a closed form solution

Now consider this exponential optimization problem

$$\min_{x \in \mathbb{R}} \quad e^x - 2e^{-2x} + e^{-3x}$$

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- $FOC: f'(x) = e^x + 4e^{-2x} 3e^{-3x} = 0$
- $SOC: f''(x) = e^x 8e^{-2x} + 9e^{-3x} > 0$

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As the FOC is none-linear in x, this optimization problem has no closed form solution

Aim for the first half of the lecture

Introduce you to numerical methods used to solve optimization problems

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Two classes of optimizers:

- Gradient based (our focus)
- None-gradient based

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Two classes of optimizers:

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Gradient based optimizers include (not conclusive):

- Newton's method
- BFGS
- BHHH
- Gradient descent

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• Idea: A second order polynomial has a closed form solution. So, let's approximate f(x) by a 2nd order Taylor polynomial in the point x_0

$$\min_{x \in \mathbb{R}^k} f(x_0) + (x - x_0)^T \nabla f(x_0) + \frac{1}{2} (x - x_0)^T \nabla^2 f(x_0) (x - x_0)$$

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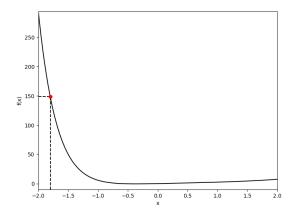
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Example I: Consider the minimization problem without closed-form solution

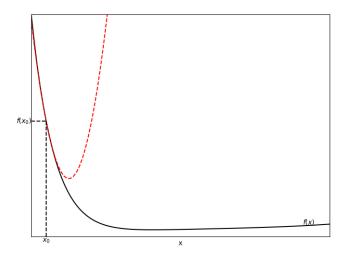
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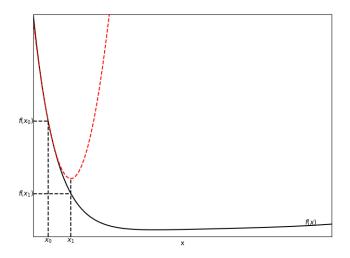
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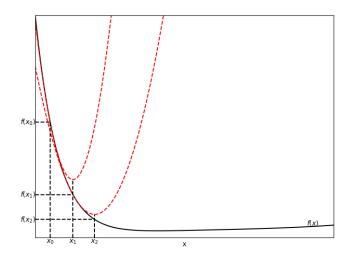
Example I: Approximate the function by the 2nd order Taylor approximation



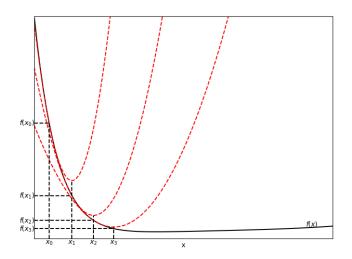
Example I: Find the minimum of the 2nd order Taylor approximation



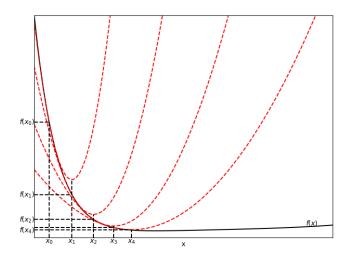
Example I: Repeat



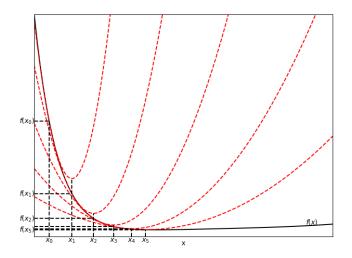
Example I: Repeat, repeat



Example I: Repeat, repeat, repeat



Example I: Repeat, repeat, repeat, ...



The simplest implementation of Newton's method starts from an initial guess, x_0 , and then iterative update the solution of the FOC

$$x_{k+1} = x_k - [\nabla^2 f(x_k)]^{-1} \nabla f(x_k),$$

until the norm of the gradient is sufficiently close to zero, $\|\nabla f(x_k)\| < \varepsilon$.

Simple implementation of the Newton's method

```
def NewtonsMethod(x,grad,hess):
   convergence = 'failed'
   for k in range(1000):
      gradx = grad(x) #evaluate the gradient in x_{k}

   norm_grad = np.sum(np.abs(gradx), axis=None) #calculate the norm of the gradient
   if norm_grad < le-10: #stop if gradient close to zero
      convergence = 'converged'
      break

dx =-np.linalg.solve(hess(x), gradx) #calculate the newton step
   x = x + dx #calculate x_{k+1}

return x, convergence</pre>
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Let's take a closer look at how this works

Under- and over shooting

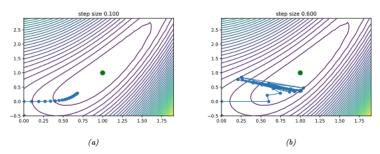


Figure 8.11: Steepest descent on a simple convex function, starting from (0,0), for 20 steps, using a fixed step size. The global minimum is at (1,1). (a) $\eta = 0.1$. (b) $\eta = 0.6$. Generated by steepestDescentDemo.ipynb.

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$$\min_{t \in \mathbb{R}^+} f(x_k + t\Delta x).$$

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ullet Inexact line search just tries to find an adequately t

Backtracking line search is a very simple inexact line search algorithm based on the Armijo–Goldstein condition

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$$f(x_k) - f(x_k + t\Delta x) > t\gamma,$$

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where γ is proportional to the directional derivative

$$\gamma = -\alpha \nabla f(x_k)^T \Delta x.$$

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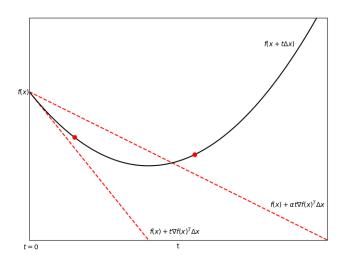
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- Best practice is to set β between 0.10 and 0.80

Backtracking line search with $\alpha < 1\,$



Implementation of Newton's method with backtracking

```
def NewtonsMethodBacktracking(fun,x0,grad,hess):
  convergence = 'failed'
  a, b = 0.2, 0.6 #backtracking parameters
  for k in range(1000):
    fun0 = fun(x0) #evaluate the function value in x {k}
    grad0 = grad(x0) #evaluate the gradient in x {k}
    norm grad = np.sum(np.abs(grad0), axis=None) #calculate the norm of the gradient
    if norm grad < 1e-10: #stop if gradient close to zero
      convergence = 'converged'
      break
    dx =-np.linalq.solve(hess(x0), grad0) #calculate the newton step
    t = 1 #initiate t step length
    x1 = x0 + dx \#calculate initial x {k+1}
    while (fun(x1) > fun0 + a * t * grad0 * dx): # Armijo-Goldstein condition
      t = b * t # update t if predicted improvement in <math>f(x) is not adequately large
      x1 = x0 + t * dx #update x {k+1}
    norm step = np.sum(np.abs(t * dx), axis=None) #calculate the norm of the step size
    if norm step < 1e-12: #stop if step is close to zero
      convergence = 'stopped early'
      break
  return x1, convergence
```

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automatic differentiation (e.g. JAX, Pytorch, or Tensorflow)

As the hessian, $\nabla^2 f(x)$, is the second derivative we can also use numerical and automatic differentiation to calculate the hessian by simply applying the method twice.

BFGS

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$$H_{k+1} = H_k + \frac{yy^T}{y^Ts} - \frac{H_k ss^T H_k^T}{s^T H_k s},$$

$$y \equiv \nabla f(x_{k+1}) - \nabla f(x_k),$$

$$s \equiv x_{k+1} - x_k$$

where H_0 typically is set to the identity matrix, $H_0={\cal I}$

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We can approximate the gradient by random sampling B, where |B| < N

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The stochastic gradient descent method iteratively updates

$$x_{k+1} = x_k - t\nabla F(x_k, B_k),$$

Multinomial logistic regression

Multinomial logistic regression can be used as a classification model

$$p(y = c|x, \theta) = \frac{e^{a_c}}{\sum_{c'=1}^{C} e^{a_{c'}}},$$

 $a = b + Wx,$

where $\theta = (b, W)$.

Maximum likelihood estimation

We can then estimate θ by maximum likelihood estimation (MLE) by maximizing the log-likelihood function

$$\hat{\theta} = \underset{\theta \in \mathbb{R}^{(C-1)D}}{\arg \max} \prod_{i=1}^{N} \prod_{c=1}^{C} p(y_i = c | x_i, \theta)^{y_i}.$$

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Let's take a look at a practical example

Decision rule

If the loss for misclassifying each class is the same, then the optimal decision rule is to predict $\hat{y}=c$ iff class c is the most likely class

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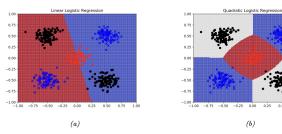


Figure 10.7: Example of 3-class logistic regression with 2d inputs. (a) Original features. (b) Quadratic features. Generated by logreg multiclass demo.ipunb.

(b)

Overfit

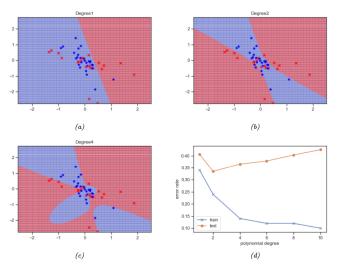


Figure 10.4: Polynomial feature expansion applied to a two-class, two-dimensional logistic regression problem.
(a) $Degree \ K = 1$. (b) $Degree \ K = 2$. (c) $Degree \ K = 4$. (d) Train and test error vs degree. Generated by logrey poly demo.ipph.

Regularization

Simplest regularization

$$\hat{\theta} = \underset{\theta \in \mathbb{R}^{(C-1)D}}{\operatorname{arg\,min}} - \frac{1}{N} \sum_{i=1}^{N} \sum_{c=1}^{C} y_i \log p(y_i = c|x_i, \theta) + \lambda ||\theta||_2^2.$$

Important to standardize the features (mean 0 and variance 1). Alternatively, use min-max scaling of the features (the features lie in the [0,1]).

Thank you for today:)

