

Problem Set 8

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1 Discussion of optimization techniques

Overall, most of these techniques were very similar. I much prefer the syntax of the `nloptr` approach to the gradient descent produced using a while loop, and I also found the OLS objective and cost functions easier to understand/work with than the maximum likelihood approach. As I understand it, though, maximum likelihood is about as ubiquitous as it gets in statistics, so I will keep reading/practicing so I can understand it better. As for comparing coefficients, I found that all of the methods we used were essentially identical, at least to the number of digits that R is capable of displaying them to. For each result, I got coefficients of 1.50029, -0.9978091, -0.2493249, 0.7485952, 3.500883, -1.999718, 0.5005669, 0.99937, 1.251415, and 1.999692. In terms of computational efficiency, I found that both L-BFGS methods (typical gradient descent and maximum likelihood) ran quickly when compared to the Nelder-Mead algorithm, with the gradient descent L-BFGS taking 10 iterations to reach the optimal solution, maximum likelihood L-BFGS taking 76 iterations to reach the optimal solution, and the Nelder-Mead simplex method taking 1,725, a quite substantial increase. I think this drastic difference is likely due to the relative computational simplicity of the ordinary least squares estimator. Its cost function is quite simple, so something like Nelder-Mead is just overkill. I also have to assume that the methods relying on the closed form solution (the linear algebra approach and the `lm()` approach) were by far the most efficient because they directly produce analytic solutions rather than relying on numerical approximation which is always more costly.

Table 1: Coefficients estimated using `lm()`

	(1)
X1	1.50*** (0.00)
X2	-1.00*** (0.00)
X3	-0.25*** (0.00)
X4	0.75*** (0.00)
X5	3.50*** (0.00)
X6	-2.00*** (0.00)
X7	0.50*** (0.00)
X8	1.00*** (0.00)
X9	1.25*** (0.00)
X10	2.00*** (0.00)

+ $p < 0.1$, * $p < 0.05$, ** $p < 0.01$, *** $p < 0.001$