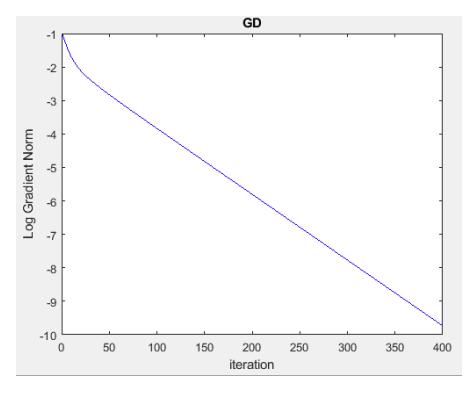
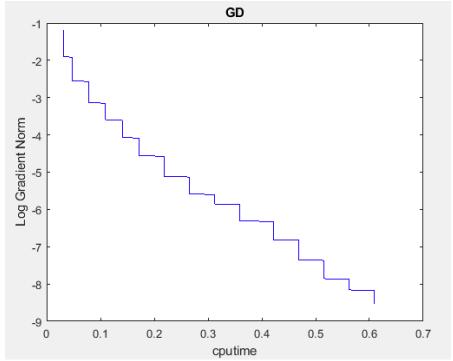
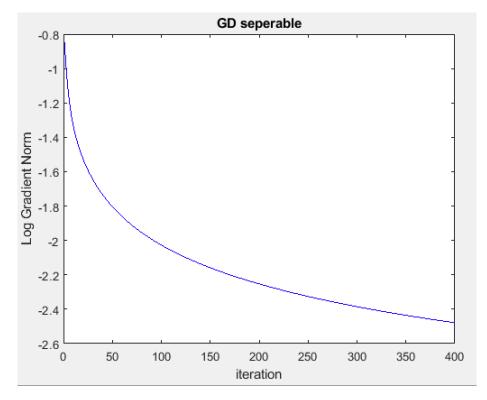
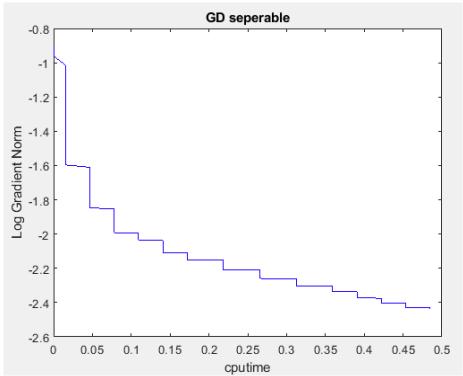
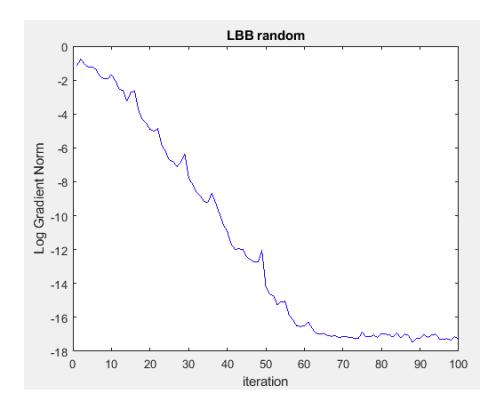
GD: random case

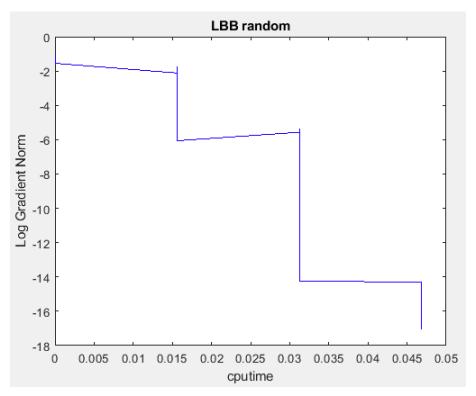


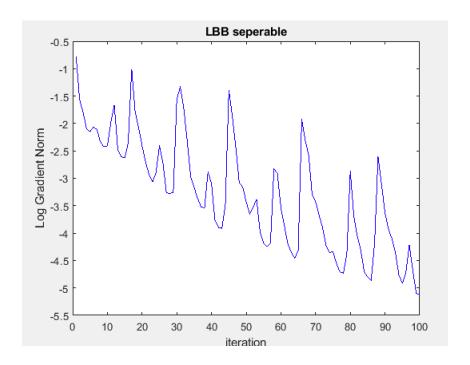


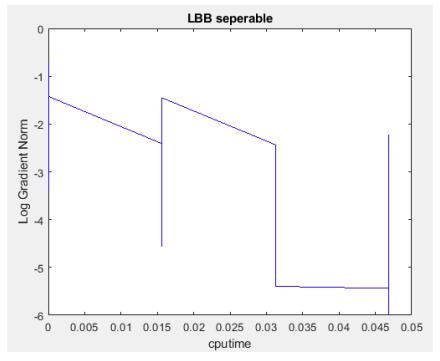


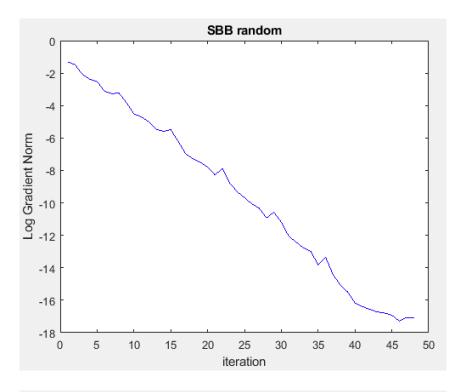


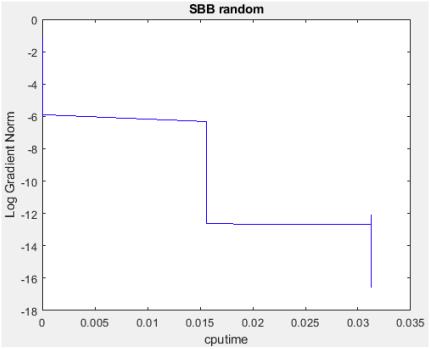




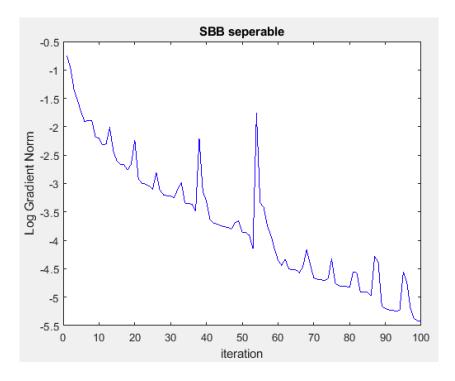


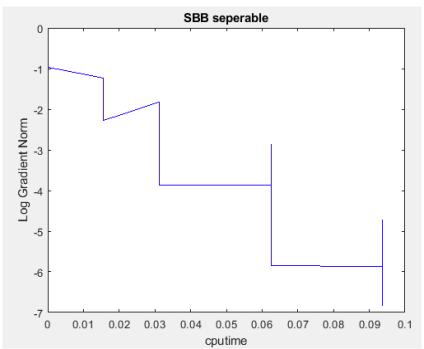


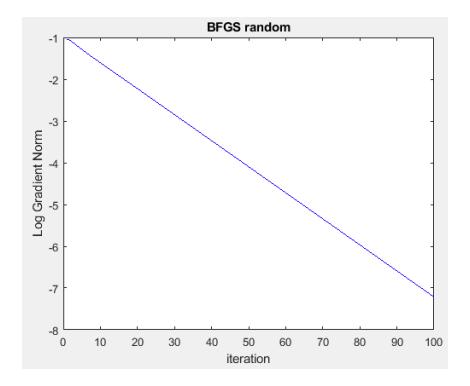


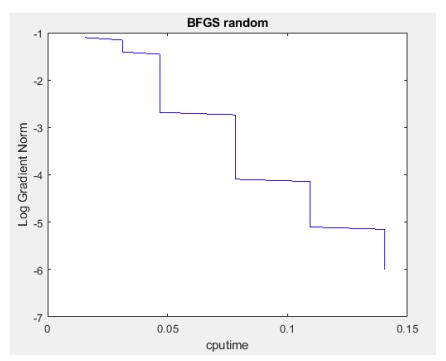


## SBB: separable case

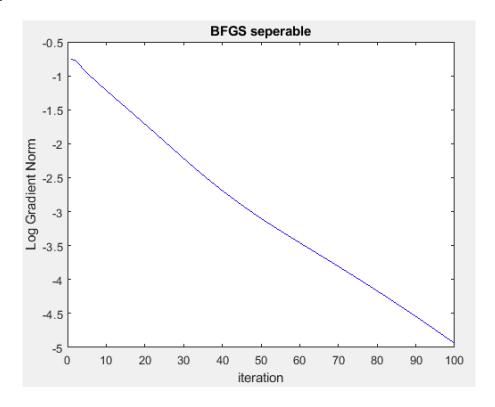


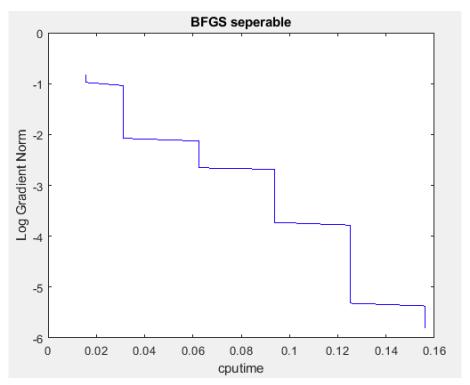






## BFGS: separable case





## Code: GD

```
clc; clear;
n = 50;
d = 10;
X = rand(n,d)-0.5;
Y1 = binornd(1, 0.5, n, 1);
Y1(Y1==0)=-1;
w star = ones(d, 1);
Y\overline{2} = X*w star;
Y2(Y2<0)=-1;
Y2(Y2>=0)=1;
Y = Y2;
응응
w = normrnd(0, 1, [d, 1]);
L = max(eig(X'*X));
max it = 4*10^2;
grad norm = zeros(max it + 1, 1);
ite = 1;
alpha = 1/L;
t = cputime;
times = zeros(max it + 1, 1);
while(ite<=max it)</pre>
    grad w = zeros(d,1);
    for i=1:n
        z = \exp(-Y(i) *X(i,:) *w);
        grad w = \text{grad } w + (-Y(i)*X(i,:)*z)'/(1+z);
    end
    w = w - alpha*grad w;
    grad norm(ite) = log10(norm(grad w/n));
    times(ite) = cputime-t;
    ite = ite +1;
end
figure;
plot length = max it;
plot vec = 1:1:plot length;
plot(plot vec, grad norm(1:plot length), 'b-');
plot(times(1:plot length), grad norm(1:plot length), 'b-');
xlabel('iteration');
xlabel('cputime');
ylabel('Log Gradient Norm');
title('GD seperable');
```

```
%%clc;clear;
n = 50;
d = 10;
X = rand(n,d) - 0.5;
Y1 = binornd(1, 0.5, n, 1);
Y1 (Y1==0) = -1;
w star = ones(d,1);
Y\overline{2} = X*w star;
Y2(Y2<0)=-1;
Y2(Y2>=0)=1;
Y = Y2;
I = eye(d);
max it = 10^2;
grad norm = zeros(max it + 1, 1);
w = normrnd(0, 1, [d, 1]);
w prev = normrnd(0,1,[d,1]);
\overline{grad} prev = normrnd(0,1,[d,1]);
t = cputime;
times = zeros(max it + 1, 1);
ite = 1;
while(ite<=max it)</pre>
    grad w = zeros(d,1);
    sum = 0;
    for i=1:n
         z = \exp(-Y(i) *X(i,:) *w);
         grad w = \text{grad } w + (-Y(i) *X(i,:) *z) '/(1+z);
    end
    grad norm(ite) = log10(norm(grad w/n));
    s = w - w \text{ prev};
    y = grad \overline{w} - grad prev;
    alpha = \overline{(s'*s)/(y'*s)};
    H k = alpha*I;
    grad prev = grad w;
    w prev = w;
    w = w - H k*grad w;
    times(ite) = cputime-t;
    ite = ite +1;
end
figure;
plot length = max it;
plot vec = 1:1:plot length;
plot(plot vec, grad norm(1:plot length), 'b-');
%plot(times(1:plot length), grad norm(1:plot length), 'b-');
xlabel('iteration');
%xlabel('cputime');
ylabel('Log Gradient Norm');
title('LBB seperable');
```

```
Code: SBB
%%clc;clear;
n = 50;
d = 10;
X = rand(n,d)-0.5;
Y1 = binornd(1, 0.5, n, 1);
Y1 (Y1==0) = -1;
w star = ones(d,1);
Y2 = X*w star;
Y2(Y2<0)=-1;
Y2(Y2>=0)=1;
Y = Y1;
I = eye(d);
max it = 10^2;
grad norm = zeros(max it + 1, 1);
w = normrnd(0, 1, [d, 1]);
w prev = normrnd(0,1,[d,1]);
grad prev = normrnd(0,1,[d,1]);
t = cputime;
times = zeros(max it + 1, 1);
ite = 1;
while(ite<=max it)</pre>
    grad_w = zeros(d,1);
    sum = 0;
    for i=1:n
        z = \exp(-Y(i) * X(i,:) * w);
        grad w = grad w+ (-Y(i)*X(i,:)*z)'/(1+z);
    end
    grad norm(ite) = log10(norm(grad w/n));
    s = w - w \text{ prev};
    y = grad w - grad prev;
    alpha = (y'*s)/(y'*y);
    H k = alpha*I;
    grad prev = grad w;
    w prev = w;
    w = w - H k*qrad w;
    times(ite) = cputime-t;
    ite = ite +1;
end
figure;
plot length = max it;
plot vec = 1:1:plot length;
plot(plot vec, grad norm(1:plot length), 'b-');
plot(times(1:plot length), grad norm(1:plot length), 'b-');
xlabel('iteration');
xlabel('cputime');
ylabel('Log Gradient Norm');
```

title('SBB random');

```
Code: BFGS
```

```
%%clc;clear;
n = 50;
d = 10;
X = rand(n,d)-0.5;
Y1 = binornd(1, 0.5, n, 1);
Y1 (Y1==0) = -1;
w star = ones(d,1);
Y2 = X*w star;
Y2(Y2<0)=-1;
Y2(Y2>=0)=1;
Y = Y1;
I = eye(d);
max it = 100;
L = max(eig(X'*X));
alpha = 1/L;
grad norm = zeros(max it + 1, 1);
w = \overline{normrnd(0,1,[d,1])};
w prev = zeros(d,1);
grad prev = zeros(d,1);
H k = eye(d);
t = cputime;
times = zeros(max it + 1, 1);
ite = 1;
while(ite<=max it)</pre>
    grad w = zeros(d,1);
    for i=1:n
        z = \exp(-Y(i) * X(i,:) * w);
        grad w = \text{grad } w + (-Y(i)*X(i,:)*z)'/(1+z);
    end
    grad norm(ite) = log10(norm(grad w/n));
    s = w - w \text{ prev};
    y = grad w - grad_prev;
    p = 1/(s'*y);
    H k = (I-p*s*y')*H k*(I-p*y*s')+p*(s*s');
    \overline{grad} prev = \overline{grad} w;
    w prev = w;
    w = w - alpha*H k*grad w;
    times(ite) = cputime-t;
    ite = ite +1;
end
figure;
plot length = max it;
plot vec = 1:1:plot length;
plot(plot vec, grad norm(1:plot length), 'b-');
%plot(times(1:plot length), grad norm(1:plot length), 'b-');
xlabel('iteration');
%xlabel('cputime');
ylabel('Log Gradient Norm');
title('BFGS seperable');
```