CogSci 109: Lecture 20

Mon, Nov. 26, 2007: Review of gradient descent, conjugate gradient

Outline for today

- Announcements
- Review of gradient descent
- Introduction to conjugate gradient
- Introduction to PLU's

Announcements

- Homework 5 due today
- Hw 6 will be assigned this week
- Demo code
 - gradient descent
 - Nonlinear function fits
- Readings

About the Nelder-Mead Simplex algorithm

Last time we showed examples of the NM algorithm and implementation details in matlab





Before we go on, a few definitions

Positive definite matrix

□ All eigenvalues are positive

$$(M_{ij} = M_{ji})$$

Symmetric matrix (review) - symmetric about





Last time we also introduced the gradient descent method

- Intuitive algorithm go 'downhill' for the parameters in the objective function you want to minimize
- Useful for
 - Solution of a large linear system of equations
 - Solution of a nonlinear systems of equations
 - Special note some Artificial Neural Network Algorithms use gradient descent on the weights (more on this later)
 - Optimization and control of dynamic systems

How does the gradient descent algorithm work?

- Consider first the objective of gradient descent
 - You want to get to the bottom of the hill
 - Start somewhere, then you ski down the hill



How do we do this mathematically?

• We want to minimize (A is assumed symmetric positive definite) $U(x) = \frac{1}{T} \frac{1}$

$$J(\mathbf{x}) = rac{1}{2}\mathbf{x}^T A \mathbf{x} - b^T \mathbf{x}$$

- We do this by starting with some initial guess for our parameters, and then 'skiing' downhill along the direction r with some 'speed' alpha at each iteration k $\overline{x_{k+1} = x_k + \alpha_k r_k}$
- So we'll proceed iteratively toward the minimum of J(x)
 - \Box We want to move down the opposite of the gradient of J

Computing the gradient of J(x)

r at iteration k is given by taking the gradient of
 J(x) with respect to x

$$r_k = -
abla J(\mathbf{x}_k) = -(A\mathbf{x}_k - \mathbf{b})$$

• With the gradient of J computed by

$$A\mathbf{x} = \mathbf{x}^T A$$

So now we have the direction to move at iteration k...

Computing alpha

- We have to determine the step size (distance to go) at the iteration k
- We will compute the alpha at iteration k that minimizes

$$J(\mathbf{x}_k + lpha_k r_k)$$

After a little work, we find alpha...

$$J(\mathbf{x} + \alpha r) = \frac{1}{2} (\mathbf{x} + \alpha r)^T A(\mathbf{x} + \alpha r) - b^T (\mathbf{x} + \alpha r)$$
$$\frac{\partial J(\mathbf{x} + \alpha r)}{\partial \alpha} = \frac{1}{2} r^T A(\mathbf{x} + \alpha r) + \frac{1}{2} (\mathbf{x} + \alpha r)^T A \mathbf{r} - b^T \mathbf{r}$$
$$= \alpha r^T A r + r^T A x - r^T b$$
$$= \alpha r^T A r + r^T (A x - b)$$
$$= \alpha r^T A r - r^T r$$
$$\frac{\partial J(\mathbf{x} + \alpha r)}{\partial \alpha} = 0 \quad 0 = \alpha r^T A r - r^T r$$
$$\alpha r^T A r = r^T r \quad \blacksquare$$
$$\alpha r^T A r = r^T r$$
$$\frac{\partial F(\mathbf{x} + \alpha r)}{\partial \alpha} = 0 \quad \blacksquare r^T A r - r^T r$$
$$\frac{\partial F(\mathbf{x} + \alpha r)}{\partial \alpha} = 0 \quad \blacksquare r^T A r - r^T r$$
$$\alpha r^T A r = r^T r$$
$$\blacksquare r^T A r = r^T r$$

So finally we have each part...

- Given an initial condition, we can iteratively head towards the minimum of a function J
 - We compute the direction r and step size alpha at each k
 - If we have a small enough error between Ax-b, we stop
 - Or we stop if we've iterated too many times, as a convergence check

But...

- There are issues with this method when the objective function is more challenging with very steep sides and long flat valleys (*poorly conditioned*)
- This method also is a bit inefficient since it must 'tack' back and forth at 90 degree increments
 - Due to successive line minimization and lack of momentum from one iteration to the next
 - THERE HAS TO BE A BETTER WAY!!!



THERE IS - Conjugate Gradient Descent

- When you ski, you don't instantaneously tack back and forth, you have some momentum from the previous moment leading you to the next
- With a slight modification to the previous method we can arrive at a method that doesn't get hindered by long narrow valleys

How CG improves over steepest descent

- Instead of minimizing over a single alpha, which does one direction at a time for that iteration, we minimize our function in every direction simultaneously while only searching in one direction at a time
 - In other words, to converge in exactly m iterations to the answer, we should minimize over all the steps we'll take at once
 - (ie we can think of this as minimizing in m directions simultaneously)
- We can do this in any number of search directions
 - Prevents that 'tacking' phenomena exhibited by the gradient descent method

How it's done...

We can reduce this problem to minimizing each direction individually provided the different directions are independent of each other, or *conjugate* in the following sense

 $p^{(i)^T}Ap^{(j)}=0, i
eq j$

We can choose our p's so they are conjugate in the following way

Solving in m iterations

Consider that we start with our initial guess x_0, then move to our solution, x_m

$$x_m = x_0 + \sum_{j=0}^{m-1} \alpha_j p_j$$

Substitute that into J, then compute the partial derivative with respect to each alpha, set that equal to zero

$$J(x_m) \qquad \qquad \frac{\partial J(x_m)}{\partial \alpha_k} = 0$$

What does it boil down to?

- We compute a sequence of p's which are conjugate
 - We redefine the descent direction at each iteration after the first to be a linear combination of the direction of steepest descent r and the previous descent direction

$$\mathbf{p}^{(k)} = \mathbf{r}^{(k)} + \beta \mathbf{p}^{(k-1)}$$
 and $\mathbf{x}^{(k+1)} = \mathbf{x}^{(k)} + \alpha \mathbf{p}^{(k)}$

$$\beta = \frac{\mathbf{r}^{(k)}{}^{T} \mathbf{r}^{(k)}}{\mathbf{r}^{(k-1)}{}^{T} \mathbf{r}^{(k-1)}}, \qquad \alpha = \frac{\mathbf{r}^{(k)}{}^{T} \mathbf{r}^{(k)}}{\mathbf{p}^{(k)}{}^{T} A \mathbf{p}^{(k)}}.$$

The result

