Optimization Algorithms

Gradient Descent, Coordinate Descent



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Optimization Algorithms



- Solving optimization problems is a key component of pattern recognition.
- Many of the optimization problems are quite complex. Deriving an analytic solution is not trivial.
- An alternative is to use an algorithm to (iteratively) compute an (approximate) solution to the optimization problem.
- A widely used optimization algorithm is gradient descent (also known as steepest descent).
- A closely related algorithm for simultaneous solution of multiple parameters is coordinate descent.

Main Idea of Gradient Descent



- In order to find a local minimum of a function one can take steps proportional to the *negative of the gradient* of the function at the current point.
- Given a real valued function $f(\vec{x}) \in R$, which is differentiable at a point $\vec{x}_j \in R^n$, then at point \vec{x}_j , the function $f(\vec{x})$ decreases the fastest in the direction of the negative gradient $-\nabla f(\vec{x}_j)$ at \vec{x}_j , where

$$-\nabla f(\vec{x}) = \left(\frac{\partial f(\vec{x})}{\partial x_1}, \frac{\partial f(\vec{x})}{\partial x_2}, \dots, \frac{\partial f(\vec{x})}{\partial x_n}\right)$$

Gradient Descent



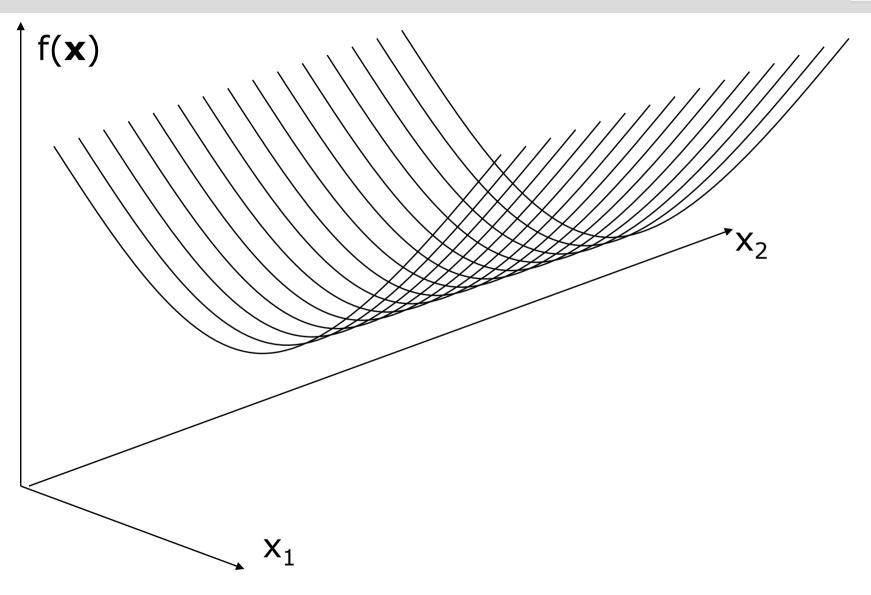
■ Thus if one "takes a small step s" on $f(\vec{x})$ at point \vec{x}_j in the direction of the negative gradient $-\nabla f(\vec{x}_j)$, (s)he moves closer to the local minimum of the function $f(\vec{x})$.

$$S = -\eta \nabla f(\vec{x}_j)$$

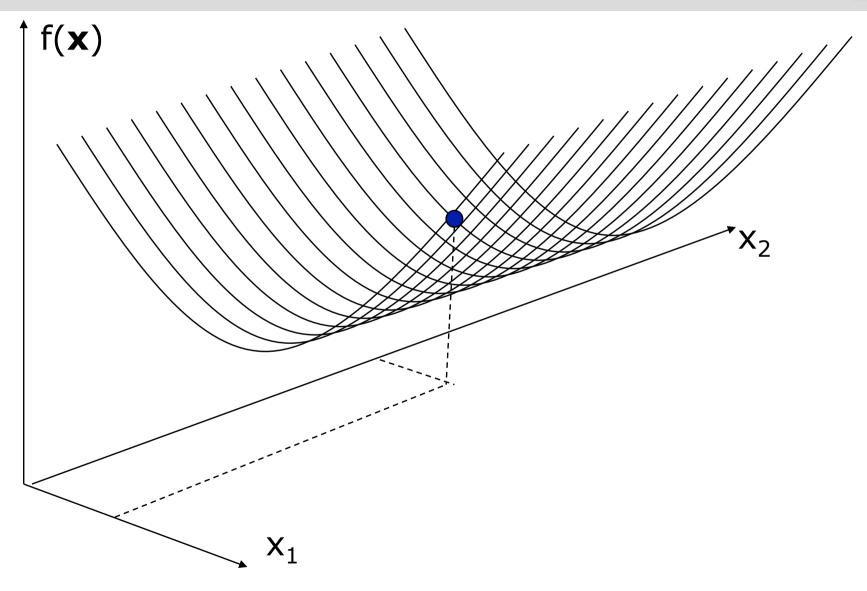
$$\vec{x}_{j+1} = \vec{x}_j - \eta \nabla f(\vec{x}_j)$$

■ Hence, one can start with an initial guess \vec{x}_0 for a local minimum of a function and follow a sequence of such steps $\vec{x}_0, \vec{x}_1, \vec{x}_2, ..., \vec{x}_j, \vec{x}_{j+1}, ...$ to gradually reach the local minimum.

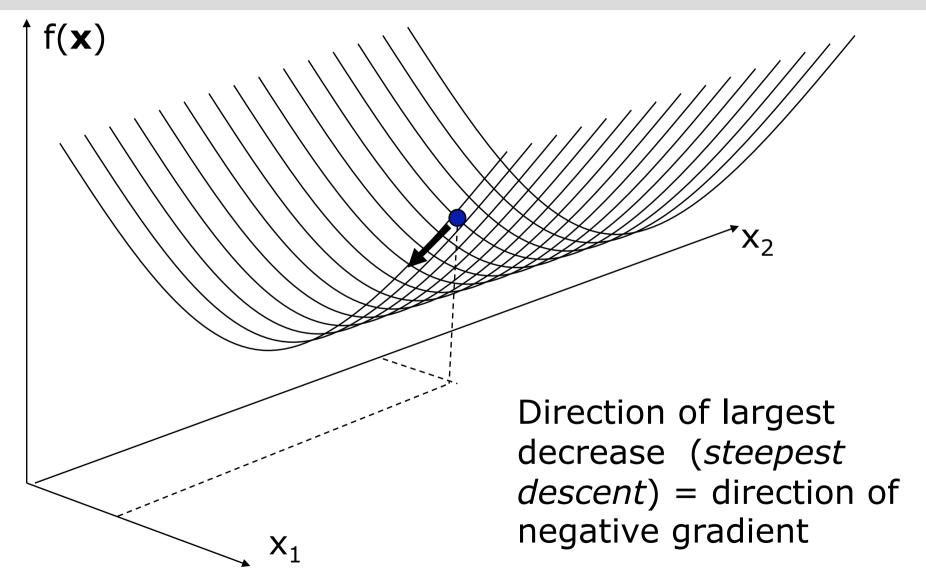




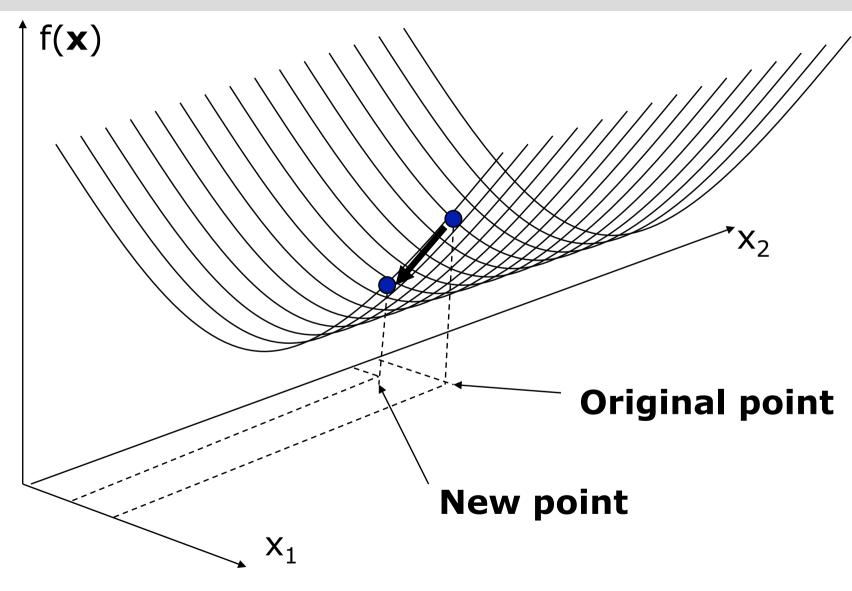












Gradient Descent Algorithm



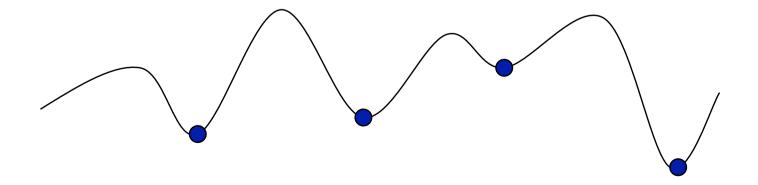
```
Initialize x_k
while x_k is not a minimum
compute gradient D_k at point x_k
compute step s_k, s_k=-\eta_k D_k
x_{k+l} = x_k + s_k
k=k+1
end
```

- The size of the step depends on
 - The magnitude of the gradient
 - The value of the scalar η_{k}

Gradient Descent and Global Minimum



- Gradient descent converges to the closest local minimum.
- It computes the global minimum of a function only for unimodal functions.
- For functions with multiple minima, there is no guarantee that gradient descent will converge to the global minimum.
- A solution (still no guarantee): Run gradient descent multiple times starting from distinct initial points.



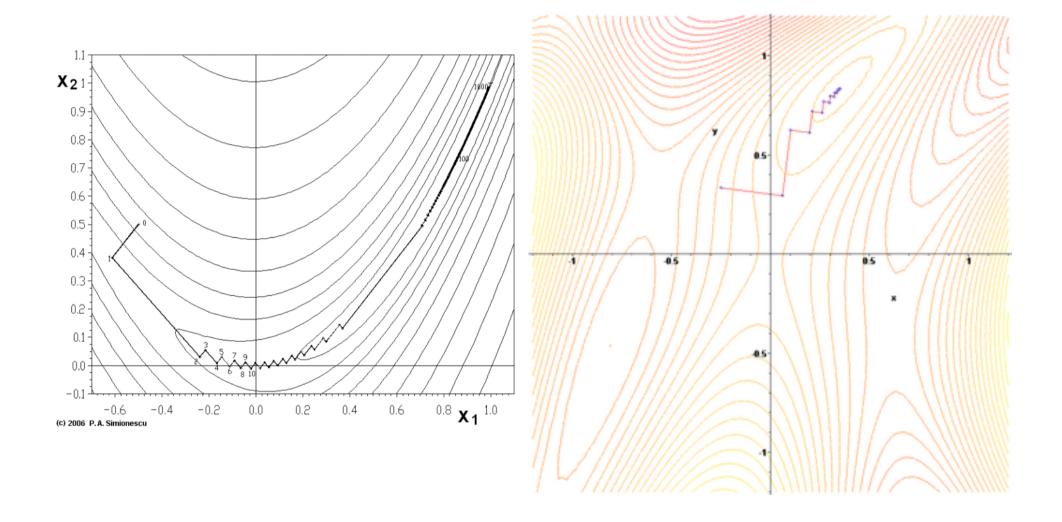
Remarks on Gradient Descent



- Picking an appropriate x_o is crucial, but also problemdependent.
- The stopping criteria are not clearly defined.
- For solving maximization problems, one can simply step in the direction of the gradient $\nabla f(\vec{x}_j)$.
- A well-known problematic behavior of gradient descent is its "zig-zagging" track in functions with very flat local minima (maxima), that approximate plateaus.

Examples of Zig-Zagging Behavior





Coordinate Descent



- It is closely related to gradient descent.
- It is designed for optimization problems where multiple parameters of the same optimization function must be simultaneously searched for the optimal solution. $\hat{\vec{x}} = \arg\min f(\vec{x})$
- Main idea: Apply gradient descent in a one coordinate axis at a time. In other words, first search for x_1 , then search for x_2 , then for x_3 and so on.

 $x_1, x_2, \dots x_n$

- Easy to implement.
- Drawback: No convergence proof.

Resources



1. Some of the material on gradient descent is adapted from the slides by P. Smyth http://www.ics.uci.edu/~smyth/courses/cs175/slides5b gradient search.ppt