# **Optimization: Stochastic Gradient Descent**

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**GD:** simply follow the negative of the gradient

AdaGrad — each dim has its own learning rate, adapted based on the cumulation of the past squared derivatives — help make progress along all axises.

**GD w/ momentum**: think about gradient as "acceleration", "velocity" is the exponential average of "acceleration" — help power through very flat region

$$w^{t+1} = w^t - \eta \nabla \mathscr{E}(w) \big|_{w = w_t}$$

$$w^{t+1} = w^t - \eta \nabla \mathscr{C}(w) \big|_{w=w}$$



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# **Objective**

Understand the Stochastic GD algorithm, its convergence, and its benefits over GD

# **Outline for Today**

1. Stochastic Gradient Descent

2. Mini-Batch SGD

In ML, the loss we minimize typically has some special form, e.g., in LR:

$$\ell(w) = \frac{1}{n} \sum_{i=1}^{n} \ln\left(1 + \exp(-y_i(w^{\mathsf{T}}x_i))\right) \qquad \text{NLL of logistic}$$
Regulated

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Avg over n data points, i.e.,  $\sum_{i=1}^{n} \frac{\ell(x_i, y_i; w)}{n}$ 

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### Can be very slow!

## **Stochastic GD to rescue**

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**<u>Idea</u>**: randomly sample a data point (x, y), use  $\nabla \ell(x, y; w)$  to replace  $\nabla \ell(w)$ 



Initialize  $w^0 \in \mathbb{R}^d$  randomly

Iterate until convergence:

# **Stochastic GD**

Goal: minimize 
$$\ell(w) = \frac{1}{n} \sum_{i=1}^{n} \ell(x_i, y_i; w)$$

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1. Randomly sample a point  $(x_i, y_i)$  from the n data points

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Iterate until convergence:  
1. Randomly sample a point  $(x_i, y_i)$  from the n data points  
2. Compute noisy gradient  $\tilde{g}^t = \nabla \ell(x_i, y_i; w)|_{w=w^t}$ 

# Stochastic GD

Goal: minimize 
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Initialize  $w^0 \in \mathbb{R}^d$  randomly

Iterate until convergence:

1. Randomly sample a point  $(x_i, y_i)$  from the n data points

2. Compute noisy gradient  $\tilde{g}^t = \nabla \mathscr{C}(x_i, y_i; w) |_{w=w^t}$ 3. Update (GD):  $w^{t+1} = w^t - \eta \tilde{g}^t$ 

## Intuition of why Stochastic GD can work

Claim: the random noisy gradient is an **unbiased** estimate of the true gradient

 $\mathbb{Z}\left((x_{i},y_{i};w)\right)$ 

 $\nabla \sum_{i=1}^{\infty} l(x_i, y_i; w) / n$ 

## Intuition of why Stochastic GD can work

Claim: the random noisy gradient is an **unbiased** estimate of the true gradient

Note the point  $(x_i, y_i)$  is uniformly random sampled from n data points, we have:

$$E \nabla \ell(x_i, y_i; w)$$

$$= \frac{1}{n} \sum_{i=1}^{n} \nabla \ell(x_i, y_i; w) = \nabla \left[ \frac{1}{n} \sum_{i=1}^{n} \ell(x_i, y_i; w) \right]_{\ell(w)}$$



(Informal theorem and no proof)

Consider a function w/  $\beta$ -Lipschitz gradient, i.e.,  $\|\nabla \ell(w) - \nabla \ell(w')\|_2 \le \beta \|w - w'\|_2$ . Assume for all iteration t,  $\tilde{g}^t$  is unbiased, and  $\mathbb{E}\|\tilde{g}^t\|_2^2 \le \sigma^2$ ,

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then with 
$$\eta = \sqrt{\frac{1}{\beta\sigma^2 T}}$$
, SGD satisfies:

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Consider a function w/  $\beta$ -Lipschitz gradient, i.e.,  $\|\nabla \ell(w) - \nabla \ell(w')\|_2 \leq \beta \|w - w'\|_2$ . Assume for all iteration t,  $\tilde{g}^t$  is unbiased, and  $\mathbb{E}\|\tilde{g}^t\|_2^2 \leq \sigma^2$ , then with  $\eta = \sqrt{\frac{1}{\beta\sigma^2 T}}$ , SGD satisfies: Larger variance can make SGD slower make SGD slower  $\mathbb{E}\left|\frac{1}{T}\sum_{t=1}^{T}\|\nabla \ell(w^{t})\|_{2}\right| \leq 2\sqrt{\frac{\ell\sigma^{2}}{T}}$ 

#### **Empirical Benefit of SGD on Non-Convex Optimization**

e.g., saddle point  $\ell(x, y) = x^2 - y^2$ 



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### **Empirical Benefit of SGD on Non-Convex Optimization**

e.g., saddle point  $\ell(x, y) = x^2 - y^2$ GD can get stuck at the saddle point 1/2Using a noisy gradient, we can escape this saddle point -1/2-11/2 $^{-1}$ -1/20 -1/21/2

# **Outline for Today**

1. Stochastic Gradient Descent

2. Mini-Batch SGD

SGD's convergence typically depend on the second moment of  $\tilde{g}$ , i.e.,  $\mathbb{E} \| \tilde{g} \|_2^2$ 

Larger variance implies slower convergence

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Larger variance implies slower convergence

**Solution**: we can reduce the variance using a **mini-batch** 

MZ1 MENT

Randomly sample m data points from the dataset, denoted as  $\mathscr{B}$ 

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 $\nabla \ell(w; x, y)$  $\tilde{g} = (x,y)\in\mathcal{B}$ **∢** 0 P P

Randomly sample m data points from the dataset, denoted as  ${\mathscr B}$ 

$$\tilde{g} = \underbrace{\frac{1}{m} \sum_{(x,y) \in \mathscr{B}} \nabla \ell(w; x, y)}_{\text{Averaging over m points reduce the variance}}$$

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$$\tilde{g} = \underbrace{\frac{1}{m} \sum_{(x,y) \in \mathscr{B}}} \mathcal{V}\ell(w; x, y)$$
  
Averaging over m points reduce the variance

Claim:  $\tilde{g}$  is still unbiased, and variance of  $\tilde{g}$  decreases as m increases



Initialize  $w^0 \in \mathbb{R}^d$  randomly

Iterate until convergence:

Goal: minimize 
$$\ell(w) = \frac{1}{n} \sum_{i=1}^{n} \ell(x_i, y_i; w)$$

Initialize  $w^0 \in \mathbb{R}^d$  randomly

Iterate until convergence:

1. Randomly sample m points, denoted as mini-batch  ${\mathscr B}$ 

Goal: minimize 
$$\ell(w) = \frac{1}{n} \sum_{i=1}^{n} \ell(x_i, y_i; w)$$

Initialize  $w^0 \in \mathbb{R}^d$  randomly

Iterate until convergence:

1. Randomly sample m points, denoted as mini-batch  $\mathscr{B}$ 2. Compute gradient  $\tilde{g} = \frac{1}{m} \sum_{(x,y)\in\mathscr{B}} \nabla \mathscr{L}(w; x_i, y_i) |_{w=w^t}$ 

Goal: minimize 
$$\ell(w) = \frac{1}{n} \sum_{i=1}^{n} \ell(x_i, y_i; w)$$

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$$\ell(w) = \frac{1}{n} \sum_{i=1}^{n} \ell(x_i, y_i; w)$$

Initialize  $w^0 \in \mathbb{R}^d$  randomly Batch size m & learning rate  $\eta$  are very important hyper-parameters! Iterate until convergence: 1. Randomly sample m points, denoted as mini-batch  $\mathscr{B}$ 2. Compute gradient  $\tilde{g} = \frac{1}{m} \sum_{(x,y) \in \mathscr{B}} \nabla \ell(w; x_i, y_i) |_{w=w^t}$ 3. Update (GD):  $w^{t+1} = w^t - \eta \tilde{g}^t$ 



1. Min-batch SGD is the foundation of today's deep learning

2. Can use Stochastic gradients together w/ AdaGrad, GD w/ Momemtum, and Adam