# Simple Techniques for Improving SGD

CS6787 Lecture 2 — Fall 2018

# Step Sizes and Convergence

#### Where we left off

• Stochastic gradient descent (with fixed learning rate)

$$w_{t+1} = w_t - \alpha \nabla f(w_t; x_{i_t})$$

- Much faster per iteration than gradient descent
  - Because we don't have to process the entire training set
- But converges to a noise ball (for strongly convex problems)

$$\lim_{T \to \infty} \mathbf{E} \left[ \| w_T - w^* \|^2 \right] \le \frac{\alpha M}{2\mu - \alpha \mu^2}$$

### Controlling the accuracy

- Want the noise ball to be as small as possible for accurate solutions
- Noise ball proportional to the step size/learning rate

$$\lim_{T \to \infty} \mathbf{E} \left[ \| w_T - w^* \|^2 \right] \le \frac{\alpha M}{2\mu - \alpha \mu^2} = O(\alpha)$$

• So should we make the step size as small as possible?

#### Effect of step size on convergence

Let's go back to the convergence rate proof for SGD
From the previous lecture, we have

$$\mathbf{E}\left[\|w_{t+1} - w^*\|^2\right] \le (1 - \alpha \mu^2) \mathbf{E}\left[\|w_t - w^*\|^2\right] + \alpha^2 M.$$

• If we're far from the noise ball i.e. 
$$\mathbf{E}\left[\|w_t - w^*\|^2\right] \ge \frac{2\alpha M}{\mu}$$

$$\mathbf{E}\left[\|w_{t+1} - w^*\|^2\right] \le (1 - \alpha \mu^2) \mathbf{E}\left[\|w_t - w^*\|^2\right] + \frac{\alpha \mu}{2} \mathbf{E}\left[\|w_t - w^*\|^2\right]$$

#### Effect of step size on convergence (continued)

$$\mathbf{E} \left[ \|w_{t+1} - w^*\|^2 \right] \leq (1 - \alpha \mu^2) \mathbf{E} \left[ \|w_t - w^*\|^2 \right] + \frac{\alpha \mu}{2} \mathbf{E} \left[ \|w_t - w^*\|^2 \right]$$
$$\leq \left( 1 - \frac{\alpha \mu}{2} \right) \mathbf{E} \left[ \|w_t - w^*\|^2 \right] \quad \text{if } \alpha \mu < 1$$
$$\leq \exp\left( -\frac{\alpha \mu}{2} \right) \mathbf{E} \left[ \|w_t - w^*\|^2 \right].$$

• So to contract by a factor of **C**, we need to run **T** steps, where

$$1 = \exp\left(-\frac{\alpha\mu T}{2}\right)C \Leftrightarrow T = \frac{2}{\alpha\mu}\log C$$

# The Full Effect of Step Size

• Noise ball proportional to the step size

$$\lim_{T \to \infty} \mathbf{E} \left[ \| w_T - w^* \|^2 \right] \le \frac{\alpha M}{2\mu - \alpha \mu^2} = O(\alpha)$$

• Convergence time inversely proportional to the step size

$$T = \frac{2}{\alpha \mu} \log C$$

• So there's a trade-off!



### Can we get the best of both worlds?

- When do we want the step size to be large?
  - At the beginning of execution! Near the end? Both?
- When do we want the step size to be small?
  - At the beginning of execution? Near the end! Both?
- What about using a decreasing step size scheme?

# SGD with Varying Step Size

• Allow the step size to vary over time

$$x_{t+1} = x_t - \alpha_t \nabla f(x_t; y_{i_t})$$

- Turns out this is the standard in basically all machine learning!
- Two ways to do it:
  - Chosen a priori step sizes step size doesn't depend on measurements
  - Adaptive step sizes choose step size based on measurements & heuristics

# Optimal Step Sizes for Convex Objectives

- Can we use math to choose a step size?
  - Start with our previous bound

$$\mathbf{E} \left[ \| w_{t+1} - w^* \|^2 \right] \le (1 - \alpha_t \mu)^2 \mathbf{E} \left[ \| w_t - w^* \|^2 \right] + \alpha_t^2 M \\
\le (1 - \alpha_t \mu) \mathbf{E} \left[ \| w_t - w^* \|^2 \right] + \alpha_t^2 M \quad \text{(for } \alpha_t \mu < 1)$$

• Right side is minimized when

$$0 = -\mu \mathbf{E} \left[ \|w_t - w^*\|^2 \right] + 2\alpha_t M \Leftrightarrow \alpha_t = \frac{\mu}{2M} \mathbf{E} \left[ \|w_t - w^*\|^2 \right]$$

Let 
$$\rho_t = \mathbf{E} \left[ \|w_t - w^*\|^2 \right]$$

$$\rho_{t+1} \leq (1 - \alpha_t \mu) \rho_t + \alpha_t^2 M$$

$$= \left(1 - \left(\frac{\mu}{2M}\rho_t\right)\mu\right)\rho_t + \left(\frac{\mu}{2M}\rho_t\right)^2 M$$

$$= \rho_t - \frac{\mu^2}{2M}\rho_t^2 + \frac{\mu^2}{4M}\rho_t^2$$

$$= \rho_t - \frac{\mu^2}{4M}\rho_t^2$$

 $\frac{1}{\rho_{t+1}} \ge \left(\rho_t - \frac{\mu^2}{4M}\rho_t^2\right)^{-1}$ Let  $\rho_t = \mathbf{E} |||w_t - w^*||^2|$  $=\frac{1}{\rho_t}\left(1-\frac{\mu^2}{4M}\rho_t\right)^{-1}$  $\geq \frac{1}{\rho_t} \left( 1 + \frac{\mu^2}{4M} \rho_t \right)$ (since  $(1-z)^{-1} \ge 1+z$ )  $= \frac{1}{\rho_{\star}} + \frac{\mu^2}{4M}.$ 

Let 
$$\rho_t = \mathbf{E} \left[ \| w_t - w^* \|^2 \right]$$



- Sometimes called a 1/T rate.
  - Slower than the linear rate of gradient descent, for convex problems.

• Substitute back in to find how to set the step size:

$$\alpha_t = \frac{\mu}{2M} \cdot \frac{4M\rho_0}{4M + \mu^2\rho_0 t} = \frac{2\mu\rho_0}{4M + \mu^2\rho_0 t} = \frac{1}{\Theta(t)}$$

- This is a pretty common simple scheme
  - General form is

$$\alpha_t = \frac{\alpha_0}{1 + \gamma t}$$



# Have we solved step sizes for SGD forever?

#### • No.

- We don't usually know what  $\mu$ , L, M, and  $\rho_0$  are
  - Even if the problem is convex
- This "optimal" rate **optimizes the upper bound** on the expected distance-squared to the optimum
  - But sometimes this bound is loose, and other step size schemes might do better

#### What if we don't know the parameters?

• One idea: still use a step size scheme of the form

$$\alpha_t = \frac{\alpha_0}{1 + \gamma t}$$

- Choose parameters  $\alpha_0$  and t via some other method
  - For example, hand-tuning which doesn't scale
- Can we do this automatically?
  - Yes! This is an example of hyperparameter optimization

# Other Techniques

- Decrease the step size in epochs
  - Still asymptotically  $\alpha_t = \frac{1}{\Theta(t)}$  but step size decreases in discrete steps
  - Useful for parallelization and saves a little compute
- Per-parameter learning rates e.g. AdaGrad
  - Replace scalar  $\alpha$  with diagonal matrix **A**.

$$x_{t+1} = x_t - A\nabla f(x_t; y_{i_t})$$

• Helps with poorly scaled problems

# Mini-Batching

#### Gradient Descent vs. SGD

• Gradient descent: all examples at once

$$w_{t+1} = w_t - \alpha_t \frac{1}{N} \sum_{i=1}^N \nabla f(w_t; x_i)$$

• Stochastic gradient descent: one example at a time

$$w_{t+1} = w_t - \alpha_t \nabla f(w_t; x_{i_t})$$

• Is it really all or nothing? Can we do something intermediate?

#### Mini-Batch Stochastic Gradient Descent

• An intermediate approach

$$w_{t+1} = w_t - \alpha_t \frac{1}{|B_t|} \sum_{i \in B_t} \nabla f(w_t; x_i)$$

where  $B_t$  is sampled uniformly from the set of all subsets of  $\{1, \ldots, N\}$  of size b.

- The b parameter is the **batch size**
- Typically choose b << N.
- Also called mini-batch gradient descent

How does runtime cost of Mini-Batch compare to SGD and Gradient Descent?

- Takes less time to compute each update than gradient descent
  Only poods to sum up b gradients, rather than N
  - Only needs to sum up b gradients, rather than N

$$w_{t+1} = w_t - \alpha_t \frac{1}{|B_t|} \sum_{i \in B_t} \nabla f(w_t; x_i)$$

- But takes more time for each update than SGD
  - So what's the benefit?
- It's more like gradient descent, so maybe it converges faster than SGD?

### Mini-Batch SGD Converges

• Start by breaking up the update rule into expected update and noise

$$w_{t+1} - w^* = w_t - w^* - \alpha_t \left( \nabla h(w_t) - \nabla h(w^*) \right) - \alpha_t \frac{1}{|B_t|} \sum_{i \in B_t} \left( \nabla f(w_t; x_i) - \nabla h(w_t) \right)$$

• Second moment bound

$$\mathbf{E}\left[\|w_{t+1} - w^*\|^2\right] = \mathbf{E}\left[\|w_t - w^* - \alpha_t \left(\nabla h(w_t) - \nabla h(w^*)\right)\|^2\right] \\ + \alpha_t^2 \mathbf{E}\left[\left\|\frac{1}{|B_t|} \sum_{i \in B_t} \left(\nabla f(w_t; x_i) - \nabla h(w_t)\right)\right\|^2\right]$$

Let 
$$\Delta_i = \nabla f(w_t; x_i) - \nabla h(w_t)$$



• Because we sampled B uniformly at random, for  $i \neq j$ 

 $\mathbf{E}\left[\beta_i\beta_j\right] = \mathbf{P}\left(i \in B \land j \in B\right) = \mathbf{P}\left(i \in B\right)\mathbf{P}\left(j \in B | i \in B\right) = \frac{b}{N} \cdot \frac{b-1}{N-1}$  $\mathbf{E}\left[\beta_i^2\right] = \mathbf{P}\left(i \in B\right) = \frac{b}{N}$ 

• So we can bound our square error term as

$$\mathbf{E}\left[\left\|\frac{1}{|B_t|}\sum_{i\in B_t}\left(\nabla f(w_t;x_i) - \nabla h(w_t)\right)\right\|^2\right] = \frac{1}{|B_t|^2}\mathbf{E}\left[\sum_{i=1}^N\sum_{j=1}^N\beta_i\beta_j\Delta_i^T\Delta_j\right]$$
$$= \frac{1}{b^2}\mathbf{E}\left[\sum_{i\neq j}\frac{b(b-1)}{N(N-1)}\Delta_i^T\Delta_j + \sum_{i=1}^N\frac{b}{N}\|\Delta_i\|^2\right]$$

$$\begin{split} \mathbf{E} \left[ \left\| \frac{1}{|B_t|} \sum_{i \in B_t} \left( \nabla f(w_t; x_i) - \nabla h(w_t) \right) \right\|^2 \right] &= \frac{1}{bN} \mathbf{E} \left[ \frac{b-1}{N-1} \sum_{i \neq j} \Delta_i^T \Delta_j + \sum_{i=1}^N \|\Delta_i\|^2 \right] \\ &= \frac{1}{bN} \mathbf{E} \left[ \frac{b-1}{N-1} \sum_{i=1}^n \sum_{j=1}^n \Delta_i^T \Delta_j + \sum_{i=1}^N \left( 1 - \frac{b-1}{N-1} \right) \|\Delta_i\|^2 \right] \\ &= \frac{1}{bN} \mathbf{E} \left[ 0 + \sum_{i=1}^N \left( 1 - \frac{b-1}{N-1} \right) \|\Delta_i\|^2 \right] = \frac{N-b}{bN(N-1)} \mathbf{E} \left[ \sum_{i=1}^N \|\Delta_i\|^2 \right] \end{split}$$

$$\begin{aligned} \text{Mini-Batch SGD Converges (continued)} \\ \mathbf{E} \left[ \left\| \frac{1}{|B_t|} \sum_{i \in B_t} \left( \nabla f(w_t; x_i) - \nabla h(w_t) \right) \right\|^2 \right] &= \frac{N - b}{b(N - 1)} \mathbf{E} \left[ \frac{1}{N} \sum_{i=1}^N \|\Delta_i\|^2 \right] \\ &= \frac{N - b}{b(N - 1)} \mathbf{E} \left[ \frac{1}{N} \sum_{i=1}^N \|\nabla f(w_t; x_i) - \nabla h(w_t)\|^2 \right] \\ &\leq \frac{N - b}{b(N - 1)} \cdot M \\ &\leq \frac{M}{b} \end{aligned}$$

• Compared with SGD, squared error term decreased by a factor of b

• Recall that SGD converged to a noise ball of size

$$\lim_{T \to \infty} \mathbf{E} \left[ \| w_T - w^* \|^2 \right] \le \frac{\alpha M}{2\mu - \alpha \mu^2}$$

• Since mini-batching decreases error term by a factor of **b**, it will have

$$\lim_{T \to \infty} \mathbf{E} \left[ \| w_T - w^* \|^2 \right] \le \frac{\alpha M}{(2\mu - \alpha \mu^2)b}$$

• Noise ball smaller by the same factor!

# Advantages of Mini-Batch (reprise)

Takes less time to compute each update than gradient descent
Only needs to sum up b gradients, rather than N

$$w_{t+1} = w_t - \alpha_t \frac{1}{|B_t|} \sum_{i \in B_t} \nabla f(w_t; x_i)$$

• Converges to a smaller noise ball than stochastic gradient descent

$$\lim_{T \to \infty} \mathbf{E} \left[ \| w_T - w^* \|^2 \right] \le \frac{\alpha M}{(2\mu - \alpha \mu^2)b}$$

#### How to choose the batch size?

#### • Mini-batching is not a free win

- Naively, compared with SGD, it takes **b** times as much effort to get a **b**-times-asaccurate answer
- But we could have gotten a b-times-as-accurate answer by just running SGD for b times as many steps with a step size of α/b.
- But it still makes sense to run it for systems and statistical reasons
  - Mini-batching exposes more parallelism
  - Mini-batching lets us estimate statistics about the full gradient more accurately
- Another use case for metaparameter optimization

# Mini-Batch SGD is very widely used

- Including in basically all neural network training
- b = 32 is a typical default value for batch size
  - From "Practical Recommendations for Gradient-Based Training of Deep Architectures," Bengio 2012.

# Overfitting, Generalization Error, and Regularization

# Minimizing Training Loss is Not our Real Goal

• Training loss looks like

$$h(w) = \frac{1}{N} \sum_{i=1}^{N} f(w; x_i)$$

- What we actually want to minimize is **expected loss on new examples** 
  - Drawn from some real-world distribution  $\phi$

$$\bar{h}(w) = \mathbf{E}_{x \sim \phi} \left[ f(w; x) \right]$$

• Typically, assume the training examples were drawn from this distribution

# Overfitting

- Minimizing the training loss **doesn't generally minimize the expected loss** on new examples
  - They are two different objective functions after all
- Difference between the empirical loss on the training set and the expected loss on new examples is called the **generalization error**
- Even a model that has high accuracy on the training set can have terrible performance on new examples
  - Phenomenon is called **overfitting**



# How to address overfitting

- Many, many techniques to deal with overfitting
  - Have varying computational costs
- But this is a systems course...so what can we do with little or no extra computational cost?
- Notice from the demo that some loss functions do better than others
  - Can we modify our loss function to prevent overfitting?

# Regularization

- Add an extra regularization term to the objective function
- Most popular type: L2 regularization

$$h(w) = \frac{1}{N} \sum_{i=1}^{N} f(w; x_i) + \sigma^2 ||w||_2^2 = \frac{1}{N} \sum_{i=1}^{N} f(w; x_i) + \sigma^2 \sum_{k=1}^{d} x_k^2$$

• Also popular: L1 regularization

$$h(w) = \frac{1}{N} \sum_{i=1}^{N} f(w; x_i) + \gamma \|w\|_1 = \frac{1}{N} \sum_{i=1}^{N} f(w; x_i) + \gamma \sum_{k=1}^{d} \|x_k\|$$

# Benefits of Regularization

#### • Cheap to compute

• For SGD and L2 regularization, there's just an extra scaling

$$w_{t+1} = (1 - 2\alpha_t \sigma^2) w_t - \alpha_t \nabla f(w_t; x_{i_t})$$

- L2 regularization makes the objective strongly convex
  - This makes it easier to get and prove bounds on convergence
- Helps with overfitting



# How to choose the regularization parameter?

- One way is to use an independent **validation set** to estimate the test error, and set the regularization parameter manually so that it is high enough to avoid overfitting
  - This is what we saw in the demo
- But doing this naively can be **computationally expensive** 
  - Need to re-run learning algorithm many times
- Yet another use case for hyperparameter optimization

# More general forms of regularization

- **Regularization** is used more generally to describe anything that helps prevent overfitting
  - By biasing learning by making some models more desirable *a priori*
- Many techniques that give throughput improvements also have a regularizing effect
  - Sometimes: a win-win of better statistical and hardware performance

# Early Stopping

# Asymptotically large training sets

- Setting 1: we have a distribution  $\phi$  and we sample a very large (asymptotically infinite) number of points from it, then run stochastic gradient descent on that training set for only **N** iterations.
- Can our algorithm in this setting overfit?
  - No, because its training set is asymptotically equal to the true distribution.
- Can we compute this efficiently?
  - No, because its training set is asymptotically infinitely large

# Consider a second setting

- Setting 1: we have a distribution \$\overline\$ and we sample a very large (asymptotically infinite) number of points from it, then run stochastic gradient descent on that training set for only N iterations.
- Setting 2: we have a distribution  $\phi$  and we sample **N** points from it, then run stochastic gradient descent using each of these points exactly once.
- What is the difference between the output of SGD in these two settings?
  - Asymptotically, there's no difference!
  - So SGD in Setting 2 will also never overfit

# Early Stopping

- Motivation: if we only use each training example once for SGD, then we can't overfit.
- So if we **only use each example a few times**, we probably won't overfit too much.
- Early stopping: just stop running SGD before it converges.

# Benefits of Early Stopping

#### • Cheap to compute

- Literally just does less work
- It seems like the technique was designed to make systems run faster
- Helps with overfitting

# How Early to Stop

- You'll see this in detail in one of next Wednesday's papers.
- Yet another application of hyperparameter tuning.

# Questions?

- Upcoming things
  - Labor day next Monday no lecture
  - Paper Presentation #1 on Wednesday read paper before class