Simple Techniques for Improving SGD

CS6787 Lecture 2 — Fall 2017

Step Sizes and Convergence

Where we left off

• Stochastic gradient descent

$$x_{t+1} = x_t - \alpha \nabla f(x_t; y_{\tilde{i}_t})$$

- Much faster per iteration than gradient descent
 - Because we don't have to process the entire training set

• But converges to a noise ball

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

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

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

• 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

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

• If we're far from the noise ball i.e. $||x_t - x^*||^2 \ge \frac{2\alpha M}{\mu}$

$$\mathbf{E}\left[\|x_{t+1} - x^*\|^2 \middle| x_t\right] \le (1 - \alpha\mu)^2 \|x_t - x^*\|^2 + \frac{\alpha\mu}{2} \|x_t - x^*\|^2.$$

Effect of step size on convergence (continued)

$$\mathbf{E} \left[\|x_{t+1} - x^*\|^2 \middle| x_t \right] \le (1 - \alpha \mu)^2 \|x_t - x^*\|^2 + \frac{\alpha \mu}{2} \|x_t - x^*\|^2$$

$$\le \left(1 - \frac{\alpha \mu}{2} \right) \|x_t - x^*\|^2 \qquad \text{(if } \alpha \mu < 1)$$

$$\le \exp\left(-\frac{\alpha \mu}{2} \right) \|x_t - x^*\|^2.$$

• 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

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

• Convergence time inversely proportional to the step size

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

So there's a trade-off!

Demo

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

$$\mathbf{E} \left[\|x_{t+1} - x^*\|^2 \right] \le (1 - \alpha_t \mu)^2 \mathbf{E} \left[\|x_t - x^*\|^2 \right] + \alpha_t^2 M$$

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

• Right side is minimized when

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

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

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

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

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

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

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

$$\frac{1}{\rho_{t+1}} \ge \left(\rho_t - \frac{\mu^2}{4M} \rho_t^2 \right)^{-1}$$
$$= \frac{1}{\rho_t} \left(1 - \frac{\mu^2}{4M} \rho_t \right)^{-1}$$
$$(\text{since } (1 - z)^{-1} \ge 1 + z) \ge \frac{1}{\rho_t} \left(1 + \frac{\mu^2}{4M} \rho_t \right)$$
$$= \frac{1}{\rho_t} + \frac{\mu^2}{4M}.$$

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

$$\frac{1}{\rho_T} \ge \frac{1}{\rho_0} + \frac{\mu^2 T}{4M}$$

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

• 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

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

Demo

Have we solved step sizes for SGD forever?

• No.

- We don't usually know what μ , L, M, and ρ_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 α_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 metaparameter 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

Mini-Batching

Gradient Descent vs. SGD

• Gradient descent: all examples at once

$$x_{t+1} = x_t - \alpha_t \frac{1}{N} \sum_{i=1}^{N} \nabla f(x_t; y_i)$$

• Stochastic gradient descent: one example at a time

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

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

Mini-Batch Stochastic Gradient Descent

• An intermediate approach

$$x_{t+1} = x_t - \alpha_t \frac{1}{|B_t|} \sum_{i \in B_t} \nabla f(x_t; y_i)$$

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

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

Advantages of Mini-Batch

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

$$x_{t+1} = x_t - \alpha_t \frac{1}{|B_t|} \sum_{i \in B_t} \nabla f(x_t; y_i)$$

- 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

$$x_{t+1} - x^* = x_t - x^* - \alpha_t \left(\nabla h(x_t) - \nabla h(x^*) \right) - \alpha_t \frac{1}{|B_t|} \sum_{i \in B_t} \left(\nabla f(x_t; y_i) - \nabla h(x_t) \right)$$

Variance analysis

$$\mathbf{Var}\left(x_{t+1} - x^*\right) = \mathbf{Var}\left(\alpha_t \frac{1}{|B_t|} \sum_{i \in B_t} \left(\nabla f(x_t; y_i) - \nabla h(x_t)\right)\right)$$

Let
$$\Delta_i = \nabla f(x_t; y_i) - \nabla h(x_t)$$
, and $\beta_i = \begin{cases} 1 & i \in B_t \\ 0 & i \notin B_t \end{cases}$

$$\mathbf{Var}(x_{t+1} - x^*) = \frac{\alpha_t^2}{|B_t|^2} \mathbf{Var} \left(\sum_{i \in B_t} \left(\nabla f(x_t; y_i) - \nabla h(x_t) \right) \right)$$

$$= \frac{\alpha_t^2}{\left|B_t\right|^2} \mathbf{Var} \left(\sum_{i=1}^N \beta_i \Delta_i\right)$$

$$= \frac{\alpha_t^2}{|B_t|^2} \sum_{i=1}^N \sum_{j=1}^N \beta_i \beta_j \Delta_i \Delta_j$$

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

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

$$\mathbf{E}\left[\beta_{i}^{2}\right] = \mathbf{P}\left(i \in B\right) = \frac{b}{N}$$

• So we can write the variance as

$$\mathbf{Var}(x_{t+1} - x^*) = \frac{\alpha_t^2}{|B_t|^2} \left(\sum_{i \neq j} \frac{b(b-1)}{N(N-1)} \Delta_i \Delta_j + \sum_{i=1}^N \frac{b}{N} \Delta_i^2 \right)$$

$$\mathbf{Var}(x_{t+1} - x^*) = \frac{\alpha_t^2}{b^2} \left(\sum_{i \neq j} \frac{b(b-1)}{N(N-1)} \Delta_i \Delta_j + \sum_{i=1}^N \frac{b}{N} \Delta_i^2 \right)$$

$$= \frac{\alpha_t^2}{bN} \left(\frac{b-1}{N-1} \sum_{i=1}^N \sum_{j=1}^N \Delta_i \Delta_j + \sum_{i=1}^N \left(1 - \frac{b-1}{N-1} \right) \Delta_i^2 \right)$$

$$= \frac{\alpha_t^2}{bN} \left(\frac{b-1}{N-1} \left(\sum_{i=1}^N \Delta_i \right)^2 + \frac{N-b}{N-1} \sum_{i=1}^N \Delta_i^2 \right)$$

$$= \frac{\alpha_t^2(N-b)}{bN(N-1)} \sum_{i=1}^N \Delta_i^2$$

$$\mathbf{Var}(x_{t+1} - x^*) = \frac{\alpha_t^2(N - b)}{b(N - 1)} \cdot \frac{1}{N} \sum_{i=1}^N \Delta_i^2$$

$$= \frac{\alpha_t^2(N - b)}{b(N - 1)} \mathbf{E} \left[\|\nabla f(x_t; y_{i_t}) - \nabla h(x_t)\|^2 \middle| x_t \right]$$

$$\leq \frac{\alpha_t^2(N - b)}{b(N - 1)} M$$

$$\leq \alpha_t^2 \frac{M}{b}$$

• Compared with SGD, variance decreased by a factor of b

• Recall that SGD converged to a noise ball of size

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

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

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

• 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

$$x_{t+1} = x_t - \alpha_t \frac{1}{|B_t|} \sum_{i \in B_t} \nabla f(x_t; y_i)$$

• Converges to a smaller noise ball than stochastic gradient descent

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

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-as-accurate 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

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

- What we actually want to minimize is expected loss on new examples
 - Drawn from some real-world distribution φ

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

• 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**

Demo

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

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

• Also popular: L1 regularization

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

Benefits of Regularization

Cheap to compute

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

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

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

Motivation

- One way to think about regularization is as a Bayesian prior
- MLE interpretation of learning problem: $\mathbf{P}(y_i|x) = \frac{1}{Z} \exp(-f(x;y_i))$

$$\mathbf{P}(x|y) = \frac{\mathbf{P}(y|x)\mathbf{P}(x)}{\mathbf{P}(y)} = \frac{\mathbf{P}(y|x)\mathbf{P}(x)}{\mathbf{P}(y)} \prod_{i=1}^{N} \frac{1}{Z} \exp(-f(x;y_i))$$

• Taking the logarithm:

$$\log \mathbf{P}(x|y) = -\log(Z) - \sum_{i=1}^{N} f(x; y_i) + \log \mathbf{P}(x) - \log \mathbf{P}(y)$$

Motivation (continued)

• So the MLE problem becomes

$$\max_{x} \log \mathbf{P}(x|y) = -\sum_{i=1}^{N} f(x; y_i) + \log \mathbf{P}(x) + (\text{constants})$$

- Now we need to pick a prior probability distribution for x
 - Say we choose a Gaussian prior

$$\max_{x} \log \mathbf{P}(x|y) = -\sum_{i=1}^{N} f(x;y_i) + \log \left(\frac{1}{\sqrt{2\pi}\sigma} \exp\left(-\frac{\sigma^2 \|x\|^2}{2}\right)\right) + (C)$$

$$= -\sum_{i=1}^{N} f(x;y_i) - \frac{\sigma^2}{2} \|x\|^2 + C$$
There's our regularization term!

Motivation (continued)

• By setting a prior, we limit the values we think the model can have

- This prevents the model from doing bad things to try to fit the data
 - Like the polynomial-fitting example from the demo

Demo

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 metaparameter optimization

Early Stopping

Asymptotically large training sets

- Setting 1: we have a distribution ϕ 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 ϕ 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 ϕ 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 next Wednesday's paper.

• Yet another application of metaparameter tuning.

Questions?

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