

OPTIMIZATION LANDSCAPES

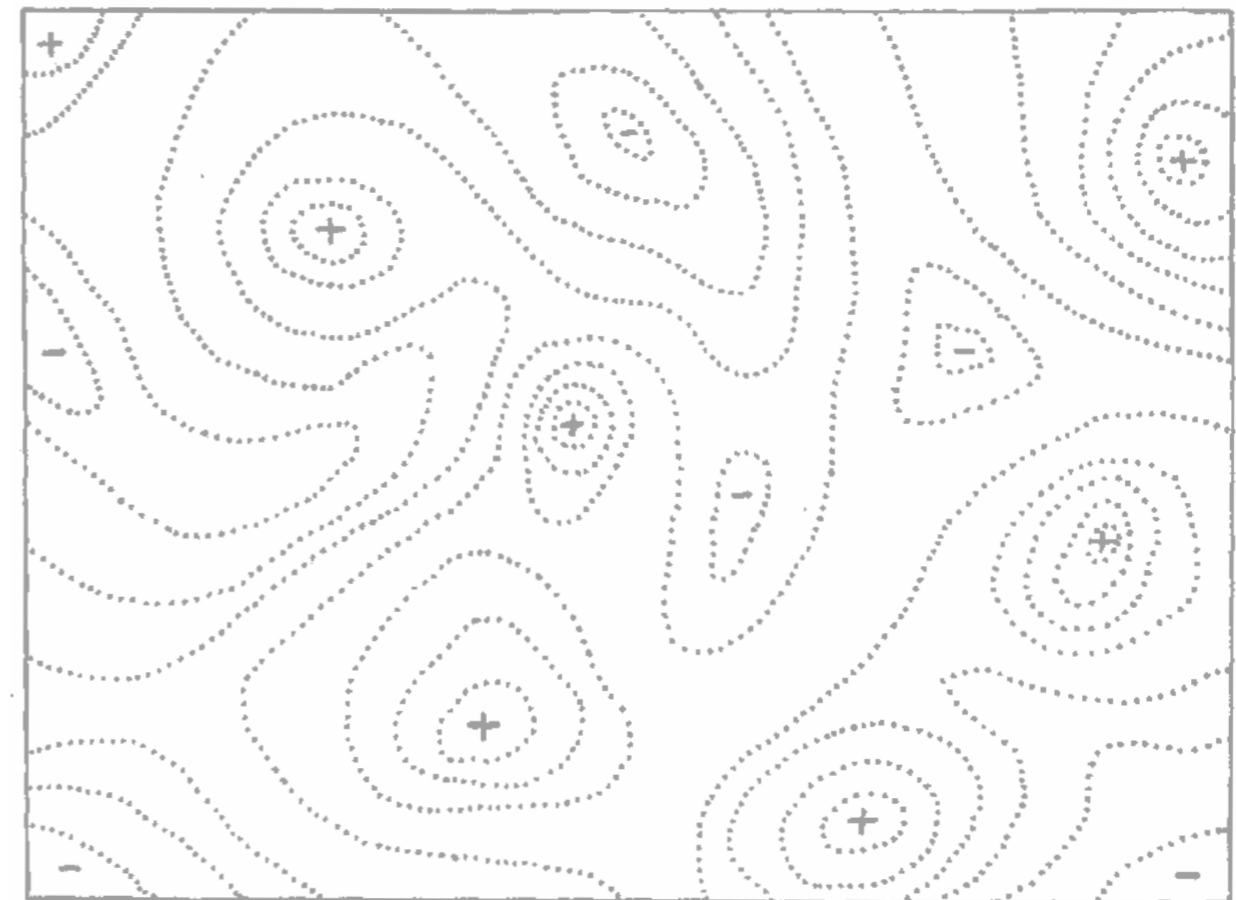
A GENTLE INTRO TO CONTINUOUS OPTIMIZATION

CHRISTIAN L. MÜLLER

CENTER FOR COMPUTATIONAL MATHEMATICS, FLATIRON INSTITUTE, NEW YORK
INSTITUTE FOR STATISTICS, LUDWIG-MAXIMILIANS-UNIVERSITÄT &
INSTITUTE OF COMPUTATIONAL BIOLOGY, HELMHOLTZ ZENTRUM, MUNICH


CERN PHYSTAT/DATASCIENCE Seminar

11/20/2019




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x] 29 Jun 2018

Deep Learning and Its Application to LHC Physics

**Dan Guest,¹ Kyle Cranmer,² and Daniel
Whiteson¹**

¹Department of Physics and Astronomy, University of California, Irvine,
California 92697, USA

²Physics Department, New York University, New York, NY 10003, USA

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3. CONCERNS

3.1. What Is the Optimization Objective?

A challenge of incorporating machine learning techniques into HEP data analysis is that tools are often optimized for performance on a particular task that is several steps removed from the ultimate physical goal of searching for a new particle or testing a new physical theory. Moreover, some tools are used in multiple applications, which may have

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Optimization of differentiable components is efficiently handled with various forms of stochastic gradient descent, although these algorithms often come with their own hyperparameters. The **optimization** with respect to hyperparameters that arise in the network architecture, loss function, and learning algorithms are often performed through a black-box **optimization** algorithm that does not require gradients. This includes Bayesian optimization (94,95) and genetic algorithms (89), as well as variational **optimization** (96,97).

OPTIMIZATION

OPTIMIZATION

op·ti·mi·za·tion

/,äptəmə'zāSHən, ,äptə,mī'zāSHən/

noun

noun: **optimization**; plural noun: **optimizations**; noun: **optimisation**; plural noun: **optimisations**

1. the action of making the best or most effective use of a situation or resource.

google dictionary

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google dictionary

Mathematical optimization

Discipline

Description

Mathematical optimization or mathematical programming is the selection of a best element from some set of available alternatives. [Wikipedia](#)

wikipedia

Mathematical optimization (alternatively spelled *optimisation*) or **mathematical programming** is the selection of a best element (with regard to some criterion) from some set of available alternatives.^[1]

Optimization problems of sorts arise in all quantitative disciplines from **computer science** and **engineering** to **operations research** and **economics**, and the development of solution methods has been of interest in **mathematics** for centuries.^[2]

wikipedia

1. "The Nature of Mathematical Programming Archived 2014-03-05 at the [Wayback Machine](#)," *Mathematical Programming Glossary*, INFORMS Computing Society.
2. ^ Du, D. Z.; Pardalos, P. M.; Wu, W. (2008). "History of Optimization". In Floudas, C.; Pardalos, P. (eds.). *Encyclopedia of Optimization*. Boston: Springer. pp. 1538–1542.

The *standard form* of a *continuous* optimization problem is^[1]

$$\begin{array}{ll} \underset{x}{\text{minimize}} & f(x) \\ \text{subject to} & g_i(x) \leq 0, \quad i = 1, \dots, m \\ & h_j(x) = 0, \quad j = 1, \dots, p \end{array}$$

where

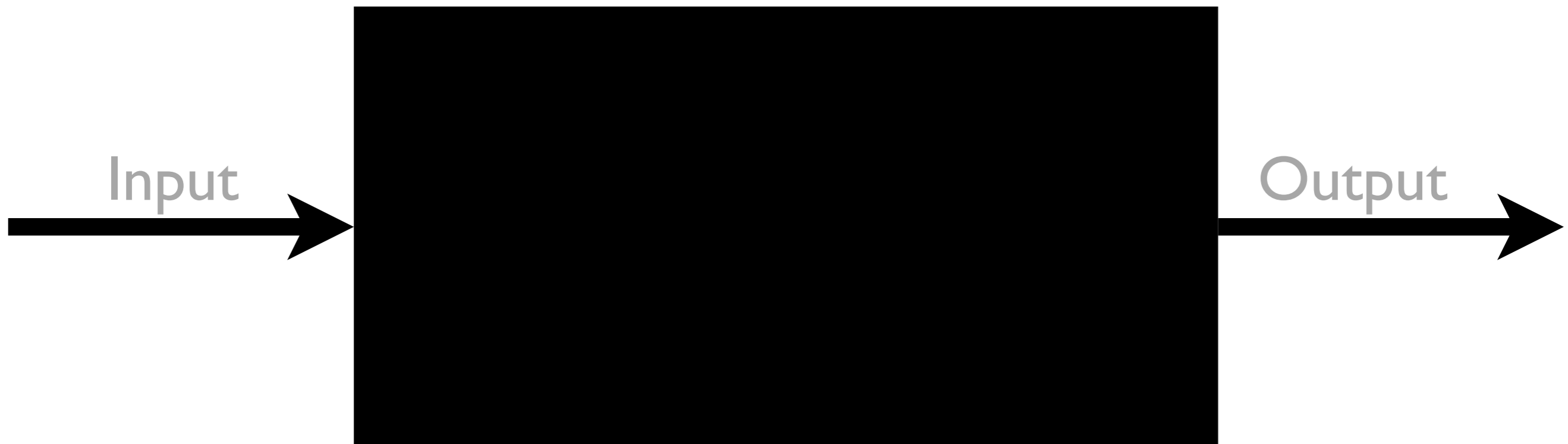
- $f: \mathbb{R}^n \rightarrow \mathbb{R}$ is the **objective function** to be minimized over the n -variable vector x ,
- $g_i(x) \leq 0$ are called **inequality constraints**
- $h_j(x) = 0$ are called **equality constraints**, and
- $m \geq 0$ and $p \geq 0$.

If $m = p = 0$, the problem is an unconstrained optimization problem. By convention, the standard form defines a **minimization problem**. A **maximization problem** can be treated by **negating** the objective function.

wikipedia

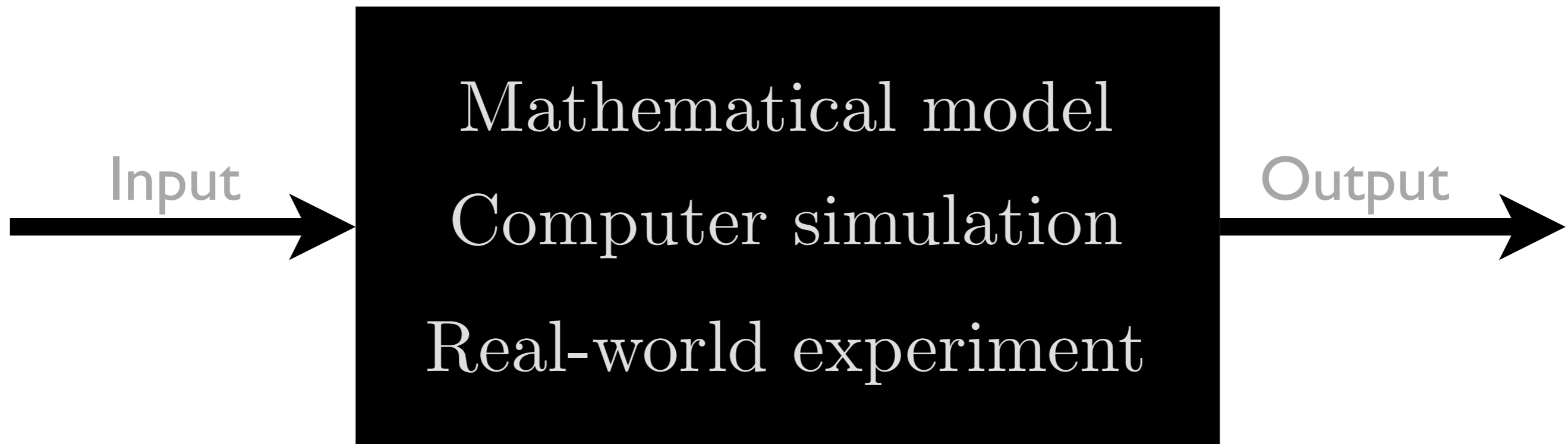
OPTIMIZING A BLACK-BOX

Black-box system

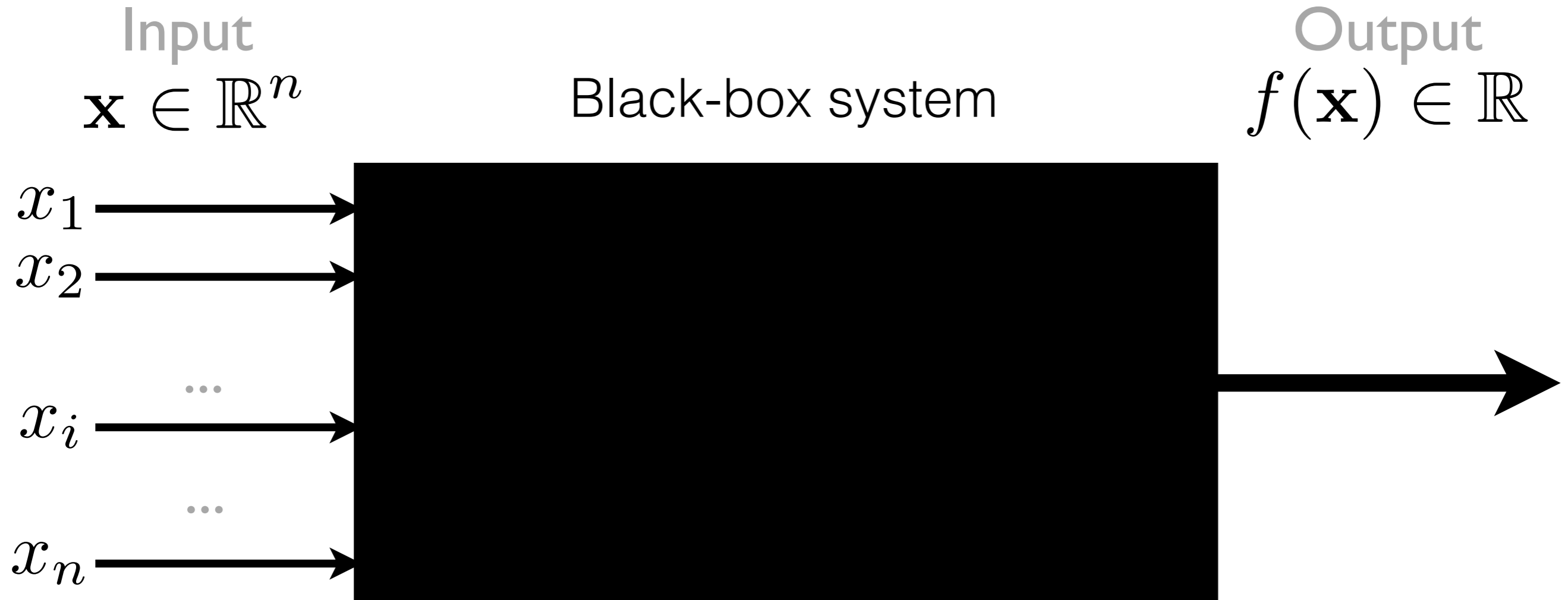


OPTIMIZING A BLACK-BOX

Black-box system



BLACK-BOX OPTIMIZATION

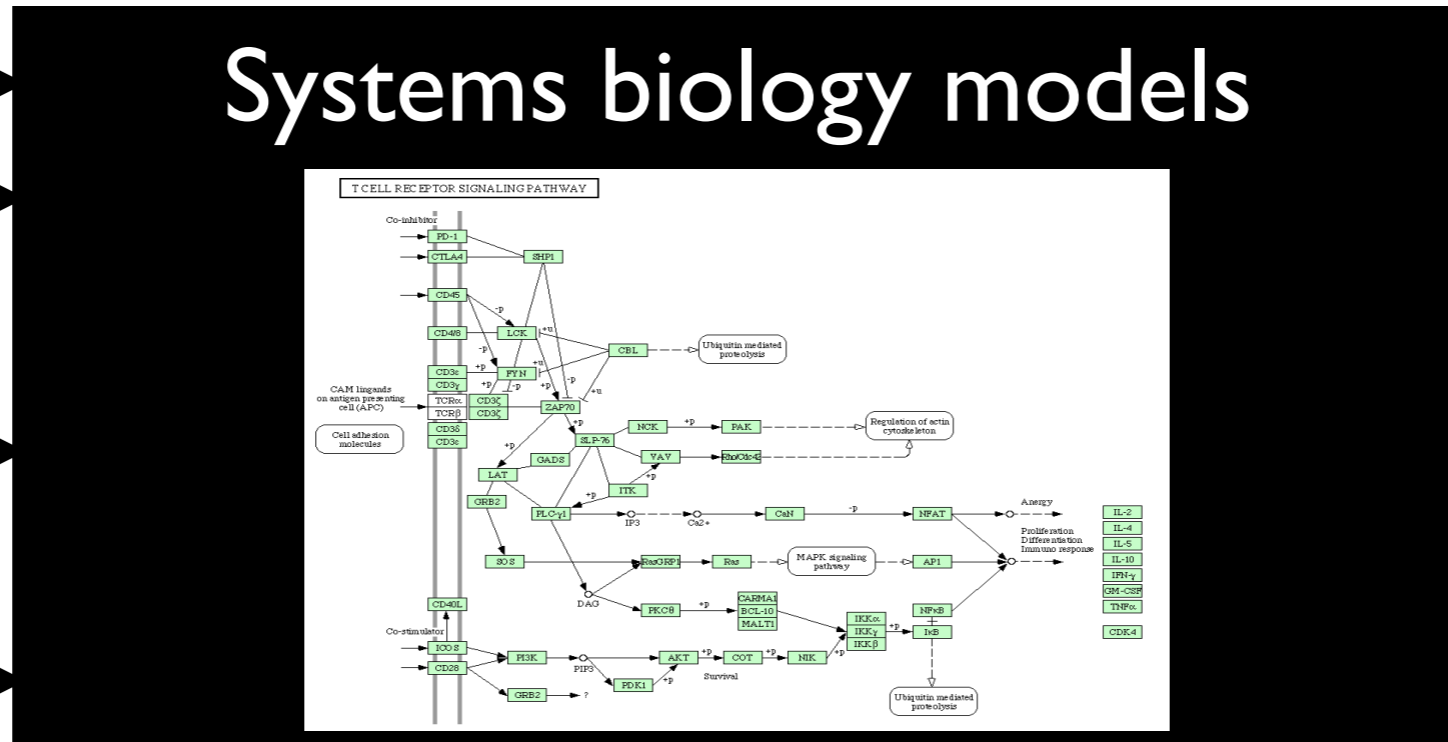
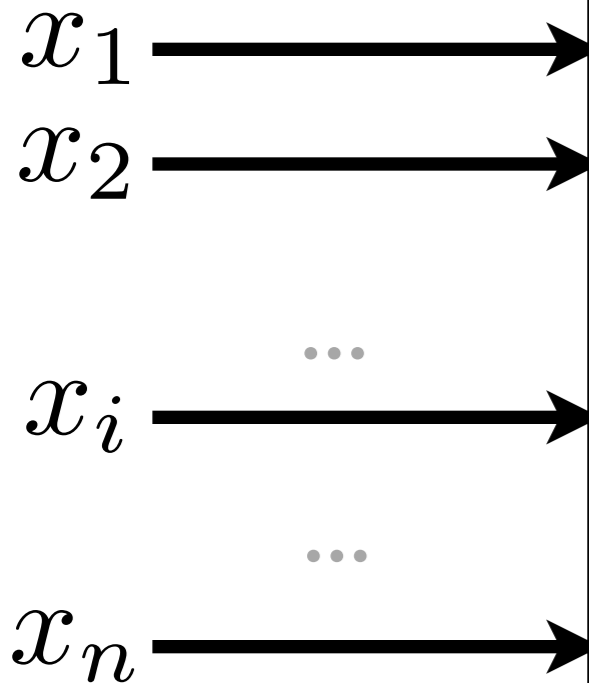


BLACK-BOX OPTIMIZATION

Input
 $\mathbf{x} \in \mathbb{R}^n$

Black-box system

Output
 $f(\mathbf{x}) \in \mathbb{R}$

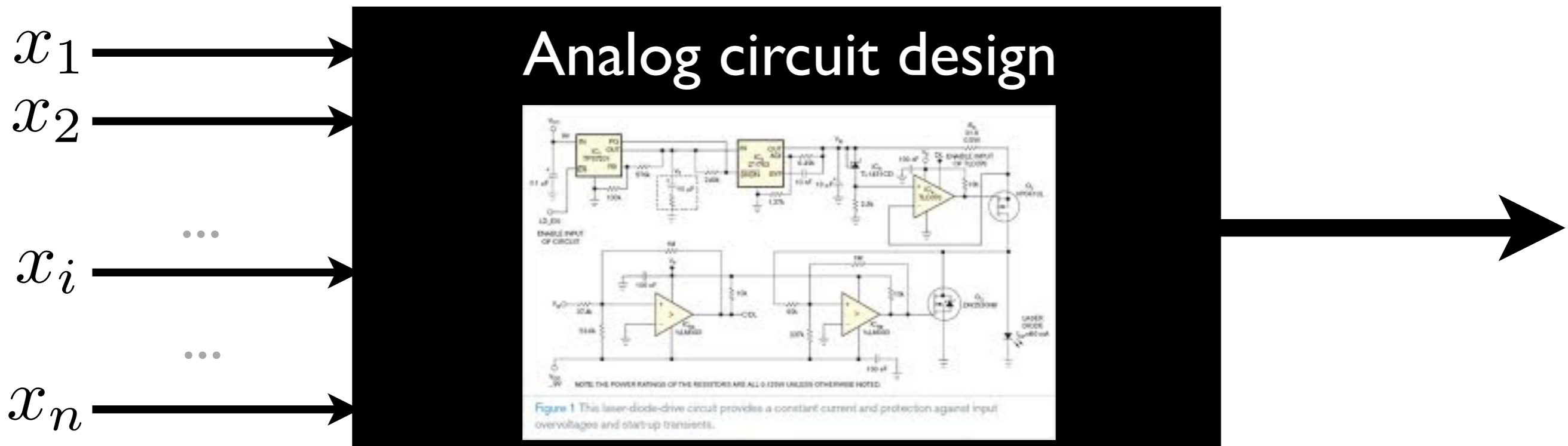


BLACK-BOX OPTIMIZATION

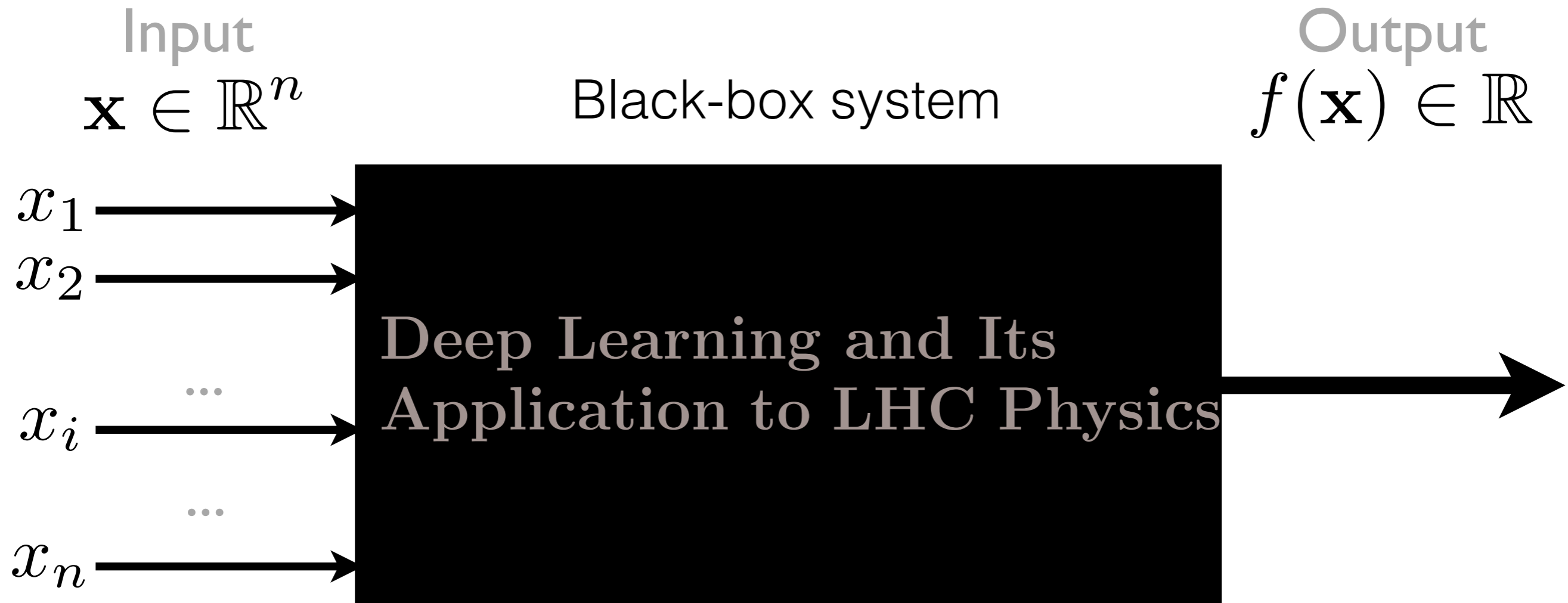
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BLACK-BOX OPTIMIZATION

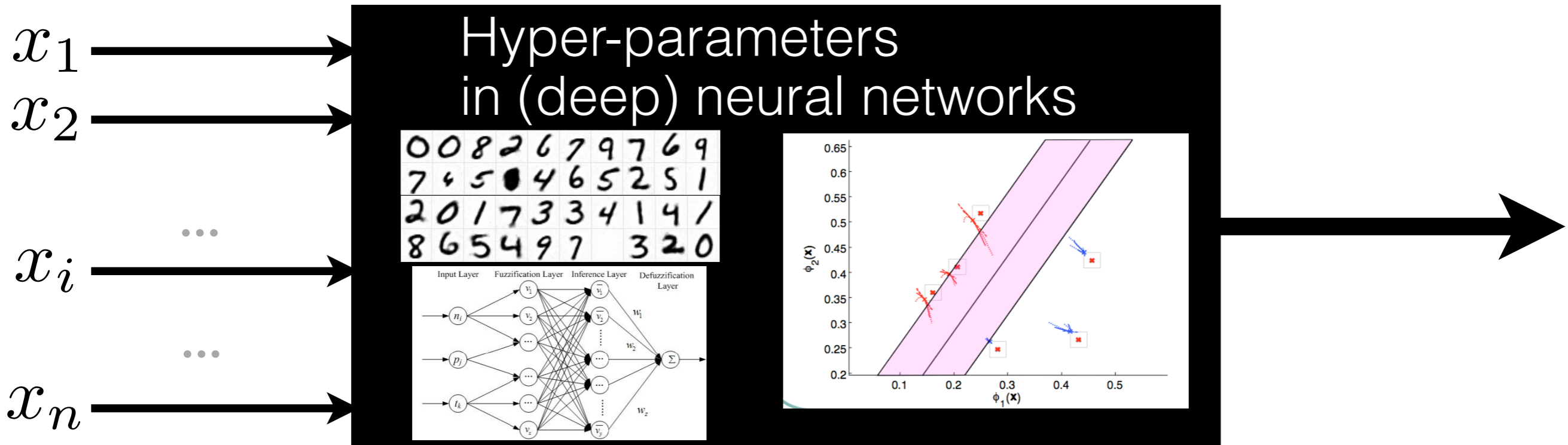


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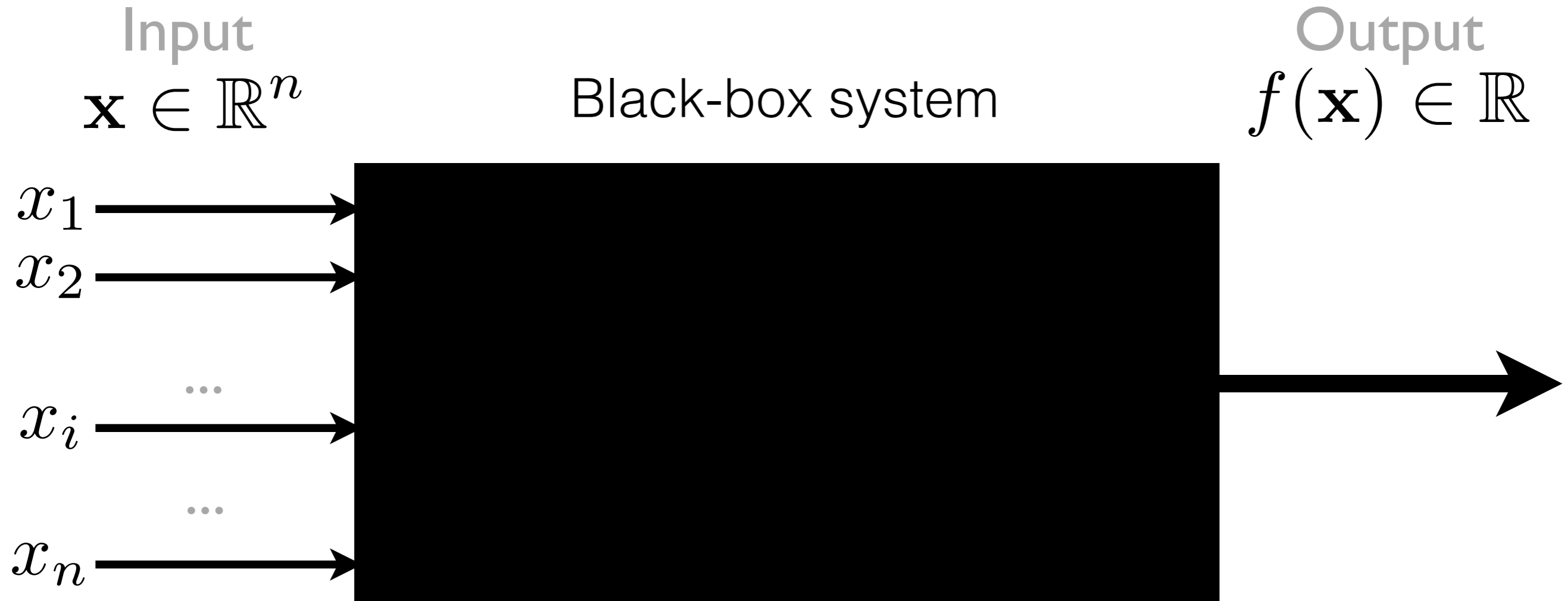
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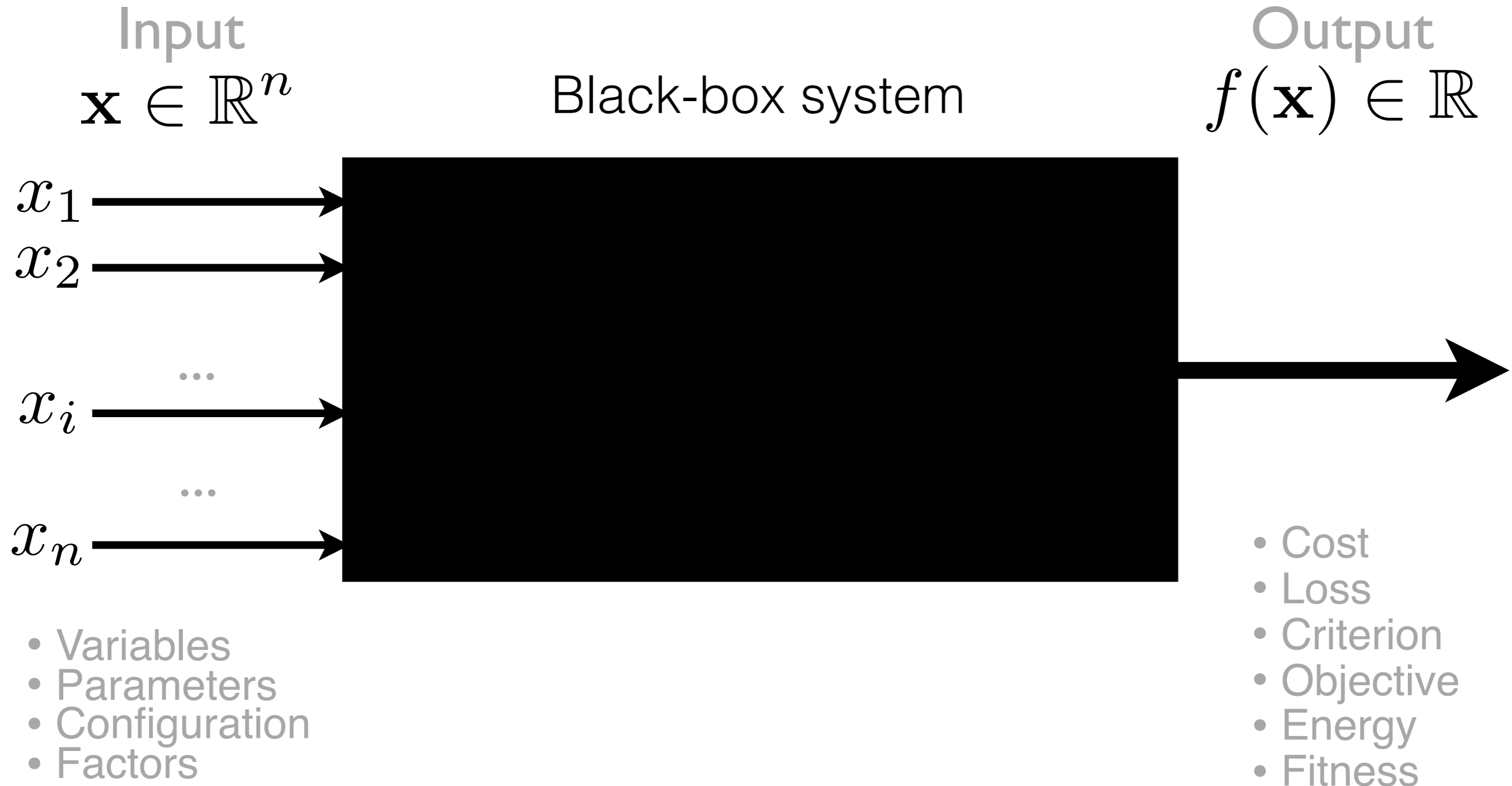


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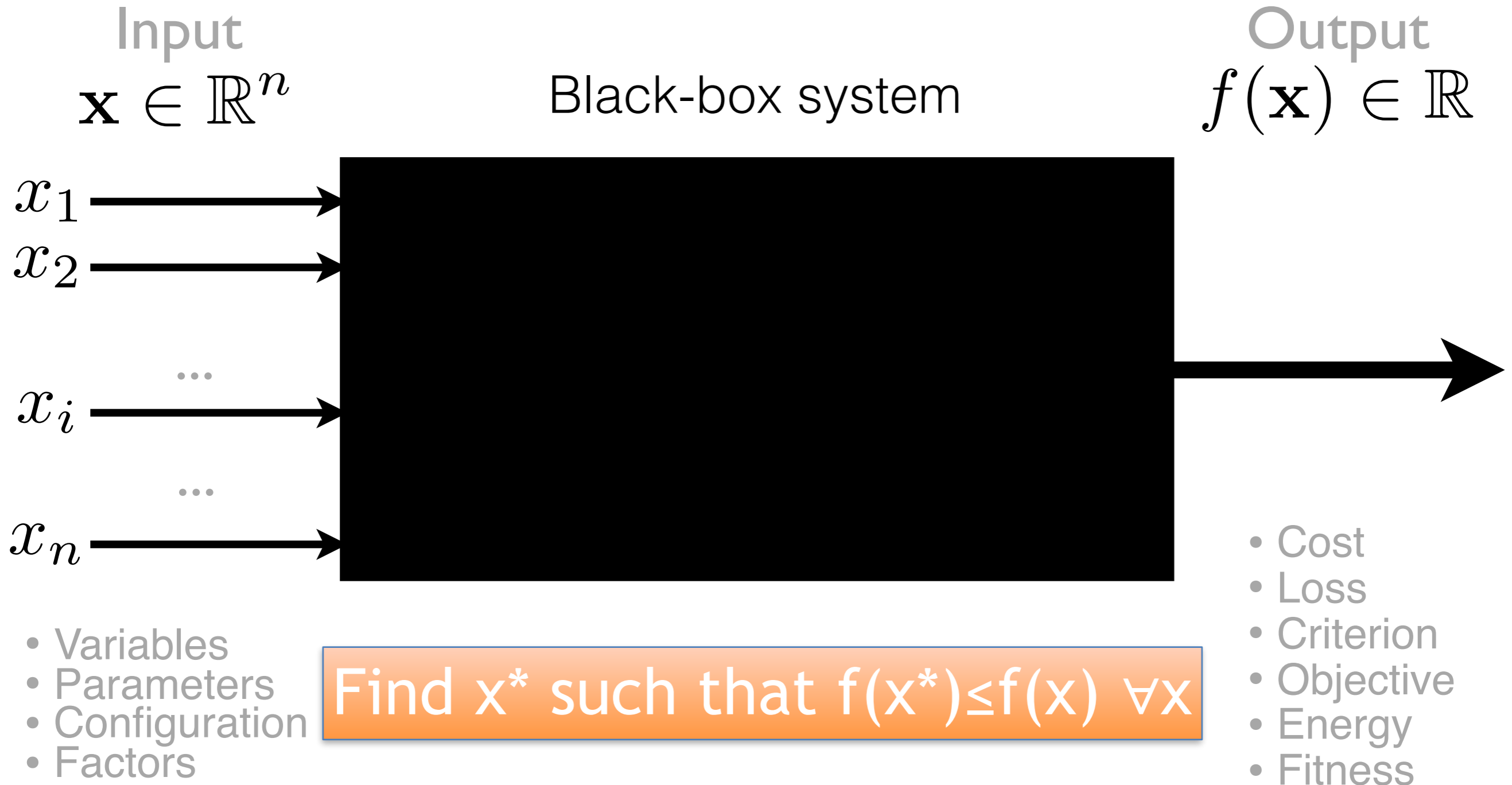


- Variables
- Parameters
- Configuration
- Factors

BLACK-BOX OPTIMIZATION



BLACK-BOX OPTIMIZATION

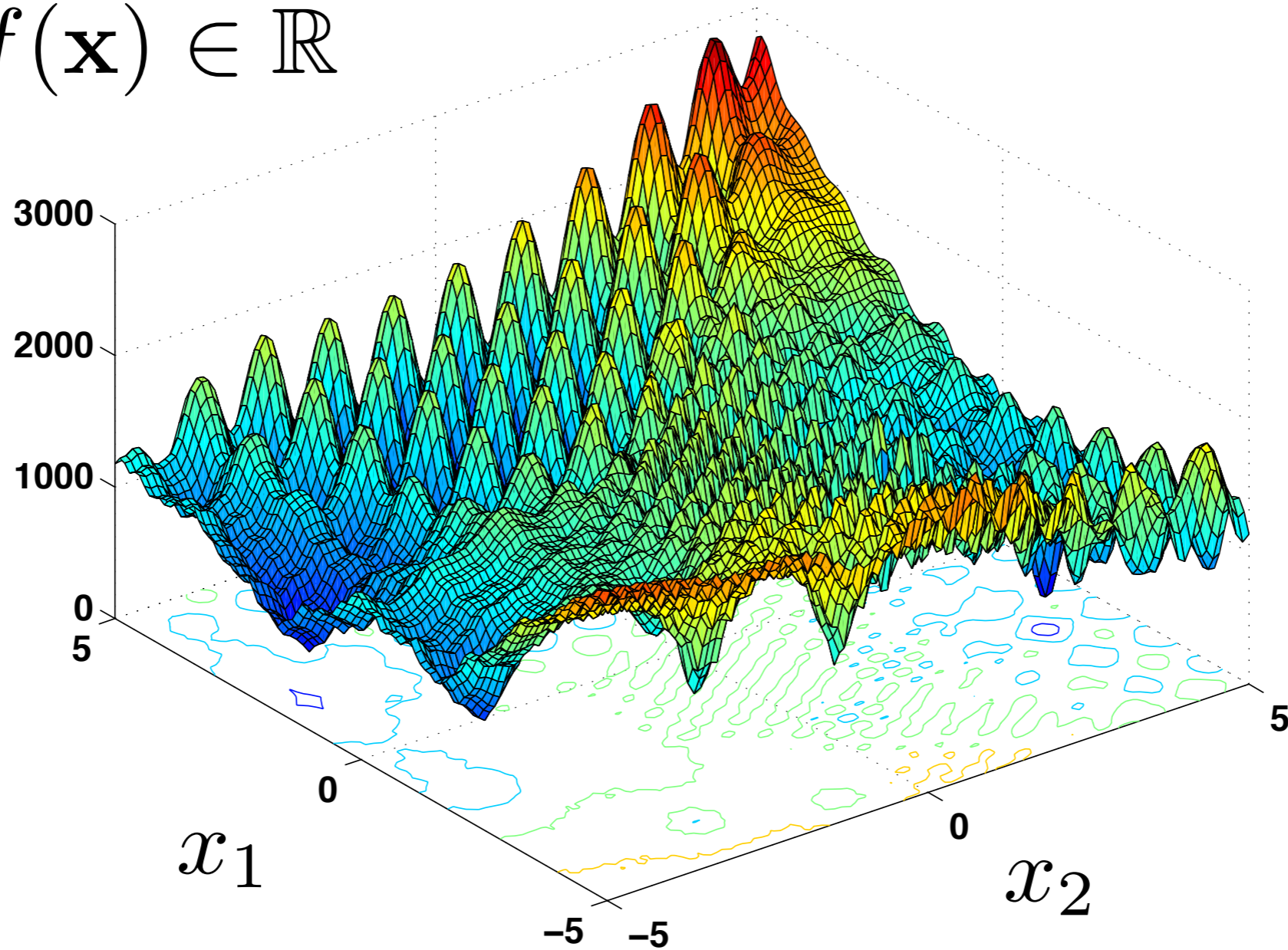


OPTIMIZATION LANDSCAPES



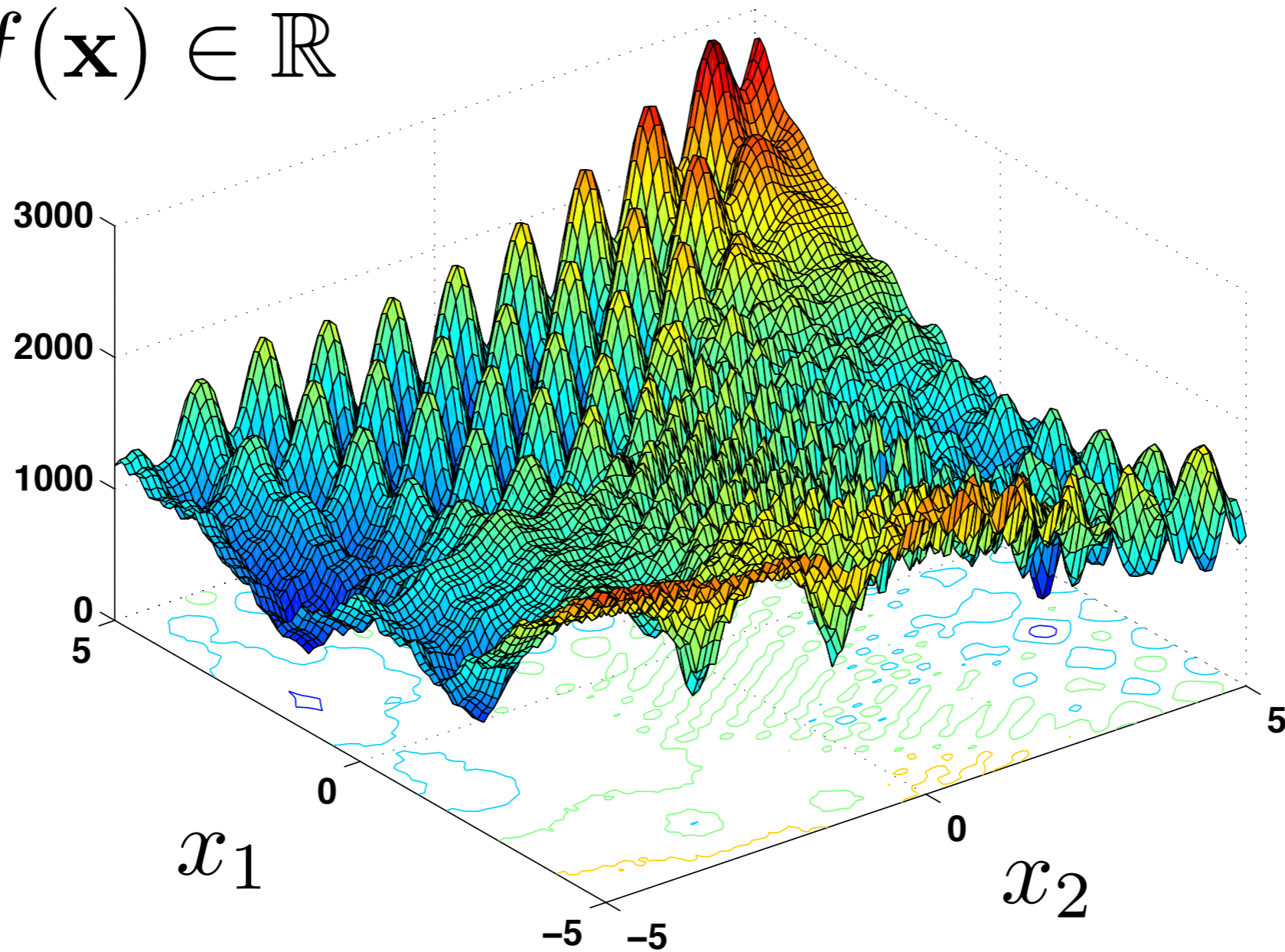
OPTIMIZATION LANDSCAPES

$$f(\mathbf{x}) \in \mathbb{R}$$



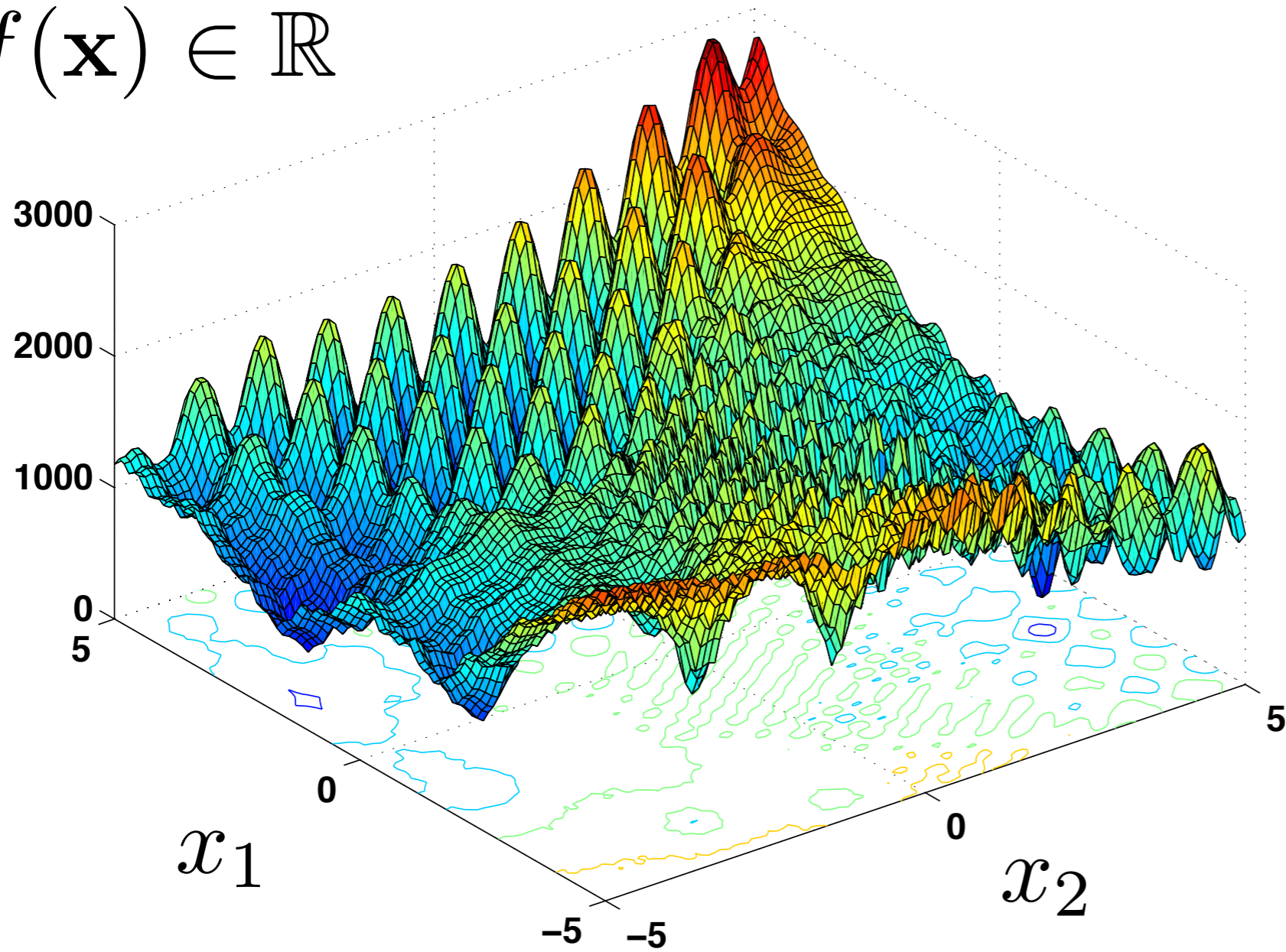
BLACK-BOX LANDSCAPES \mathcal{L}_B

$$f(\mathbf{x}) \in \mathbb{R}$$



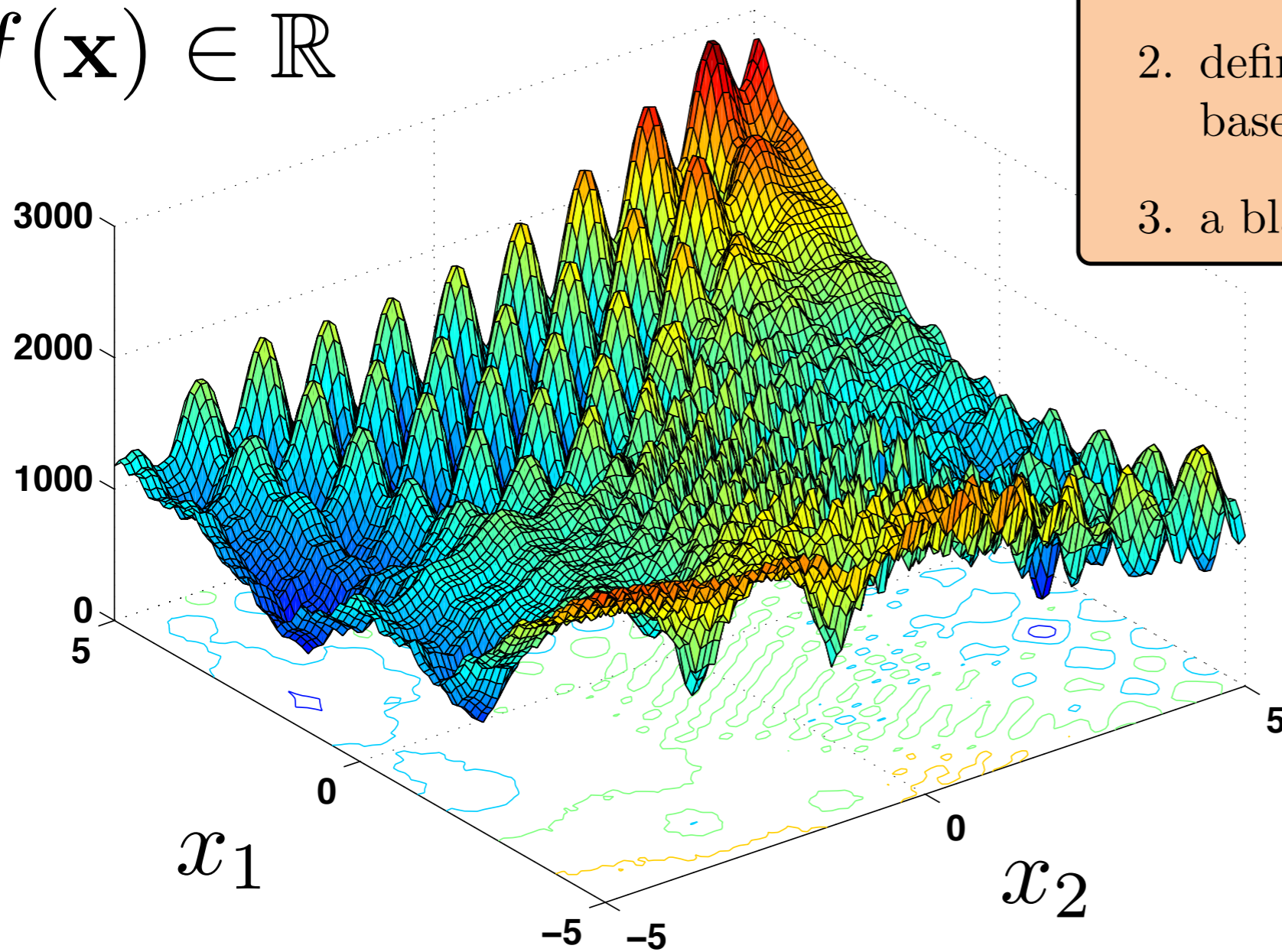
BLACK-BOX LANDSCAPES \mathcal{L}_B

$$f(\mathbf{x}) \in \mathbb{R}$$



BLACK-BOX LANDSCAPES \mathcal{L}_B

$$f(\mathbf{x}) \in \mathbb{R}$$

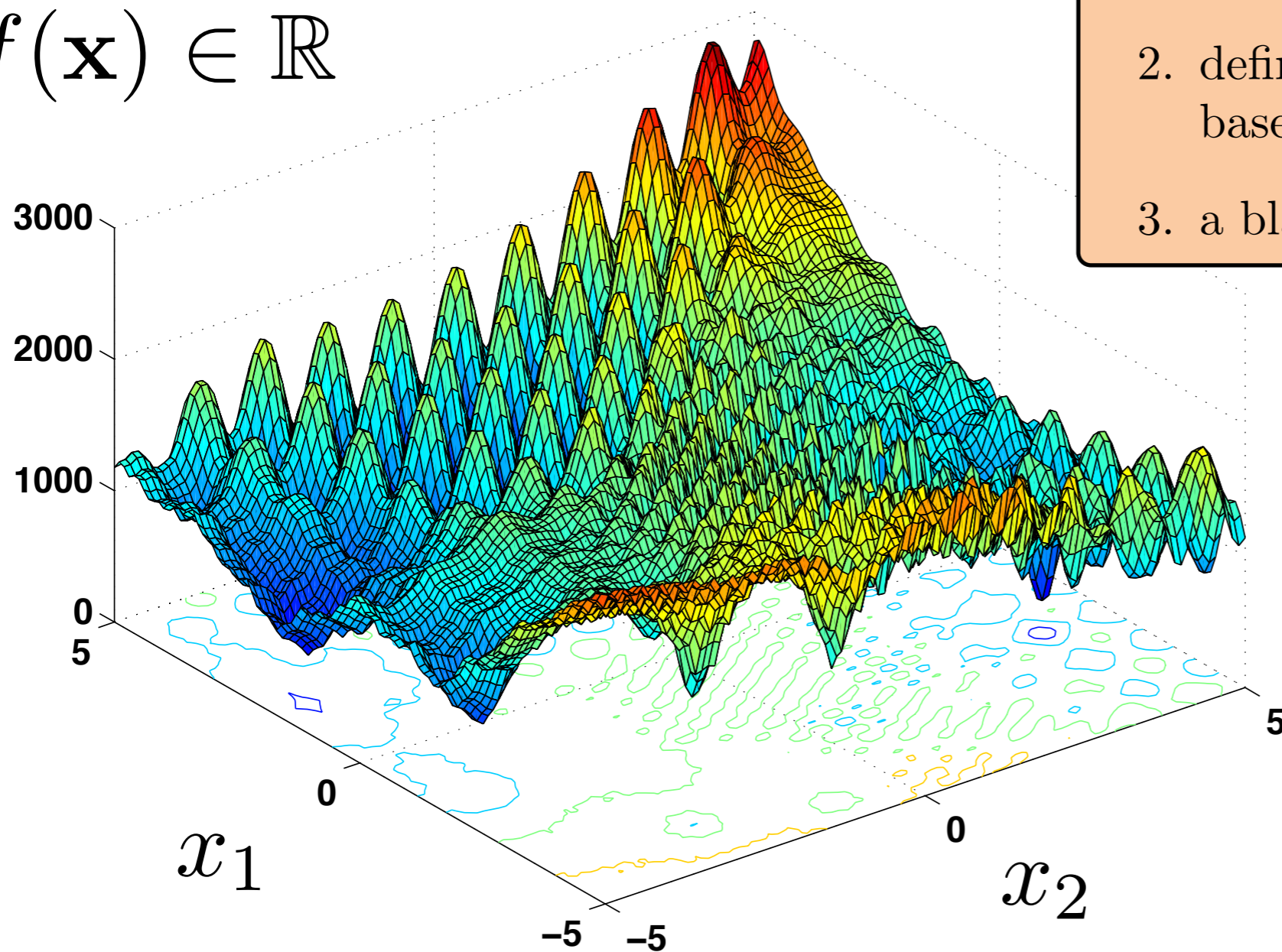


\mathcal{L}_B is the triple (\mathcal{X}, d_X, f) consisting of

1. $\mathcal{X} = [\mathbf{l}, \mathbf{u}] \subset \mathbb{R}^n$ with $\mathbf{l}, \mathbf{u} \in \mathbb{R}^n$.
2. definition of neighborhood/similarity based on a distance d_X .
3. a black-box function f .

BLACK-BOX LANDSCAPES \mathcal{L}_B

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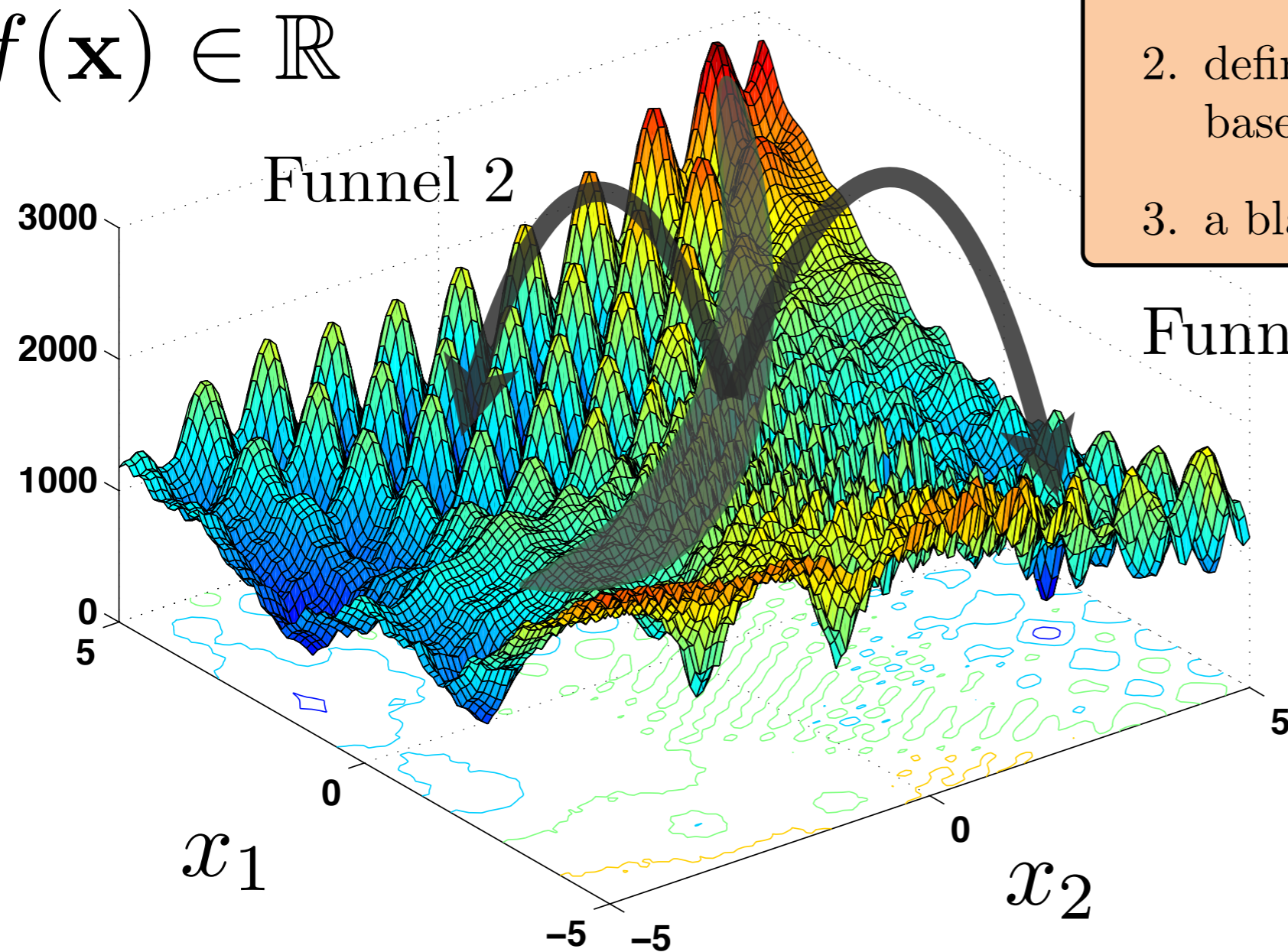
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Topographic description:

- Peaks and valleys
- Plateaus and basins
- Ridges and funnels

BLACK-BOX LANDSCAPES \mathcal{L}_B

$$f(\mathbf{x}) \in \mathbb{R}$$



\mathcal{L}_B is the triple $(\mathcal{X}, d_{\mathcal{X}}, f)$ consisting of

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BLACK-BOX LANDSCAPES \mathcal{L}_B

$$f(\mathbf{x}) \in \mathbb{R}$$

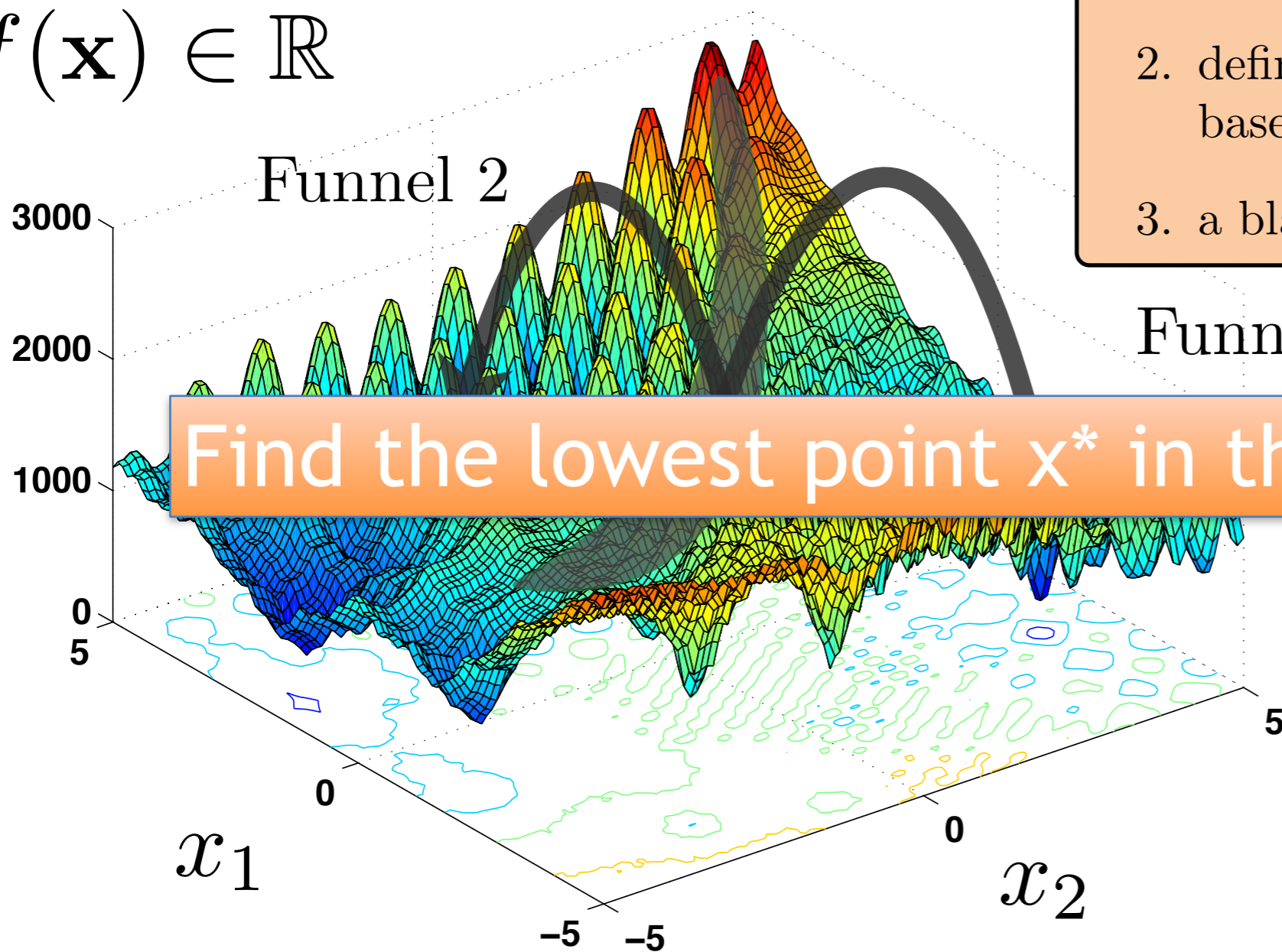
Funnel 2

\mathcal{L}_B is the triple (\mathcal{X}, d_X, f) consisting of

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Funnel 1

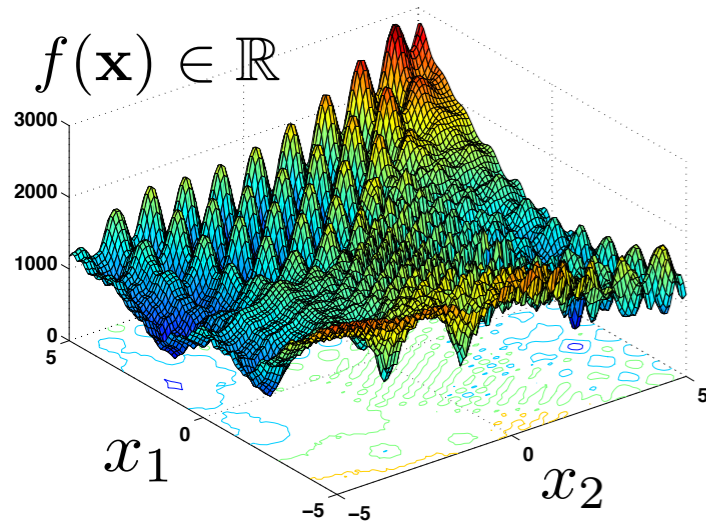
Find the lowest point x^* in the landscape!



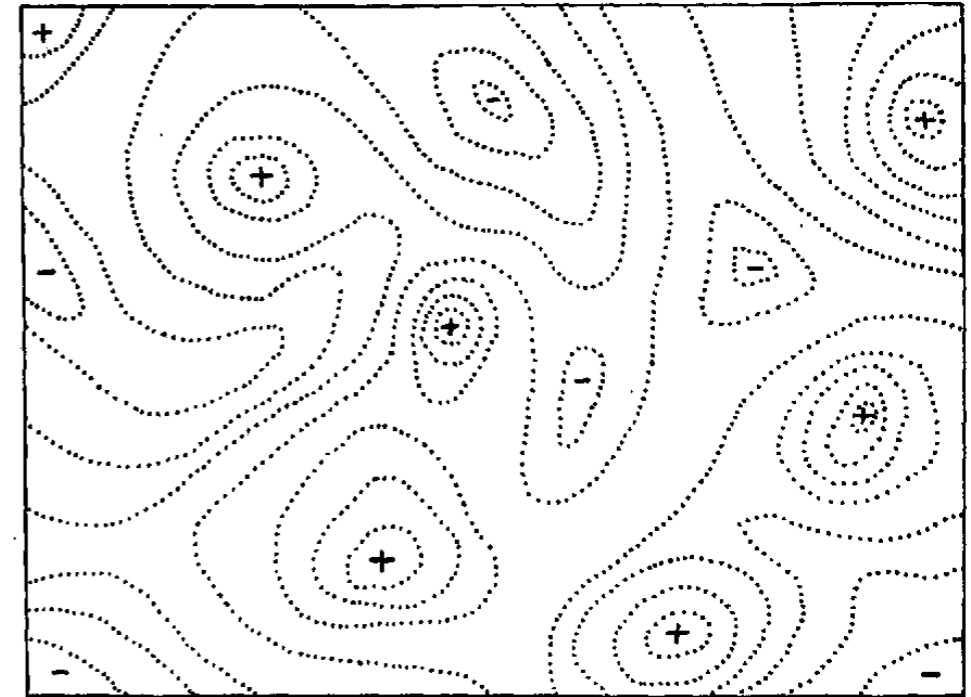
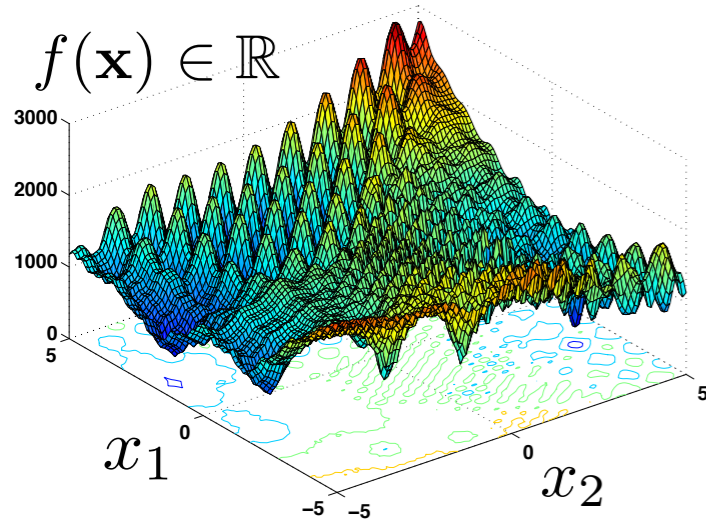
Topographic description:

- Peaks and valleys
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LANDSCAPES IN SCIENCE

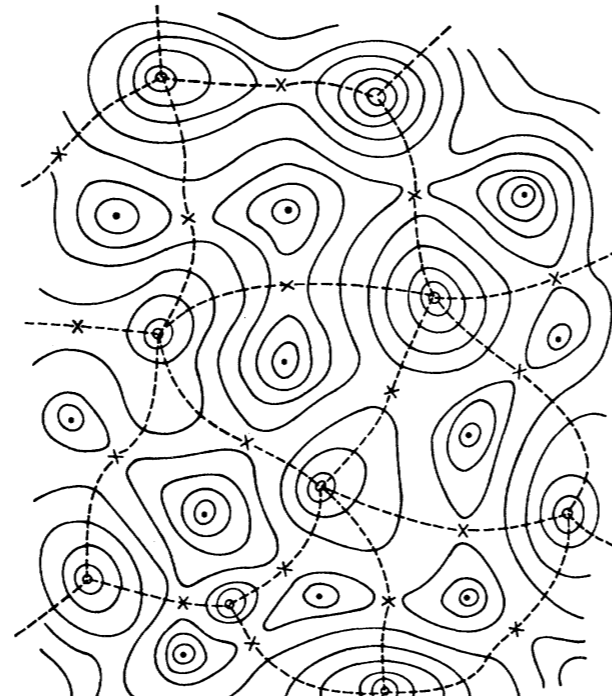
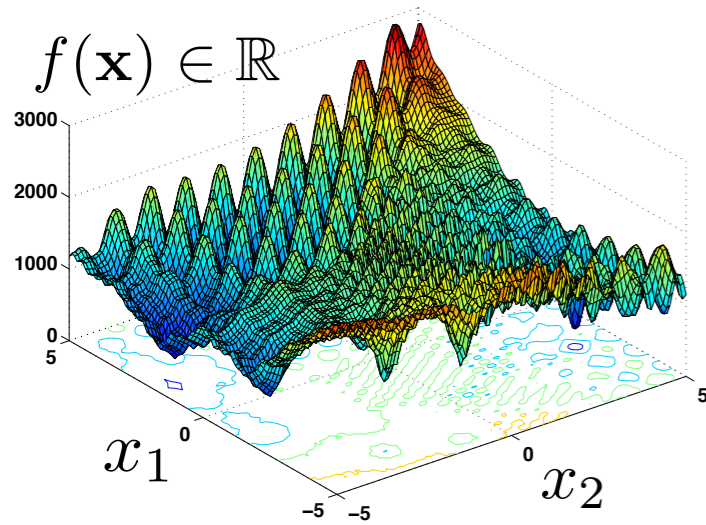


LANDSCAPES IN SCIENCE

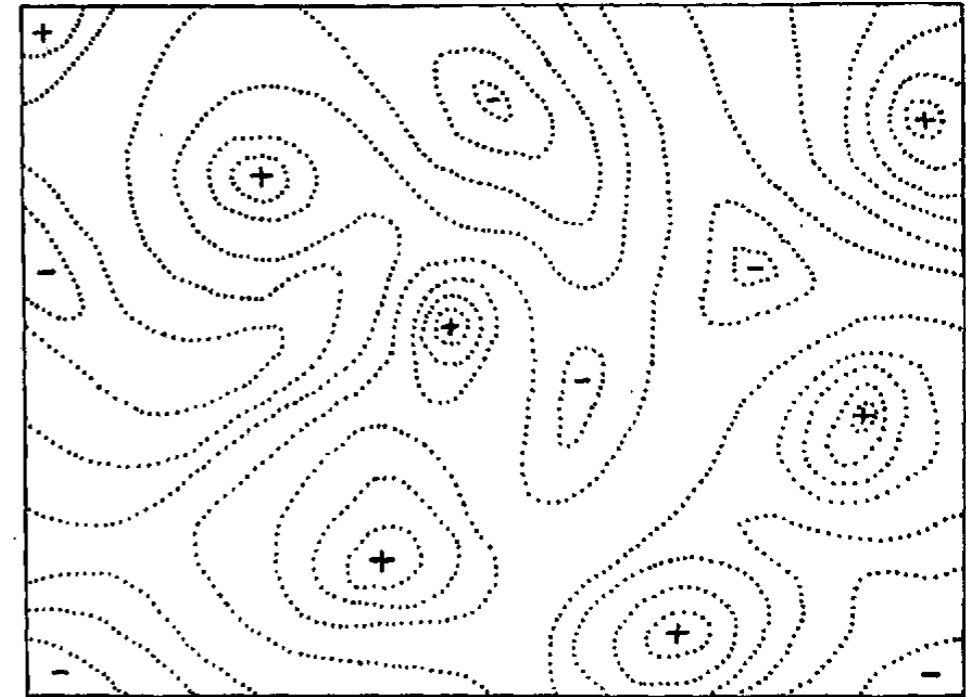


Fitness landscape

LANDSCAPES IN SCIENCE

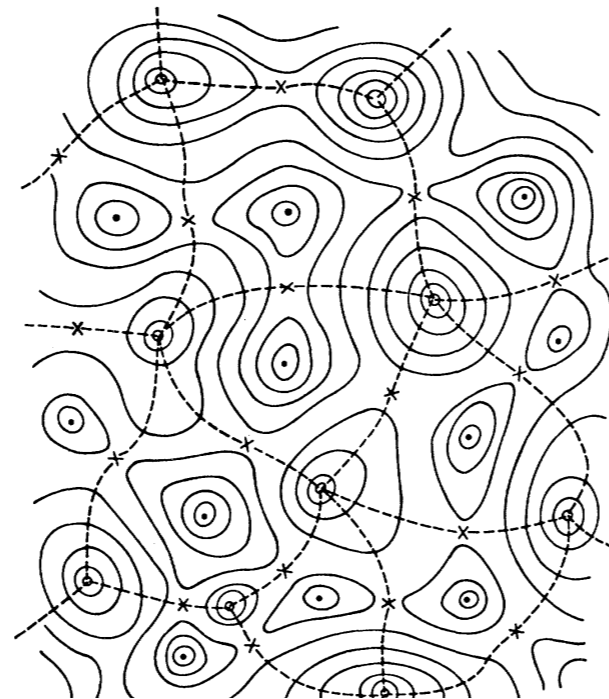
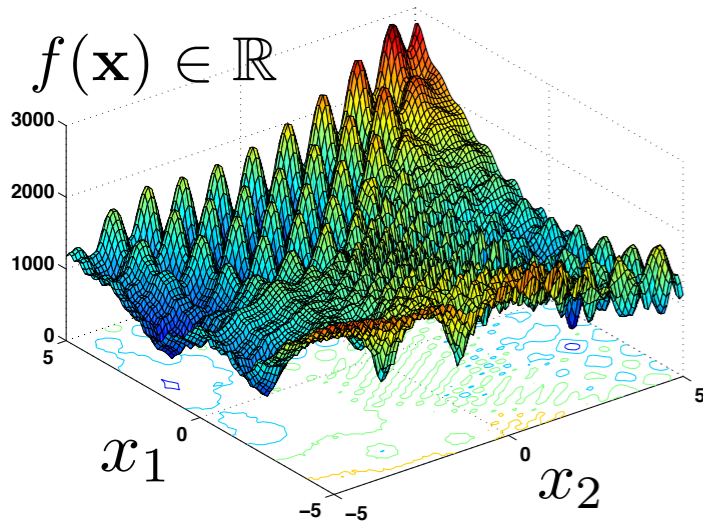


Potential energy
landscape

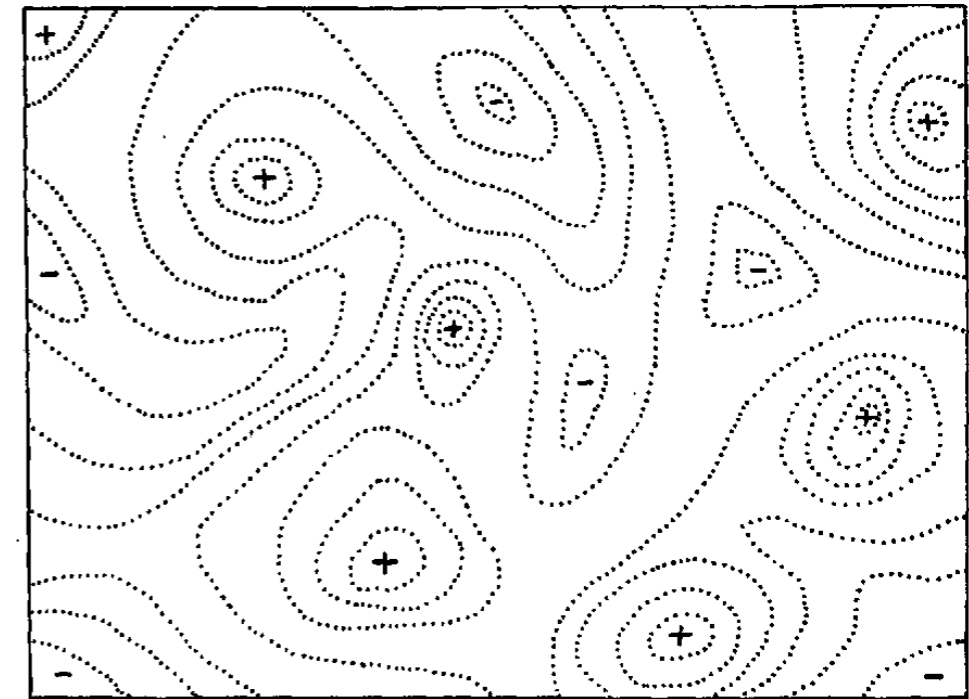


Fitness landscape

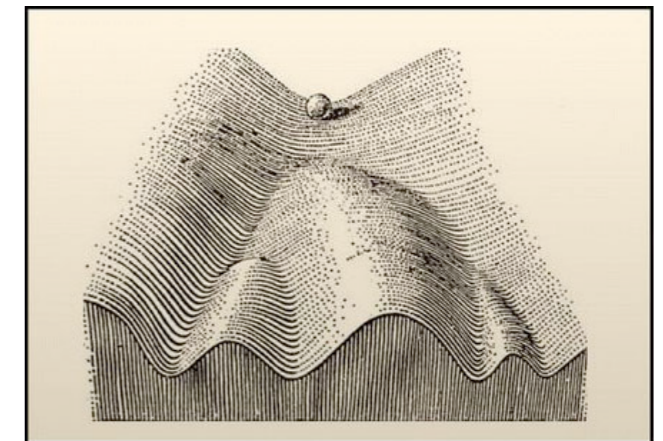
LANDSCAPES IN SCIENCE



Potential energy
landscape

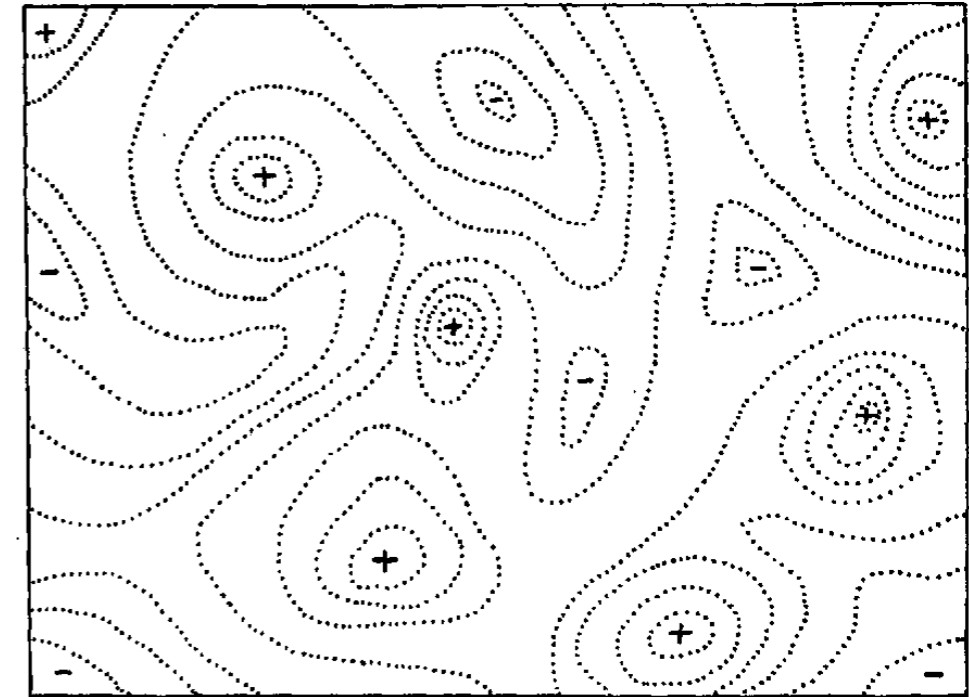
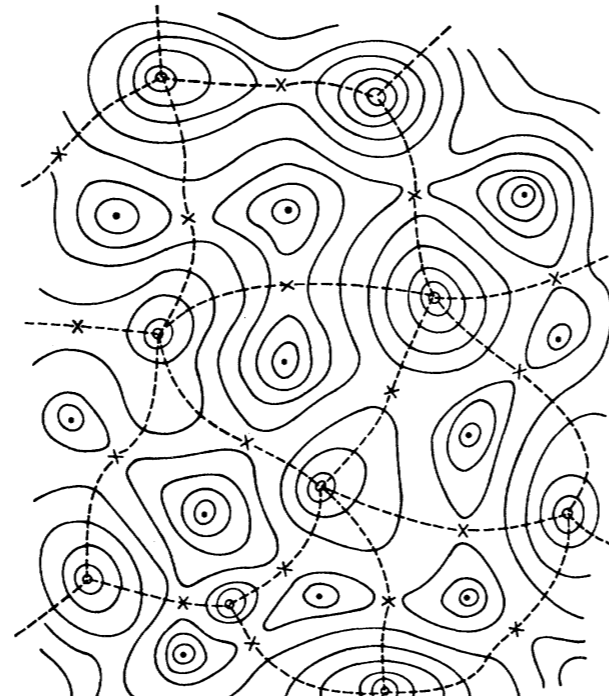
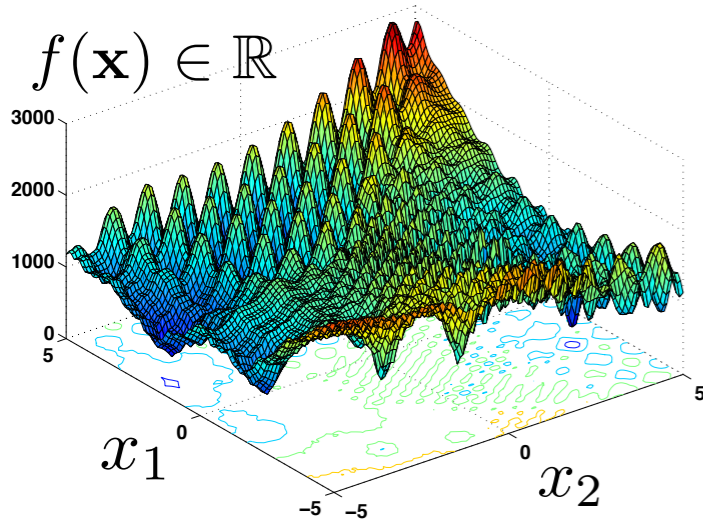


Fitness landscape



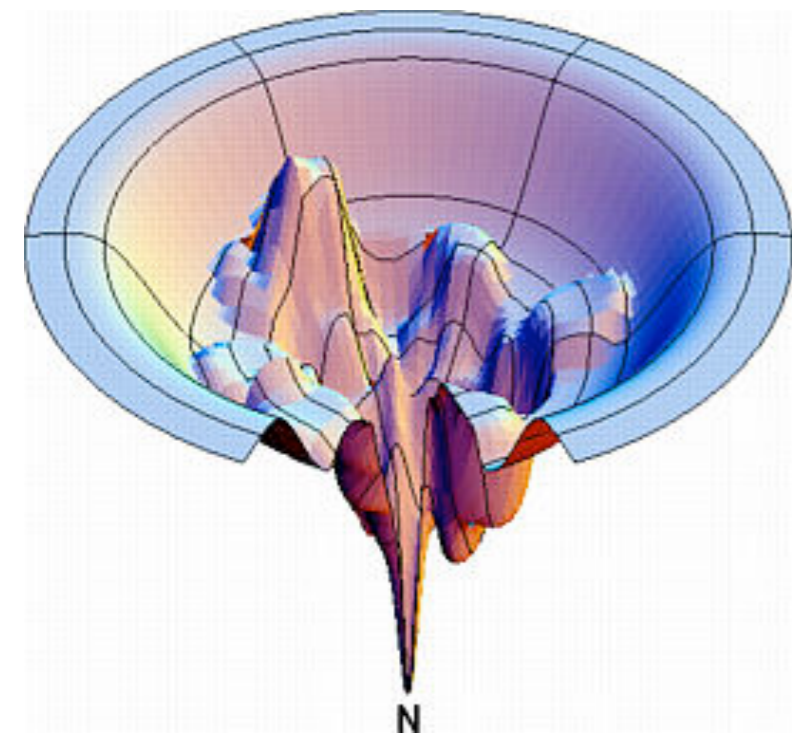
Epigenetic
landscape

LANDSCAPES IN SCIENCE

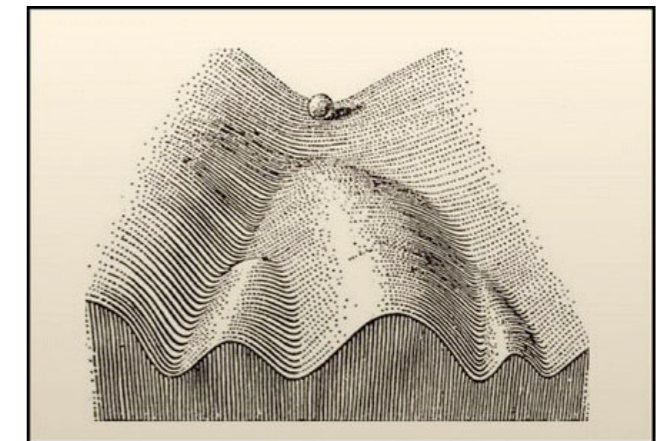


Potential energy
landscape

Fitness landscape

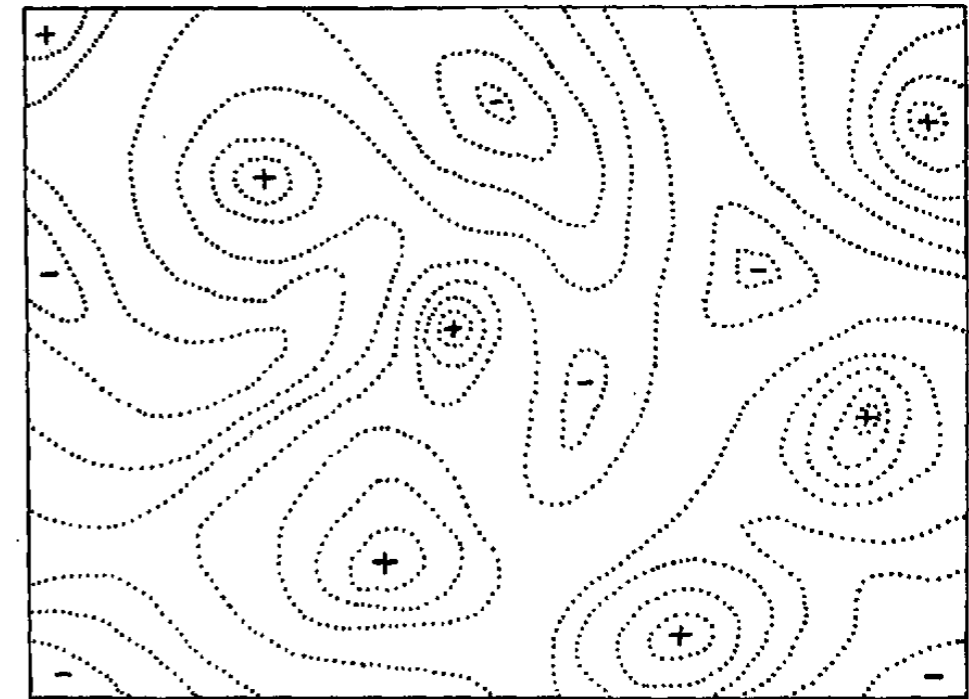
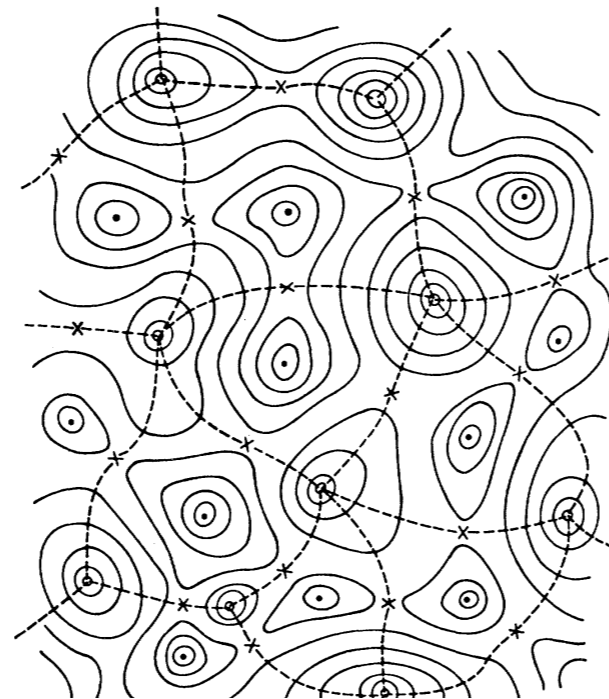
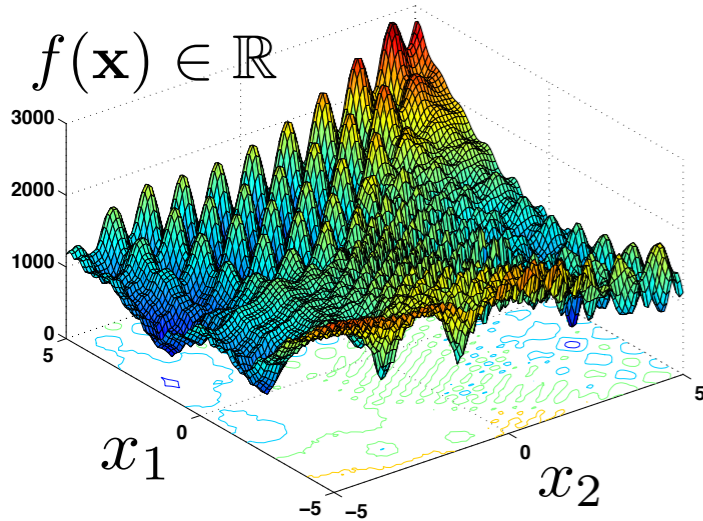


Folding funnel



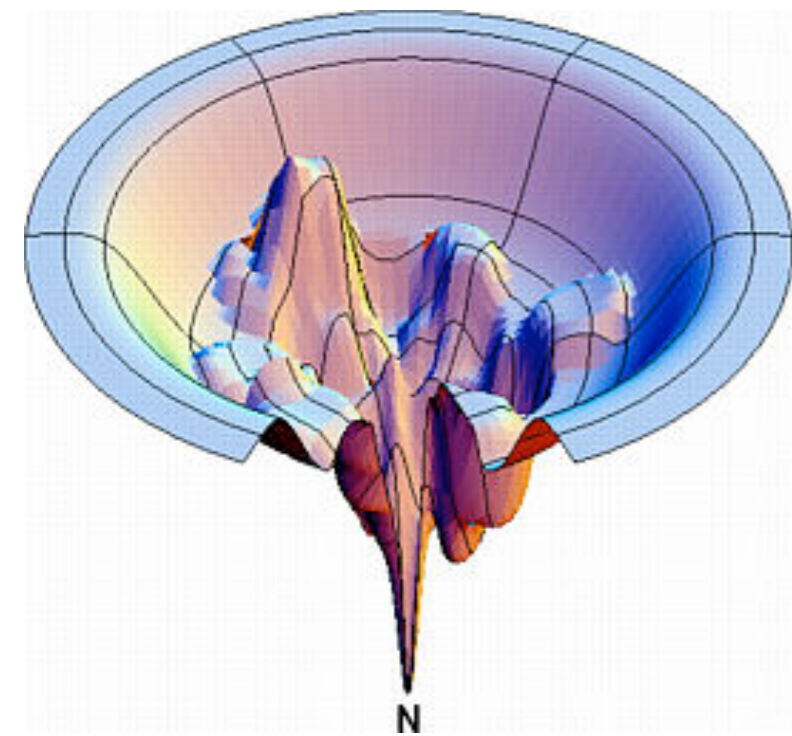
Epigenetic
landscape

LANDSCAPES IN SCIENCE

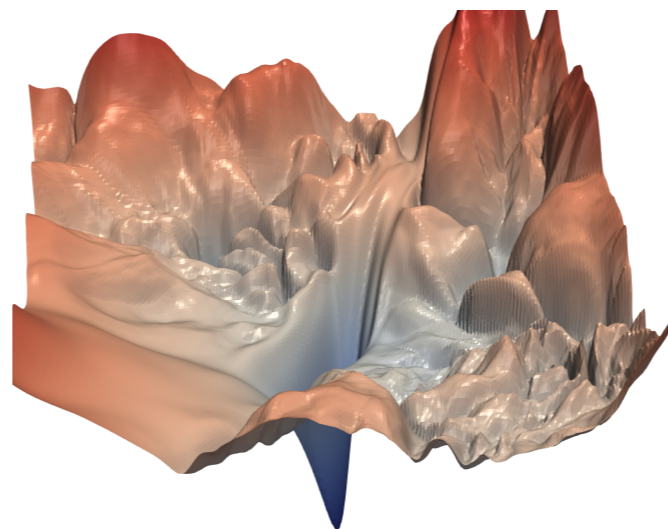


Potential energy
landscape

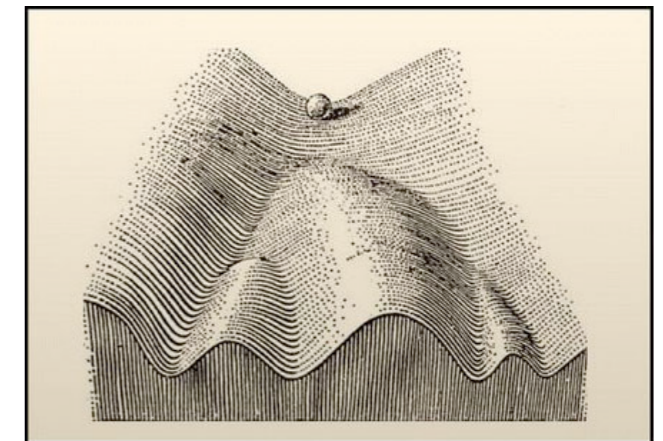
Fitness landscape



Folding funnel



Deep Neural Network
landscape



Epigenetic
landscape

LANDSCAPES ARE METAPHORS

“The price of metaphor is eternal vigilance.”

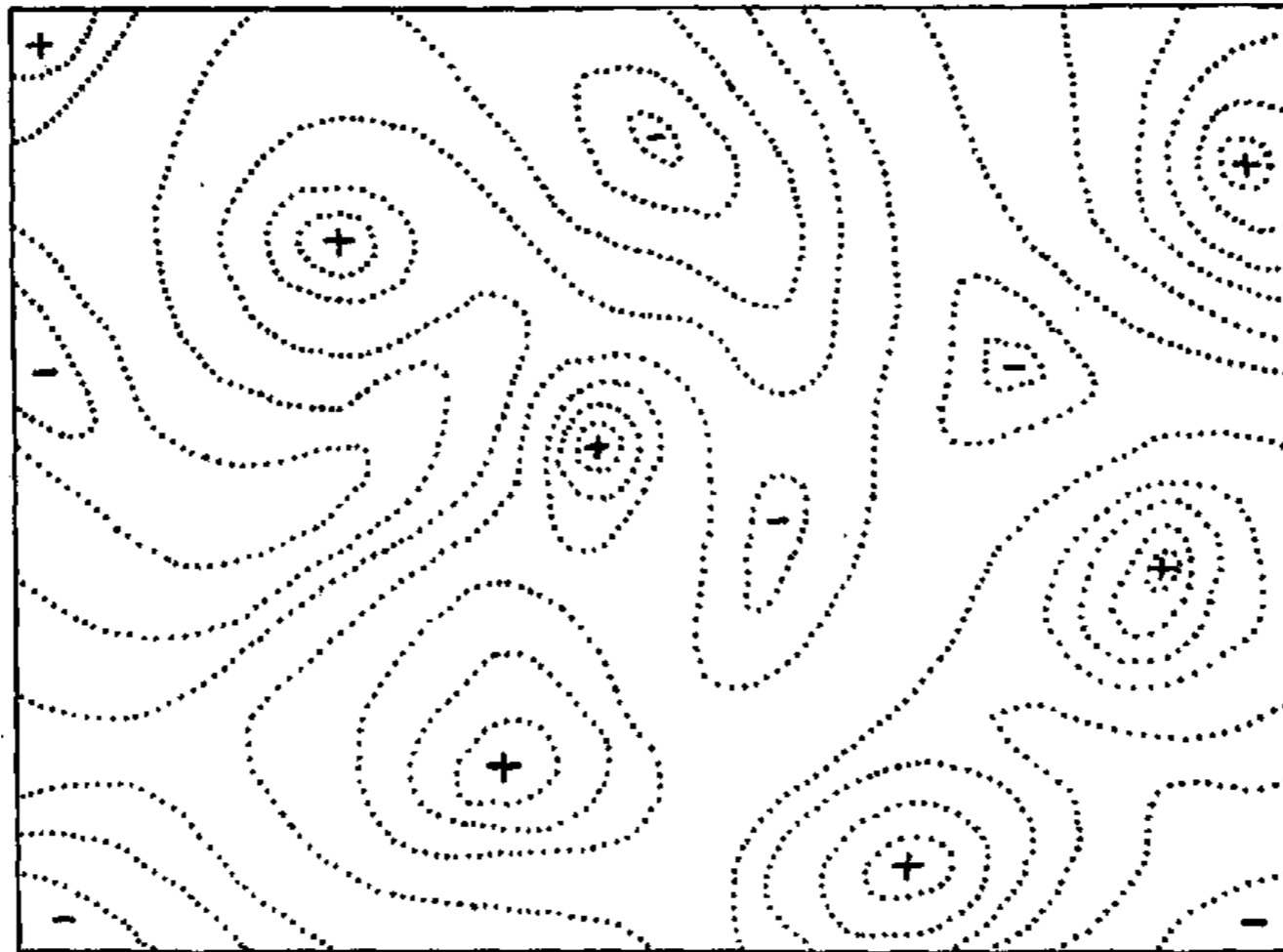
Norbert Wiener



La condition humaine, René Magritte

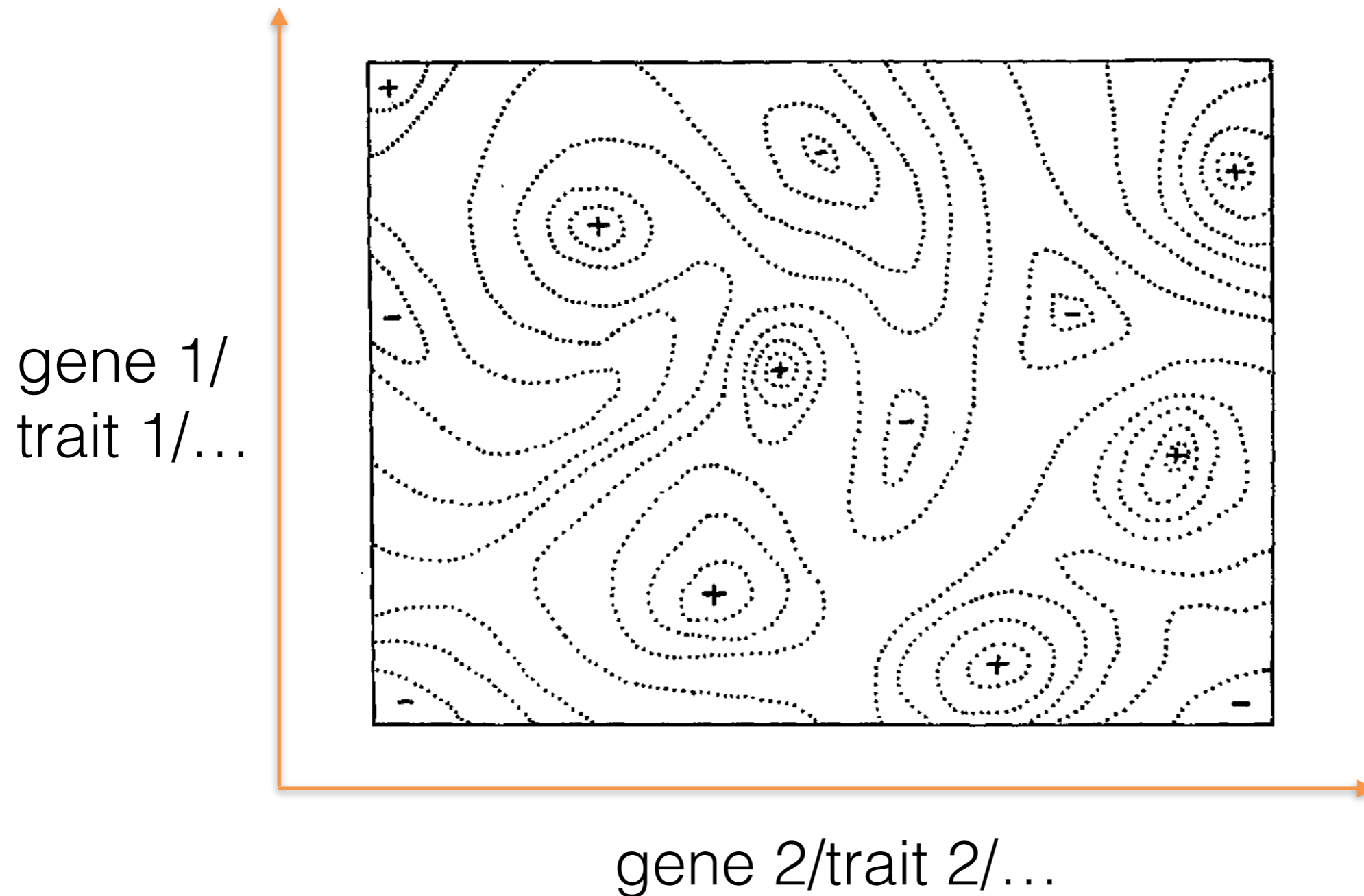
FITNESS LANDSCAPES

Wright, S., "The Roles of Mutation, Inbreeding, Crossbreeding, and Selection in Evolution,"
Proceedings of the Sixth International Congress on Genetics, 1932.



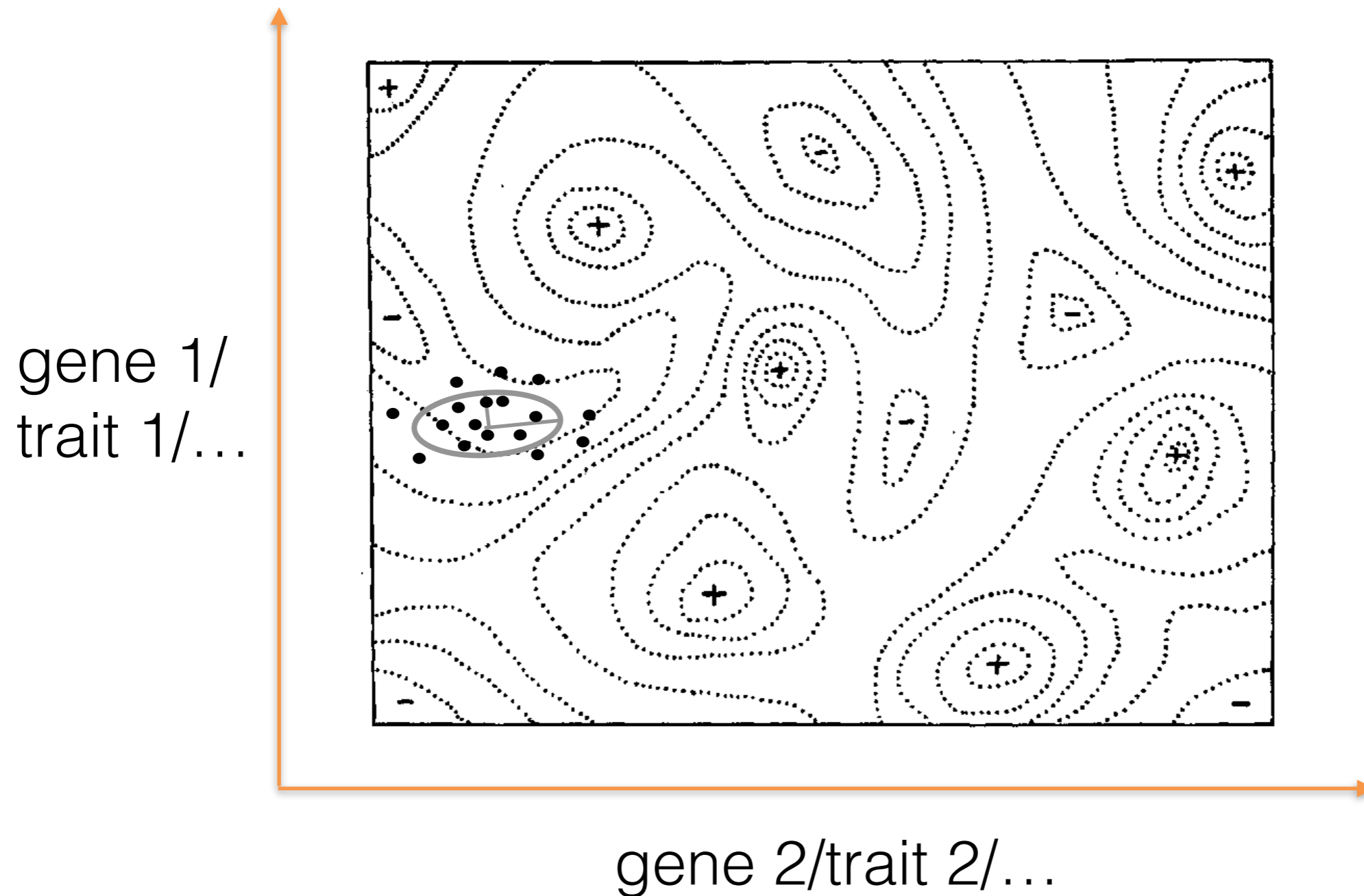
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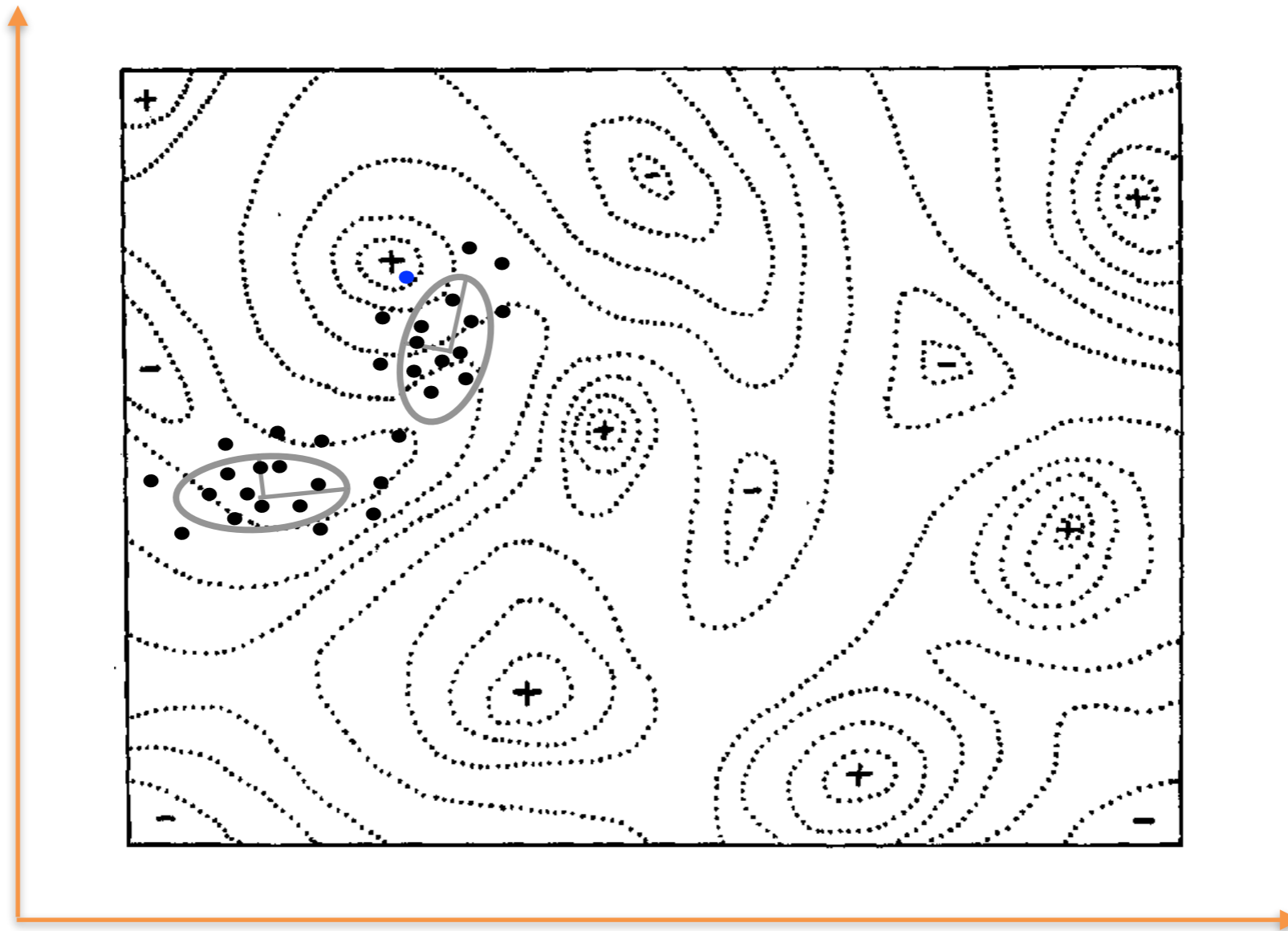
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gene 1/
trait 1/...



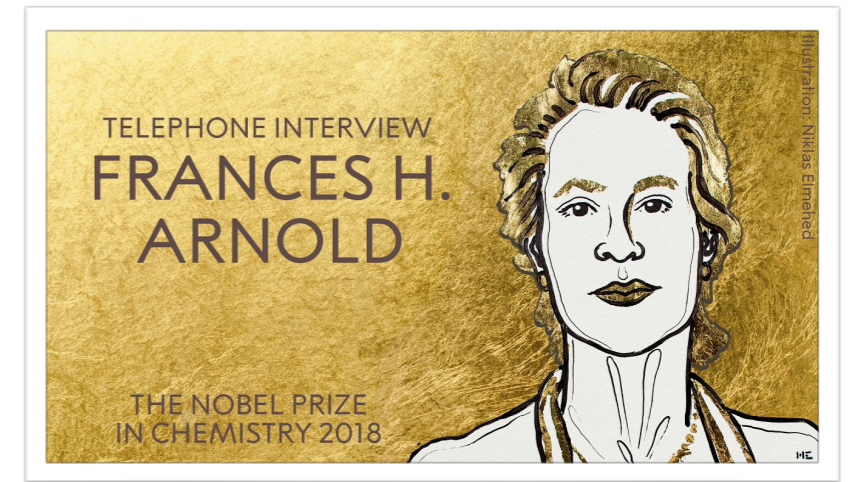
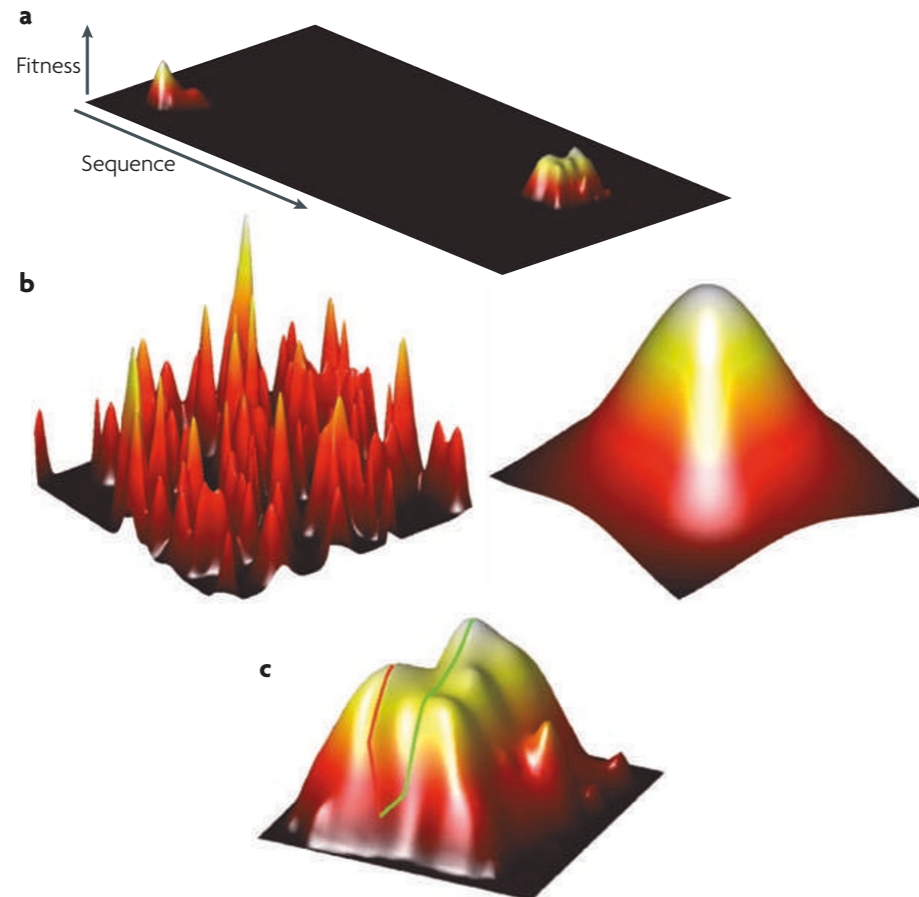
gene 2/trait 2/...

Exploring protein fitness landscapes by directed evolution

Philip A. Romero and Frances H. Arnold



Abstract | Directed evolution circumvents our profound ignorance of how a protein's sequence encodes its function by using iterative rounds of random mutation and artificial selection to discover new and useful proteins. Proteins can be tuned to adapt to new functions or environments by simple adaptive walks involving small numbers of mutations. Directed evolution studies have shown how rapidly some proteins can evolve under strong selection pressures and, because the entire 'fossil record' of evolutionary intermediates is available for detailed study, they have provided new insight into the relationship between sequence and function. Directed evolution has also shown how mutations that are functionally neutral can set the stage for further adaptation.

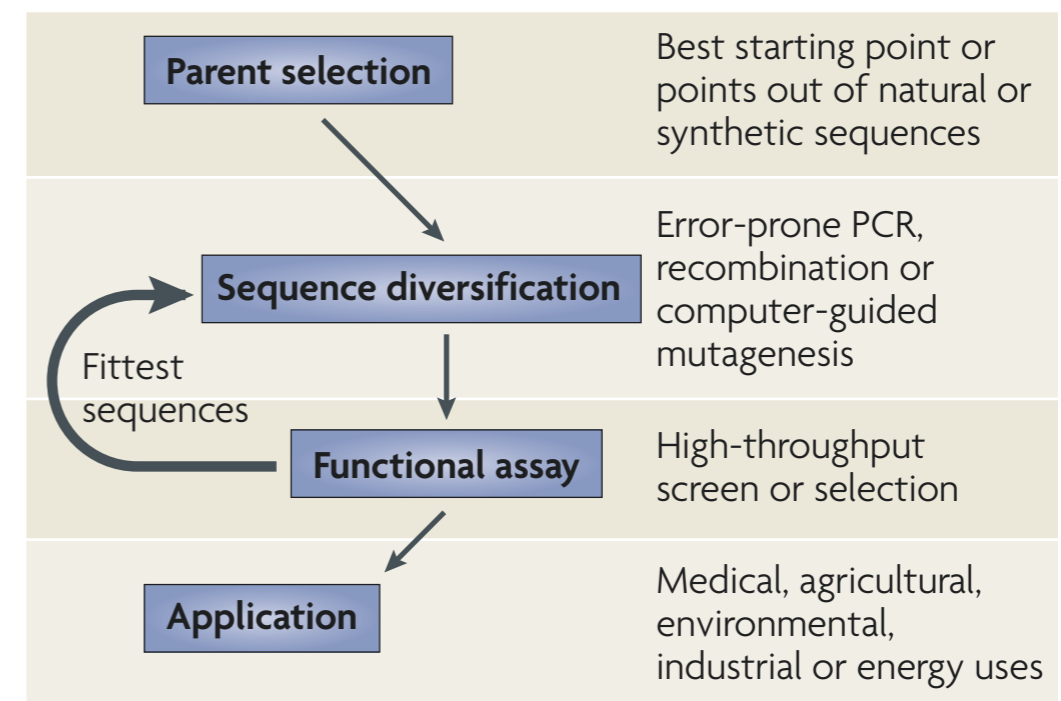
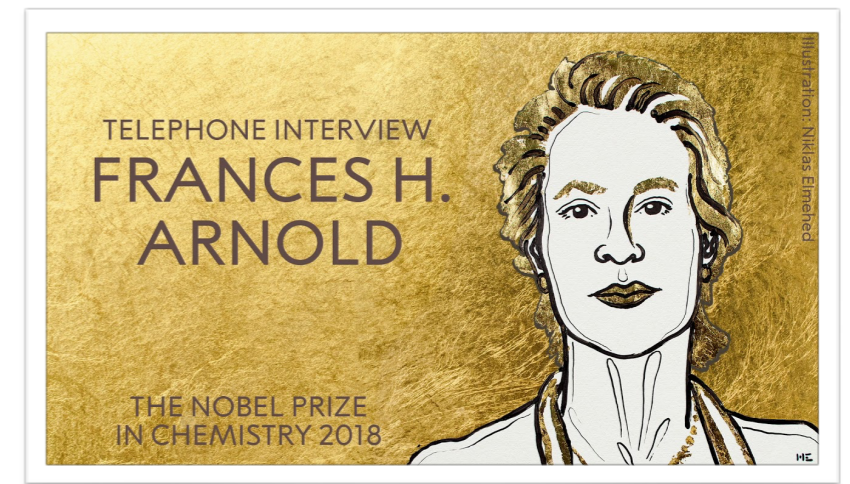
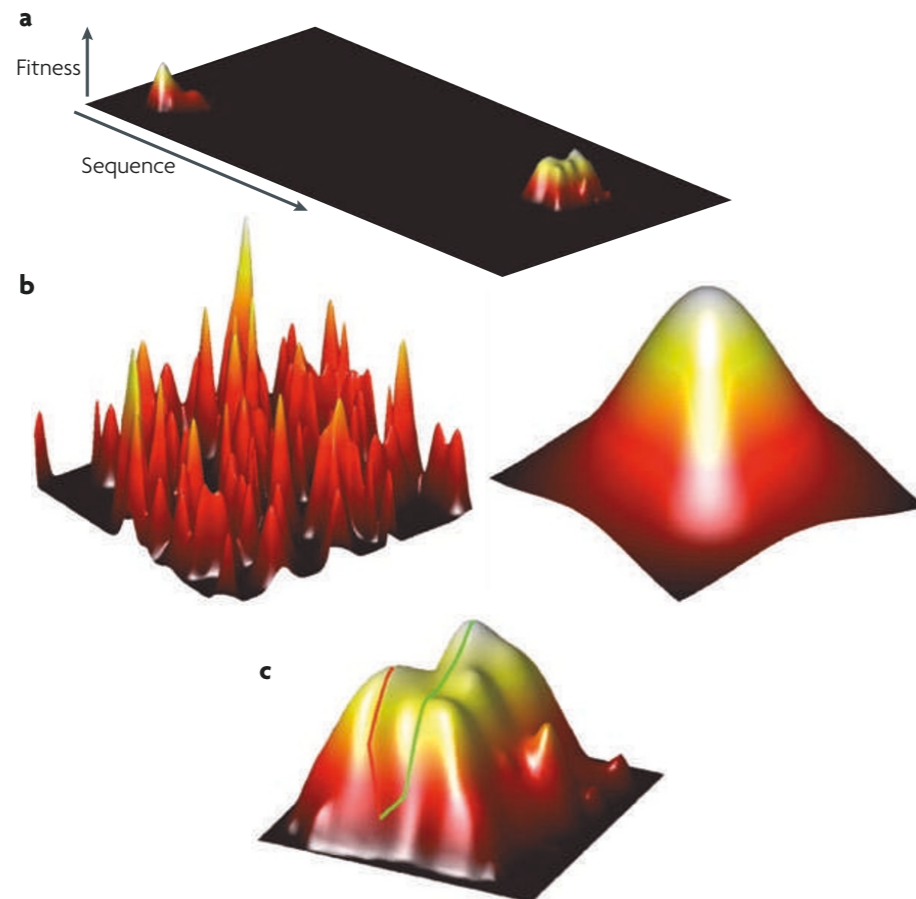


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NAS

Navigating the protein fitness landscape with Gaussian processes

Philip A. Romero^a, Andreas Krause^b, and Frances H. Arnold^{a,1}

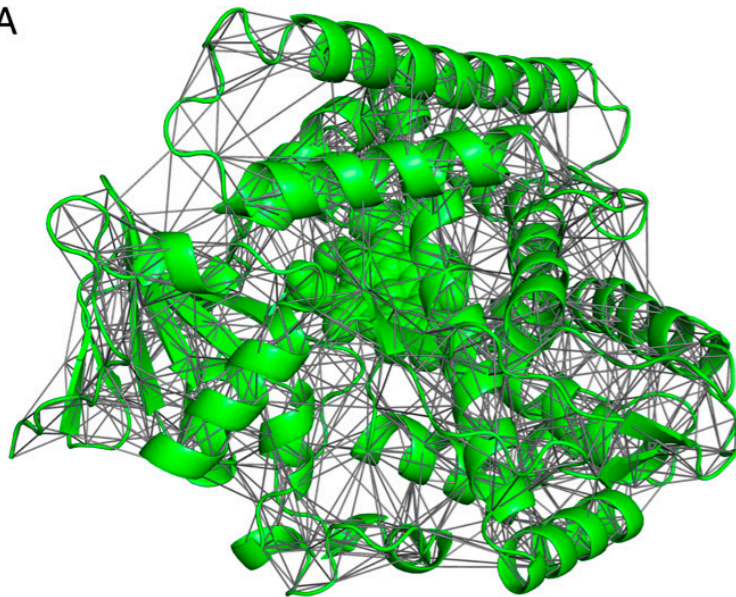
^aDivision of Chemistry and Chemical Engineering, California Institute of Technology, Pasadena, CA 91125; and ^bDepartment of Computer Science, Swiss Federal Institute of Technology, 8092 Zurich, Switzerland

Edited by Michael Levitt, Stanford University School of Medicine, Stanford, CA, and approved November 28, 2012 (received for review September 9, 2012)

PNAS PLUS

Enzyme to be optimized

A



NAS

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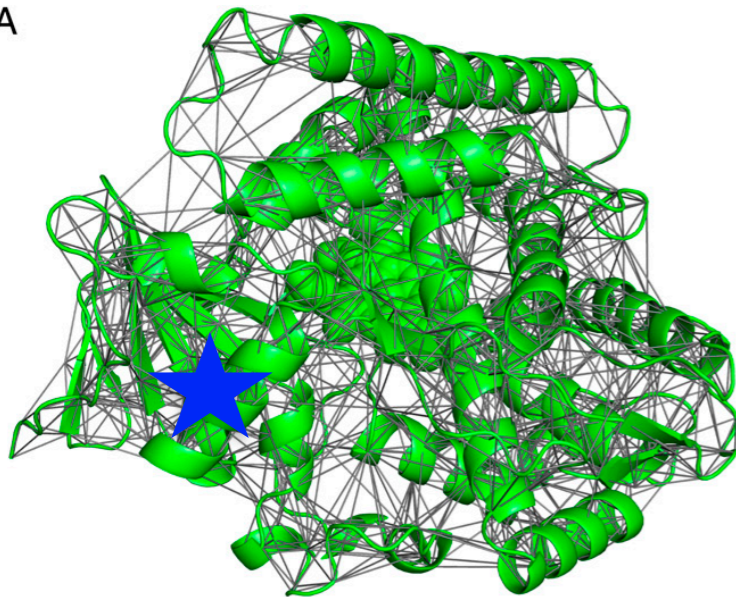
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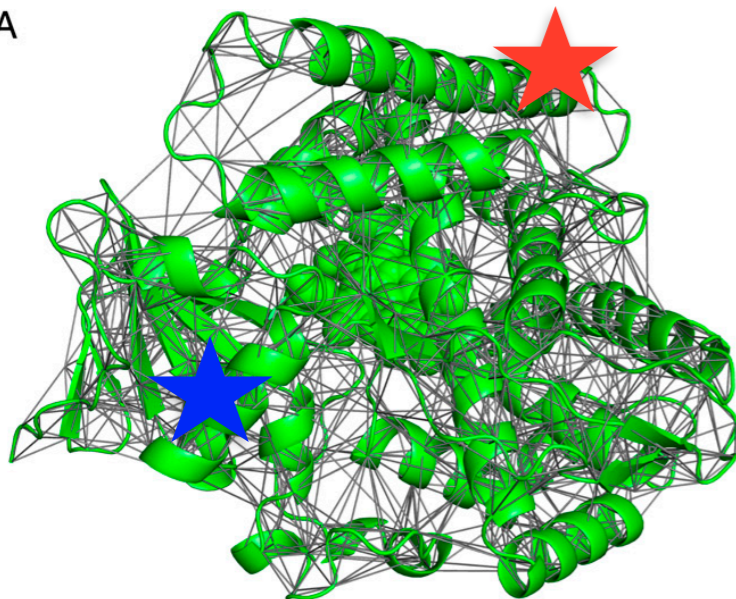
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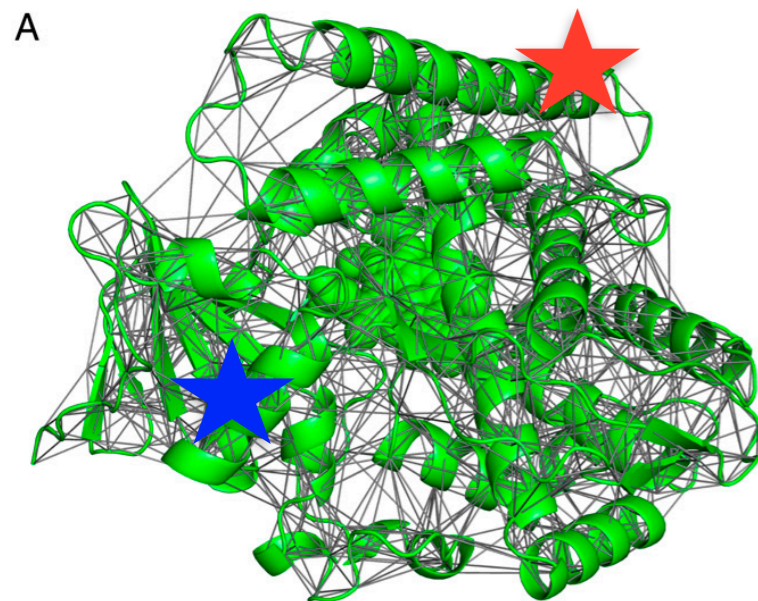
^aDivision of Chemistry and Chemical Engineering, California Institute of Technology, Pasadena, CA 91125; and ^bDepartment of Computer Science, Swiss Federal Institute of Technology, 8092 Zurich, Switzerland

Edited by Michael Levitt, Stanford University School of Medicine, Stanford, CA, and approved November 28, 2012 (received for review September 9, 2012)

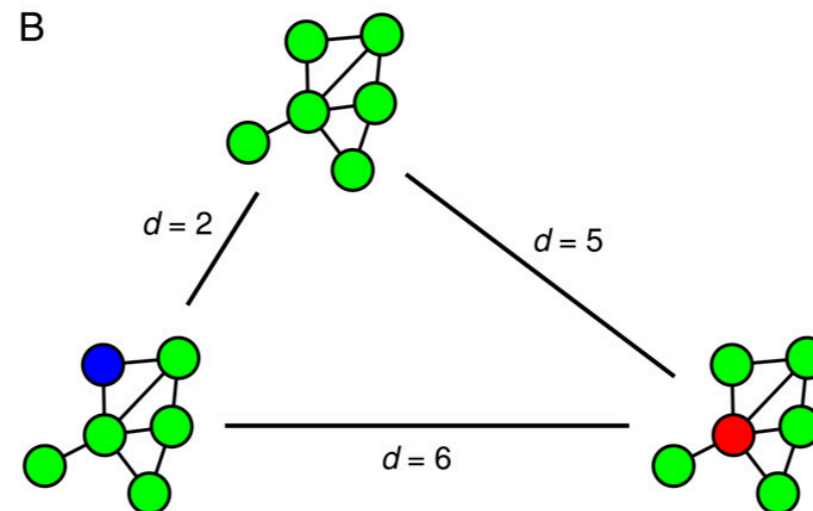
NAS

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Enzyme to be optimized



Network representation and distance definition



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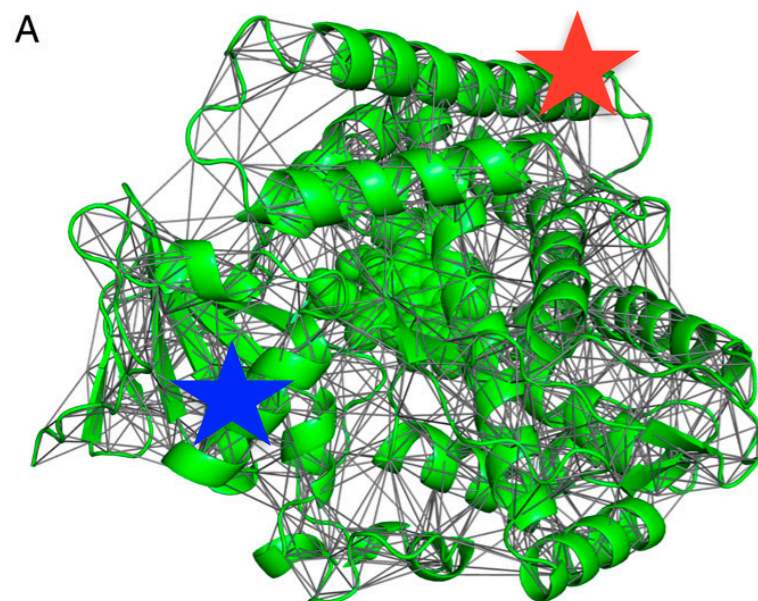
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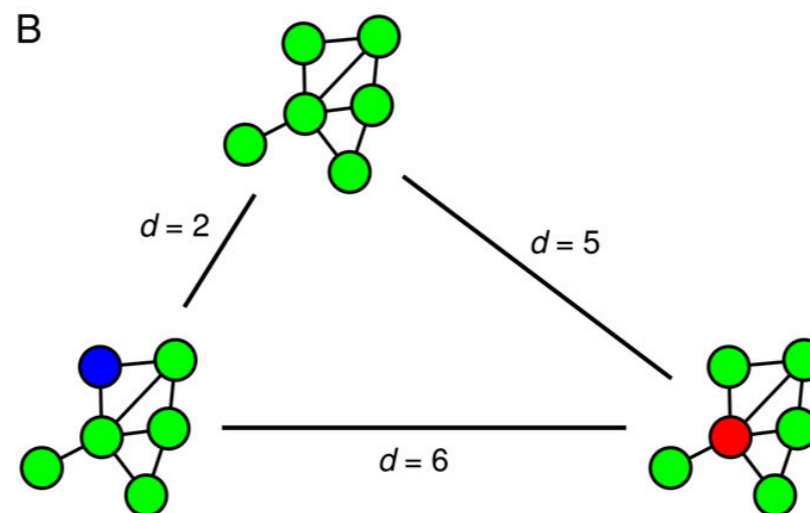
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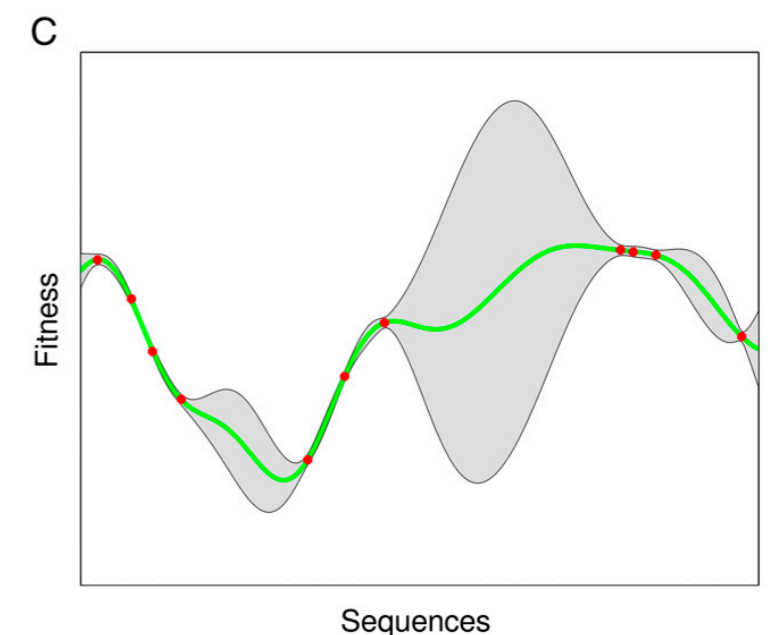
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Modeling of measured fitness as GP



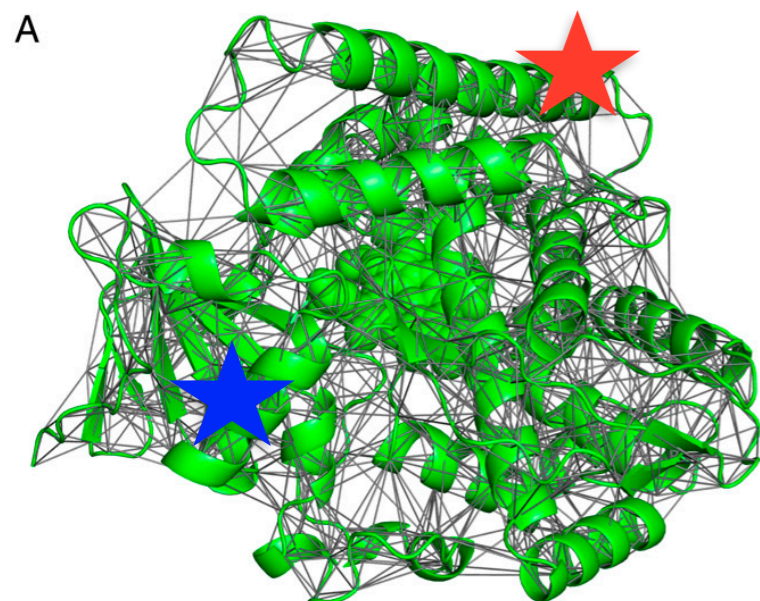
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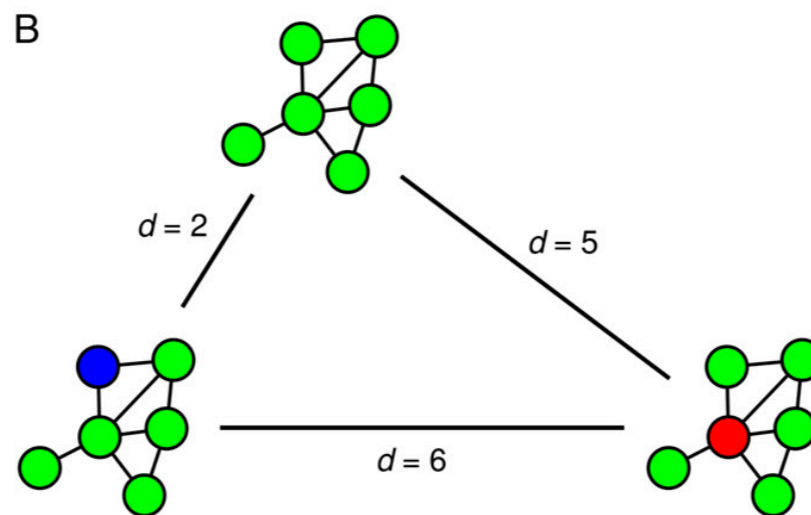
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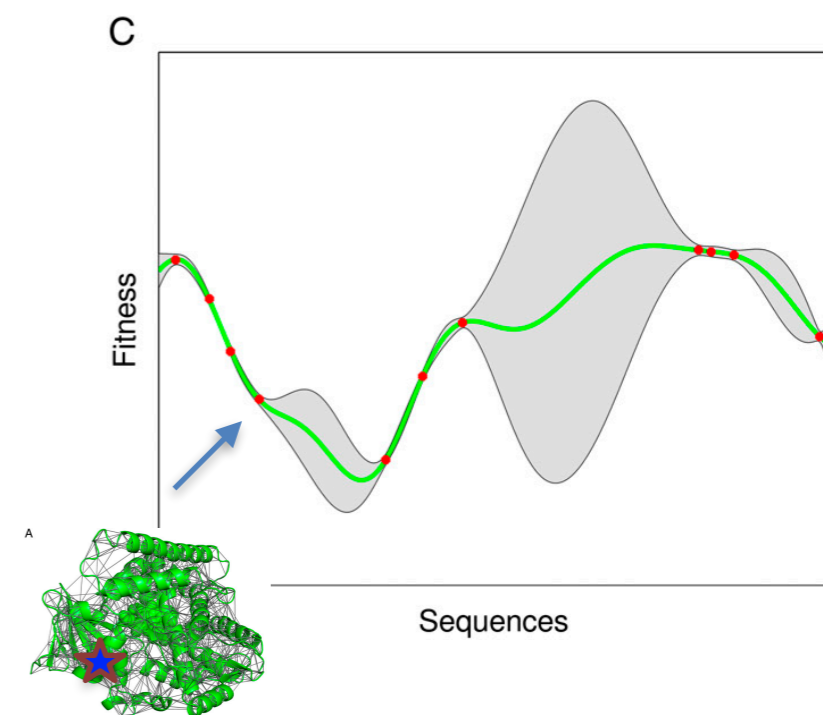
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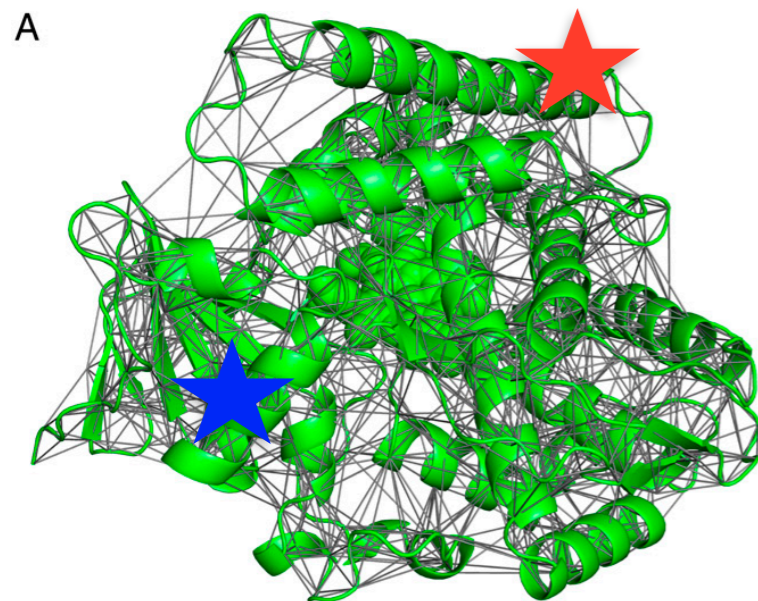
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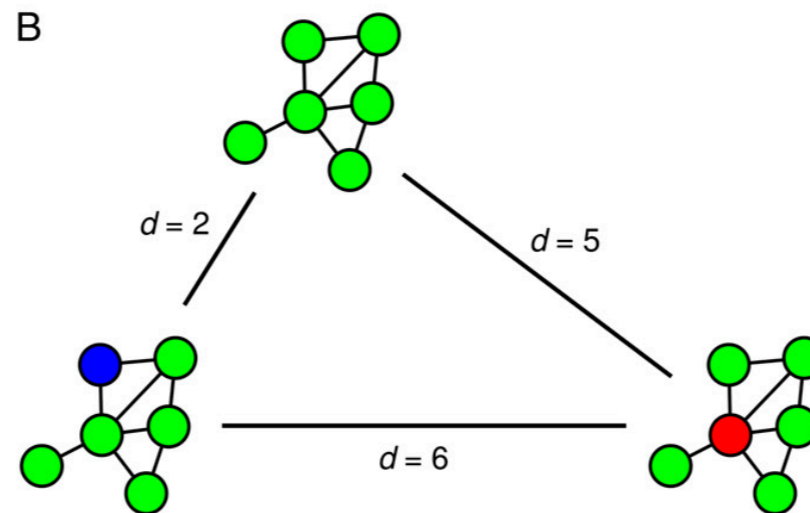
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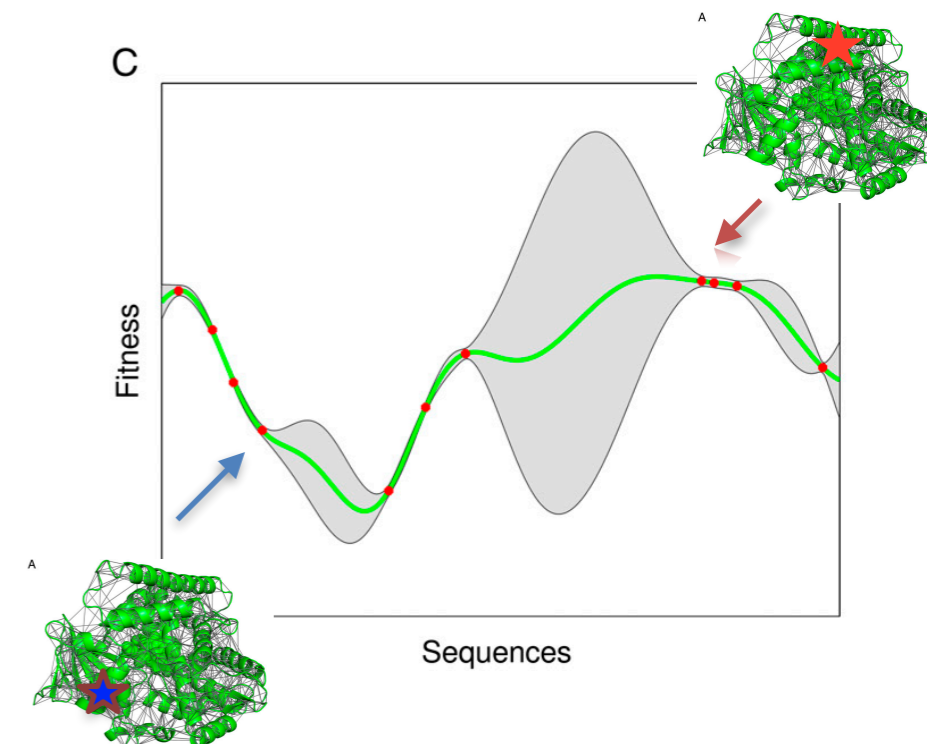
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FITNESS LANDSCAPES AND OPTIMIZATION

- Evolution can be seen as optimization process over a fitness landscapes.
- The optimization process is based on a **population** of individuals.
- Key operations are **mutation** and **selection**.

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The entire field of *evolutionary computation*, a subfield of continuous optimization, is based on this idea (>100k publications).

Keywords: Genetic algorithms, genetic programs, Evolution Strategies

ENERGY LANDSCAPES -

LONDON-EYRING-POLANYI POTENTIAL ENERGY SURFACE

Eyring, H, Polanyi, M., “Über einfache Gasreaktionen,”

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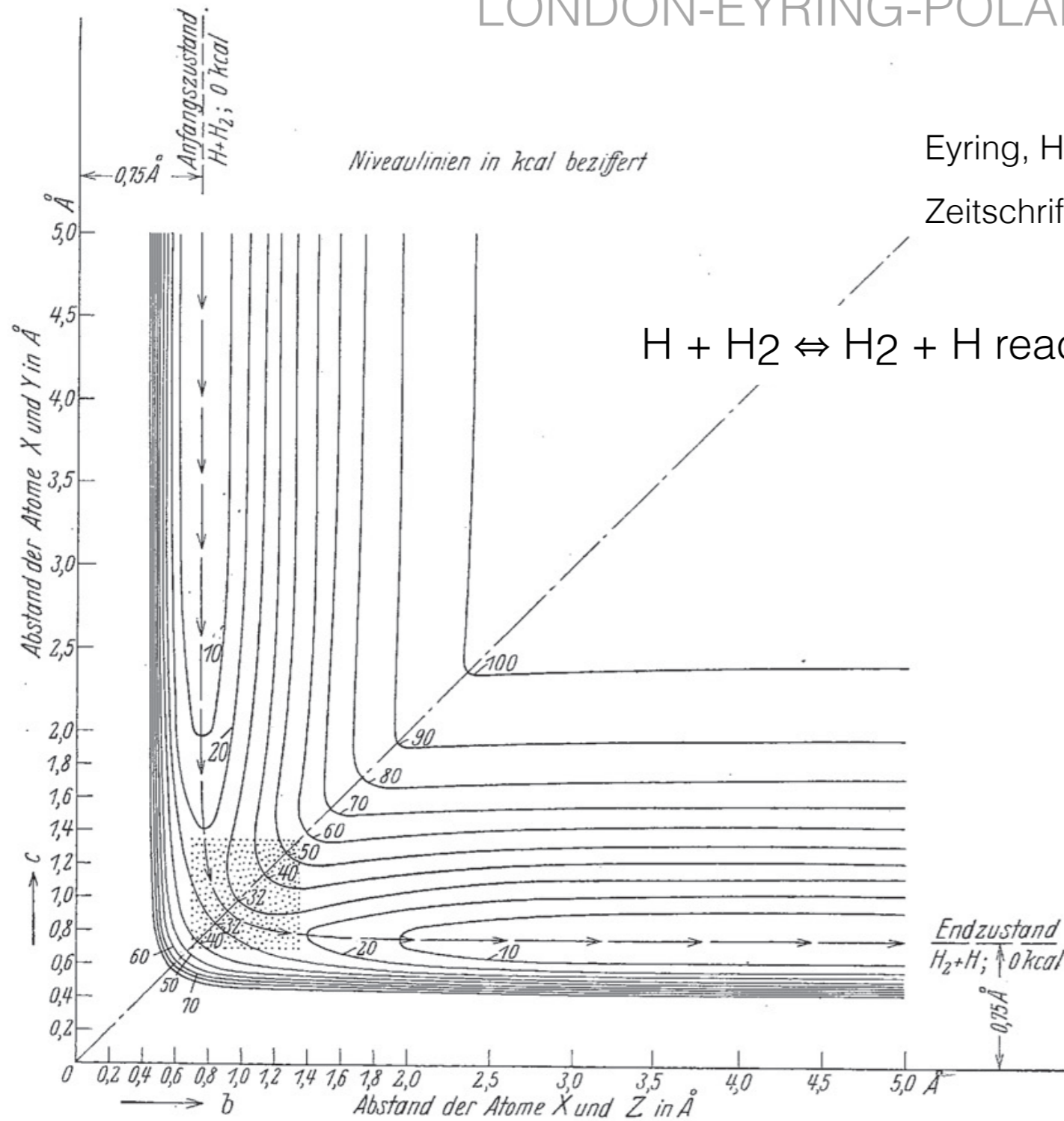
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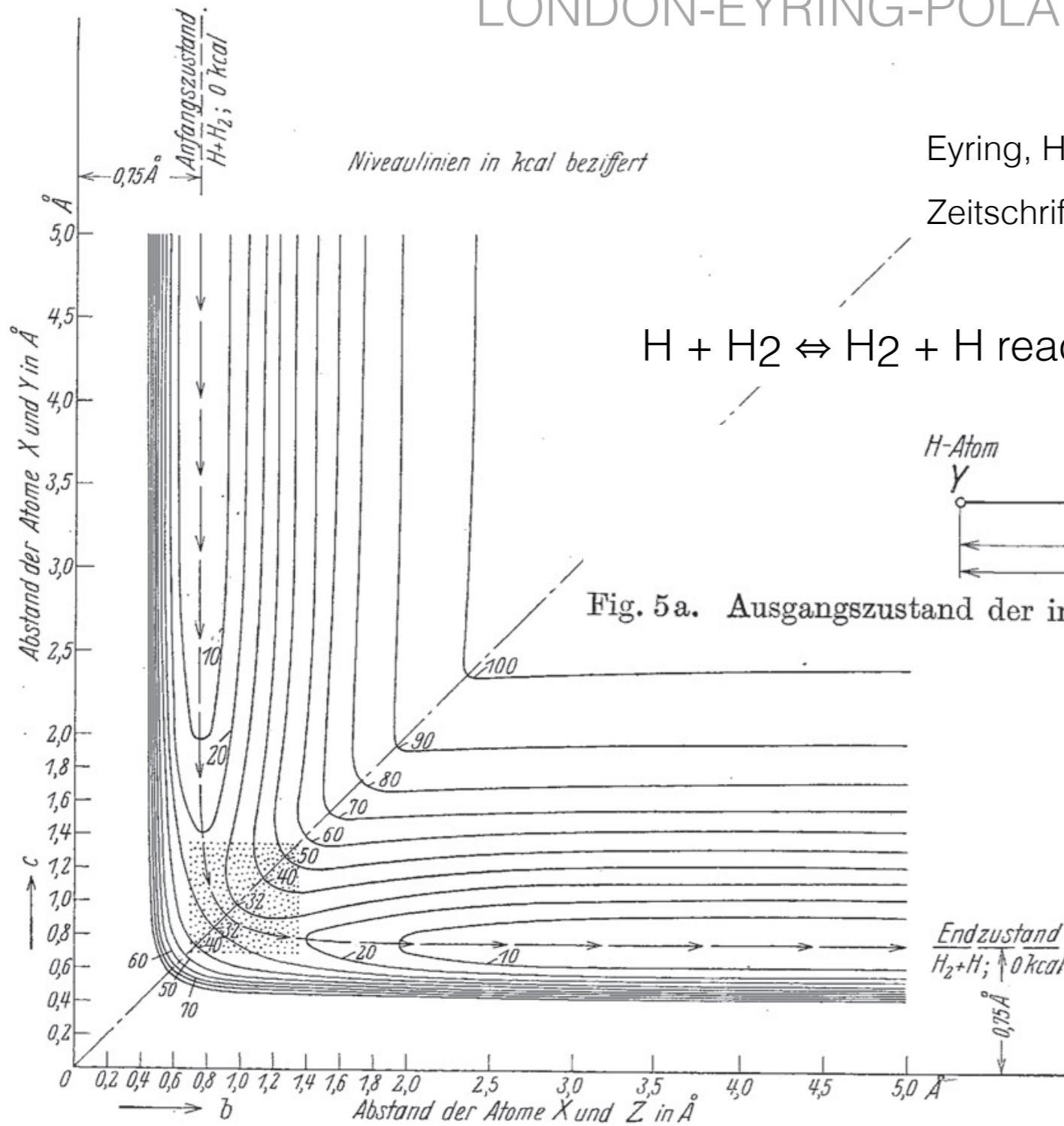
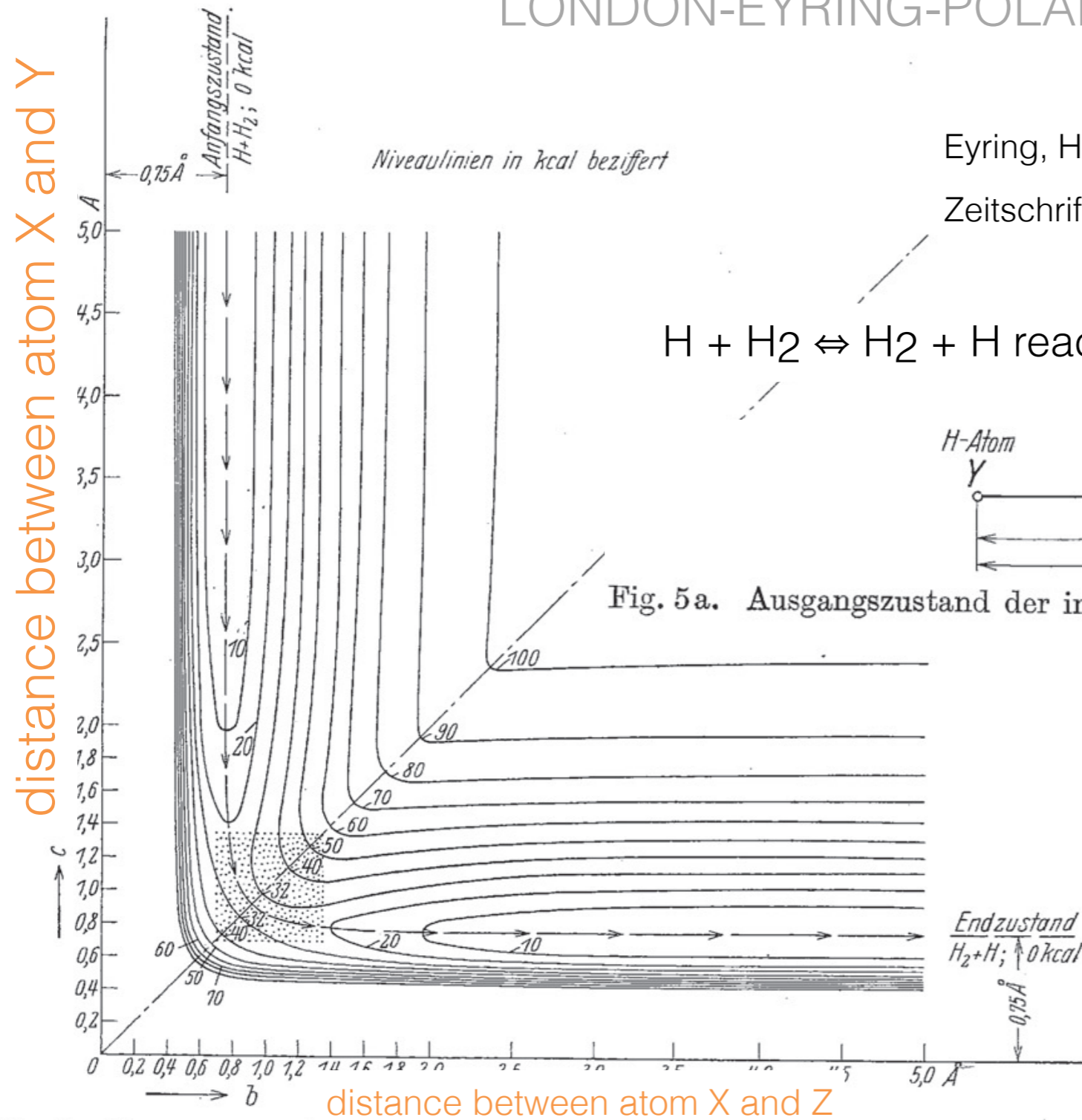


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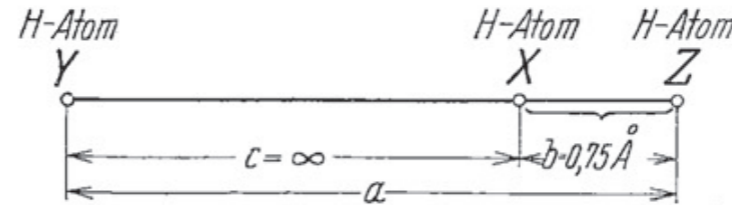
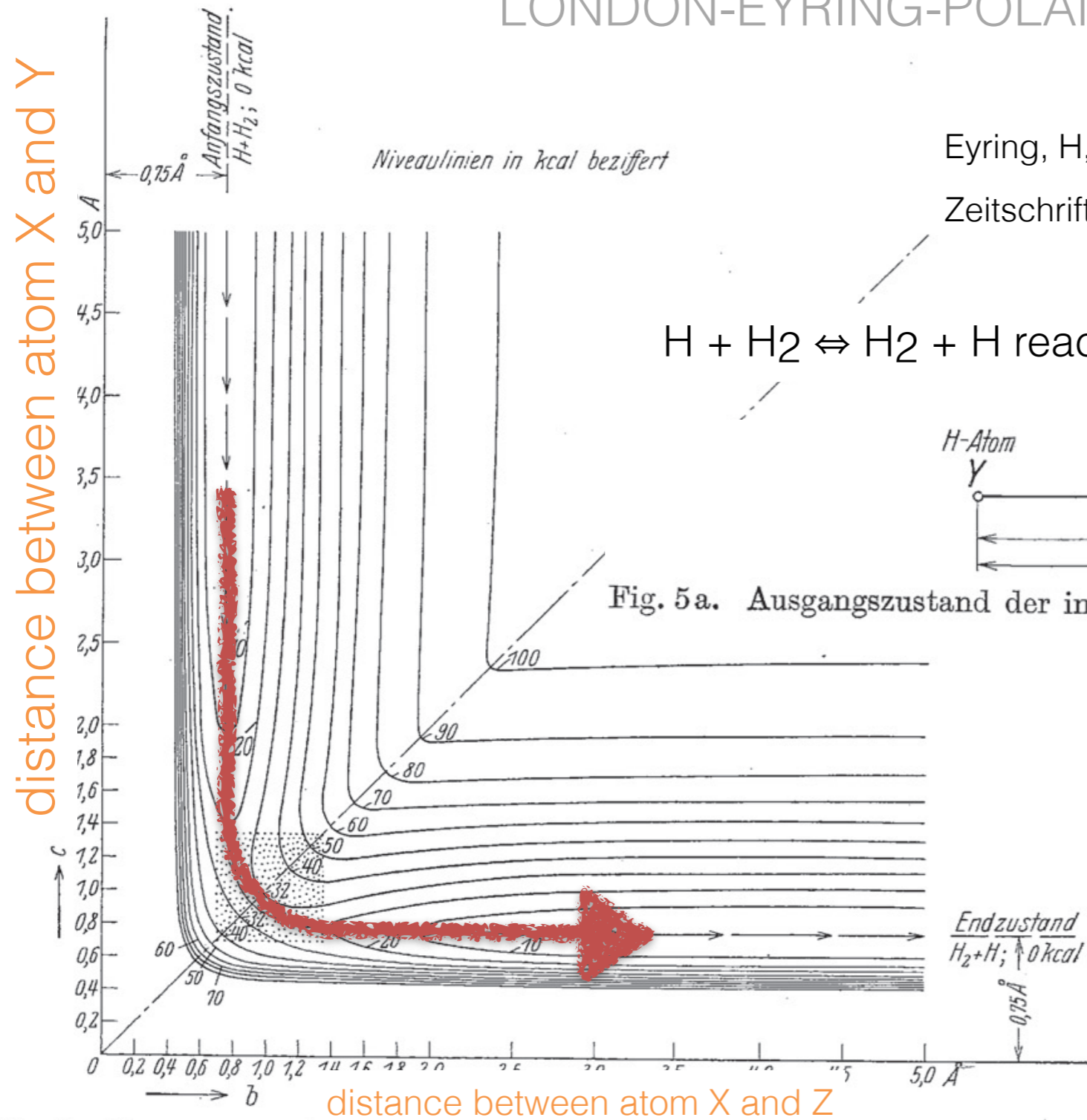


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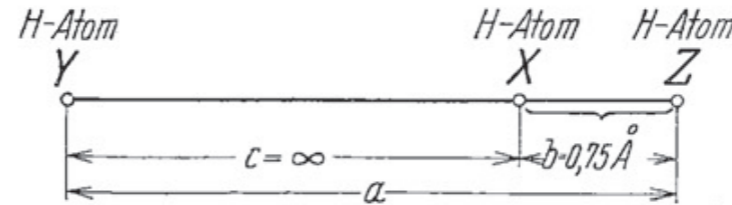
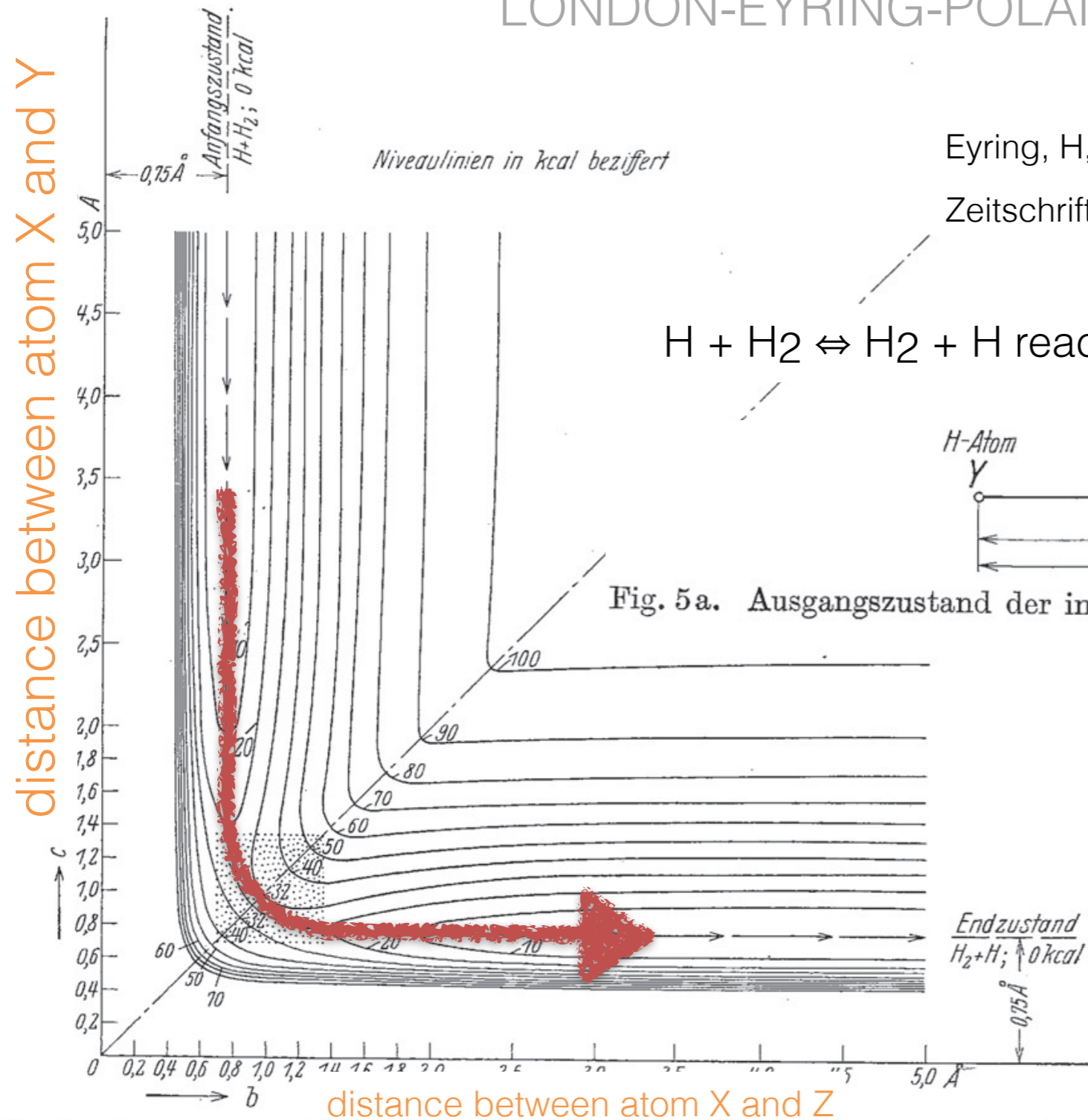


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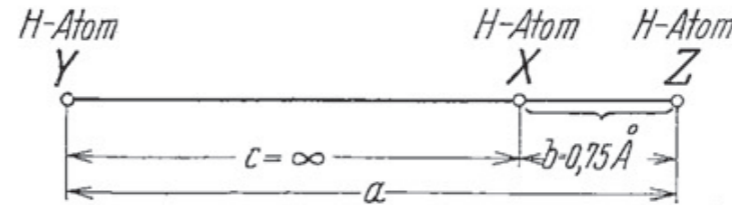
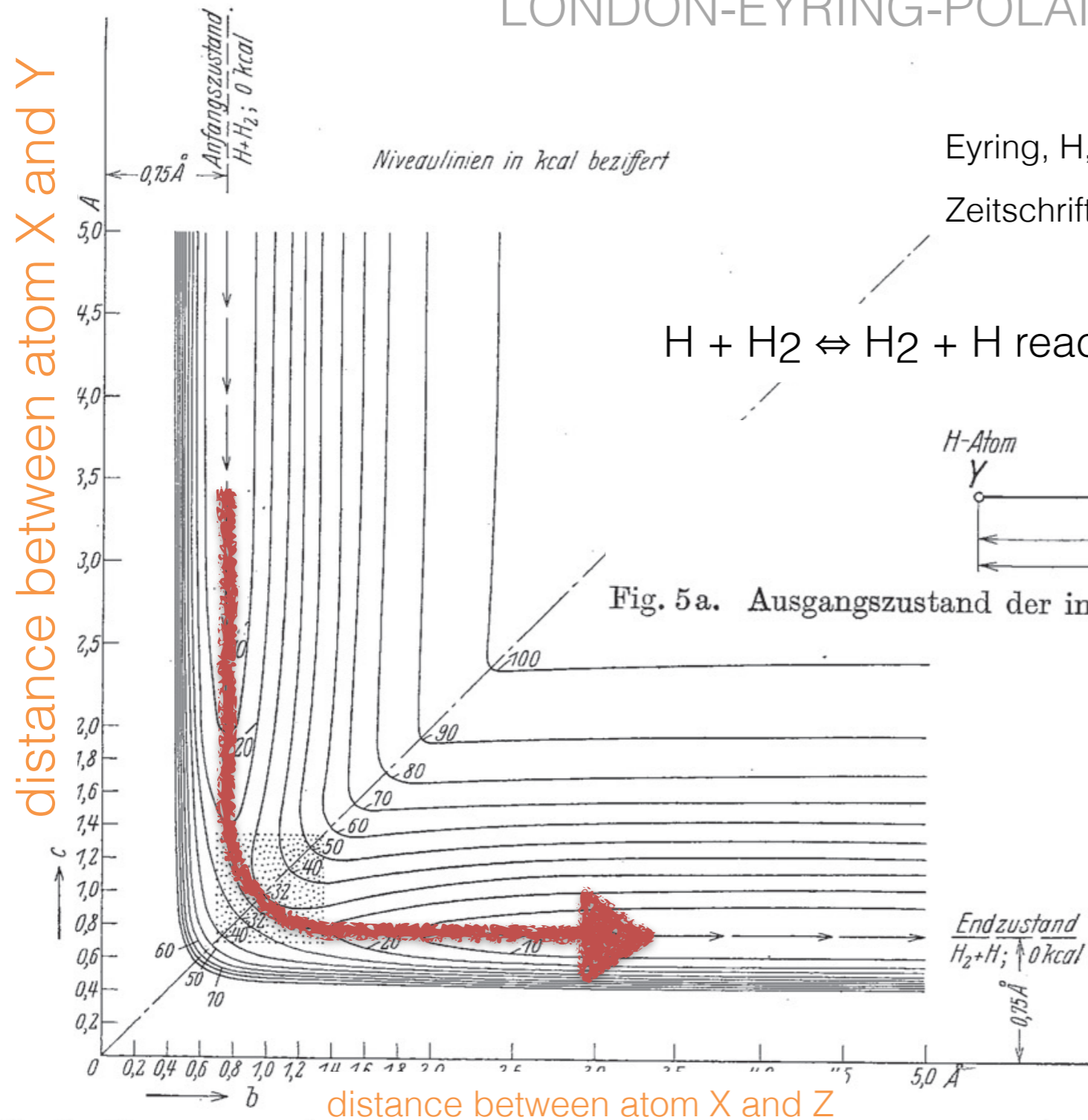


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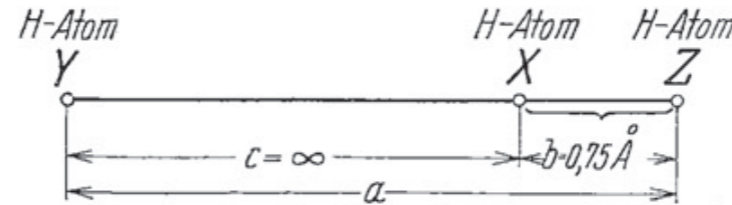


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Resonance energy as a function of distances ("resonance mountain")

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SCIENCE

7 September 1984, Volume 225, Number 4666

Packing Structures and Transitions in Liquids and Solids

Frank H. Stillinger and Thomas A. Weber

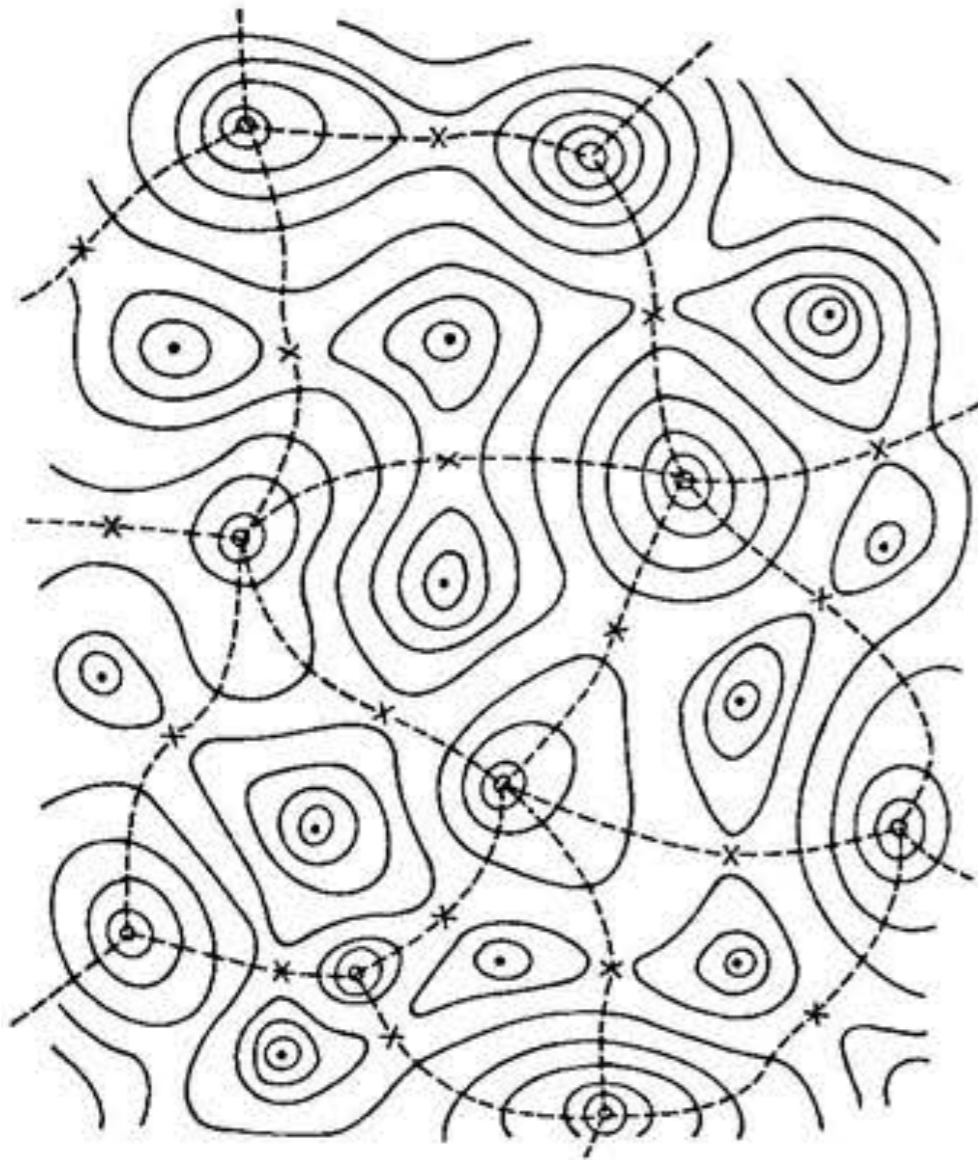


Fig. 1. Schematic representation of the potential energy surface for an N -atom system. Minima are shown as filled circles and saddle points as crosses. Potential energy is constant along the continuous curves. Regions belonging to different minima are indicated by dashed curves.

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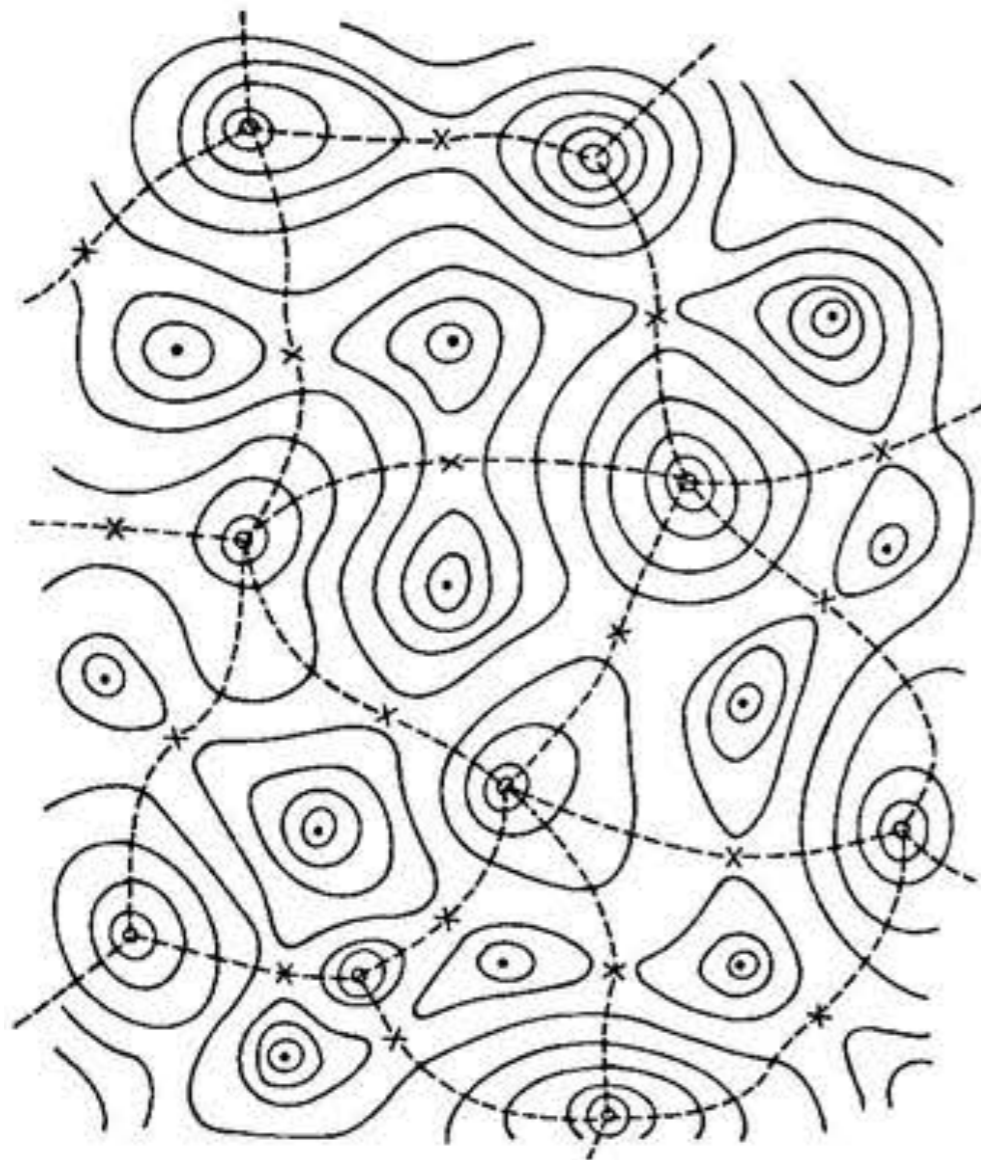
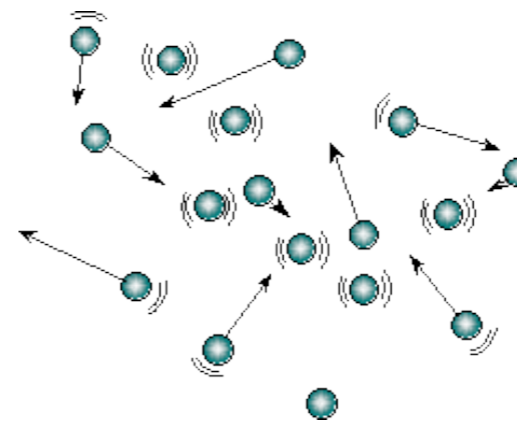
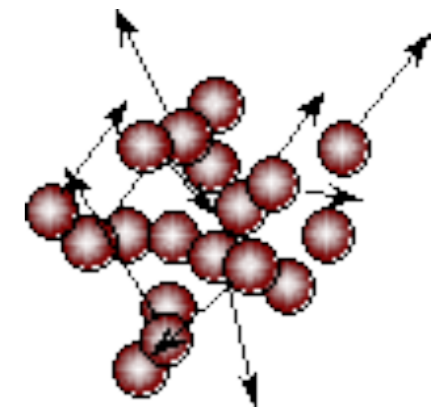


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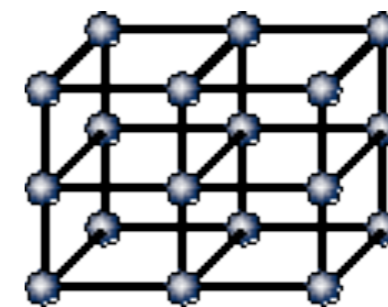
Gas



Liquid



Solid



<https://www.learnthermo.com/T1-tutorial/ch03/lesson-A/pg01.php>

ENERGY LANDSCAPES AND OPTIMIZATION

The transition process from gas to liquid to solid can be seen as optimization process

13 May 1983, Volume 220, Number 4598

SCIENCE

Optimization by Simulated Annealing

S. Kirkpatrick, C. D. Gelatt, Jr., M. P. Vecchi

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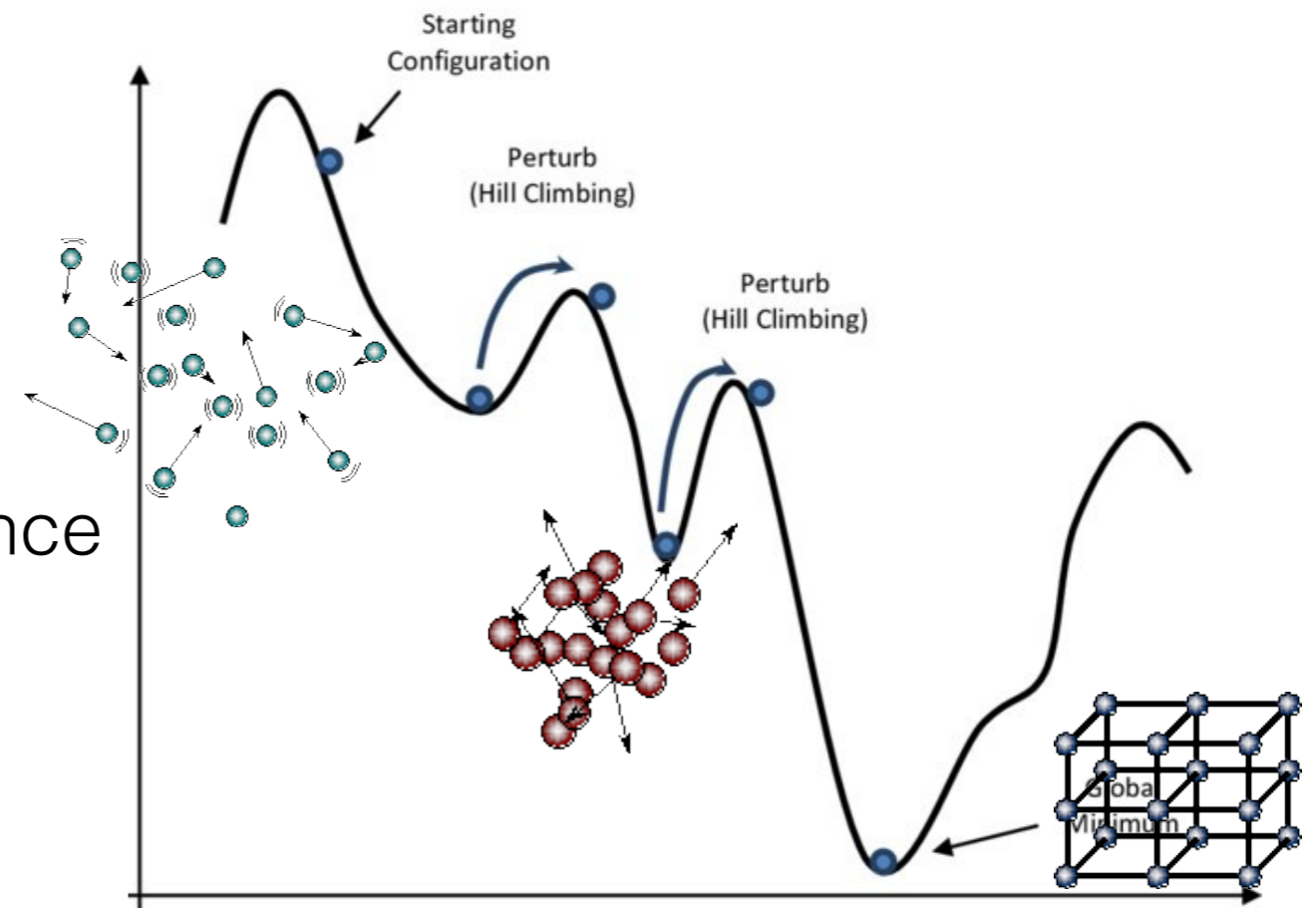
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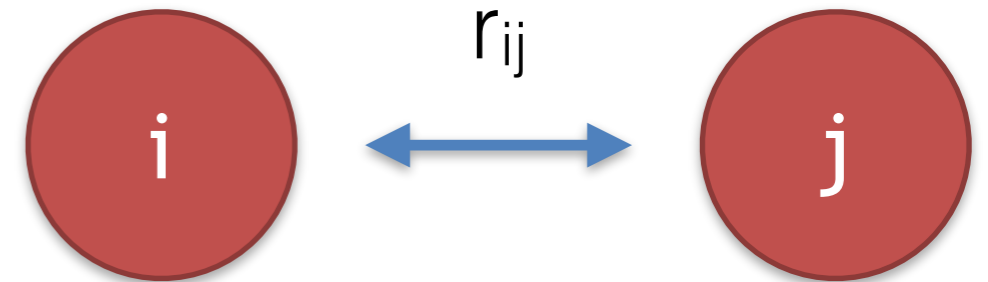
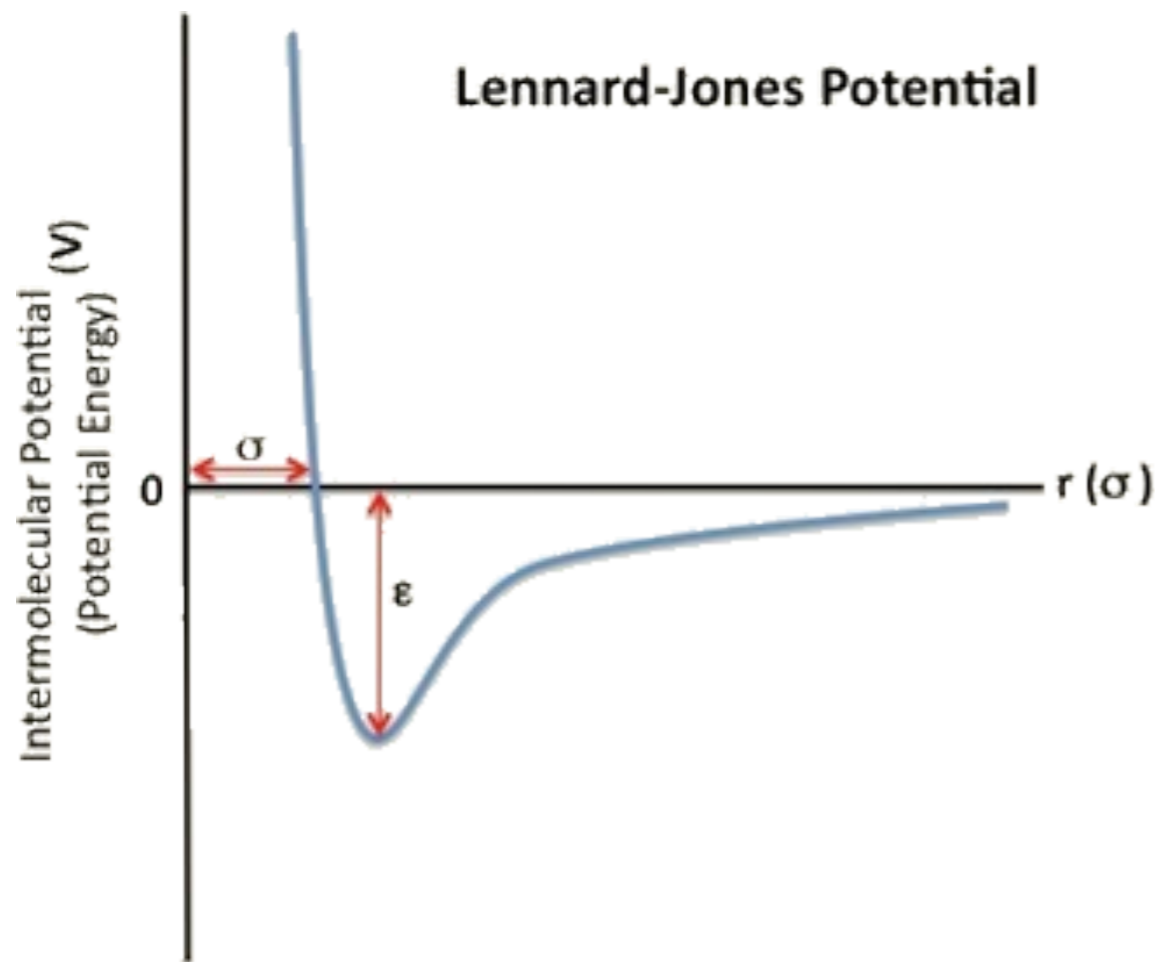
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ENERGY LANDSCAPES - LENNARD-JONES CLUSTERS

- Lennard-Jones potential as pair potential between noble gas atoms
- What is the best (lowest potential energy) configuration at temperature $T = 0$?
- How does the energy landscape look like for N number of atoms?



$$E = 4\epsilon \sum_{i < j} \left[\left(\frac{\sigma}{r_{ij}} \right)^{12} - \left(\frac{\sigma}{r_{ij}} \right)^6 \right]$$

ENERGY LANDSCAPES - BASIN HOPPING

J. Phys. Chem. A **1997**, *101*, 5111–5116

5111

Global Optimization by Basin-Hopping and the Lowest Energy Structures of Lennard-Jones Clusters Containing up to 110 Atoms

David J. Wales*

University Chemical Laboratories, Lensfield Road, Cambridge CB2 1EW, U.K.

Jonathan P. K. Doye

FOM Institute for Atomic and Molecular Physics, Kruislaan 407, 1098 SJ Amsterdam, The Netherlands

Received: March 19, 1997; In Final Form: April 29, 1997[Ⓢ]

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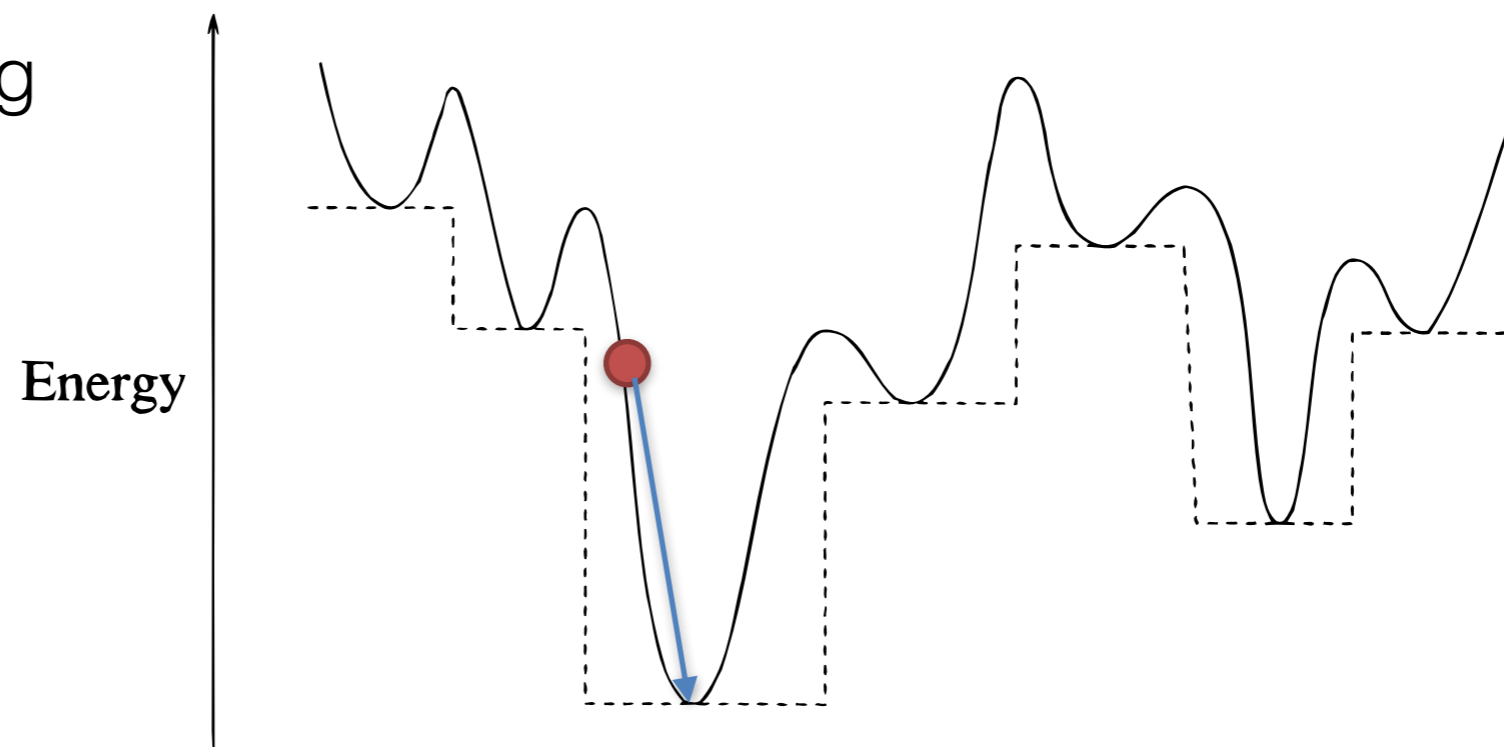
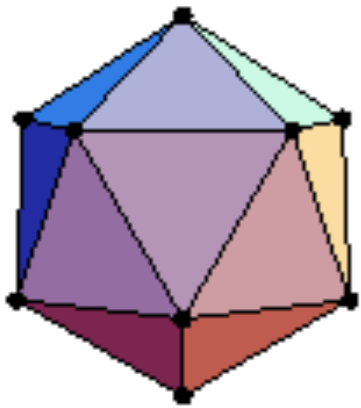


Figure 2. A schematic diagram illustrating the effects of our energy transformation for a one-dimensional example. The solid line is the energy of the original surface and the dashed line is the transformed energy \tilde{E} .

ENERGY LANDSCAPES - LJ

CLUSTER MINIMA

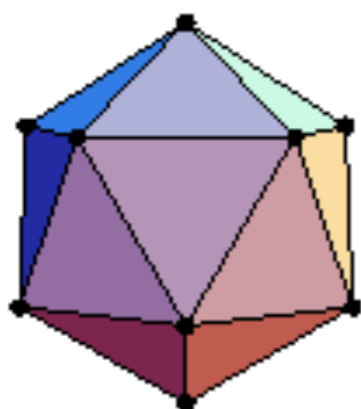
LJ 13



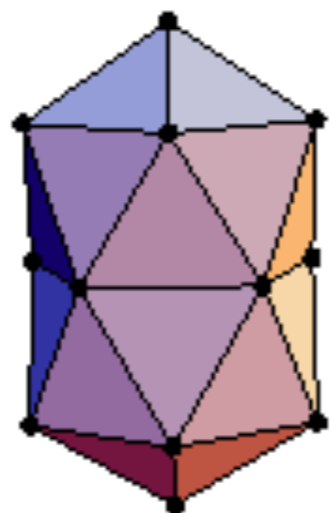
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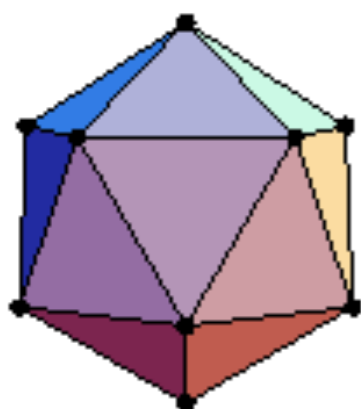
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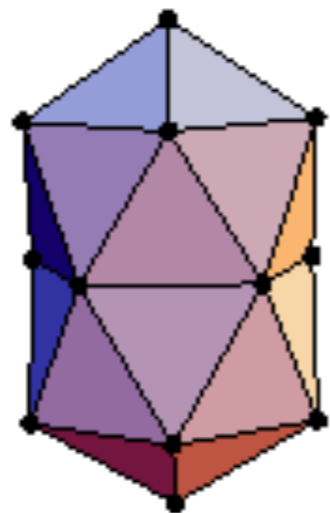
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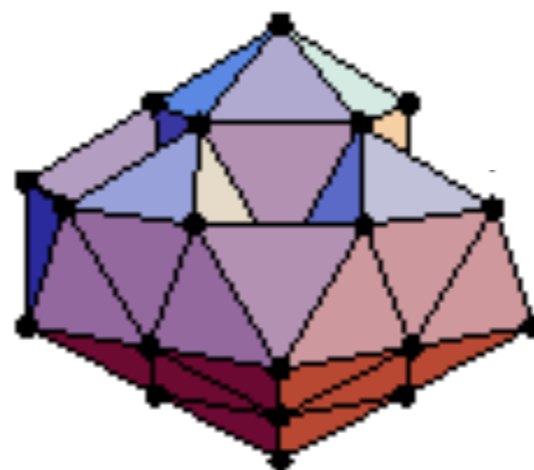
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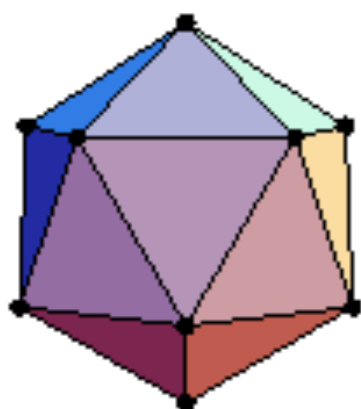
LJ 31



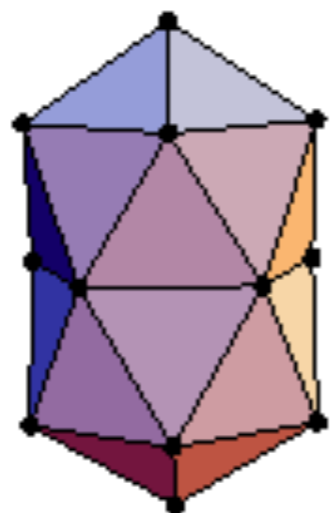
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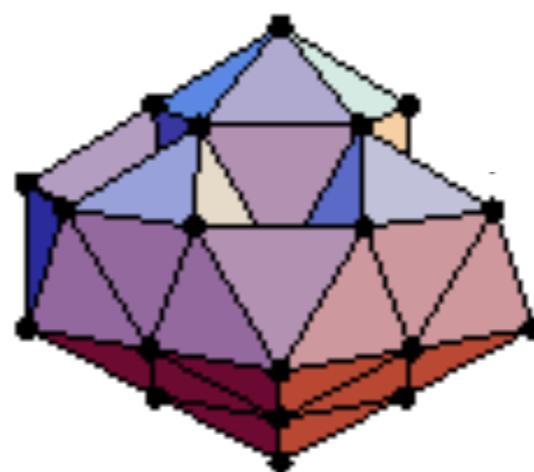
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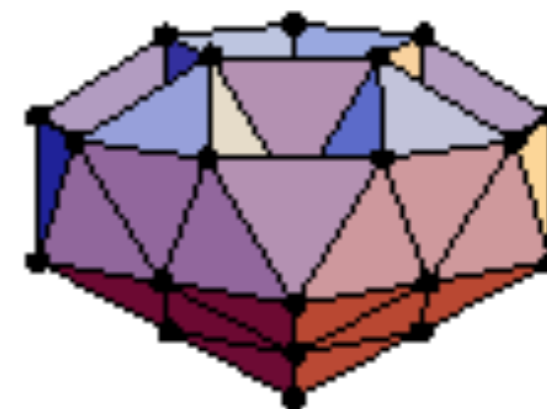
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LJ 31

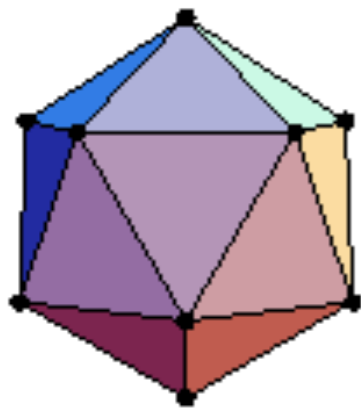


LJ 38

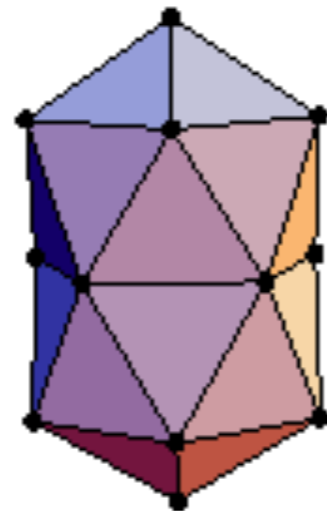


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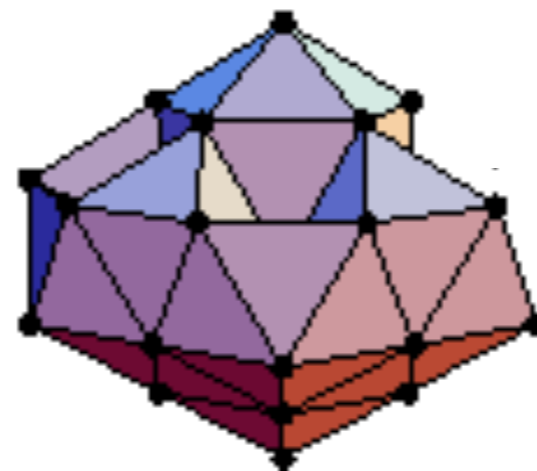
LJ 13



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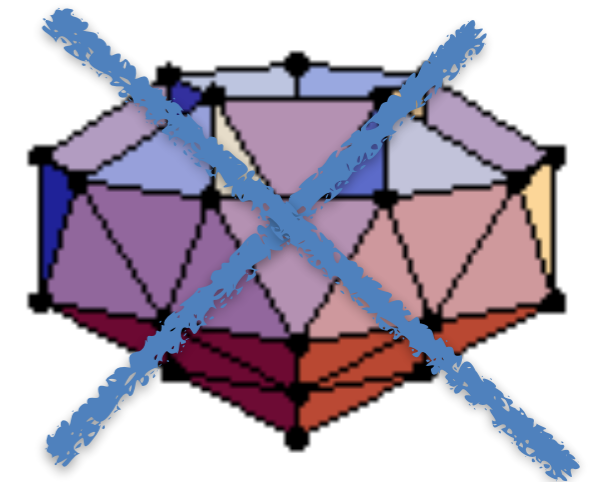


LJ 31



LJ 38

NO!



This face-centered cubic octahedron (fcc) structure is the global minimum.



TRANSITION PATH SAMPLING: Throwing Ropes Over Rough Mountain Passes, in the Dark

Peter G. Bolhuis

*Department of Chemical Engineering, Nieuwe Achtergracht 166, 1018 WV Amsterdam,
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David Chandler

*Department of Chemistry, University of California, Berkeley, California 94720;
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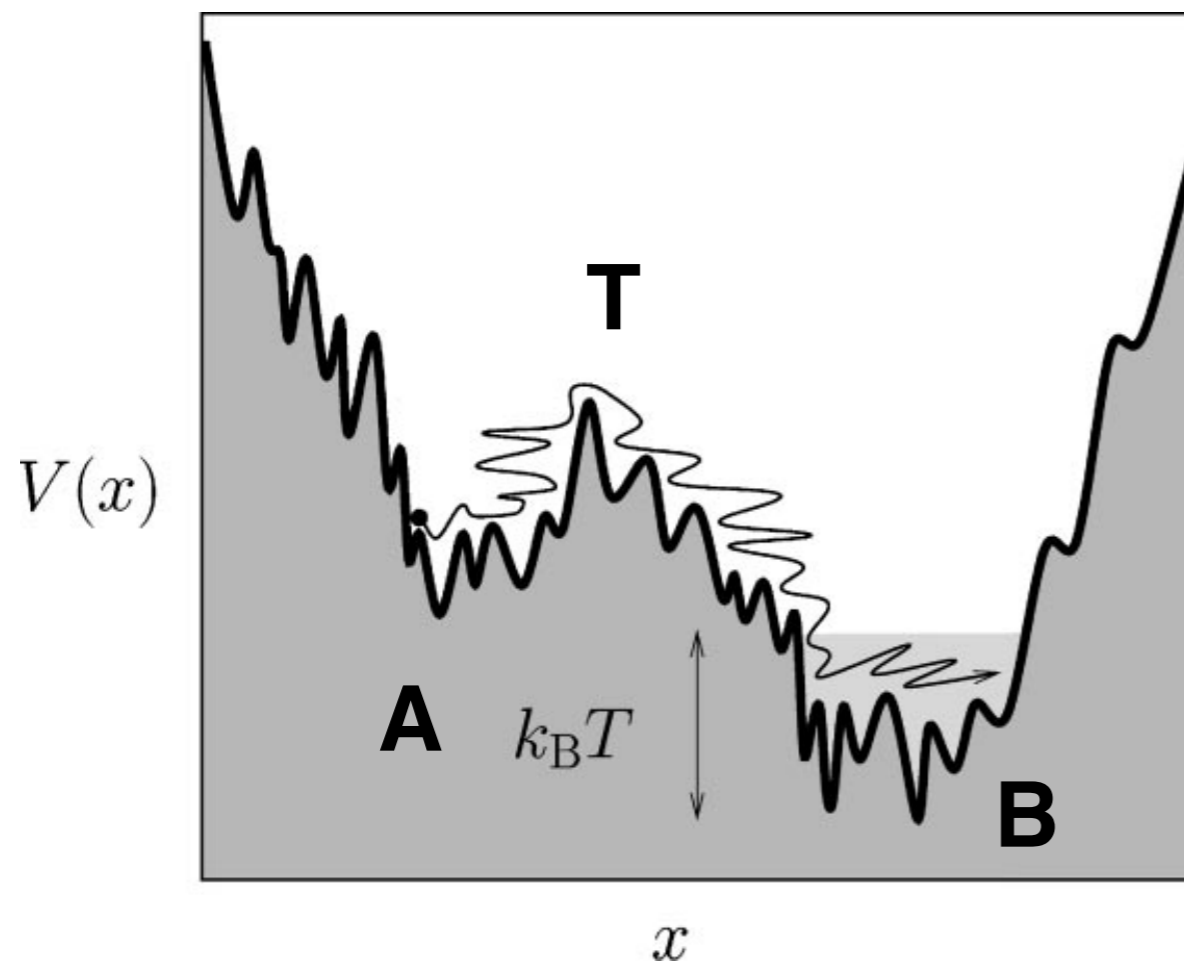
Christoph Dellago

*Department of Chemistry, University of Rochester, Rochester, New York 14627;
e-mail: dellago@chem.rochester.edu*

Phillip L. Geissler

*Department of Chemistry and Chemical Biology, Harvard University, Cambridge,
Massachusetts 02138; e-mail: geissler@chemistry.harvard.edu*

Key Words potential surfaces, kinetics, transition states, complex systems,
trajectories, basins of attraction, rare events



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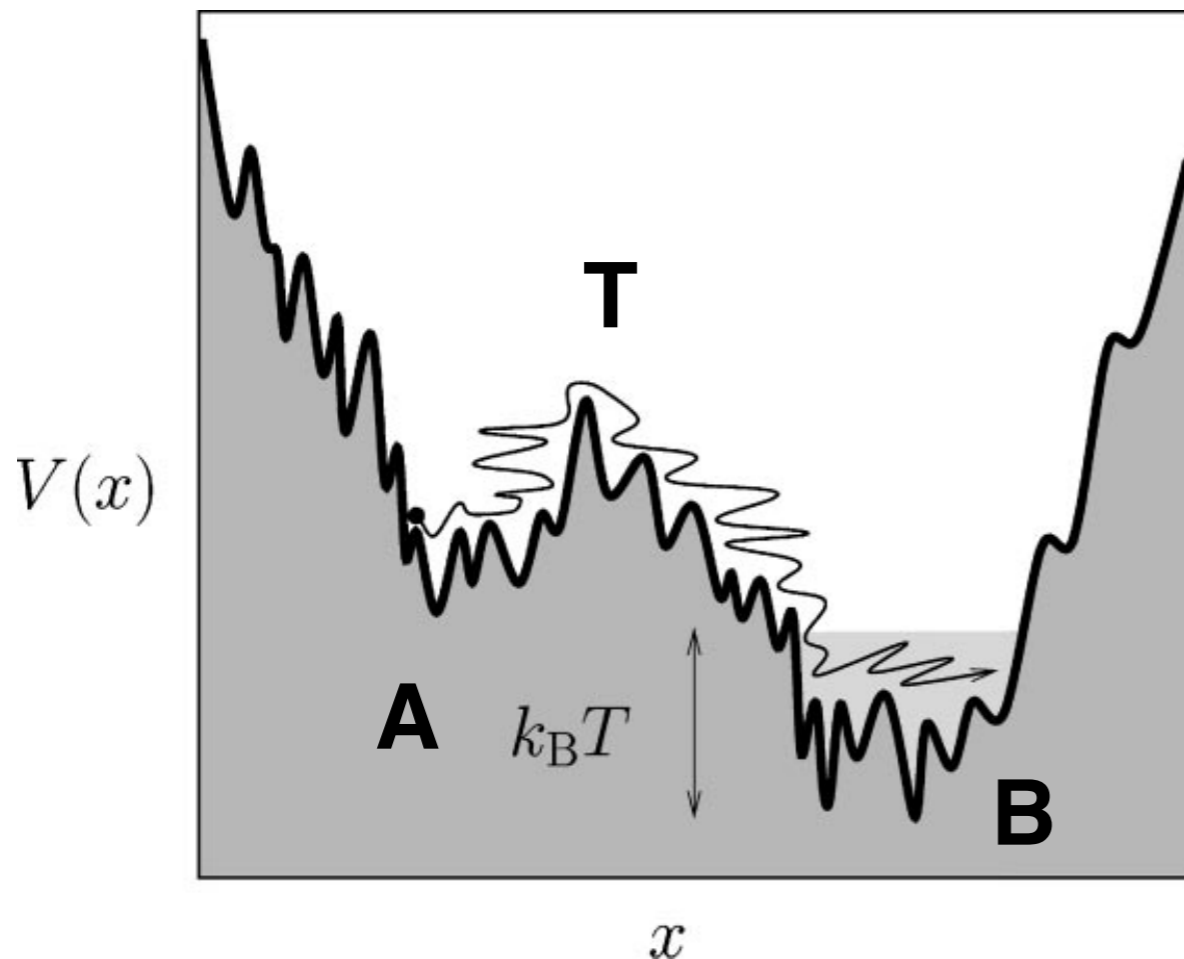
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David Chandler

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Christoph Dellago

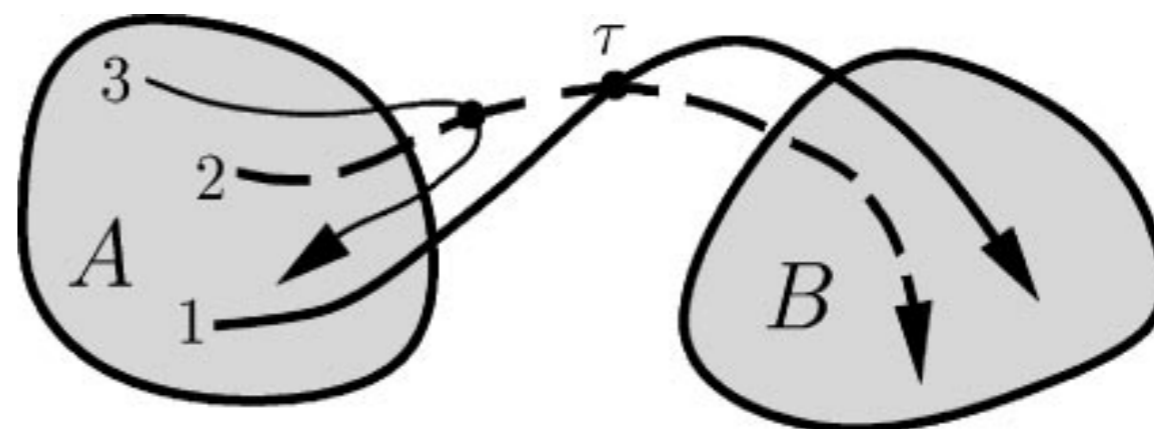
Department of Chemistry, University of Rochester, Rochester, New York 14627; e-mail: dellago@chem.rochester.edu

Phillip L. Geissler

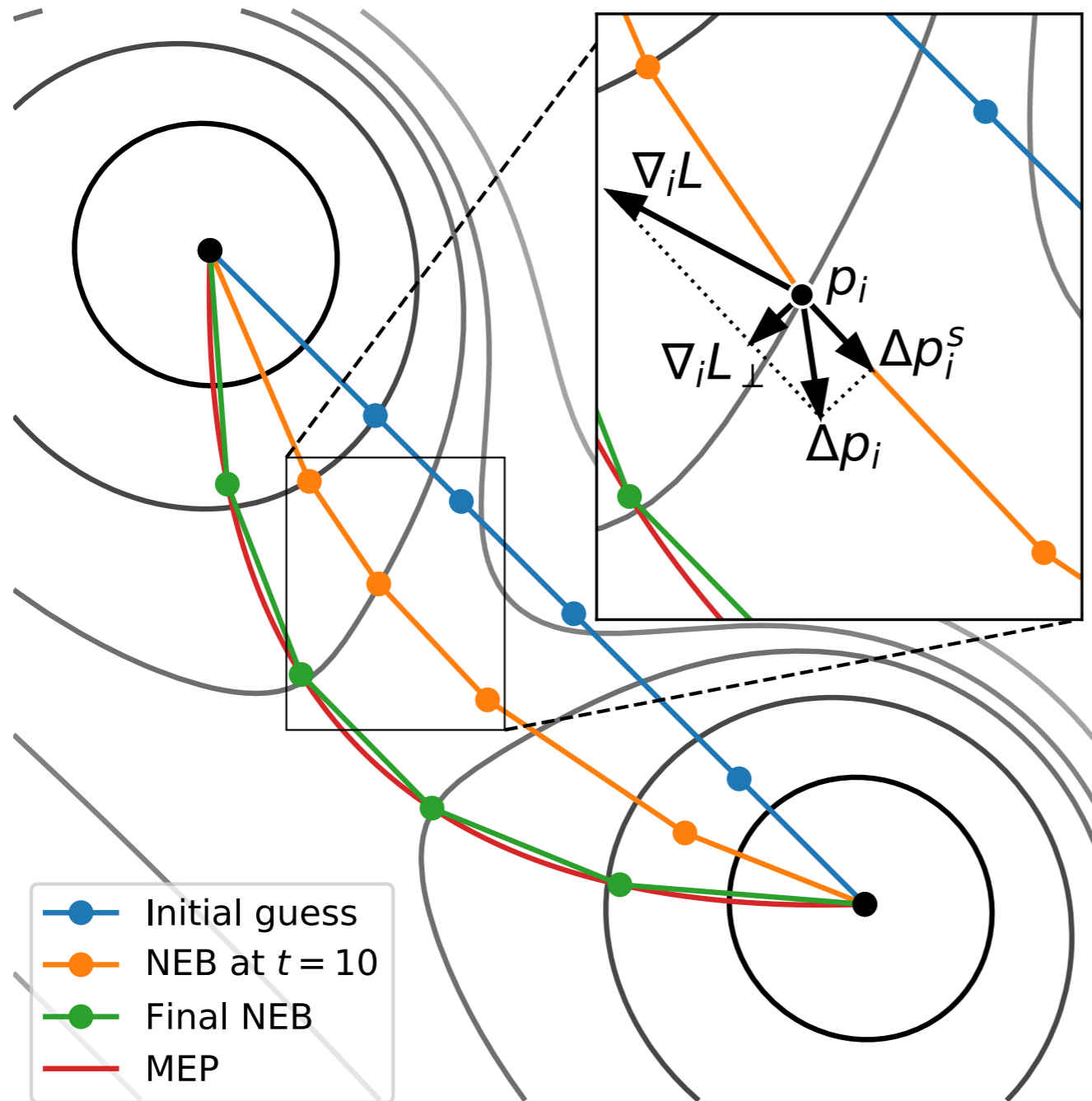
Department of Chemistry and Chemical Biology, Harvard University, Cambridge, Massachusetts 02138; e-mail: geissler@chemistry.harvard.edu

Key Words potential surfaces, kinetics, transition states, complex systems, trajectories, basins of attraction, rare events

Can we identify T?



The “nudged elastic band” method (Jónsson et al. 1998)

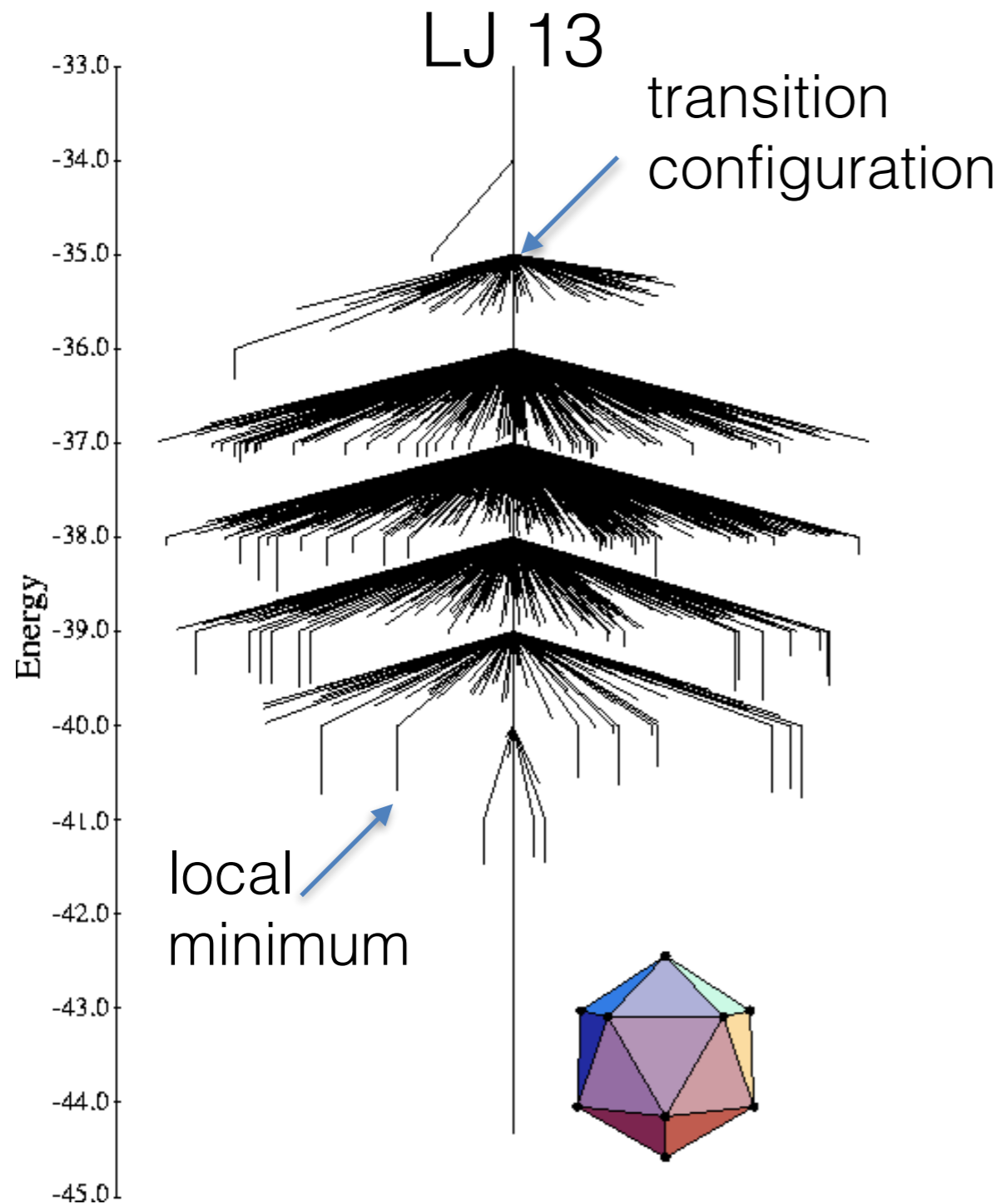


Jónsson, H., Mills, G., and Jacobsen, K. W.

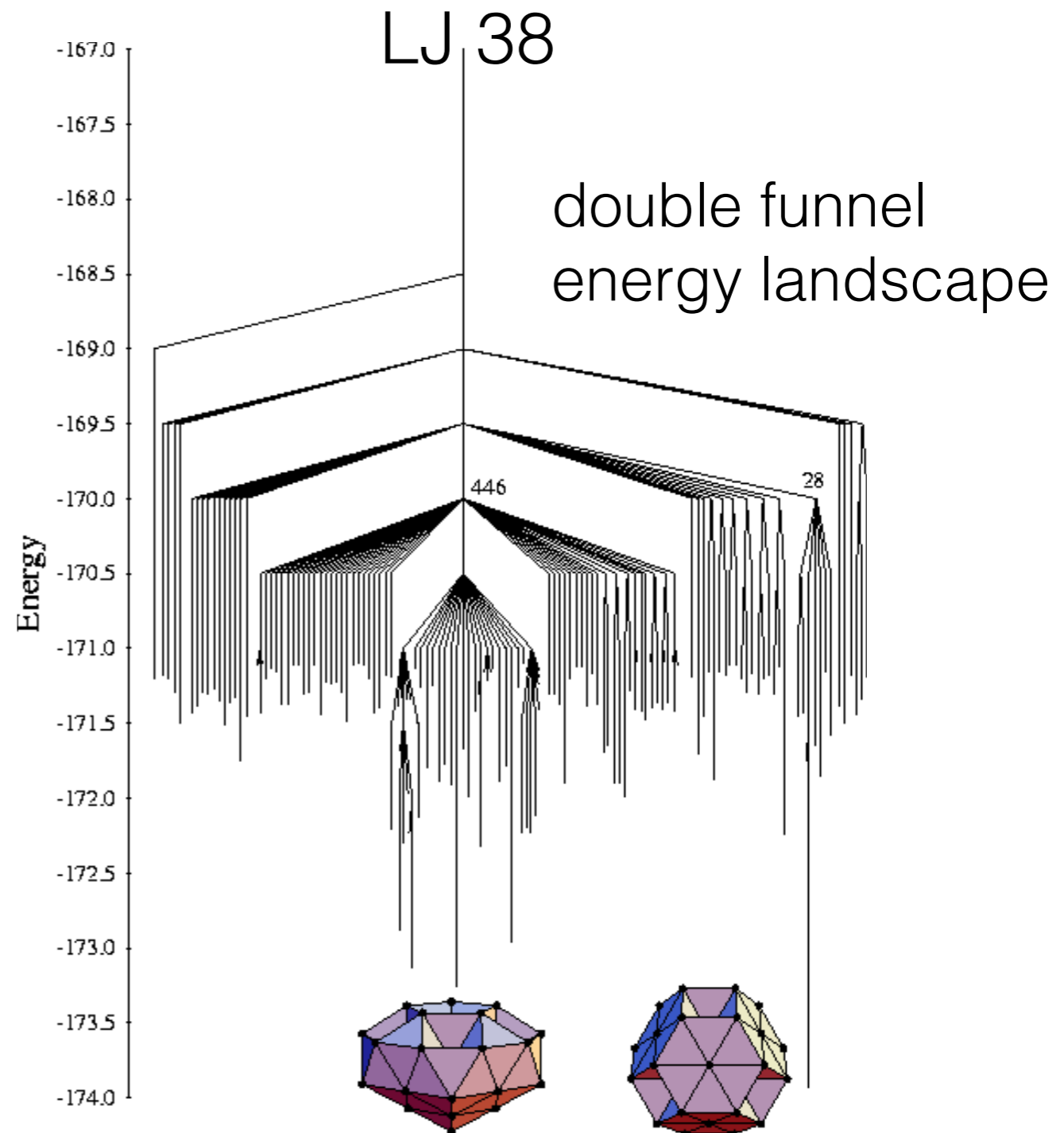
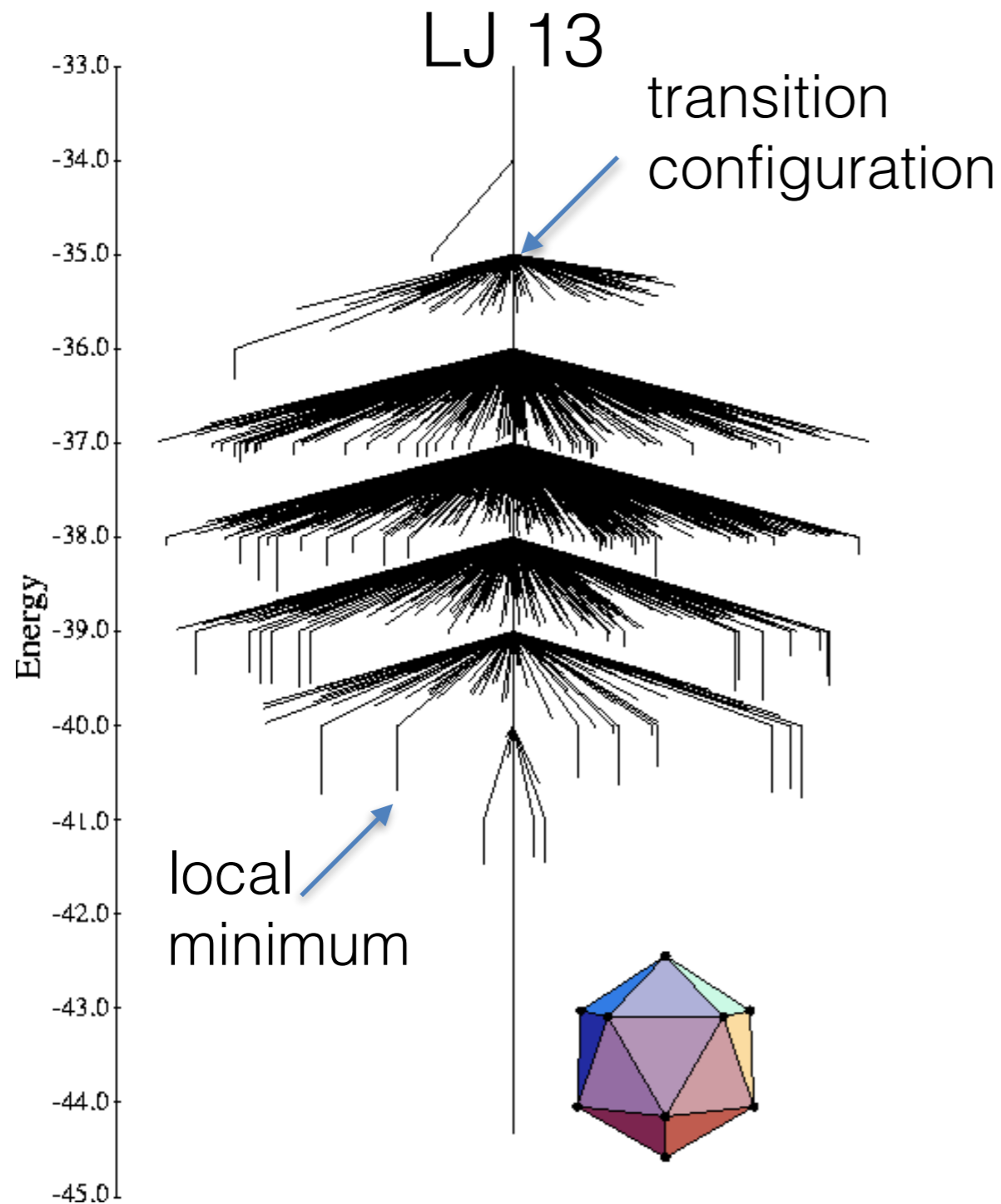
Nudged elastic band method for finding minimum energy paths of transitions.

In Classical and quantum dynamics in condensed phase simulations, pp. 385–404. World Scientific, 1998.

ENERGY LANDSCAPES AND DISCONNECTIVITY GRAPHS



ENERGY LANDSCAPES AND DISCONNECTIVITY GRAPHS



ENERGY LANDSCAPES AND THE SIMONS FOUNDATION

SIMONS COLLABORATION ON CRACKING THE GLASS PROBLEM

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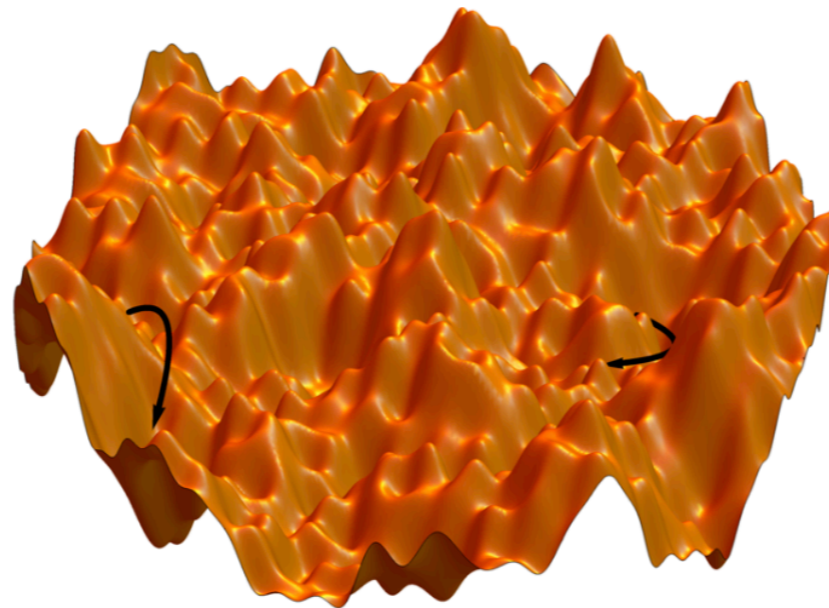


Figure (credit: Chiara Cammarota): A schematic rugged energy landscape with a multitude of energy minima, maxima, and saddles. Arrows denote some of the possible relaxation pathways.

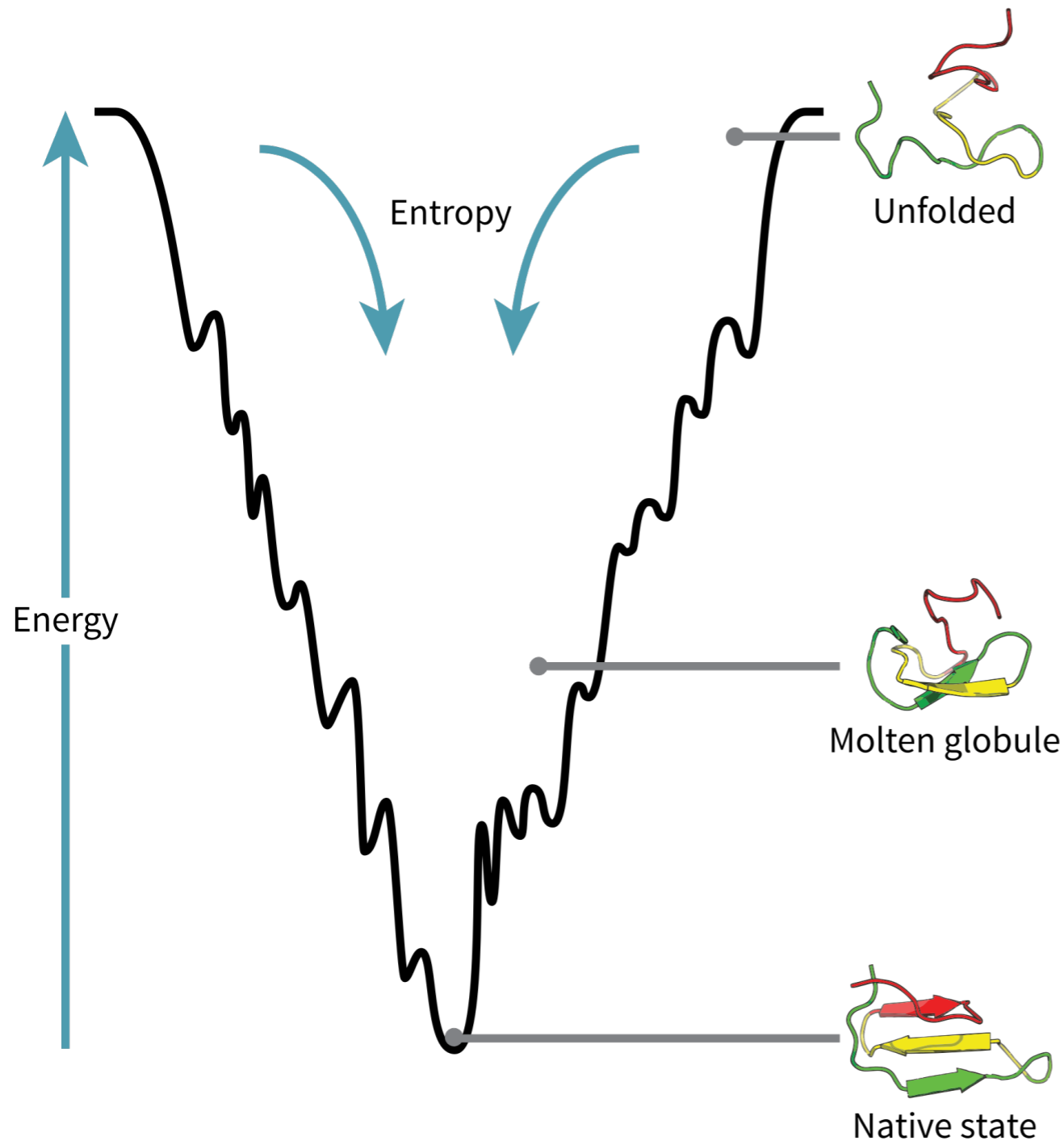
ENERGY LANDSCAPES AND PROTEIN FOLDING

Science 13 Dec 1991:
Vol. 254, Issue 5038, pp. 1598-1603
DOI: 10.1126/science.1749933

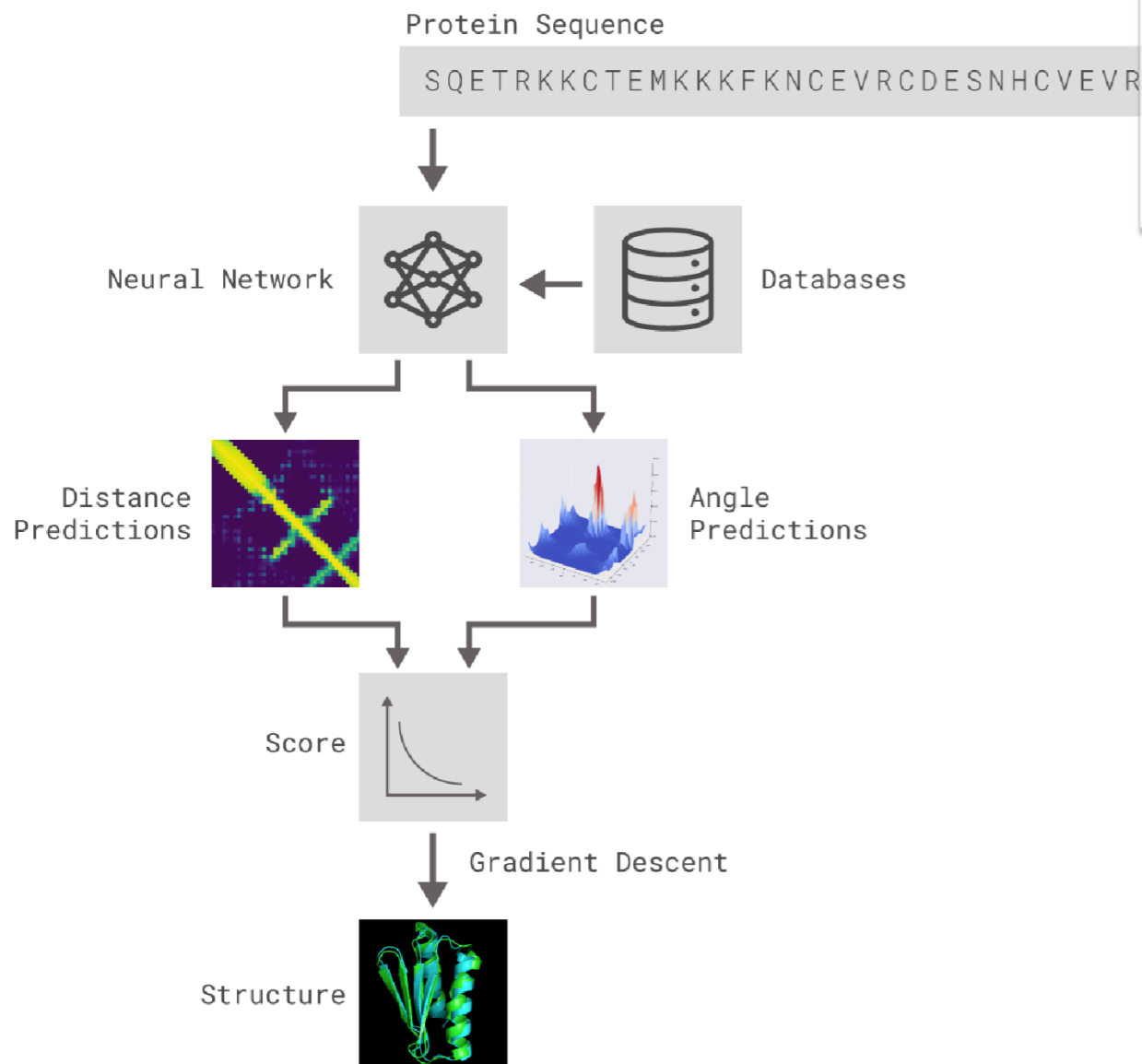
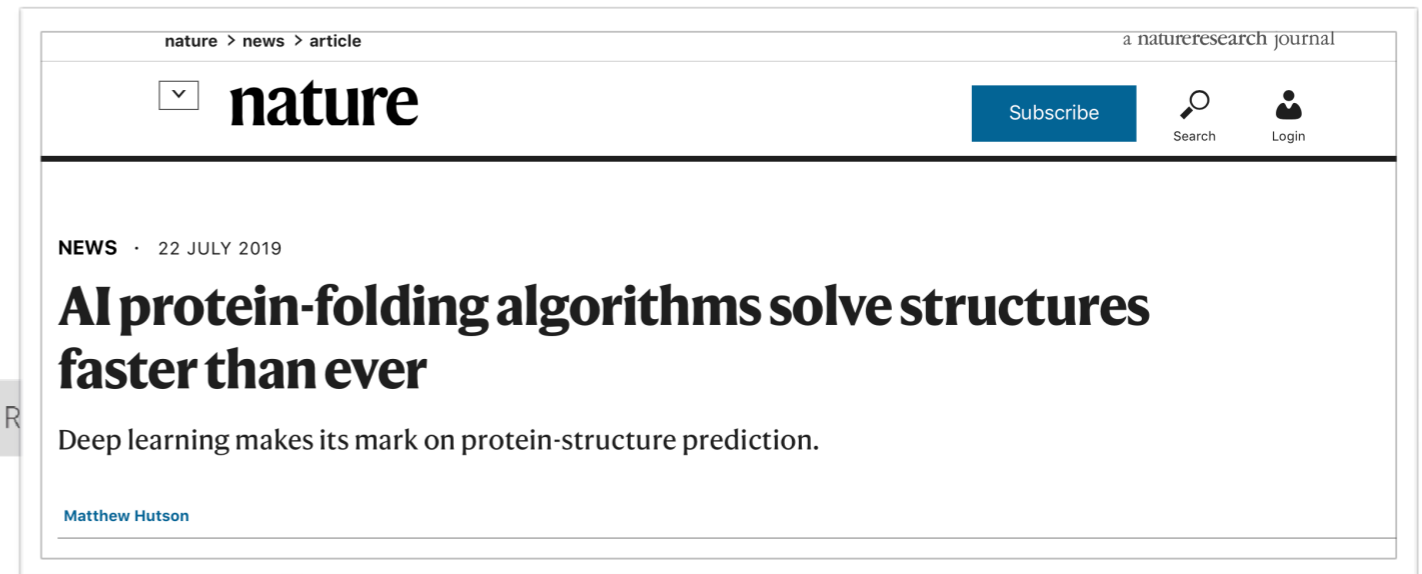
Articles

The Energy Landscapes and Motions of Proteins

HANS FRAUENFELDER, STEPHEN G. SLIGAR, PETER G. WOLYNES



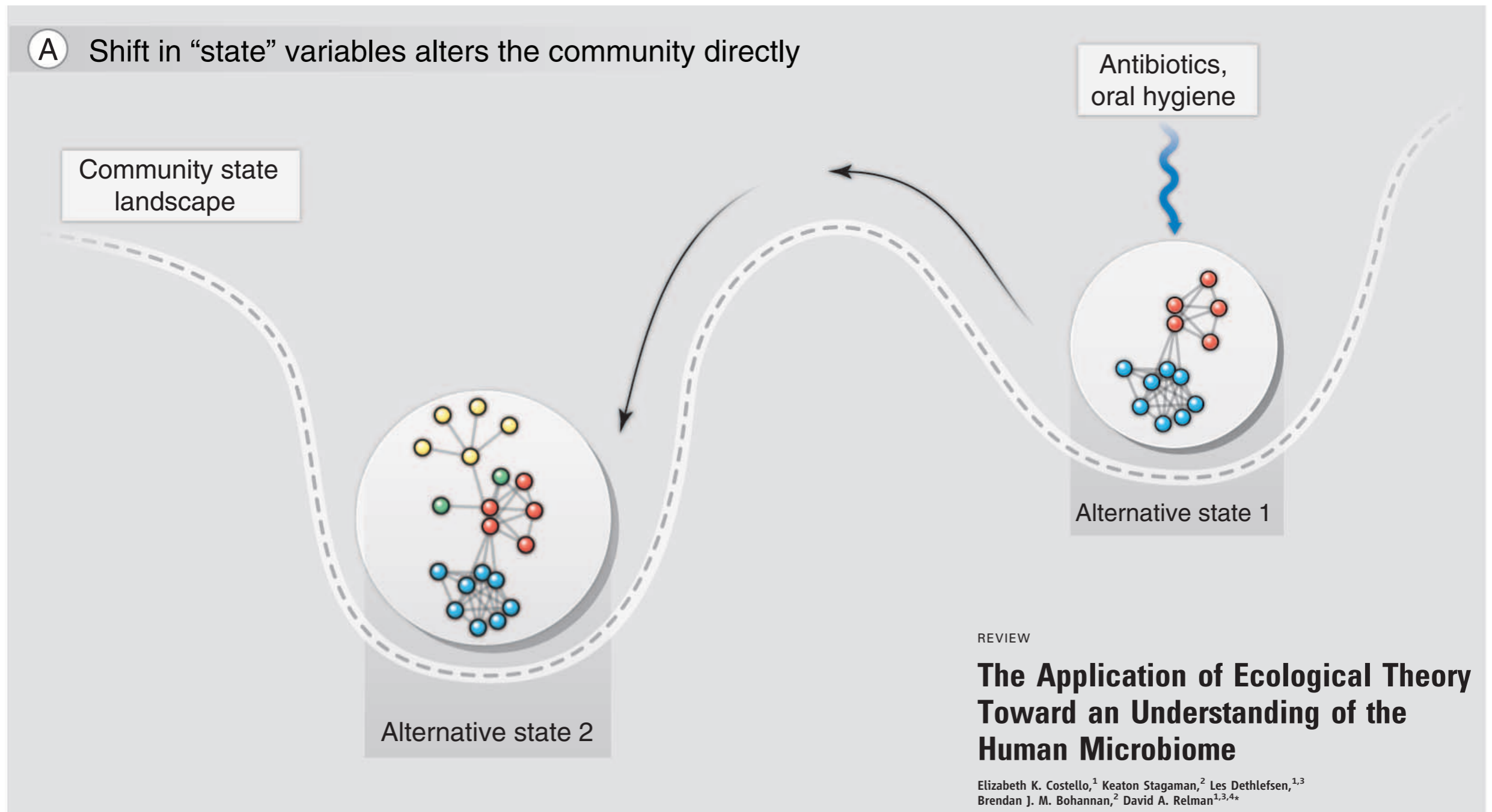
ENERGY LANDSCAPES AND DEEP MIND'S ALPHA-FOLD



Build a single-funnel energy landscape approximation

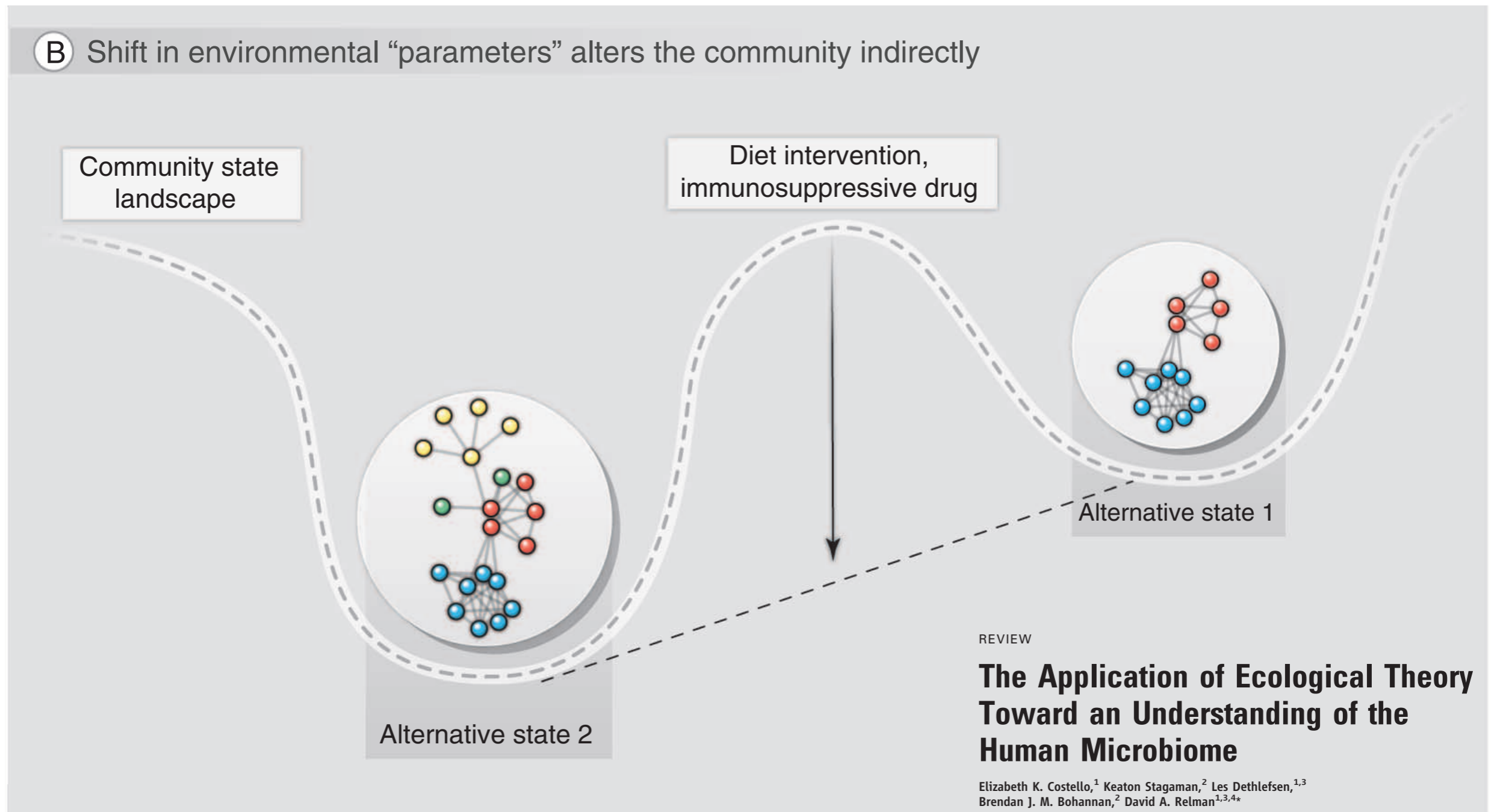
Gradient descent on landscape

COMMUNITY STATE LANDSCAPES AND ECOSYSTEMS



COMMUNITY STATE LANDSCAPES AND ECOSYSTEMS

B Shift in environmental “parameters” alters the community indirectly

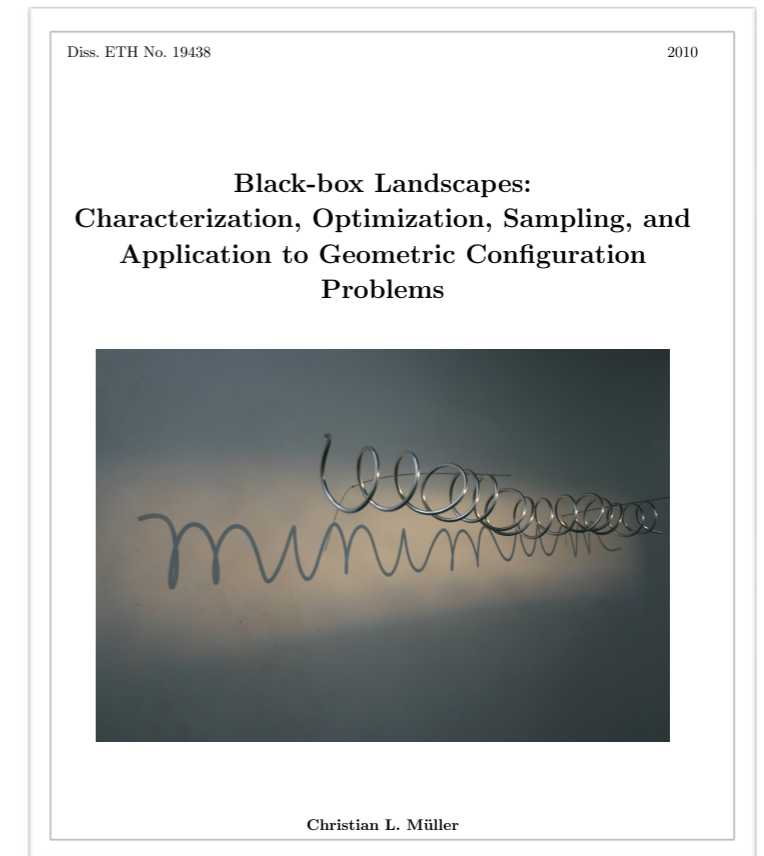
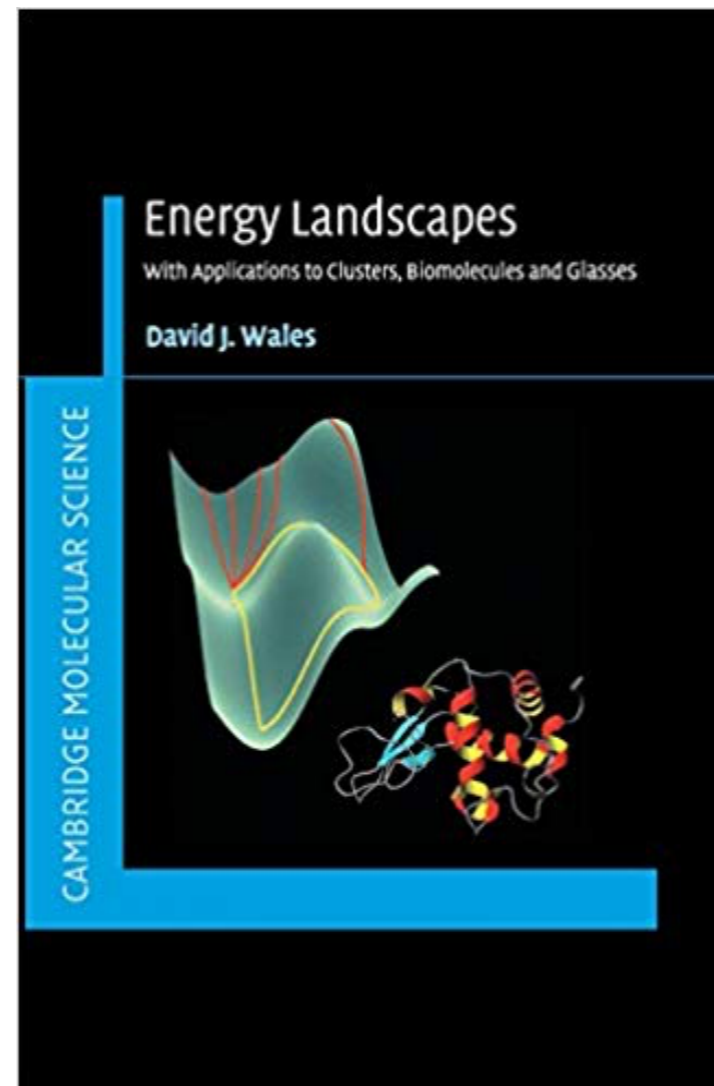
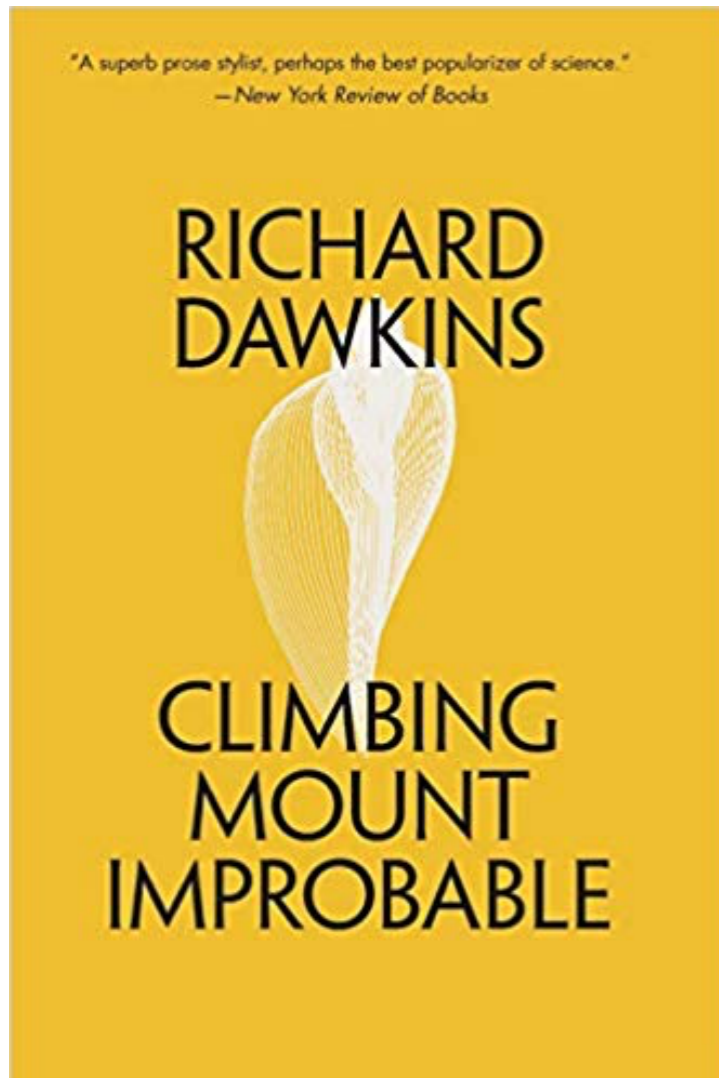


REVIEW

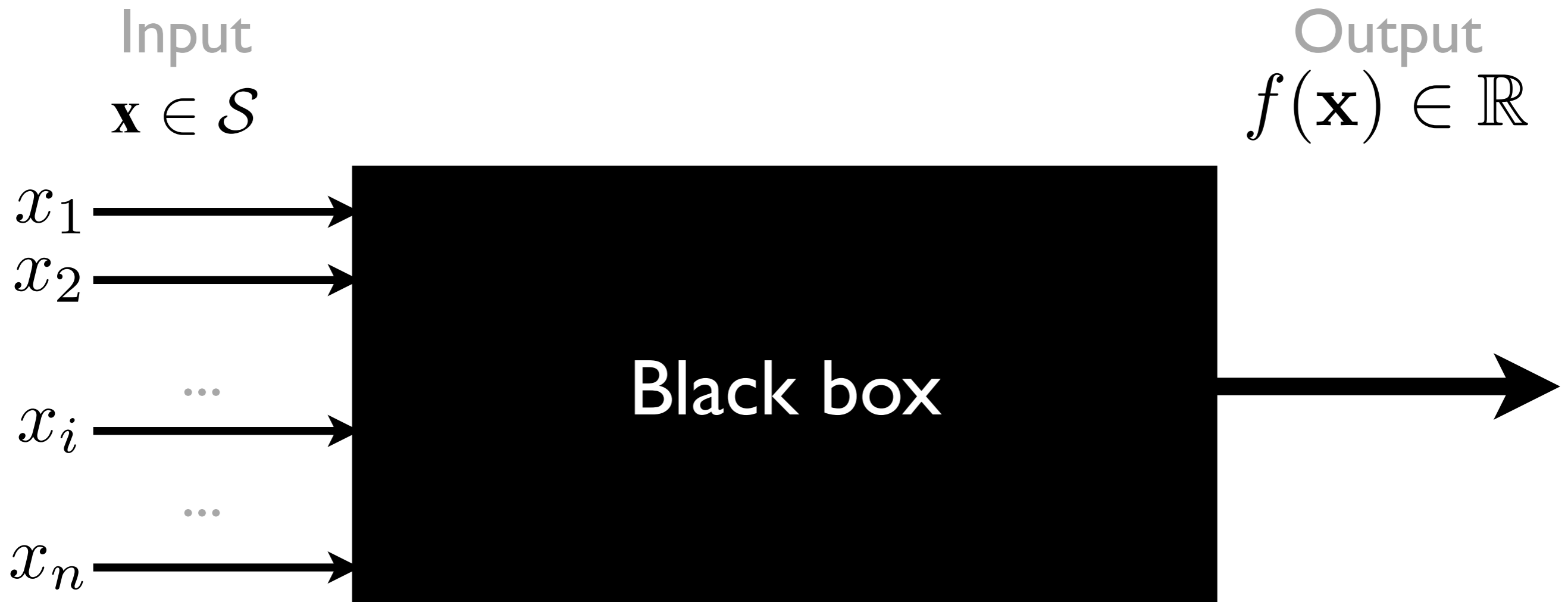
The Application of Ecological Theory Toward an Understanding of the Human Microbiome

Elizabeth K. Costello,¹ Keaton Stagaman,² Les Dethlefsen,^{1,3}
Brendan J. M. Bohannan,² David A. Relman^{1,3,4*}

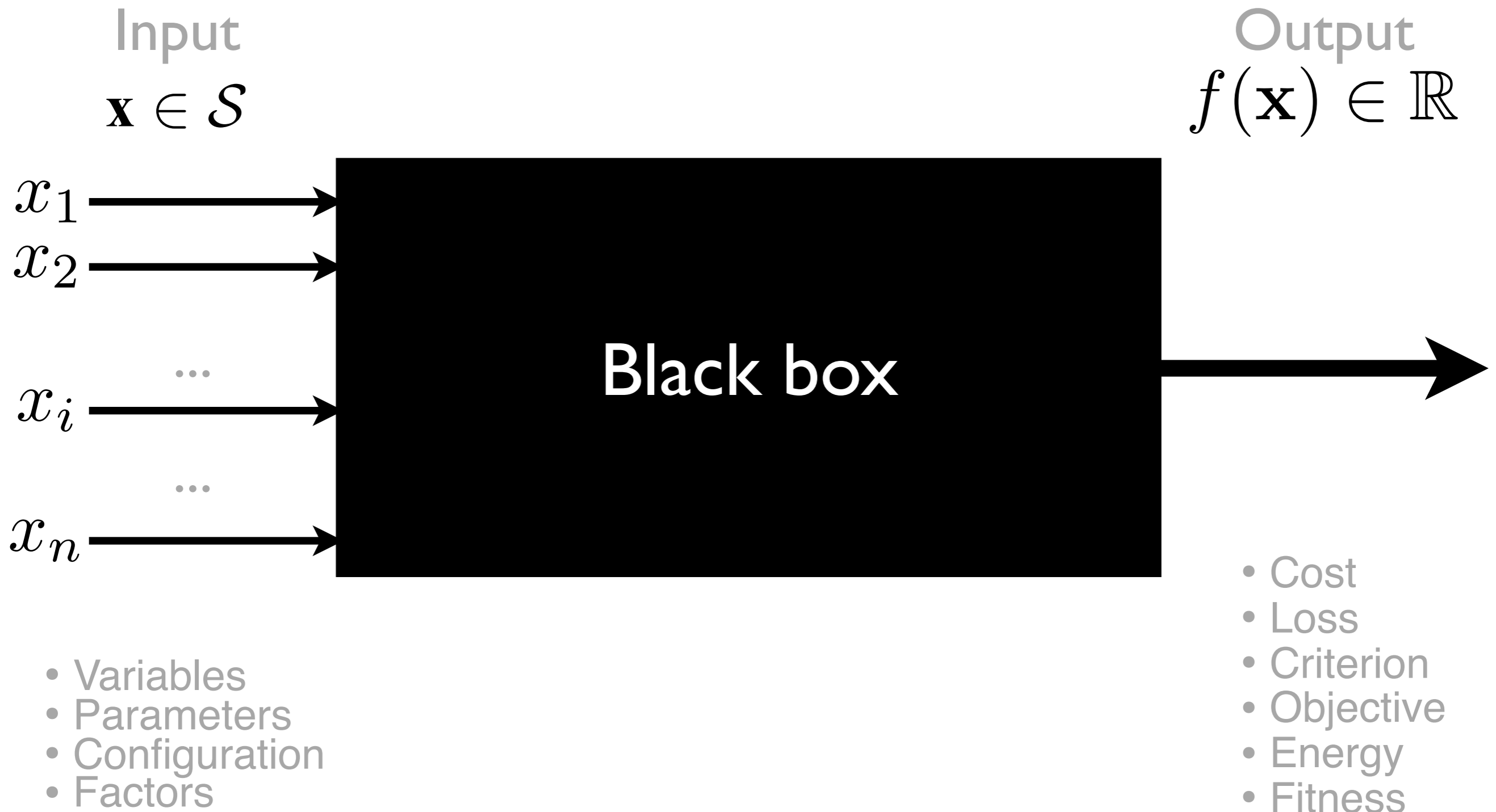
WANT TO KNOW MORE?



FROM LANDSCAPES BACK TO MATHEMATICAL OPTIMIZATION



FROM LANDSCAPES BACK TO MATHEMATICAL OPTIMIZATION



OPENING UP THE BLACK-BOX: CONTINUOUS OPTIMIZATION PROBLEM

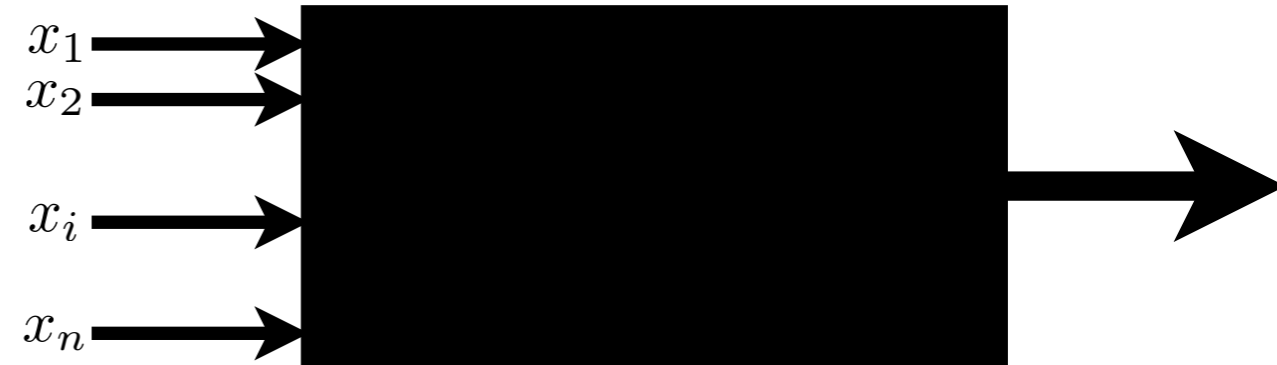
The *standard form* of a *continuous* optimization problem is^[1]

$$\begin{aligned} & \underset{x}{\text{minimize}} && f(x) \\ & \text{subject to} && g_i(x) \leq 0, \quad i = 1, \dots, m \\ & && h_j(x) = 0, \quad j = 1, \dots, p \end{aligned}$$

where

- $f: \mathbb{R}^n \rightarrow \mathbb{R}$ is the **objective function** to be minimized over the n -variable vector x ,
- $g_i(x) \leq 0$ are called **inequality constraints**
- $h_j(x) = 0$ are called **equality constraints**, and
- $m \geq 0$ and $p \geq 0$.

If $m = p = 0$, the problem is an unconstrained optimization problem. By convention, the standard form defines a **minimization problem**. A **maximization problem** can be treated by **negating** the objective function.



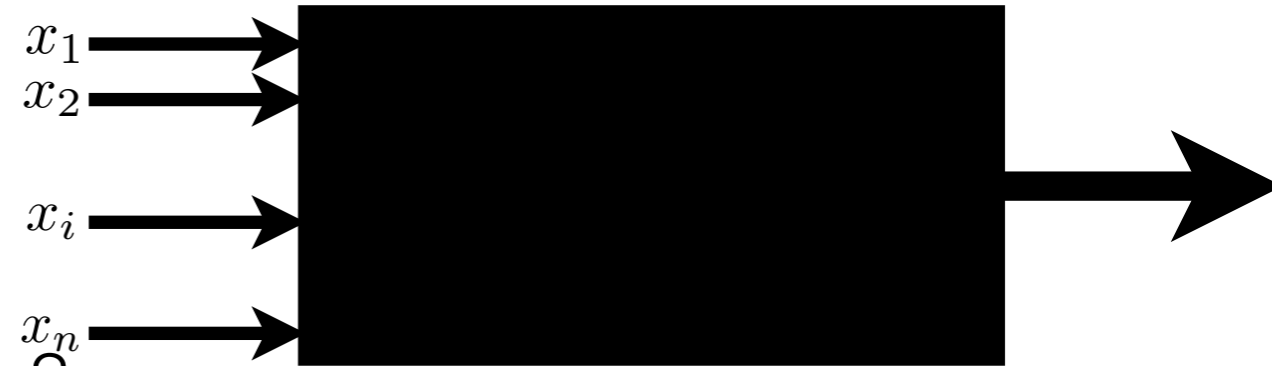
wikipedia

OPENING UP THE BLACK BOX



- What do you know about $\mathbf{x} \in \mathcal{S}$?
- What is the dimensionality of the problem?
- Does the function $f(\mathbf{x})$ have special properties? What are good properties?
- Can you evaluate gradients or higher-order information of the function?

OPENING UP THE BLACK BOX



- What do you know about $\mathbf{x} \in \mathcal{S}$?
- What is the dimensionality of the problem?
- Does the function $f(\mathbf{x})$ have special properties? What are good properties?
- Can you evaluate gradients or higher-order information of the function?
- How much does it cost (in computation time/experimental time) to evaluate the function? How often can you evaluate it?
- Is the function value deterministic? Is it stochastic?
- How accurate does the solution need to be?
- ...

Let's start with a simple scenario:

You know very little about $f(x)$ but it is low-dimensional

You can only evaluate $f(x)$, no higher order information

The domain of x is simple, say a hypercube

You can only evaluate $f(x)$ a couple of times

PURE RANDOM SEARCH

Rastrigin, L.A. (1963). "The convergence of the random search method in the extremal control of a many parameter system". *Automation and Remote Control*. **24** (10): 1337–1342.

PURE RANDOM SEARCH

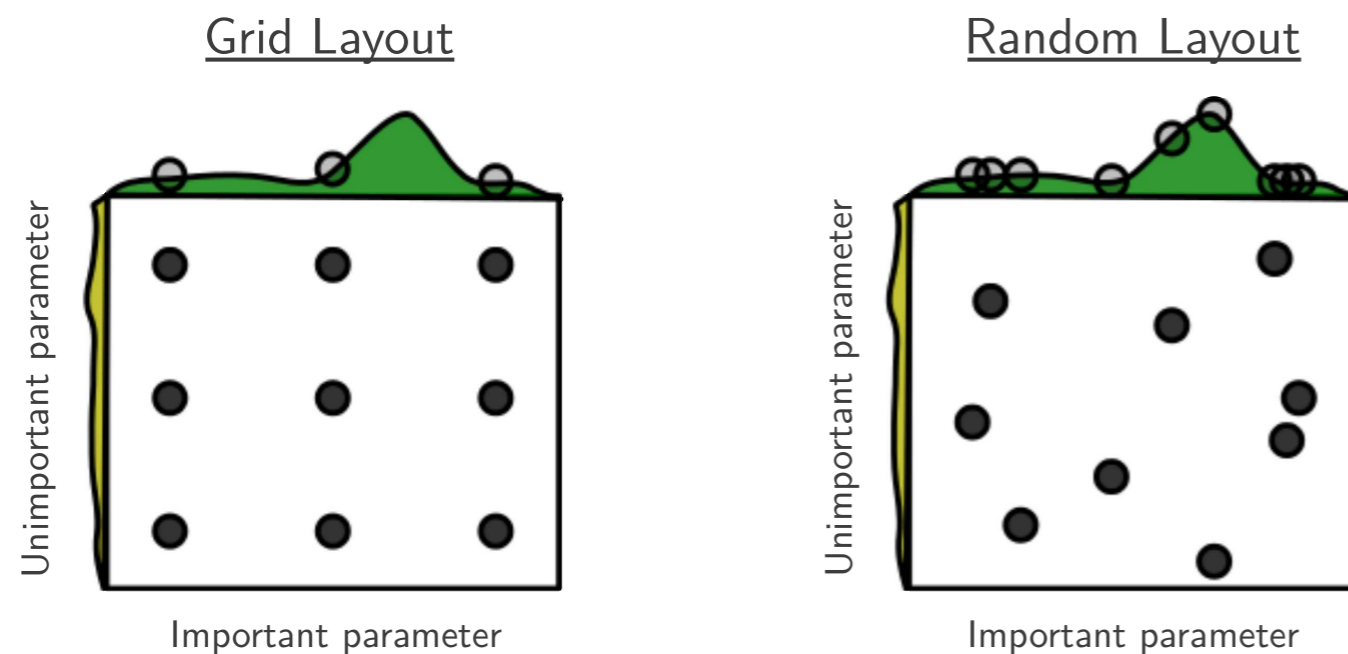
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- Useful when your input domain is simple, e.g., a hyper-cube
- Only requires function evaluations, no other information needed
- Better coverage than grid search

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Journal of Machine Learning Research 13 (2012) 281-305 Submitted 3/11; Revised 9/11; Published 2/12

Random Search for Hyper-Parameter Optimization

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Editor: Leon Bottou

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QUASI-RANDOM SEARCH

Sobol,I.M. (1967), "Distribution of points in a cube and approximate evaluation of integrals". *Zh. Vych. Mat. Mat. Fiz.* **7**: 784–802 (in Russian); *U.S.S.R Comput. Maths. Math. Phys.* **7**: 86–112 (in English).

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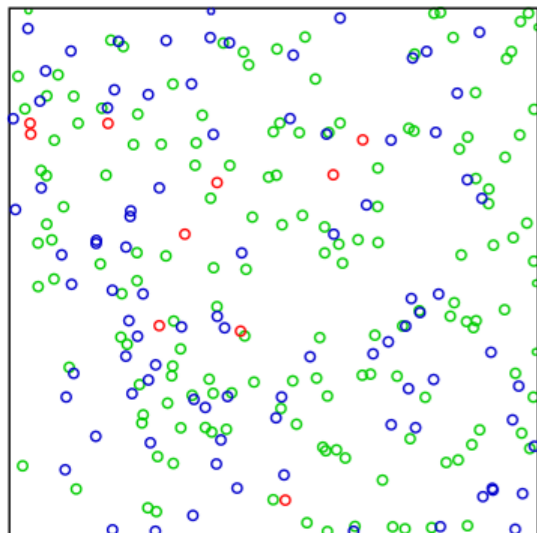
- Use quasi-random points rather than random ones to cover the space
- Better space-filling properties
- Works well for up to $n=50$ dimensions
- (Scrambled) Sobol sequences are good

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Pseudo-random points

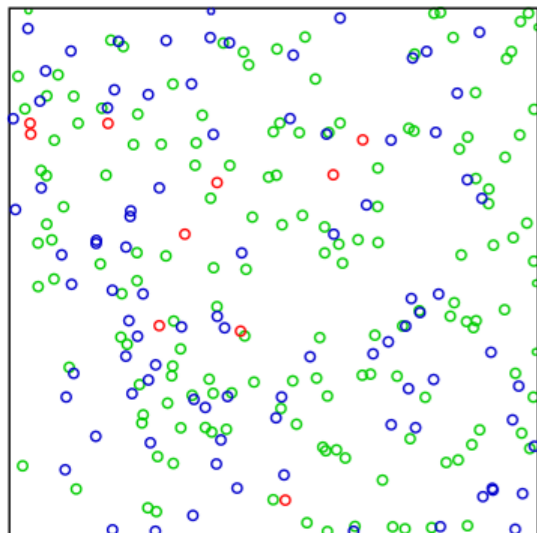


QUASI-RANDOM SEARCH

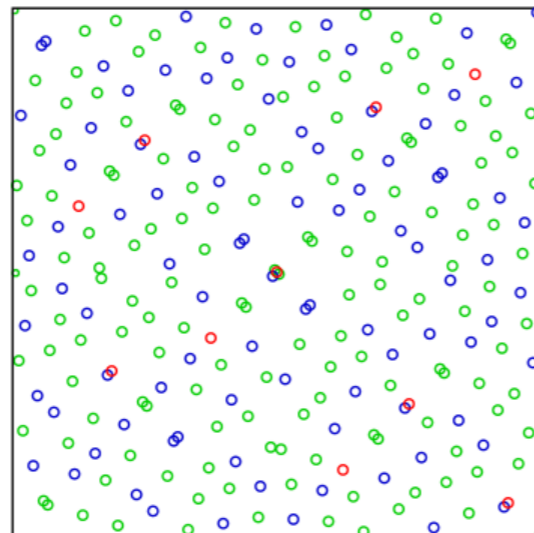
Sobol,I.M. (1967), "Distribution of points in a cube and approximate evaluation of integrals". *Zh. Vych. Mat. Mat. Fiz.* **7**: 784–802 (in Russian); *U.S.S.R Comput. Maths. Math. Phys.* **7**: 86–112 (in English).

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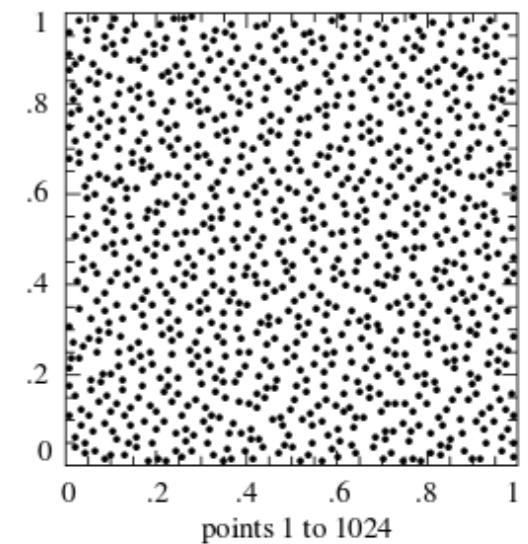
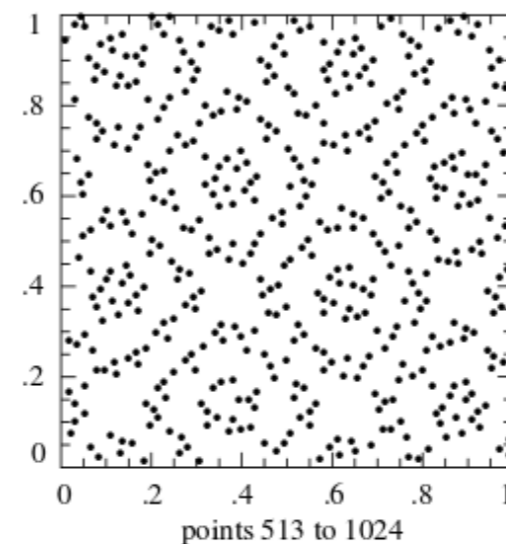
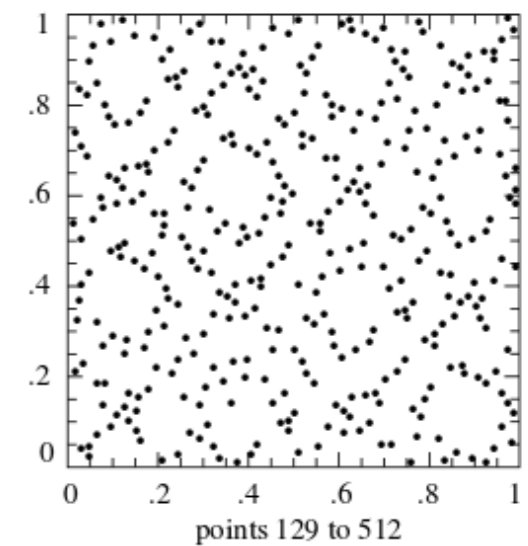
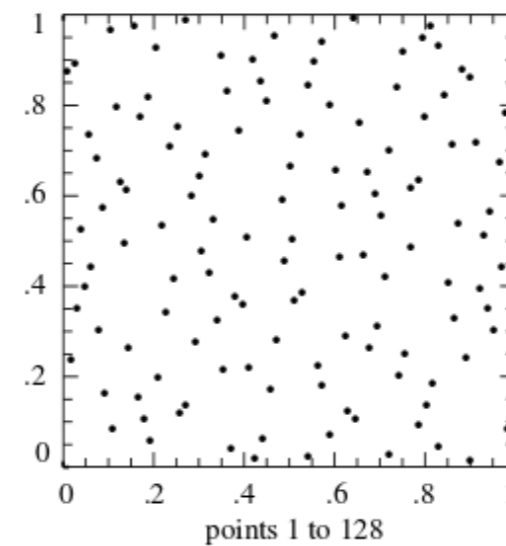
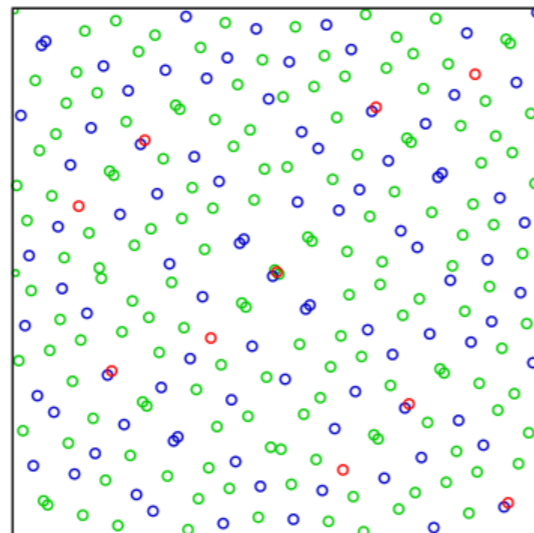
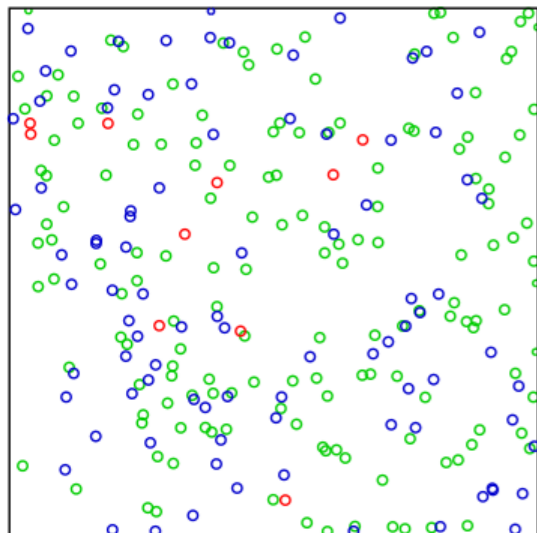
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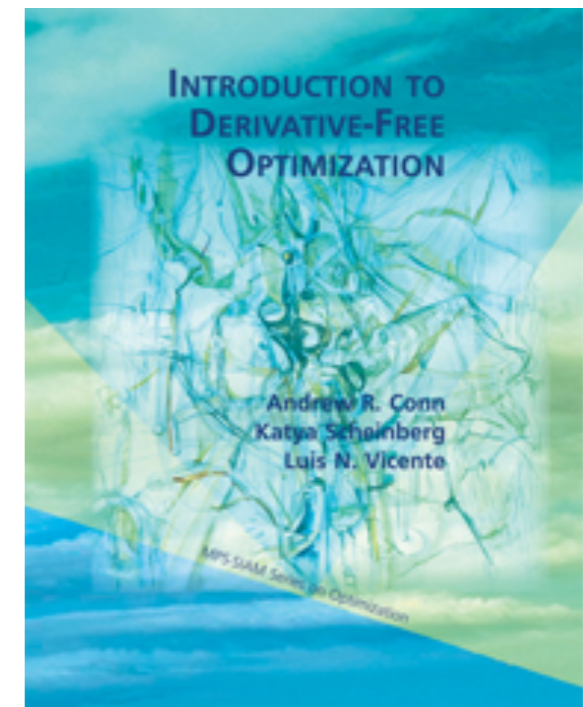


DERIVATIVE-FREE OPTIMIZATION AND EVOLUTION STRATEGIES

- Use it when you know very little about the function and the function is **not costly**, i.e., you can evaluate $O(n^2)$ points
- Input domain is simple, e.g. a hyper-cube, not too high-dimensional
- Typically used in **simulation-based optimization** where only function evaluations are available
- Popular method: Nelder-Mead Simplex method (not recommended), Pattern search, Covariance Matrix Adaptation ES

CMA-ES resources

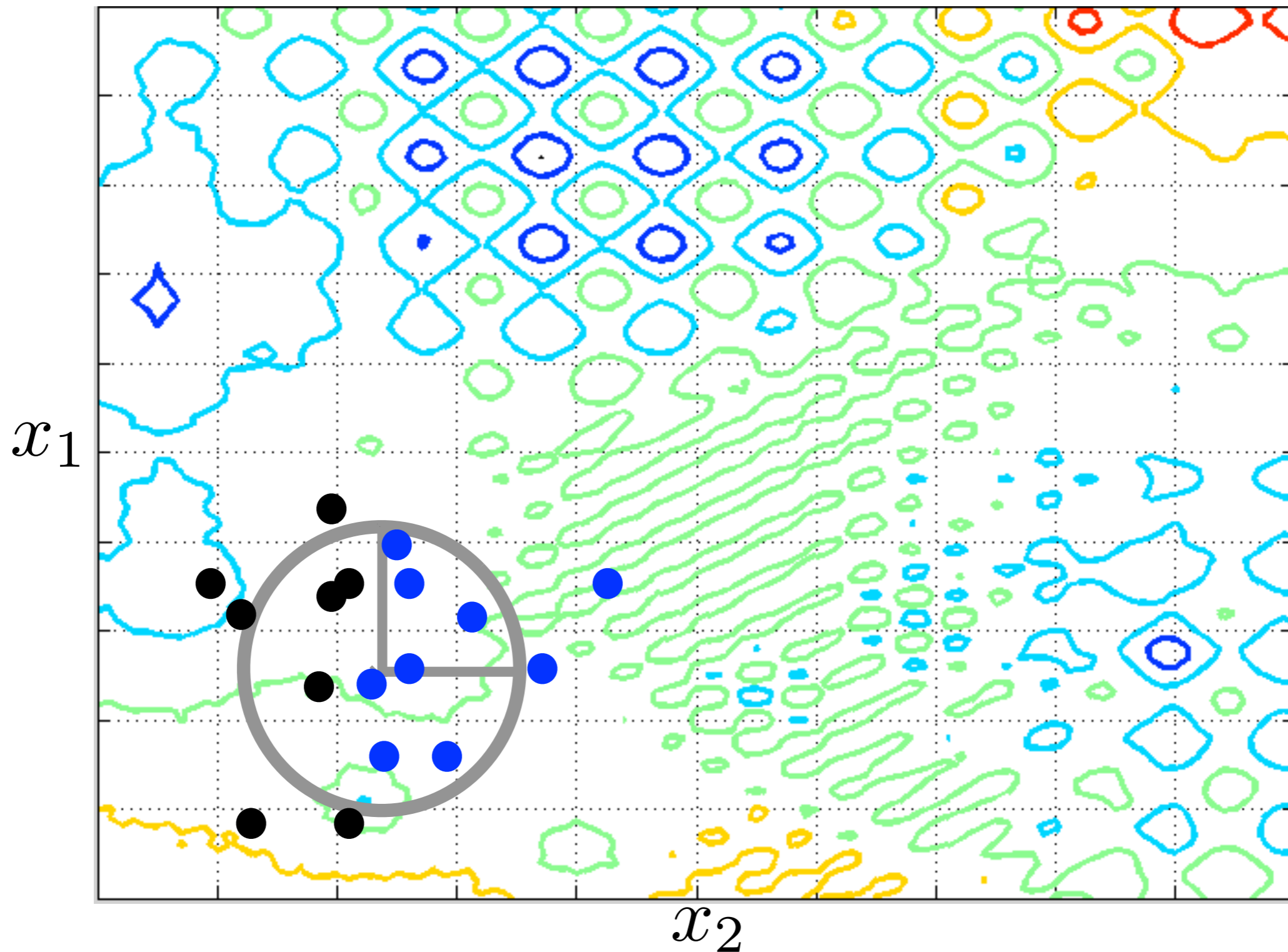
<http://www.cmap.polytechnique.fr/~nikolaus.hansen/>



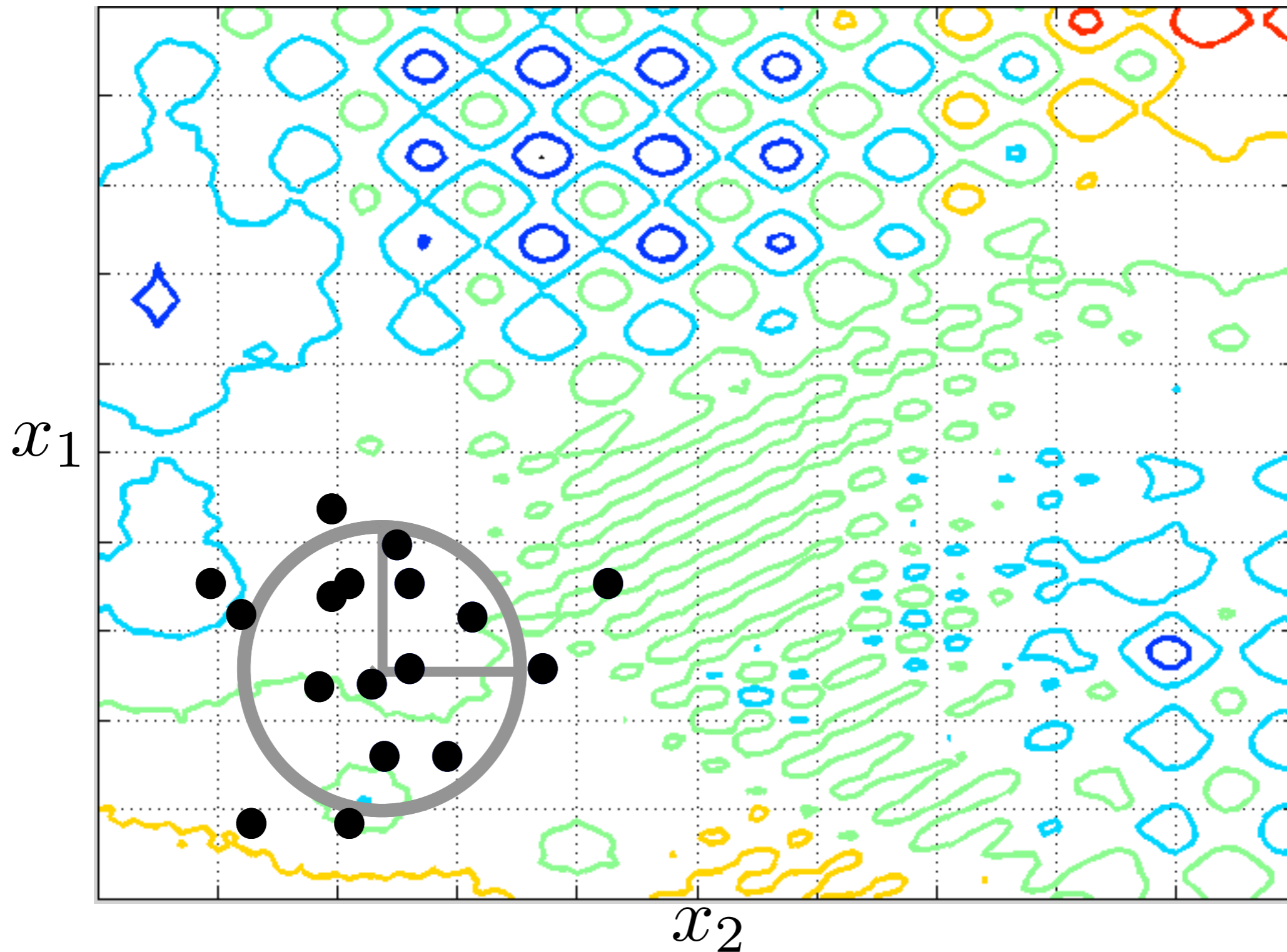
A NOTE ON DESIGN PRINCIPLES FOR OPTIMIZATION HEURISTICS

- Use invariance (symmetry) principles as much as possible
- (approximate) Invariance to affine transformations of the domain
- Invariance to monotone transformations of the objective function
- Invariance to

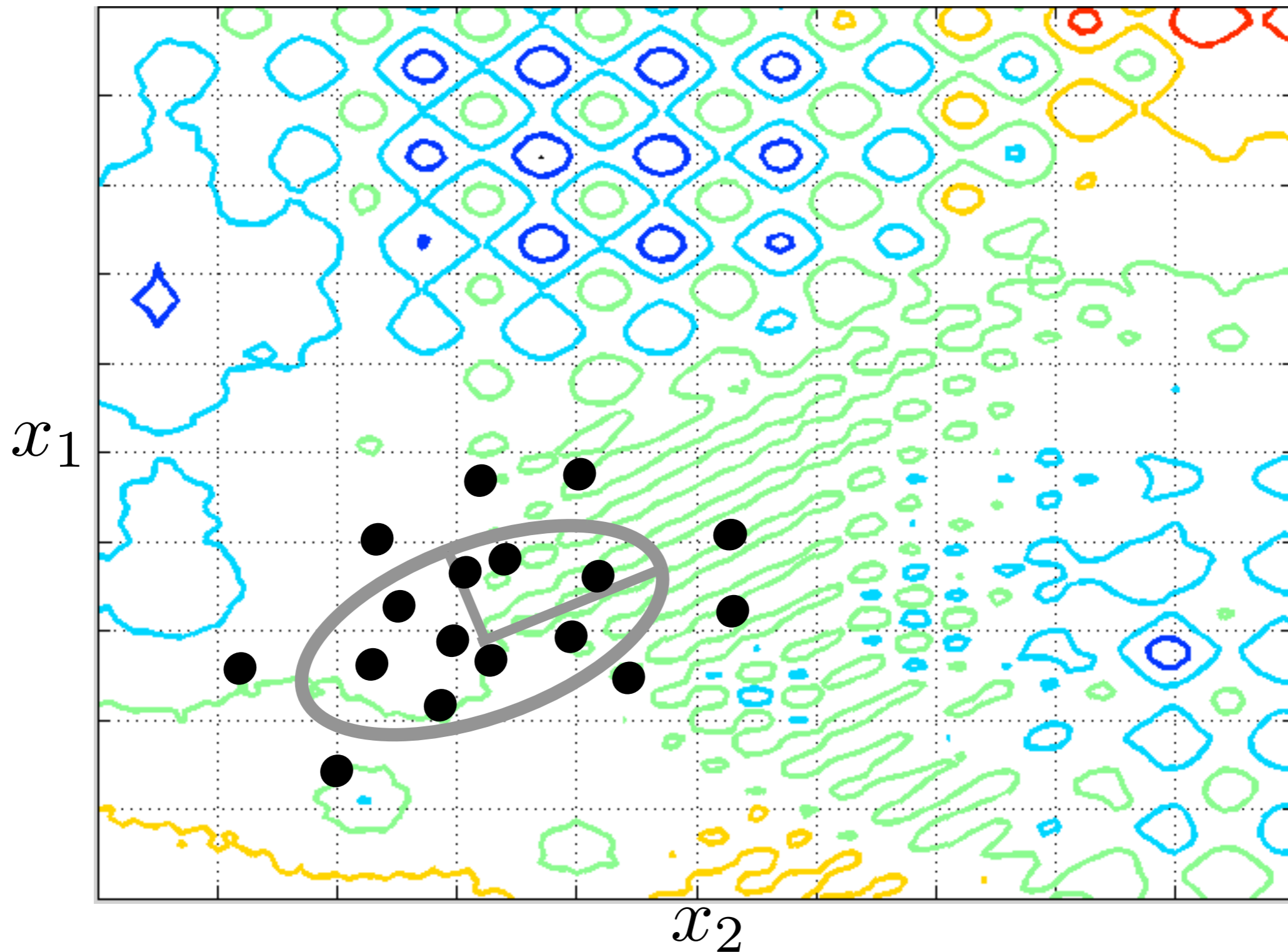
GRADIENT-FREE OPTIMIZATION WITH CMA-ES



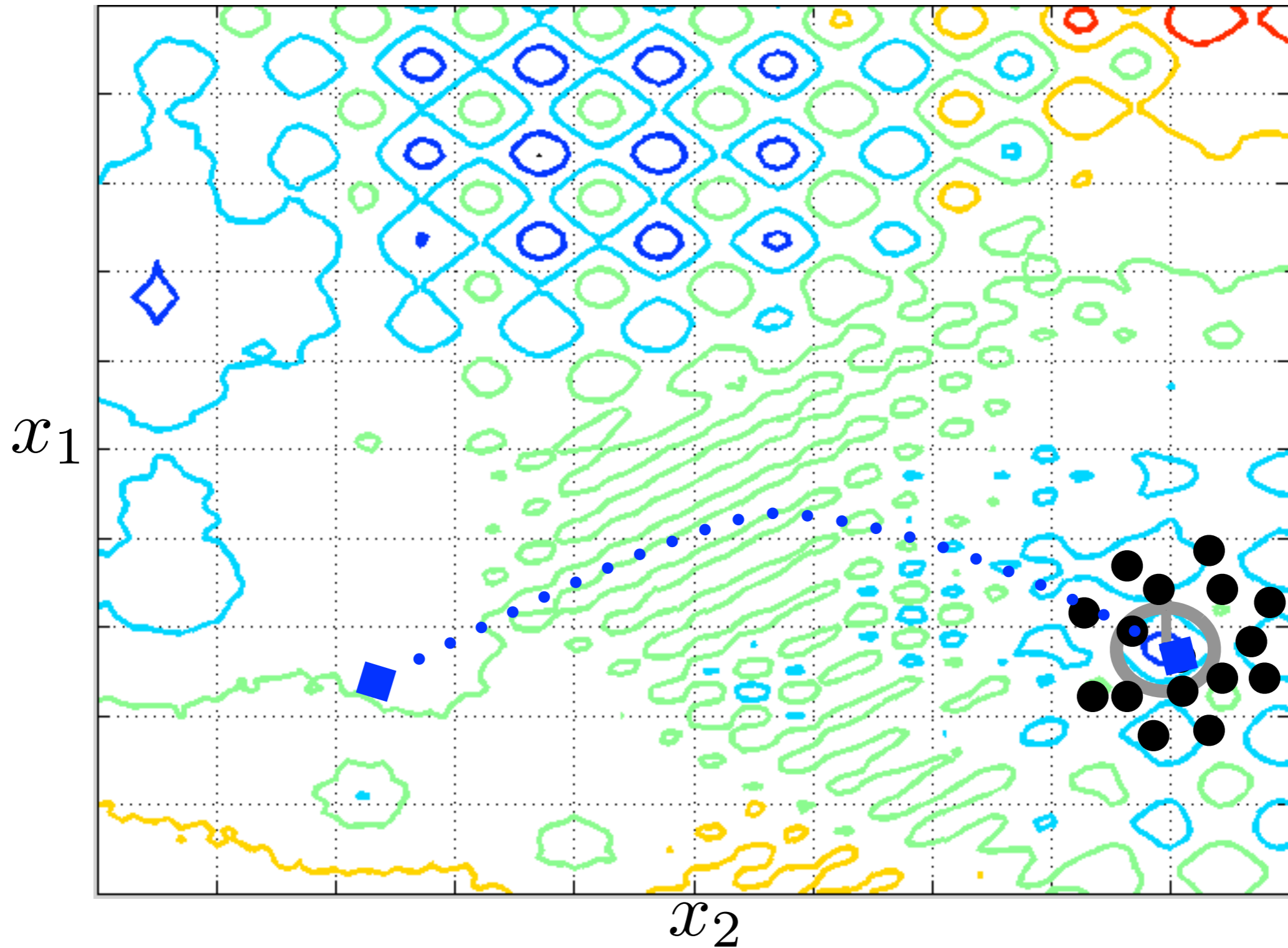
GRADIENT-FREE OPTIMIZATION WITH CMA-ES



GRADIENT-FREE OPTIMIZATION WITH CMA-ES



GRADIENT-FREE OPTIMIZATION WITH CMA-ES



GRADIENT-FREE OPTIMIZATION WITH CMA-ES

The $(\mu/\mu_w, \lambda)$ -CMA-ES in mathematical terms

Sampling

$$\mathbf{x}_k^{(g+1)} \sim \mathbf{m}^{(g)} + \sigma^{(g)} \mathcal{N}(\mathbf{0}, \mathbf{C}^{(g)}) \quad \text{for } k = 1, \dots, \lambda.$$

GRADIENT-FREE OPTIMIZATION WITH CMA-ES

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Calculate fitness of all λ individuals and sort them

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$$\mathbf{m}^{(g+1)} = \sum_{i=1}^{\mu} w_i \mathbf{x}_{i:\lambda}^{(g+1)} \quad \sum_{i=1}^{\mu} w_i = 1, \quad w_1 \geq w_2 \geq \dots \geq w_\mu > 0$$

GRADIENT-FREE OPTIMIZATION WITH CMA-ES

The $(\mu/\mu_w, \lambda)$ -CMA-ES in mathematical terms

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Recombination
Adaptation

$$\mathbf{C}^{(g+1)} = (1 - c_{\text{cov}}) \mathbf{C}^{(g)} + \underbrace{\frac{c_{\text{cov}}}{\mu_{\text{cov}}} \mathbf{p}_c^{(g+1)} \mathbf{p}_c^{(g+1)T}}_{\text{rank-one-update}} + c_{\text{cov}} \left(1 - \frac{1}{\mu_{\text{cov}}} \right) \times \underbrace{\sum_{i=1}^{\mu} w_i \mathbf{y}_{i:\lambda}^{(g+1)} \left(\mathbf{y}_{i:\lambda}^{(g+1)} \right)^T}_{\text{rank-}\mu\text{-update}},$$

GRADIENT-FREE OPTIMIZATION WITH CMA-ES

The $(\mu/\mu_w, \lambda)$ -CMA-ES in mathematical terms

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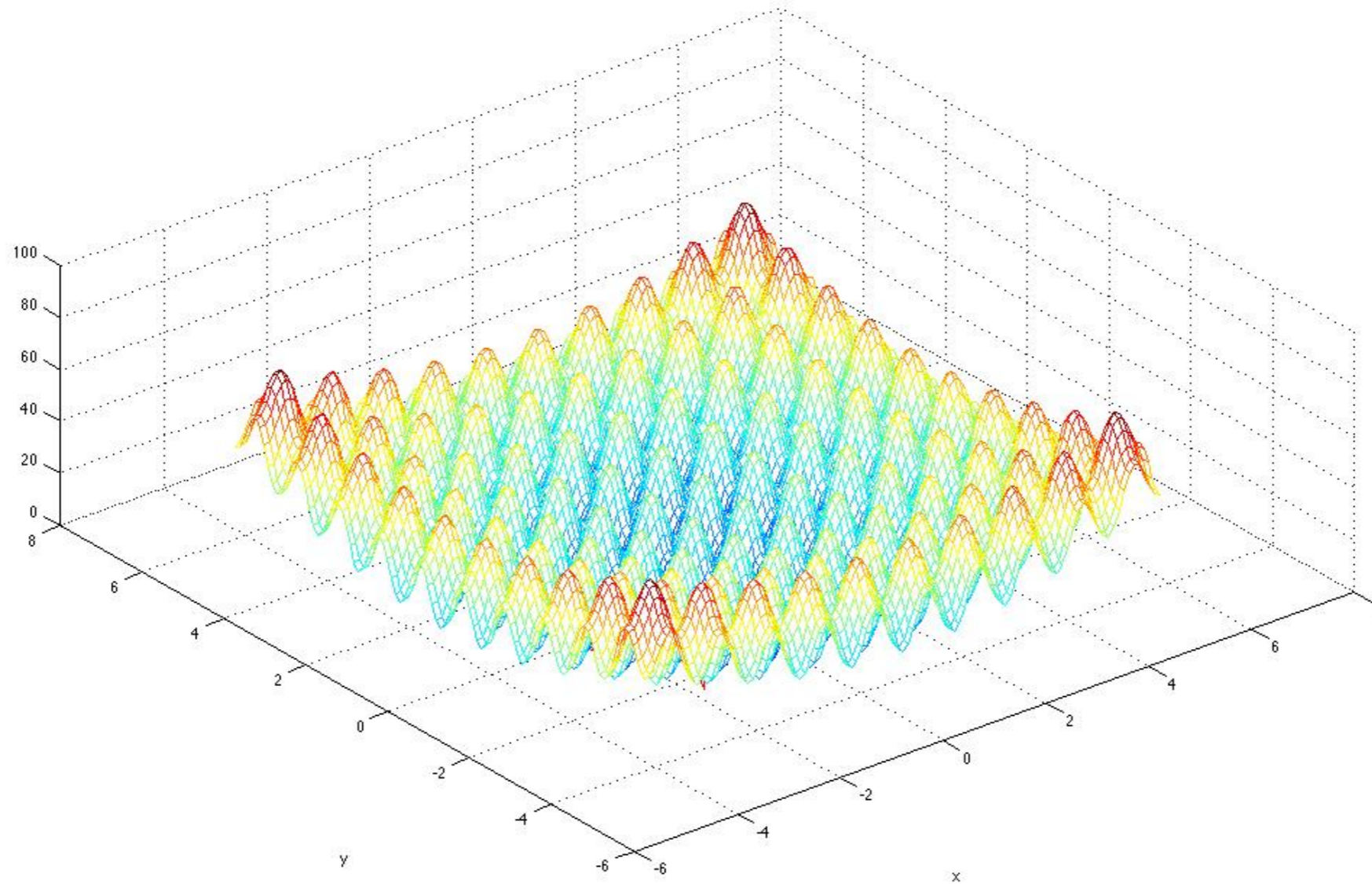
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$$\sigma^{(g+1)} = \sigma^{(g)} \exp \left(\frac{c_\sigma}{d_\sigma} \left(\frac{\|\mathbf{p}_\sigma^{(g+1)}\|}{E\|\mathcal{N}(\mathbf{0}, \mathbf{I})\|} - 1 \right) \right).$$

Rastrigin's Function

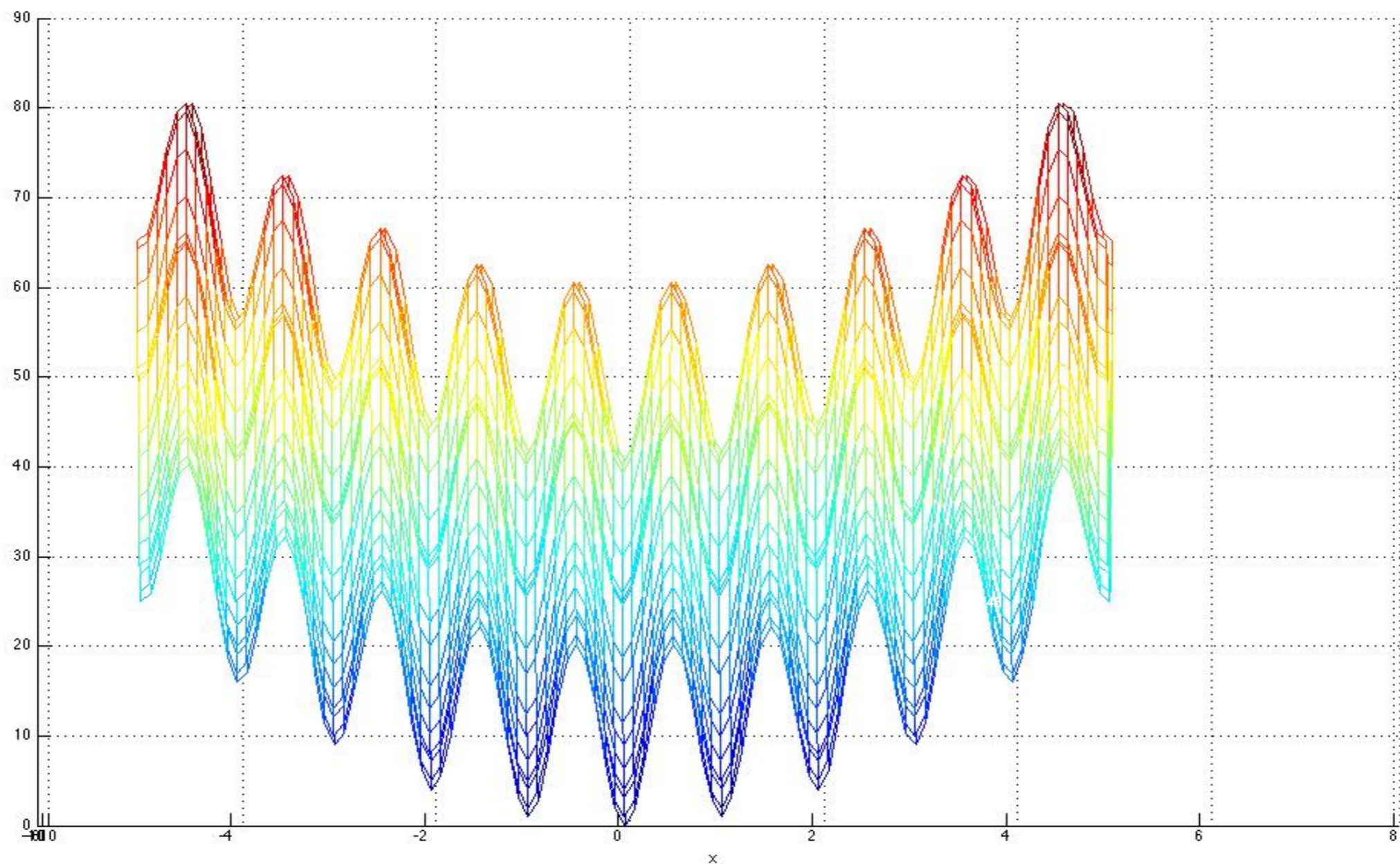
$$f(\vec{x}) = 10 \times n + \sum_{i=1}^n (x_i^2 - 10 \times \cos(2\pi x_i))$$



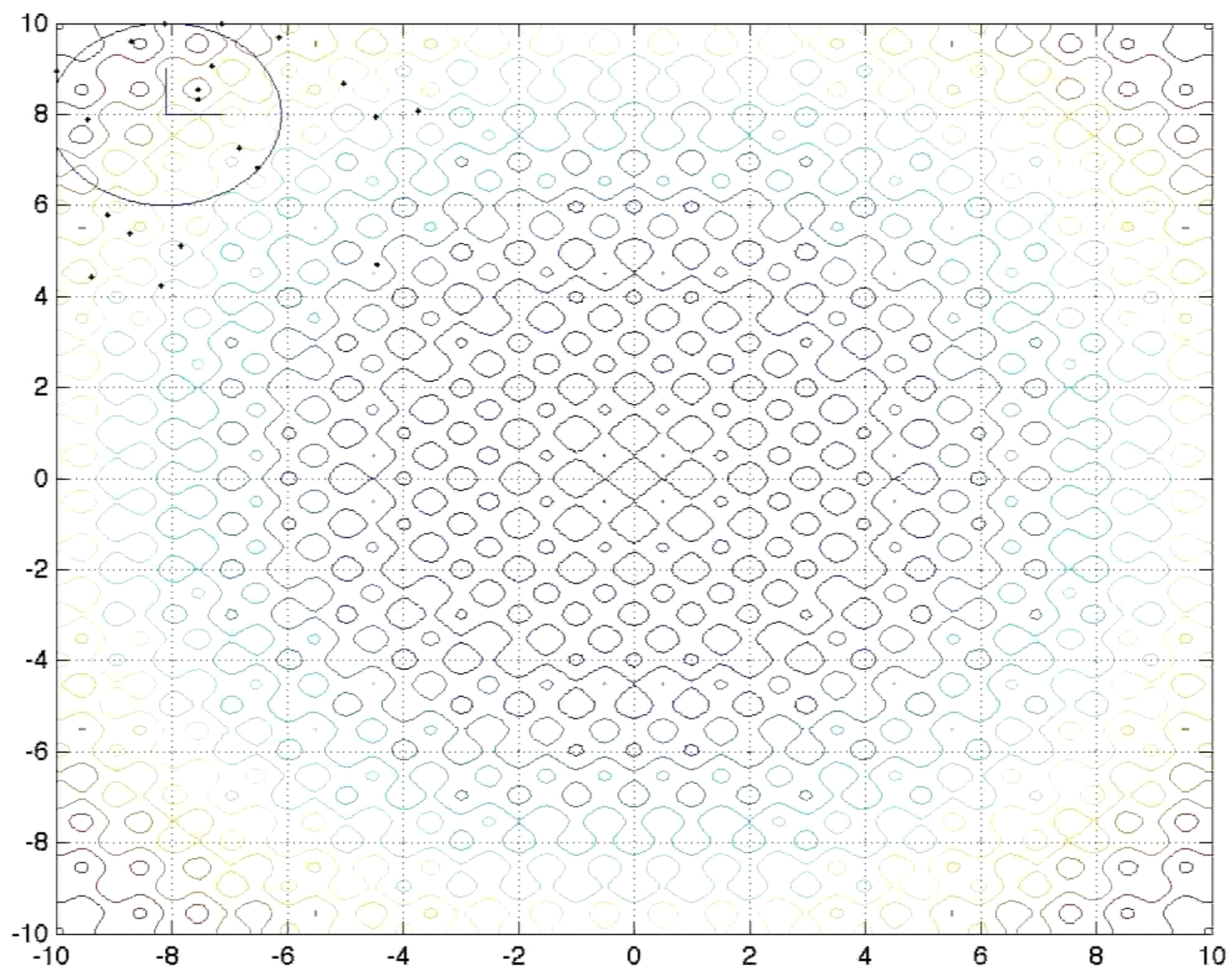
CMA-ES ON RASTRIGIN FUNCTION

Rastrigin's Function

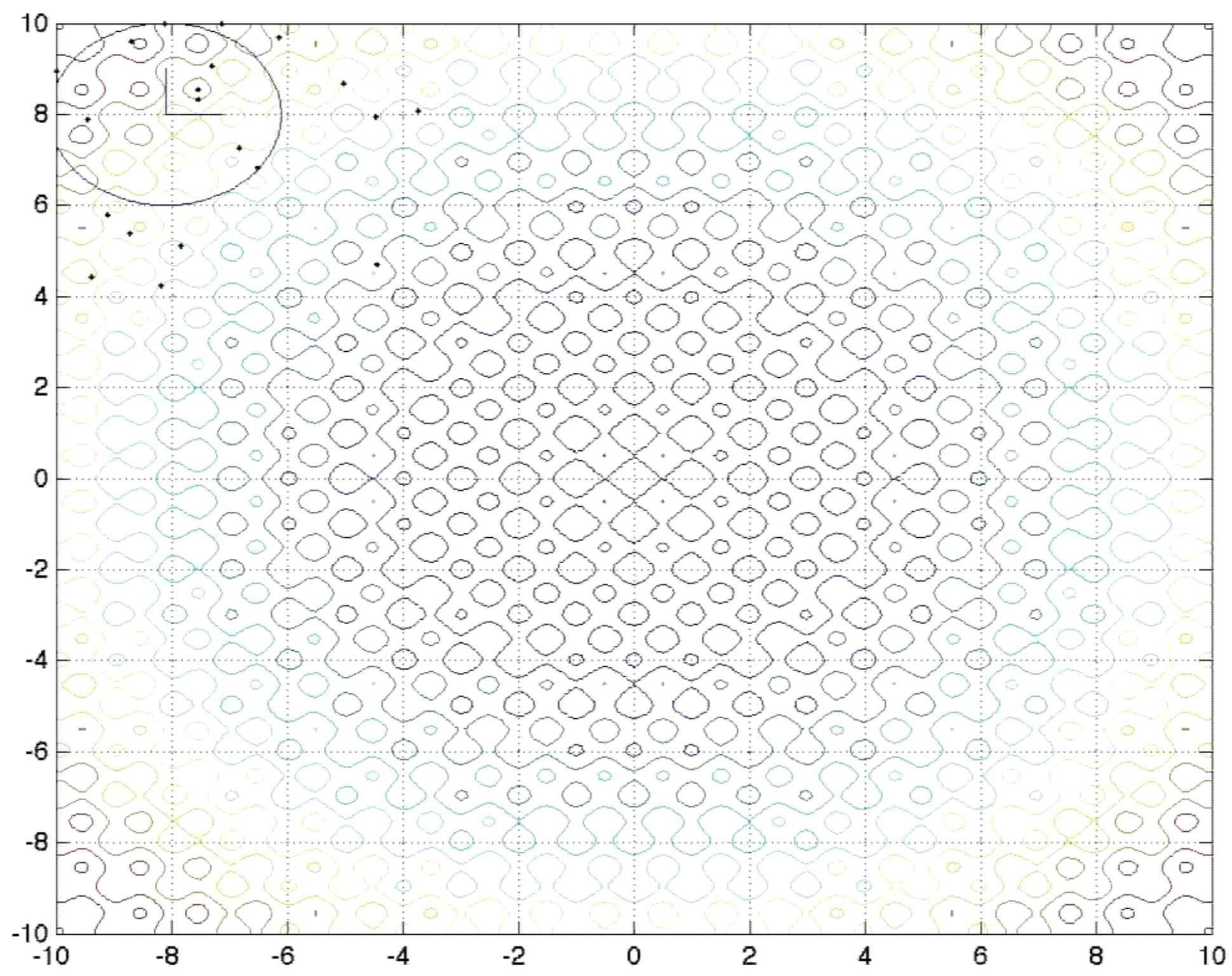
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CMA-ES ON RASTRIGIN FUNCTION



CMA-ES ON RASTRIGIN FUNCTION





[European Conference on the Applications of Evolutionary Computation](#)

EvoApplications 2010: [Applications of Evolutionary Computation](#) pp 432-441 | [Cite as](#)

Gaussian Adaptation Revisited – An Entropic View on Covariance Matrix Adaptation

Authors

[Authors and affiliations](#)

Christian L. Müller, Ivo F. Sbalzarini



CHAPTER 3

Stochastic methods for single objective global optimization

Christian L. Müller*
*Courant Institute of Mathematical Sciences
New York University, New York*

The CMA Evolution Strategy: A Tutorial

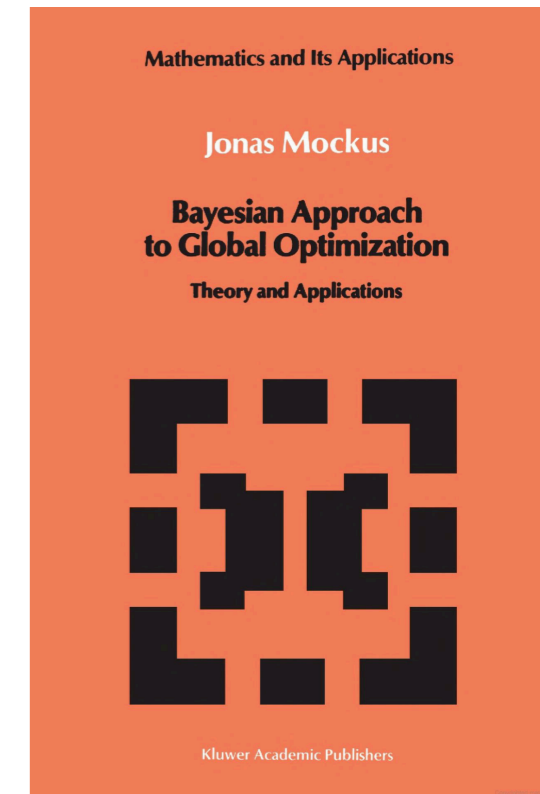
Nikolaus Hansen
Inria
Research centre Saclay-Île-de-France
Université Paris-Saclay, LRI

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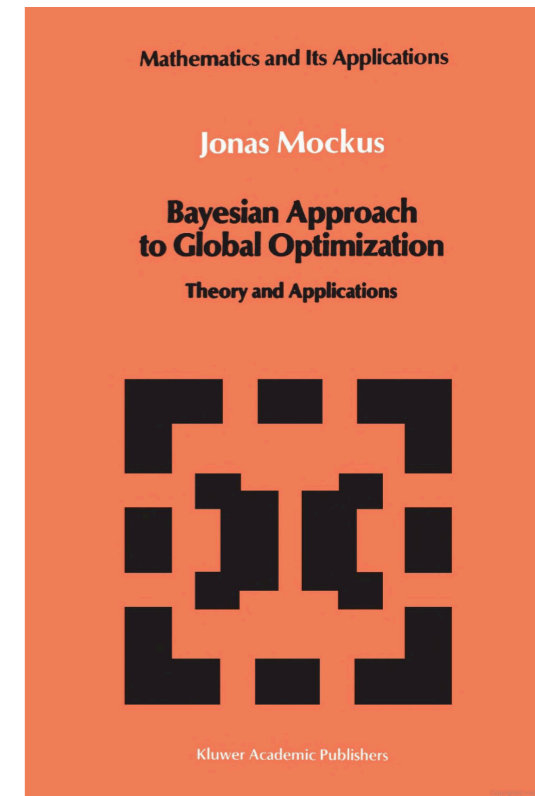
BAYESIAN OPTIMIZATION

- Bayesian optimization is a type of sequential design scheme
- An acquisition function guides the generation of a new function evaluation that balances exploration and exploitation
- Builds a surrogate model of the function (often with Gaussian Processes) (see Directed Evolution example)
- Use it when you know very little about the function and the function is **costly** and low-dimensional
- Input domain is simple, e.g. a hyper-cube



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- Use it when you know very little about the function and the function is **costly** and low-dimensional
- Input domain is simple, e.g. a hyper-cube



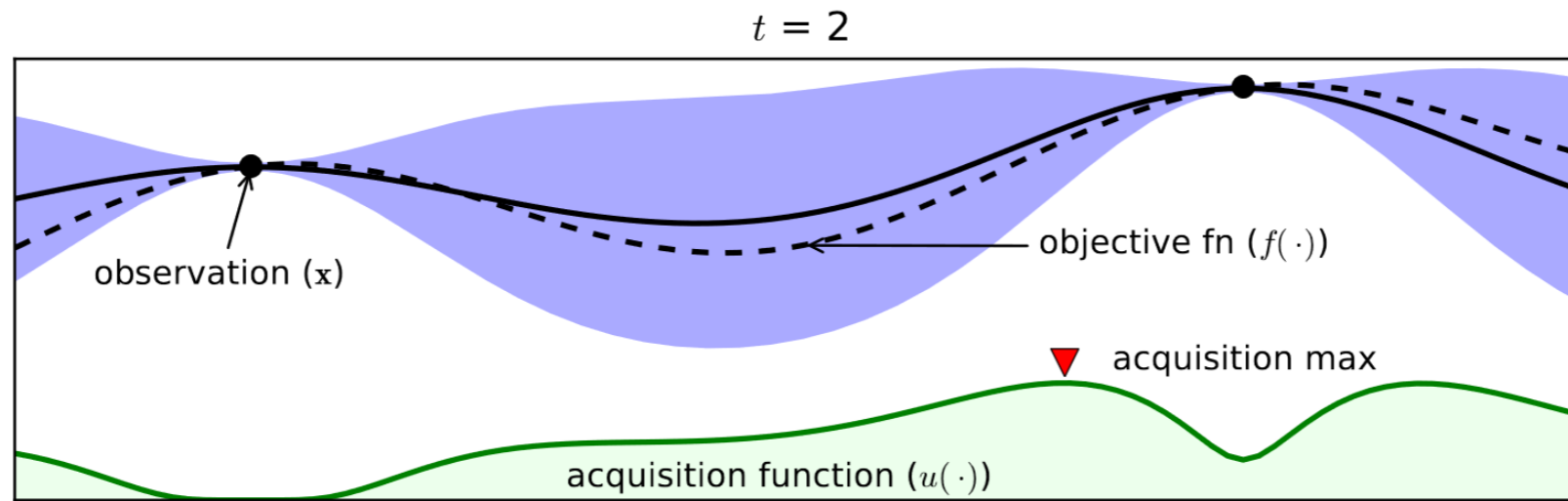
Practical Bayesian Optimization of Machine Learning Algorithms

Jasper Snoek
Department of Computer Science
University of Toronto
jasper@cs.toronto.edu

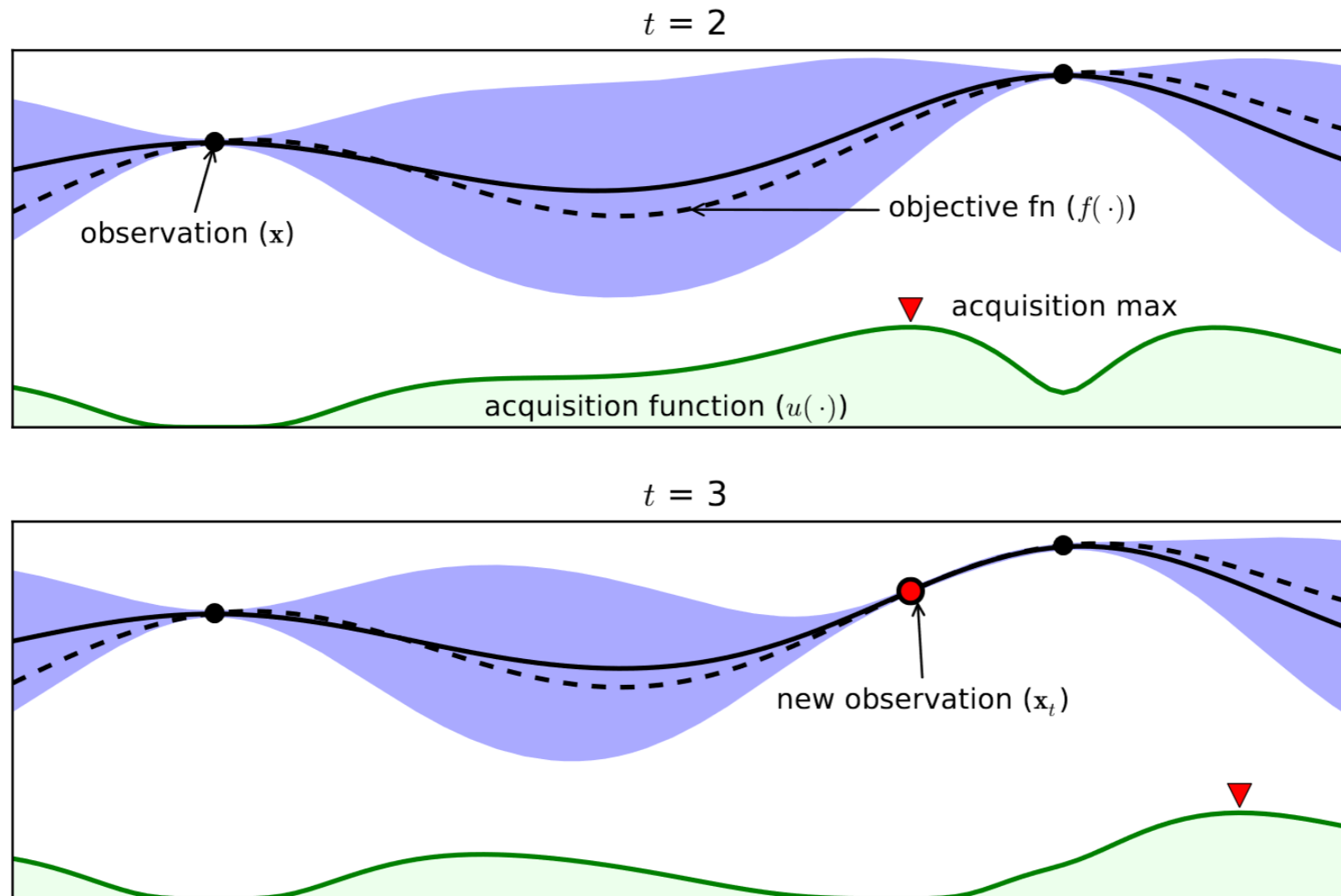
Hugo Larochelle
Department of Computer Science
University of Sherbrooke
hugo.larochelle@usherbrooke.edu

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Harvard University
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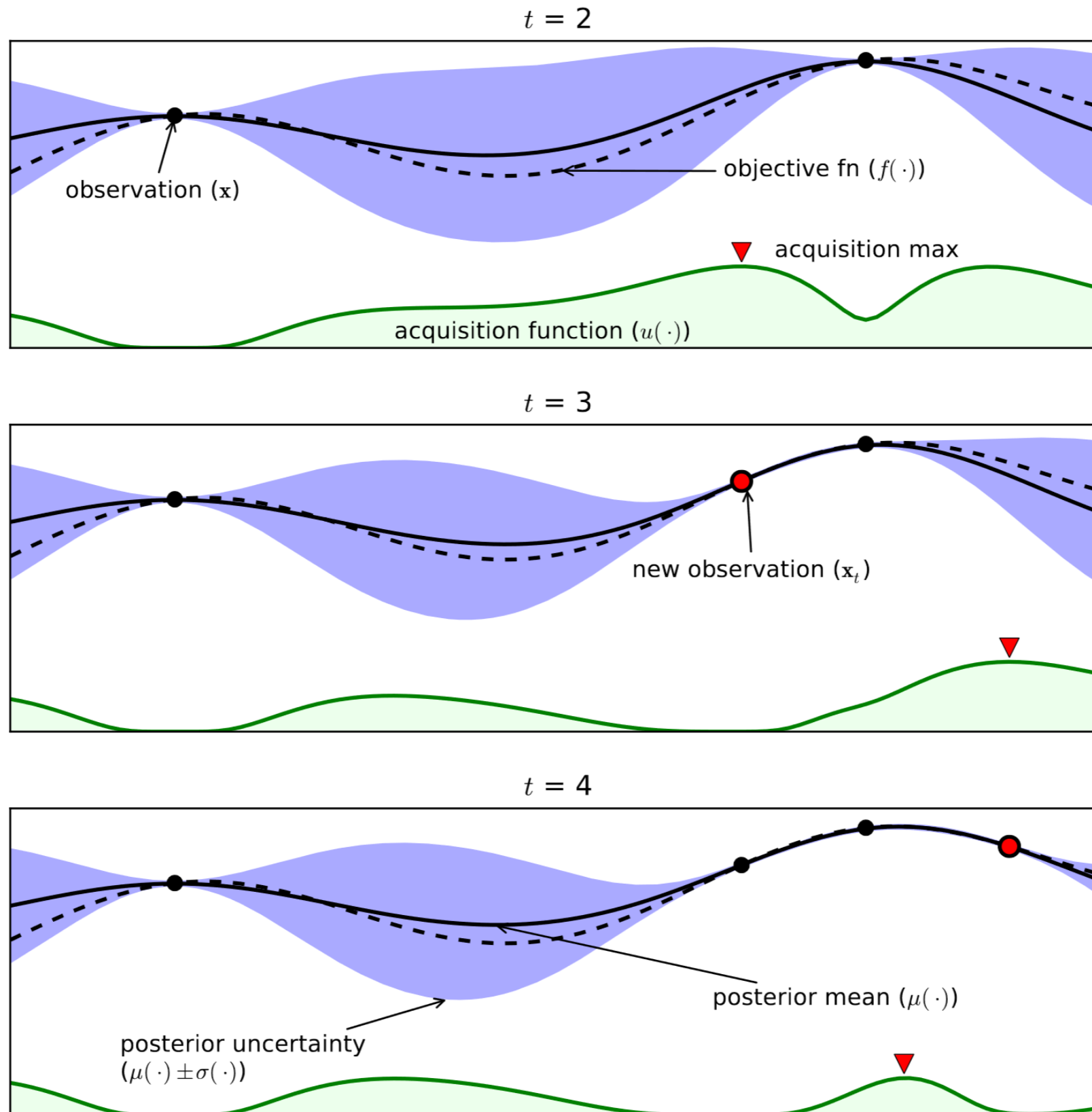
BAYESIAN OPTIMIZATION



BAYESIAN OPTIMIZATION

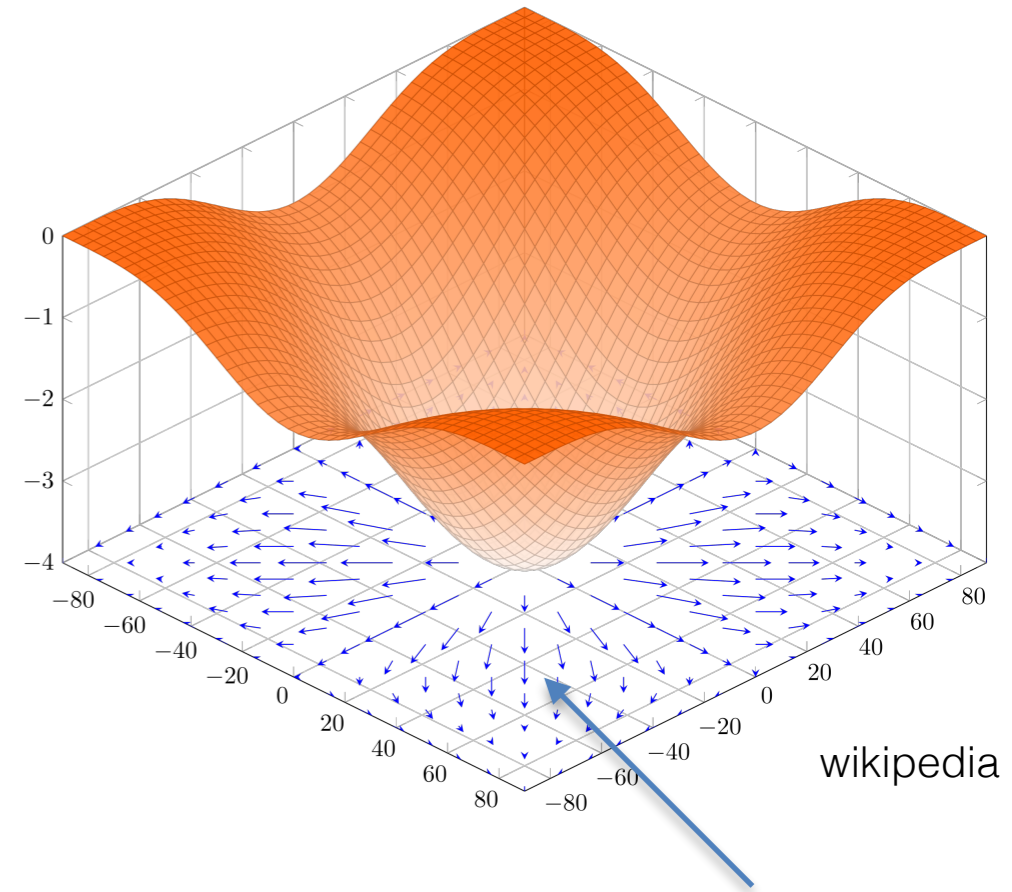


BAYESIAN OPTIMIZATION



Ok, so far so good. But say, you know the gradient of the function. What can we do then?

$$f(x,y) = -(\cos^2x + \cos^2y)^2$$

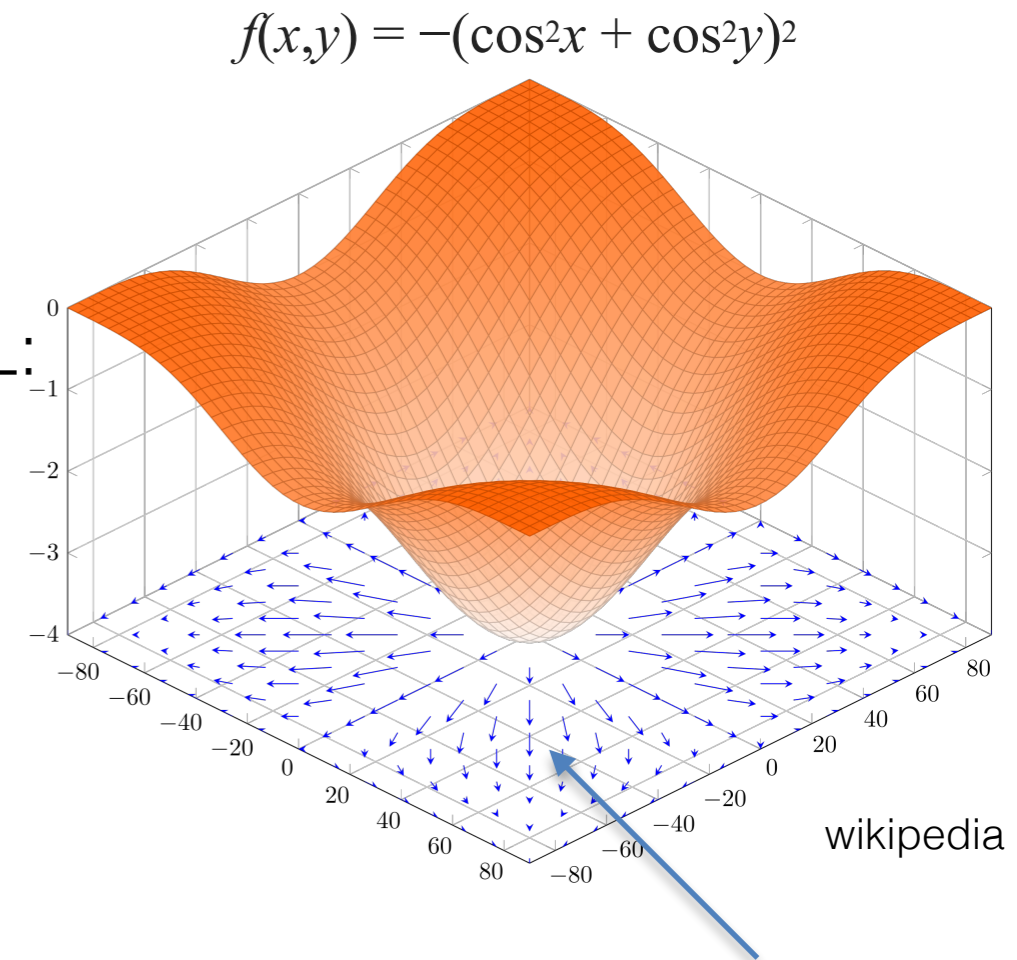


wikipedia

gradient field

- The gradient of the function f is available
- The function can be high-dimensional
- The function is smooth with Lipschitz constant L :

$$f(\mathbf{y}) \leq f(\mathbf{x}) + \nabla f(\mathbf{x})^\top (\mathbf{y} - \mathbf{x}) + \frac{L}{2} \|\mathbf{x} - \mathbf{y}\|^2, \quad \forall \mathbf{x}, \mathbf{y} \in \mathbb{R}^d.$$



wikipedia

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- Gradient descent:

Goal: Find $\mathbf{x} \in \mathbb{R}^d$ such that

$$f(\mathbf{x}) - f(\mathbf{x}^*) \leq \varepsilon.$$

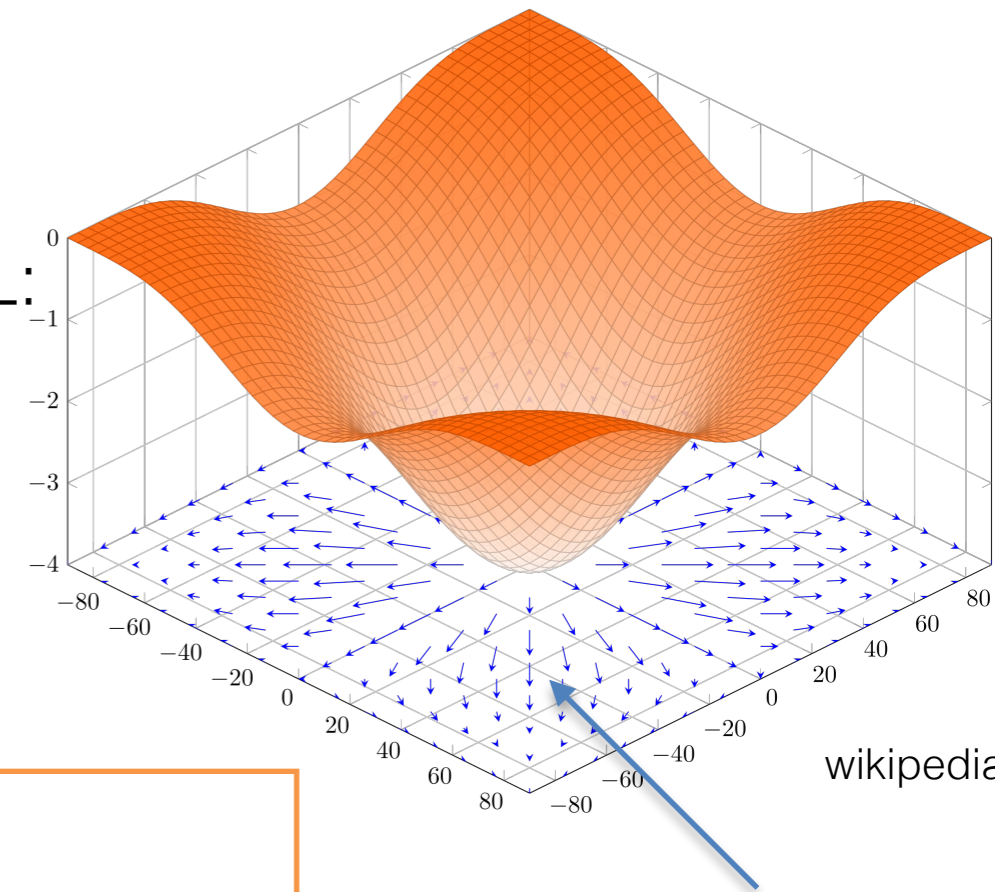
Note that there can be several minima $\mathbf{x}_1^* \neq \mathbf{x}_2^*$ with $f(\mathbf{x}_1^*) = f(\mathbf{x}_2^*)$.

Iterative Algorithm:

$$\mathbf{x}_{t+1} := \mathbf{x}_t - \gamma \nabla f(\mathbf{x}_t),$$

for **timesteps** $t = 0, 1, \dots$, and **stepsize** $\gamma \geq 0$.

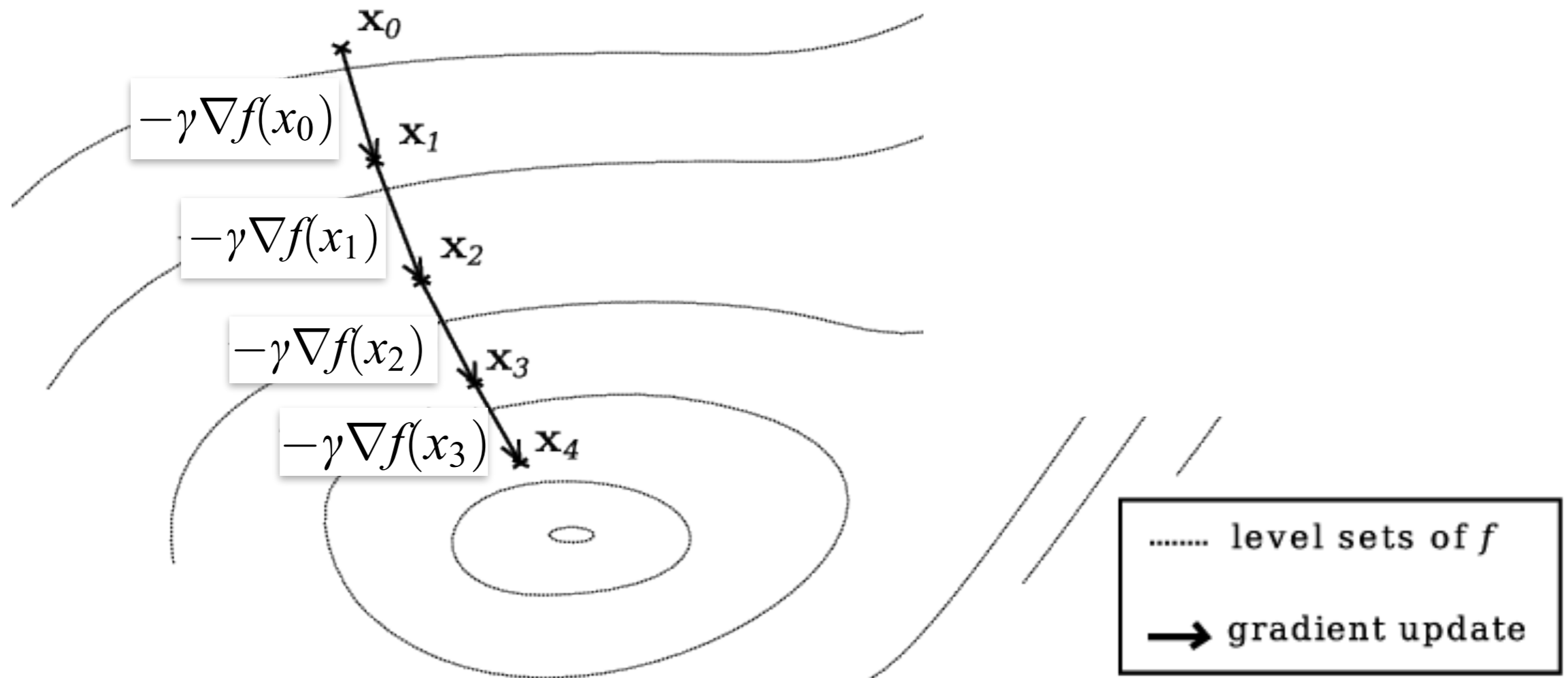
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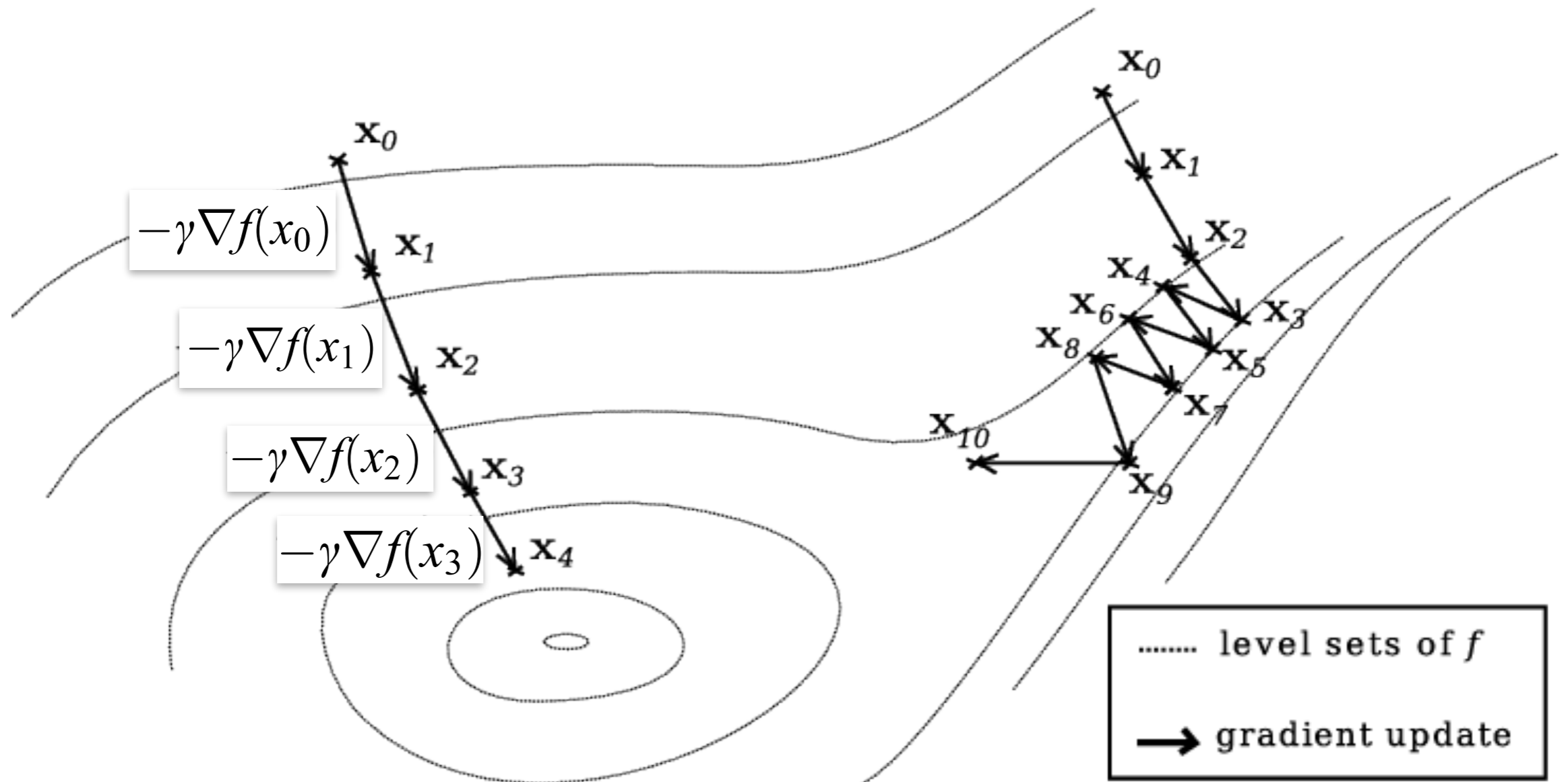
wikipedia

gradient field

GRADIENT-BASED OPTIMIZATION



GRADIENT-BASED OPTIMIZATION



GRADIENT DESCENT RULES THE
WORLD!!!

GRADIENT DESCENT RULES THE WORLD!!!

- When the function is VERY high-dimensional, only stochastic gradients are computable (see Elad's talk)
- Adaptive gradient descent (ADAGRAD) or Nesterov acceleration is a standard workhorse in large-scale optimization in (online) machine learning
- Stochastic, batch, mini-batch gradient descent (with adaptive step sizes), such as ADAM, is the standard optimizer for Deep NN

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**Adaptive Subgradient Methods for
Online Learning and Stochastic Optimization***

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Published as a conference paper at ICLR 2015

ADAM: A METHOD FOR STOCHASTIC OPTIMIZATION

Diederik P. Kingma* **Jimmy Lei Ba***
University of Amsterdam, OpenAI University of Toronto
dpkingma@openai.com jimmy@psi.utoronto.ca

ABSTRACT

We introduce *Adam*, an algorithm for first-order gradient-based optimization of stochastic objective functions, based on adaptive estimates of lower-order moments. The method is straightforward to implement, is computationally efficient, has little memory requirements, is invariant to diagonal rescaling of the gradients, and is well suited for problems that are large in terms of data and/or parameters. The method is also appropriate for non-stationary objectives and problems with very noisy and/or sparse gradients. The hyper-parameters have intuitive interpretations and typically require little tuning. Some connections to related algorithms, on which *Adam* was inspired, are discussed. We also analyze the theoretical convergence properties of the algorithm and provide a regret bound on the convergence rate that is comparable to the best known results under the online convex optimization framework. Empirical results demonstrate that Adam works well in practice and compares favorably to other stochastic optimization methods. Finally, we discuss *AdaMax*, a variant of *Adam* based on the infinity norm.

GRADIENT-BASED OPTIMIZATION

- Extension: **Nonlinear conjugate** gradient descent
- Use consecutive gradient directions to generate better search directions (conjugate directions)
- Use line search along the new search directions
- Keywords: Fletcher-Reeves, Polak–Ribière

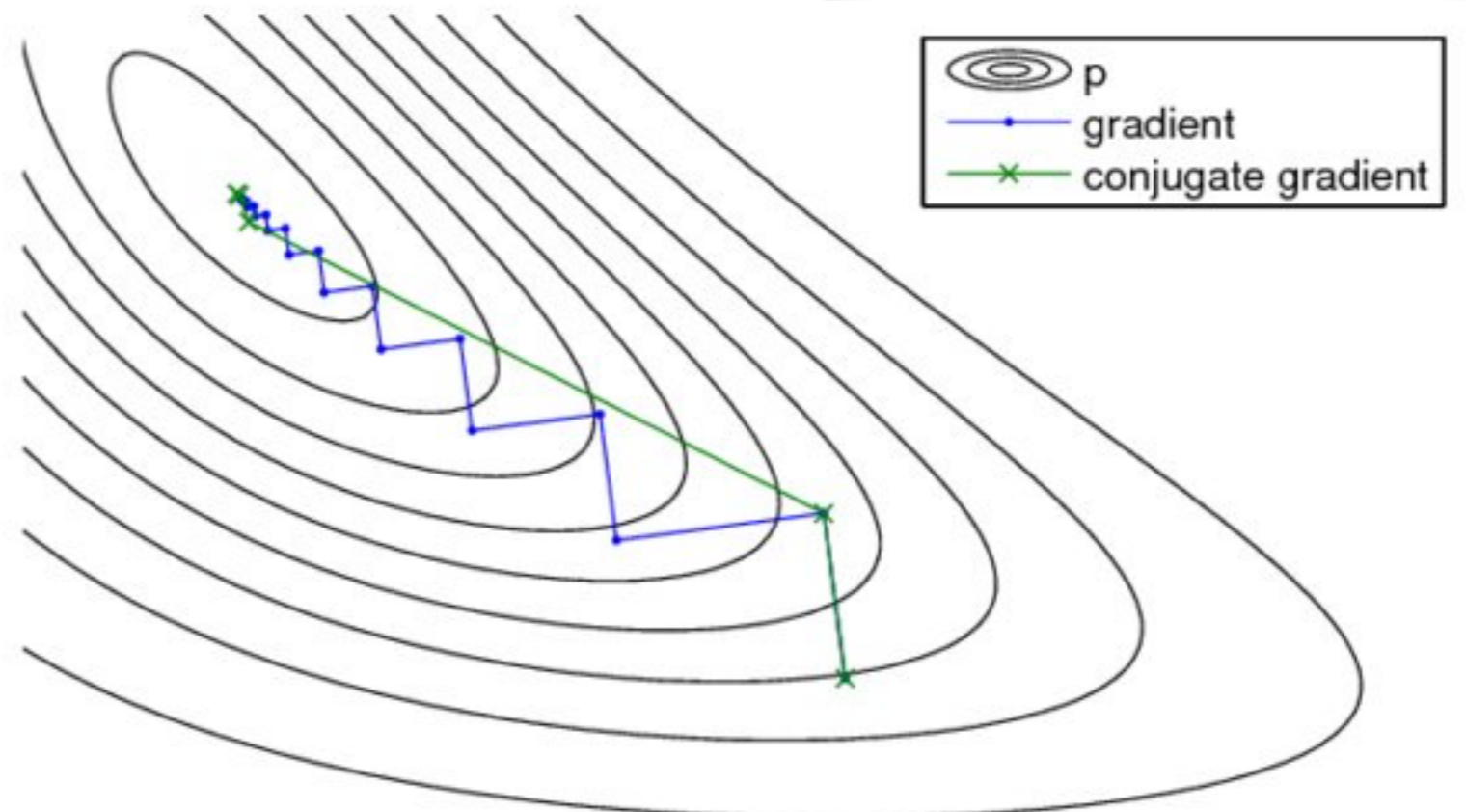
An Introduction to
the Conjugate Gradient Method
Without the Agonizing Pain

Edition 1 $\frac{1}{4}$

Jonathan Richard Shewchuk

August 4, 1994

School of Computer Science
Carnegie Mellon University
Pittsburgh, PA 15213



SECOND-ORDER OPTIMIZATION

- The gradient and the **Hessian** of the function f is available, i.e. local curvature information
- The function is moderately high-dimensional
- The function is smooth with Lipschitz constant L

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- Gradient descent:

General update scheme:

$$\mathbf{x}_{t+1} = \mathbf{x}_t - H(\mathbf{x}_t)\nabla f(\mathbf{x}_t),$$

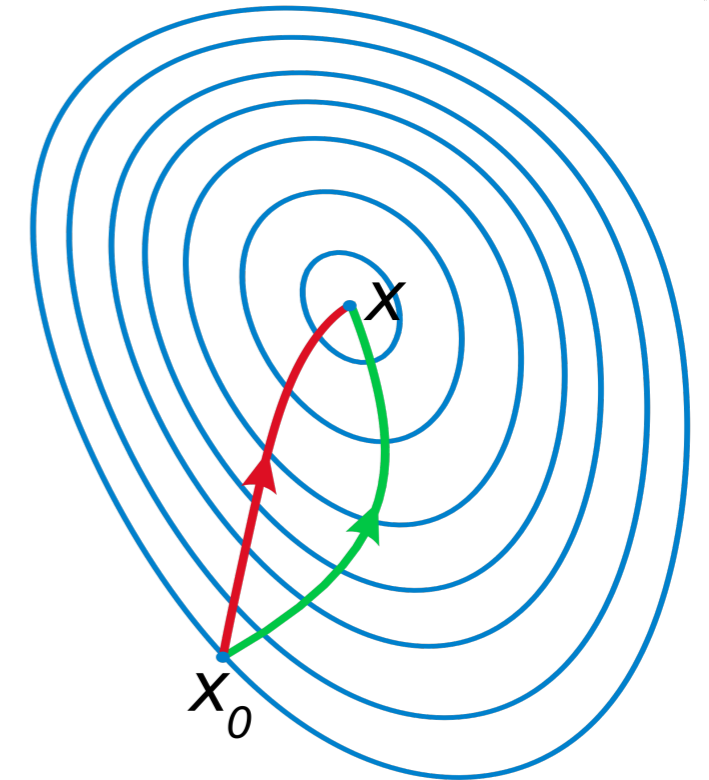
where $H(\mathbf{x}) \in \mathbb{R}^{d \times d}$ is some matrix.

Newton's method: $H = \nabla^2 f(\mathbf{x}_t)^{-1}$.

Gradient descent: $H = \gamma I$.

Newton's method: "adaptive gradient descent", adaptation is w.r.t. the local geometry of the function at \mathbf{x}_t .

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SECOND-ORDER OPTIMIZATION AND APPROXIMATIONS

- Second-order very useful when the dimension is not too high; otherwise storage of the Hessian becomes prohibitive ($O(n^2)$)
- When the function has many saddle-points, Newton's method needs to be modified
- Variable-metric methods provide an efficient alternative, e.g., BFGS (Broyden, Fletcher, Goldfarb, Shanno) and L-BFGS

SIAM J. OPTIMIZATION
Vol. 1, No. 1, pp. 1-17, February 1991

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001

VARIABLE METRIC METHOD FOR MINIMIZATION*

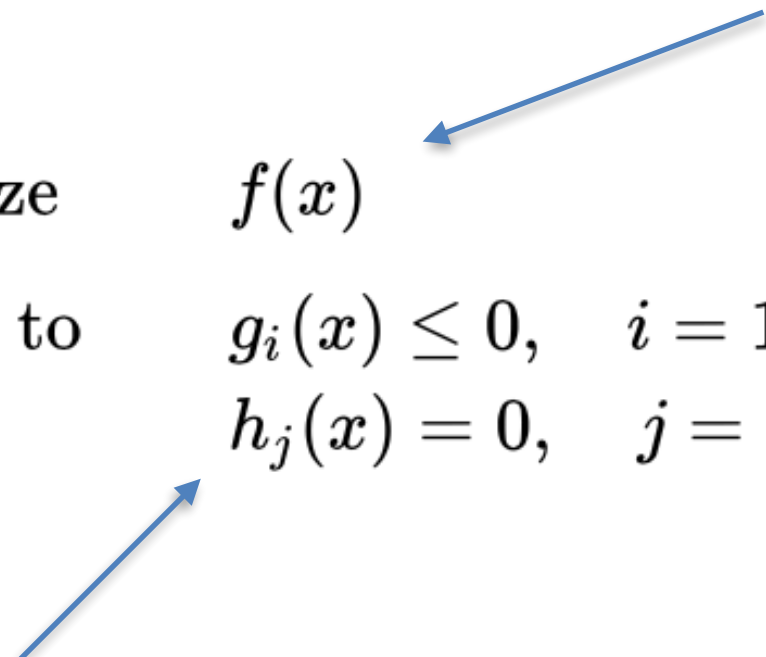
WILLIAM C. DAVIDON†

Abstract. This is a method for determining numerically local minima of differentiable functions of several variables. In the process of locating each minimum, a matrix which characterizes the behavior of the function about the minimum is determined. For a region in which the function depends quadratically on the variables, no more than N iterations are required, where N is the number of variables. By suitable choice of starting values, and without modification of the procedure, linear constraints can be imposed upon the variables.

Key words. variable metric algorithms, quasi-Newton, optimization

AMS(MOS) subject classifications. primary, 65K10; secondary, 49D37, 65K05, 90C30

Complicated!

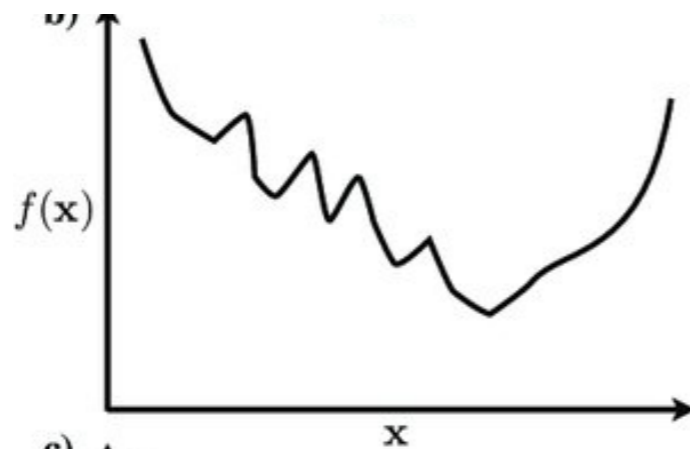

$$\begin{array}{ll} \underset{x}{\text{minimize}} & f(x) \\ \text{subject to} & g_i(x) \leq 0, \quad i = 1, \dots, m \\ & h_j(x) = 0, \quad j = 1, \dots, p \end{array}$$

Solution of a (parameterized) partial differential equation!

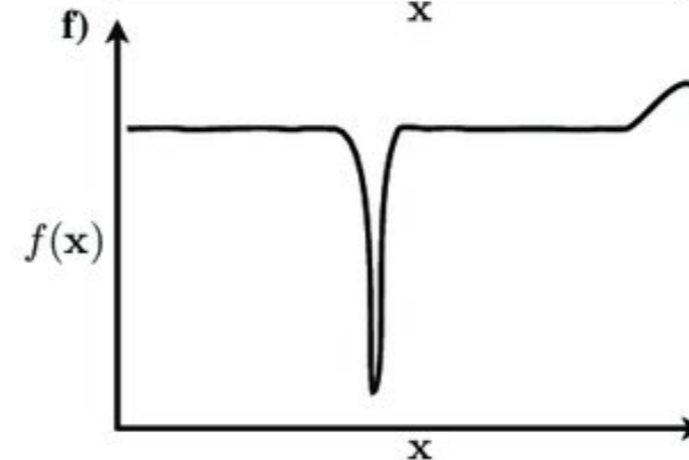
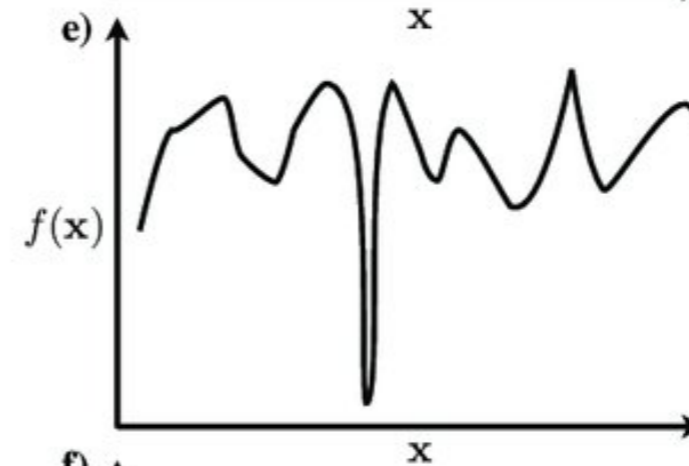
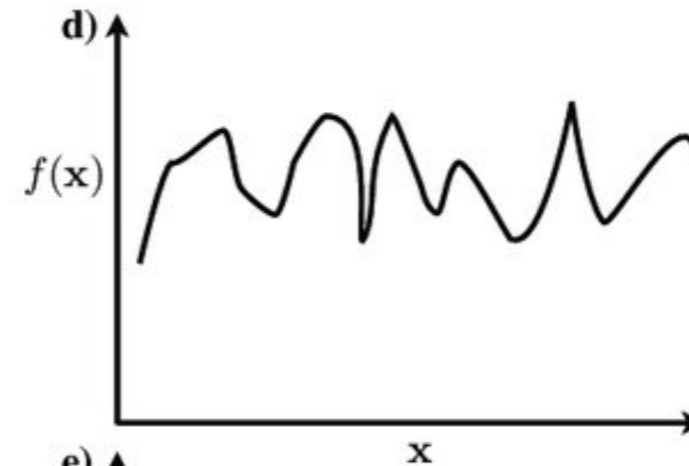
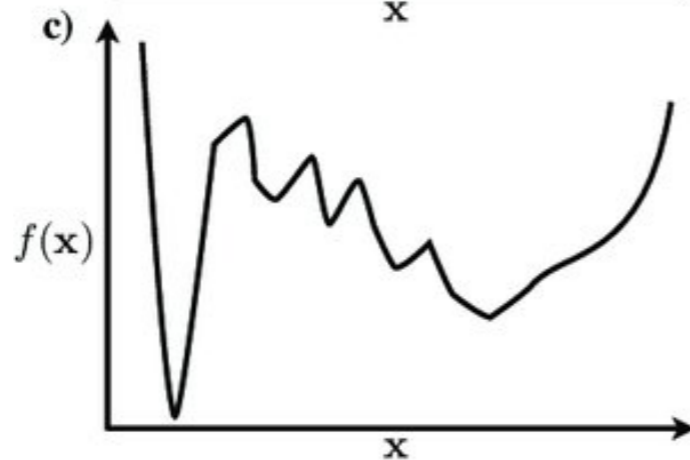
- Arises in many optimal control problems
- Extremely costly is moderately high-dimensional
- Certain tricks allow efficient optimization

WHAT ARE GOOD FUNCTIONS?

Hard
but doable?!



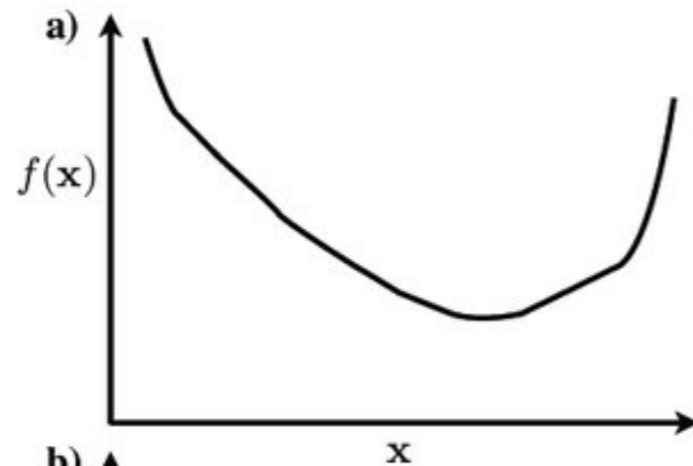
Deceiving



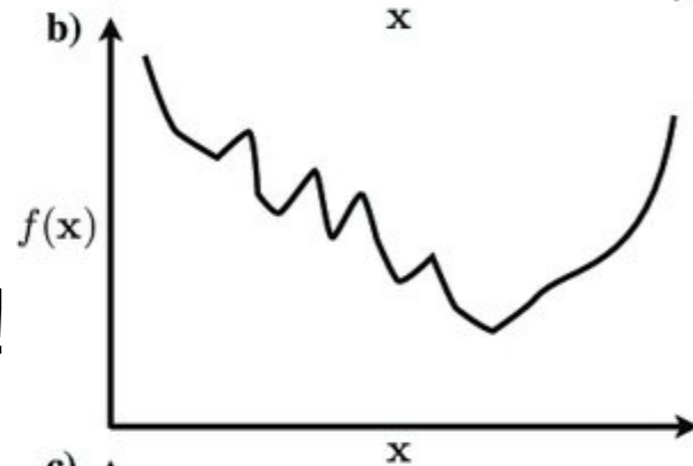
Hopeless?

WHAT ARE GOOD FUNCTIONS?

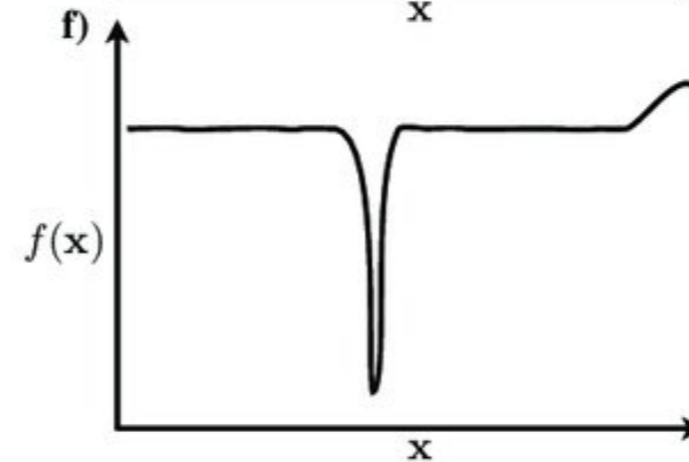
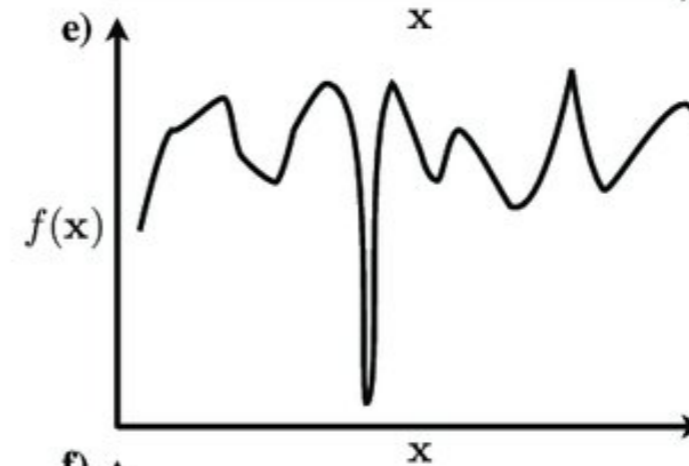
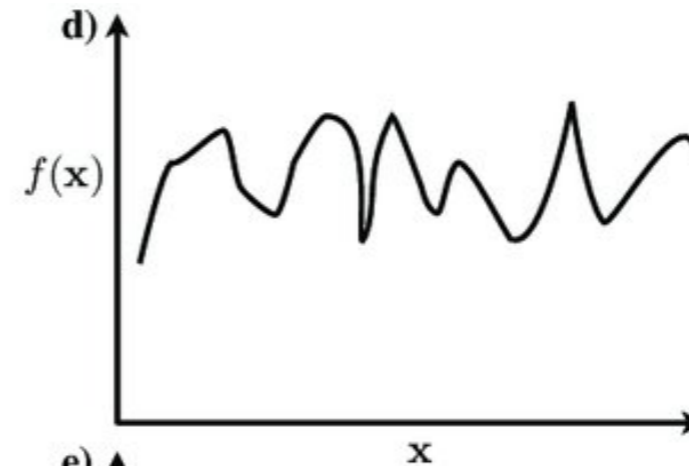
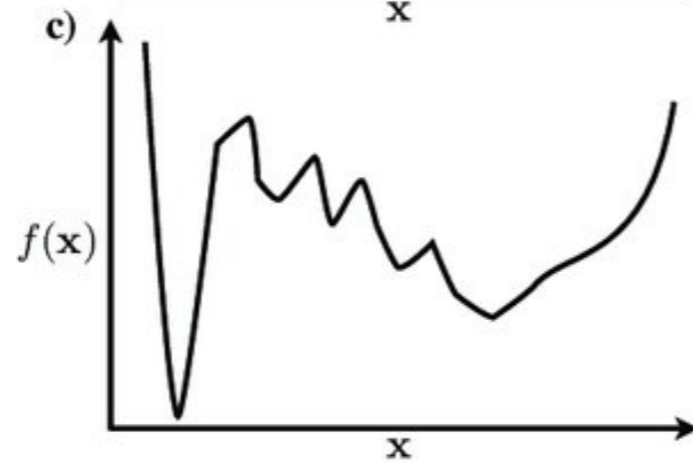
Nice!!



Hard
but doable?!



Deceiving



Hopeless?

WHAT ARE GOOD FUNCTIONS?

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CONVEX FUNCTIONS!

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“...in fact, the great watershed in optimization isn't between linearity and nonlinearity, but convexity and nonconvexity.”

- R. Tyrrell Rockafellar, in SIAM Review, 1993

WHAT ARE GOOD FUNCTIONS?

CONVEX FUNCTIONS!

“...in fact, the great watershed in optimization isn't between linearity and nonlinearity, but convexity and nonconvexity.”

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“if it's not convex, it's not science”

- attributed to Emmanuel Candes, undated

CONVEX OPTIMIZATION

A convex optimization problem is said to be in the *standard form* if it is written as

$$\begin{array}{ll} \underset{\mathbf{x}}{\text{minimize}} & f(\mathbf{x}) \\ \text{subject to} & g_i(\mathbf{x}) \leq 0, \quad i = 1, \dots, m \\ & h_i(\mathbf{x}) = 0, \quad i = 1, \dots, p, \end{array}$$

where $x \in \mathbb{R}^n$ is the optimization variable, the functions f, g_1, \dots, g_m are convex, and the functions h_1, \dots, h_p are **affine**.

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Let X be a **convex set** in a real **vector space** and let $f : X \rightarrow \mathbb{R}$ be a function.

- f is called **convex** if:

$$\forall x_1, x_2 \in X, \forall t \in [0, 1] : \quad f(tx_1 + (1-t)x_2) \leq tf(x_1) + (1-t)f(x_2)$$

- f is called **strictly convex** if:

$$\forall x_1 \neq x_2 \in X, \forall t \in (0, 1) : \quad f(tx_1 + (1-t)x_2) < tf(x_1) + (1-t)f(x_2)$$

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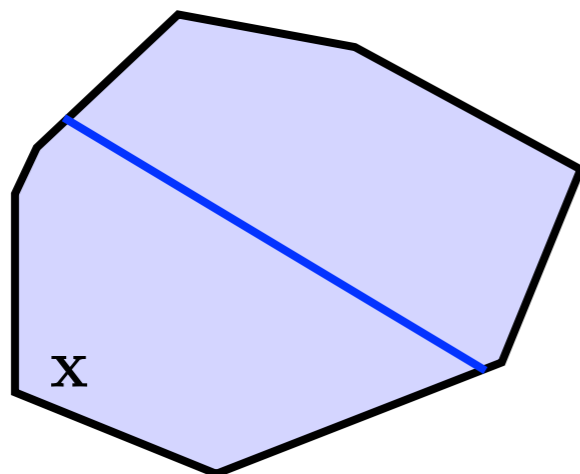
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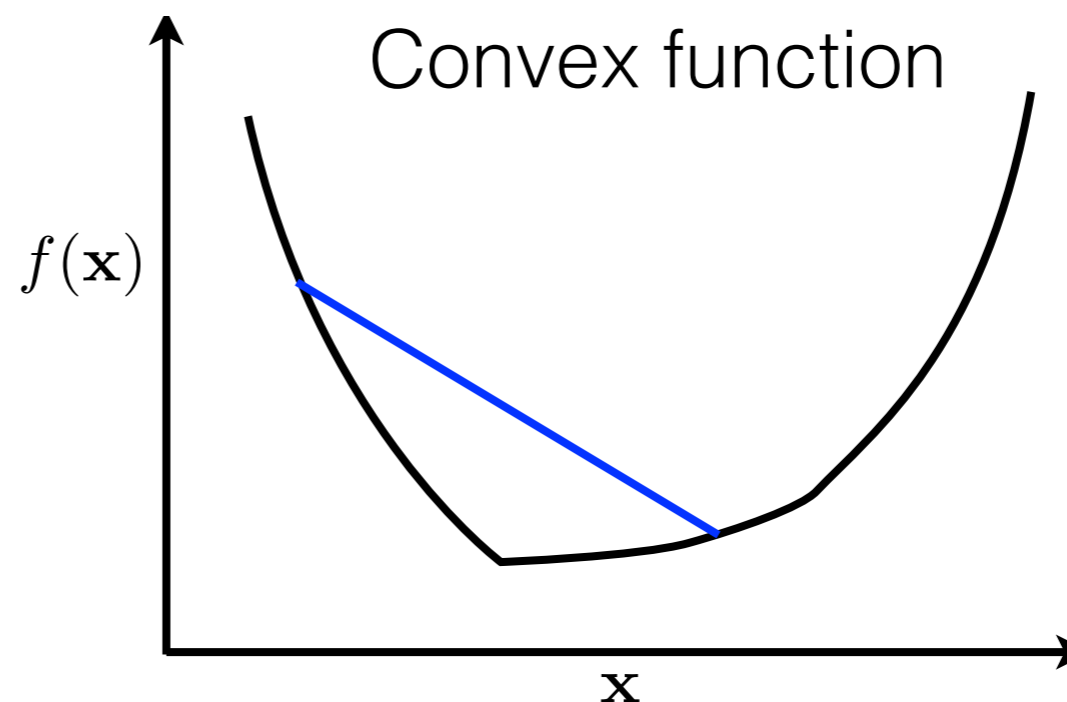
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Convex set



Convex function



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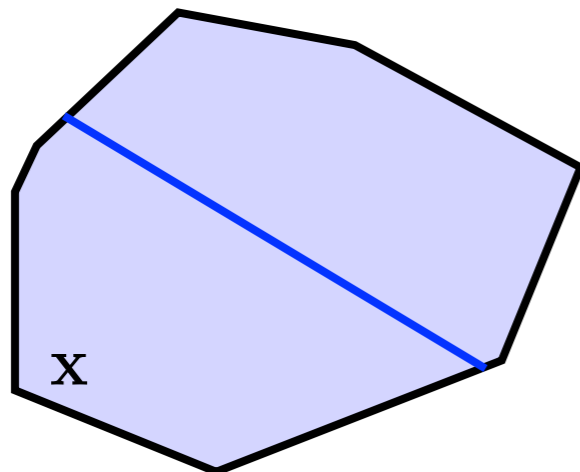
- f is called **convex** if:

$\forall x_1, x_2 \in X, \forall t \in (0, 1) :$ **Every local minimum is a global minimum!**

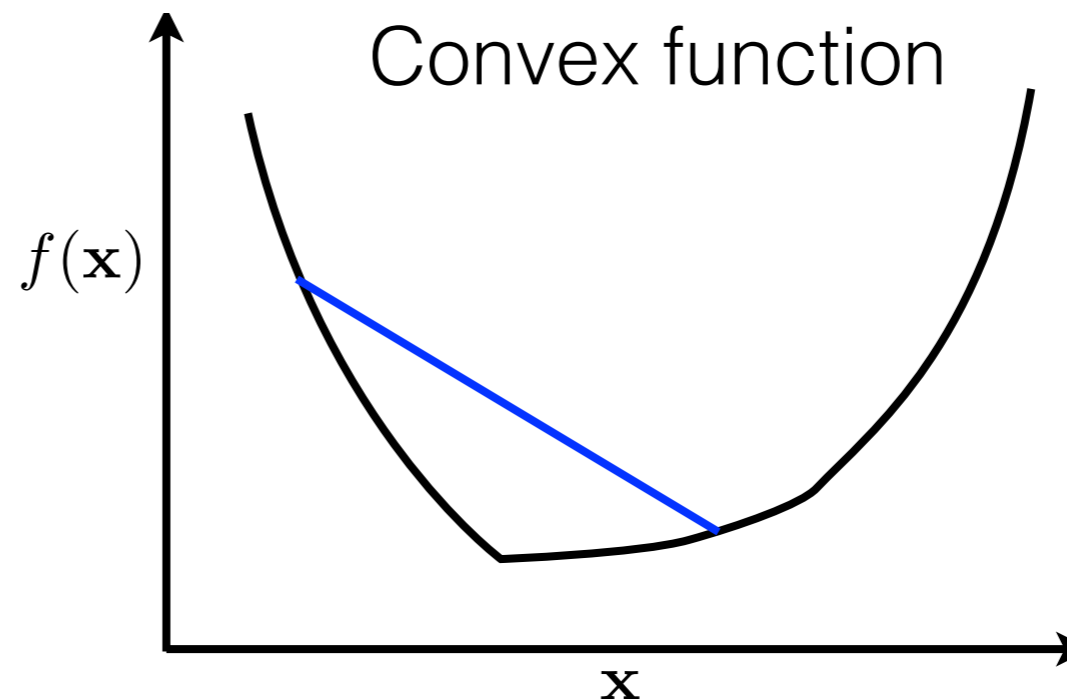
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Convex set

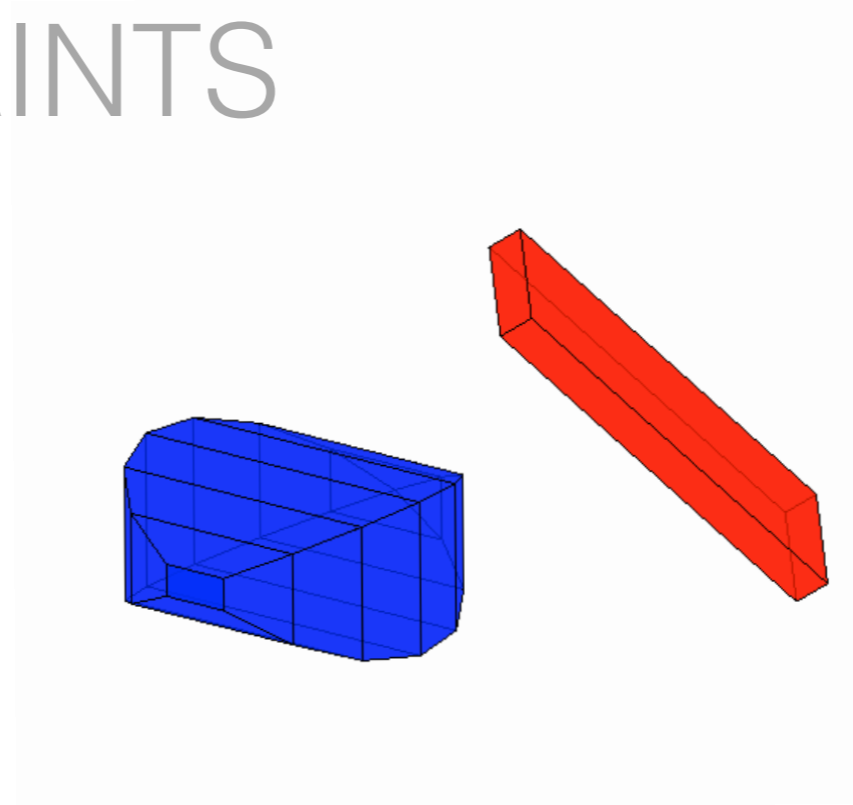


Convex function



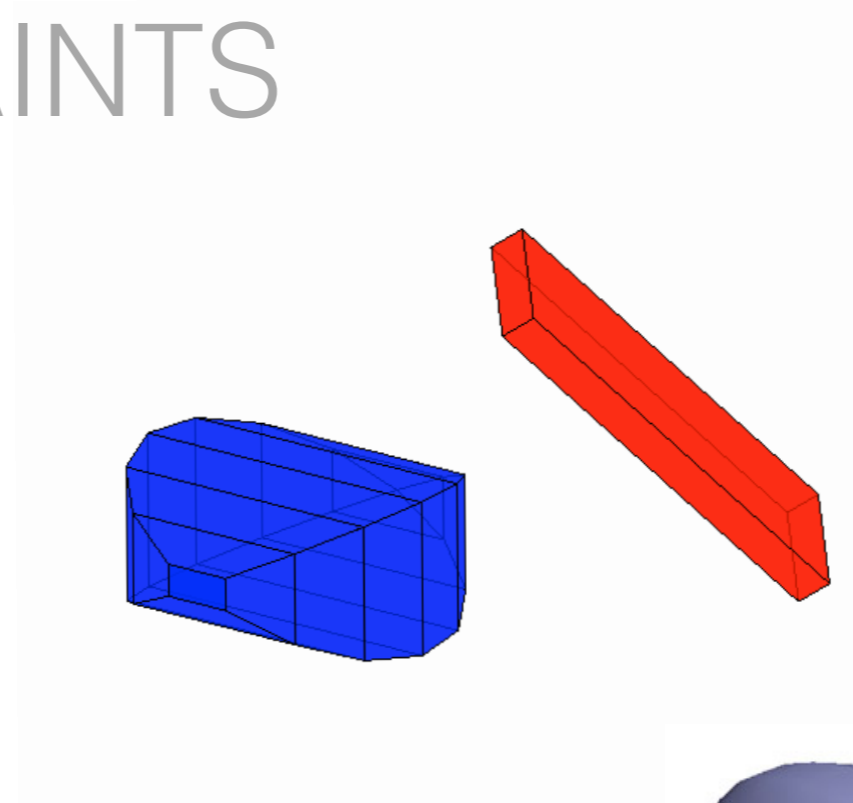
CONVEX OPTIMIZATION WITH CONVEX CONSTRAINTS

$$\begin{array}{ll} \min_{\mathbf{x} \in \mathbb{R}^n} & f(\mathbf{x}) \\ \text{s.t.} & \mathbf{Ax} \leq \mathbf{b}. \end{array}$$

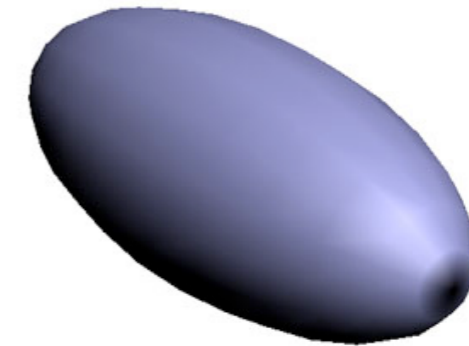


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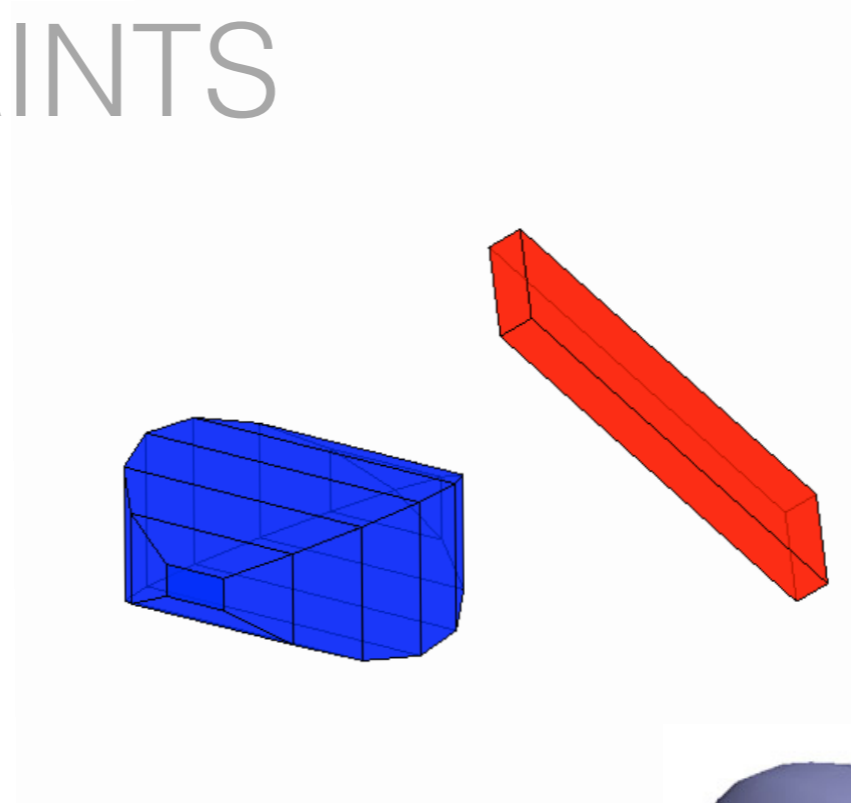


$$\text{s.t.} \quad \mathbf{x}^T \mathbf{Ax} \leq 1.$$

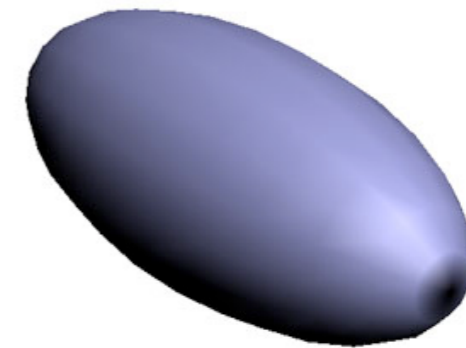


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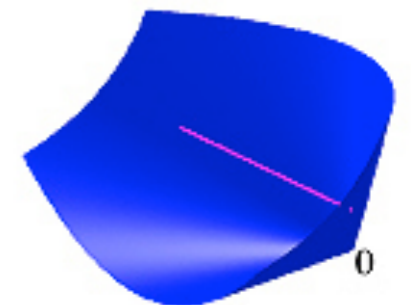
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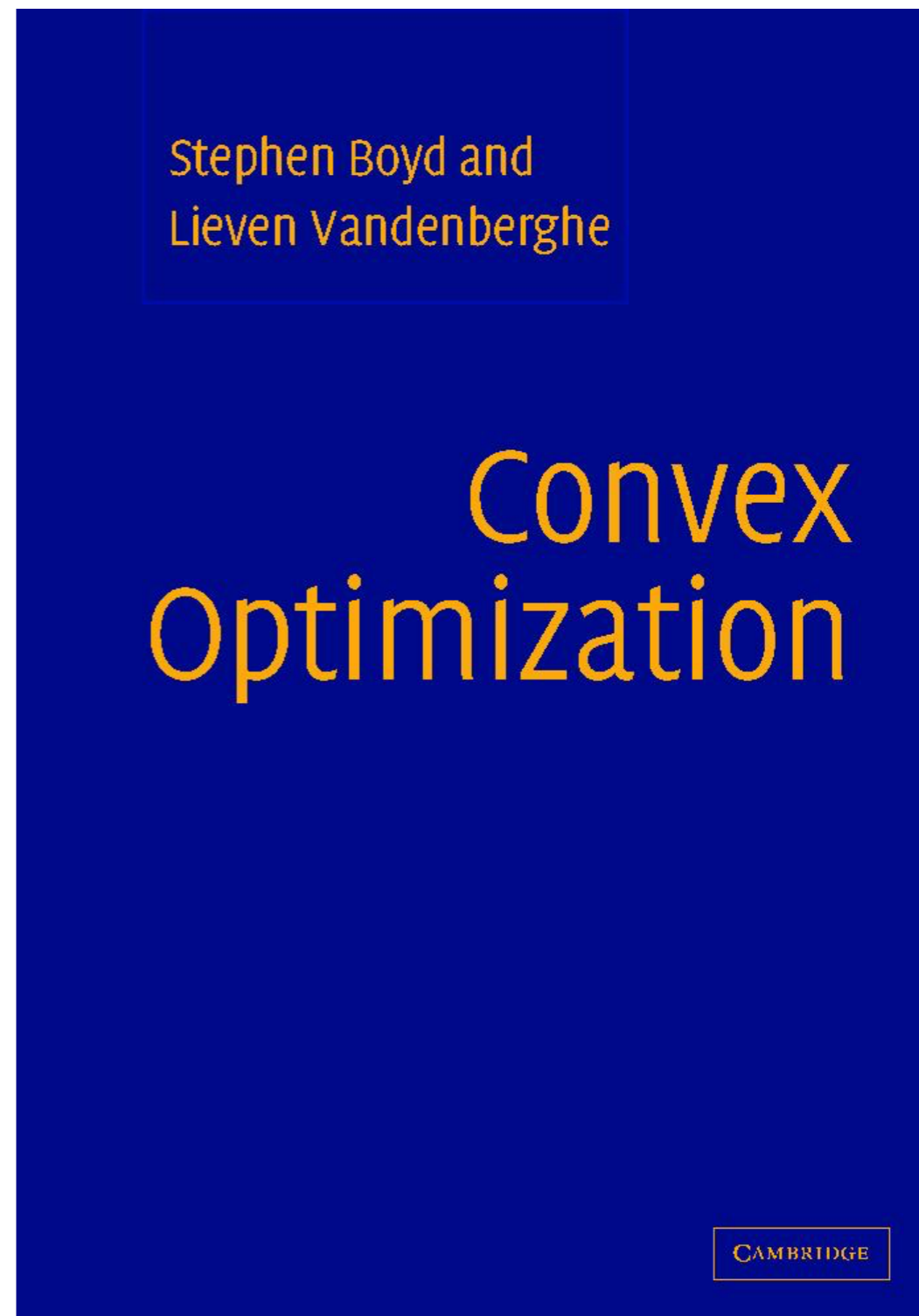
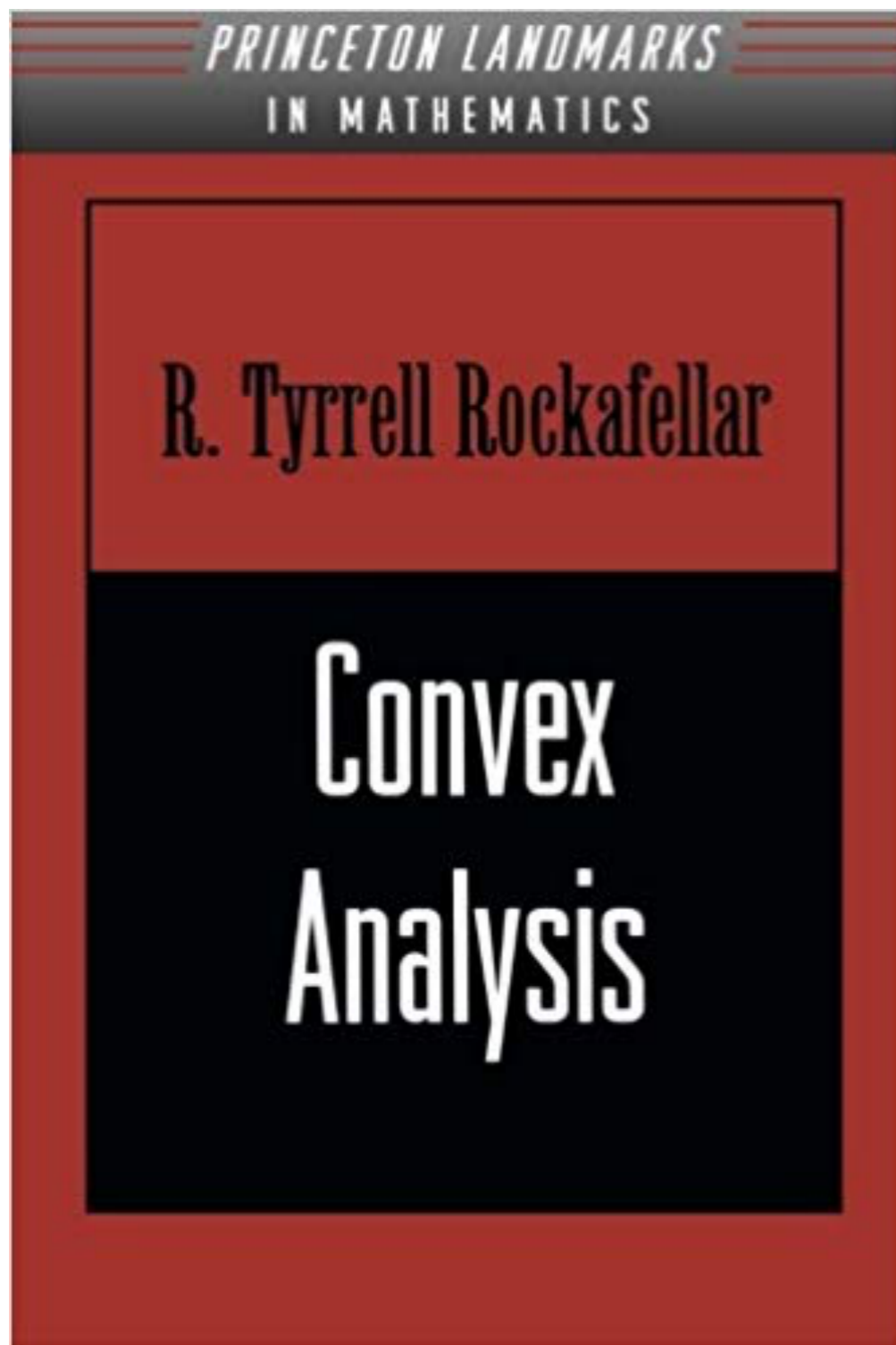
$$\text{s.t.} \quad \mathbf{x}^T \mathbf{Ax} \leq 1.$$



$$\text{s.t.} \quad \mathbf{A}_0 + x_1 \mathbf{A}_1 + \dots + x_n \mathbf{A}_n \preceq 0.$$

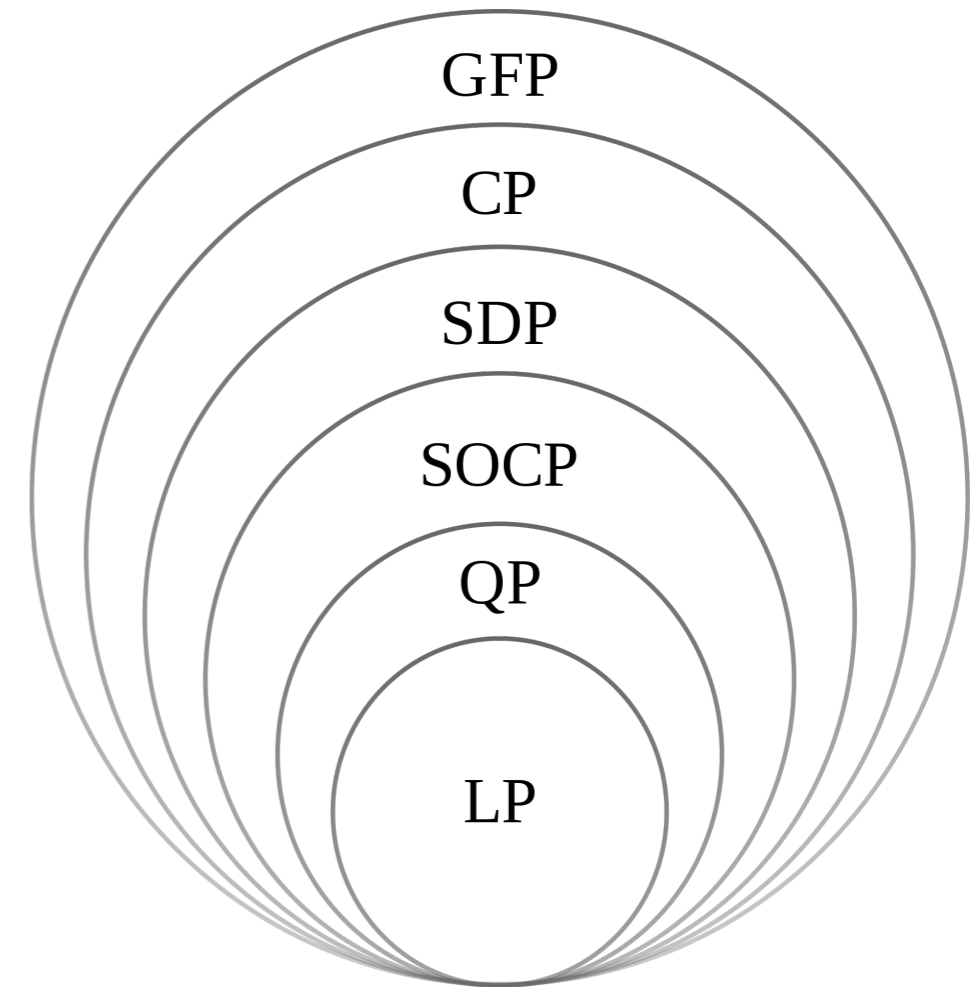


CONVEX ANALYSIS/MODELING



THE HIERARCHY OF CONVEX PROGRAMS

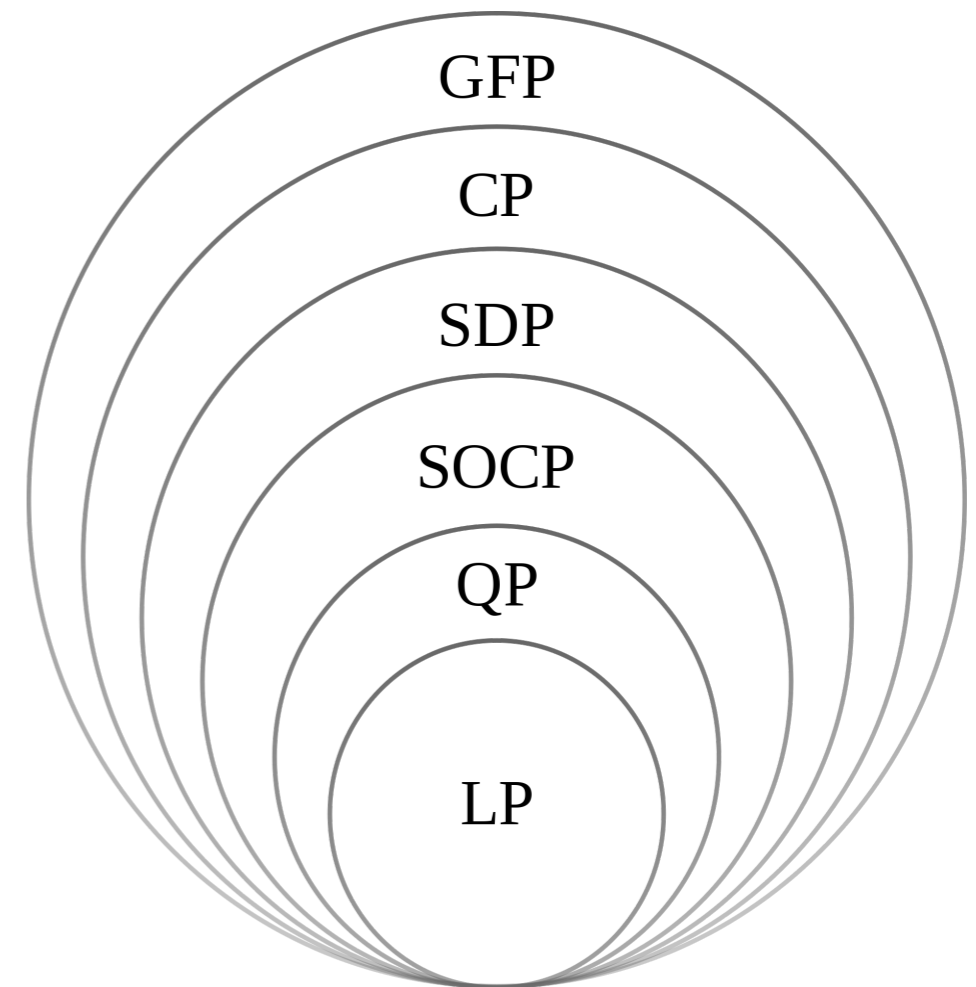
- Each category has a standard form and associated **generic solvers**
- Many engineering problems can be formulated as one of these problems and efficiently solved with theoretical guarantees
- Convergence guarantees and rates can be proven under certain conditions
- Interior-point methods as fundamental breakthrough



LP: linear program
QP: quadratic program
SOCP: second-order cone program
SDP: semidefinite program
CP: cone program
GFP: graph form program

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Volume 42, Number 1, Pages 39–56
S 0273-0979(04)01040-7
Article electronically published on September 21, 2004

THE INTERIOR-POINT REVOLUTION IN OPTIMIZATION:
HISTORY, RECENT DEVELOPMENTS,
AND LASTING CONSEQUENCES

MARGARET H. WRIGHT

PROPERTIES OF CONVEX FUNCTIONS AND OPTIMIZATION

- Choice, run time, and applicability of different methods depend on the **specific properties** of the convex functions and the constraints
- Keywords: Strongly convex, smooth, non-smooth, constrained, unconstrained,...
- Optimal convergence rates (in function value and iterates) can be proven for many algorithms for specific classes of convex function

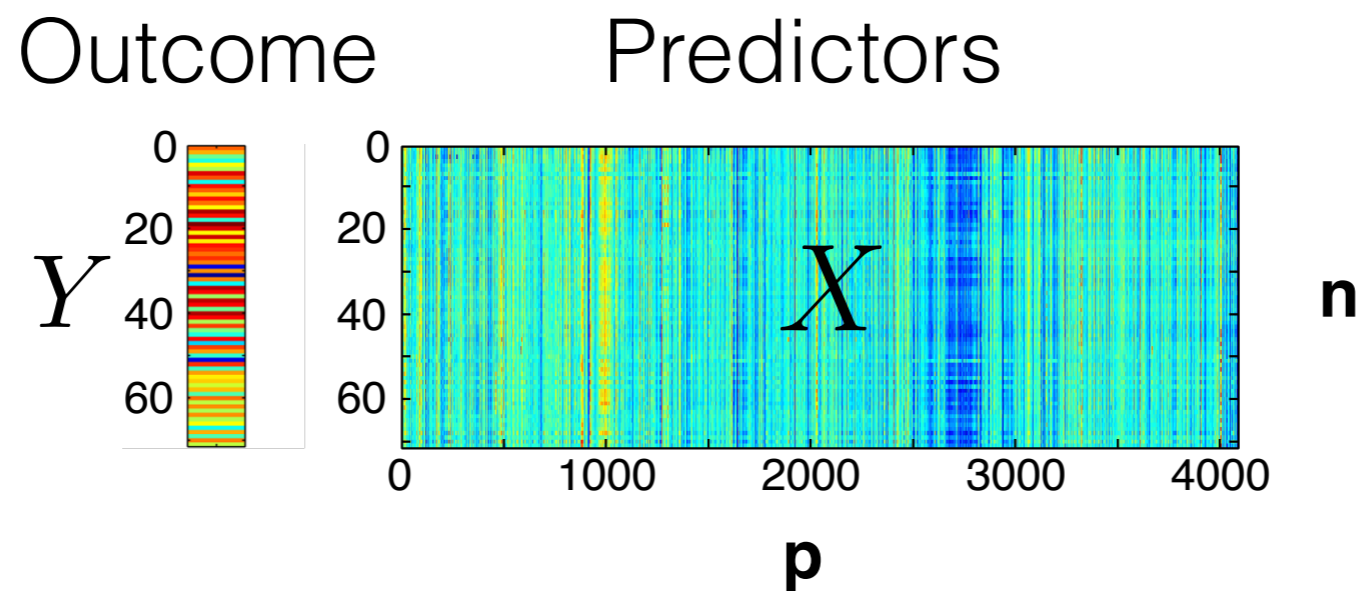
WHY BECAME CONVEX OPTIMIZATION SO POPULAR?

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Many classical machine learning and statistics problems are convex! Consider sparse regression/compressed sensing!

WHY BECAME CONVEX OPTIMIZATION SO POPULAR?

Many classical machine learning and statistics problems are convex! Consider sparse regression/compressed sensing!



An often encountered scenario is that there are more variables than measurements, i.e., $p \gg n$

SPARSE REGRESSION

$$\begin{array}{c} n \\ \left\{ \begin{array}{c} \mathbf{Y} \\ \mathbf{X} \end{array} \right. = \mathbf{X} \times \left. \begin{array}{c} \beta^* \\ \mathbf{\epsilon} \end{array} \right\} p + \sigma \mathbf{\epsilon} \end{array}$$

SPARSE REGRESSION

The diagram illustrates the sparse regression equation $Y = X\beta^* + \sigma\epsilon$. The response vector Y is shown as a vertical purple bar with a bracket on its left labeled n . The design matrix X is a larger purple rectangle. The coefficient vector β^* is a vertical purple bar with a bracket on its right labeled p . Two small purple squares with black borders are placed at the top and bottom of the β^* bar, representing non-zero entries. The error term ϵ is a vertical purple bar, and σ is a scalar multiplier. The equation is represented by the symbols $=$, \times , and $+$.

$$n \left\{ \begin{array}{c} Y \end{array} \right. = X \times \left. \begin{array}{c} \beta^* \\ p \end{array} \right. + \sigma \epsilon$$

SPARSE REGRESSION

J. R. Statist. Soc. B (1996)
58, No. 1, pp. 267–288

Regression Shrinkage and Selection via the Lasso

By ROBERT TIBSHIRANI†

University of Toronto, Canada

[Received January 1994. Revised January 1995]

$$\min_{\beta \in \mathbb{R}^p} \left\{ \|Y - X\beta\|_2^2 + \lambda \|\beta\|_1 \right\}.$$

SPARSE REGRESSION

J. R. Statist. Soc. B (1996)
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Likelihood term

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$$\min_{\beta \in \mathbb{R}^p} \left\{ \underbrace{\|Y - X\beta\|_2^2}_{\text{Likelihood term}} + \underbrace{\lambda \|\beta\|_1}_{\text{Sparsity}} \right\}.$$

tuning parameter

PROXIMAL ALGORITHMS FOR NON-SMOOTH CONVEX OPTIMIZATION

- Many high-dimensional statistics problems are non-smooth convex problems (e.g., Lasso, structured sparsity, ...)
- Proximity operator as fundamental building block
- Efficient schemes and exact convergence guarantees

Chapter 10

Proximal Splitting Methods in Signal Processing

Patrick L. Combettes and Jean-Christophe Pesquet

Foundations and Trends® in Optimization
Vol. 1, No. 3 (2013) 123–231
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DOI: xxx

now
the essence of knowledge

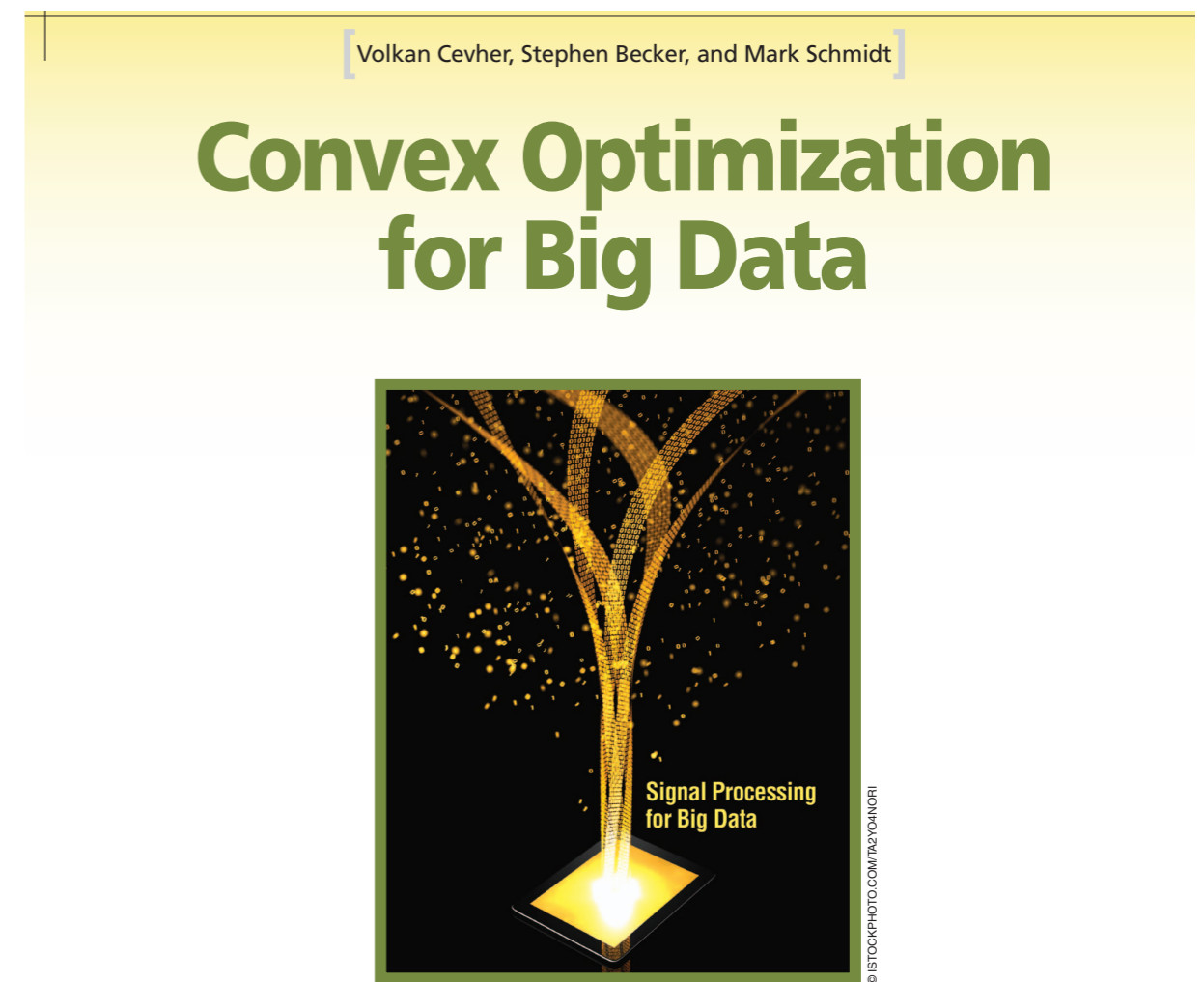
Proximal Algorithms

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Up until about 2010, (proximal) gradient descent the way to go...

Since then many developments...

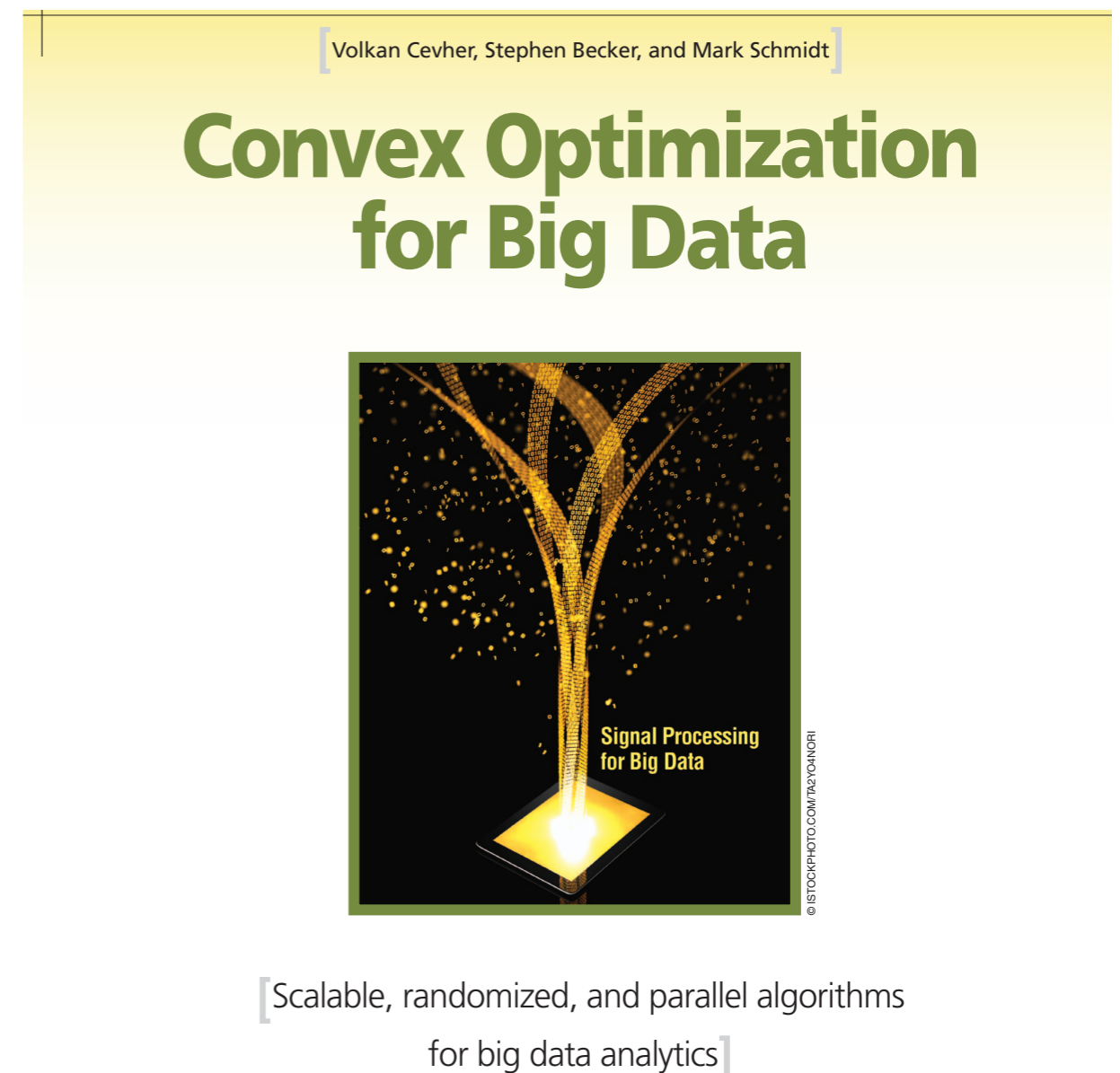


[Scalable, randomized, and parallel algorithms
for big data analytics]

Up until about 2010, (proximal) gradient descent the way to go...

Since then many developments...

- Function is high-dimensional but convex
- Adaptive gradient descent (ADAGRAD) or Nesterov acceleration became popular
- Stochastic gradient descent increasingly used
- Distributed optimization as novel paradigm



STOCHASTIC GRADIENT DESCENT (SGD)

A STOCHASTIC APPROXIMATION METHOD¹

BY HERBERT ROBBINS AND SUTTON MONRO

University of North Carolina

1. Summary. Let $M(x)$ denote the expected value at level x of the response to a certain experiment. $M(x)$ is assumed to be a monotone function of x but is unknown to the experimenter, and it is desired to find the solution $x = \theta$ of the equation $M(x) = \alpha$, where α is a given constant. We give a method for making successive experiments at levels x_1, x_2, \dots in such a way that x_n will tend to θ in probability.

cited ~6600 times since 1951

Many objective functions are **sum structured**:

$$f(\mathbf{x}) = \frac{1}{n} \sum_{i=1}^n f_i(\mathbf{x}).$$

Example: f_i is the cost function of the i -th observation, taken from a training set of n observations.

Evaluating $\nabla f(\mathbf{x})$ of a sum-structured function is expensive (sum of n gradients).

SGD - THE ALGORITHM

choose $\mathbf{x}_0 \in \mathbb{R}^d$.

sample $i \in [n]$ uniformly at random

$$\mathbf{x}_{t+1} := \mathbf{x}_t - \gamma_t \nabla f_i(\mathbf{x}_t).$$

for **times** $t = 0, 1, \dots$, and **stepsizes** $\gamma_t \geq 0$.

Only update with the gradient of f_i instead of the full gradient!

Iteration is n times cheaper than in full gradient descent.

The vector $\mathbf{g}_t := \nabla f_i(\mathbf{x}_t)$ is called a **stochastic gradient**.

\mathbf{g}_t is a vector of d random variables, but we will also simply call this a random variable.

Instead of using a single element f_i , use an average of several of them:

$$\tilde{\mathbf{g}}_t := \frac{1}{m} \sum_{j=1}^m \mathbf{g}_t^j.$$

Extreme cases:

$m = 1 \Leftrightarrow$ SGD as originally defined

$m = n \Leftrightarrow$ full gradient descent

Benefit: Gradient computation can be naively parallelized

Published as a conference paper at ICLR 2015

ADAM: A METHOD FOR STOCHASTIC OPTIMIZATION

Diederik P. Kingma*

University of Amsterdam, OpenAI
dpkingma@openai.com

Jimmy Lei Ba*

University of Toronto
jimmy@psi.utoronto.ca

ABSTRACT

We introduce *Adam*, an algorithm for first-order gradient-based optimization of stochastic objective functions, based on adaptive estimates of lower-order moments. The method is straightforward to implement, is computationally efficient, has little memory requirements, is invariant to diagonal rescaling of the gradients, and is well suited for problems that are large in terms of data and/or parameters. The method is also appropriate for non-stationary objectives and problems with very noisy and/or sparse gradients. The hyper-parameters have intuitive interpretations and typically require little tuning. Some connections to related algorithms, on which *Adam* was inspired, are discussed. We also analyze the theoretical convergence properties of the algorithm and provide a regret bound on the convergence rate that is comparable to the best known results under the online convex optimization framework. Empirical results demonstrate that *Adam* works well in practice and compares favorably to other stochastic optimization methods. Finally, we discuss *AdaMax*, a variant of *Adam* based on the infinity norm.

cited ~32400 times since 2014

Algorithm 1: *Adam*, our proposed algorithm for stochastic optimization. See section 2 for details, and for a slightly more efficient (but less clear) order of computation. g_t^2 indicates the elementwise square $g_t \odot g_t$. Good default settings for the tested machine learning problems are $\alpha = 0.001$, $\beta_1 = 0.9$, $\beta_2 = 0.999$ and $\epsilon = 10^{-8}$. All operations on vectors are element-wise. With β_1^t and β_2^t we denote β_1 and β_2 to the power t .

Require: α : Stepsize

Require: $\beta_1, \beta_2 \in [0, 1)$: Exponential decay rates for the moment estimates

Require: $f(\theta)$: Stochastic objective function with parameters θ

Require: θ_0 : Initial parameter vector

$m_0 \leftarrow 0$ (Initialize 1st moment vector)

$v_0 \leftarrow 0$ (Initialize 2nd moment vector)

$t \leftarrow 0$ (Initialize timestep)

while θ_t not converged **do**

$t \leftarrow t + 1$

$g_t \leftarrow \nabla_{\theta} f_t(\theta_{t-1})$ (Get gradients w.r.t. stochastic objective at timestep t)

$m_t \leftarrow \beta_1 \cdot m_{t-1} + (1 - \beta_1) \cdot g_t$ (Update biased first moment estimate)

$v_t \leftarrow \beta_2 \cdot v_{t-1} + (1 - \beta_2) \cdot g_t^2$ (Update biased second raw moment estimate)

$\hat{m}_t \leftarrow m_t / (1 - \beta_1^t)$ (Compute bias-corrected first moment estimate)

$\hat{v}_t \leftarrow v_t / (1 - \beta_2^t)$ (Compute bias-corrected second raw moment estimate)

$\theta_t \leftarrow \theta_{t-1} - \alpha \cdot \hat{m}_t / (\sqrt{\hat{v}_t} + \epsilon)$ (Update parameters)

end while

return θ_t (Resulting parameters)

ADAM RULES THE WORLD...

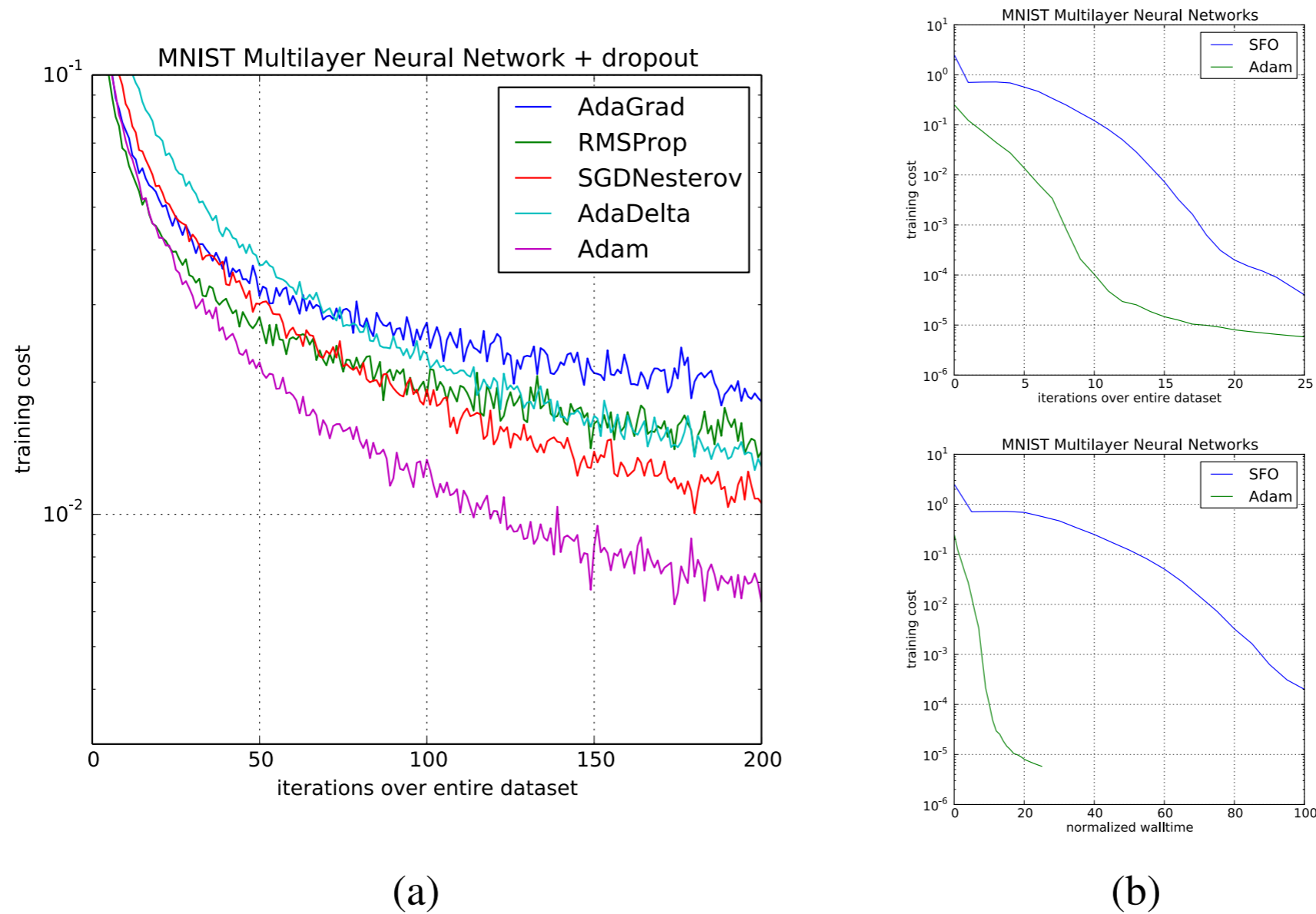


Figure 2: Training of multilayer neural networks on MNIST images. (a) Neural networks using dropout stochastic regularization. (b) Neural networks with deterministic cost function. We compare with the sum-of-functions (SFO) optimizer (Sohl-Dickstein et al., 2014)

TORCH.OPTIM

`torch.optim` is a package implementing various optimization algorithms. Most commonly used methods are already supported, and the interface is general enough, so that more sophisticated ones can be also easily integrated in the future.

How to use an optimizer

To use `torch.optim` you have to construct an optimizer object, that will hold the current state and will update the parameters based on the computed gradients.

Constructing it

To construct an `Optimizer` you have to give it an iterable containing the parameters (all should be `Variable`s) to optimize. Then, you can specify optimizer-specific options such as the learning rate, weight decay, etc.

• NOTE

If you need to move a model to GPU via `.cuda()`, please do so before constructing optimizers for it. Parameters of a model after `.cuda()` will be different objects with those before the call.

In general, you should make sure that optimized parameters live in consistent locations when optimizers are constructed and used.

Example:

```
optimizer = optim.SGD(model.parameters(), lr=0.01, momentum=0.9)
optimizer = optim.Adam([var1, var2], lr=0.0001)
```

Example:

```
optimizer = optim.SGD(model.parameters(), lr=0.01, momentum=0.9)  
optimizer = optim.Adam([var1, var2], lr=0.0001)
```


IN KERAS

Usage of optimizers

An optimizer is one of the two arguments required for compiling a Keras model:

```
from keras import optimizers

model = Sequential()
model.add(Dense(64, kernel_initializer='uniform', input_shape=(10,)))
model.add(Activation('softmax'))

sgd = optimizers.SGD(lr=0.01, decay=1e-6, momentum=0.9, nesterov=True)
model.compile(loss='mean_squared_error', optimizer=sgd)
```

You can either instantiate an optimizer before passing it to `model.compile()`, as in the above example, or you can call it by its name. In the latter case, the default parameters for the optimizer will be used.

```
# pass optimizer by name: default parameters will be used
model.compile(loss='mean_squared_error', optimizer='sgd')
```

Optimization Methods for Large-Scale Machine Learning

Léon Bottou*

Frank E. Curtis[†]

Jorge Nocedal[‡]

February 12, 2018

Abstract

This paper provides a review and commentary on the past, present, and future of numerical optimization algorithms in the context of machine learning applications. Through case studies on text classification and the training of deep neural networks, we discuss how optimization problems arise in machine learning and what makes them challenging. A major theme of our study is that large-scale machine learning represents a distinctive setting in which the stochastic gradient (SG) method has traditionally played a central role while conventional gradient-based nonlinear optimization techniques typically falter. Based on this viewpoint, we present a comprehensive theory of a straightforward, yet versatile SG algorithm, discuss its practical behavior, and highlight opportunities for designing algorithms with improved performance. This leads to a discussion about the next generation of optimization methods for large-scale machine learning, including an investigation of two main streams of research on techniques that diminish noise in the stochastic directions and methods that make use of second-order derivative approximations.

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Software for Disciplined Convex Programming

minimize $\|Ax - b\|_2$
subject to $Cx = d$
 $\|x\|_\infty \leq e$

```
m = 20; n = 10; p = 4;  
A = randn(m,n); b = randn(m,1);  
C = randn(p,n); d = randn(p,1); e = rand;  
cvx_begin  
    variable x(n)  
    minimize( norm( A * x - b, 2 ) )  
    subject to  
        C * x == d  
        norm( x, Inf ) <= e  
cvx_end
```

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$$C := \{x \in \mathbb{R}^3 : x_1 \geq \sqrt{x_2^2 + x_3^2}\}$$

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Guile reference

R reference

Deprecated API reference

NLopt algorithms

Docs » NLopt algorithms » NLopt algorithms

[Edit on GitHub](#)

NLopt Algorithms

NLopt includes implementations of a number of different optimization algorithms. These algorithms are listed below, including links to the original source code (if any) and citations to the relevant articles in the literature (see [Citing NLopt](#)).

Even where I found available free/open-source code for the various algorithms, I modified the code at least slightly (and in some cases noted below, substantially) for inclusion into NLopt. I apologize in advance to the authors for any new bugs I may have inadvertently introduced into their code.

Nomenclature

Each algorithm in NLopt is identified by a named constant, which is passed to the NLopt routines in the various languages in order to select a particular algorithm. These constants are mostly of the form `NLOPT_{G,L}_{N,D}_xxxx`, where `G/L` denotes global/local optimization and `N/D` denotes derivative-free/gradient-based algorithms, respectively.

For example, the `NLOPT_LN_COBYLA` constant refers to the COBYLA algorithm (described below), which is a local (`L`) derivative-free (`N`) optimization algorithm.



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ISV Program


$$x^*(\theta) = \underset{x}{\operatorname{argmin}} f(x; \theta)$$

subject to $g(x; \theta) \leq 0$
 $h(x; \theta) = 0$



PyTorch



TensorFlow

build passing build passing

cvxpylayers

<https://github.com/cvxgrp/cvxpylayers>

Towards Understanding Generalization of Deep Learning: Perspective of Loss Landscapes

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Large Scale Structure of Neural Network Loss Landscapes

Stanislav Fort*
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New York, United States

Abstract

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Visualizing the Loss Landscape of Neural Nets

Hao Li¹, Zheng Xu¹, Gavin Taylor², Christoph Studer³, Tom Goldstein¹

¹University of Maryland, College Park ²United States Naval Academy ³Cornell University
{haoli, xuzh, tomg}@cs.umd.edu, taylor@usna.edu, studer@cornell.edu

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Neural network training relies on our ability to find “good” minimizers of highly non-convex loss functions. It is well-known that certain network architecture designs (e.g., skip connections) produce loss functions that train easier, and well-chosen training parameters (batch size, learning rate, optimizer) produce minimizers that generalize better. However, the reasons for these differences, and their effect on the underlying loss landscape, are not well understood. In this paper, we explore the structure of neural loss functions, and the effect of loss landscapes on generalization, using a range of visualization methods. First, we introduce a simple “filter normalization” method that helps us visualize loss function curvature and make meaningful side-by-side comparisons between loss functions. Then, using a variety of visualizations, we explore how network architecture affects the loss landscape, and how training parameters affect the shape of minimizers.

Towards Understanding Generalization of Deep Learning: Perspective of Loss Landscapes

| | |
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Spurious Valleys in One-hidden-layer Neural Network Optimization Landscapes

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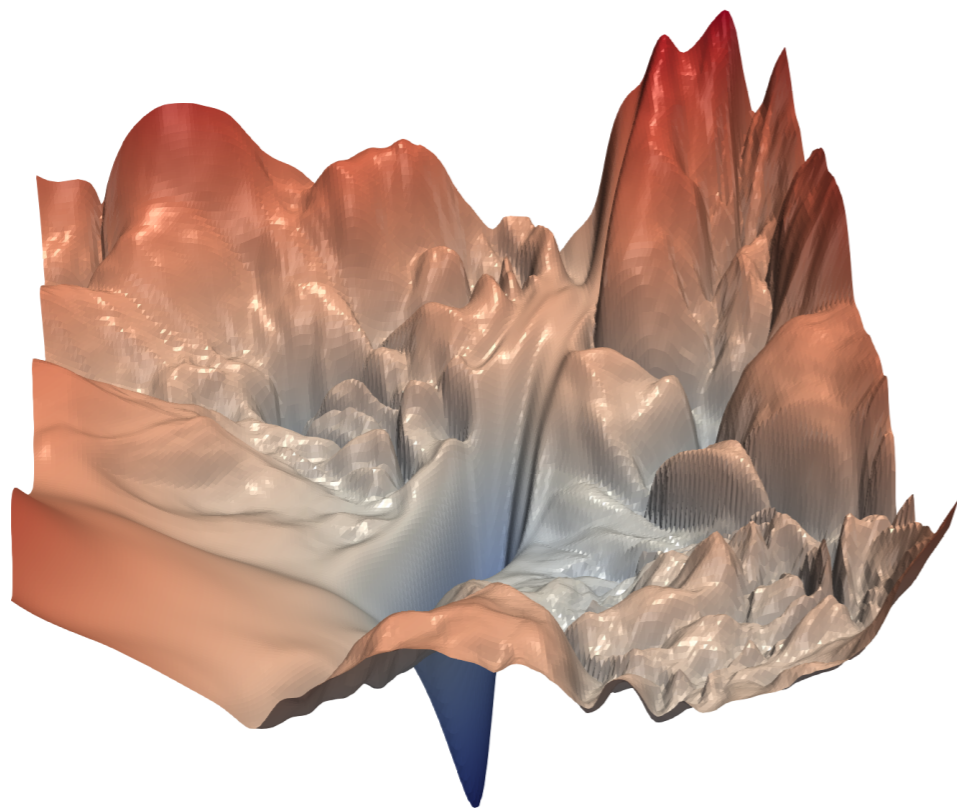
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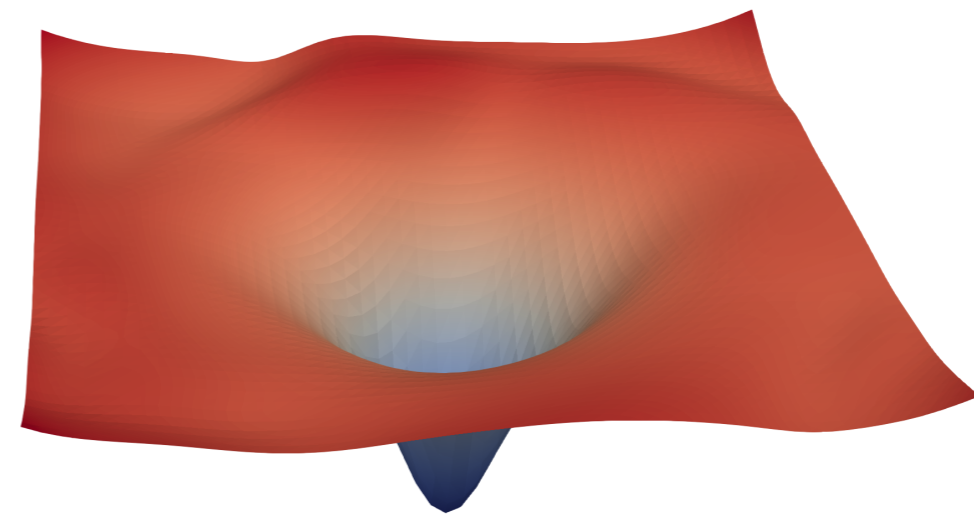
Visualizing the Loss Landscape of Neural Nets

Hao Li¹, Zheng Xu¹, Gavin Taylor², Christoph Studer³, Tom Goldstein¹

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(a) without skip connections

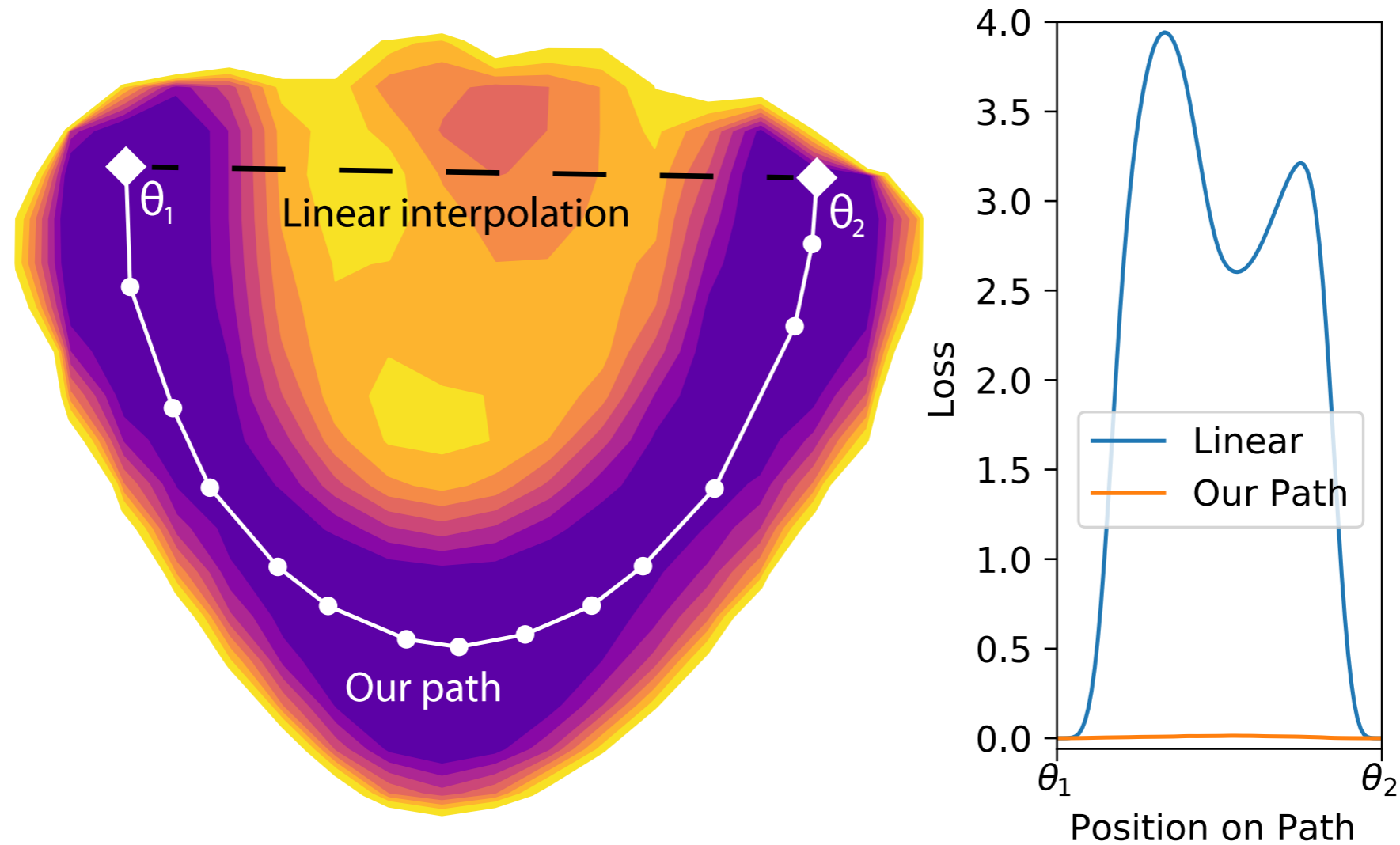


(b) with skip connections

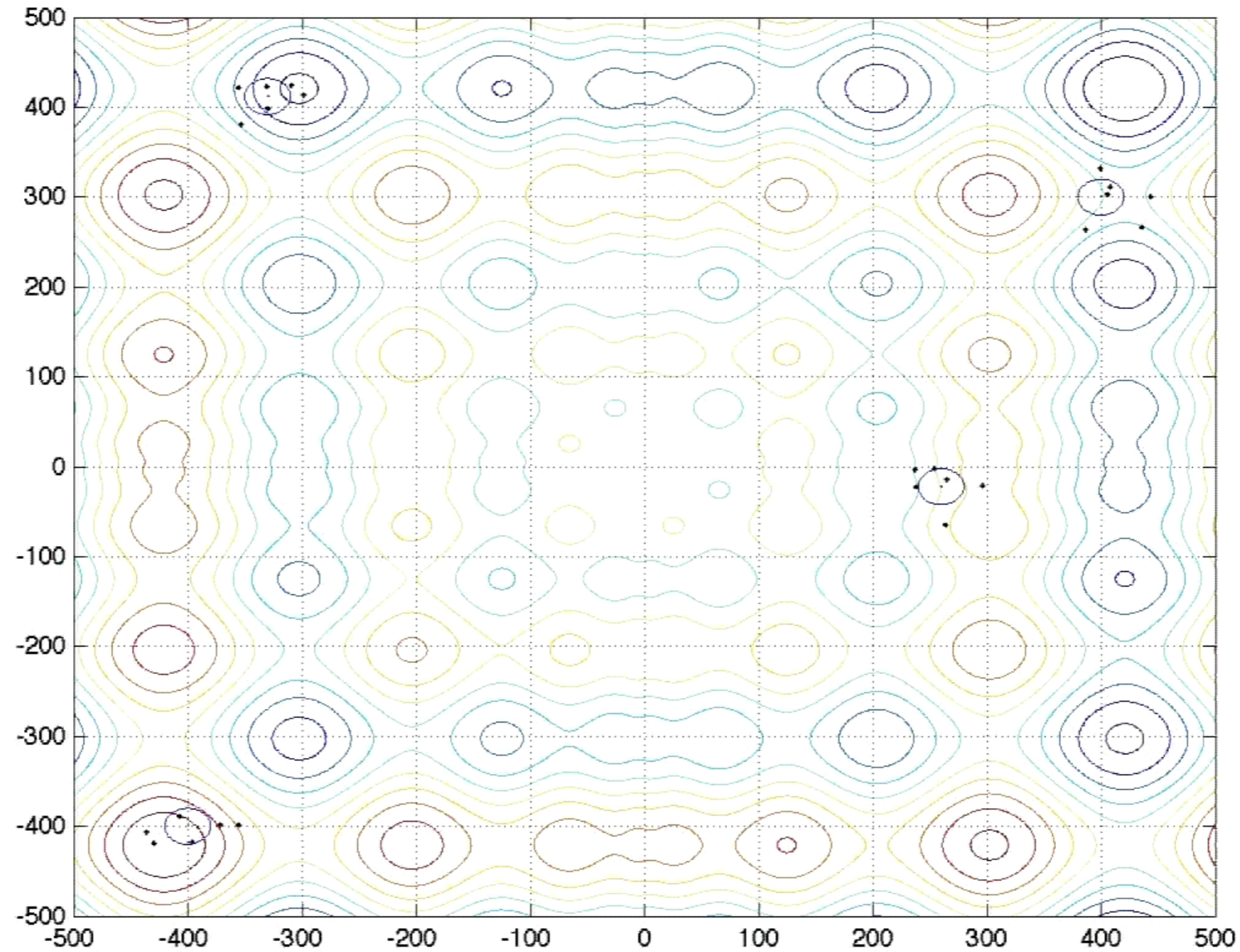
Figure 1: The loss surfaces of ResNet-56 with/without skip connections. The proposed filter normalization scheme is used to enable comparisons of sharpness/flatness between the two figures.

Essentially No Barriers in Neural Network Energy Landscape

Felix Draxler^{1,2} Kambis Veschgini² Manfred Salmhofer² Fred A. Hamprecht¹



Thank you for your time! Questions?

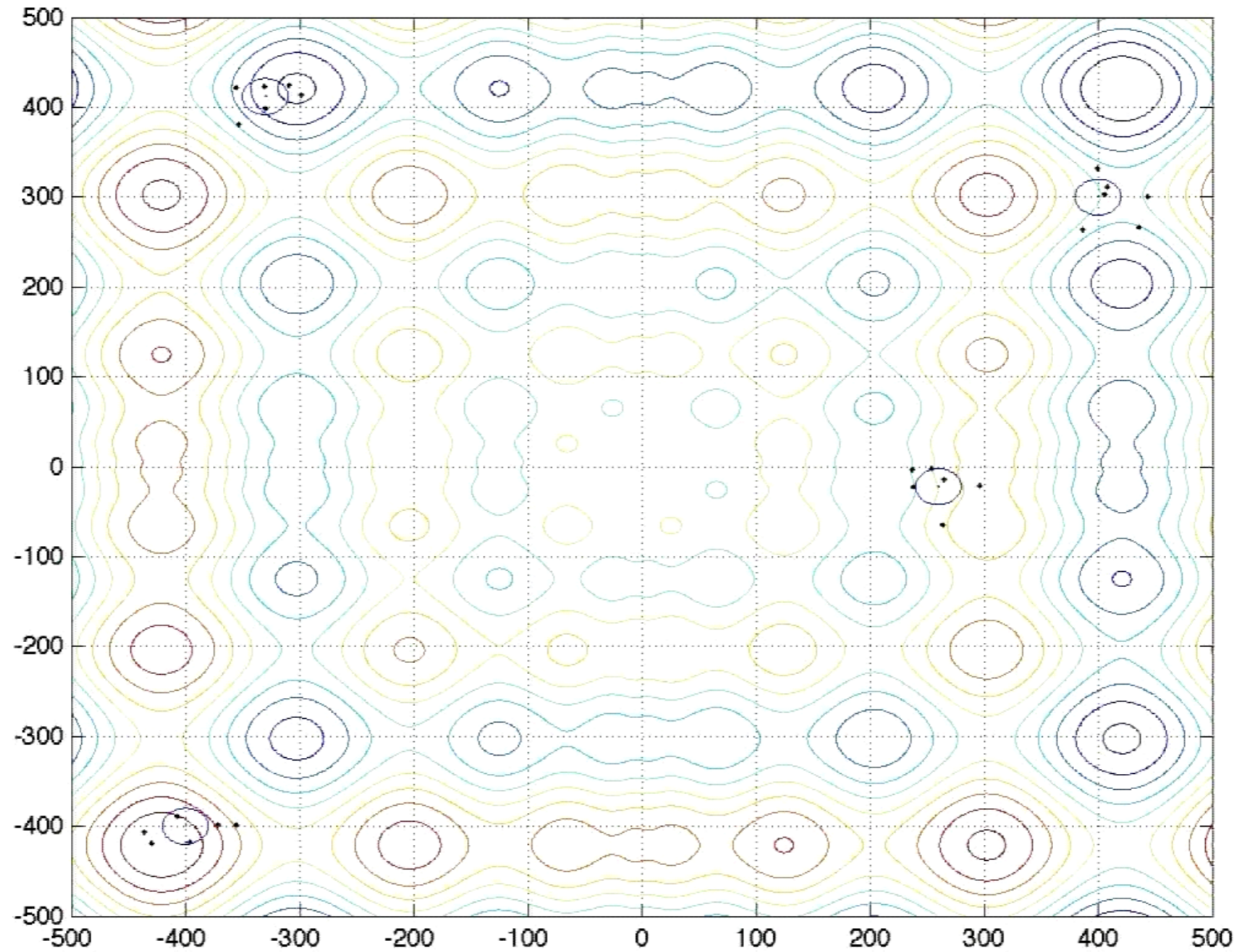


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Thank you for your time! Questions?



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