

Lecture 16

Last time

- ▷ Analysis continued
- ▷ Convex guarantees
- ▷ Extensions

Today

- ▷ What's to come
- ▷ One-dimensional Newton's method.
- ▷ Newton's in \mathbb{R}^d .

What's to come?

Second-order Methods

- ▷ Newton's Method / Solving Systems of equations.
 - ▷ Quasi-Newton Methods.
 - ▷ Conjugate gradient.
 - ▷ Trust Region Methods.

Newton's Method

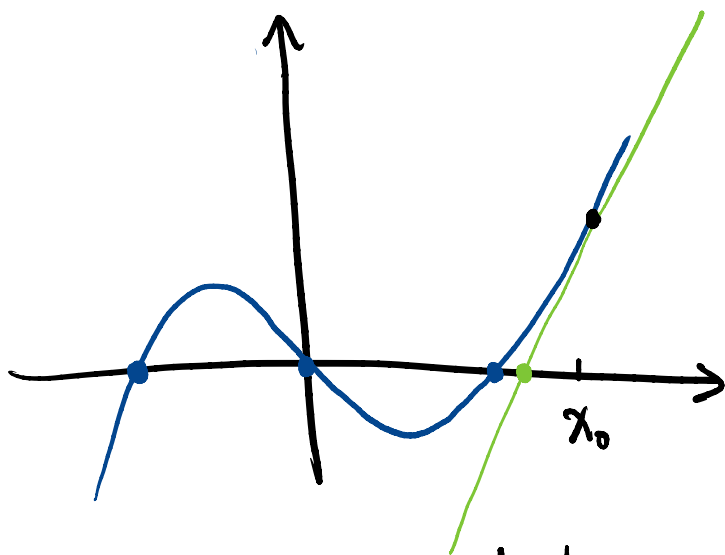
Imagine we had a system of nonlinear equations

$$F(x) = 0$$

with $F: \mathbb{R}^d \rightarrow \mathbb{R}^d$ and we want to solve for x . This recovers finding stationary points if $F = \nabla f$.

One-dimensional setup

Assume $F: \mathbb{R} \rightarrow \mathbb{R}$ is smooth.



The idea of Newton's method is to linearize and then look for a root (zero).

Thus, we update

$$\text{Pick } x_{k+1} \text{ s.t. } F(x_k) + F'(x_k)(x_{k+1} - x_k) = 0$$

Note that reordering this amounts to

$$x_{k+1} = x_k - \frac{F(x_k)}{F'(x_k)}$$

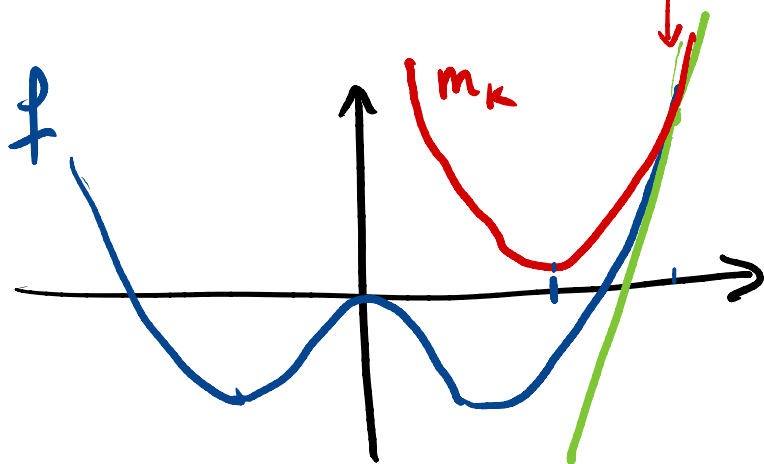
If $F = f'$, then this is

$$x_{k+1} = x_k - \frac{f'(x_k)}{f''(x_k)}$$

we need second order information

If $f''(x_k) > 0$ this also corresponds

$$x_{k+1} = \operatorname{argmin}_x \left\{ f(x_k) + f'(x_k)(x-x_k) + \frac{1}{2}f''(x_k)(x-x_k)^2 \right\}$$



When $f''(x_k) < 0$
we don't have a
convex model.

This method is really fast. As an
example: Consider $F(x) = x^2 - a$, then
 $F(x) = 0 \Leftrightarrow x = \pm\sqrt{a}$.

In this case, Newton's method reduces to

$$x_{k+1} = x_k - \frac{F(x_k)}{F'(x_k)} = x_k - \frac{x_k^2 - a}{2x_k} = \frac{1}{2} \left(x_k + \frac{a}{x_k} \right).$$

For $a=2$ and $x=1$, we obtain

$$x_0 = 1 \dots$$

$$x_1 = 1.5 \dots$$

$$x_2 = 1.41 \dots$$

$$x_3 = 1.41421 \dots$$

$$x_4 = 1.41421356237 \dots$$

correct digits $\approx 2^k$

$x_7 \sim 60$ correct

Aside: This algorithm was used in the video game Quake 3 (1999) to find $1/\sqrt{x}$.

Quick review of convergence naming

Suppose $\delta_k \rightarrow 0$ (This could be the objective gap, the distance to a solution or $\|\nabla f(x_k)\|$).

We say that

- ▷ δ_k converges linearly if $\exists c \in (0, 1), N \geq 0$ s.t.
 $\forall k \geq N \quad \delta_{k+1} \leq c \delta_k$
- ▷ δ_k converges sublinearly if no such c exists.
- ▷ δ_k converges superlinearly if $\exists \{c_n\} \subset [0, 1), N \geq 0$ s.t. $c_k \rightarrow 0$ and $\forall k \geq N \quad \delta_{k+1} \leq c_k \delta_k$.
- ▷ δ_k converges quadratically if $\exists c \in (0, 1), N \geq 0$ s.t. $\forall k \geq N \quad \delta_{k+1} \leq c \delta_k^2$.

This is super linear since $c \delta_k \rightarrow 0$.

Secant Method

If we don't know $F'(x_k)$ it is reasonable to approximate it with

$$F'(x_k) \approx \frac{F(x_k) - F(x_{k-1})}{x_k - x_{k-1}}$$

and thus

$$x_{k+1} \leftarrow x_k - \left(\frac{x_k - x_{k-1}}{F(x_k) - F(x_{k-1})} \right) F(x_k).$$

Under modest regularity conditions, we have $x_k \rightarrow x^*$ with $F(x^*) = 0$.

Moreover

$$|x_{k+1} - x^*| \leq c \cdot |x_k - x^*|^\varphi$$

where $\varphi = \frac{\sqrt{5} + 1}{2} = 1.618 \dots$ is the Golden ratio. Thus convergence is superlinear, but not quadratic.

Newton in \mathbb{R}^d

In a bunch of applications we want to solve systems of equations

$$F(x) = 0 \quad \text{with} \quad F: \mathbb{R}^d \rightarrow \mathbb{R}^d \text{ smooth.}$$

For example:

▷ Optimization $\nabla f(x) = 0$.

- ▷ Computer graphics
- ▷ Physics (Equilibrium states thermodynamics)
- ▷ Robotics (Inverse kinematics)
- ▷ ...

Key idea: Linearize $F(x)$, then solve linear system.

Recall that the Jacobian of $F(x)$ is

$$\nabla F(x) = \begin{bmatrix} \frac{\partial F_1(x)}{\partial x_1} & \dots & \frac{\partial F_1(x)}{\partial x_d} \\ \vdots & \ddots & \vdots \\ \frac{\partial F_d(x)}{\partial x_1} & \dots & \frac{\partial F_d(x)}{\partial x_d} \end{bmatrix}.$$

When $f: \mathbb{R}^d \rightarrow \mathbb{R}$ is C^2 , the Hessian $\nabla^2 f$ is the Jacobian of ∇f .

Then, Newton's method updates by

Finding x_{k+1} s.t. $F(x_k) + \nabla F(x_k)(x_{k+1} - x_k) = 0$.

If $\nabla F(x_{k+1})$ is full rank, then the system has a unique solution and **Newton's direction**

$$x_{k+1} = x_k - \underbrace{\nabla F(x_k)^{-1} F(x_k)}_{\text{Newton's direction}}.$$

In optimization land this is equivalent to
$$x_{k+1} = x_k - \nabla^2 f(x_k)^{-1} \nabla f(x_k).$$

Notice that this is equivalent to constructing a second-order approximation of f at x_k :

$$f_k(x) = f(x_k) + \nabla f(x_k)^T (x - x_k) + \frac{1}{2} (x - x_k)^T \nabla^2 f(x_k) (x - x_k)$$

and finding a critical point of f_k .

Unlike before we don't have that f_k is convex:

▷ If $\nabla^2 f(x_k) < 0 \Rightarrow f_k$ is concave
Ascent direction.

▷ If $\nabla^2 f(x_k) > 0 \Rightarrow f_k$ is convex
Descent direction

▷ If $\nabla^2 f(x_k)$ is indefinite $\Rightarrow f_k$ has a saddle.

Convergence of Newton's method

We state the following without a proof, but we'll get back to a

non asymptotic version next class

Theorem (Local convergence)

Let $F: \mathbb{R}^d \rightarrow \mathbb{R}^d$ be continuously differentiable and assume $F(x^*) = 0$ for some x^* . If $\nabla F(x^*)$ is nonsingular, then some neighborhood S of x^* we have that if $x_0 \in S$, the iterates of Newton's method satisfy $x_k \in S$, $x_k \rightarrow x^*$, $\nabla F(x_k)$ nonsingular.

Warnings

▷ Global convergence is not granted.

▷ If $\nabla F(x_k)$ is singular the method is not well-defined.

▷ Even if $\nabla F(x_k)$ is nonsingular, we can have numerical issues