

Lecture 13. Condition number; Line search

Theorem. If f is m -strongly convex and L -smooth. Fix $t \leq 1/L$ and let $x^* = \arg\min f$. Suppose $\{x_k\}$ is given by the gradient descent method. Then $\|x_T - x^*\|^2 \leq (1-mt)^T \|x_0 - x^*\|^2$.

Remark. m -strong convexity \Rightarrow strict convexity. so x^* is unique.

$$f(y) \geq f(x) + \nabla f(x)^\top (y-x) + \frac{m}{2} \|y-x\|^2 > f(x) + \nabla f(x)^\top (y-x).$$

Remark It further gives $f(x_T) - f^* \leq \frac{L}{2} (1-mt)^T \|x_0 - x^*\|^2$ since

$$f(x_T) \leq f(x^*) + \nabla f(x^*)^\top (x_T - x^*) + \frac{L}{2} \|x_T - x^*\|^2 \text{ by } L\text{-smoothness.}$$

Proof. Recall that $f(x_{k+1}) \leq f(x_k) - \frac{t}{2} \|\nabla f(x_k)\|^2$. (*) and

$$\|x_{k+1} - x^*\|^2 = \|x_k - x^*\|^2 + t^2 \|\nabla f(x_k)\|^2 - 2t \nabla f(x_k)^\top (x_k - x^*).$$

We use $\nabla f(x_k)^\top (x_k - x^*) \geq f(x_k) - f(x^*)$ before by convexity.

$$\text{Now we have } \nabla f(x_k)^\top (x_k - x^*) \geq f(x_k) - f(x^*) + \frac{m}{2} \|x_k - x^*\|^2.$$

$$\Rightarrow \|x_{k+1} - x^*\|^2 \leq (1-mt) \|x_k - x^*\|^2 + t^2 \|\nabla f(x_k)\|^2 - 2t (f(x_k) - f^*)$$

$$(\text{plugging in } (*)) \leq (1-mt) \|x_k - x^*\|^2 - 2t (f(x_{k+1}) - f^*)$$

$$\leq (1-mt) \|x_k - x^*\|^2$$

□

Remark. Clearly $m \leq L$. We choose t as large as possible $= 1/L$.

Convergence rate for quadratic function $f(x) = x^T Q x$. $Q > 0$.

$f(x)$ is $2\lambda_{\max}$ -smooth and $2\lambda_{\min}$ -strongly convex.

Recall that $f(x_{k+1}) < f(x_k)$ if $t < 1/\lambda_{\max}$. above result not apply.

$$\nabla f(x) = 2Qx. \quad Q = U\Lambda U^T \text{ where } \Lambda = \text{diag}\{\lambda_{\min}, \lambda_1, \dots, \lambda_n, \lambda_{\max}\}.$$

$$x_{k+1} = (I - 2tQ)x = U\Lambda' U^T x_k. \quad \Lambda' = I - 2t \text{diag}\{\lambda_{\min}, \dots, \lambda_{\max}\}.$$

$$\Rightarrow x_k = (U\Lambda' U^T)^k x_0 = U\Lambda'^k U^T x_0.$$

$$\text{let } y = U^T x. \quad \text{clearly } x^* = 0. \quad \text{So } y^* = U^T x^* = 0.$$

$$y_k = U^T x_k = \Lambda'^k U^T x_0 = \Lambda'^k y_0 = (I - 2t \text{diag}\{\lambda_{\min}, \dots, \lambda_{\max}\})^k y_0 \\ = \text{diag}\{(1-2t\lambda_{\min})^k, \dots, (1-2t\lambda_{\max})^k\} y_0.$$

$$\Rightarrow \|x_k - x^*\|^2 = \|x_k\|^2 = \|y_k\|^2 = \sum_{i=1}^n (1-2t\lambda_i)^{2k} (y_0)_i^2$$

$$\leq \max\{(1-2t\lambda_i)^{2k}\} \|y_0\|^2 = \|x_0\|^2.$$

$$\text{convergence rate} = \max\{(1-2t\lambda_{\min})^{2k}, (1-2t\lambda_{\max})^{2k}\}.$$

$$\text{select } t \text{ to minimize } \max\{|1-mt|, |1-Lt|\} \Rightarrow t = \frac{2}{m+L}.$$

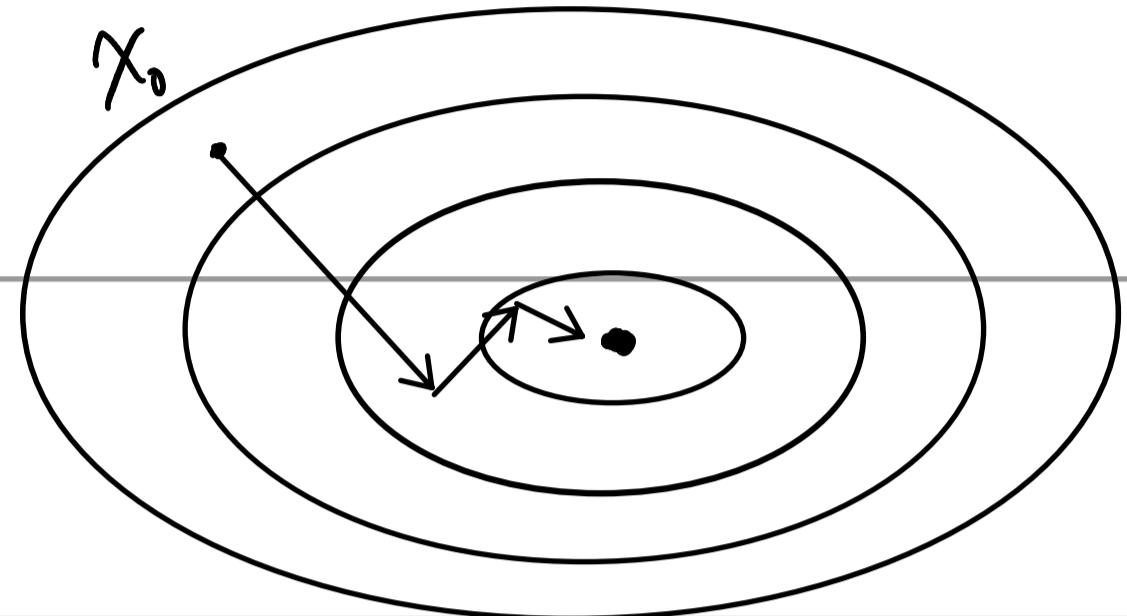
$$\Rightarrow \max\{(1-2t\lambda_i)^{2k}\} \leq \left(\frac{L-m}{L+m}\right)^{2k}. \quad \|x_k\|^2 \leq \left(\frac{L-m}{L+m}\right)^{2k} \|x_0\|^2.$$

$$\text{Definition (condition number). } K(Q) = \frac{\lambda_{\max}(Q)}{\lambda_{\min}(Q)} = \frac{L}{m} \geq 1 \text{ for } Q > 0$$

Convergence rate of fixed step size gradient descent method.

- for quadratic functions. rate depends on $\left(\frac{k-1}{k+1}\right)^2$
- for nonquadratic functions. locally approximated by Taylor series.

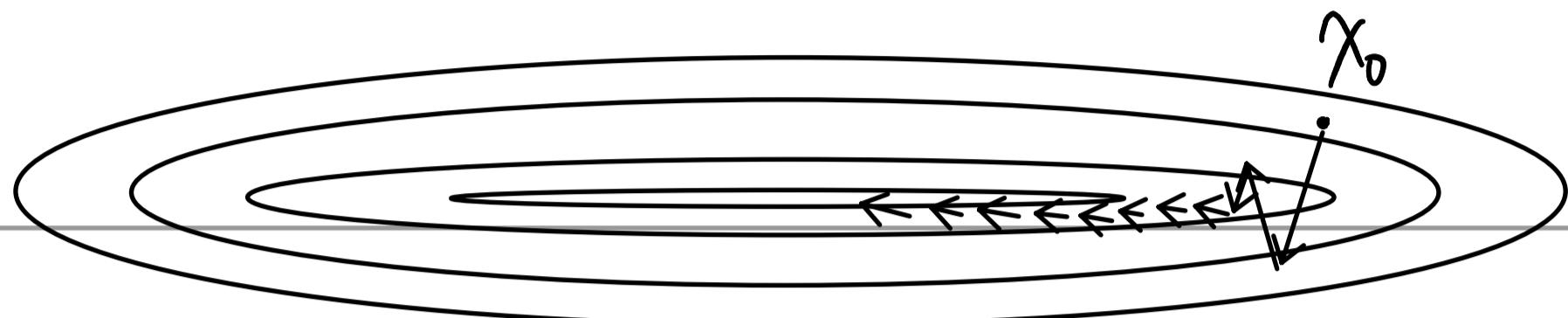
$$\frac{1}{2}(x - x^*)^\top \nabla^2 f(x^*) (x - x^*) + \text{affine terms near } x^*. k(\nabla^2 f)$$



$$Q = \text{diag}\{0.01, 1\}$$

small $k = 2$.

well-conditioned



$$(Q = \text{diag}\{0.01, 1\})$$

$x_0 = (a_1, a_2)$ ideal direction $-x_0$
actual direction $-(0.01a_1, a_2)$

large $k = 100$.

ill-conditioned

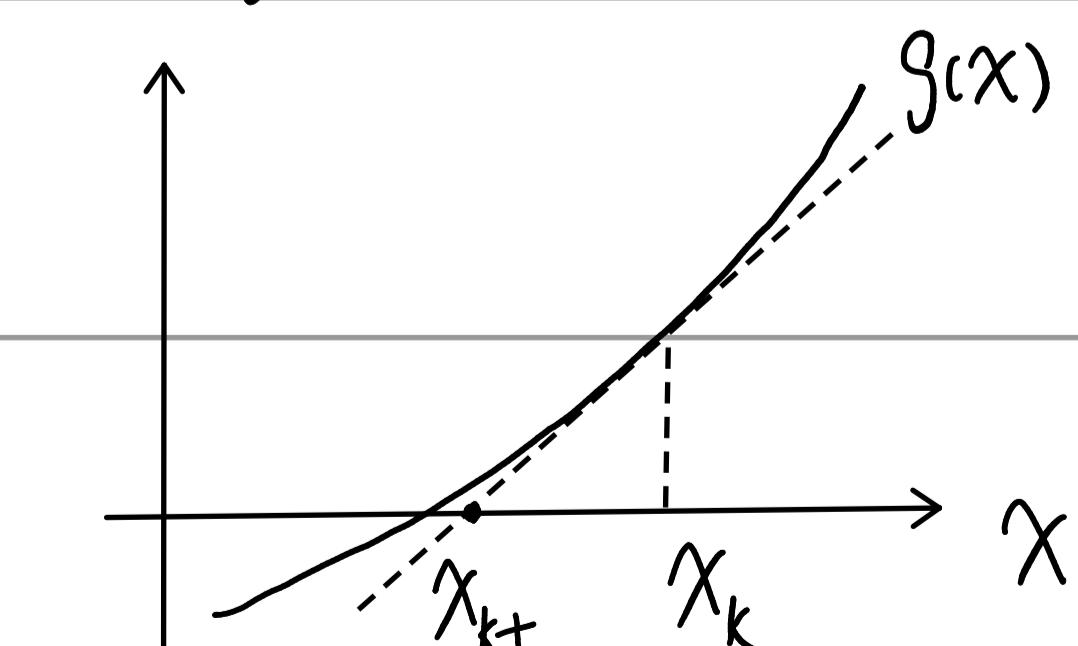
Floating step size : line search method.

Exact line search: $x_{k+1} = x_k - t \nabla f(x_k)$. $t = \arg \min_s f(x_k - s \nabla f(x_k))$

Example. $f(x) = x^T Q x + w^T x$. $Q > 0$. let $d_k = \nabla f(x_k) = 2Qx_k + w$.

$$\begin{aligned} t &= \arg \min_s f(x_k - s d_k) = \arg \min_s f(x_k) - 2s d_k^T Q x_k + s^2 d_k^T Q d_k - s w^T d_k \\ &= \arg \min_s -s d_k^T (2Qx_k + w) + s^2 d_k^T Q d_k = \frac{d_k^T d_k}{2 d_k^T Q d_k} \end{aligned}$$

In general. find the root of gradients. binary search if $\mathbb{R} \rightarrow \mathbb{R}$.



$$\text{Newton's method : } x_{k+1} = x_k - \frac{g(x_k)}{g'(x_k)}$$

$$\text{why? } g(x) \approx g(x_k) + g'(x_k)(x - x_k)$$

Example. calculating $\frac{1}{\sqrt{x}}$ in Quake III Arena. 魔神之锤.