
Adaptive Learning Rate

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Stochastic Gradient Descent

- Gradient Descent:

$$\theta_i \leftarrow \theta_{i-1} - \eta \nabla C(\theta_{i-1}) \quad \nabla C(\theta_{i-1}) = \frac{1}{R} \sum_r \nabla C^r(\theta)$$

- Stochastic Gradient Descent:

- Pick an example x^r

$$\theta_i \leftarrow \theta_{i-1} - \eta \nabla C^r(\theta_{i-1})$$

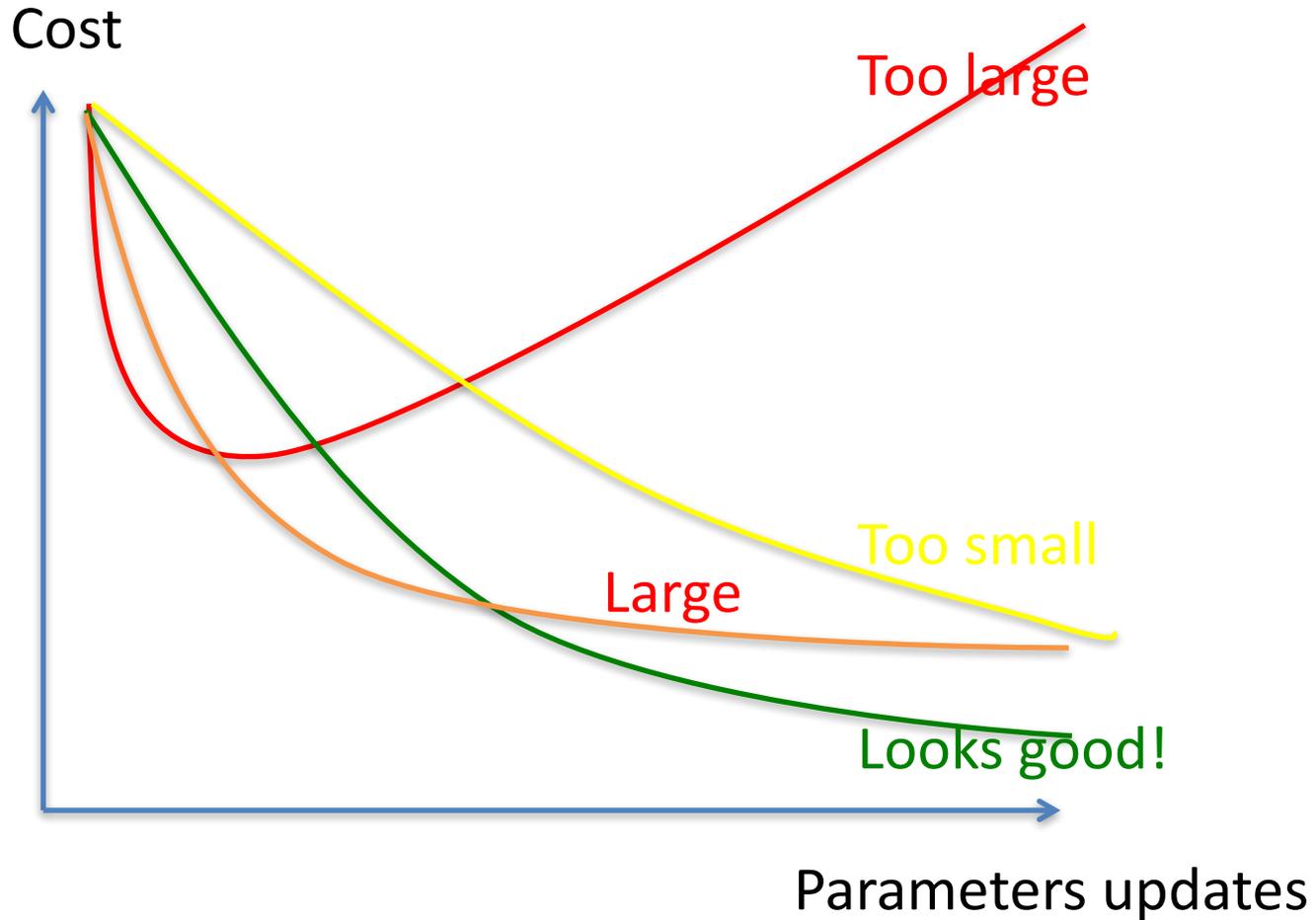
- Mini-batch Gradient Descent:

- Pick B examples as a batch b

- B is the batch size

$$\theta_i \leftarrow \theta_{i-1} - \eta \frac{1}{B} \sum_{x_r \in b} \nabla C^r(\theta_{i-1})$$

Learning Rate



Learning Rate

- Popular & Simple idea: Reduce the learning rate by some factor every few epochs
 - At the beginning, larger learning rate
 - After several epochs, reduce the learning rate

$$\eta^t = \eta / (t + 1)$$

When to reduce the learning rate?

How much should we reduce the learning rate?

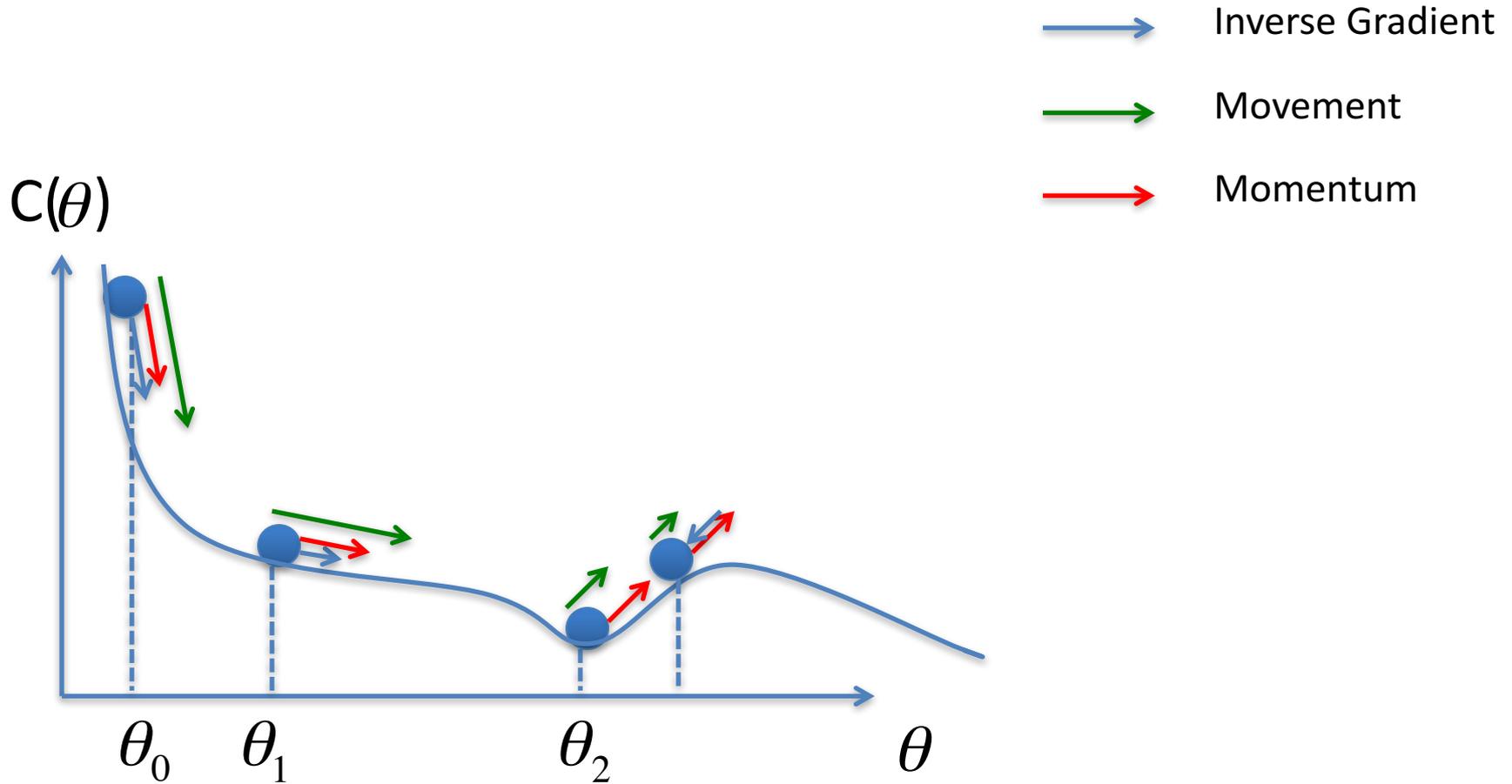
Challenges of Gradient Descent

- Choosing a proper learning rate can be difficult
- Learning rate schedules are helpful but need to be defined in advance
- The same learning rate for all parameter updates is problematic
- The problem of saddle points:
 - they are not local minima
 - the gradients there are close to zero, i.e. difficult to escape

Adaptive Learning Rate

- Adaptive learning rate
 - AdaGrad (Duchi et al. 2011)
 - AdaDelta (Zeiler 2012)
 - RmsProp (Hinton, 2012)
 - Adam (Kingma & Ba, 2014)
 - and more ...

Gradient Descent with Momentum



Gradient Descent with Momentum

- Start at point θ_0
- Momentum $v_0 = 0$
- Compute the gradient at θ_0
- Momentum $v_1 = \lambda v_0 - \mu \nabla C(\theta_0)$
- Move to $\theta_1 = \theta_0 + v_1$
- Compute gradient at θ_1
- Momentum $v_2 = \lambda v_1 - \mu \nabla C(\theta_1)$
- Move to $\theta_2 = \theta_1 + v_2$
- ...

AdaGrad – Duchi et al 2011

- Divide the learning rate by the average gradient

$$w^{t+1} \leftarrow w^t - \frac{\eta}{\sigma} g^t$$

σ : Average gradient of parameter w

- If w has small average gradient
➔ Larger learning rate
- If w has large average gradient
➔ Smaller learning rate

AdaGrad – Duchi et al 2011

$$w^1 \leftarrow w^0 - \frac{\eta}{\sigma^0} g^0$$

$$\sigma^0 = g^0$$

$$w^2 \leftarrow w^1 - \frac{\eta}{\sigma^1} g^1$$

$$\sigma^1 = \sqrt{\frac{1}{2} [(g^0)^2 + (g^1)^2]}$$

$$w^3 \leftarrow w^2 - \frac{\eta}{\sigma^2} g^2$$

$$\sigma^2 = \sqrt{\frac{1}{3} [(g^0)^2 + (g^1)^2 + (g^2)^2]}$$

⋮

$$w^{t+1} \leftarrow w^t - \frac{\eta}{\sigma^t} g^t$$

$$\sigma^t = \sqrt{\frac{1}{t+1} \sum_{i=0}^t (g^i)^2}$$

AdaGrad – Duchi et al 2011

- Divide the learning rate by the average gradient

$$w^{t+1} \leftarrow w^t - \frac{\eta}{\sigma^t} g^t \quad \sigma^t = \sqrt{\frac{1}{t+1} \sum_{i=0}^t (g^i)^2}$$

$$\eta^t = \frac{\eta}{\sqrt{t+1}} \quad w^{t+1} \leftarrow w^t - \frac{\eta^t}{\sqrt{\sum_{i=0}^t (g^i)^2}} g^t$$

RMSProp – Hinton et al 2012

$$w^1 \leftarrow w^0 - \frac{\eta}{\sigma^0} g^0$$

$$\sigma^0 = g^0$$

$$w^2 \leftarrow w^1 - \frac{\eta}{\sigma^1} g^1$$

$$\sigma^1 = \sqrt{\alpha(\sigma^0)^2 + (1-\alpha)(g^1)^2}$$

$$w^3 \leftarrow w^2 - \frac{\eta}{\sigma^2} g^2$$

$$\sigma^2 = \sqrt{\alpha(\sigma^1)^2 + (1-\alpha)(g^2)^2}$$

⋮

$$w^{t+1} \leftarrow w^t - \frac{\eta}{\sigma^t} g^t$$

$$\sigma^t = \sqrt{\alpha(\sigma^{t-1})^2 + (1-\alpha)(g^t)^2}$$

Adam – Kingma & Ba, 2014

- On iteration t :
 - Compute δW on current mini batch
 - $V_{\delta W} = \beta_1 V_{\delta W} + (1 - \beta_1) \delta W$
 - $S_{\delta W} = \beta_2 S_{\delta W} + (1 - \beta_2) \delta W^2$
 - $V_{\delta W}^{corrected} = V_{\delta W} / (1 - \beta_1^t)$
 - $S_{\delta W}^{corrected} = S_{\delta W} / (1 - \beta_2^t)$

Adam – Kingma & Ba, 2014

- On iteration t :
 - Compute δW on current mini batch
 - Derive $V_{\delta W}^{corrected}$, $S_{\delta W}^{corrected}$
 - Update parameters:

$$w := w - \alpha \frac{V_{\delta W}^{corrected}}{\sqrt{S_{\delta W}^{corrected} + \epsilon}}$$

– $\beta_1 = 0.9$; $\beta_2 = 0.999$; $\epsilon = 10^{-8}$, α needs to be tuned

Adam – Kingma & Ba, 2014

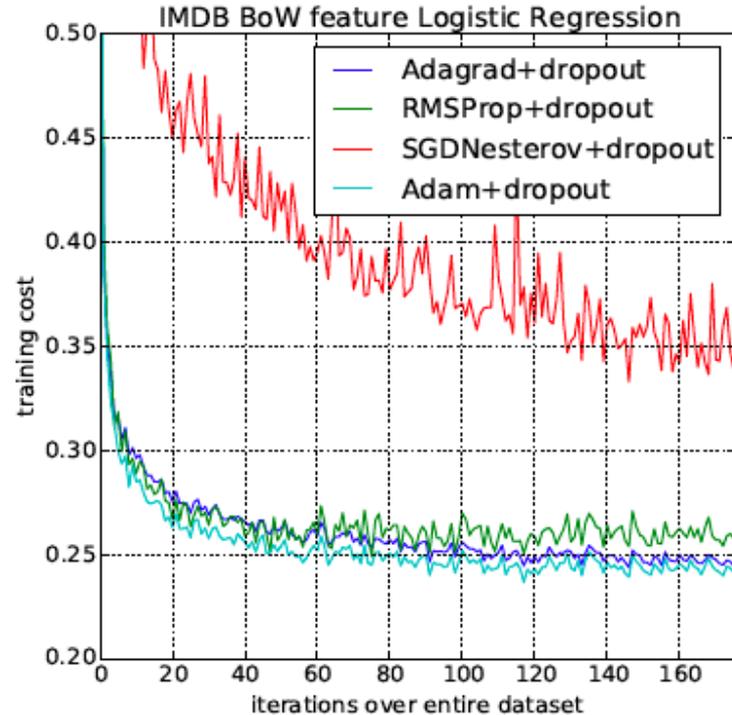
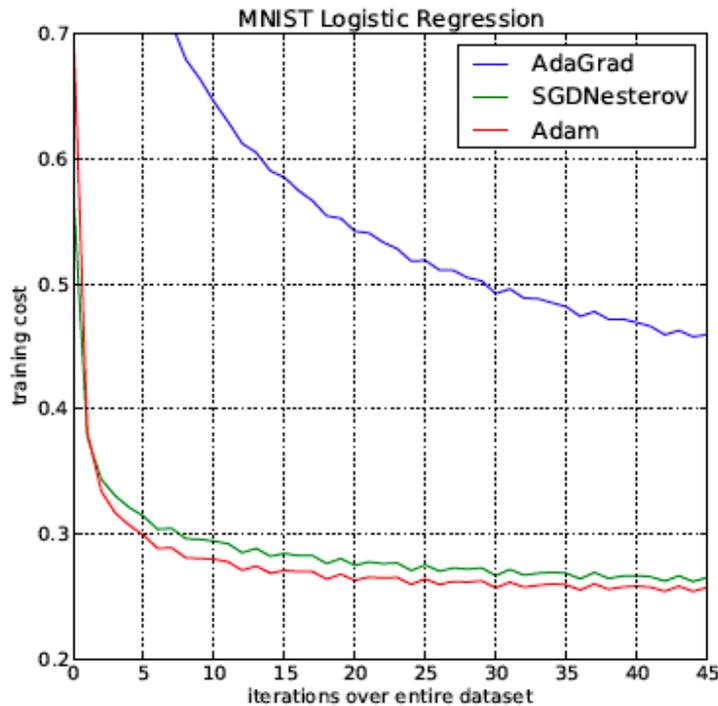


Figure 1: Logistic regression training negative log likelihood on MNIST images and IMDB movie reviews with 10,000 bag-of-words (BoW) feature vectors.

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