

Supervised Learning Algorithms

- Gradient Descent (GD) Method

. weight update rule:

$$\underline{w}_{k+1} = \underline{w}_k - \mu \nabla_k$$

where \underline{w}_{k+1} represents the $k+1$ th n -dimensional weight vector.

true gradient (batch mode): $\nabla_k = 2R\underline{w}_k - 2P$

stochastic gradient (on-line mode): $\hat{\nabla}_k = -2\epsilon_k \underline{x}_k$

. convergence:

$$0 < \mu < 1/\lambda_{\max} \quad \text{or} \quad \mu \propto 1/k$$

In general, this method is too slow.

. computational complexity:

$O(n^2)/step$ in the batch mode

$O(n)/step$ in the on-line mode

- Newton Method

- . weight update rule:

$$\underline{w}_{k+1} = \underline{w}_k - \mu R^{-1} \nabla_k$$

Since $\nabla_k = 2R\underline{w}_k - 2P$ in the batch mode,

$$\underline{w}_{k+1} = (1 - 2\mu)\underline{w}_k + 2\mu R^{-1}P = (1 - 2\mu)\underline{w}_k + 2\mu\underline{w}^*, \text{ that is,}$$

$$\underline{w}_k = \underline{w}^* + (1 - 2\mu)^k (\underline{w}_0 - \underline{w}^*).$$

- . convergence:

If $\mu = 1/2$, $\underline{w}_1 = \underline{w}^*$, that is, one-step convergence.

- . computational complexity:

The inversion of R is required, that is,

$$O(n^3)/step$$

- Quasi-Newton Method

- . weight update rule in Newton method:

$$\underline{w}_{k+1} = \underline{w}_k - \alpha_k R^{-1} \nabla_k$$

$$\alpha_k = 1/2 \text{ for one-step convergence.}$$

- . Quasi-Newton method performs the recursive construction of R^{-1} . Here, we assume that R is symmetric and positive definite matrix.

. Let us consider the following equation:

$$Rp_i = q_i, \quad i = 0, 1, \dots, n-1.$$

Consider a matrix S_{k+1} such that

$$S_{k+1}q_i = p_i, \quad i = 0, 1, \dots, k \quad (\text{Quasi-Newton condition})$$

After n linearly independent steps, $S_n = R^{-1}$.

construction of S_{k+1} :

$$S_{k+1} = S_k + \alpha_k r_k r_k^T \quad (\text{rank one correlation}) \dots (1)$$

$$p_k = S_{k+1}q_k = S_k q_k + \alpha_k r_k r_k^T q_k \dots (2)$$

$$q_k^T p_k = q_k^T S_{k+1} q_k = q_k^T S_k q_k + \alpha_k q_k^T r_k r_k^T q_k \dots (3)$$

from (2), $\alpha_k r_k r_k^T q_k = p_k - S_k q_k$ and

from (3), $\alpha_k q_k^T r_k r_k^T q_k = q_k^T p_k - q_k^T S_k q_k$.

Here, $\alpha_k r_k r_k^T$ can be written as

$$\begin{aligned} \alpha_k r_k r_k^T &= \frac{(\alpha_k r_k r_k^T q_k)(\alpha_k r_k r_k^T q_k)^T}{\alpha_k q_k^T r_k r_k^T q_k} \\ &= \frac{(p_k - S_k q_k)(p_k - S_k q_k)^T}{q_k^T (p_k - S_k q_k)} \end{aligned}$$

Therefore, from (1), S_{k+1} can be written as

$$S_{k+1} = S_k + \frac{(p_k - S_k q_k)(p_k - S_k q_k)^T}{q_k^T (p_k - S_k q_k)}.$$

Let

$$y_k = \frac{p_k - S_k q_k}{q_k^T (p_k - S_k q_k)}.$$

Then,

$$S_{k+1} q_i = S_k q_i + y_k (p_k^T q_i - q_k^T S_k q_i) \quad \text{for } i < k.$$

By induction,

$$S_{k+1} q_i = p_i + y_k (p_k^T q_i - q_k^T p_i).$$

Since $q_k^T p_i = p_k^T R p_i = p_k^T q_i$, $S_{k+1} q_i = p_i$.

This implies that after n steps,

$$S_n q_i = p_i \quad \text{for } 0 \leq i \leq n-1.$$

Therefore, $S_n = R^{-1}$.

. Davidson-Fletcher-Powell method

Solution of rank two correlation procedure, that is,

$$S_{k+1} = S_k + \alpha_k u_k u_k^T + \beta_k v_k v_k^T.$$

The final form of S_{k+1} is described by

$$S_{k+1} = S_k + \frac{p_k p_k^T}{p_k^T q_k} - \frac{S_k q_k q_k^T S_k}{q_k^T S_k q_k}.$$

This method is more numerically stable than the rank one correlation method.

Quasi-Newton Algorithm

Step 1. Set $k = 0$ and initialize \underline{w}_k and S_k .

(S_0 : any symmetric positive definite matrix)

Step 2. Set \underline{d}_k : $\underline{d}_k = -S_k \nabla_k$.

Step 3. Find α_k such that $\min_{\alpha_k \geq 0} E[\underline{w}_k + \alpha_k \underline{d}_k]$.

Step 4. Update \underline{w}_{k+1} , \underline{p}_k , \underline{q}_k :

$$\underline{w}_{k+1} = \underline{w}_k + \alpha_k \underline{d}_k, \quad \underline{p}_k = \alpha_k \underline{d}_k, \quad \text{and} \quad \underline{q}_k = \nabla_{k+1} - \nabla_k.$$

Step 5. Update S_{k+1} : $S_{k+1} = S_k + \frac{\underline{p}_k \underline{p}_k^T}{\underline{p}_k^T \underline{q}_k} - \frac{S_k \underline{q}_k \underline{q}_k^T S_k}{\underline{q}_k^T S_k \underline{q}_k}$

Step 6. If $E[\underline{w}_{k+1}] < \theta$, stop. Otherwise, $k \leftarrow k+1$ and go to Step 2.

. convergence:

After n linearly independent steps, weight parameter can converge to \underline{w}^* .

. computational complexity:

Update of S_{k+1} is required, that is,

$$O(n^2)/step$$

- Levenberg-Marquardt (LM) Method

. The Levenberg-Marquardt algorithm was designed to approach second-order training speed without having to compute Hessian matrix.

. The mean square error:

$$E(\underline{w}) = \frac{1}{N} \sum_{i=1}^N (d_i - y_i(\underline{w}))^2$$

. The Taylor series expansion of $E(\underline{w})$ around \underline{w}_k :

$$E(\underline{w}) \approx E(\underline{w}_k) + \nabla_k^T (\underline{w} - \underline{w}_k) + \frac{1}{2} (\underline{w} - \underline{w}_k)^T H(\underline{w}_k) (\underline{w} - \underline{w}_k)$$

where H is the Hessian matrix defined by $H(\underline{w}_k) \equiv \left[\frac{\partial^2 E}{\partial w_i \partial w_j} \right]_{\underline{w} = \underline{w}_k}$.

. Here, the Hessian matrix can be approximated as

$$H(\underline{w}_k) \approx J_k^T J_k$$

where J is the Jacobian matrix defined by

$$J_k \equiv \frac{\partial E}{\partial \underline{w}} \Big|_{\underline{w} = \underline{w}_k}$$

. The Levenberg-Marquardt algorithm uses this approximation to the Hessian matrix:

$$\underline{w}_{k+1} = \underline{w}_k - [J_k^T J_k + \mu I]^{-1} \nabla_k$$

- . μ is decreased after each successful step (reduction in performance function) and is increased only when a tentative step would increase the performance function.
- . convergence:
The behavior of LM algorithm is similar to the Newton method when $\mu = 0$.
- . computational complexity:
The inversion of $J_k^T J_k + \mu I$ is required, that is,
 $O(n^3)/step$

- Recursive Least Square (RLS) Method

- . Let the data can be represented by

$$y_k = \underline{x}_k^T \underline{w}^* + n_k$$

where \underline{x}_k represents the kth input vector, \underline{w}^* represents the optimal parameter vector, and n_k represents the white Gaussian noise.

- . The update rule for the parameter vector:

$$\underline{w}_{k+1} = \underline{w}_k + \underline{a}_k (y_k - \underline{x}_k^T \underline{w}_k) \quad \dots \quad (1)$$

where \underline{a}_k represents the gain vector.

. What is the optimal gain?

determine \underline{a}_k in the sense of minimizing the mean-square

distance from \underline{w}_{k+1} to \underline{w}^* .

Let

$$B_k \equiv E[(\underline{w}_{k+1} - \underline{w}^*)(\underline{w}_{k+1} - \underline{w}^*)^T]. \quad \dots \quad (2)$$

Then,

$$E[\|\underline{w}_{k+1} - \underline{w}^*\|^2] = \text{tr}\{E[(\underline{w}_{k+1} - \underline{w}^*)(\underline{w}_{k+1} - \underline{w}^*)^T]\}, \text{ that is,}$$

\underline{a}_k should be chosen to minimize $\text{tr}\{B_k\}$.

By substituting \underline{w}_{k+1} of (2) for \underline{w}_{k+1} of (1), we get

a new matrix B_k which depends on \underline{a}_k .

Here, the trace of B_k is determined by

$$\text{tr}\{B_k\} = \text{tr}\{B_{k-1}\} - \frac{\underline{x}_k^T B_{k-1}^2 \underline{x}_k}{1 + \underline{x}_k^T B_{k-1} \underline{x}_k} + (1 + \underline{x}_k^T B_{k-1} \underline{x}_k) \left\| \underline{a}_k - \frac{B_{k-1} \underline{x}_k}{1 + \underline{x}_k^T B_{k-1} \underline{x}_k} \right\|^2$$

The above equation is minimized when

$$\underline{a}_k = \frac{B_{k-1} \underline{x}_k}{1 + \underline{x}_k^T B_{k-1} \underline{x}_k}.$$

In this case,

$$B_k = B_{k-1} - \frac{(B_{k-1} \underline{x}_k)(B_{k-1} \underline{x}_k)^T}{1 + \underline{x}_k^T B_{k-1} \underline{x}_k}.$$

Recursive Least Square (RLS) Algorithm

Step 1. Set \underline{w}_0 randomly, $B_0 = \epsilon I$ where ϵ is a small constant, and

$$k = 1.$$

Step 2. Update a_k : $a_k = \frac{B_{k-1}\underline{x}_k}{1 + \underline{x}_k^T B_{k-1} \underline{x}_k}$

Step 3. Update B_k : $B_k = B_{k-1} - \frac{(B_{k-1}\underline{x}_k)(B_{k-1}\underline{x}_k)^T}{1 + \underline{x}_k^T B_{k-1} \underline{x}_k}$

Step 4. Update the parameter vector: $\underline{w}_{k+1} = \underline{w}_k + a_k (y_k - \underline{x}_k^T \underline{w}_k)$

Step 5. If $\text{tr}\{B_k\} < \theta$ (threshold value), stop.

Otherwise, $k \leftarrow k + 1$ and go to step 2.

. convergence:

The behavior of RLS algorithm is similar to the Quasi-Newton method. However, RLS algorithm finds \underline{w}^* asymptotically since it uses stochastic gradient $\hat{\nabla}_k$.

. computational complexity:

The calculation of B_k is required, that is,

$$O(n^2)/step$$

. quick and dirty recursive linear regression:

\underline{a}_k is updated by

$$\underline{a}_k = \frac{\underline{x}_k}{\sum_{j=1}^k \|\underline{x}_j\|^2}.$$

computational complexity: $O(n)/step$

\underline{a}_k satisfies the convergence conditions of stochastic approximation.

- Conjugate Gradient (CG) Method

Let us consider the problem of solving simultaneous equations such as

$$Q\underline{x} = \underline{b}$$

This problem can be solved by minimizing the following quadratic function:

$$\min_{\underline{x}} \frac{1}{2} \underline{x}^T Q \underline{x} - \underline{b}^T \underline{x}$$

Given a symmetric matrix Q , two vectors \underline{d}_1 and \underline{d}_2 are said to be Q -orthogonal, or conjugate with respect to Q if $\underline{d}_1^T Q \underline{d}_2 = 0$ ($\underline{d}_1 \neq \underline{d}_2$).

Let

$$\underline{x}^* = Q^{-1}b$$

where Q is the positive definite matrix and

$\underline{d}_0, \underline{d}_1, \dots, \underline{d}_{n-1}$ be n non-zero Q -orthogonal vectors. Then,

\underline{x}^* can be expanded as

$$\underline{x}^* = \alpha_0 \underline{d}_0 + \alpha_1 \underline{d}_1 + \dots + \alpha_{n-1} \underline{d}_{n-1}$$

since

$$\underline{d}_i^T Q \underline{x}^* = \alpha_i \underline{d}_i^T Q \underline{d}_i, \text{ that is,}$$

$$\alpha_i = \frac{\underline{d}_i^T b}{\underline{d}_i^T Q \underline{d}_i}.$$

This implies that

$$\underline{x}^* = \sum_{i=0}^{n-1} \frac{\underline{d}_i^T b}{\underline{d}_i^T Q \underline{d}_i} \underline{d}_i.$$

Conjugate Direction Theorem

Let $\{d_i\}_{i=0}^{n-1}$ be a set of non-zero Q -orthogonal vectors. Then,

for any $\underline{x}_0 \in R^n$, the sequence $\{\underline{x}_k\}$ generated according to

$$\underline{x}_{k+1} = \underline{x}_k + \alpha_k \underline{d}_k, \quad k \geq 0 \dots (1)$$

with

$$\alpha_k = -\frac{\underline{g}_k^T \underline{d}_k}{\underline{d}_k^T Q \underline{d}_k} \quad \text{and} \quad \underline{g}_k = Q \underline{x}_k - \underline{b}$$

converges to the unique solution \underline{x}^* of $Q\underline{x} = \underline{b}$ after n steps, that is, $\underline{x}_n = \underline{x}^*$.

(proof)

For some set of α_k s,

$$\underline{x}^* - \underline{x}_0 = \alpha_0 \underline{d}_0 + \alpha_1 \underline{d}_1 + \dots + \alpha_{n-1} \underline{d}_{n-1} \quad \text{and}$$

$$\underline{d}_k^T Q(\underline{x}^* - \underline{x}_0) = \alpha_k \underline{d}_k^T Q \underline{d}_k. \quad \text{Then, } \alpha_k \text{ can be described by}$$

$$\alpha_k = \frac{\underline{d}_k^T Q(\underline{x}^* - \underline{x}_0)}{\underline{d}_k^T Q \underline{d}_k}.$$

By iterating (1) from \underline{x}_0 upto \underline{x}_k , we get

$$\underline{x}_k - \underline{x}_0 = \alpha_0 \underline{d}_0 + \alpha_1 \underline{d}_1 + \dots + \alpha_{k-1} \underline{d}_{k-1}.$$

From the Q -orthogonality,

$$\underline{d}_k^T Q(\underline{x}_k - \underline{x}_0) = 0, \text{ that is, } \underline{d}_k^T Q \underline{x}_k = \underline{d}_k^T Q \underline{x}_0.$$

Therefore, α_k can be redescribed by

$$\alpha_k = \frac{\underline{d}_k^T Q(\underline{x}^* - \underline{x}_0)}{\underline{d}_k^T Q \underline{d}_k} = \frac{\underline{d}_k^T Q(\underline{x}^* - \underline{x}_k)}{\underline{d}_k^T Q \underline{d}_k} = - \frac{g_k^T \underline{d}_k}{\underline{d}_k^T Q \underline{d}_k}$$

Reference: Luenberger, "Introduction to Linear and Nonlinear Programming," chapter 8.

Conjugate Gradient Algorithm

Step 1. Set any $\underline{x}_0 \in R^n$, $\underline{d}_0 = -g_0 = \underline{b} - Q\underline{x}_0$, and $k = 0$.

Step 2. update α_k : $\alpha_k = - \frac{g_k^T \underline{d}_k}{\underline{d}_k^T Q \underline{d}_k}$

Step 3. update \underline{x}_{k+1} : $\underline{x}_{k+1} = \underline{x}_k + \alpha_k \underline{d}_k$

Step 4. update g_{k+1} : $g_{k+1} = Q\underline{x}_{k+1} - \underline{b}$

Step 5. update β_k : $\beta_k = \frac{g_{k+1}^T Q \underline{d}_k}{\underline{d}_k^T Q \underline{d}_k}$

Step 6. update \underline{d}_{k+1} : $\underline{d}_{k+1} = -g_{k+1} + \beta_k \underline{d}_k$

Step 7. If $\|g_{k+1}\| < \epsilon$, stop. Otherwise, $k \leftarrow k + 1$ and go to step 2.

. convergence:

The CG algorithm finds the unique solution \underline{x}^* of $Q\underline{x} = \underline{b}$ after n steps, that is, $\underline{x}_n = \underline{x}^*$.

. computational complexity:

The calculation of the quadratic form of $\underline{d}_k^T Q \underline{d}_k$ is required, that is, $O(n^2)/step$

. In the learning algorithm, \underline{x}_k and \underline{d}_k are associated with the weight parameter and the gradient term respectively.

- Summary of Supervised Learning Algorithms

Algorithm	Gradient Descent (GD)	Conjugate Gradient (CG)	Recursive Least Square (RLS)	Lebenberg-Marquardt (LM)	Quasi-Newton	Newton
Convergence	∞	$O(n)$	$O(n)$	1	$O(n)$	1
Computational Complexity Per Step	$O(n)$	$O(n)$	$O(n^2)$	$O(n^3)$	$O(n^2)$	$O(n^3)$
Memory Requirement	$O(n)$	$O(n)$	$O(n^2)$	$O(n^2)$	$O(n^2)$	$O(n^2)$
Learning Mode	on-line	on-line	on-line	batch	batch	batch

n : the number of parameters