# CS885 Reinforcement Learning Lecture 14c: June 15, 2018

#### Trust Region Methods [Nocedal and Wright, Chapter 4]

### Optimization in ML

- It is common to formulate ML problems as optimization problems.
  - Min squared error
  - Min cross entropy
  - Max log likelihood
  - Max discounted sum of rewards

#### Two important classes

- Line search methods
  - Find a direction of improvement
  - Select a step length
- Trust region methods
  - Select a trust region (analog to max step length)
  - Find a point of improvement in the region

### **Trust Region Methods**

• Idea:

– Approximate objective f with a simpler objective  $\tilde{f}$ 

- Solve  $\tilde{x}^* = argmin_{\chi}\tilde{f}(x)$ 

- **Problem:** The optimum  $\tilde{x}^*$  might be in a region where  $\tilde{f}$  poorly approximates f and therefore  $\tilde{x}^*$  might be far from optimal
- Solution: restrict the search to a region where we trust  $\tilde{f}$  to approximate f well.

- Solve  $\tilde{x}^* = argmin_{x \in trustRegion} f(x)$ 

### Example

•  $\tilde{f}$  often chosen to be a quadratic approximation of f

$$f(x) \approx \tilde{f}(x)$$
  
= f(c) + \nabla f(c)^T (x - c) + \frac{1}{2!} (x - c)^T H(c)(x - c)

where  $\nabla f$  is the gradient and H is the hessian

• Trust region often chosen to be a hypersphere  $||x - c||_2 \le \delta$ 

#### **Generic Algorithm**

trustRegionMethodInitialize  $\delta$ ,  $x_0^*$  and n = 0Repeat $n \leftarrow n + 1$ Solve  $x_n^* = argmin_x f(x)$  subject to  $||x - x_{n-1}^*||_2 \le \delta$ If  $\tilde{f}(x_n^*) \approx f(x_n^*)$  then increase  $\delta$ else decrease  $\delta$ Until convergence

## **Trust Region Subproblem**

- $\tilde{f}$  often chosen to be a quadratic approximation of f $\min_{x} f(c) + \nabla f(c)^{T}(x-c) + \frac{1}{2!}(x-c)^{T}H(c)(x-c)$ subject to  $||x-c||_{2} \le \delta$
- When *H* is positive semi-definite
  - Convex optimization
  - Simple and globally optimal solution
- When *H* is not positive semi-definite
  - Non-convex optimization
  - Simple heuristics that guarantee improvement