Homework for "Algorithms For Big Data Analysis"

Zaiwen Wen
Beijing International Center for Mathematical Research
Peking University

April 14, 2020

1 Submission Requirement

1. Prepare a report including
   - detailed answers to each question
   - numerical results and their iterpretation
2. The programming language can be either matlab, Python or c/c++.
3. Pack all of your codes named as "sto-ID-name.zip" and upload the file to
   `https://file.admin.cluster-bicmr.com/u/d/045d80868f524d0bab11/`
   作业提交需要统一打包成压缩文件，命名格式为：sto-学号-姓名，文件类型随意。文件名中不要出现空格，最好不要出现中文。
4. 请勿大量将代码粘在报告中，涉及到实际结果需要打表或者作图，不要截图或者直接从命令行拷贝结果。
5. 提交word 的同学需要提供word 原文件并将其转换成pdf 文件。
6. If you get significant help from others on one routine, write down the source of references at the beginning of this routine.

2 Variants of Stochastic Gradients Algorithms

Consider problem

$$\min_{w\in\mathbb{R}^d} \frac{1}{n}\sum_{i=1}^{n} f_i(w) + \lambda\|w\|_1, \tag{2.1}$$

where $f_i(w) = \log(1+\exp(-y^i w^\top x^i))$ and $\lambda > 0$.

1. Write down and implement two of the following algorithms: Adadelta, AdagradDA, Adagrad, ProximalAdagrad, Ftrl, Momentum, adam, Momentum, CenteredRMSProp, nesterov, rmsprop, SAG, SAGA, SVRG

   References: chapter 8 in: `http://www.deeplearningbook.org/`

2. You are encouraged to read the implementation in caffe, tensorflow as well as other packages. However, you should implement the codes by yourself.

3. Data sets: MNIST and Covertype. The set up is exactly the same as section 5 in the following paper, except that the ℓ_2-norm regularization term is replaced by ℓ_1-norm. Note that the MNIST Datset has been used for binary classfication of digits into even and odd.

   Exact and Inexact Subsampled Newton Methods for Optimization, Raghu Bollapragada, Richard Byrd, Jorge Nocedal, `https://arxiv.org/abs/1609.08502`

4. Test a few choices of λ (for example, $10, 1, 0.1, 0.001$. This value probably depends on the data sets). Generate figures similar to Figure A.7 in the above paper.

5. Extra-credit: propose, implement and test one of the following algorithms

   (a) stochastic gradient method using line search

   (b) stochastic gradient method using Barzilar-Borwein step sizes

   (c) any other better idea