

Asymptotic normality and optimality in nonsmooth stochastic optimization

Liwei Jiang

Purdue University, Industrial Engineering

Joint work with Damek Davis and Dmitriy Drusvyatskiy



CLT: For i.i.d. random variables $X_1, X_2, ...$ with mean μ and variance σ^2 ,

$$\sqrt{k}(\bar{X}_k - \mu) \xrightarrow{w} \mathcal{N}(0, \sigma^2).$$

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where $f(\cdot, z)$ are C^2 -smooth and strongly convex.

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• Sample average approximation (SAA):

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• Stochastic gradient descent (SGD):

$$x_{k+1} = x_k - \alpha_k \nabla f(x_k, z_k)$$

Theorem(Ruppert '88)(Polyak–Juditsky '92)

If $\alpha_k = \alpha_0 k^{-\beta}$ for $\beta \in (\frac{1}{2}, 1)$, then under standard noise conditions,

$$\sqrt{k}(\bar{x}_k - x^*) \xrightarrow{w} \mathcal{N}(0, \Sigma), \quad \text{where } \bar{x}_k = \frac{1}{k} \sum_{i=1}^k x_i$$

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- Can estimate Σ online and construct confidence intervals for x^* .
- Moreover, the covariance matrix Σ is "asymptotically optimal".³

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Constrained optimization:

$$\min_{x} \ F(x) = \underset{z \in \mathcal{P}}{\mathbb{E}}[f(x,z)] \qquad \text{Subject to: } x \in \mathcal{X},$$

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Prior work:

SAA has asymptotic normality and it is "optimal".⁴

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Question:

Is there a gap between offline and first-order online algorithms for constrained optimization?

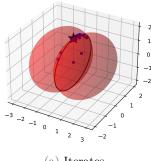
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Example: Consider solving

$$\min_{x \in \mathbb{R}^3} \underset{z \sim N(-e_3, I)}{\mathbb{E}} \langle z, x \rangle = -x_3$$
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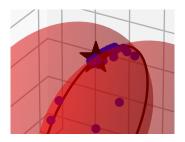
(a) Iterates



(b) Constraint set

Stochastic projected gradient descent:

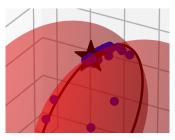
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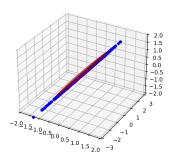
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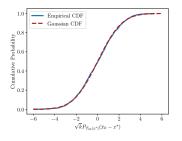
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(b)
$$\sqrt{k}(\bar{x}_k - x^*)$$



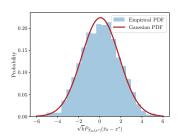
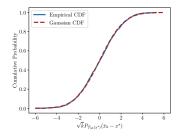


Figure: Empirical vs Gaussian



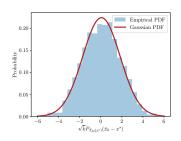
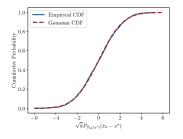


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Observations:

• $\sqrt{k}(\bar{x}_k - x^*)$ converges in distribution to a Gaussian.



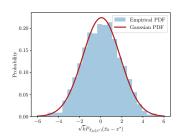
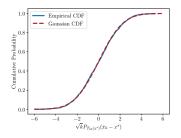


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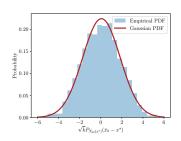


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- The covariance matrix is singular.
- The range of the Gaussian is tangent to the circle.

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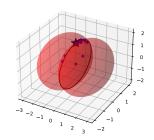
where $\{g_i\}_{i\in[m]}$ are smooth. x^* is the solution.

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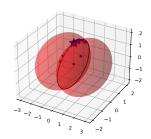
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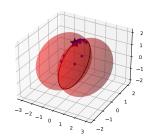
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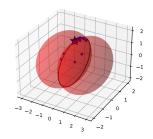
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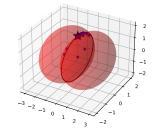
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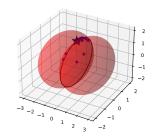
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 for all nonzero $u \in T_{\mathcal{M}}(x^*)$. (SSOC)

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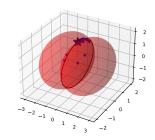
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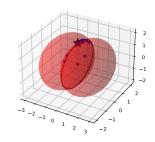
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Consequences:

- Locally near x^* , \mathcal{M} is a smooth manifold.
- for $x \in \mathcal{X}$ near x^* , $F(x) F(P_{\mathcal{M}}(x)) \gtrsim \operatorname{dist}(x, \mathcal{M})$ (linear growth)

Main idea of our approach

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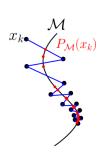
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Instead of tracking $\{x_k\}$, we consider the

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$$y_k = P_{\mathcal{M}}(x_k)$$
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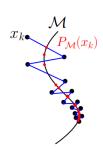
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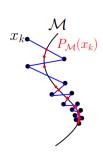
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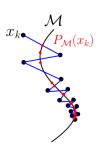
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 - $\implies \sqrt{k}(\bar{x}_k x^*)$ and $\sqrt{k}(\bar{y}_k x^*)$ have same asymp. dist.



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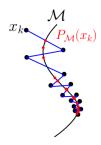
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 - $\implies \sqrt{k}(\bar{x}_k x^*)$ and $\sqrt{k}(\bar{y}_k x^*)$ have same asymp. dist.
- The shadow sequence follows the dynamics:

$$y_{k+1} = y_k - \alpha_k \underbrace{\nabla_{\mathcal{M}} f(y_k, z_k)}_{\text{smooth dynamics}} + \underbrace{O(\alpha_k^2)}_{\text{error}}.$$

Projected SGD:

$$x_{k+1} = \operatorname{Proj}_{\mathcal{X}}(x_k - \alpha_k \nabla f(x_k, z_k)).$$

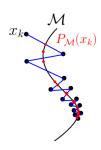
Challenge:

 $\operatorname{Proj}_{\mathcal{X}}$ is nondifferentiable and nonlinear.

Our approach:

Instead of tracking $\{x_k\}$, we consider the

shadow sequence:
$$y_k = P_{\mathcal{M}}(x_k)$$
.



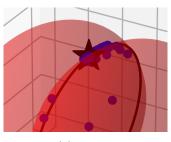
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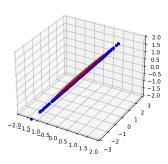
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"Approximate Riemannian SGD"

Illustration



(a) Iterates



(b) $\sqrt{k}(\bar{x}_k - x^*)$

Theorem(Davis-Drusvyatskiy-J '23)

$$\sqrt{k}(\bar{x}_k - x^*) \xrightarrow{w} \mathcal{N}(0, \mathbf{H}^{\dagger} \cdot \text{Cov}(\nabla f(x^*, z)) \cdot \mathbf{H}^{\dagger}), \text{ where } \bar{x}_k = \frac{1}{k} \sum_{i=1}^k x_i$$

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and
$$\mathbf{H} = P_{T_{\mathcal{M}}(x^{\star})} \nabla^2_{xx} \mathcal{L}(x^{\star}, y^{\star}) P_{T_{\mathcal{M}}(x^{\star})}$$

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Theorem(Davis-Drusvyatskiy-J '23)

If $\alpha_k = \alpha_0 k^{-\beta}$ for $\beta \in (\frac{1}{2}, 1)$ and $x_k \to x^*$, under standard noise conditions,

$$\sqrt{k}(\bar{x}_k - x^*) \xrightarrow{w} \mathcal{N}(0, \mathbf{H}^{\dagger} \cdot \text{Cov}(\nabla f(x^*, z)) \cdot \mathbf{H}^{\dagger}), \text{ where } \bar{x}_k = \frac{1}{k} \sum_{i=1}^k x_i$$

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- Results extend to the stochastic subgradient method and stochastic proximal gradient method

⁶(Duchi-Ruan '18)

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 Closed the gap between offline and first-order online algorithms for stochastic nonlinear programming.

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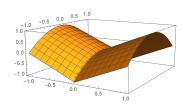
- Closed the gap between offline and first-order online algorithms for stochastic nonlinear programming.
 - Results adapt to nonsmooth stochastic approximation.

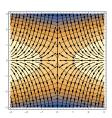
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- Closed the gap between offline and first-order online algorithms for stochastic nonlinear programming.
 - Results adapt to nonsmooth stochastic approximation.
- Key idea: shadow sequence ≡ approximate Riemmanian gradient sequence.
 - Our related work used shadow sequence shows that SGD escapes saddle points of nonsmooth/constrained problems⁷





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More examples

Unconstrained examples:

• The objective itself can be nonsmooth:

$$\min_{x} F(x) = \underset{z \in \mathcal{P}}{\mathbb{E}} [f(x, z)] + \lambda ||x||_{1}.$$

• Generic semi-algebraic functions

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Stochastic variational inequalities:

We consider the task of finding a solution x^* of the inclusion

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Stochastic equilibrium problem:

Nash equilibria $x^* = (x_1^*, \dots, x_m^*)$ of stochastic games are solutions of the system

$$x_j^{\star} \in \underset{x_j \in \mathcal{X}_j}{\operatorname{argmin}} \underset{z \in \mathcal{P}}{\mathbb{E}} [f_j(x, z)], \quad \text{for all } j = 1, \dots, m.$$

If we let A(x, z) be a map that $[A(x, z)]_j = \nabla_{x_j} f_j(x, z)$, and $\mathcal{X} = \mathcal{X}_1 \times \mathcal{X}_2 \times \ldots \times \mathcal{X}_m$, the problem becomes stochastic variational inequalities.