

# Adaptive Sampling Controlled Stochastic Recursions

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# THE TALK THAT DID NOT MAKE IT ... !

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1. An Overview of Stochastic Approximation and Sample-Average Approximation Methods

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1. An Overview of Stochastic Approximation and Sample-Average Approximation Methods
2. Some References:
  - 2.1 A Guide to SAA [Kim et al., 2014]
  - 2.2 Lectures on Stochastic Programming: Modeling and Theory [Shapiro et al., 2009]
  - 2.3 Simulation Optimization: A Concise Overview and Implementation Guide [Pasupathy and Ghosh, 2013]
  - 2.4 Introduction to Stochastic Search and Optimization [Spall, 2003]

# THE TALK THAT MADE IT ...

## ADAPTIVE SAMPLING CONTROLLED STOCHASTIC RECURSIONS

1. Problem Statement
2. Canonical Rates in Simulation Optimization
3. Stochastic Approximation
4. Adaptive Sampling Controlled Stochastic Recursion (ASCSR)
5. The Optimality of ASCSR
6. Sample Numerical Experience
7. Final Remarks

# PROBLEM CONTEXT

## SIMULATION OPTIMIZATION

“Solve an optimization problem when only ‘noisy’ observations of the objective functions/constraints are available.”

$$\begin{array}{ll} \text{minimize} & f(x) \\ \text{subject to} & g(x) \leq 0, x \in \mathcal{D}; \end{array}$$

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$$\begin{array}{ll} \text{minimize} & f(x) \\ \text{subject to} & g(x) \leq 0, x \in \mathcal{D}; \end{array}$$

- $f : \mathcal{D} \rightarrow \mathbb{R}$  (and its derivative) can only be estimated, e.g.,  $F_m(x) = m^{-1} \sum_{i=1}^m F_j(x)$ , where  $F_j(x)$  are iid random variables with mean  $f(x)$ ;
- $g : \mathcal{D} \rightarrow \mathbb{R}^c$  can only be estimated using  $G_m = m^{-1} \sum_{i=1}^m G_j(x)$ , where  $G_j(x)$  are iid random vectors with mean  $g(x)$ ;
- unbiased observations of the derivative of  $f$  may or may not be available.

# PROBLEM CONTEXT

## STOCHASTIC ROOT FINDING

“Find a zero of a function when only ‘noisy’ observations of the function are available.”

find  $x$   
such that  $f(x) = 0, x \in \mathcal{D}$ ;

where

- $f : \mathcal{D} \rightarrow \mathbb{R}^c$  can only be estimated using  $F_m = m^{-1} \sum_{i=1}^m F_j(x)$ , where  $F_j(x)$  are iid random vectors with mean  $f(x)$ .



# “STOCHASTIC COMPLEXITY,” CANONICAL RATES

## Examples:

- (i)  $\xi = \mathbb{E}[X]$ ,  $\hat{\xi}(m) = m^{-1} \sum_{i=1}^m X_i$  where  $X_i, i = 1, 2, \dots$  are iid copies of  $X$ . Then, when  $\mathbb{E}[X^2] < \infty$ ,

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- (ii)  $\xi = g'(x)$  and  $\hat{\xi}(m) = \frac{\bar{Y}_m(x+s) - \bar{Y}_m(x-s)}{2s}$ , where  $g(\cdot) : \mathbb{R} \rightarrow \mathbb{R}$  and  $Y_i(x), i = 1, 2, \dots$  are iid copies of  $Y(x)$  satisfying  $\mathbb{E}[Y(x)] = g(x)$ . Then, when  $s = \Theta(m^{-1/6})$ ,

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$$\text{rmse}(\hat{\xi}(m), \xi) = \mathcal{O}(m^{-1/3}).$$

For forward differences,  $s = \Theta(m^{-1/4})$ ,

$$\text{rmse}(\hat{\xi}(m), \xi) = \mathcal{O}(m^{-1/4}).$$

# “STOCHASTIC COMPLEXITY,” CANONICAL RATES

Examples: ... contd.

- (iii) Owing to (i), SO and SRFP algorithms “declare victory” if the error  $\|X_k - x^*\|$  in their solution estimator  $X_k$  decays as  $\mathcal{O}_p(1/\sqrt{W_k})$ , where  $W_k$  is the *total* simulation effort expended towards obtaining  $X_k$ .

# “STOCHASTIC COMPLEXITY,” CANONICAL RATES

But I hasten to add...

- There is now a well-understood relationship between smoothness and complexity in convex problems primarily due to the work of Alexander Shapiro, Arkadi Nemirovskii, and Yuri Nesterov — see Bubeck (2014) for a beautiful monograph.
- Is there an analogous theory to be developed based on the assumed structural property of the sample-paths?

# STOCHASTIC APPROXIMATION (SA)

Robbins and Monro (1951):

$$X_{k+1} = X_k - a_k H(X_k),$$

where  $H(x)$  estimates  $h(x) \triangleq \nabla f(x)$ .

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Kiefer-Wolfowitz (1952) analogue for optimization:

$$X_{k+1} = X_k - a_k \left( \frac{F(X_k + s_k) - F(X_k)}{s_k} \right),$$

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Modern Incarnations:

$$X_{k+1} = \Pi_D[X_k - a_k B_k^{-1} H(X_k)], \quad (\text{RM});$$

$$X_{k+1} = \Pi_D[X_k - a_k B_k^{-1} \hat{\nabla} F(X_k)], \quad (\text{KW});$$

where  $D$  is the feasible space, and  $\Pi_D[x]$  denotes projection.



# STOCHASTIC APPROXIMATION

## SA IS UBIQUITOUS

1. SA is probably amongst most used algorithms. (Typing “Stochastic Approximation” in Google Scholar brings up about 1.77 million hits!)
2. SA is backed by more than six decades of research.
3. Enormous number of variations of SA have been created and studied.
4. SA is used in virtually every field where there is a need for stochastic optimization (Pasupathy (2014)).

## SA: ASYMPTOTICS

- Convergence ( $\mathcal{L}_2, wp1$ ) guaranteed assuming
  - structural conditions on  $f, g$ ;
  - $\sum_{k=1}^{\infty} a_k = \infty$ ;
  - $\sum_{k=1}^{\infty} a_k^2 < \infty$  for Robbins-Munro and  $\sum_{k=1}^{\infty} a_k^2/s_k^2 < \infty, s_k \rightarrow 0$  for Kiefer-Wolfowitz.
 (C.3 can be weakened to  $a_k \rightarrow 0$  [Broadie et al., 2011].)
- The canonical rate of  $O_p(1/\sqrt{k})$  is achievable for Robbins-Munro [Fabian, 1968, Polyak and Juditsky, 1992, Ruppert, 1985, Ruppert, 1991].
- Deterioration in the Kiefer-Wolfowitz context [Mokkadem and Pelletier, 2011, Djeddour et al., 2008].  
 (Loosely, when  $\rho/v(s_k)$  is the deterministic bias of the recursion, the best achievable rate is  $\Theta(1/\sqrt{ks_k^2})$  achieved when  $s_k$  is chosen so that  $v(s_k)^{-1}\sqrt{ks_k^2}$  has a nonzero limit.)

# WHY AN ALTERNATIVE PARADIGM?

1. SA's parameters are still difficult to choose.
  - Conditions C.2 and C.3 leave enormous classes feasible parameter sequences from which to choose. (See Broadie et al. [Broadie et al., 2011]; Vaidya and Bhatnagar [Vaidya and Bhatnagar, 2006] for further detail.)
  - Nemirovski, Juditsky, Lan and Shapiro [Nemirovski et al., 2009] demonstrate that there can be a severe degradation in the convergence rate of SA-type methods if the parameters inherent to the function are guessed incorrectly.
2. Shouldn't advances in nonlinear programming be exploited more fully?
3. SA does not lend itself to trivial parallelization.

# SAMPLING CONTROLLED STOCHASTIC RECURSION (SCSR)

AN ALTERNATIVE TO SA?

Instead of SA, why not just employ your favorite deterministic recursion (e.g., quasi-Newton, trust region), and replace unknown quantities in the recursion by Monte Carlo estimators?

# SAMPLING CONTROLLED STOCHASTIC RECURSION (SCSR)

AN ALTERNATIVE TO SA?

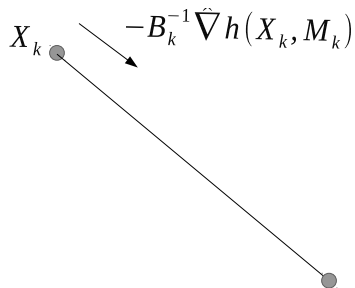
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- Use a recursion (such as line search) as the underlying search mechanism;
- Sample judiciously.

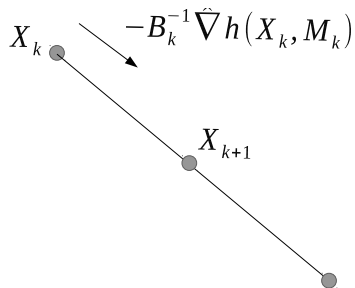
# ADAPTIVE SCSR: LINE SEARCH

$$X_k \bullet \quad \swarrow \quad -B_k^{-1} \hat{\nabla} h(X_k, M_k)$$

# ADAPTIVE SCSR: LINE SEARCH

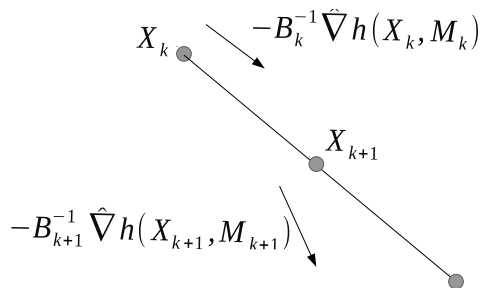


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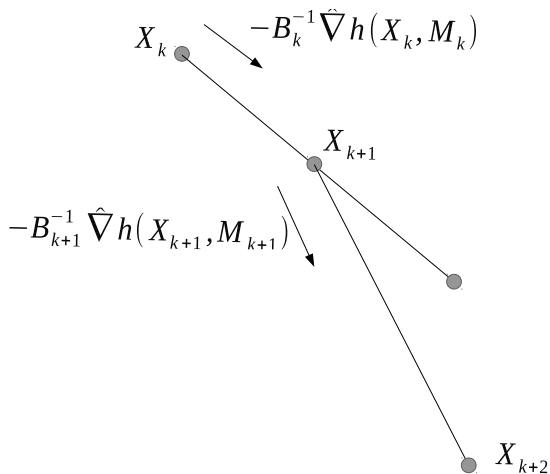




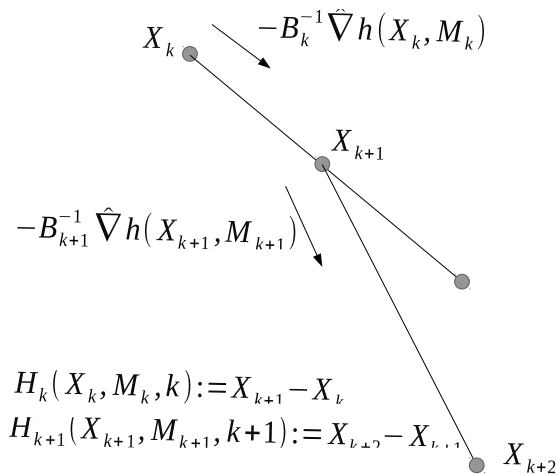
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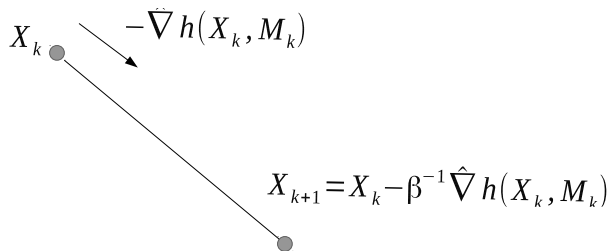
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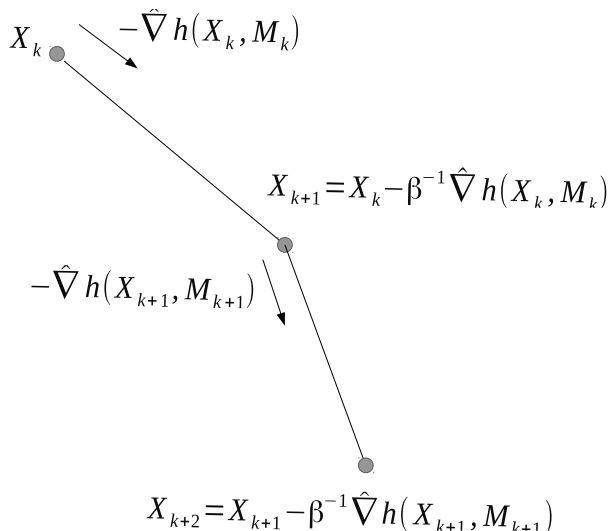
# ADAPTIVE SCSR: GRADIENT SEARCH

$$X_k \bullet \quad \swarrow \quad -\nabla h(X_k, M_k)$$

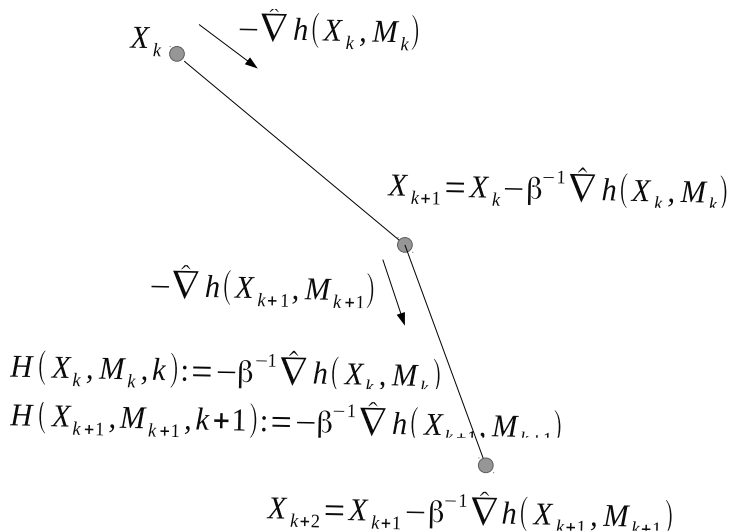
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# SAMPLING-CONTROLLED STOCHASTIC RECURSION (SCSR)

AN ALTERNATIVE TO SA?

$$X_{k+1} = X_k + H_k(X_k, M_k, k), \quad k = 1, 2, \dots \quad (\text{SCSR})$$

$$x_{k+1} = x_k + h_k(x_k, k), \quad k = 1, 2, \dots \quad (\text{DA})$$



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$$x_{k+1} = x_k + h_k(x_k, k), \quad k = 1, 2, \dots \quad (\text{DA})$$

1. How should the sample size  $M_k$  be chosen (adaptively) to ensure convergence w.p.1 of the iterates  $\{X_k\}$ ?
2. Can the canonical rate be achieved in such “practical” algorithms?

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1. Some theory on non-adaptive “optimal sampling rates” has been developed recently [Pasupathy et al., 2014]. [▶ More](#))

# SAMPLING-CONTROLLED STOCHASTIC RECURSION (SCSR)

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1. Some theory on non-adaptive “optimal sampling rates” has been developed recently [Pasupathy et al., 2014]. [▶ More](#)
2. Virtually all recursions in [Ortega and Rheinboldt, 1970] and in [Duflo and Wilson, 1997] are subsumed.
3. Trust-region [Conn et al., 2000] and DFO-type recursions [Conn et al., 2009] are subsumed with effort!
4. Two prominent “realizations” of SCSR-type algorithms are [Byrd et al., 2012] and [Chang et al., 2013].

# ADAPTIVE SCSR

## THE GUIDING PRINCIPLE FOR OPTIMAL SAMPLING

Write:

$$X_{k+1} = X_k + H_k(X_k, M_k, k), \quad k = 1, 2, \dots \quad (\text{SCSR})$$

# ADATIVE SCSR

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Write:

$$X_{k+1} = X_k + H_k(X_k, M_k, k), \quad k = 1, 2, \dots \quad (\text{SCSR})$$

as

$$X_{k+1} - x^* = \underbrace{X_k + h_k(X_k, k) - x^*}_{\text{structural error}} + \underbrace{H_k(X_k, M_k, k) - h_k(X_k, k)}_{\text{sampling error}}.$$

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- (i) Sample so that  $\|H_k(X_k, M_k) - h_k(X_k)\| \approx \|X_k + h_k(X_k, k) - x^*\|$  in some sense, for optimal evolution;
- (ii) Fast structural recursion with (i) ensures efficiency, a fact that is not immediately evident.

# ADAPTIVE SCSR

## SAMPLE SIZE DETERMINATION

How much to sample? Sample until structural error estimate  $\approx$  sampling error estimate?

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$$M_k | \mathcal{F}_k = \inf_{m \geq \nu(k)} \{m^\epsilon \hat{\text{se}}(H_k(X_k, m)) < c \|H_k(X_k, m)\| | \mathcal{F}_k\},$$



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which is usually,

$$M_k | \mathcal{F}_k = \inf_{m \geq \nu(k)} \left\{ m^\epsilon \frac{\hat{\sigma}(X_k, m)}{\sqrt{m}} < c \|H_k(X_k, m)\| | \mathcal{F}_k \right\}.$$

1.  $\{\nu(k)\} \rightarrow \infty$  is the “escorting sequence,” and  $\epsilon$  is the “coercion” constant.
2. The constants  $c, \beta > 0$ .

# ADAPTIVE SCSR

HEURISTIC INTERPRETATION I: BYRD, CHIN, NOCEDAL AND WU (2012)

1. At  $X_k$ ,  $d = H_k(X_k, M_k)$  is a descent direction at  $X_k$  if  $\|H_k(X_k, m) - h_k(X_k)\|_2 \leq c\|H(X_k, m)\|_2$  for some  $c \in [0, 1)$ .
2. Notice:

$$\mathbb{E}[\|H_k(X_k, m) - h_k(X_k)\|_2^2 | \mathcal{F}_k] = \mathbb{V}(H_k(X_k, m) | \mathcal{F}_k).$$

The above two points inspires the heuristic:

$$M_k | \mathcal{F}_k = \inf_m \left\{ \sqrt{\hat{\mathbb{V}}(H_k(X_k) | \mathcal{F}_k)} \leq c \|H_k(X_k, m)\|_2 | \mathcal{F}_k \right\}. \quad (1)$$

(Sample until estimated error in gradient is less than  $c$  times gradient estimate, i.e., until you are confident you have a descent direction.)

# ADAPTIVE SCSR

HEURISTIC INTERPRETATION II: PASUPATHY AND SCHMEISER (2010)

1. The coefficient of variation of  $H_k(X_k, m)|\mathcal{F}_k$  can be estimated as

$$\hat{c}v(H_k(X_k, m)|\mathcal{F}_k) = \frac{\sqrt{\hat{V}(H_k(X_k, m)|\mathcal{F}_k)}}{H_k(X_k, m)}.$$

2. A “reasonable” heuristic is to then continue sampling until the absolute value of the estimated coefficient of variation drops below the fixed threshold  $c$ .

# ADAPTIVE SCSR

## THEORETICAL RESULTS: STANDING ASSUMPTIONS AND NOTATION

- A.1 There exists a unique root  $x^*$  such that  $h(x^*) = 0$ .
- A.2 There exists  $\ell_0, \ell_1$  such that for all  $x \in \mathcal{D}$ ,  
$$\ell_0 \|x - x^*\|_2^2 \leq h^T(x)h(x) \leq \ell_1 \|x - x^*\|_2^2.$$
- A.3  $H_k(X_k, m) \triangleq h(X_k) + \sum_{j=1}^m \xi_{kj}$ , where  $\xi_k$  is a martingale-difference process defined on the probability space  $(\Omega, \mathcal{F}, \mathcal{F}_k, P)$ , and  $\xi_{kj}$  are iid copies of  $\xi_k$ .

# ADAPTIVE SCSR

THEORETICAL RESULTS: SOME INTUITION ON ITERATION EVOLUTION

Letting  $Z_k = X_k - x^*$ , we see that

$$Z_{k+1} = Z_k + \frac{1}{\beta}h(X_k) + \frac{1}{\beta}(H(X_k, M_k) - h(X_k)), \text{ and}$$

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$$\mathbb{E}_\Omega[Z_{k+1}^2 | \mathcal{F}_k] \leq \underbrace{\left(1 - \frac{2\ell_0}{\beta} + \frac{\ell_1^2}{\beta^2}\right) Z_k^2}_{\text{structural error}} + \underbrace{\frac{1}{\beta^2} \mathbb{E}_\Omega[\|H(X_k, M_k) - h(X_k)\|^2 | \mathcal{F}_k]}_{\text{sampling error}}.$$

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Recall Guiding Principles:

- (i)  $\mathbb{E}_\Omega[\|H(X_k, M_k) - h(X_k)\|^2 | \mathcal{F}_k] \approx h^2(X_k)$  for opt. evolution;
- (ii) fast structural recursion with (i) for efficiency.

# ADAPTIVE SCSR

## THEORETICAL RESULTS: CONSISTENCY

### Theorem

*Let the sequence  $\{\nu_k\}$  satisfy  $\sum_k \nu_k^{-1} < \infty$ . Then the A-SCSR iterates  $\{X_k\}$  satisfy  $\{X_k\} \xrightarrow{a.s.} x^*$  as  $k \rightarrow \infty$ .*



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### Proof Sketch.

$$\begin{aligned} & \mathbb{E}_\Omega[\|H(X_k, M_k) - h(X_k)\|^2 | \mathcal{F}_k] \\ & \leq \frac{1}{\nu_k} \mathbb{E}_\Omega[M_k \|H(X_k, M_k) - h(X_k)\|^2 | \mathcal{F}_k] \\ & \leq \frac{1}{\nu_k} \mathbb{E}_\Omega[\sup_m \|\sqrt{m} (H(X_k, m) - h(X_k))\|^2 | \mathcal{F}_k] \\ & = O\left(\frac{1}{\nu_k}\right). \end{aligned}$$

# ADAPTIVE SCSR

## THEORETICAL RESULTS: QUALITY OF ESTIMATOR

### Theorem

Let  $\sigma^2 = \mathbb{V}(Y_1(x^*)) < \infty$ . Recalling that

$M_k | \mathcal{F}_k = \inf_{m \geq \nu(k)} \left\{ m^\epsilon \frac{\hat{\sigma}(X_k, m)}{\sqrt{m}} < c \|H(X_k, m)\| | \mathcal{F}_k \right\}$ , we have as  $k \rightarrow \infty$ ,

$$\frac{\mathbb{E}[\|H(X_{k+1}, M_{k+1})\|^2 | \mathcal{F}_k]}{\mathbb{E}[M_{k+1}^{-1+2\epsilon} | \mathcal{F}_k]} \xrightarrow{a.s.} \frac{\sigma^2}{c^2}.$$

1. Proof relies on the fact that the conditional second moment of the excess is uniformly bounded away from infinity.
2. The theorem essentially connects the sampling error with the sequential sample size.

# ADAPTIVE SCSR

## THEORETICAL RESULTS: BEHAVIOR OF SAMPLE SIZE

### Theorem

Denote  $\eta = 2/(1 - 2\epsilon)$ . The following hold as  $k \rightarrow \infty$  and for some  $\delta > 0$ .

(i) If  $x \leq 4^{-\eta/2} (\frac{\sigma^2}{c^2})^{\eta/2}$ , then

$$\mathbb{P}\{h^\eta(X_k)M_k \leq x | \mathcal{F}_k\} \leq \exp\{-h^{-\delta}(X_k)\}.$$

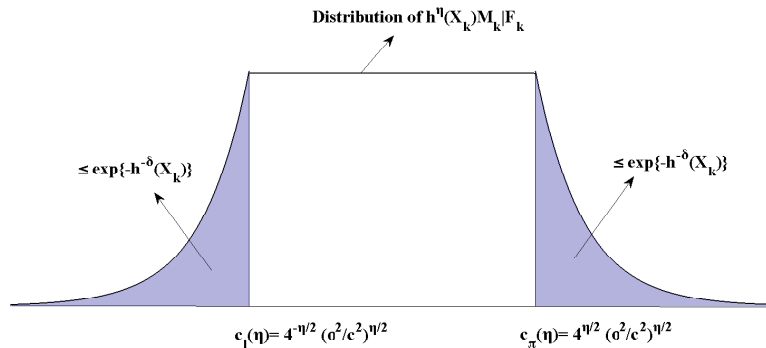
(ii) If  $x \geq 4^{\eta/2} (\frac{\sigma^2}{c^2})^{\eta/2}$ , then

$$\mathbb{P}\{h^\eta(X_k)M_k \geq x | \mathcal{F}_k\} \leq \exp\{-h^{-\delta}(X_k)\}.$$

(In English,  $M_k$  concentrates around  $h^{-\eta}(X_k)$ .)

# ADAPTIVE SCSR

## THEORETICAL RESULTS: BEHAVIOR OF SAMPLE SIZE



# ADAPTIVE SCSR

## THEORETICAL RESULTS: BEHAVIOR OF SAMPLE SIZE

### Theorem

Denote  $\eta = 2/(1 - 2\epsilon)$ . Then following hold almost surely.

- (i)  $\liminf_k h^\eta(X_k) \mathbb{E}[M_k | \mathcal{F}_k] \geq 4^{-\eta/2} (\frac{\sigma^2}{c^2})^{\eta/2}$ .
- (ii)  $\limsup_k h^\eta(X_k) \mathbb{E}[M_k | \mathcal{F}_k] \leq 4^{\eta/2} (\frac{\sigma^2}{c^2})^{\eta/2}$ .

# ADAPTIVE SCSR

## THEORETICAL RESULTS: BEHAVIOR OF SAMPLE SIZE

### Theorem

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### Theorem

Denote  $\eta = 2/(1 - 2\epsilon)$ . Then following hold almost surely.

- (i)  $\liminf_k h^{-2}(X_k) \mathbb{E}[M_k^{-1+2\epsilon} | \mathcal{F}_k] \geq 1/4$ .
  - (ii)  $\limsup_k h^{-2}(X_k) \mathbb{E}[M_k^{-1+2\epsilon} | \mathcal{F}_k] \leq 4$ .
- (Loosely,  $\mathbb{E}[M_k^{-1+2\epsilon} | \mathcal{F}_k] \approx h^2(X_k)$ .)

# ADAPTIVE SCSR

## THEORETICAL RESULTS: EFFICIENCY

### Theorem

Let  $W_k = \sum_j M_j$  denote the total simulation effort after  $k$  iterations.

Then,

(i)  $E[\|X_k - x^*\|^2 W_k^{1-2\epsilon}] = O(1)$  as  $k \rightarrow \infty$ ;

(ii) If  $M_k = o_p(W_k)$ , then  $W_k^{1-2\epsilon} \|X_k - x^*\|^2 \xrightarrow{p} \infty$ .

1. The result says that the mean squared error  $\mathbb{E}[\|X_k - x^*\|^2] \approx (\mathbb{E}[W_k])^{-1}$ , coinciding with the estimation rate.
2. Sampling should be atleast “geometric,” irrespective of error!

# ADAPTIVE SCSR

## THE ESCORT SEQUENCE AND THE COERCION CONSTANT

### Theorem

Let  $W_k = \sum_j M_j$  denote the total simulation effort after  $k$  iterations.

Then,  $\mathbb{P}\{M_k = \nu_k \text{ i.o.}\} = 0$ .

(initial guess)



$\nu_k$  (escort parameter)



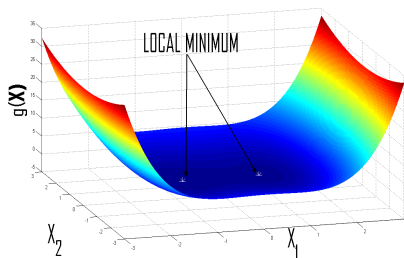
$\mathcal{E}$  (correction constant)



(solution)

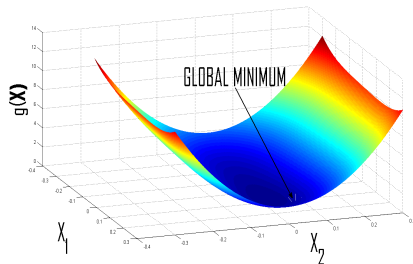


# NUMERICAL ILLUSTRATION



AluffiPentini Function

$$g(\mathbf{x}) = \mathbb{E}_{\xi} [0.25(x_1 \xi)^4 - 0.5(x_1 \xi)^2 + 0.1(x_1 \xi) + 0.5x_2^2], \xi \sim N(1, 0.1)$$

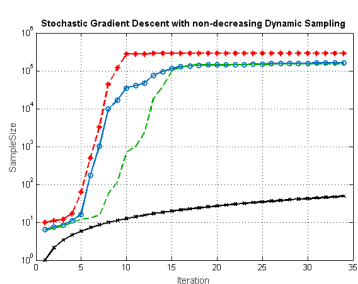
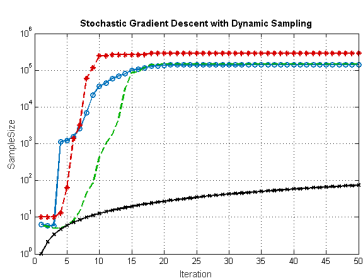


Rosenbrock Function

$$g(\mathbf{x}) = \mathbb{E}_{\xi} [100(x_2 - (x_1 \xi)^2)^2 + (x_1 \xi - 1)^2], \xi \sim N(1, 0.1)$$

# NUMERICAL ILLUSTRATION

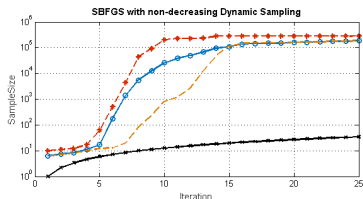
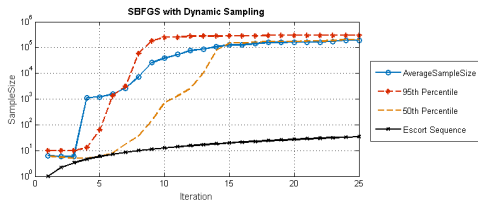
## SAMPLE SIZE BEHAVIOR



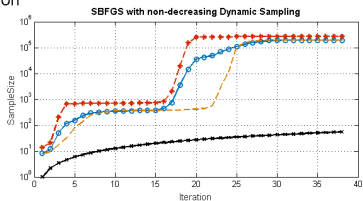
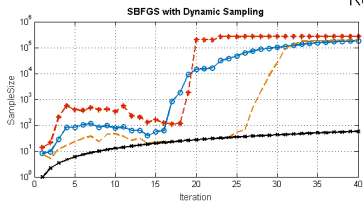
# NUMERICAL ILLUSTRATION

## SAMPLE SIZE BEHAVIOR

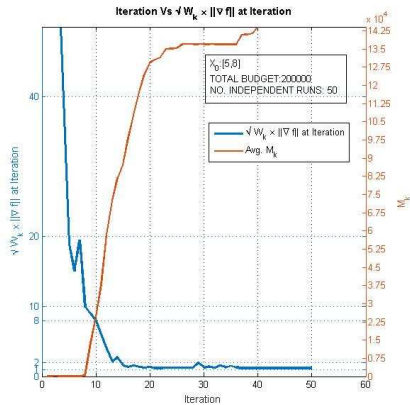
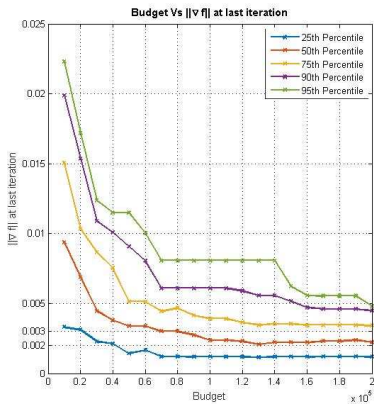
Aluffi-Pentini function



Rosenbrock function



# NUMERICAL ILLUSTRATION



# SUMMARY AND FINAL REMARKS

1. Main Insight for Canonical Rates:  
“Sample until the standard error estimate (of the object being estimated within the recursion) is in lock step with the estimate itself.”

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- The coercion constant  $\epsilon$  is needed, unfortunately, to make sure that the sampling error drops at the requisite rate.

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  - The coercion constant  $\epsilon$  is needed, unfortunately, to make sure that the sampling error drops at the requisite rate.
- ## 2. Generalization to faster recursions will involve a corresponding higher power of the object estimate.
- ## 3. Incorporation of biased estimators, non-stationary recursions that include more than just the current point seems within reach.



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