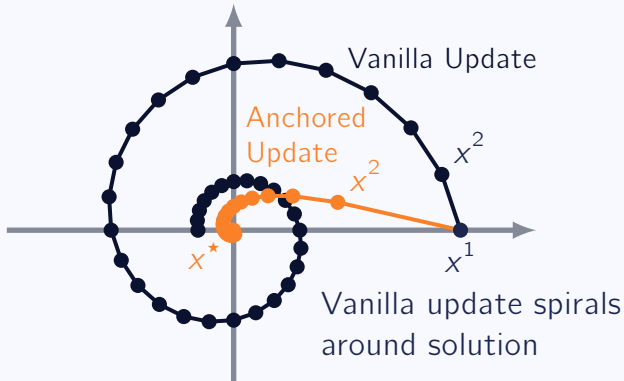


Adding an Anchor ⚓

can Speed Up Your Algorithm



Fixed Point Iteration

Many algorithms can be written using an operator, denoted here by T . Given input x^1 , each update is

$$x^{k+1} = T(x^k).$$

For “nice” operators T , the sequence $\{x^k\}$ converges to a limit x^* for which $x^* = T(x^*)$.

Example: Under standard assumptions, the problem

$$\min_{x \in \mathcal{C}} f(x)$$

can be solved with the projected gradient operator

$$T(x) = \text{proj}_{\mathcal{C}}(x - \alpha \nabla f(x)),$$

with $\alpha > 0$ a step size and $\text{proj}_{\mathcal{C}}$ the projection onto \mathcal{C} .

Anchoring via Halpern

Given input x^1 , each update for Halpern iteration is[†]

$$x^{k+1} = \frac{1}{n} \cdot x^1 + \left(1 - \frac{1}{n}\right) \cdot T(x^k).$$

Each update x^{k+1} is an average of x^1 and $T(x^k)$.

Theorem: When T has a fixed point and is “nice,”[‡] the sequence $\{x^k\}$ generated by Halpern converges to a limit x^* for which $x^* = T(x^*)$. Moreover,

$$\|x^{k+1} - x^k\| = \mathcal{O}(1/k^2).$$

Note: Without anchoring, we may only be able to guarantee $\mathcal{O}(1/k)$ rate of convergence.

[†]A special case of a more general formula is shown here.

[‡]That is, $\|T(x) - T(y)\| \leq \|x - y\|$ for all x and y

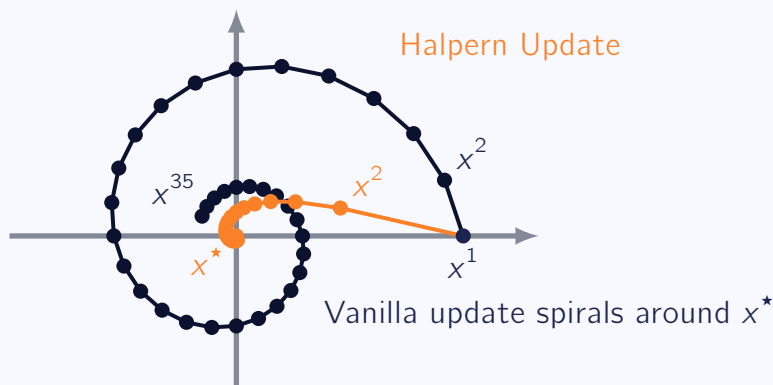
Example

Suppose the update operator T is a rotation in the 2D plane by θ that is scaled by $0 < \lambda < 1$, i.e.

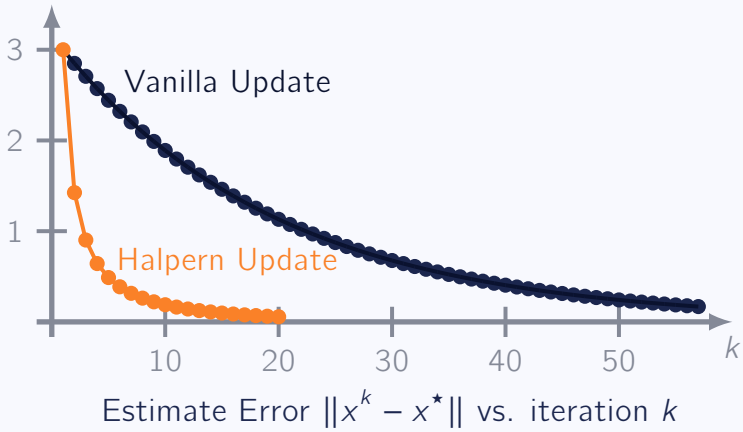
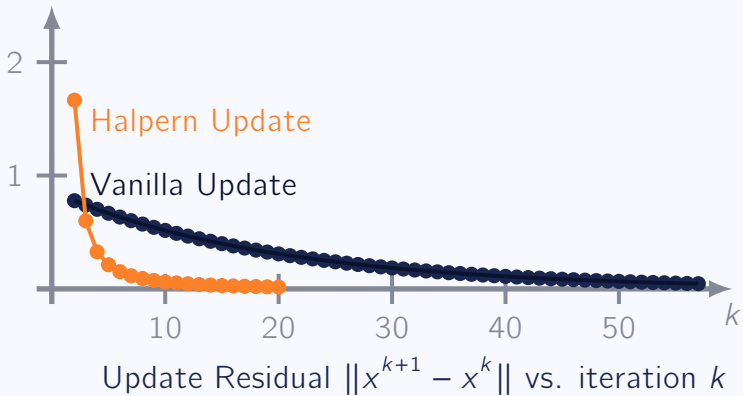
$$T(x) = \lambda \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}.$$

Here x^* is the origin.

Vanilla Update: $x^{k+1} = T(x^k)$



Example Continued



Takeaways

- ▶ Anchoring is trivial to implement
(weighted average with x^1 and $T(x^k)$)
- ▶ Anchoring can improve convergence rate
(i.e. go from $\mathcal{O}(1/k)$ to $\mathcal{O}(1/k^2)$)
- ▶ Anchoring can mitigate oscillatory behavior
- ▶ Anchoring is distinct from Nesterov acceleration

Reference: Example drawn from *Exact Optimal Accelerated Complexity for Fixed-Point Iterations*

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