Gradient Descent in julia

"Walks like Python, runs like C"

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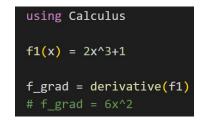
Julia's Native Math Notation

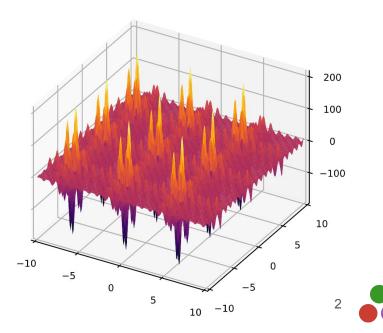
- Julia excels at representing mathematical functions:
 - > Shubert function, three hump camel function, derivatives

$$f(x_1,x_2) = \left(\sum_{i=1}^5 icos[(i+1)x_1+i]
ight) \left(\sum_{i=1}^5 icos[(i+1)x_2+i]
ight)$$

where, $-10 \leq x_i \leq 10$ i=1,2

function $\Sigma(\text{start, stop,f,x})$
ret = 0
for i in start:stop
ret += f(i,x)
end
return ret
end
<pre>func(i,x) = i*cos((i+1)*x+i)</pre>
$sf(x1,x2) = \Sigma(1,5,func,x1)*\Sigma(1,5,func,x2)$
x = y = -10:.1:10
<pre>surface(x,y,sf, title="Shubert Function")</pre>



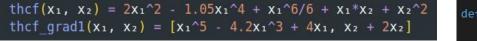


Shubert Function

Julia vs. Python Code

Three Hump Camel Function:

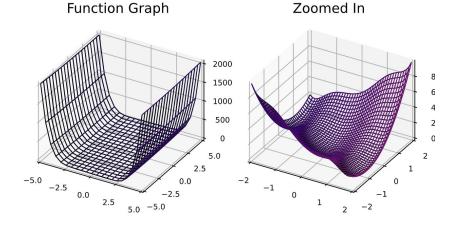
$$egin{aligned} f(x_1,x_2) &= 2x_1^2 - 1.05x_1^4 + rac{x_1^6}{6} + x_1x_2 + x_2^2 \ & ext{where}, -5 \leq x_i \leq 5 \quad i=1,2 \end{aligned}$$



def thcf(x1, x2):

return 2*x1**2-1.05*x1**4+(x1**6/6)+x1*x2+x2**2

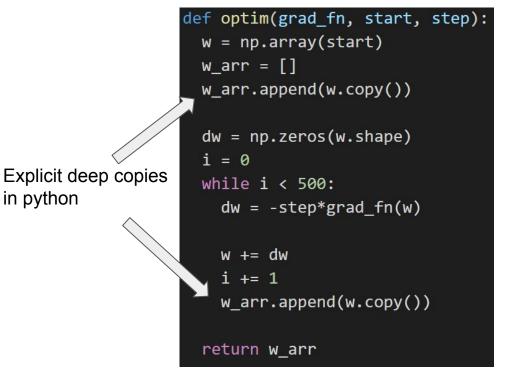
def thcf_grad(p):
 return np.array([(p[0]**5-4.2*p[0]**3+4*p[0]+p[1]),(p[0]+2*p[1])])





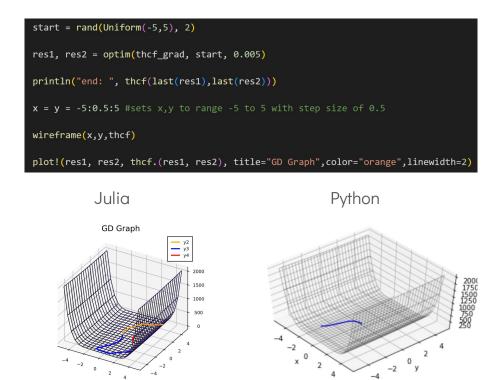
Gradient Descent Optimizer in Julia & Python

```
function optim(grad_fn, start, step)
   w = start
   Xs = []
   Ys = []
   push!(Xs, w[1])
   push!(Ys, w[2])
   dw = 0
   i = 0
   while i < 500
                                             in python
      dw = -step*grad_fn(w)
     w += dw
     i += 1
     push!(Xs, w[1])
      push!(Ys, w[2])
   end
   return Xs, Ys
end
```





Running GD and Graphing Results



```
x = np.linspace(-5, 5, 30)
y = np.linspace(-5, 5, 30)
X, Y = np.meshgrid(x, y)
Z = thcf(X, Y)
rand = np.random.RandomState(60)
res = np.array(opt(thcf_grad,rand.uniform(-5,5,2),0.005))
print("end: ", thcf(res[-1][0],res[-1][1]))
res = res.T
fig = plt.figure()
ax = plt.axes(projection='3d')
ax.plot_wireframe(X, Y, Z, color='black', alpha=.2)
ax.set_xlabel('x')
ax.set ylabel('y')
ax.set zlabel('z')
ax.plot3D(res[0],res[1],np.array(thcf(res[0],res[1])), color='blue');
```

ax.view_init(50, -40)

