

Negative curvature obstructs acceleration for g -convex optimization, even with exact first-order oracles

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Why? The volume of a ball in negatively curved spaces is very large.

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Short answer: **No.**

Slightly longer answer: We show there are Riemannian manifolds and regimes where gradient descent is optimal (worst-case complexity).

Builds on work of **Hamilton and Moitra (2021)**, who show the answer is no when algorithms receive **noisy** information.

Hamilton and Moitra: “A No-Go Theorem for Acceleration in the Hyperbolic Plane” (2021)

Geodesically convex optimization

$$\min_{x \in D} f(x)$$

Search space D is a **g-convex** subset of a Riemannian manifold \mathcal{M} :

Cost f is **g-convex**:

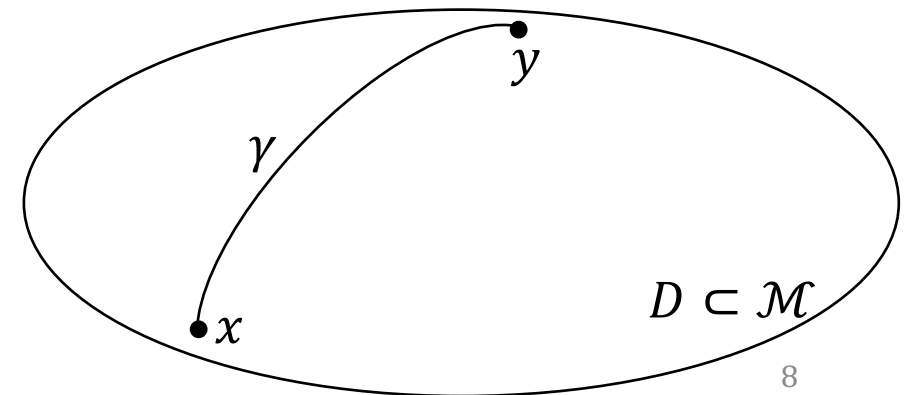
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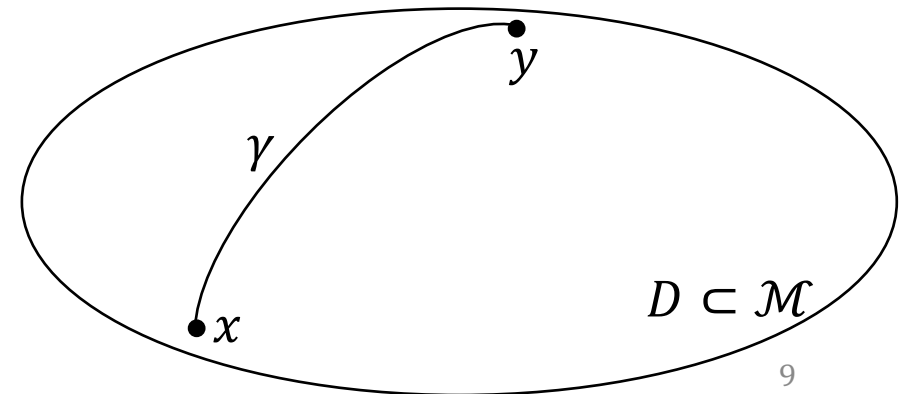
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is convex for any geodesic γ in D .



Strong geodesic convexity

f is μ -strongly g -convex in $D \subset \mathcal{M}$ if: $\mu \geq 0$ and $t \mapsto f(\gamma(t))$ is μ -strongly convex for any geodesic γ in D

- critical points are global minimizers for g -convex functions
- strongly g -convex functions have a unique minimizer

Hadamard manifolds

Complete, simply connected, with **non-positive (intrinsic) curvature**.

Unique minimizing geodesics between any pair of points

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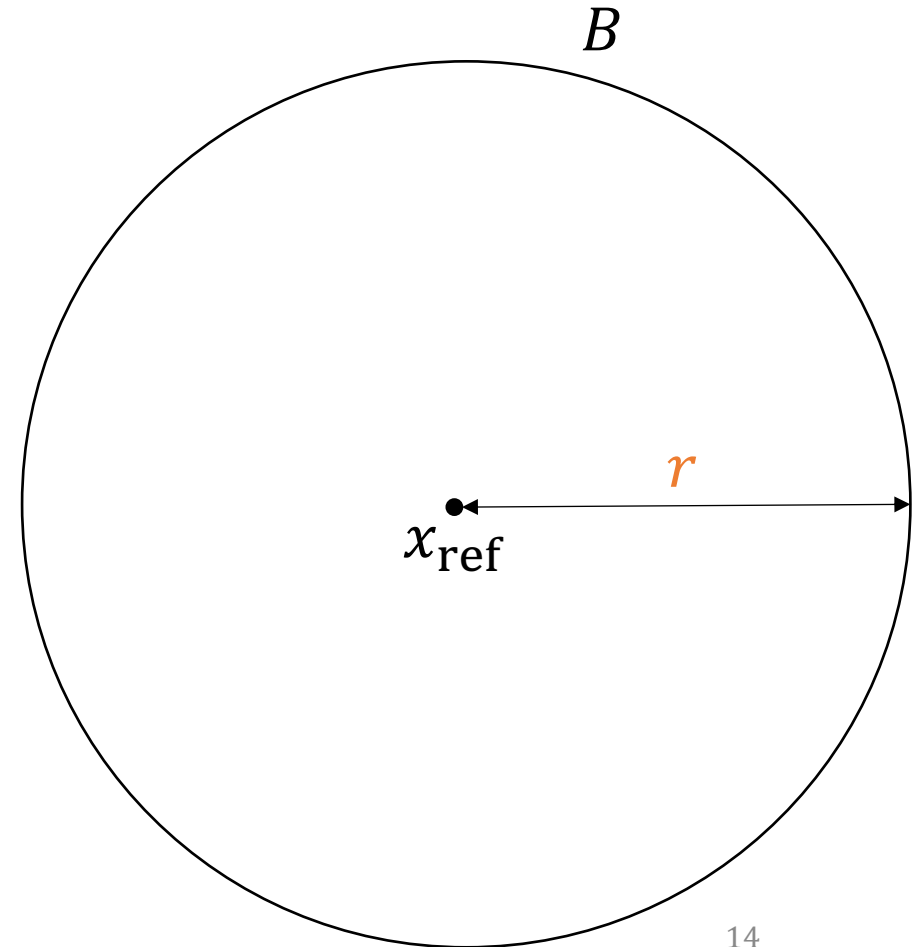
Positive definite matrices: $\mathcal{M} = \{P \in \mathbf{R}^{n \times n} : P = P^\top \text{ and } P \succ 0\}$

with affine-invariant metric $\langle X, Y \rangle_P = \text{Tr}(P^{-1}XP^{-1}Y)$.

Fisher-Rao metric for covariance matrices of Gaussian distributions

Computational task

Geodesic ball $B = B(x_{\text{ref}}, r)$ of radius r in Hadamard space \mathcal{M} .

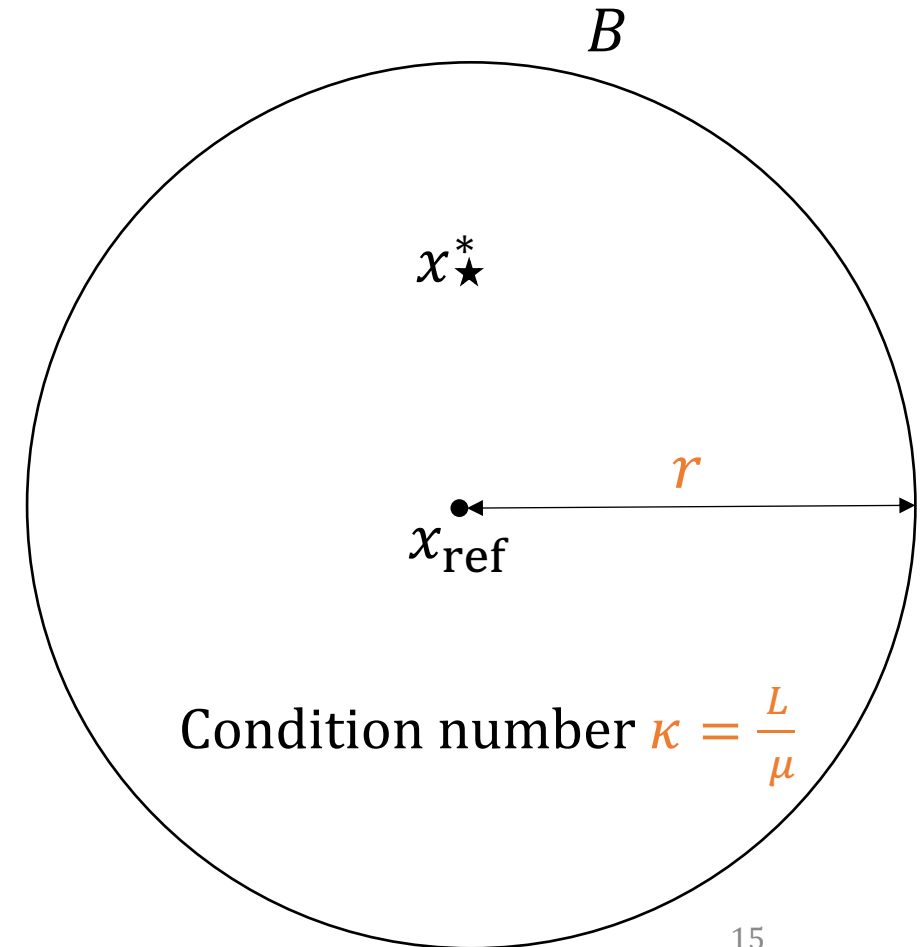


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Geodesic ball $B = B(x_{\text{ref}}, r)$ of radius r in Hadamard space \mathcal{M} .

You know:

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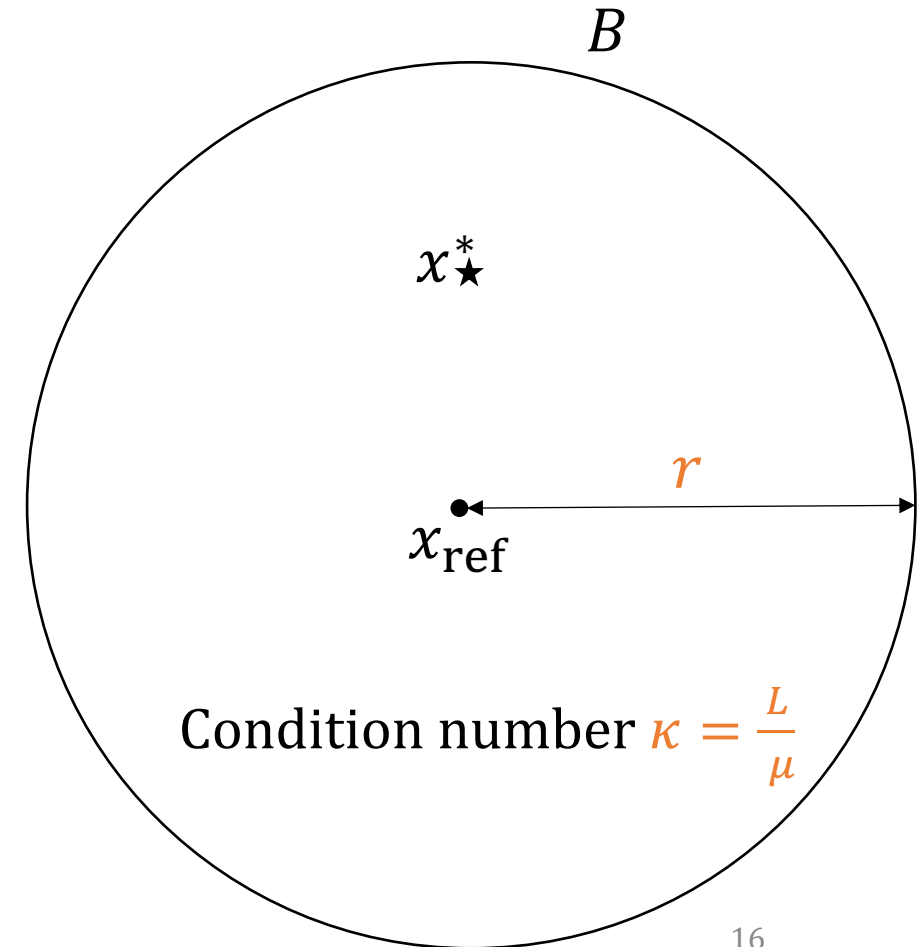
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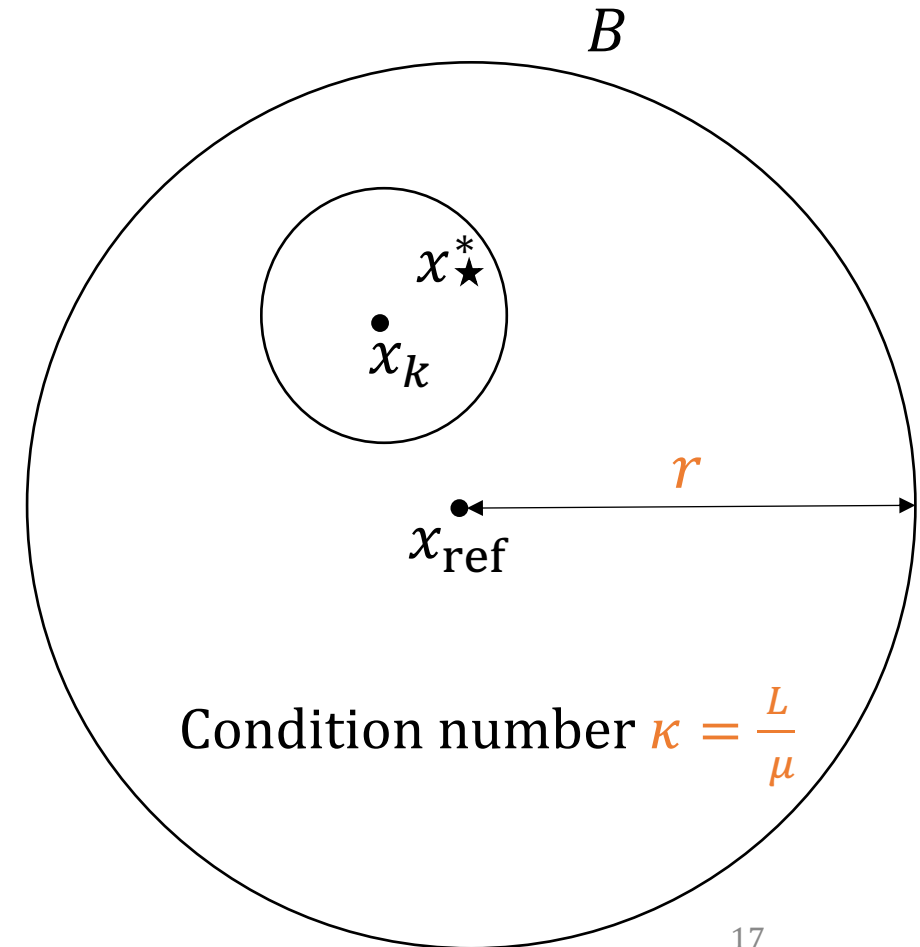
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Task: find a ball of radius $r/5$ containing x^* .

Least number of oracle queries necessary?



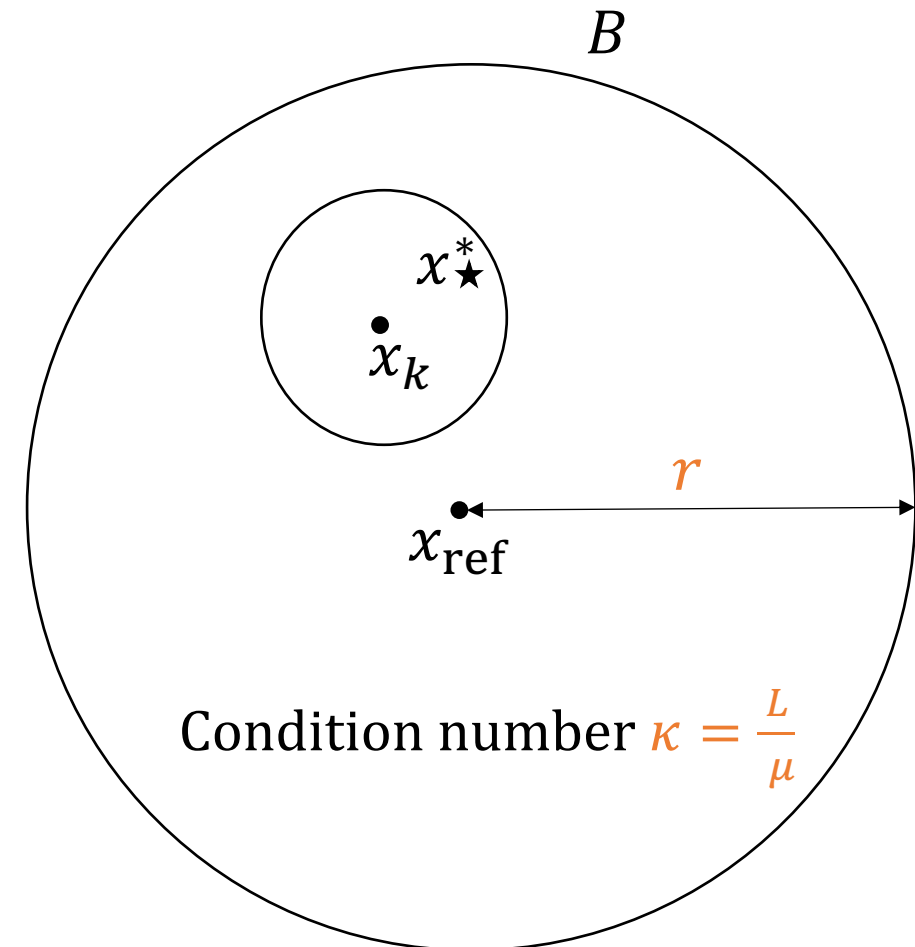
What happens in \mathbb{R}^d ?

If $\mathcal{M} = \mathbb{R}^d$:

Gradient Descent (GD)

$$x_{k+1} = x_k - \eta \nabla f(x_k)$$

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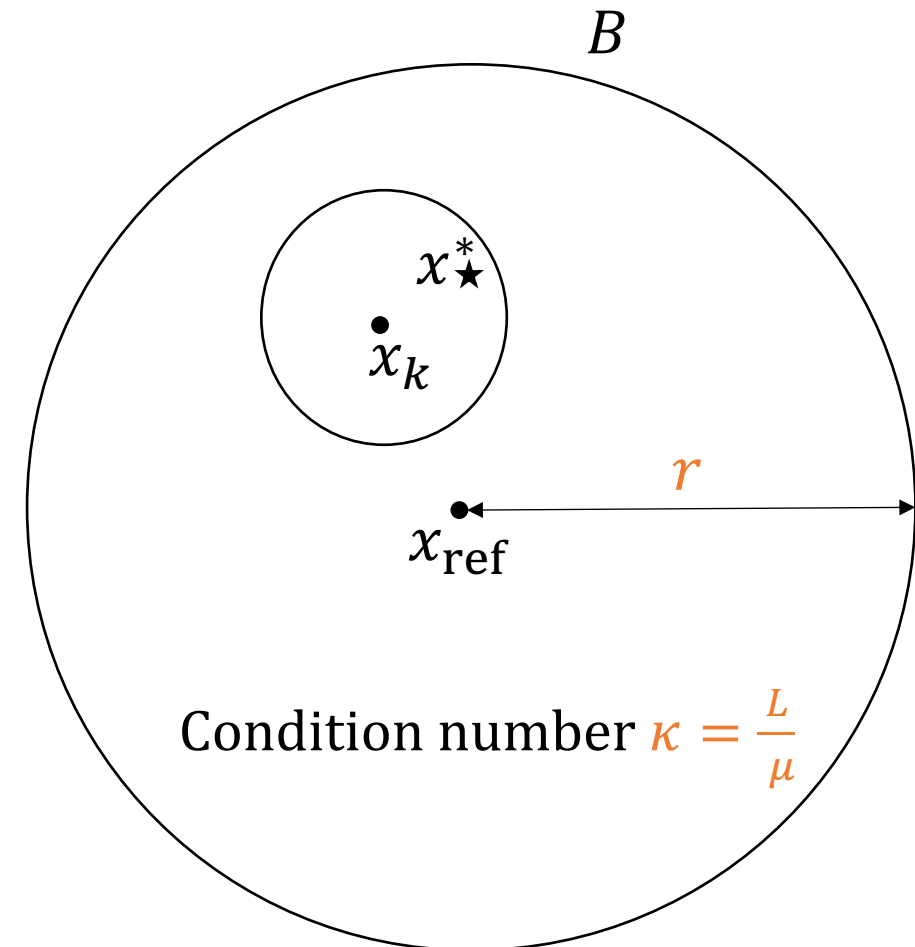
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$$\begin{aligned} y_k &= x_k + (1 - \theta)v_k \\ x_{k+1} &= y_k - \eta \nabla f(y_k) \\ v_{k+1} &= x_{k+1} - x_k \end{aligned}$$

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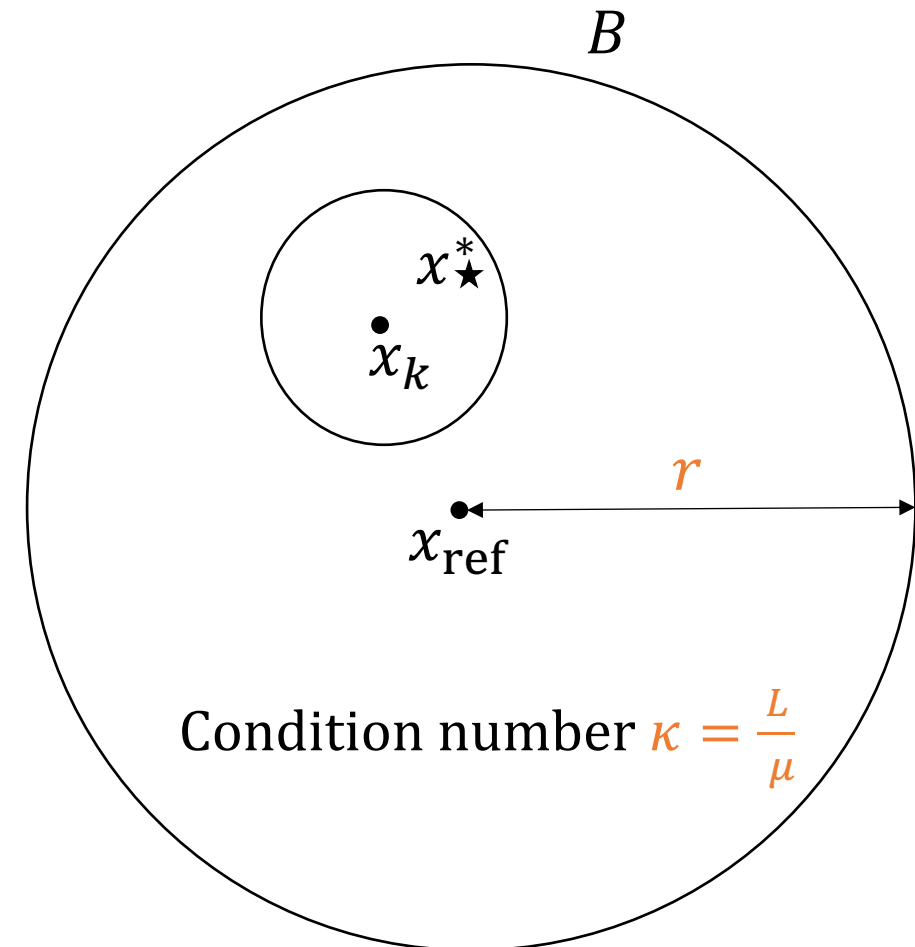
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NAG has optimal oracle complexity; GD does not.



Optimal methods

What about on Riemannian manifolds?

Riemannian GD (RGD) requires $O(\kappa)$ oracle queries (when for example \mathcal{M} is a hyperbolic space).

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Is there an algorithm using only $\tilde{O}(\sqrt{\kappa})$ queries in general?

Main results

Let \mathcal{M} be a Hadamard manifold of dimension $d \geq 2$ whose sectional curvatures are in the interval $[K_{lo}, K_{up}]$ with $K_{up} < 0$.

Let $r = c_2 \kappa / \sqrt{-K_{lo}}$.

For hyperbolic spaces,
 $K_{lo} = K_{up} = K < 0$

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For every **deterministic** algorithm \mathcal{A} , there is a C^∞ function f which is

- 1-strongly g-convex in all of \mathcal{M} ;
- κ -smooth in the geodesic ball $B(x_{\text{origin}}, r)$;
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$$\Omega\left(\sqrt{\frac{K_{up}}{K_{lo}} \frac{\kappa}{\log \kappa}}\right) \implies O(\sqrt{\kappa}) \text{ rate is impossible; RGD is optimal (up to log).}$$

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Other settings

$n \times n$ positive definite matrices with affine-invariant metric.

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Nonsmooth g -convex optimization.

Negative curvature

Geodesic balls can have very large volume.

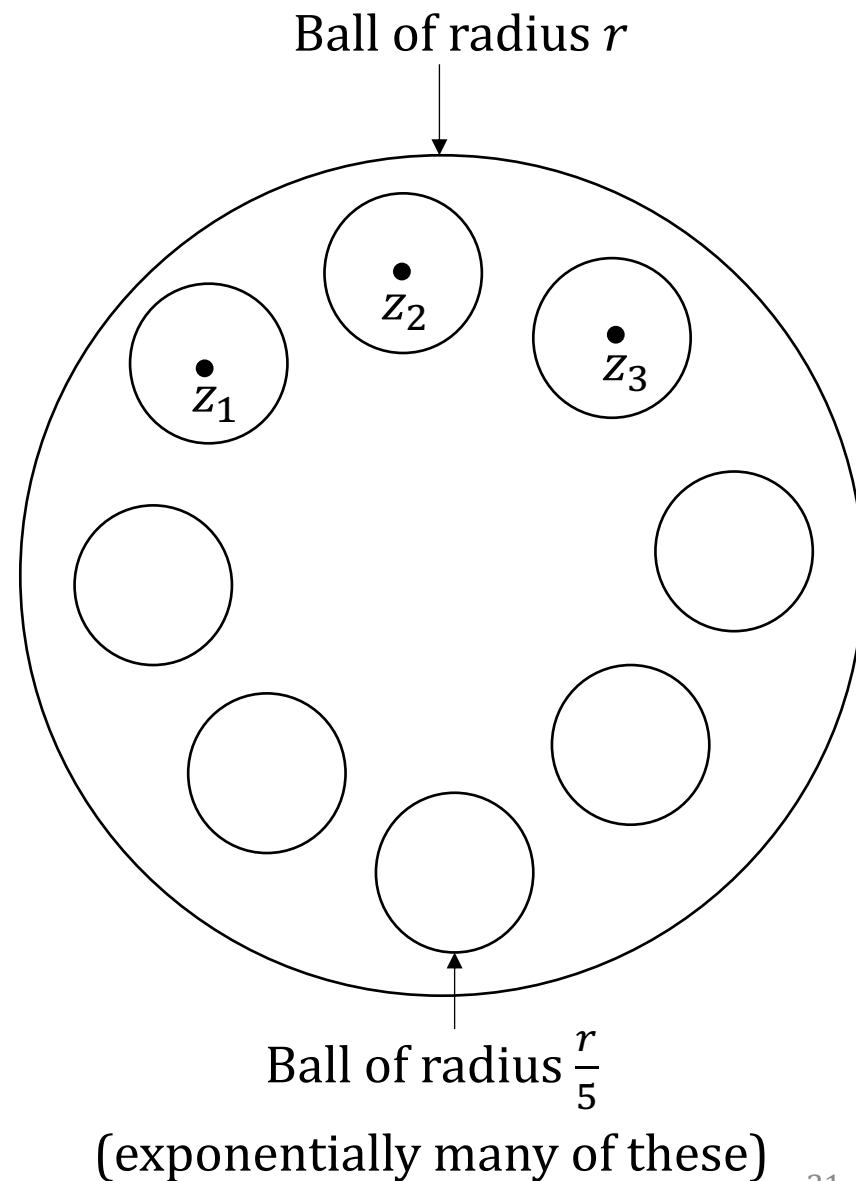
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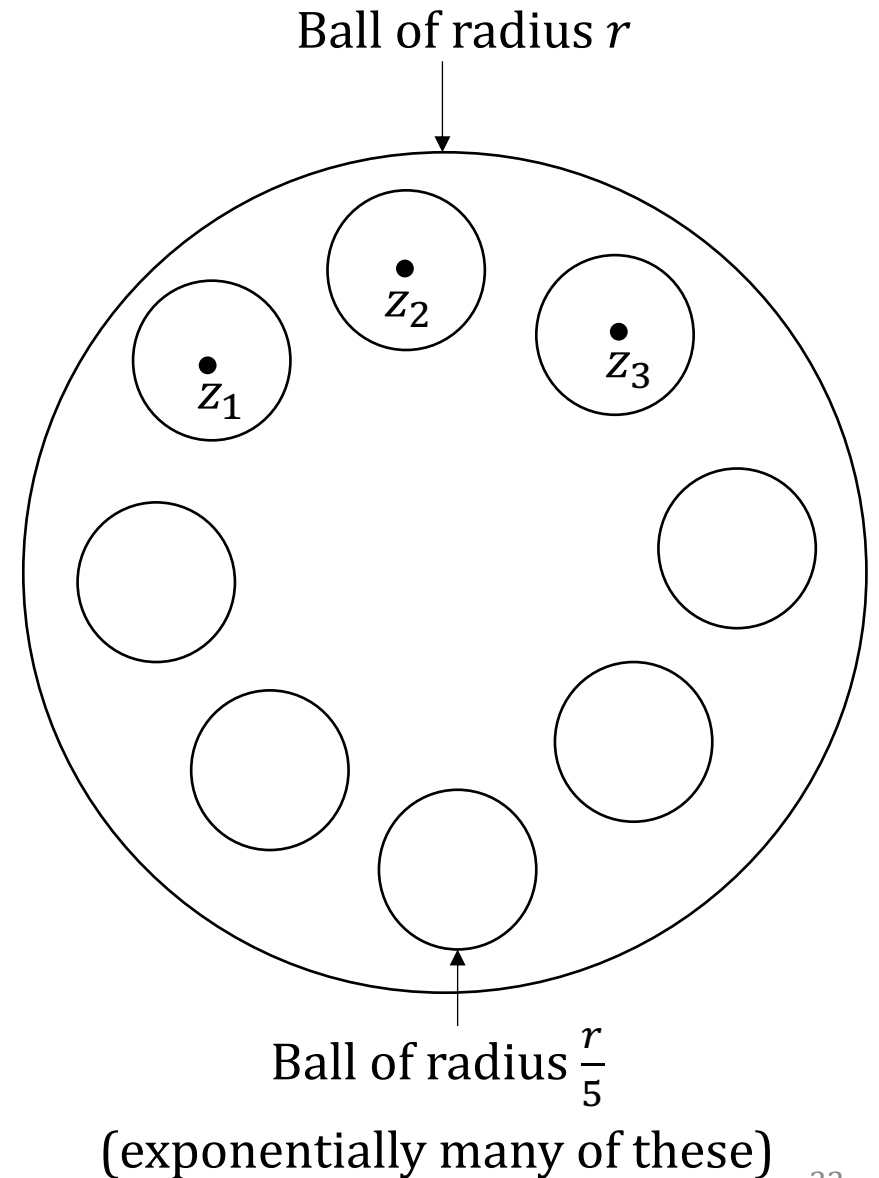
$N = e^{\Theta(rd)}$ disjoint balls of radius $r/5$ contained in every ball of radius r .



Proof technique

Hamilton and Moitra consider the functions

$$x \mapsto \frac{1}{2} \text{dist}(x, z_j)^2, j = 1, \dots, N$$

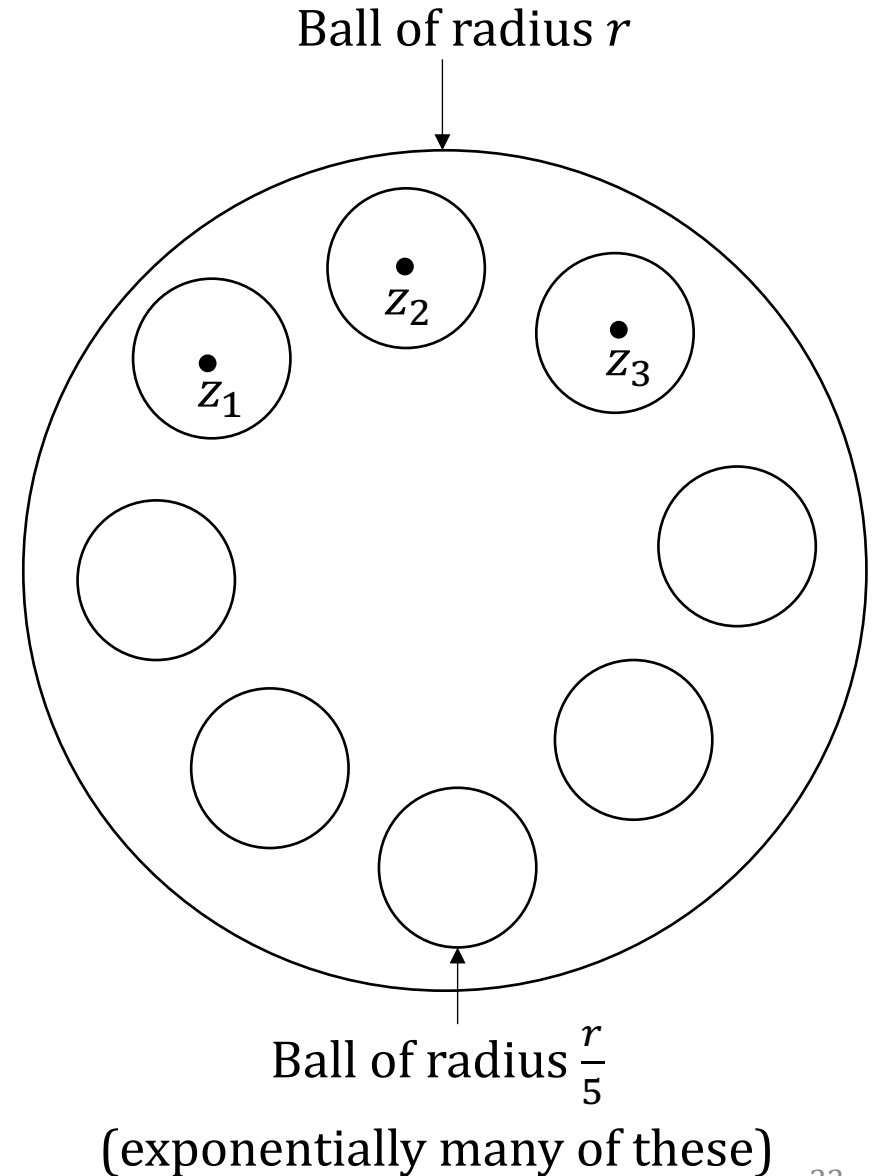


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Show that in expectation (over noisiness of queries), any algorithm makes at most **limited progress per query**.



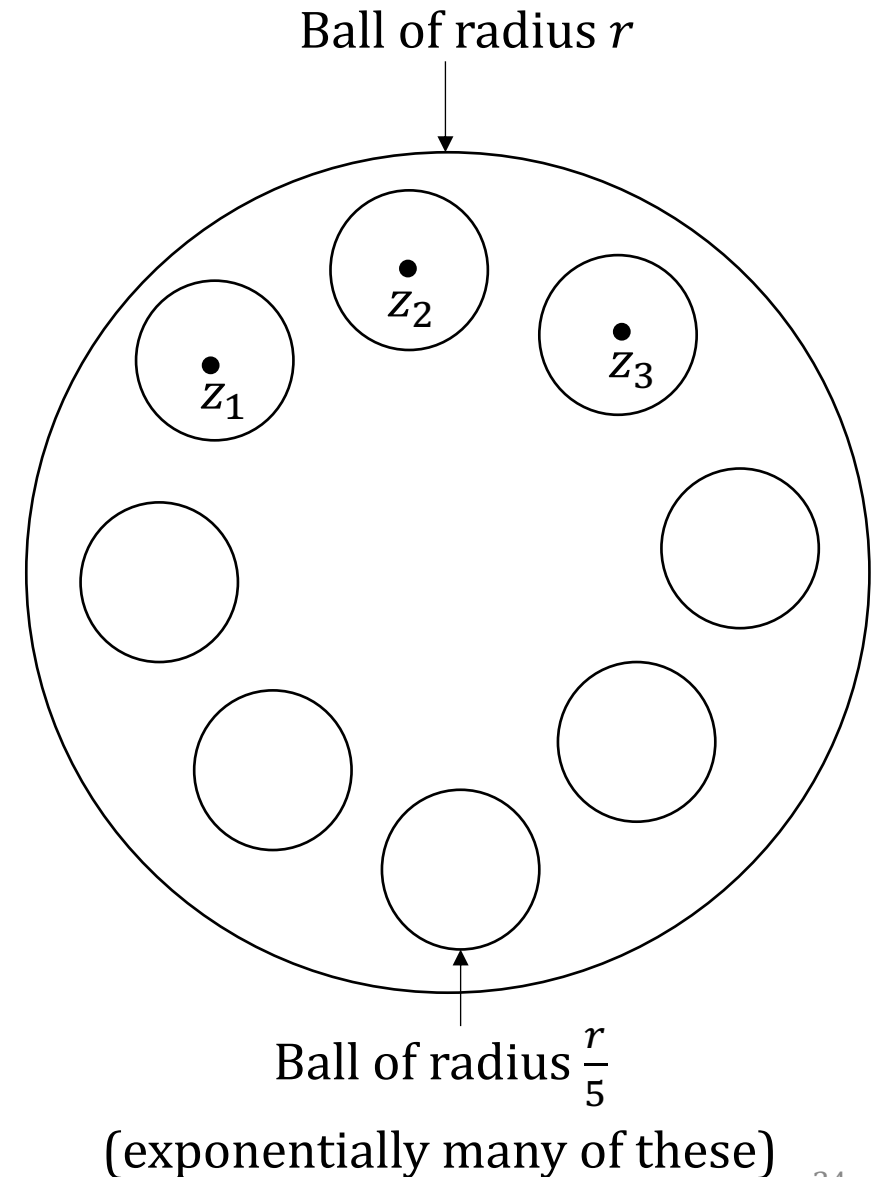
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Gradients of these functions point directly towards the minimizer

- Ok if there is noise
- A problem if queries are **exact**



Proof technique

Our solution:

The hard functions we consider are squared distance functions plus a **perturbation**

$$x \mapsto \frac{1}{2} \text{dist}(x, z_j)^2 + H_{j,k}(x), \quad \|\text{Hess } H_{j,k}(x)\| \leq \frac{1}{2}.$$

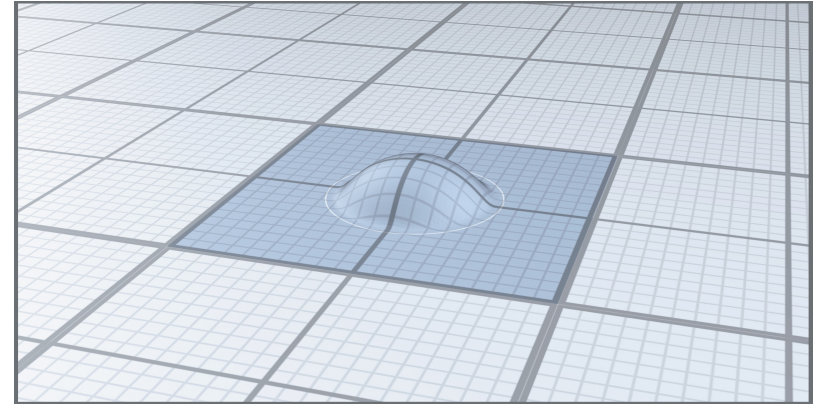
For any algorithm, the perturbation $H_{j,k}$ is constructed **adversarially** using a **resisting oracle**.

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Our solution:

Perturbation is a **sum of bump functions**

$$H_{j,k}(x) = \sum_{m=1}^k h_{j,m}$$

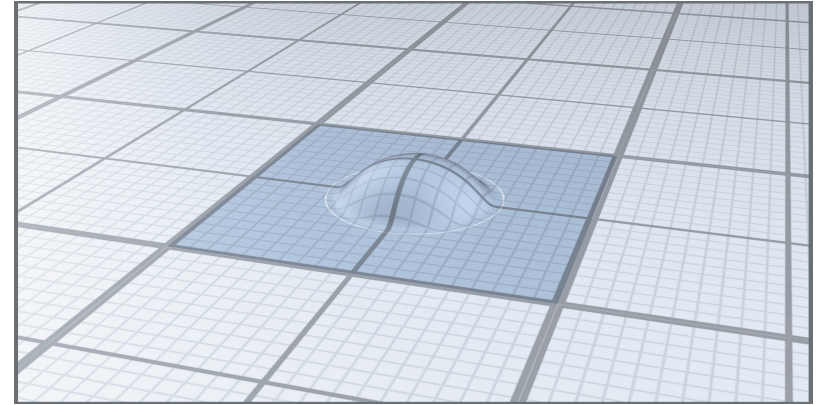


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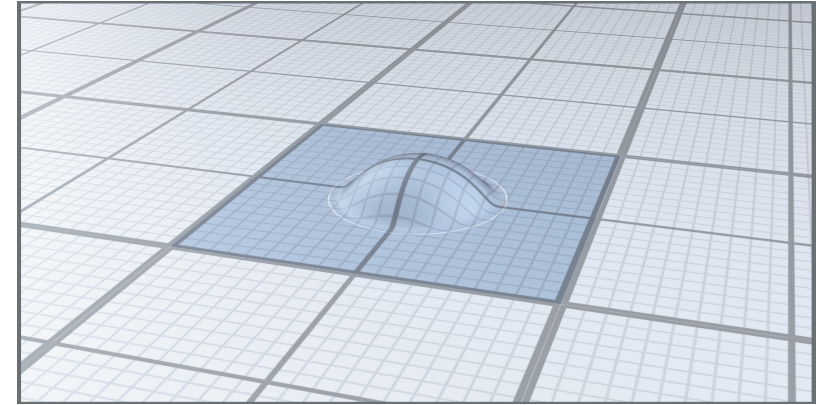
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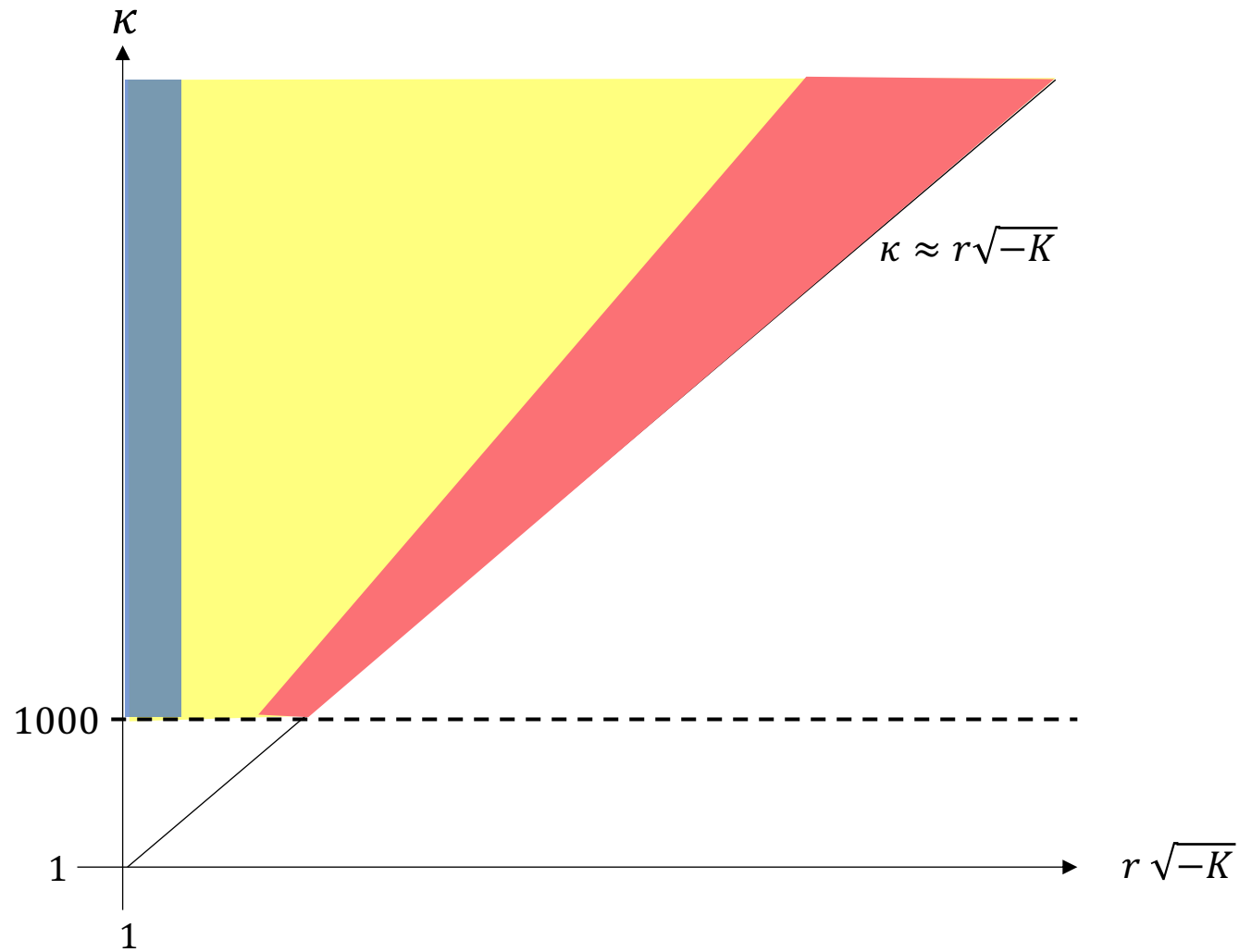
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Support of the bump $h_{j,m}$ is centered at the the query x_m .

What we know (for hyperbolic spaces)



Future directions

Tighter upper/lower bounds

Randomized algorithms which receive exact information?

Ellipsoid method?

Interior-point methods?

Appendix

Main results

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Still, can prove the lower bound $\Omega\left(\frac{1}{n} \frac{\kappa}{\log \kappa}\right)$.

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Compare with NAG, which uses at most $O\left(\frac{1}{\sqrt{\epsilon}}\right)$ queries in Euclidean spaces.

Applications

- Fréchet mean (intrinsic averaging on Hadamard spaces) (e.g., Karcher)
- Gaussian mixture models (Hosseini + Sra)
- Optimistic likelihoods for Gaussians (Nguyen et al.)
- Robust Covariance estimation (Weisel + Zhang, Franks + Moitra)
- Metric learning (Zadeh et al.)
- Variants on PCA (Tang + Allen) [MLEs for matrix normal models]
- Operator/tensor scaling (Allen Zhu et al., Burgisser et al.)
 - Brascamp-Lieb constants, computational complexity, polynomial identity testing, hardness of robust subspace recovery, etc.
- Tree-like embeddings (Bacak)
- Sampling on Riemannian manifolds (Goyal + Shetty)
- Landscape analysis (e.g., Ahn + Suarez)

Application: robust covariance estimation

IID samples $x_i \in \mathbb{R}^p, i = 1, \dots, n$, coming from an elliptical distribution:

$$x \sim u \Sigma^{1/2} v$$

where $\Sigma \succ 0$ is fixed (the shape matrix), u is a scalar r.v., and $v \sim \mathcal{S}^{p-1}$.

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$$\hat{\Sigma} = \underset{\Sigma \succ 0, \text{Tr}(\Sigma)=p}{\text{argmin}} \frac{p}{n} \sum_{i=1}^n \log(x_i^\top \Sigma^{-1} x_i) + \log \det(\Sigma)$$

Can also be derived as an MLE.

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Is **g-convex** for PD matrices (with affine-invariant metric).

→ new algorithms/analysis + analysis for Tyler's iterative procedure

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Is a specific instance of the operator scaling problem.

Sources: Weisel + Zhang, Franks + Moitra