Lab 10: Gradient Descent and Convexity Solutions

EECS 245, Fall 2025 at the University of Michigan **due** by the end of your lab section on Wednesday, November 5th, 2025

Name:			
uniqname: _			

Each lab worksheet will contain several activities, some of which will involve writing code and others that will involve writing math on paper. To receive credit for a lab, you must complete all activities and show your lab TA by the end of the lab section.

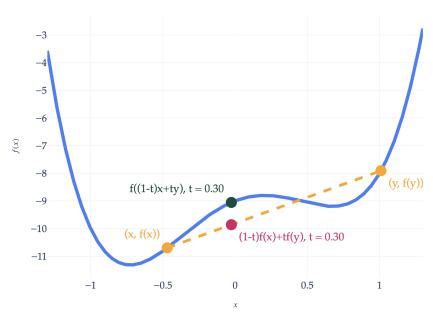
While you must get checked off by your lab TA **individually**, we encourage you to form groups with 1-2 other students to complete the activities together.

Recap: Convexity

A function $f: \mathbb{R}^d \to \mathbb{R}$ is convex if for all \vec{x} and \vec{y} in its domain, and for any $t \in [0,1]$,

$$f((1-t)\vec{x} + t\vec{y}) \le (1-t)f(\vec{x}) + tf(\vec{y})$$

The English interpretation of this definition is that the line connecting any two points on the graph of f always lies on or above the graph of f. Intuitively, a convex function is a function that curves upward, like a bowl.



Activity 1: Using Convexity to Prove Inequalities

a) Suppose $f: \mathbb{R} \to \mathbb{R}$ is a convex function such that f(0) = 0. Prove that for all $y \in \mathbb{R}$ and $t \in [0,1]$,

$$f(ty) \le tf(y)$$

Solution:

$$f((1-t)\cdot 0 + ty) \le (1-t)f(0) + tf(y)$$
$$f(ty) \le tf(y)$$

b) Let $f : \mathbb{R} \to \mathbb{R}$ be a convex function. Prove that $2f(5) \leq f(3) + f(7)$.

Solution: We'll start by solving for t using x=3 and y=7 with the expression for the input on the left side of the inequality.

$$5 = (1 - t)x + ty$$

$$= (1 - t) \cdot 3 + 7t$$

$$= 3 - 3t + 7t$$

$$= 3 + 4t, \ t = \frac{1}{2}$$

Then, plug the variables into the inequality and simplify.

$$f((1 - \frac{1}{2}) \cdot 3 + \frac{1}{2} \cdot 7) \le (1 - \frac{1}{2}) \cdot f(3) + \frac{1}{2} \cdot f(7)$$

$$f(\frac{3}{2} + \frac{7}{2}) \le \frac{f(3)}{2} + \frac{f(7)}{2}$$

$$f(5) \le \frac{f(3)}{2} + \frac{f(7)}{2}$$

$$2f(5) \le f(3) + f(7)$$

Activity 2: Understanding Complex Proofs

Let $f: \mathbb{R}^n \to \mathbb{R}$ be a convex function. It turns out that the function $g(\vec{x})$, defined by

$$g(\vec{x}) = f(A\vec{x} + \vec{b})$$

for some $n \times n$ matrix A and vector $\vec{b} \in \mathbb{R}^n$, is also convex, no matter what A and \vec{b} are. We're not going to ask you to prove this on your own: instead, we'll give you a proof and ask you questions to ensure you understand it.

Our **goal** is to show that $g((1-t)\vec{x}+t\vec{y}) \leq (1-t)g(\vec{x})+tg(\vec{y})$, for all $\vec{x},\vec{y} \in \mathbb{R}^n$ and $t \in [0,1]$. We'll start with the "left-hand side" of the definition, and try and leverage f's convexity.

$$g((1-t)\vec{x} + t\vec{y}) = f\left(A((1-t)\vec{x} + t\vec{y}) + \vec{b}\right)$$
(1)

$$= f\left((1-t)A\vec{x} + tA\vec{y} + \vec{b}\right) \tag{2}$$

$$= f\left((1-t)(A\vec{x}+\vec{b}) + t(A\vec{y}+\vec{b})\right) \tag{3}$$

$$\leq (1-t)f(A\vec{x}+\vec{b}) + tf(A\vec{y}+\vec{b}) \tag{4}$$

$$= \boxed{(1-t)g(\vec{x}) + tg(\vec{y})} \tag{5}$$

a) In which line did we use the fact that *f* is convex?

Solution: Line 4. We simplified the original expression to the form of the formal definition's left side in line 3, and line 4 is where we connect it back to the right side.

b) How did we move from line (1) to line (2), i.e. $f\left(A\left((1-t)\vec{x}+t\vec{y}\right)+\vec{b}\right)=f\left((1-t)A\vec{x}+tA\vec{y}+\vec{b}\right)$?

Solution: Distributing *A* by left multplying it to the terms in the parentheses.

c) How did we move from line (2) to line (3), i.e. $f((1-t)A\vec{x} + tA\vec{y} + \vec{b}) = f((1-t)(A\vec{x} + \vec{b}) + t(A\vec{y} + \vec{b}))$?

Solution: Add $t\vec{b} - t\vec{b}$ to the input expression, that way we can increase the number of terms without changing the value of the expression.

Recall, $g(\vec{x}) = f(A\vec{x} + \vec{b})$, where A is an $n \times n$ matrix and $\vec{x}, \vec{b} \in \mathbb{R}^n$. On the last page, we showed that if f is convex, then g is convex.

Now, let's explore what happens if f is **strictly** convex. Recall, this means that for all (non-equal) \vec{x} and \vec{y} in its domain, and for any $t \in (0,1)$,

$$f((1-t)\vec{x} + t\vec{y}) < (1-t)f(\vec{x}) + tf(\vec{y})$$

d) Suppose $\operatorname{rank}(A) = n$. Explain why it's impossible for $A\vec{x} + \vec{b} = A\vec{y} + \vec{b}$ for two different vectors \vec{x} and \vec{y} .

Solution: If $\operatorname{rank}(A) = n$, then the columns of A are linearly independent, so $A\vec{x}$ and $A\vec{x}$ must be different for any $\vec{x} \neq \vec{y}$.

e) Suppose rank(A) < n. Explain why it's possible for $g(\vec{x}) = g(\vec{y})$ for two different vectors \vec{x} and \vec{y} . Hint: Think about nullsp(A).

Solution: If rank(A) < n, then A's columns are linearly dependent, so $A\vec{x}$ and $A\vec{y}$ can be the same vector. In that case, $f(A\vec{x} + \vec{b}) = f(A\vec{y} + \vec{b}) \rightarrow g(\vec{x}) = g(\vec{y})$.

f) Using the above reasoning, explain why if f is strictly convex, then g is strictly convex if rank(A) = n, and is (not strictly) convex if rank(A) < n.

Solution: We can show this with a proof by cases. In both cases, we'll start from line 4 of the proof on the previous page, but with f being strictly convex.

Case 1: rank(A) = n

$$g((1-t)\vec{x} + t\vec{y}) < (1-t)f(A\vec{x} + \vec{b}) + tf(A\vec{y} + \vec{b})$$

$$< (1-t)g(\vec{x}) + tg(\vec{y})$$

Case 2: rank(A) < n

We know from part **e**) that it's possible for $g(\vec{x}) = g(\vec{y})$. Using proof by contradiction, assume that g is strictly convex.

$$g((1-t)\vec{x} + t\vec{y}) < (1-t)f(A\vec{x} + \vec{b}) + tf(A\vec{y} + \vec{b})$$

$$< (1-t)g(\vec{x}) + tg(\vec{y})$$

$$< (1-t)g(\vec{x}) + tg(\vec{x})$$

$$< g(\vec{x})$$

This is a contradiction, because if t=0, then the left side of the inequality is $g(\vec{x})$, leaving us with $g(\vec{x}) < g(\vec{x})$.

g) What were your thoughts on this type of activity, where we give you a proof and ask you questions about it?

 $\bigcirc \ \ \text{Hated it} \quad \bigcirc \ \ \text{Didn't like it} \quad \bigcirc \ \ \text{Neutral} \quad \bigcirc \ \ \text{Liked it} \quad \bigcirc \ \ \text{Loved it}$

Activity 3: Gradient Descent Gone Wrong

Suppose $\vec{x} \in \mathbb{R}^2$. Let

$$f(\vec{x}) = x_1^3 + ||\vec{x}||^2 = x_1^3 + x_1^2 + x_2^2$$

To minimize $f(\vec{x})$, we use gradient descent, with a learning rate of $\alpha = \frac{1}{4}$.

a) Open Desmos and plot the related function $g(x) = x^3 + x^2$. Even though this is a scalar-to-scalar function, and f is vector-to-scalar, they are related. What do you notice about the shape of the graph?

Solution: g(x) is a cubic function, with a local minimum and local maximum. It's not convex.

b) Find $\nabla f(\vec{x})$, the gradient of $f(\vec{x})$.

Solution:

$$\nabla f(\vec{x}) = \begin{bmatrix} 3x_1^2 + 2x_1 \\ 2x_2 \end{bmatrix}$$

c) Recall, $\vec{x}^{(t)}$ is the guess for \vec{x}^* at timestep t. Let $\vec{x}^{(t)} = \begin{bmatrix} x_1^{(t)} \\ x_2^{(t)} \end{bmatrix}$. Show that

$$x_1^{(t+1)} = \frac{1}{2}x_1^{(t)} - \frac{3}{4}(x_1^{(t)})^2, \qquad x_2^{(t+1)} = \frac{1}{2}x_2^{(t)}$$

Solution: Use the formula for gradient descent, $\vec{x}^{(t+1)} = \vec{x}^{(t)} - \alpha \nabla f(\vec{x}^{(t)})$

$$\begin{split} x_1^{(t+1)} &= x_1^{(t)} - \alpha \nabla f(x_1^{(t)}) \\ &= x_1^{(t)} - \frac{1}{4} (3(x_1^{(t)})^2 + 2x_1) \\ &= x_1^{(t)} - \frac{3}{4} (x_1^{(t)})^2 - \frac{2}{4} x_1^{(t)} \\ &= \frac{1}{2} x_1^{(t)} - \frac{3}{4} (x_1^{(t)})^2 \end{split}$$

$$\begin{aligned} x_2^{(t+1)} &= x_2^{(t)} - \alpha \nabla f(x_2^{(t)}) \\ &= x_2^{(t)} - \frac{1}{4} (2x_2^{(t)}) \\ &= x_2^{(t)} - \frac{1}{2} x_2^{(t)} \\ &= \frac{1}{2} x_2^{(t)} \end{aligned}$$

d) For any initial guess $\vec{x}^{(0)}$, what does $x_2^{(t)}$ converge to as $t \to \infty$?

Solution: $x_2^{(t)}$ converges to 0 as $t \to \infty$ because it's being divided at each iteration.

- e) Suppose $\vec{x}^{(0)} = \begin{bmatrix} -1 \\ 0 \end{bmatrix}$.
 - i) Find $\vec{x}^{(1)}$.
 - ii) Will gradient descent eventually converge, given this initial guess and learning rate?

Solution:

i. x_2 updates by being scaled, and since it's already 0 we can just focus on finding $x_1^{(1)}$.

$$\begin{split} x_1^{(1)} &= \frac{1}{2} x_1^{(0)} - \frac{3}{4} (x_1^{(0)})^2 \\ &= \frac{1}{2} (-1) - \frac{3}{4} (-1)^2 \\ &= -\frac{1}{2} - \frac{3}{4} \\ &= -\frac{5}{4} \end{split}$$

- ii. Gradient descent will not converge, it will continue to decrease until $-\infty$. We're not moving in the direction of the local minimum but still decreasing,.
- f) Suppose $\vec{x}^{(0)} = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$.
 - i) Find $\vec{x}^{(1)}$.
 - ii) Will gradient descent eventually converge, given this initial guess and learning rate?

Solution: i. Similar to part **e**), we only have to find $x_1^{(1)}$

$$x_1^{(1)} = \frac{1}{2}x_1^{(0)} - \frac{3}{4}(x_1^{(0)})^2$$
$$= \frac{1}{2}(1) - \frac{3}{4}(1)^2$$
$$= -\frac{1}{4}$$

ii. Gradient descent will converge. If we run more iterations, we'll see that $x_1^{(t)}$ is approacing zero because the absolute value keeps decreasing. $x_1^{(2)}$, for instance, is $-\frac{11}{64}$, and $|-\frac{11}{64}|<|-\frac{1}{4}|$

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