

Optimisation à points selles stricts

Panorama et opportunités

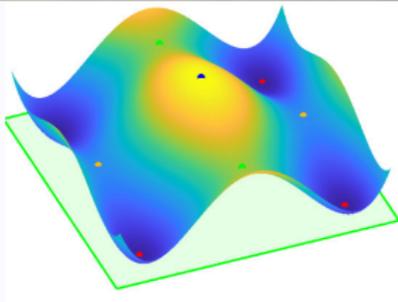
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ENSTA, 16 février 2026

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Me and nonconvex optimization



Top: Pic du Midi d'Ossau (Royer '20), Bottom: Nonconvex landscape (Wright & Ma '22)

Nonconvex optimization (formally)

$$\underset{\mathbf{x} \in \mathbb{R}^n}{\text{minimize}} f(\mathbf{x})$$

$f \in \mathcal{C}^2$, bounded below and **nonconvex**.

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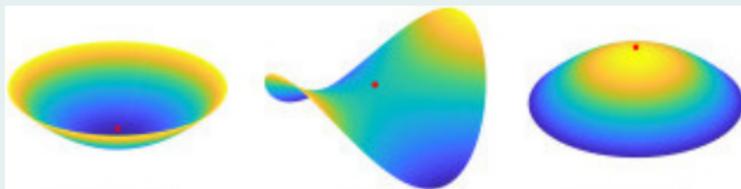
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- a **first-order stationary point** of f if $\|\nabla f(\mathbf{x}^*)\| = 0$
→ PLS-complete to find (Hollender and Zampetakis '25).
- a **second-order stationary point** if $\|\nabla f(\mathbf{x}^*)\| = 0$ and $\nabla^2 f(\mathbf{x}^*) \succeq 0$
→ Already NP-hard for quartic polynomials.

Approximately solving minimize $_{\mathbf{x} \in \mathbb{R}^n} f(\mathbf{x})$

Goal: Reach (ϵ_g, ϵ_H) -points

$$\|\nabla f(\mathbf{x})\| \leq \epsilon_g \quad \text{and} \quad \nabla^2 f(\mathbf{x}) \succeq -\epsilon_H \mathbf{I}.$$

- $\epsilon_g = \epsilon_H = 0$: Second-order stationary point.
- $\epsilon_g = 0$ but second condition false: Saddle points or maxima.

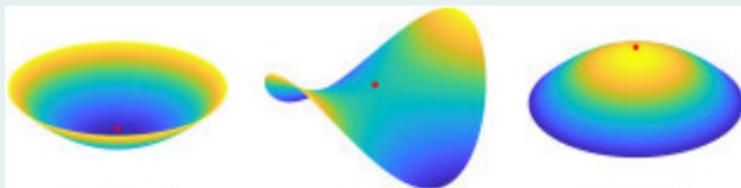


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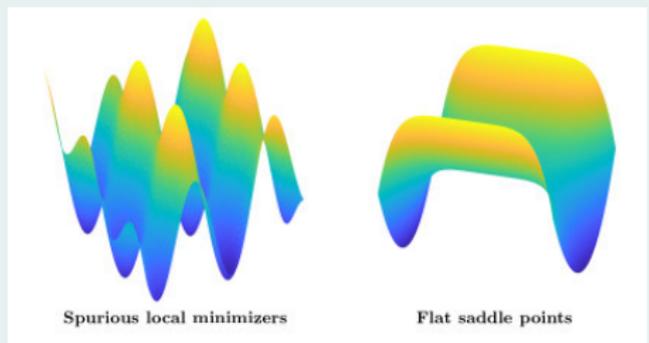
Complexity analysis

Cost of an algorithm to reach an (ϵ_g, ϵ_H) -point:

- Faster means lower cost in terms of ϵ_g/ϵ_H .
- Quality of (ϵ_g, ϵ_H) -points depend on the function **landscape**.

Bad nonconvex instances

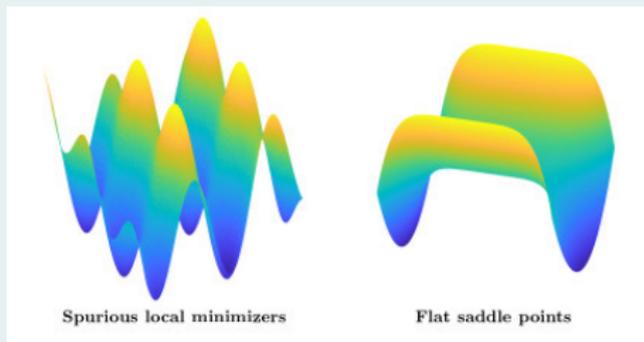
- Local, non-global minima.
- High-order saddle points.



Nonconvex optimization: A matter of landscape

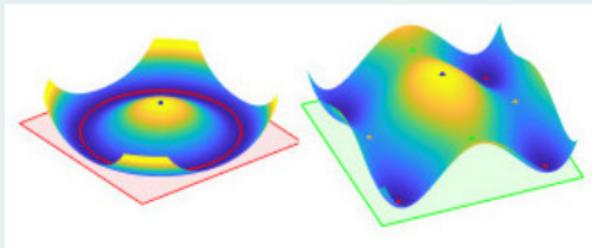
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- Local, non-global minima.
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Nice instances

- All local minima are global.
- Strict (non-flat) saddle points.



Figures: J. Wright and Y. Ma, *High-Dimensional Data Analysis with Low-Dimensional Models*, 2022.

What this talk is about

Nonconvex optimization

- Go beyond the (hard) general setting.
- Analyze algorithms from complexity viewpoint.

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- A class of nonconvex problems with good landscape.
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- A class of nonconvex problems with good landscape.
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Trust-region methods

- Standard framework for nonconvex optimization.
- Theory and implementation revisited in the strict saddle setting.

- 1 From nonconvex to strict saddle functions
- 2 Algorithms for strict saddle problems
- 3 Conclusion and perspectives

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Definition

$f : \mathbb{R}^n \times \mathbb{R} \in \mathcal{C}^2$ has **benign landscape** if

$$\|\nabla f(\mathbf{x})\| = 0 \text{ and } \nabla^2 f(\mathbf{x}) \succeq 0 \iff \mathbf{x} \in \underset{\mathbf{x} \in \mathbb{R}^n}{\operatorname{argmin}} f(\mathbf{x}).$$

- Every local minimum is global.
- All saddle points satisfy $\nabla^2 f(\mathbf{x}) \not\succeq 0 \rightarrow$ Strict saddle points.

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Typical sources of benign nonconvex landscape

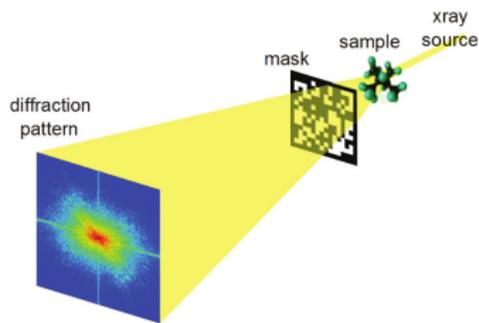
- Nonconvex formulations with symmetries.
 - \rightarrow Multiple (redundant) solutions, easy to go from one to another.
- Overparameterized models.
 - \rightarrow Introduces saddle points but those are strict.

Example 1: Phase retrieval (thanks to Irène Waldspurger)

Phase retrieval problem

find $\mathbf{x} \in \mathbb{C}^n$
such that $|\langle \mathbf{x}, \mathbf{a}_i \rangle| = b_i, \quad i = 1, \dots, m.$

- $b_i = |\langle \mathbf{x}^*, \mathbf{a}_i \rangle|$: Complex moduli.
- \mathbf{a}_i : Measurement vectors (Gaussian, wavelets, etc).



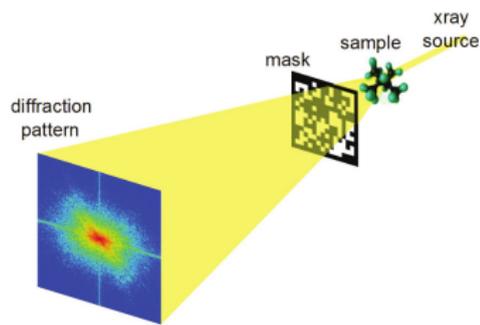
(Picture from Candès et al '15)

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(Picture from Candès et al '15)

Gives rise to convex and **nonconvex** optimization problems!

Example 1: Phase retrieval ('ed)

Recall phase retrieval: Find $\mathbf{x} \in \mathbb{C}^n$ such that $|\langle \mathbf{a}_i, \mathbf{x} \rangle| = b_i \forall i$.

PhaseLift SDP relaxation (Candès et al. '11)

$$\begin{aligned} \min_{\mathbf{X} \in \mathbb{C}^{n \times n}} \quad & \text{trace}(\mathbf{X}) \\ \text{subject to} \quad & \langle \mathbf{X}, \mathbf{a}_i \mathbf{a}_i^* \rangle = b_i \forall i \\ & \mathbf{X} \succeq 0 \end{aligned}$$

- Convex problem, can be solved in polynomial time.
- In practice, cost of matrix linear algebra prohibitive.

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Factored PhaseLift formulation

$$\min_{\mathbf{U} \in \mathbb{C}^{n \times r}} f(\mathbf{U}) := \frac{1}{2} \|\mathcal{A}(\mathbf{U} \mathbf{U}^T) - \mathbf{b}\|_F^2, \quad \mathcal{A}(\mathbf{X}) = [\langle \mathbf{X}, \mathbf{a}_i \mathbf{a}_i^* \rangle]_i.$$

- Burer-Monteiro factorization (Burer and Monteiro '03).
- Benign landscape for relatively small r (McRae '24).

Example 2: Linear neural networks

$$\underset{\mathbf{W}_1, \dots, \mathbf{W}_L}{\text{minimize}} \frac{1}{2} \|\mathbf{W}_L \mathbf{W}_{L-1} \cdots \mathbf{W}_2 \mathbf{W}_1 \mathbf{A} - \mathbf{B}\|_F^2$$

- $\mathbf{W}_i \in \mathbb{R}^{d_{i+1} \times d_i}$.
- $\mathbf{A} \in \mathbb{R}^{d_1 \times d_0}$, $\mathbf{B} \in \mathbb{R}^{d_{L+1} \times d_0}$.
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- Also called deep matrix factorization.
 - Initially used to better understand neural networks.
 - Numerous landscape results, especially between 2016-2022.

Example 2: linear networks ('ed)

Case $L = 1$ (One-layer)

$$\underset{\mathbf{W}_1}{\text{minimize}} \frac{1}{2} \|\mathbf{W}_1 \mathbf{A} - \mathbf{B}\|_F^2$$

- Convex problem!
- Explicit form of a solution.

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Case $L = 2$ (two-layer network)

$$\underset{\substack{\mathbf{W}_1 \in \mathbb{R}^{d_2 \times d_1} \\ \mathbf{W}_2 \in \mathbb{R}^{d_3 \times d_2}}}{\text{minimize}} \frac{1}{2} \|\mathbf{W}_2 \mathbf{W}_1 \mathbf{A} - \mathbf{B}\|_F^2$$

- If $\mathbf{A}\mathbf{A}^T$ full rank, all local minima are global (optimum is 0 when $d_2 \geq \max\{d_1, d_3\}$).
- All saddle points are strict.

Deep linear networks

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Deep linear networks

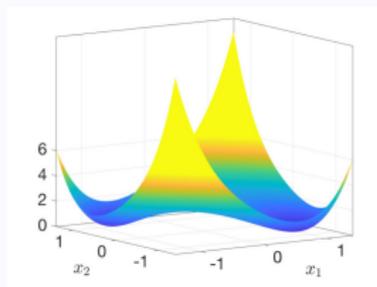
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- Full characterization of the landscape possible (Kawaguchi '16, Achour et al '24).
 - IF all dimensions are equal and $\mathbf{A}\mathbf{A}^T$ full rank, all local minima are global!

Other examples (pictures from Chi et al '19; Wright and Ma '22)

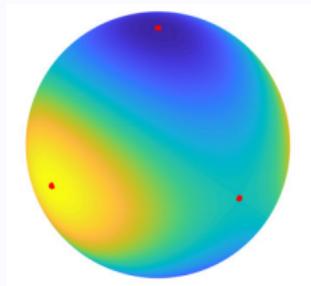
Rank-1 approximation

$$\underset{\mathbf{x} \in \mathbb{R}^n}{\text{minimize}} \frac{1}{4} \|\mathbf{x}\mathbf{x}^T - \mathbf{M}\|_F^2$$



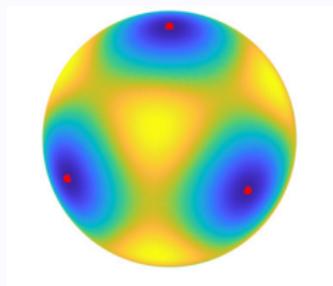
Minimum Eigenvalue

$$\min_{\|\mathbf{x}\|=1} \mathbf{x}^T \mathbf{A} \mathbf{x}$$



Tensor optimization

$$\min_{\|\mathbf{x}\|=1} T(\mathbf{x}, \mathbf{x}, \mathbf{x}, \mathbf{x})$$



For more: <https://sunju.org/research/nonconvex/>

Defining “good nonconvexity” mathematically

What is a “nice” nonconvex problem?

- All local minima are global?
- All saddle points can be escaped?
- Algorithms work well?
- All of the above?

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- $P\epsilon, K\epsilon$, quadratic growth, error bound (Rebjoek and Boumal '24);
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Our focus: Strict saddle property

- Parametric definition.
- Allows for complexity analysis.

Starting point: Strongly convex functions

- $f : \mathbb{R}^n \rightarrow \mathbb{R}$ \mathcal{C}^2 is γ -strongly convex if

$$\nabla^2 f(\mathbf{x}) \succeq \gamma I.$$

- Unique minimum $\mathbf{x}^* \in \mathbb{R}^n$.

One consequence of γ -strong convexity

For any $\alpha > 0$,

$$\|\nabla f(\mathbf{x})\| \leq \alpha \quad \Rightarrow \quad \|\mathbf{x} - \mathbf{x}^*\| \leq \frac{2\alpha}{\gamma}.$$

Definition (Ge et al '17; Goyens, R. '24)

$f : \mathbb{R}^n \rightarrow \mathbb{R}$ \mathcal{C}^2 is $(\alpha, \beta, \gamma, \delta)$ -strict saddle with $\alpha, \beta, \gamma, \delta > 0$ if for any $\mathbf{x} \in \mathbb{R}^n$, one of these properties holds:

- 1 $\|\nabla f(\mathbf{x})\| \geq \alpha$;
- 2 $\lambda_{\min}(\nabla^2 f(\mathbf{x})) \leq -\beta$;
- 3 There exists \mathbf{x}^* local minimum of f such that

$$\|\mathbf{x} - \mathbf{x}^*\| \leq \delta \quad \text{and} \quad \nabla^2 f(\mathbf{y}) \succeq \gamma I \succ 0 \quad \forall \mathbf{y}, \|\mathbf{y} - \mathbf{x}^*\| \leq 2\delta.$$

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Interpretation: 3 regions in the space

- 1 Large gradient.
- 2 Negative curvature for Hessian.
- 3 Near minimum+strong convexity.

Simple strict saddle functions

Strict saddle: $\{\|\nabla f(x)\| \geq \alpha\}$ or $\{\nabla^2 f(x) \preceq -\beta I\}$ or $\{\|x - x^*\| \leq \delta$ and $\nabla^2 f(y) \succeq \gamma I \forall y : \|y - x^*\| \leq 2\delta\}$.

Strongly convex \Rightarrow Strict saddle!

If f is γ -strongly convex, then it is $(\alpha, \beta, \gamma, \frac{2\alpha}{\gamma})$ -strict saddle for any positive α and β .

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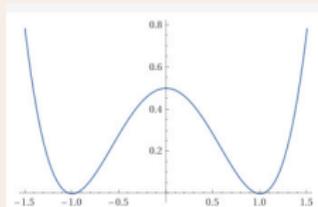
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A “truly” strict saddle function

$$f : x \in \mathbb{R} \mapsto \frac{1}{2}(x^2 - 1)^2$$



Example: Matrix completion

$$\underset{\mathbf{U} \in \mathbb{R}^{n \times r}, \mathbf{V} \in \mathbb{R}^{m \times r}}{\text{minimize}} \quad f(\mathbf{U}, \mathbf{V}) := \|\mathcal{P}_\Omega(\mathbf{U}\mathbf{V}^\top - \mathbf{M})\|_F^2, \quad \Omega \subset [n] \times [m].$$

Assume Nice structure for \mathbf{M} (incoherence), probability of sampling \mathbf{M}_{ij} large enough.

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Theorem (Ge et al. '17)

Let $(\mathbf{U}, \mathbf{V}) \in \mathbb{R}^{n \times r} \times \mathbb{R}^{m \times r}$. Then, there exists $\alpha > 0$ such that one of these cases occur

- 1 $\|\nabla f(\mathbf{U}, \mathbf{V})\| \geq \alpha$
- 2 The Hessian at \mathbf{U}, \mathbf{V} has negative curvature, i.e.

$$\lambda_{\min}(\nabla^2 f(\mathbf{U}, \mathbf{V})) < -\mathcal{O}(\sigma_{\min}(\mathbf{M}))$$

- 3 (\mathbf{U}, \mathbf{V}) is at distance at most $\mathcal{O}\left(\frac{\alpha}{\sigma_{\min}(\mathbf{M})}\right)$ from a global minimum.

Another example from phase retrieval

Nonconvex vector formulation (Sun et al '18)

$$\underset{\mathbf{x} \in \mathbb{C}^n}{\text{minimize}} \quad f(\mathbf{x}) = \frac{1}{2m} \sum_{i=1}^m (b_i^2 - |\langle \mathbf{a}_i, \mathbf{x} \rangle|^2)^2$$

with $\{\mathbf{a}_i\}$ Gaussian, $m = \mathcal{O}(n \log^3(n))$.

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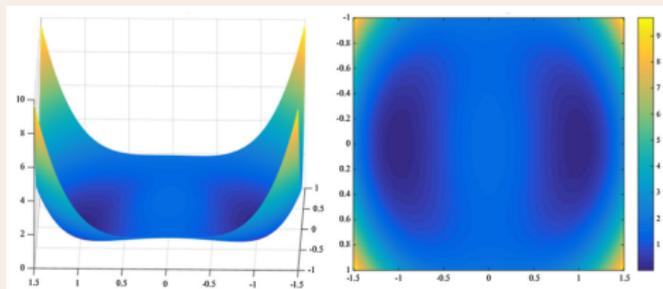
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with $\{\mathbf{a}_i\}$ Gaussian, $m = \mathcal{O}(n \log^3(n))$.

→ For some universal $c > 0$, f is $\left(\frac{c}{n \log(m)}, c, c, \frac{c}{n \log(m)}\right)$ -strict saddle.

→ Generalized definition of strict saddle (more later).



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Problem setup

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Goal: Reach (ϵ_g, ϵ_H) -point

$$\|\nabla f(\mathbf{x})\| \leq \epsilon_g \quad \text{and} \quad \nabla^2 f(\mathbf{x}) \succeq -\epsilon_H \mathbf{I}.$$

- General nonconvex case: Close to second-order stationary point.
- Strict saddle setting: Close to a global minimum!

- **Gradient descent** Can be shown to escape strict saddle points almost surely (Lee et al '19).
- **Perturbed gradient descent** does so in polynomial time (Jin et al '17, Ma et al '25).
- **Line-search algorithms** can also be analyzed in this way (O'Neill and Wright '23).

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Our approach

- Use **trust-region** algorithms, originally developed for nonconvex problems.
- Exploit their applicability to **manifold** optimization.

Main problem

$$\underset{\mathbf{x} \in \mathcal{M}}{\text{minimize}} f(\mathbf{x}),$$

- $f \in \mathcal{C}^2$ nonconvex
- \mathcal{M} Riemannian manifold ($\mathbb{C}^{n \times m}$, $\mathbb{R}^{n \times m}$, sphere, ...).

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Goal: Approximate stationary points

$$\|g(\mathbf{x}_k)\| \leq \epsilon_g \quad \text{and} \quad \lambda_{\min}(\mathcal{H}(\mathbf{x}_k)) \geq -\epsilon_H.$$

- $g(\cdot)$ Riemannian gradient.
- $\mathcal{H}(\cdot)$ Riemannian Hessian.

Definition (Goyens, R. '24)

$f : \mathbb{R}^n \rightarrow \mathbb{R}$ is $(\alpha, \beta, \gamma, \delta)$ -strict saddle if for any $\mathbf{x} \in \mathbb{R}^n$, one of these properties holds:

- 1 $\|g(\mathbf{x})\| \geq \alpha$;
- 2 $\lambda_{\min}(\mathcal{H}(\mathbf{x})) \leq -\beta$;
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$$\|\mathbf{x} - \mathbf{x}^*\| \leq \delta \quad \text{and} \quad \lambda_{\min}(\mathcal{H}(\mathbf{y})) \geq \gamma \quad \forall \mathbf{y}, \|\mathbf{y} - \mathbf{x}^*\| \leq 2\delta.$$

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Interpretation: 3 regions in the space

- 1 Large Riemannian gradient g .
- 2 Negative curvature for Riemannian Hessian \mathcal{H} .
- 3 Near minimum+geodesic strong convexity.

N.B. Already studied for special problem classes (Pumir et al '18, Sun et al '16-'18).

Trust region for $\min_{\mathbf{x} \in \mathcal{M}} f(\mathbf{x})$

Inputs: $\mathbf{x}_0 \in \mathcal{M}$, $\Delta_0 > 0$, $\eta > 0$.

For $k=0, 1, 2, \dots$

- 1 Define $m_k(\mathbf{x}_k + \mathbf{s}) := \langle \mathbf{g}(\mathbf{x}_k), \mathbf{s} \rangle + \frac{1}{2} \langle \mathbf{s}, \mathcal{H}(\mathbf{x}_k) \mathbf{s} \rangle$ and compute

$$\mathbf{s}_k \in \underset{\substack{\mathbf{s} \in \mathcal{T}_{\mathbf{x}_k}^{\mathcal{M}} \\ \|\mathbf{s}\| \leq \Delta_k}}{\operatorname{argmin}} m_k(\mathbf{x}_k + \mathbf{s}).$$

- 2 Define $\mathbf{x}_k^{\mathcal{M}}$ as the retraction of $\mathbf{x}_k + \mathbf{s}_k$ onto \mathcal{M} .
- 3 Compute $\rho_k = \frac{f(\mathbf{x}_k) - f(\mathbf{x}_k^{\mathcal{M}})}{m_k(\mathbf{x}_k) - m_k(\mathbf{x}_k^{\mathcal{M}})}$.
- 4 If $\rho_k \geq \eta$, set $\mathbf{x}_{k+1} = \mathbf{x}_k^{\mathcal{M}}$ and $\Delta_{k+1} = 2\Delta_k$.
- 5 Otherwise, set $\mathbf{x}_{k+1} = \mathbf{x}_k$ and $\Delta_{k+1} = 0.5\Delta_k$.

Complexity results for trust region

Goal: Compute \mathbf{x}_K such that $\|g(\mathbf{x}_K)\| \leq \epsilon_g$ and $\lambda_{\min}(\mathcal{H}(\mathbf{x}_K)) \geq -\epsilon_H$.

For general nonconvex f (Boumal et al '19)

$$K = \mathcal{O}(\max\{\epsilon_g^{-2}, \epsilon_H^{-3}\}).$$

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If f is $(\alpha, \beta, \gamma, \delta)$ -strict saddle, $K = K_f + K_\epsilon$, with

$$K_f = \mathcal{O}(\max\{\alpha^{-2}\beta^{-1}, \alpha^{-2}\gamma^{-1}, \beta^{-3}, \gamma^{-3}, \gamma^{-2}\delta^{-1}\})$$

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- log log dependency in ϵ_g (none on ϵ_H)!
- Complexity depends more on **landscape** parameters!

What we have so far

- Trust-region method with good complexity.
- Requires exact step computation.
- Agnostic to the function landscape.

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Moving further with inexactness

- Practical trust-region use inexact steps.
- Never store the Hessian matrix (“matrix-free”)!

Can we build an inexact variant that leverages the strict saddle property?

Trust-region subproblem

$$\underset{\mathbf{s} \in \mathcal{T}_{\mathbf{x}_k}^M}{\text{minimize}} \quad \langle \mathbf{g}(\mathbf{x}_k), \mathbf{s} \rangle + \frac{1}{2} \langle \mathbf{s}, \mathcal{H}(\mathbf{x}_k) \mathbf{s} \rangle \quad \text{s.t.} \quad \|\mathbf{s}\| \leq \Delta_k.$$

- Apply conjugate gradient (CG) to the linear system $\mathcal{H}(\mathbf{x}_k) \mathbf{s} = -\mathbf{g}(\mathbf{x}_k)$;
- Stop when residual $\|\mathcal{H}(\mathbf{x}_k) \mathbf{s} + \mathbf{g}(\mathbf{x}_k)\|$ is small enough or the $\|\mathbf{s}\| = \Delta_k$;
- For $\mathcal{H}(\mathbf{x}_k) \not\preceq 0$: if **negative curvature** is encountered, take a negative curvature step such that $\|\mathbf{s}\| = \Delta_k$.

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- For $\mathcal{H}(\mathbf{x}_k) \not\preceq 0$: if **negative curvature** is encountered, take a negative curvature step such that $\|\mathbf{s}\| = \Delta_k$.

Changes (for complexity)

- Add a cap on the number of CG iterations.
- Guarantee negative curvature detection.

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One step per strict saddle case

- 1 $\|g(\mathbf{x}_k)\| \geq \alpha$: Cheap gradient step (along $-g(\mathbf{x}_k)$).

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One step per strict saddle case

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- 2 Otherwise try the last case (CG should work fast!)
- 3 If CG does not work fast, then $\lambda_{\min}(\mathcal{H}(\mathbf{x}_k)) \leq -\beta$: Negative curvature step.

Our method: Capped conjugate gradient

Goal:

$$\min_{\mathbf{s} \in \mathcal{T}_{\mathbf{x}_k}^{\mathcal{M}}} \langle \mathbf{g}(\mathbf{x}_k), \mathbf{s} \rangle + \frac{1}{2} \langle \mathbf{s}, (\mathcal{H}(\mathbf{x}_k) + 2\gamma I) \mathbf{s} \rangle \quad \text{s.t.} \quad \|\mathbf{s}\| \leq \Delta.$$

Theorem (Curtis, Robinson, R., Wright '21)

Suppose that we run CG for at most $J^{CG} = \min\{n, \tilde{\mathcal{O}}(\gamma^{-1/2})\}$ iterations/Hessian-vector products. Then,

- Either we compute a good enough step using CG...
- ...or we find a negative curvature direction for H ...
- ...or we know that it exists and we can call a **minimum eigenvalue oracle** to find it.

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Strict saddle setting

Suppose that $\|\mathbf{g}(\mathbf{x}_k)\| \leq \alpha$ and run CG for J^{CG} iterations. Then,

- Either the step is accurate enough
- or **we know that** $\lambda_{\min}(\mathcal{H}(\mathbf{x}_k)) \leq -\beta I$ and we call a **minimum eigenvalue oracle** to find negative curvature.

Minimum eigenvalue oracle (MEO)

Given $\mathcal{H}(\mathbf{x}_k) \in \mathbb{R}^{n \times n}$, $\beta \in (0, 1)$, and $\xi \in (0, 1)$, output

- 1 A vector \mathbf{s} such that

$$\mathbf{s}^T \mathcal{H}(\mathbf{x}_k) \mathbf{s} \leq -\frac{\beta}{2} \|\mathbf{s}\|^2.$$

- 2 **OR** a certificate that $\mathcal{H}(\mathbf{x}_k) \succ -\beta I$, valid with probability $1 - \xi$.

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An example of MEO

Run CG on $\mathcal{H}(\mathbf{x}_k) \mathbf{s} = \mathbf{b}$, \mathbf{b} uniform on the unit sphere. produces output in $J^{MEO} = \min\{n, \tilde{O}(\beta^{-1/2})\}$ iterations/Hessian-vector products!

Landscape-aware algorithm for minimize $\mathbf{x} \in \mathcal{M} f(\mathbf{x})$

Inputs: $\mathbf{x}_0 \in \mathcal{M}$, $\Delta_0 > 0$, $\eta > 0$, α, β, γ .

For $k=0, 1, 2, \dots$

- 1 If $\|g(\mathbf{x}_k)\| \geq \alpha$, take a (cheap) gradient-type step:

$$\mathbf{s}_k = \underset{\substack{\mathbf{s} \in \mathcal{T}_{\mathbf{x}_k}^{\mathcal{M}} \\ \|\mathbf{s}\| \leq \Delta_k}}{\operatorname{argmin}} \langle g(\mathbf{x}_k), \mathbf{s} \rangle .$$

- 2 Otherwise, apply truncated CG to

$$\underset{\substack{\mathbf{s} \in \mathcal{T}_{\mathbf{x}_k}^{\mathcal{M}} \\ \|\mathbf{s}\| \leq \Delta_k}}{\operatorname{minimize}} \langle g(\mathbf{x}_k), \mathbf{s} \rangle + \frac{1}{2} \langle \mathbf{s}, \mathcal{H}(\mathbf{x}_k) \mathbf{s} \rangle + 2\gamma \|\mathbf{s}\|$$

If it terminates with \mathbf{s} , use $\mathbf{s}_k = \mathbf{s}$.

- 3 Otherwise, call MEO to find \mathbf{s}_k such that $\langle \mathbf{s}, \mathcal{H}(\mathbf{x}_k) \mathbf{s} \rangle \leq -\beta/2 \|\mathbf{s}\|^2$.
- 4 Define $\mathbf{x}_k^{\mathcal{M}}$ as the retraction of $\mathbf{x}_k + \mathbf{s}_k$ onto \mathcal{M} .
- 5 Update \mathbf{x}_{k+1} and Δ_{k+1} as before.

Goal: Compute \mathbf{x}_K such that $\|g(\mathbf{x}_K)\| \leq \epsilon_g$ and $\mathcal{H}(\mathbf{x}_K) \succeq -\epsilon_H I$.

Operation complexity (Goyens and R., '24)

The method reaches an (ϵ_g, ϵ_H) -point in

$$N_{\epsilon_g} = \tilde{\mathcal{O}} \left(\min \left\{ n, \max \{ \beta^{-1/2}, \gamma^{-1/2} \} \right\} \right) \\ \times \left(\max \{ \alpha^{-2} \beta^{-1}, \alpha^{-2} \gamma^{-1}, \beta^{-3}, \gamma^{-3}, \gamma^{-2} \delta^{-1} \} + \log \log [\mathcal{O}(\gamma \epsilon_g^{-1})] \right)$$

gradient/Hessian-vector products with probability $(1 - \xi)^{N_{\epsilon_g}}$.

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gradient/Hessian-vector products with probability $(1 - \xi)^{N_{\epsilon_g}}$.

- Probability holds for second-order guarantee;
- **Per-iteration cost** does not depend on ϵ_g !

Phase retrieval (Sun et al '18)

$$\underset{\mathbf{x} \in \mathbb{C}^n}{\text{minimize}} \frac{1}{2m} \sum_{i=1}^m (b_i^2 - |\mathbf{a}_i^* \mathbf{x}|^2)^2.$$

If $\{\mathbf{a}_i\}$ are Gaussian and $m = \mathcal{O}(n \log^3(n))$, the objective is $(\frac{c}{n \log(m)}, c, c, \frac{c}{n \log(m)})$ -strict saddle for some absolute constant $c > 0$.

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Complexity results

- Basic trust region:
 - $\mathcal{O}(\epsilon_g^{-3/2})$ iterations
 - $\tilde{\mathcal{O}}(\epsilon_g^{-7/4})$ operations.
- Using strict saddle:
 - $\mathcal{O}(n^2) + \log \log(\mathcal{O}(\epsilon_g^{-1}))$ iterations.
 - $\tilde{\mathcal{O}}(n^{5/2}) + \tilde{\mathcal{O}}(n^{1/2}) \log \log(\mathcal{O}(\epsilon_g^{-1}))$ operations.

- 1 From nonconvex to strict saddle functions
- 2 Algorithms for strict saddle problems
- 3 Conclusion and perspectives

Nonconvex problems can be (relatively) easy!

- Instances in data science have favorable landscape.
- No bad local minima, non-minima points easy to escape from.

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- Matrix completion, phase retrieval, etc, can be formulated as strict saddle optimization problems.
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Nonconvex algorithms are even better with strict saddle

- Trust-region methods are one example.
- Can design landscape-aware versions!

OSSOBUCCO

On Strict Saddle Optimization

- *Strict saddle* today: Good landscape.
- More broadly: Parametric class of functions.

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- Beyond our strict saddle definition, many variants.
- Goal: Review those structures and give examples.

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- A number of examples in the literature.
- A library (like CUTEst) would be useful!

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Complexity

- Fastest algorithms possible?
- Better complexity with strict saddle parameters?

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Merci !

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