

# Quadratic Optimization with Stochastic Recurrent Neural Networks

Gábor Jeney, János Levendovszky,  
Sándor Imre, László Pap

Department of Telecommunications  
Budapest University of Technology and Economics

## Outline

- Quadratic Optimization (QO) in general
- Recurrent Neural Networks (RNN)
- The Stochastic extension (SRNN)
  - Markovian description, the state transition probability matrix
  - Boltzmann Machine theory and its application for SRNN
  - Maximum probability at the global optimum if using logistic distribution

- Asymptotically one probability at the global optimum with logistic distribution
- Numerical results in MUD
- Conclusions and future works

## Quadratic Optimization

- Some kind of quadratic energy function

$$E[\mathbf{x}] = \mathbf{x}^H \mathbf{A} \mathbf{x} - \mathbf{b}^H \mathbf{x} - \mathbf{x}^H \mathbf{b},$$

- One wants to optimize the energy function over a finite set  $\mathcal{A}$   
( $\forall i, x_i \in \mathcal{A}$ ),

$$\mathbf{x}^{\text{opt}} = \arg \min_{\mathbf{x}: \forall i, x_i \in \mathcal{A}} \mathbf{x}^H \mathbf{A} \mathbf{x} - \mathbf{b}^H \mathbf{x} - \mathbf{x}^H \mathbf{b}.$$

- Typical examples: Travelling Salesman Problem (TSP),  $N$ -queen problem, Multi-User Detection (MUD).

## Conventional Recurrent Neural Networks

- The iteration equation is given as

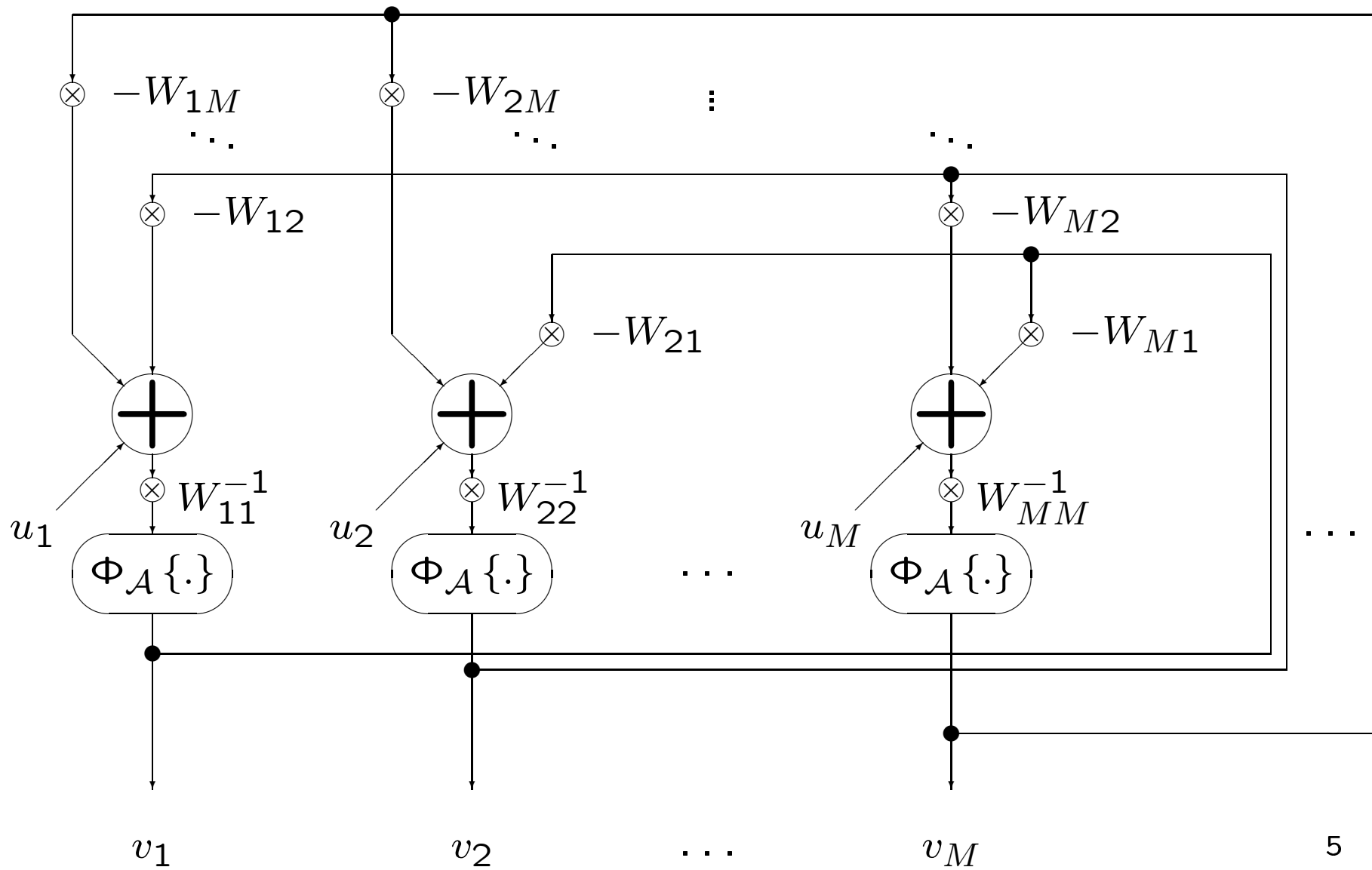
$$v_l[\ell + 1] = \Phi_{\mathcal{A}} \left\{ \frac{1}{W_{ll}} \left( u_l - \sum_{i=1}^{\ell-1} W_{li} v_i[\ell + 1] - \sum_{i=\ell+1}^M W_{li} v_i[\ell] \right) \right\}.$$

where

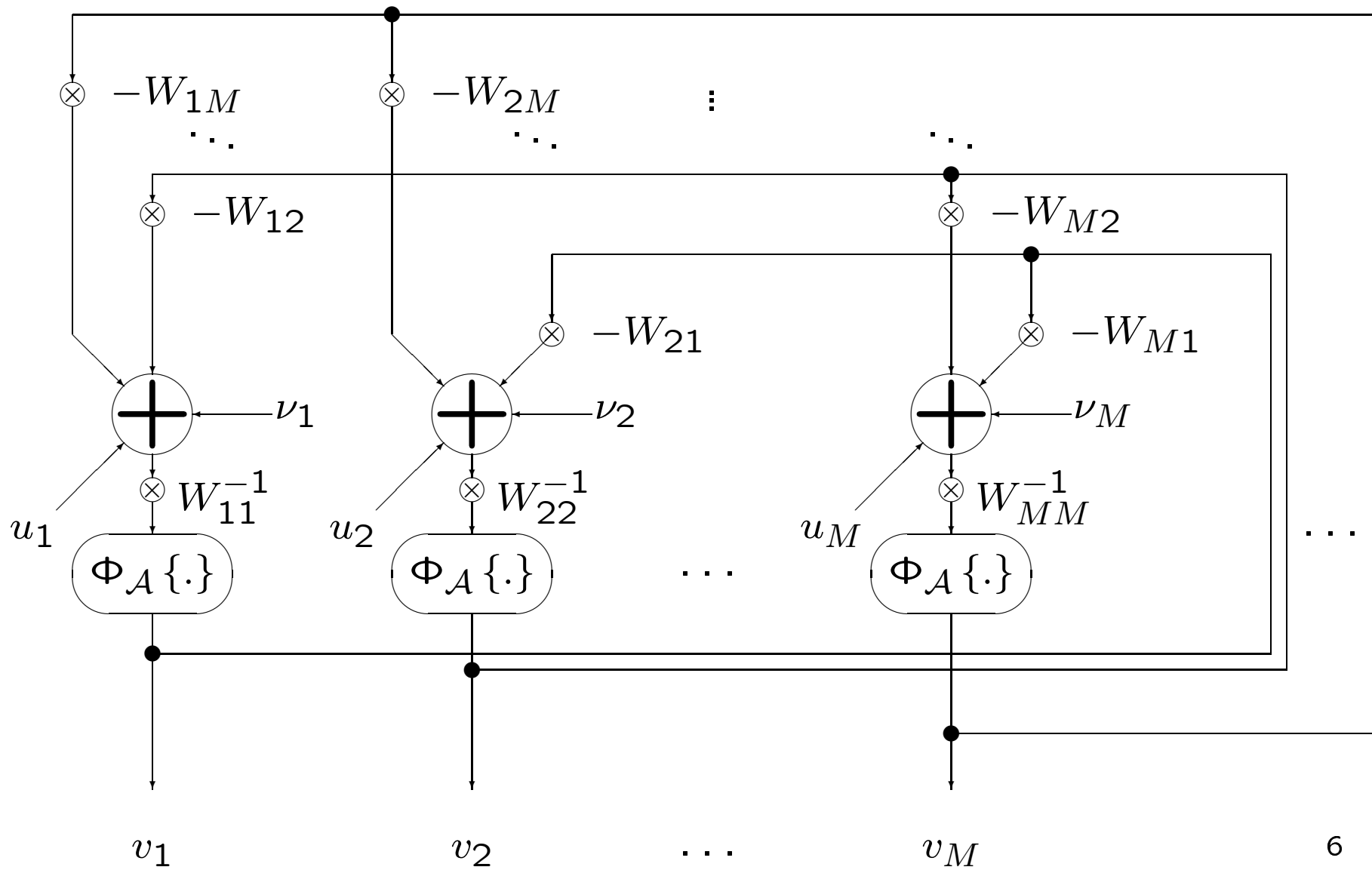
$$\Phi_{\mathcal{A}} \{x\} = \arg \min_{y \in \mathcal{A}} |x - y|.$$

- RNN locally minimizes its energy function

$$E[\mathbf{v}[\ell]] = (\mathbf{v}[\ell])^H \mathbf{W} (\mathbf{v}[\ell]) - \mathbf{u}^H (\mathbf{v}[\ell]) - (\mathbf{v}[\ell])^H \mathbf{u},$$



$\dots$



...

## Stochastic Recurrent Neural Network

- Only an additional noise inside

$$v_l[\ell + 1] = \Phi_{\mathcal{A}} \left\{ \frac{1}{W_{ll}} \left( u_l - \sum_{i=1}^{\ell-1} W_{li} v_i[\ell + 1] - \sum_{i=\ell+1}^M W_{li} v_i[\ell] \right) + \nu_l[\ell] \right\}. \quad (1)$$

- The noise is characterized by a distribution function  $F(z, \ell)$ , i. e.

$$\Pr \{ \text{Re} \{ \nu_l[\ell] \} \leq \text{Re} \{ z \} \cap \text{Im} \{ \nu_l[\ell] \} \leq \text{Im} \{ z \} \} = F(z, \ell),$$

which should be unbounded.

- Some simmetricity assumptions are also needed in the proofs.



## Markovian Description of SRNN

- State transition probabilities are defined as

$$P_{ij}[\ell] = \Pr \{ \mathbf{v}[\ell + 1] = \mathbf{v}^i \mid \mathbf{v}[\ell] = \mathbf{v}^j \},$$

where vector  $\mathbf{v}^i$  refers to a constant vector. In the same manner, the stationary probabilities ( $\mathbf{p}[\ell + 1] = \mathbf{P}[\ell] \mathbf{p}[\ell]$ )

$$p_i[\ell] = \Pr \{ \mathbf{v}[\ell] = \mathbf{v}^i \}.$$

- Since the network represents an aperiodic and irreducible Markov chain, the asymptotical state transition yields

$$\mathbf{p} = \mathbf{P} \mathbf{p},$$

## Derivation of the State Transition Matrix

- By brute force

$$P_{ij}[\ell] = \prod_{k=1}^M G[i, j, k, \ell],$$

where

$$G[i, j, k, \ell] = \Pr\{v_k[\ell + 1] = v_k^i \mid \mathbf{v}[\ell] = \mathbf{v}^j \cap v_1[\ell + 1] = v_1^i \\ \cap v_2[\ell + 1] = v_2^i \cap \dots \cap v_{k-1}[\ell + 1] = v_{k-1}^i\}.$$

- Following the state transition rule in (1) this might be computed.

## State Transition Matrices

- The binary case: with symmetric distribution ( $F(x, \ell) = 1 - F(-x, \ell)$ )

$$P_{ij}[\ell] = \prod_{k=1}^M F \left( \frac{v_k^i}{W_{kk}} \left( u_k - \sum_{l=1}^{k-1} W_{kl} v_l^i - \sum_{l=k+1}^M W_{kl} v_l^j \right), \ell \right)$$

- The QPSK case: with circle symmetric distribution  $dF(z, \ell) = dF(z \cdot e^{j\pi/2}, \ell)$

$$P_{ij}[\ell] = \prod_{k=1}^M F \left( \frac{(v_k^i)^* e^{j\pi/4}}{W_{kk}} \left( u_k - \sum_{l=1}^{k-1} W_{kl} v_l^i - \sum_{l=k+1}^M W_{kl} v_l^j \right), \ell \right).$$

## Global Optimization with Logistic Distribution

- The real logistic distribution function (for binary alphabet):

$$F^{\text{log}}(x, \gamma) = \frac{1}{1 + e^{-\gamma x}}, \quad (2)$$

where  $\gamma$  is a parameter inversely proportional to the deviation.

- The complex version (for QPSK alphabet):

$$F^{\text{log}}(z, \gamma) = \frac{1}{1 + e^{-\gamma \text{Re}\{z\}}} \cdot \frac{1}{1 + e^{-\gamma \text{Im}\{z\}}}$$

- The stationary distribution of Boltzmann Machines:

$$\Pr \left\{ \lim_{l \rightarrow \infty} \mathbf{v}[l] = \mathbf{v}^i \right\} = \frac{1}{Z} e^{-\frac{E[\mathbf{v}^i]}{T}}, \quad (3)$$

where

$$Z = \sum_{\mathbf{x} \in \mathcal{A}^M} e^{-\frac{E(\mathbf{x})}{T}},$$

and  $T$  is to model the effect of temperature.

- If one sets  $\gamma = 2^{\frac{10-|\mathcal{A}|}{4}} W_{ll}/T$ , and applies logistic distribution (2) the binary and the QPSK case yield (3).

## The Inhomogenous Case

- Thanks to the open parameter  $T$  the inhomogenous behaviour can be easily examined:

$$\Pr \{ \mathbf{v} = \mathbf{v}^i \} = \frac{e^{-\frac{E[\mathbf{v}^i]}{T}}}{\sum_{\mathbf{x} \in \mathcal{A}^M} e^{-\frac{E[\mathbf{x}]}{T}}}.$$

Dividing with the numerator

$$\Pr \{ \mathbf{v} = \mathbf{v}^i \} = \frac{1}{1 + \sum_{\mathbf{x} \in \mathcal{A}^M, \mathbf{x} \neq \mathbf{v}^i} e^{-\frac{1}{T}(E[\mathbf{x}] - E[\mathbf{v}^i])}}. \quad (4)$$

- if  $T$  tends to zero, it results in one probability at the optimum, since

$$\text{if } E[\mathbf{x}] < E[\mathbf{v}^i], \text{ then } \lim_{T \rightarrow 0} e^{-\frac{1}{T}(E[\mathbf{x}] - E[\mathbf{v}^i])} \rightarrow \infty$$

$$\text{if } E[\mathbf{x}] > E[\mathbf{v}^i], \text{ then } \lim_{T \rightarrow 0} e^{-\frac{1}{T}(E[\mathbf{x}] - E[\mathbf{v}^i])} \rightarrow 0$$

## Simulation Results

- The vector of received signal

$$\mathbf{y} = \mathbf{R} \mathbf{d} + \mathbf{n}, \quad (5)$$

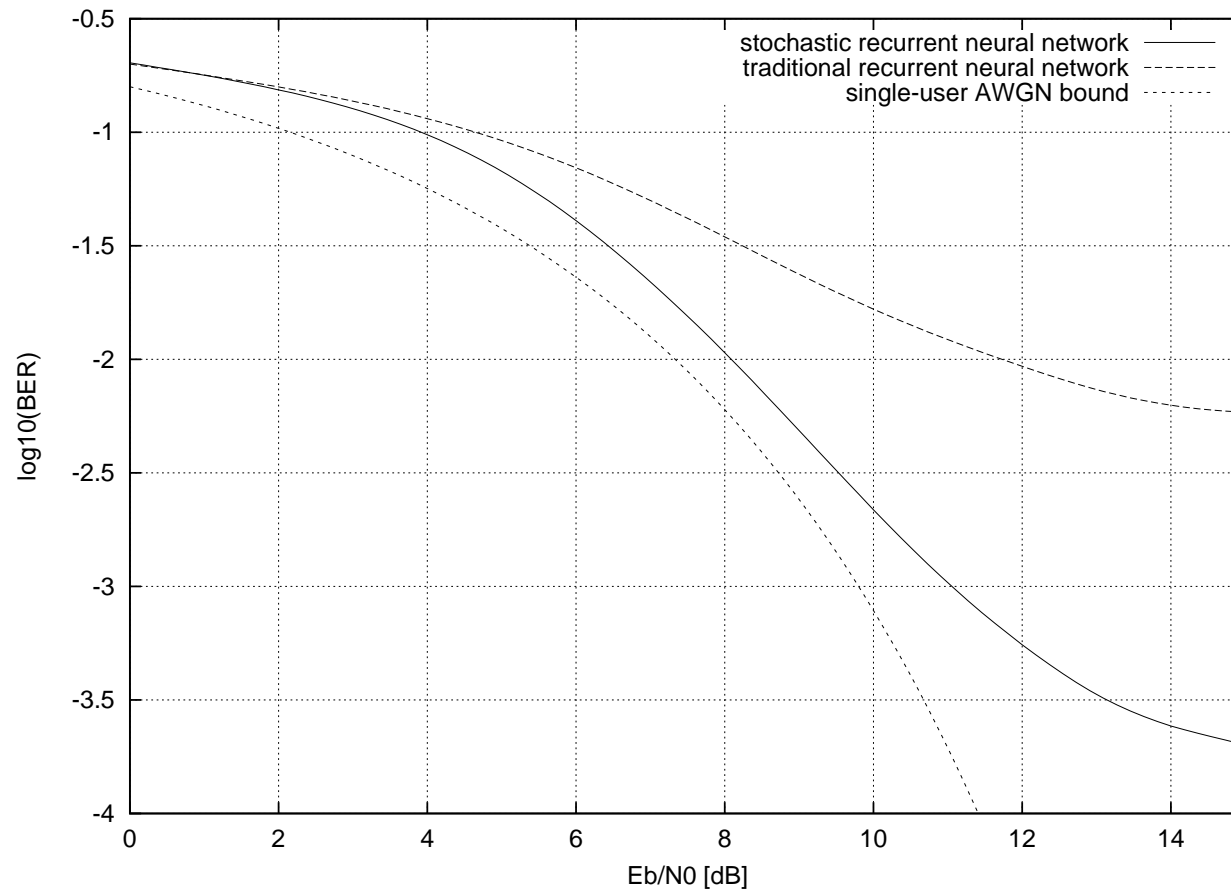
where  $\mathbf{R} = \mathbf{D}^\top \mathbf{D}$ , and  $\mathbf{n} = \mathbf{D}^\top \mathbf{n}^{\text{white}}$ .

- matrix  $\mathbf{D}$  is randomly filled with binary values ( $\pm 1$  random codes in AWGN channel with channel matched filtering)
- The optimal cooling schedule is not derived yet  $\ell = 1, 2, \dots, 1000$ :

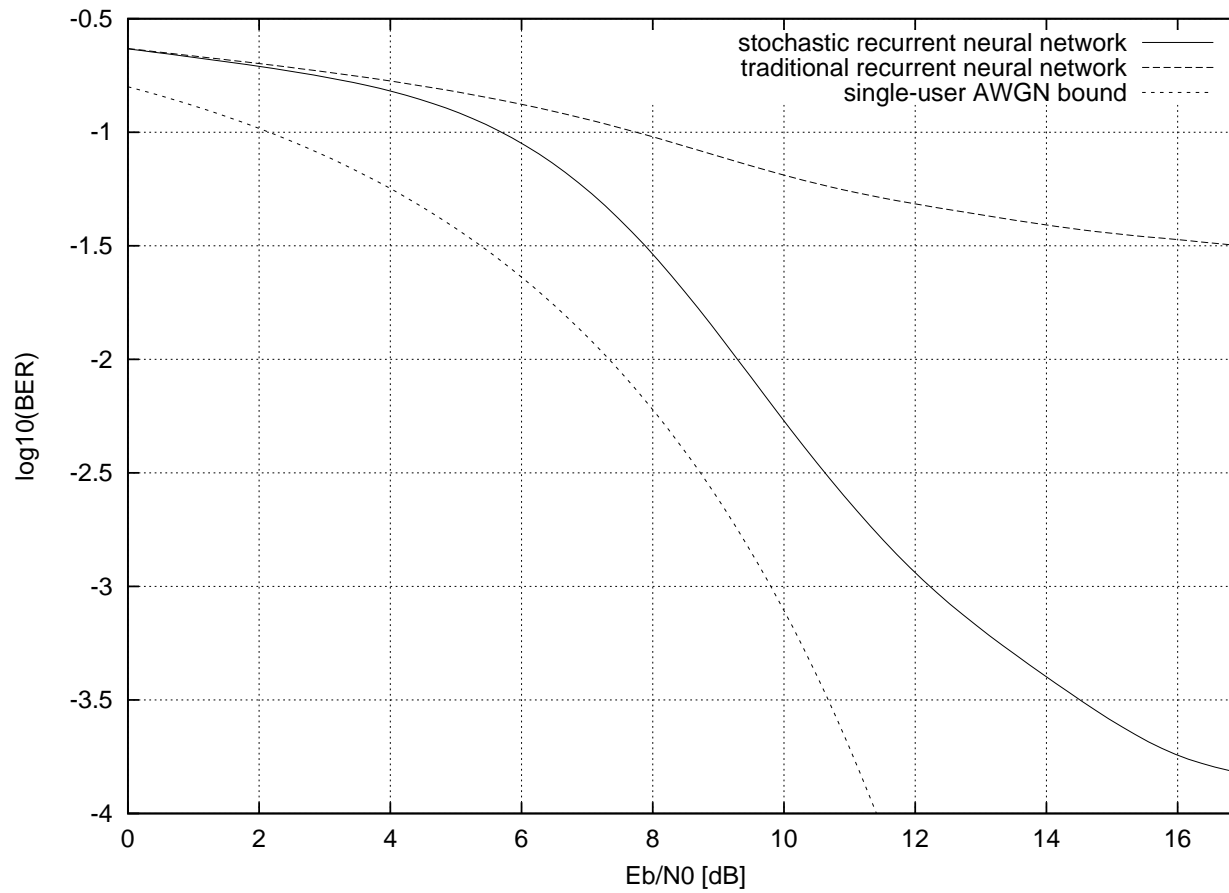
$$\gamma[\ell] = 0.01 \cdot \ell.$$



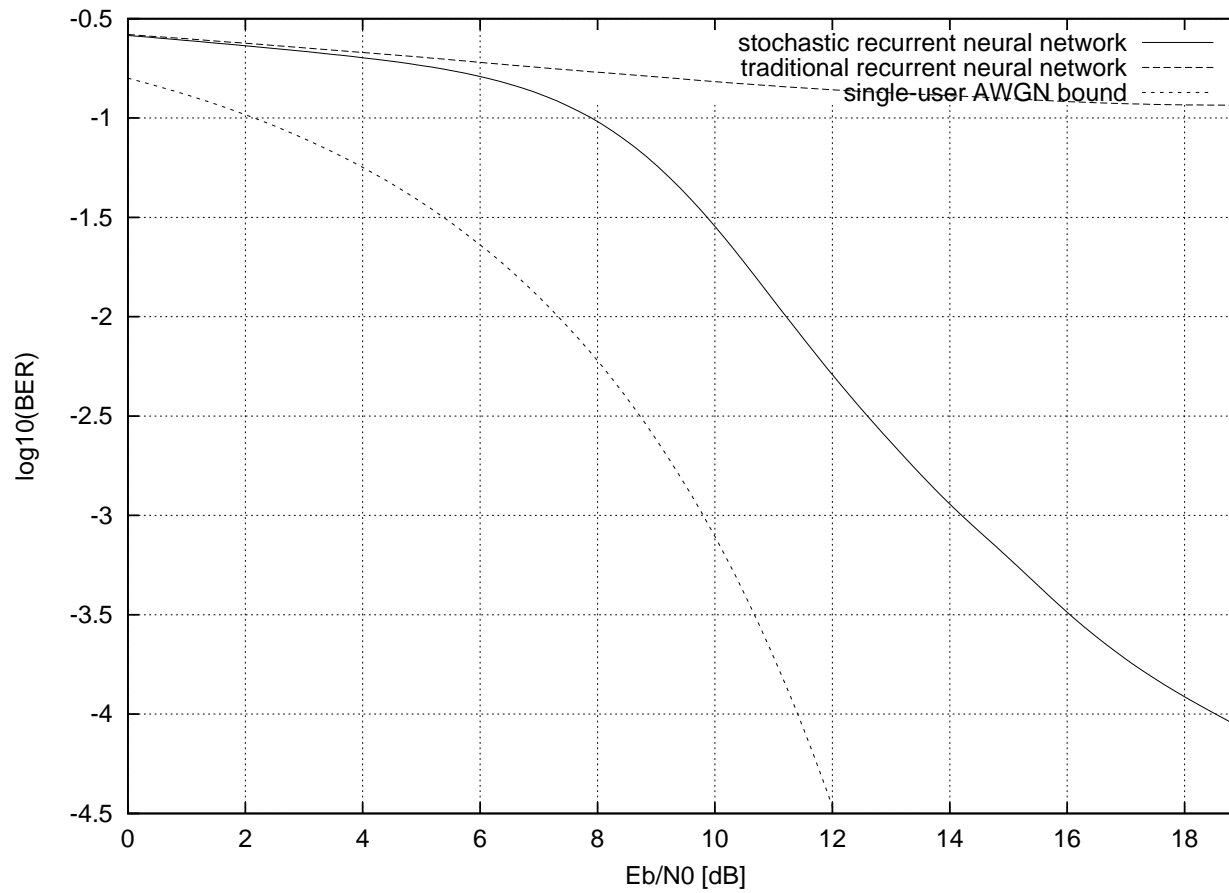
# Underloaded Communication System: 100 bit codes with 80 users



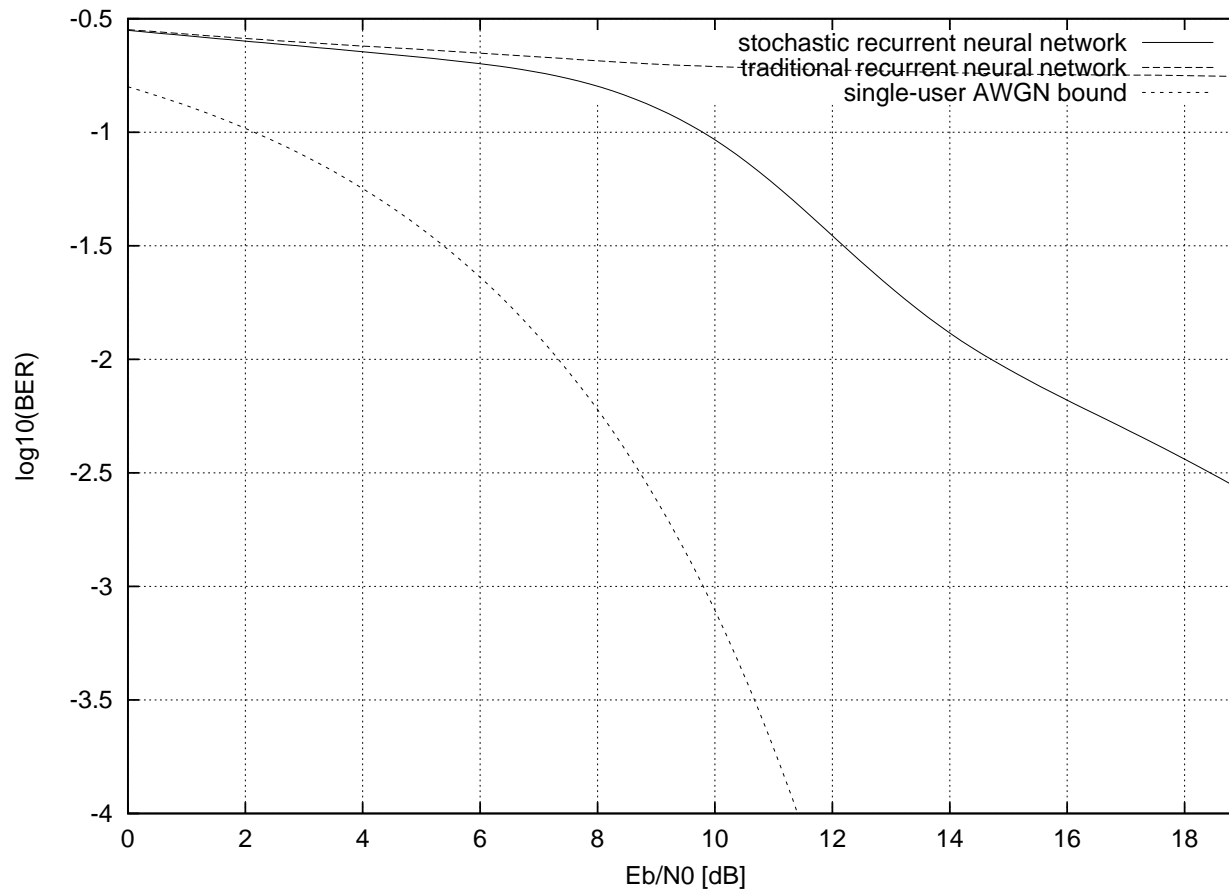
# Fully Loaded Communication System: 100 bit codes with 100 users



# Overloaded Communication System: 80 bit codes with 100 users



# Overloaded Communication System: 70 bit codes with 100 users



## Conclusions

- Discrete-time stochastic recurrent neural networks are shown to be modelled by Markov chains; the state transition probability matrix can be computed in the binary and QPSK case.
- When applying logistic distribution, the stationary probability yields maximum at the global optimum.
- In the inhomogenous case the optimum results in one probability asymptotically.

## Future Works

- The optimal cooling schedule (initial value, function, number of iterations)
- Extension of the proof to the continuous case
- Any comments are welcome (help me to finish my Ph. D!)