

Unconstrained Nonlinear Optimisation

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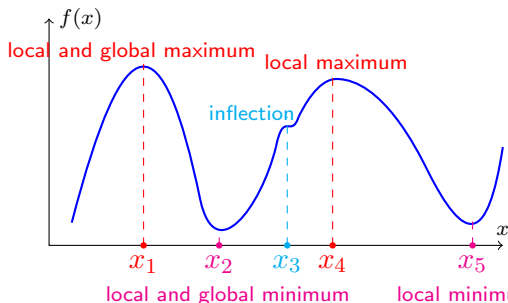
RECOMMENDED READING:



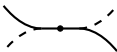
- W. H. Press et al., *Numerical Recipes: The Art of Scientific Computing*. Cambridge Univ. Press, 2007: Section 15.5
- L. R. Foulds: *Optimization Techniques: An Introduction*. Springer-Verlag, 1981: Chapters 7, 8

Extremum of a Function

- One of most important applied problems: to find maximum or minimum value of a function $f(\mathbf{x})$ under constraints $\mathbf{x} \in \mathbf{X}$
 - $f(\mathbf{x}) \equiv f(x_1, \dots, x_n)$ is a scalar function of n -dimensional vector argument
 - \mathbf{X} is a certain subset of n -dimensional vector space \mathbf{R}_n
- Unconstrained optimisation: if $\mathbf{X} = \mathbf{R}_n$

Function of one variable



- Minimum: $\frac{df(x)}{dx} = 0$; $\frac{d^2f(x)}{dx^2} > 0$

- Maximum: $\frac{df(x)}{dx} = 0$; $\frac{d^2f(x)}{dx^2} < 0$

- Inflection: $\frac{df(x)}{dx} = 0$; $\frac{d^2f(x)}{dx^2} = 0$


Functions of Many Variables $f(\mathbf{x})$

- Unconditional local extrema: in these points the **gradient** of f is equal to zero: $\nabla f(\mathbf{x}) = \left[\frac{\partial f(\mathbf{x})}{\partial x_1}, \dots, \frac{\partial f(\mathbf{x})}{\partial x_n} \right]^T = \mathbf{0}$
- Whether it is a maximum or a minimum, depends on the matrix of the second derivatives (or **Hessian** of f):

$$\mathbf{H}(\mathbf{x}) = \begin{bmatrix} \frac{\partial^2 f(\mathbf{x})}{\partial x_1^2} & \frac{\partial^2 f(\mathbf{x})}{\partial x_1 \partial x_2} & \cdots & \frac{\partial^2 f(\mathbf{x})}{\partial x_1 \partial x_n} \\ \frac{\partial^2 f(\mathbf{x})}{\partial x_2 \partial x_1} & \frac{\partial^2 f(\mathbf{x})}{\partial x_2^2} & \cdots & \frac{\partial^2 f(\mathbf{x})}{\partial x_2 \partial x_n} \\ \vdots & \vdots & \ddots & \vdots \\ \frac{\partial^2 f(\mathbf{x})}{\partial x_n \partial x_1} & \frac{\partial^2 f(\mathbf{x})}{\partial x_n \partial x_2} & \cdots & \frac{\partial^2 f(\mathbf{x})}{\partial x_n^2} \end{bmatrix}$$

- **Local minimum**: if the Hessian is positive definite (the quadratic form $\mathbf{e}^T \mathbf{H}(\mathbf{x}) \mathbf{e} > 0$ for any $\mathbf{e} \neq \mathbf{0}$)
- **Local maximum**: if the Hessian is negative definite (the quadratic form $\mathbf{e}^T \mathbf{H}(\mathbf{x}) \mathbf{e} < 0$ for any $\mathbf{e} \neq \mathbf{0}$)

Quadratic Function $f(\mathbf{x}) = \mathbf{a}^\top \mathbf{x} + \frac{1}{2} \mathbf{x}^\top \mathbf{H} \mathbf{x}$ of n Variables

$$\begin{aligned}
 f(\mathbf{x}) &= a_1 x_1 + \dots + a_n x_n + \frac{1}{2} \left(H_{11} x_1^2 + \tilde{H}_{12} x_1 x_2 + \dots + \tilde{H}_{1n} x_1 x_n \right. \\
 &\quad \left. + \tilde{H}_{21} x_2 x_1 + H_{22} x_2^2 + \dots + \tilde{H}_{2n} x_2 x_n \right. \\
 &\quad \left. \dots + \tilde{H}_{n1} x_n x_1 + \tilde{H}_{n2} x_n x_2 + \dots + H_{nn} x_n^2 \right) \\
 &= \sum_{i=1}^n \left(a_i x_i + \frac{H_{ii}}{2} x_i^2 + \sum_{j=i+1}^n H_{ij} x_i x_j \right) \quad \text{where } H_{ij} = H_{ji} = \frac{\tilde{H}_{ij} + \tilde{H}_{ji}}{2}
 \end{aligned}$$

- Gradient $\nabla f(\mathbf{x}) = \mathbf{a} + \mathbf{H}\mathbf{x}$:

$$\begin{bmatrix} \frac{\partial f}{\partial x_1} \\ \vdots \\ \frac{\partial f}{\partial x_n} \end{bmatrix} = \begin{bmatrix} a_1 \\ \vdots \\ a_n \end{bmatrix} + \begin{bmatrix} H_{11} & H_{12} & \dots & H_{1n} \\ \vdots & \vdots & \ddots & \vdots \\ H_{n1} & H_{n2} & \dots & H_{nn} \end{bmatrix} \begin{bmatrix} x_1 \\ \vdots \\ x_n \end{bmatrix}$$

- Hessian $\frac{\partial \nabla f(\mathbf{x})}{\partial \mathbf{x}} \equiv \left[\frac{\partial^2 f}{\partial x_i \partial x_j} \right]_{i,j=1}^n \equiv [H_{ij}]_{i,j=1}^n \equiv \mathbf{H}$

Useful Definitions of a Positive Definite Matrix

Symmetric $n \times n$ matrix \mathbf{A} is positive definite if one of the following definitions holds:

- 1 All eigenvalues of \mathbf{A} are positive (> 0)
- 2 Choleski decomposition $\mathbf{A} = \mathbf{L}\mathbf{L}^T$ exists
 - Here, \mathbf{L} is a lower triangular matrix with $l_{ii} > 0$
- 3 Decomposition $\mathbf{A} = \mathbf{L}\mathbf{D}\mathbf{L}^T$ exists
 - Here, \mathbf{L} is a lower triangular matrix with $l_{ii} = 1$
 - \mathbf{D} is a diagonal matrix with $d_i > 0$
- 4 All positive pivots (> 0) in Gaussian elimination without pivoting

General conditions 2 or 3 are the most efficient as well as ensure easy solutions to linear systems with coefficients \mathbf{A}

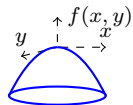
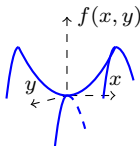
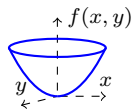
Extrema of $f(x, y) = ax^2 + by^2$; $a \neq 0$; $b \neq 0$

Gradient $\nabla f(x, y) = 0 \Rightarrow \frac{\partial f(x, y)}{\partial x} = 2ax = 0$; $\frac{\partial f(x, y)}{\partial y} = 2by = 0$

\Rightarrow Single extremum at the point $[0, 0]^T$

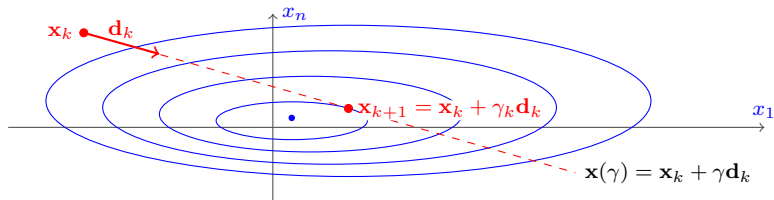
$$\text{Hessian } \mathbf{H} = \begin{bmatrix} 2a & 0 \\ 0 & 2b \end{bmatrix}$$

- Function $f(x, y)$ has the minimum in $[0, 0]^T$ if $a > 0$ and $b > 0$: **an elliptic paraboloid** (the Sylvester's criterion: $2a > 0$ and $4ab > 0$)
- If $a > 0$; $b < 0$ or $a < 0$; $b > 0$, there is no extremum: **a hyperbolic paraboloid** with a saddle point $[0, 0]^T$ (the Sylvester's criterion: $2a > 0$ and $4ab < 0$ or $2a < 0$ and $4ab < 0$)
- Function $f(x, y)$ has the maximum in $[0, 0]^T$ if $a < 0$ and $b < 0$: **an elliptic paraboloid** (the Sylvester's criterion: $2a < 0$ and $4ab > 0$)



Line Search for a Maximal Point

Find a maximiser of $f(\mathbf{x})$ along a direction \mathbf{d}_k from a point \mathbf{x}_k



It is used repeatedly in many multivariate search methods

Univariate unimodal functions $u(x)$: properties of the maximiser $x^* = \arg \max_x u(x)$

- If $x_0 < x_1 < x^*$ or $x_0 > x_1 > x^*$, then $u(x_0) < u(x_1) < u(x^*)$
- If $a \leq x^* \leq b$ and $a \leq x_1 < x_2 < b$ or $a < x_1 < x_2 \leq b$, then

$u(x_1) < u(x_2) \Rightarrow x_1 < x^* \leq b$	}	thus, the search interval $a \leq x^* \leq b$ is reduced
$u(x_1) = u(x_2) \Rightarrow x_1 < x^* < x_2$		
$u(x_1) > u(x_2) \Rightarrow a \leq x^* < x_2$		

Golden Section Search

- At each step, reduce an interval $[a_0, b_0]$; $a_0 \leq x^* \leq b_0$, with the maximiser x^* of a unimodal function $u(x)$ by computing symmetric internal points (below: $\tau = (1 + \sqrt{5})/2$ is the Greek **golden section** ratio)

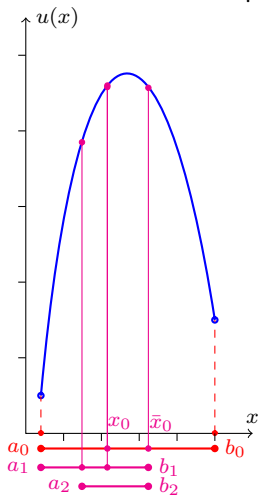
$$\begin{cases} x_i = a_i + (b_i - a_i)(2 - \tau) \approx a_i + 0.382(b_i - a_1); & i = 0, 1, 2, \dots \\ \bar{x}_i = a_i + (b_i - a_i)(\tau - 1) \approx a_i + 0.618(b_i - a_i); & i = 0, 1, 2, \dots \end{cases}$$

and evaluating $u(x_i)$ and $u(\bar{x}_i)$:

- If $u(x_i) > u(\bar{x}_i)$, then set $a_{i+1} \leftarrow a_i$ and $b_{i+1} \leftarrow \bar{x}_i$
 - If $u(x_i) < u(\bar{x}_i)$, then set $a_{i+1} \leftarrow x_i$ and $b_{i+1} \leftarrow b_i$
 - If $u(x_i) = u(\bar{x}_i)$, then set $a_0 \leftarrow x_i$; $b_0 \leftarrow \bar{x}_i$, and start the search again from this new interval $[a_0, b_0]$ and $i = 0$
- Proceed until the interval $[a_0, b_0]$ is sufficiently small, or the next point is within the resolution distance of the last point

Golden Section and Fibonacci Search

Golden section search: an example



- Golden section search is less efficient than the **Fibonacci search**: for $i = 1, 2, \dots, n - 1$,

$$x_i = a_i + (b_i - a_i)F_{n-i}/F_{n+2-i}$$

$$\bar{x}_i = a_i + (b_i - a_i)F_{n+1-i}/F_{n+2-i}$$

where F_k is the Fibonacci number: $F_0 = 0$;
 $F_1 = 1$; $F_k = F_{k-1} + F_{k-2}$, $k = 2, 3, \dots$

- Fibonacci search minimises the maximal interval of uncertainty about the maximiser x^* (in that sense it is optimal)
- But the number of points n to be evaluated in the Fibonacci search has to be prescribed
- Search for the root x^* of the first derivative, $\frac{du}{dx}(x^*) = 0$, be it available, is even more efficient

Gradient Search

- Gradient vector

$$\nabla f(\mathbf{x}) = \left[\frac{\partial f}{\partial x_1}, \frac{\partial f}{\partial x_2}, \dots, \frac{\partial f}{\partial x_n} \right]^T$$

is directed to the greatest slope of the function f at any point

- Gradient methods for seeking a maximum (minimum) for f :
 - Evaluate the gradient at an initial point
 - Move along the gradient direction for a computable distance
 - Repeat this process until the maximum (minimum) is found
- If exact partial derivatives are unknown then gradients may be numerically approximated
 - But approximation errors can make the methods less attractive

Basic Gradient Method

Gradient maximisation: the steepest ascent

- Select an initial point \mathbf{x}_0 and compute $\nabla f(\mathbf{x})$ at \mathbf{x}_0
- Draw a line $\mathbf{x}_0 + t\nabla f(\mathbf{x}_0)$ through \mathbf{x}_0 in the gradient direction
- Select the point \mathbf{x}_1 on this line yielding the greatest value for f of all points on the line:

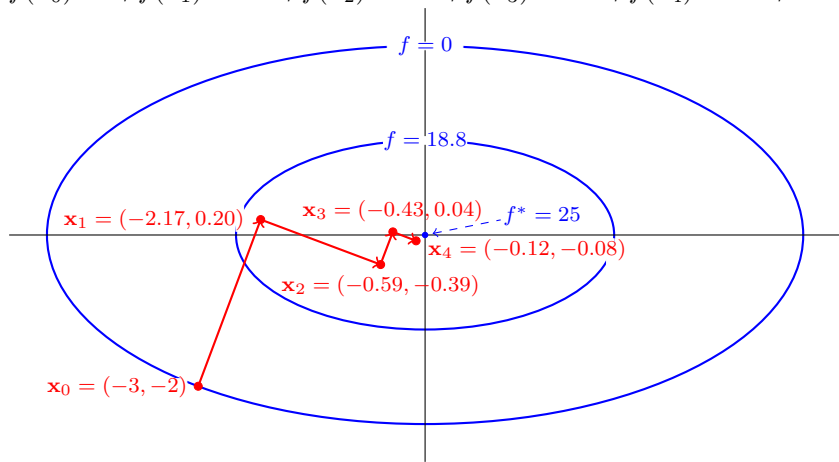
$$f(\mathbf{x}_1) = \max_{t \in (-\infty, \infty)} \{f(\mathbf{x} : \mathbf{x} = \mathbf{x}_0 + t\nabla f(\mathbf{x}_0))\}$$

Search for the best point for f along the line:

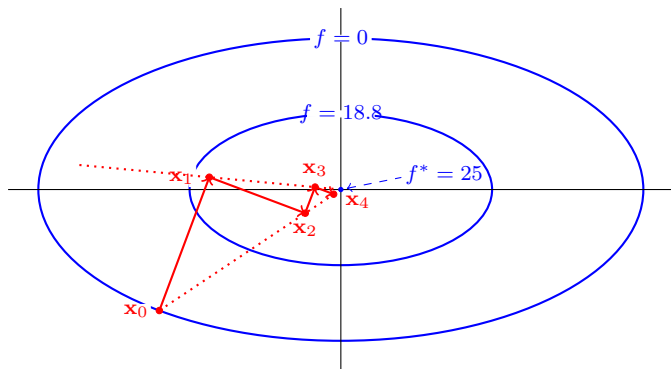
- If computable derivatives and well-behaving f then:
 - Substitute $\mathbf{x}_0 + t\nabla f(\mathbf{x}_0)$ into the equation for f ,
 - Differentiate with respect to t , and
 - Set the derivative equal to zero to find t
- Else: any one-dimensional [line search](#)

Gradient Maximisation: An Example

$f(\mathbf{x}) \equiv f(x, y) = 25 - x^2 - 4y^2$; $\nabla f(\mathbf{x}) = (-2x, -8y)$; $\mathbf{x}_0 = (-3, -2)$:
 $f(\mathbf{x}_0) = 0$; $f(\mathbf{x}_1) = 20.1$; $f(\mathbf{x}_2) = 24.0$; $f(\mathbf{x}_3) = 24.8$; $f(\mathbf{x}_4) = 24.9$; ...



Accelerated Gradient Search



- Once $i > 2$, \mathbf{x}_i for i odd is found by gradient search from \mathbf{x}_{i-1} , and \mathbf{x}_{i+1} is found by an **accelerated step** by maximising over the line through \mathbf{x}_i and \mathbf{x}_{i-2}
- Global maximum of a negative definite quadratic function of n variables is provably found after $2n - 1$ steps of this procedure

Conjugate Directions

- Producing a sequence of points $\mathbf{x}_0, \mathbf{x}_1, \dots$, such that each point improves values in maximising a quadratic function $f(\mathbf{x}) = \mathbf{a}^T + \frac{1}{2}\mathbf{x}^T\mathbf{H}\mathbf{x}$
- All directions \mathbf{d}_i of search obey the relationship: $\mathbf{d}_i^T\mathbf{H}\mathbf{d}_j = 0$ for all $i, j, i \neq j$

General method of conjugate directions

- Choose \mathbf{x}_0 near an optimal point or randomly
- Carry out a one-dimensional search in the first conjugate direction \mathbf{d}_1 to find a new point \mathbf{x}_1
- For $i = 2, \dots, n$, search for a new point \mathbf{x}_i along the next conjugate direction \mathbf{d}_i such that $\mathbf{d}_j^T\mathbf{H}\mathbf{d}_k = 0; j, k \leq i, j < k$
- The maximum is located in at most n steps

Conjugate Gradients

Each new conjugate direction – from the gradient at the point concerned

Conjugate gradient method for maximising $f(\mathbf{x})$

- Choose a starting point \mathbf{x}_0
- Carry out a one-dimensional search in the gradient direction $\mathbf{d}_1 = \nabla f(\mathbf{x}_0)$ to find the maximum point \mathbf{x}_1
- For $i = 2, \dots, n$, form \mathbf{d}_i from $\nabla f(\mathbf{x}_i)$ to be conjugate to \mathbf{d}_{i-1} :
 $\mathbf{d}_i = \nabla f(\mathbf{x}_i) + \gamma_{i-1} \mathbf{d}_{i-1}$ and $\mathbf{d}_i^T \mathbf{H} \mathbf{d}_{i-1} = 0$

$$\Rightarrow \mathbf{d}_i = \nabla f(\mathbf{x}_i) - \left(\frac{(\nabla f(\mathbf{x}_i))^T \mathbf{H} \mathbf{d}_{i-1}}{\mathbf{d}_{i-1}^T \mathbf{H} \mathbf{d}_{i-1}} \right) \mathbf{d}_{i-1}$$

- Can be proven by induction: all \mathbf{d}_i are mutually conjugate
- In actual implementation the directions \mathbf{d}_i can be computed by a simple recurrence relation, and only a few vectors and no matrices need be stored

Direct Search Methods

- If both the gradient and Hessian of $f(\mathbf{x})$ are too complicated to compute but f can be evaluated at any point $\mathbf{x} \in \mathbb{R}_n$

Pattern search of K. Hooke and T. A. Jeeves

- For $i = 1, \dots, n$ sequentially:
 - If $f(x_1, \dots, x_i + \varepsilon_i, \dots, x_n) > f(x_1, \dots, x_i, \dots, x_n)$, replace $x_i \leftarrow x_i + \varepsilon$
 - Else if $f(x_1, \dots, x_i - \varepsilon_i, \dots, x_n) > f(x_1, \dots, x_i, \dots, x_n)$, replace $x_i \leftarrow x_i - \varepsilon$
- Repeat this cycle of perturbations until no perturbations about \mathbf{x}_j bring about an improvement
- Halve the pre-defined perturbation sizes ε_i and repeat the process while the next point brings an improvement over \mathbf{x}_j

Sectioning

One-at-a-time search, or sectioning, from an initial point \mathbf{x}_0

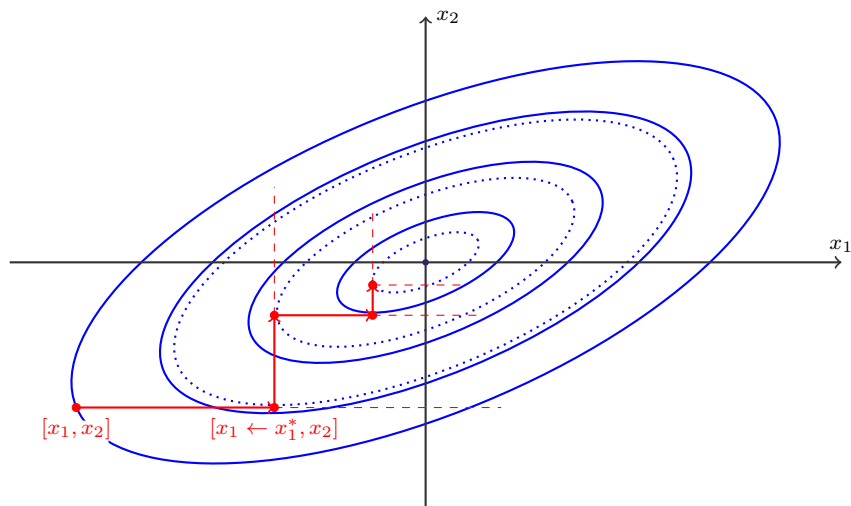
- For $i = 1, \dots, n$ sequentially, search for the maximum in the direction of the variable x_i by one of the one-dimensional search methods and replace x_i by the maximiser x_i^* : $x_i \leftarrow x_i^*$
- Repeat this cycle of one-dimensional searches until the steps $x_i - x_i^*$; $i = 1, \dots, n$ become less than a given threshold

Convergence rate is usually too slow and the search may halt far from the optimum

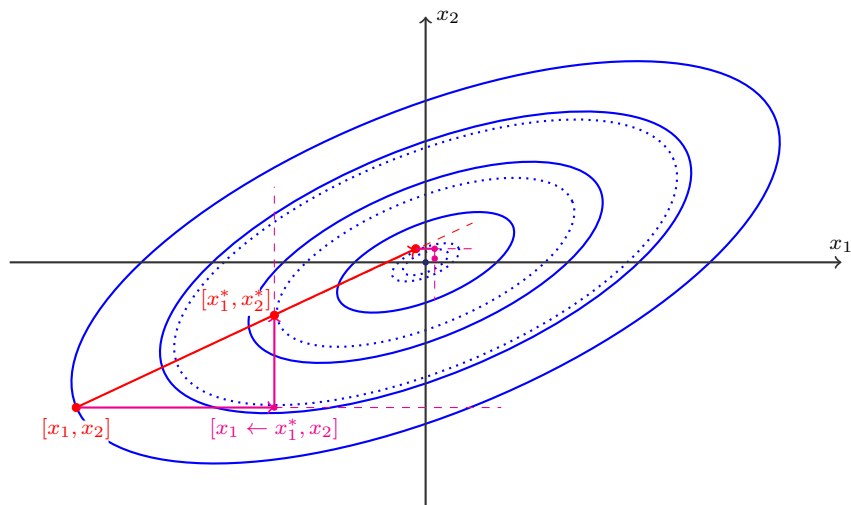
Accelerated search of H. H. Rosenbrock

- Use one-at-a-time search from \mathbf{x}_0 to find the next point \mathbf{x}_1^* and the direction $\boldsymbol{\delta}$ with components $\delta_i = x_{1:i}^* - x_{0:i}$
- Search for the maximum in the direction $\boldsymbol{\delta}$ and replace \mathbf{x}_0 by the maximiser \mathbf{x}_1 found
- Repeat this cycle until \mathbf{x}_t and \mathbf{x}_{t-1} are closer than a threshold

One-at-a-time Search: An Example



Rosenbrock's Search: An Example



Search Method of M. J. D. Powell

- Similar to the method of conjugate gradients, except that derivatives are not required
- Similar to the Rosenbrock's method, except that each search is carried out along a conjugate direction
 - Directions $\mathbf{d}_1, \dots, \mathbf{d}_n$ become conjugate w.r.t. an approximation of the Hessian matrix

If \mathbf{x}_0 is the initial estimate of the maximiser of $f(\mathbf{x})$ then

- 1 Set the search directions be equal to the coordinate directions
- 2 For $i = 1, \dots, n$ sequentially find the maximiser \mathbf{x}_i of f in the the direction \mathbf{d}_i from \mathbf{x}_{i-1}
- 3 Let $\mathbf{d}_i \leftarrow \mathbf{d}_{i+1}$ for $i = 1, \dots, n - 1$ and $\mathbf{d}_n = \mathbf{x}_n - \mathbf{x}_0$
- 4 Set \mathbf{x}_0 be equal to the maximiser of f in the \mathbf{d}_n direction from \mathbf{x}_n
- 5 Return to 2 unless some termination criterion is met