

18-660: Numerical Methods for Engineering Design and Optimization

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Overview

- Unconstrained Optimization
 - ▼ Golden section search
 - ▼ Downhill simplex method

Unconstrained Optimization

■ Linear regression with regularization

$$A\alpha = B \quad \Rightarrow \quad \min_{\alpha} \|A\alpha - B\|_2^2 + \lambda \cdot \|\alpha\|_1$$

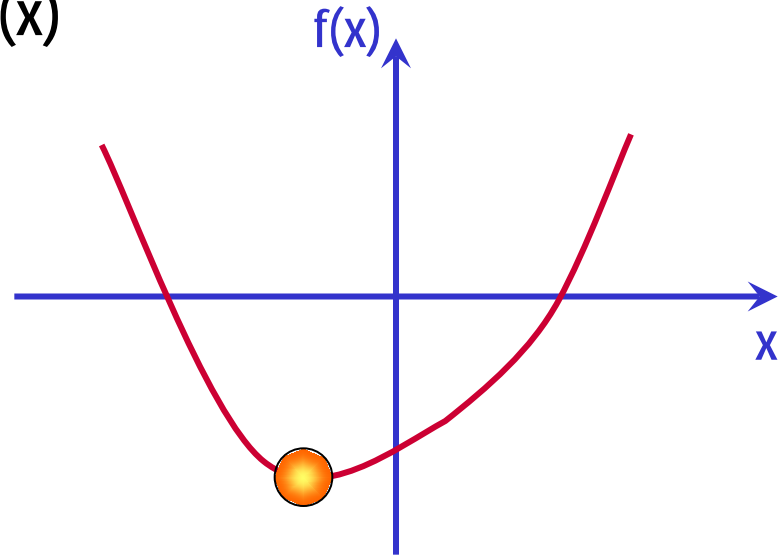
■ Unconstrained optimization: minimizing a cost function without any constraint

- ▼ Golden section search
 - ▼ Downhill simplex method
 - ▼ Gradient method
 - ▼ Newton method
- } → Non-derivative method (this lecture)
- } → Rely on derivatives

Golden Section Search

- Problem definition: find the optimum x that minimizes a one-dimensional cost function $f(x)$

$$\min_x f(x)$$



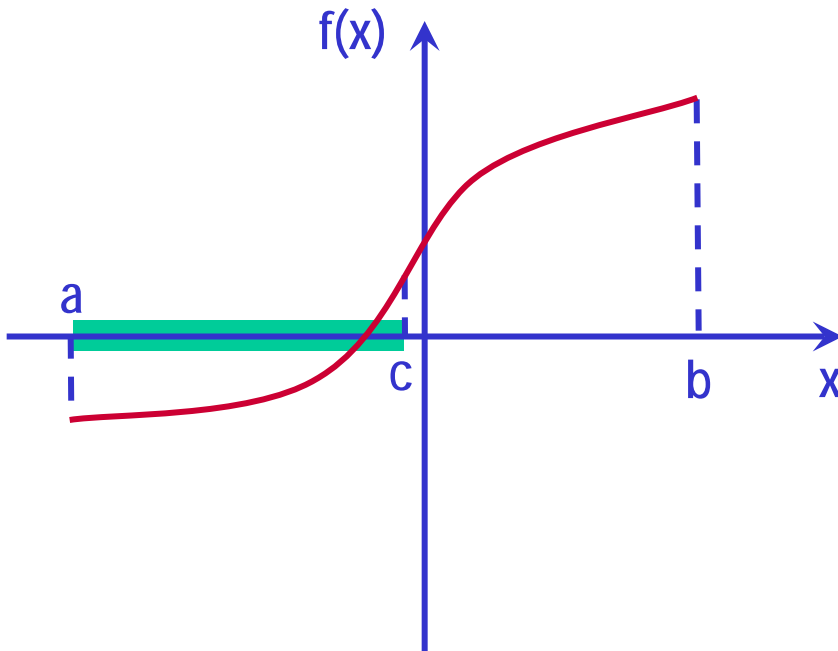
- Key idea

- ▼ Assume that the optimum x is within an interval $[a, b]$
- ▼ Iteratively shrink $[a, b]$ to find the solution x

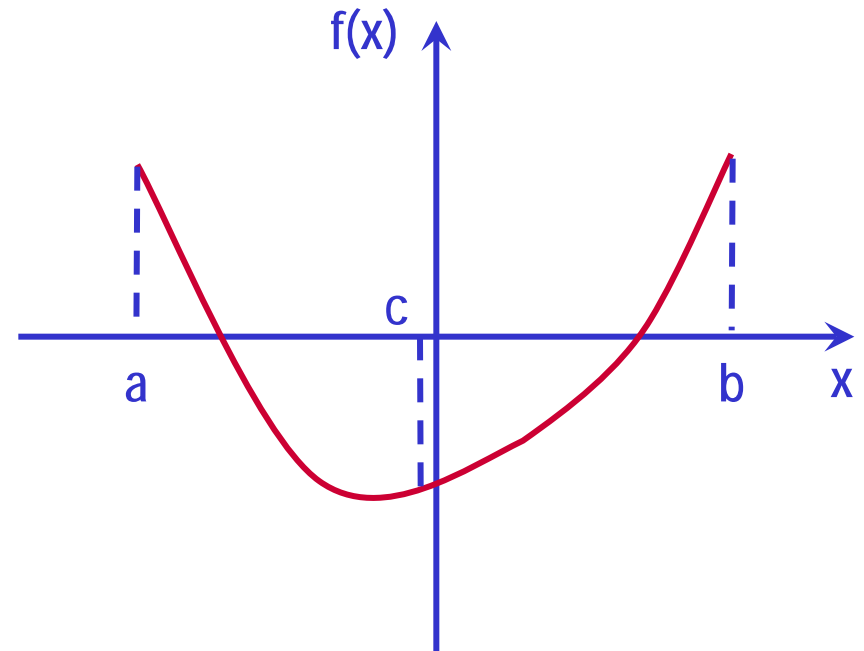
Similar (but not identical) to binary search

Golden Section Search

- It is not trivial to determine the interval that contains optimal solution x



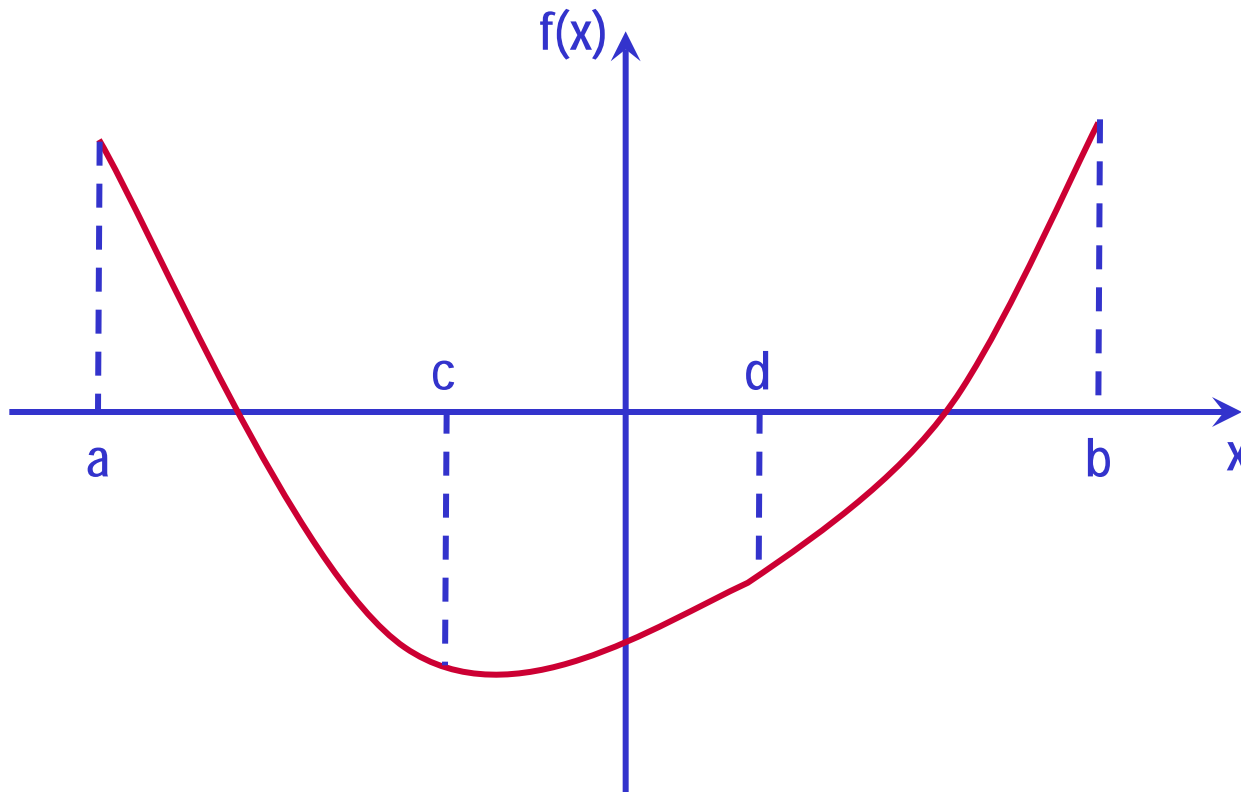
Binary search: $f(x) = 0$



Golden section search:
minimize $f(x)$

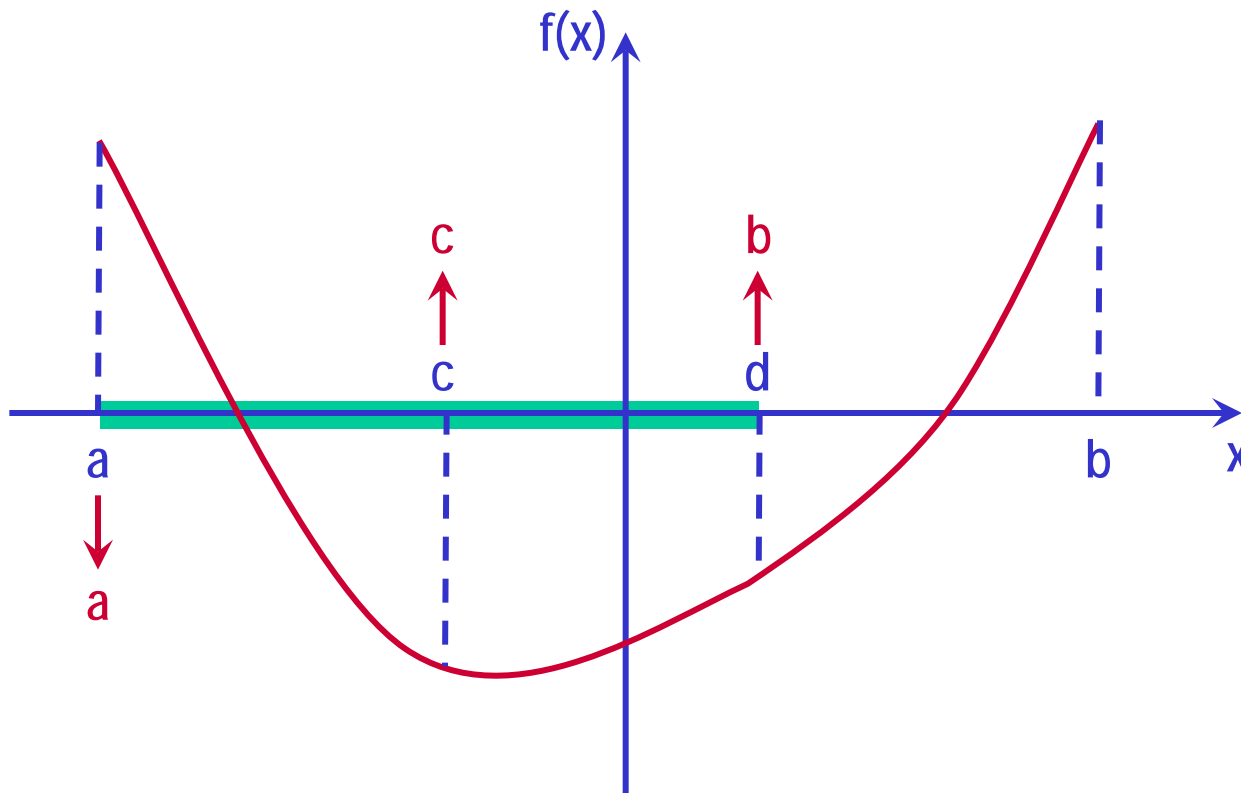
Golden Section Search

- Require a triplet (a, b, c) to decide the appropriate interval
 - ▼ Start from (a, b, c) : $f(c) < f(a)$ and $f(c) < f(b)$
 - ▼ Add one extra point d



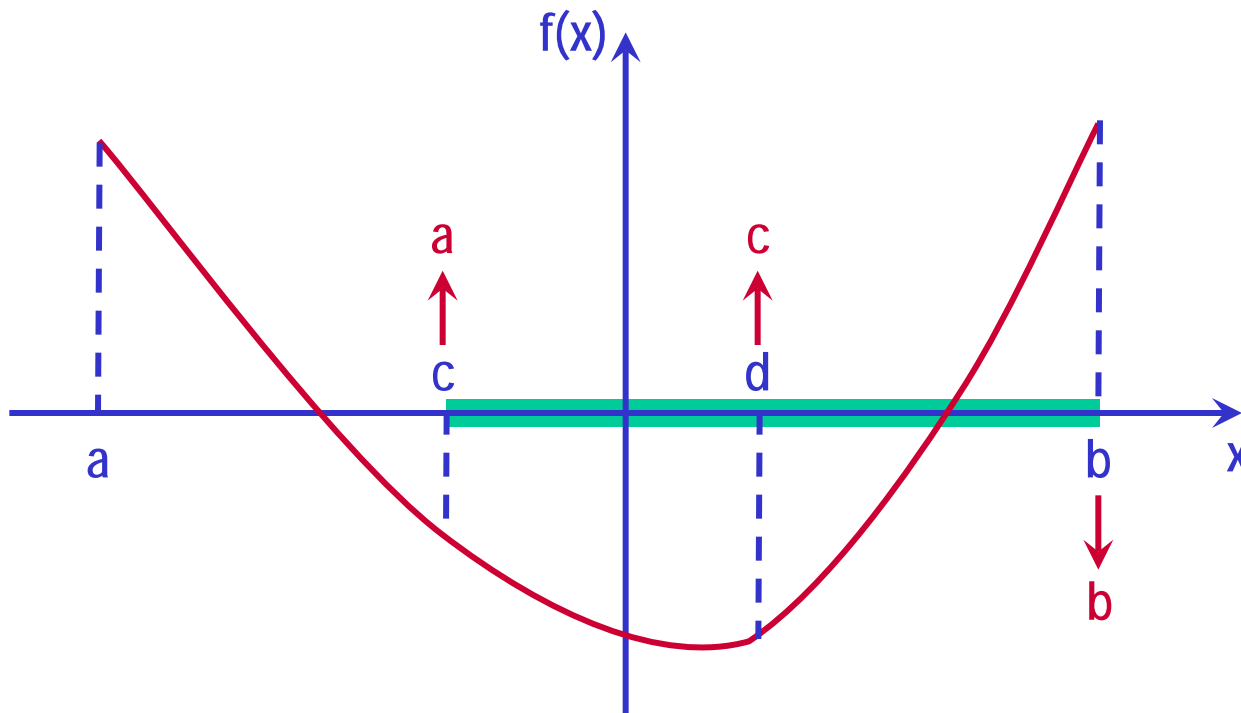
Golden Section Search

- If $f(c)$ has the smallest value, optimal solution is within $[a, d]$



Golden Section Search

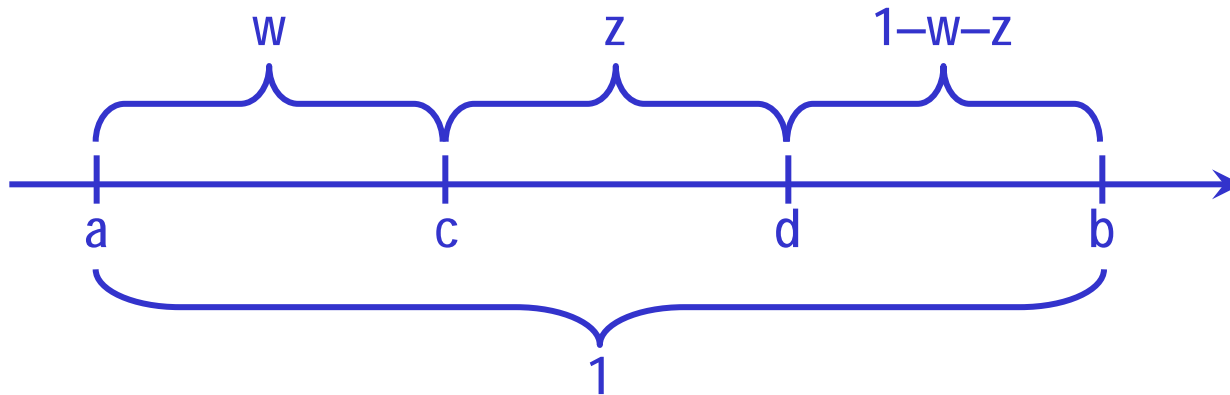
- If $f(d)$ has the smallest value, optimal solution is within $[c, b]$



Continue iteration until (local) convergence is reached

Golden Section Search

- Open question: how to decide the location of c and d ?
- Criterion: each iteration identically shrinks the interval
 - ▼ We will explain its meaning soon



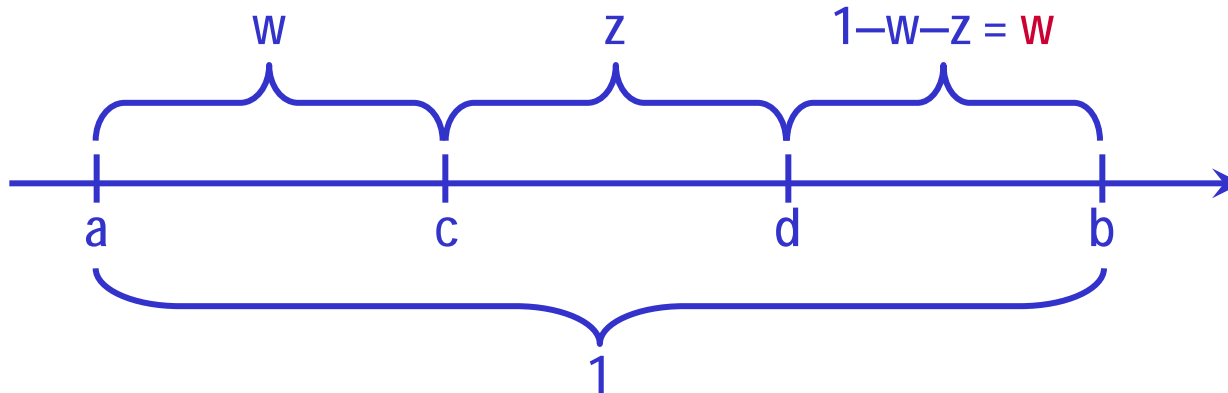
Golden Section Search

- Criterion: each iteration identically shrinks the interval
 - ▼ Starting from $[a, b]$, the next interval can be $[a, d]$ or $[c, b]$
 - ▼ The **length** of these two intervals should be identical

$$|a - d| = |c - b|$$

$$w + z = z + (1 - w - z)$$

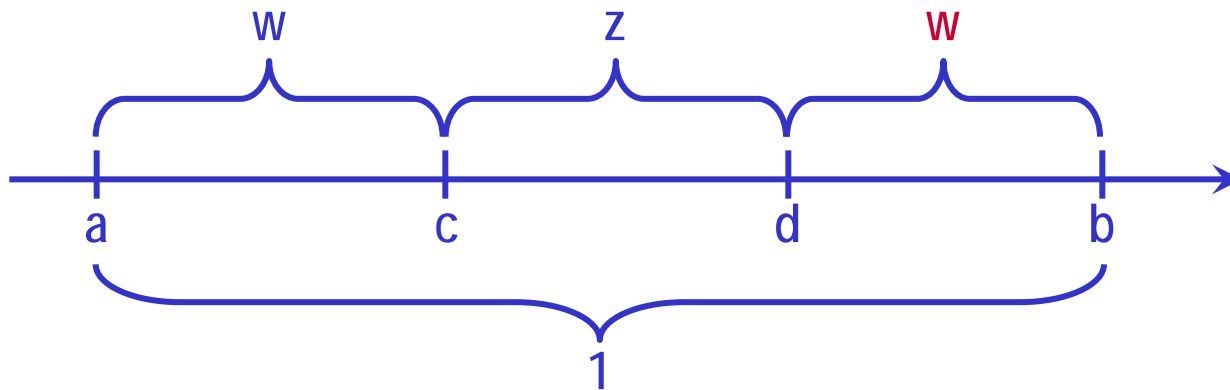
$$w = 1 - w - z$$



Golden Section Search

- Criterion: each iteration identically shrinks the interval
 - ▼ Starting from $[a, b]$, the next interval can be $[a, d]$ or $[c, b]$
 - ▼ The **ratio** of these two intervals is identical

$$\frac{|c-d|}{|a-c|} = \frac{|c-d|}{|d-b|} = \frac{z}{w}$$



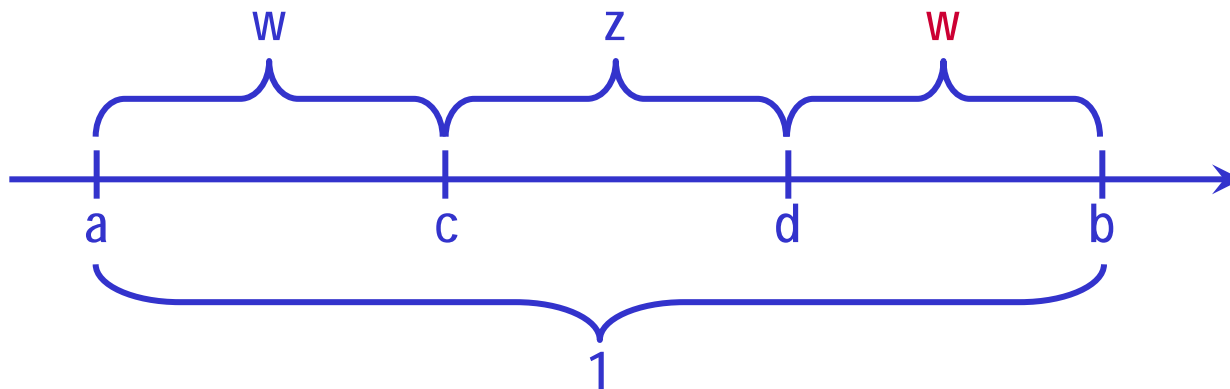
Golden Section Search

- Criterion: each iteration identically shrinks the interval
 - ▼ Starting from $[a, b]$, the next interval can be $[a, d]$ or $[c, b]$
 - ▼ The **ratio** of these **three** intervals should be identical

$$\frac{|c-d|}{|a-c|} = \frac{|c-d|}{|d-b|} = \frac{z}{w}$$

$$\frac{|a-c|}{|c-b|} = \frac{w}{z+w}$$

$$\frac{w}{z+w} = \frac{z}{w}$$

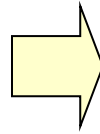


Golden Section Search

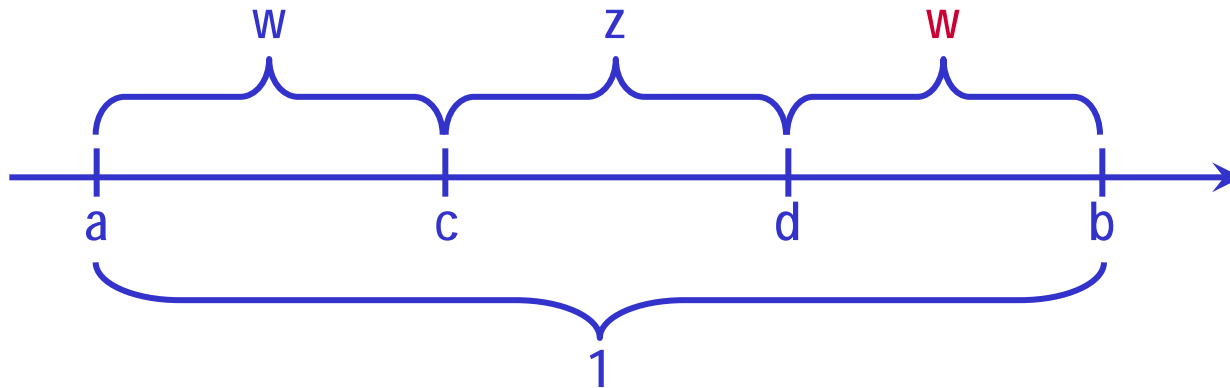
- Criterion: each iteration identically shrinks the interval

$$\frac{w}{z+w} = \frac{z}{w}$$

$$2w + z = 1$$



$$w = 0.382$$



A Simple Example

$$f(x) = x^2 \quad \text{where } x \in [-1, 1]$$

Iteration #1

$$a = -1$$

$$b = 1$$

$$c = a + |a - b| \cdot w = -0.236$$

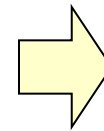
$$d = b - |a - b| \cdot w = 0.236$$

$$f(-1) = 1$$

$$f(1) = 1$$

$$f(-0.236) = 0.056$$

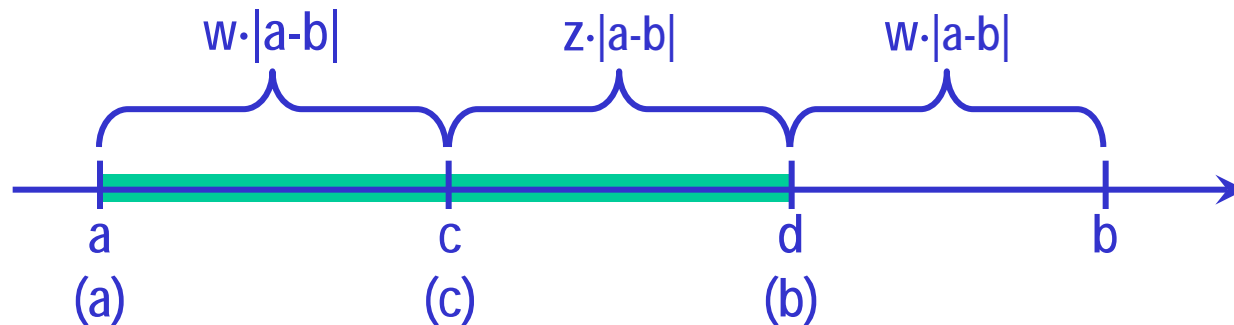
$$f(0.236) = 0.056$$



$$a = -1$$

$$b = 0.236$$

$$c = -0.236$$



A Simple Example

$$f(x) = x^2 \quad \text{where } x \in [-1, 1]$$

Iteration #2

$$a = -1$$

$$b = 0.236$$

$$c = -0.236$$

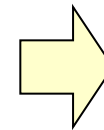
$$d = a + |a - b| \cdot w = -0.528$$

$$f(-1) = 1$$

$$f(0.236) = 0.056$$

$$f(-0.236) = 0.056$$

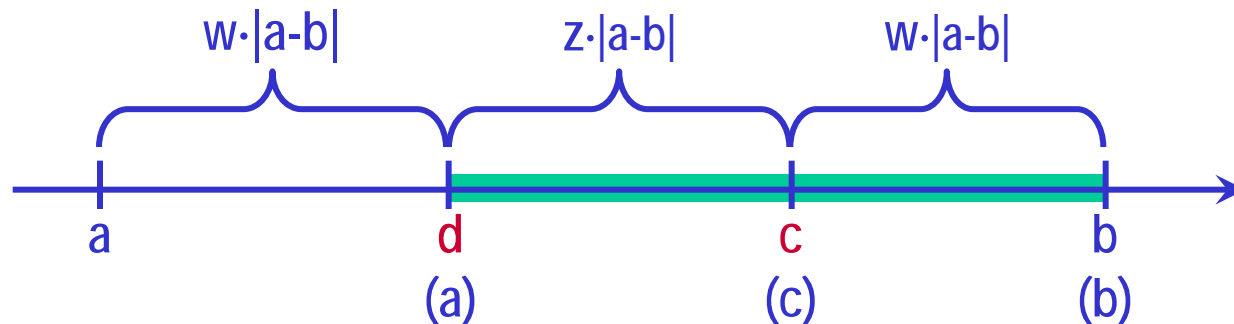
$$f(-0.528) = 0.279$$



$$a = -0.528$$

$$b = 0.236$$

$$c = -0.236$$



A Simple Example

$$f(x) = x^2 \quad \text{where } x \in [-1, 1]$$

Iteration #3

$$a = -0.528$$

$$b = 0.236$$

$$c = -0.236$$

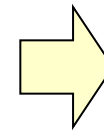
$$d = b - |a - b| \cdot w = -0.056$$

$$f(-0.528) = 0.279$$

$$f(0.236) = 0.056$$

$$f(-0.236) = 0.056$$

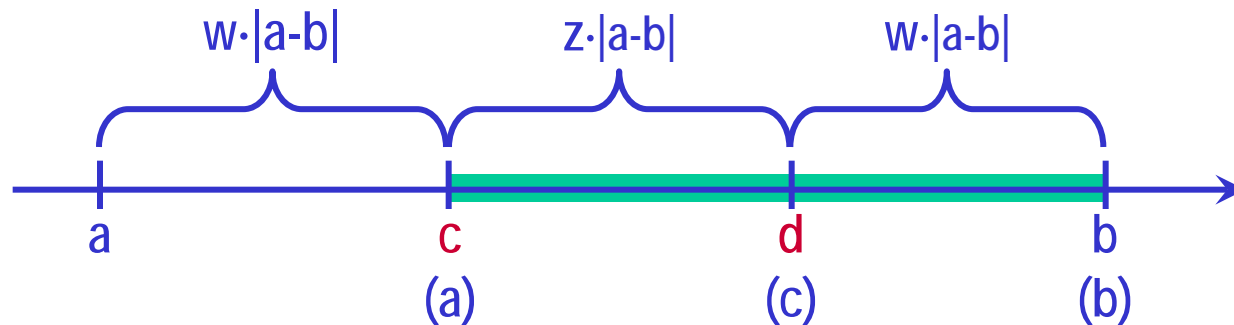
$$f(-0.056) = 0.003$$



$$a = -0.236$$

$$b = 0.236$$

$$c = -0.056$$



Downhill Simplex Method

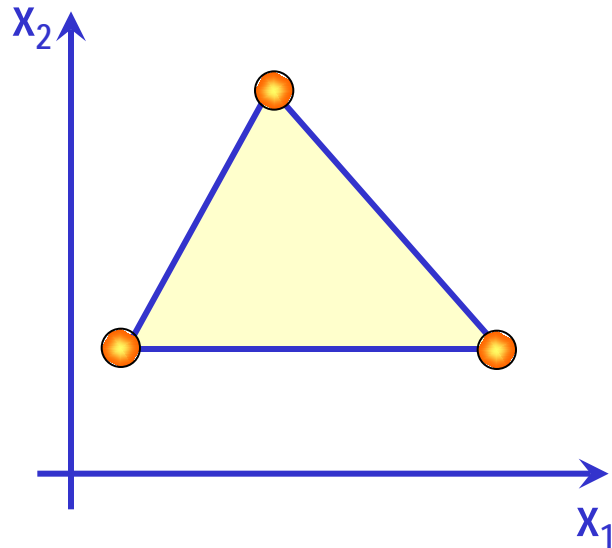
- Golden section search is easy to implement
 - ▼ However, it is typically used for one-dimensional problem only
- Multi-dimensional optimization can also be solved by non-derivative method

$$\min_X f(X) \quad \text{where } X \in R^N$$

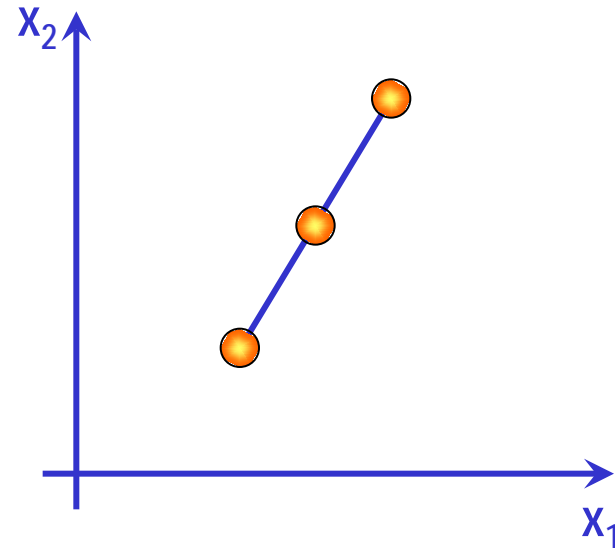
- ▼ E.g., downhill simplex method
- Key idea
 - ▼ Find the optimum X by a sequence of reflection, expansion and contraction of a **simplex**

Downhill Simplex Method

- In N -dimensional space, a **simplex** is defined by $N+1$ non-degenerate points



Three non-degenerate points define a simplex in 2-D space



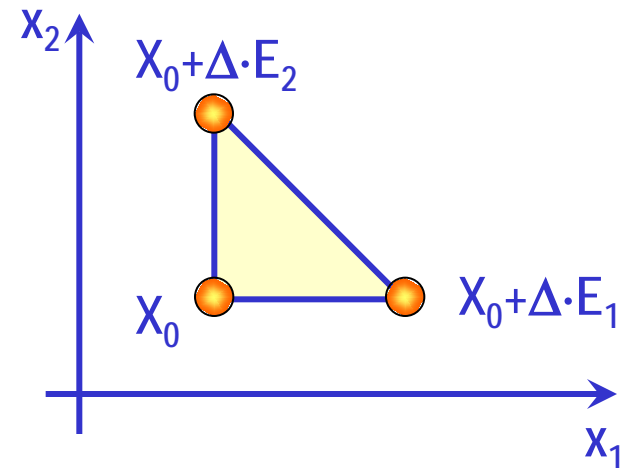
Three degenerate points does NOT define a simplex in 2-D space

Downhill Simplex Method

■ Construct initial simplex

- ▼ Start from an initial guess $X_0 \in \mathbb{R}^N$
- ▼ Apply perturbation in N orthogonal directions

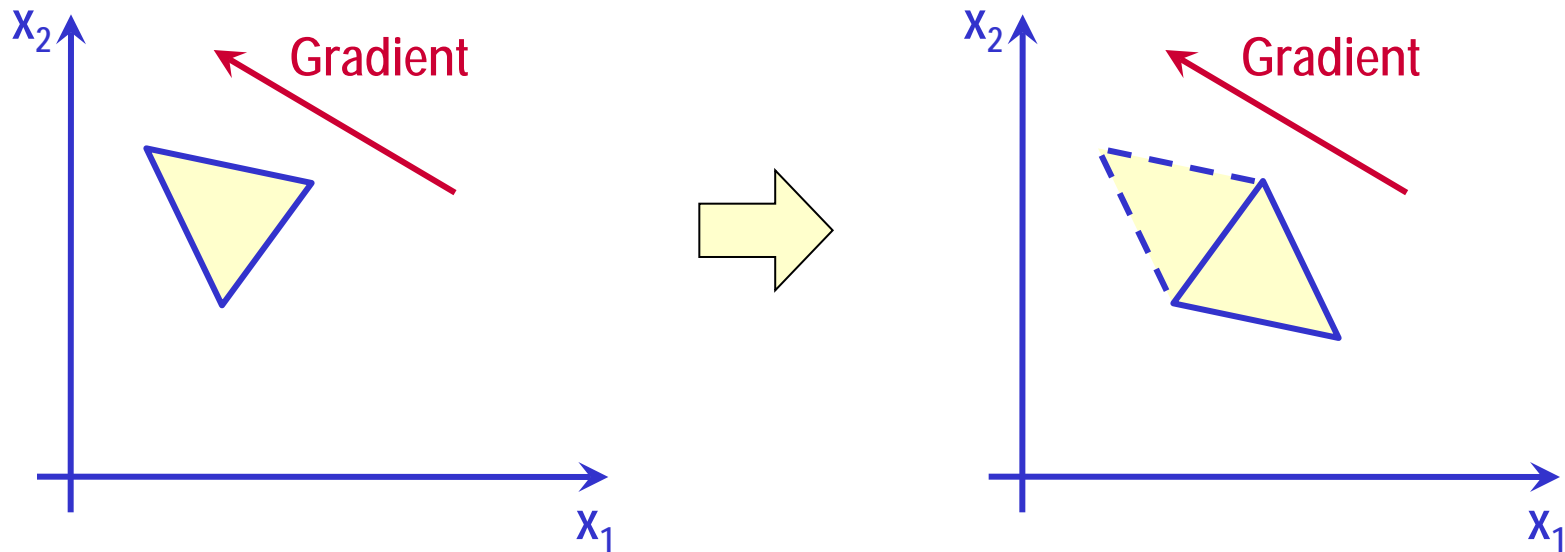
$$X_i = X_0 + \underbrace{\Delta}_{\text{Small perturbation}} \cdot \underbrace{E_i}_{\text{Unit vector}}$$
$$E_i = \begin{bmatrix} 0 \\ \vdots \\ 1 \\ 0 \\ \vdots \end{bmatrix} \rightarrow \text{i-th element}$$



- ▼ $\{X_0, X_1, \dots, X_N\}$ define a simplex

Downhill Simplex Method

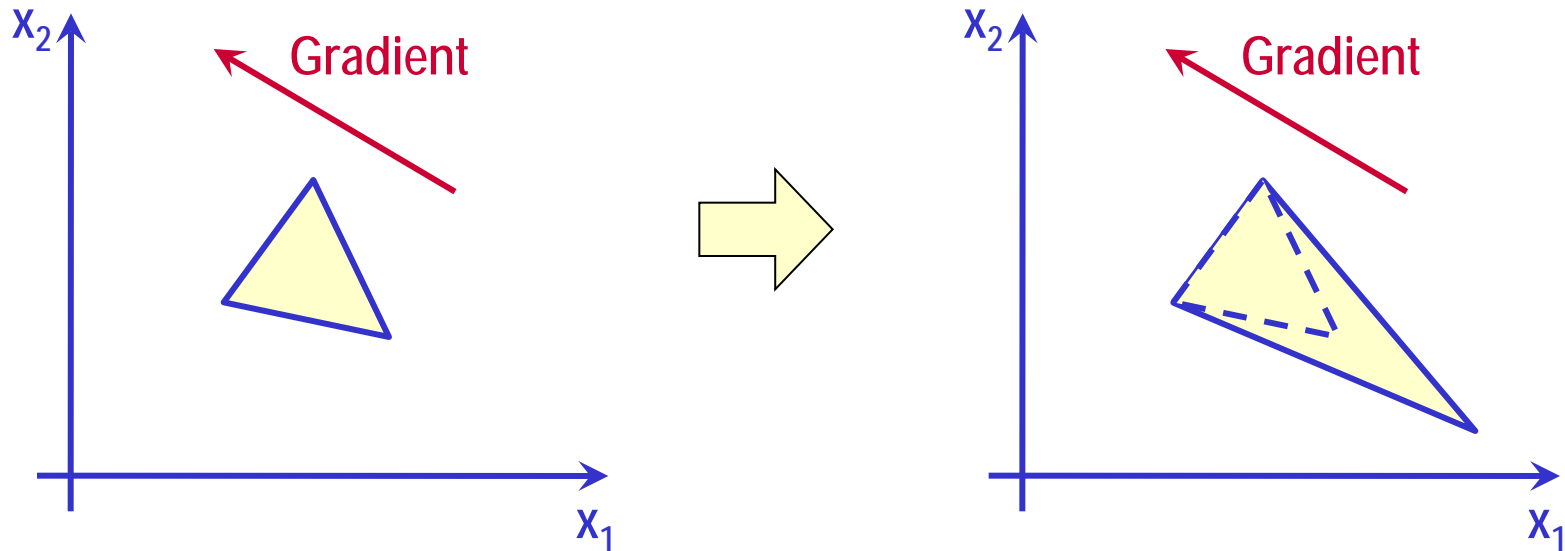
- Apply reflection, expansion and contraction



Reflect away from large cost function value

Downhill Simplex Method

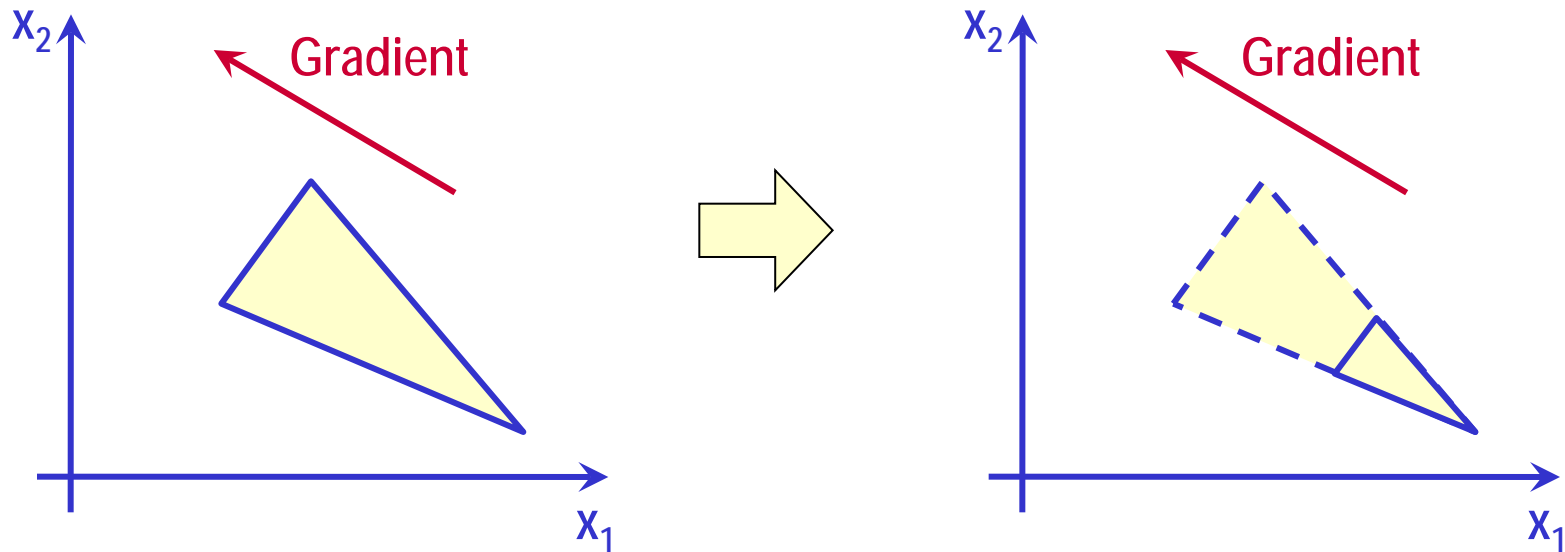
- Apply reflection, expansion and contraction



Expand towards small cost function value

Downhill Simplex Method

- Apply reflection, expansion and contraction



Contract towards small cost function value

Downhill Simplex Method

- Converge to a **local** minimum, if a sequence of reflection, expansion and contraction are appropriately applied
 - ▼ Slow convergence (especially in high-dimensional cases)
 - ▼ I.e., a large number of iteration steps
- If cost function is smooth, its derivative information can be used to search optimal solution
 - ▼ More details in future lectures
- However, downhill simplex method is still required if derivatives are not available or too difficult to calculate
 - ▼ Cost function is not smooth
 - ▼ Cost function contains sharp changes

Summary

- Unconstrained Optimization
 - ▼ Golden section search
 - ▼ Downhill simplex method