Optimization for Engineers - Lab Summary

Lab 00: Setup and Basic Methods

- $\bullet \ \ {\bf Implemented \ incomplete Cholesky.py \ for \ Cholesky \ decomposition \ approximation.}$
- Built LLTSolver.py to solve linear systems using forward and backward substitution.
- Files created in Lab 00 were utilized in subsequent labs for preconditioning and solving linear systems.

Lab 01: Preconditioned Conjugate Gradient (CG) and Newton Descent

- Completed PrecCGSolver.py, a preconditioned conjugate gradient solver using Cholesky factorization from Lab 00.
- Implemented NewtonDescent.py for Newton descent with local quadratic convergence.
- Verified correctness with Check01.py and ensured convergence within 30 iterations.

Lab 02: Wolfe-Powell Line Search and BFGS Descent

- $\bullet \ \ Developed \ Wolfe-Powell Search.py \ for \ effective \ line \ search \ based \ on \ Wolfe-Powell \ conditions.$
- Completed BFGSDescent.py, a quasi-Newton method without Hessian information.
- Integrated WolfePowellSearch.py in BFGSDescent.py to ensure convergence.
- Checked correctness with Check02.py.

Lab 03: Box-Constrained Optimization

- Implemented projectedBacktrackingSearch.py for line search in projected spaces.
- Developed projectedInexactNewtonCG.py for inexact Newton-CG methods with box constraints.
- Used projection functions from projectionInBox.py.
- Verified convergence using Check03.py.

Lab 04: Levenberg-Marquardt Descent for Least Squares

- Built leastSquaresModel.py to construct least squares objectives.
- Implemented levenbergMarquardtDescent.py, a descent method with superlinear convergence for least squares.
- Reused PrecCGSolver.py from Lab 01 to solve linear systems.
- Ensured correctness with Check04.py.

Lab 05: Augmented Lagrangian for Equality Constraints

- \bullet Created $\textbf{augmentedLagrangian0bjective.py} \ \ \text{to handle equality and box constraints}.$
- Implemented augmentedLagrangianDescent.py for descent using projected Newton-CG from Lab 03.
- Verified functionality using Check05.py.