

AUTO-TUNING - GLIS ALGORITHM

- **Goal:** solve the **global optimization** problem

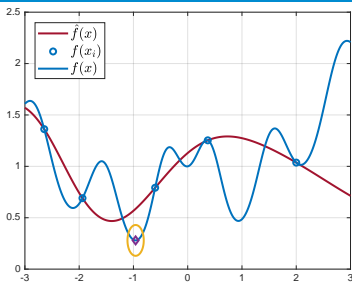
$$\begin{aligned} \min_x \quad & f(x) \\ \text{s.t.} \quad & \ell \leq x \leq u \\ & g(x) \leq 0 \end{aligned}$$

- **Step #0:** Get random initial samples $x_1, \dots, x_{N_{\text{init}}}$
(Latin Hypercube Sampling)
- **Step #1:** assume $f(x)$ was sampled at x_1, \dots, x_N .
Build the **surrogate function**

$$\hat{f}(x) = \sum_{i=1}^N \beta_i \phi(\epsilon \|x - x_i\|_2)$$

Vector β solves $\hat{f}(x_i) = f(x_i)$ for all $i = 1, \dots, N$ (=linear system)

- **CAVEAT:** build and minimize $\hat{f}(x_i)$ iteratively may easily miss global optimum!



ϕ = radial basis function

Example: $\phi(\epsilon d) = \frac{1}{1 + (\epsilon d)^2}$
(inverse quadratic)