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```
In [1]:
```

```
norm(x) = sqrt(x'*x)
```

Out[1]:

norm (generic function with 1 method)

牛顿法

In [2]:

```
function newton(f, g, h, x0;
        €x=0.01, # precision for step size
        €f=0.01,
        €g=0.01,
        maxIterations=128,
        debug=false)
    xk = x0
    fk = f(xk...)
    x1=[]
    h=h(xk...)
    for i in 1:maxIterations
        # iteration
        \#d = -g(xk...)
        \#a = d'*d/(d'*h*d)
        \#\delta = a *d
        xn = xk - h^{-}(-1)*g(xk...)
        fn = f(xn...)
        # convegence?
        if (abs(fn-fk) \le \epsilon f)
            println("Convergence is reached after ", i, " iterations.")
            x1=push!(x1, xn)
            return x1, i
        end
        x1=push!(x1, xk) #把每一次的迭代点,以及函数值保存下来
        if debug
            println("i=", i, " xk=", xk,)
        end
        xk = xn
        fk = fn
    println("WARN:", maxIterations, " iterations have been exceeded!")
    #return N
end
```

Out[2]:

newton (generic function with 1 method)

最速下降法

In [3]:

```
function search_for_alpha(f, xk, fk, d, g; \alpha 0=100, \epsilon=0.5, \tau=0.5)
\alpha = \alpha \, 0
\phi 0= d'*g
\text{while } f((xk .+ \alpha*d)...) > fk + \epsilon*\alpha*\phi 0
\alpha = \tau*\alpha
\text{end}
\text{return } \alpha
\text{end}
```

Out[3]:

search_for_alpha (generic function with 1 method)

In [4]:

```
function steepest descent(f, g, x0;
         €x=0.01, # precision for step size
         \epsilon f = 0.01,
         €g=0.01,
         maxIterations=128,
         debug=false)
    xk = x0
    fk = f(xk...)
    x3 = []
    for i in 1:maxIterations
         d = -g(xk...)
         \alpha = \text{search\_for\_alpha}(f, xk, fk, d, -d)
         \delta = \alpha *d
         xn = xk \cdot + \delta
         fn = f(xn...)
         if (norm(\delta) \le \epsilon x) \&\& (abs(fn-fk) \le \epsilon f) \&\& (norm(d) \le \epsilon g)
              println("Convergence is reached after ", i, " iterations.")
              x3=push!(x3, xn)
              return x3, i
         end
         x3=push!(x3, xk)
                               #把每一次的迭代点,以及函数值保存下来
              println("i=", i, " \alpha =", \alpha, " xk=", xk, " d=", d, " \delta = ", \delta)
         end
         xk = xn
         fk = fn
    println("WARN:", maxIterations, " iterations have been exceeded!")
end
```

Out[4]:

steepest_descent (generic function with 1 method)

共轭梯度法

In [5]:

```
function ConjugateGradientFSO(f, g, h, x0;
         €x=0.01, # precision for step size
         \epsilon f = 0.01,
         €g=0.01,
         debug=false)
    #check arguments
    n, m=size(h)
    if n \neq m
         error("ERROR: Matrix H is not square!")
    end
    maxIterations = n
    xk = x0
    fk = f(xk...)
    gk = g(xk...)
    dk = -gk
    dh = dk' *h*dk
    \alpha = -dk' *gk/dh
    \delta = \alpha \cdot *dk
    \#_{XN} = \chi_{K} \cdot + \delta
    \#fn = f(xn...)
    \#gn = g(xn...)
    if (norm(gk) \le \epsilon g)
         println("Convergence is reached after 1 iteration.")
         return x3, i
    end
    X3 = []
    for i in 1:maxIterations
         # iteration
         xn = xk \cdot + \delta
         fn = f(xn...)
         gn = g(xn...)
         \beta n = dk' *h*gn/dh
         dn = -gn + \beta n.*dk
         dh = dn' *h*dn
         \alpha = -dn' *gn/dh
         \delta = \alpha . *dn
         # convegence?
                                #把每一次的迭代点,以及函数值保存下来
         x3=push!(x3, xk)
         if (norm(gn) \le \epsilon g)
             println("Convergence is reached after ", i, " iterations.")
             x3=push!(x3, xn)
             return x3, i+1
         end
         xk = xn
         fk = fn
         dk = dn
             println("i=",i," x=", xn, " \alpha=", \alpha, " \beta=", \beta n, "gn=", gn, "d=", dn, " \delta=", \delta)
         end
    end
    #println("WARN:", maxIterations, "iterations have been exceeded!")
end
```

Out[5]:

ConjugateGradientFSO (generic function with 1 method)

牛顿法

In [6]:

```
iteration_points1, steps1=newton(
(x, y) \rightarrow x^2 + (31/2) * y^2 + 3 * x * y - x - 27 * y,
(x, y) \rightarrow [2 * x + 3 * y - 1, 31 * y + 3 * x - 27],
(x, y) \rightarrow [2 \ 3; 3 \ 31],
[1, 1, 1];
\epsilon x = 0.01, \# precision for step size
\epsilon f = 0.01,
\epsilon g = 0.01,
\max[terations = 128,
debug = false)
```

Convergence is reached after 2 iterations.

Out[6]:

```
(Any[[1.0, 1.0], [-0.943396, 0.962264]], 2)
```

最速下降法

In [7]:

```
iteration_points2, steps2=steepest_descent(
    (x, y) \rightarrow x^2 + (31/2) * y^2 + 3 * x * y - x - 27 * y,
    (x, y) \rightarrow [2 * x + 3 * y - 1, 31 * y + 3 * x - 27],
    [1., 1.];
    \boldsymbol{\epsilon} x = 0.01, \ \# \ precision \ for \ step \ size
    \boldsymbol{\epsilon} f = 0.01,
    \boldsymbol{\epsilon} g = 0.01,
    maxIterations=128,
    debug=false)
```

Convergence is reached after 48 iterations.

Out[7]:

(Any[[1.0, 1.0], [0.902344, 0.829102], [0.58086, 0.691486], [0.526266, 0.784781], [0.0561733, 0.998257], [0.00472999, 0.897806], [-0.161567, 0.815173], [-0.188969, 0.869234], [-0.309063, 0.929845], [-0.36626, 0.885997] ··· [-0.929542, 0.960515], [-0.931735, 0.961752], [-0.932799, 0.960819], [-0.934445, 0.962089], [-0.93487, 0.96156], [-0.936331, 0.961181], [-0.936862, 0.961785], [-0.937998, 0.961321], [-0.938387, 0.961958], [-0.939554, 0.962096]], 48)

共轭下降法

In [8]:

```
iteration_points3, steps3=ConjugateGradientFS0(
    (x,y)->x^2+(31/2)*y^2+3*x*y-x-27*y,
    (x,y)->[2*x+3*y-1,31*y+3*x-27],
    [2 3;3 31],
    [1.,1.],
    debug=true
)
```

i=1 x=[0.848749, 0.735311] α =0.4989840348330913 β =0.17203915720038307 gn=[2.90343, -1.6591] d=[-3.59159, 0.45483] δ = [-1.79215, 0.226953] Convergence is reached after 2 iterations.

Out[8]:

(Any[[1.0, 1.0], [0.848749, 0.735311], [-0.943396, 0.962264]], 3)

画图

In [9]:

using Gadfly

In [22]:

```
#ff为原函数,
function draw(ff,
       iteration_points1, iteration_points2, iteration_points3,
       #iteration_points1, iteration_points2, iteration_points3为三种方法的迭代点
       m1, m2, m3,
       #m1, m2, m3为各方法的迭代点数量,设置这变量是以防某个方法的迭代次数过多,可自行选择绘制的点数
       a, b, c, d) #a, b为展示的坐标轴的横轴区间, c, d为展示的坐标轴的纵轴区间
   fit=layer(ff, a, b, c, d)
                            #画出原函数的横截面,以及展示区域
                  #牛顿法
   scatter1=
   layer(
       x=[iteration points1[i][1] for i in 1:m1],
                                                    #输入点在横截面的横坐标
                                               #输入点在横截面的纵坐标
       y=[iteration points1[i][2] for i in 1:m1],
       label=[string(i) for i in 1:m1],
       Geom. point, Geom. line, Geom. label, Theme (default_color=colorant"blue")
   )
                  #最速下降法
   scatter2=
   layer (
       x=[iteration_points2[i][1] for i in 1:m2],
                                                    #输入点在横截面的横坐标
                                              #输入点在横截面的纵坐标
       y=[iteration points2[i][2] for i in 1:m2],
       label=[string(i) for i in 1:m2],
       Geom. point, Geom. line, Geom. label, Theme (default_color=colorant"red")
   )
   scatter3=
                  #共轭梯度法
   layer (
       x=[iteration_points3[i][1] for i in 1:m3],
                                                    #输入点在横截面的横坐标
                                                  #输入点在横截面的纵坐标
       y=[iteration_points3[i][2] for i in 1:m3],
       label=[string(i) for i in 1:m3],
       Geom. point, Geom. line, Geom. label, Theme (default_color=colorant"green")
   )
   plot (fit, scatter1, scatter2, scatter3, Guide. manual color key ("Method", ["newton", "steepest descent
                         ["blue", "red", "green"]))
end
Out[22]:
draw (generic function with 1 method)
In [11]:
[steps1
```

```
[steps1 steps2 steps3 ]
```

Out[11]:

```
3-element Array{Int64, 1}:
    2
    48
    3
```

In [12]:

```
[iteration_points1[2]
iteration_points2[48]
iteration_points3[3]]
```

Out[12]:

```
6-element Array {Float64, 1}:
-0.9433962264150944
0.9622641509433962
-0.9395538938118302
0.962095616405164
-0.9433962264150945
0.9622641509433961
```

In [23]:

```
draw((x, y)->x^2+(31/2)*y^2+3*x*y-x-27*y,
    iteration_points1,
    iteration_points2,
    iteration_points3,
    steps1,
    steps2,
    steps3,
    1,
    -1,
    1.5,
    0
)
```

Out[23]:

