Benchmarking of quasi-Newton methods

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Introduction

The most well-known minimization technique for unconstrained problems is Newtons Method. In each iteration, the step update is $x_{k+1} = x_k - (\nabla^2 f_k)\, \nabla 2 f_k$. wever, the inverse of the Hessian has to be calculated in every iteration so it takes $O(n^3)$. Moreover, in some applications, the second derivatives may be unavailable. One fix to the problem is to use a finite difference approximation to the Hessian.

We consider solving the nonlinear unconstrained minimization problem

$$\min f(x), x \in \mathbb{R}$$

Lets consider the following quadratic model of the objective function

$m_k(p) = f_k + \nabla f_k^T p + \frac{1}{2} B_k p$, where $B_k = B_k^T, B_k \succ 0$ is an $n \times n$

The minimizer p_k of this convex quadratic model $p_k = -B_k^{-1} \nabla f_k$ is used as the search direction, and the new iterate is

$x_{k+1} = xk + \alpha p_k$, let $s_k = \alpha p_k$

The general structure of quasi-Newton method can be summarized as follows

- Given $x0$, B_0(or H_0), $k \to 0$;
- **For** $k = 0, 1, 2, \dots$

    Evaluate gradient g_k.

    Calculate s_k by line search or trust region methods.

    $x_{k+1} \leftarrow x_k + s_k$

    $y_k \leftarrow g_{k+1} - g_k$

    Update B_{k+1} or H_{k+1} according to the quasi-Newton formulas. **End(for)**

Basic requirement in each iteration, i.e., $B_k s_k = y_k$ (or $H_k y_k = s_k$)

Quasi-Newton Formulas for Optimization

BFGS

$\min \|H - H_k\|$,
s.t $H = H^T$, $H y_k = s_k$

$H_{k+1} = (I - \rho s_k y_k^T) H_k (I - \rho y_k s_k^T) + \rho s_k s_k^T$
where $\rho = \frac{1}{y_k^T s_k}$

$B_{k+1} = B_k - \frac{B_k s_k s_k^T B_k}{s_k^T B_k s_k} + \frac{y_k y_k^T}{y_k^T s_k}$

DFP

$\min \|B - B_k\|$,
s.t $B = B^T$, $B s_k = y_k$

$B_{k+1} = (I - \gamma y_k s_k^T) H_k (I - \gamma s_k y_k^T) + \gamma y_k y_k^T$
where $\gamma = \frac{1}{y_k^T s_k}$

$H_{k+1} = H_k - \frac{H_k y_k y_k^T H_k}{y_k^T H_k y_k} + \frac{s_k s_k^T}{y_k^T s_k}$

PSB

$\min \|B - B_k\|$,
s.t $(B - B_k) = (B - B_k)^T$,
$B s_k = y_k$

$B_{k+1} = B_k - \frac{(y_k - B_k s_k) s_k^T + s_k (y_k - B_k s_k)^T}{s_k^T s_k} + \frac{s_k (y_k - B_k s_k) s_k s_k^T}{(s_k^T s_k)^2}$

$H_{k+1} = H_k - \frac{(s_k - H_k y_k) y_k^T + y_k (s_k - H_k y_k)^T}{y_k^T y_k} + \frac{s_k (s_k - H_k y_k) y_k y_k^T}{(y_k^T y_k)^2}$

SR1

$B_{k+1} = B_k + \sigma \nu \nu^T$,
s.t $B_{k+1} s_k = y_k$

$B_{k+1} = B_k + \frac{(y_k - B_k s_k)(y_k - B_k s_k)^T}{(y_k - B_k s_k)^T s_k}$,

$H_{k+1} = H_k + \frac{(s_k - H_k y_k)(s_k - H_k y_k)^T}{(s_k - H_k y_k)^T y_k}$

Method	Advantages	Disadvantages
BFGS	• $H_0 \succ 0$ hence if $H_0 \succ 0$ • self correcting property if Wolfe chosen • superlinear convergence	• $y_k^T s_k \approx 0$ formula produce bad results • sensitive to round-off error • sensitive bad line search • can get stuck in saddle point
DFP	• can be highly inefficient at correcting large eigenvalues of matrices	• sensitive to round-off error • sensitive bad line search • can get stuck in saddle point
PSB	• superlinear convergence	• sensitive to round-off error • can get stuck in saddle point
SR1	• garantees to be $B_{k+1} \succ 0$ even if $s_k y_k > 0$ doesn't satisfied • very good approximations to the Hessian matrices, often better than BFGS	• sensitive to round-off error • can get stuck in saddle point

Line Search Vs. Trust Region

- Line search

    $f(x_k + \alpha_k p_k) \le f(x_k) + c_1 \alpha_k \nabla_k^T p_k$

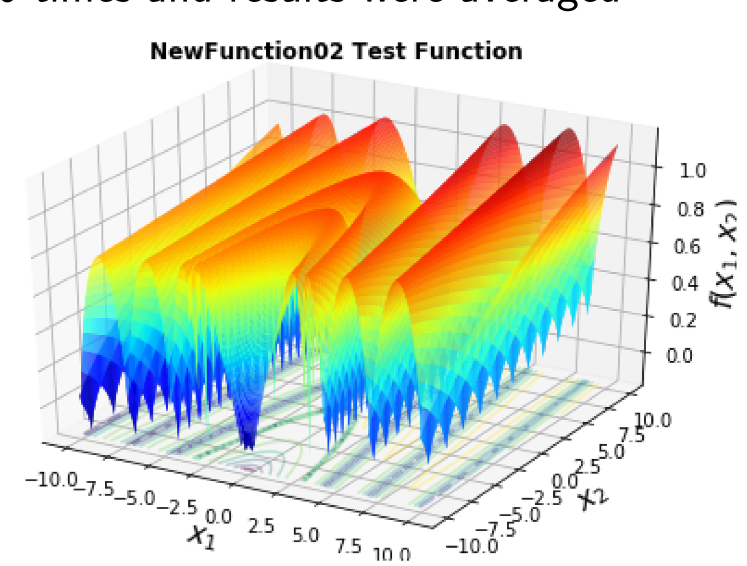
    $|f(x_k + \alpha_k p_k)^T p_k| \le c_2 |\nabla f_k^T p_k|$
- Trust region

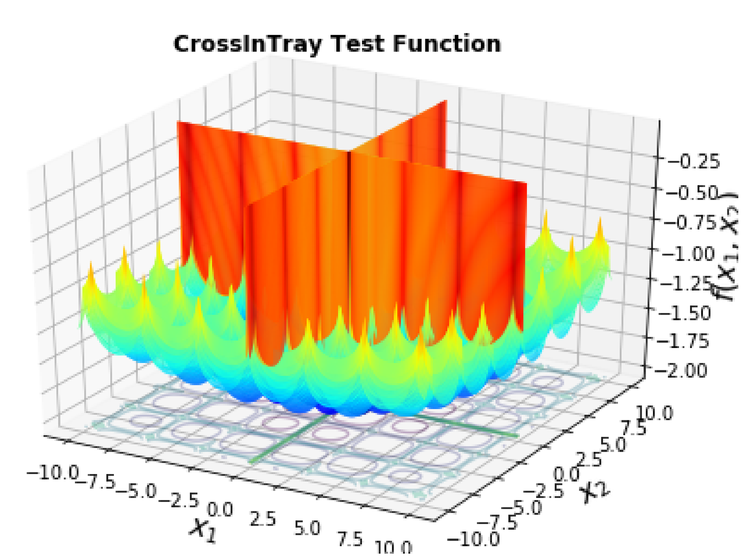
    Both direction and step size find from solving

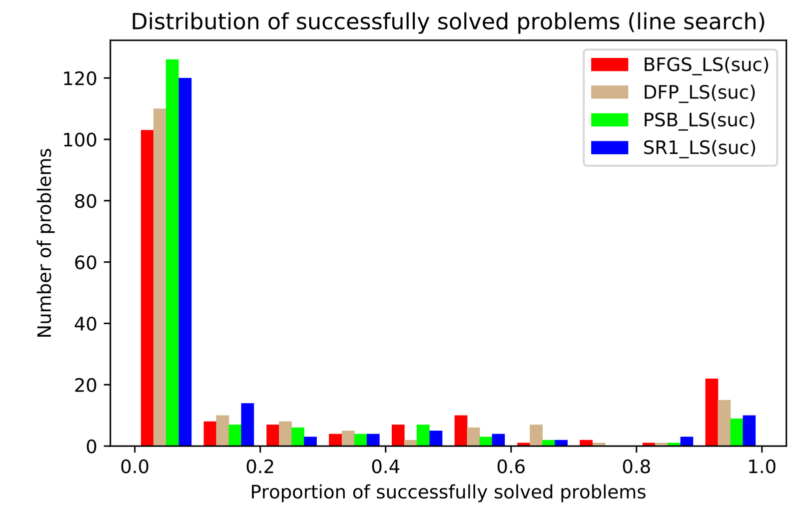
    $\min_{p \in \mathbb{R}^n} m_k(p) = f_k + \nabla f_k^T p + \frac{1}{2} B_k p \quad \|p\| \le \Delta_k$

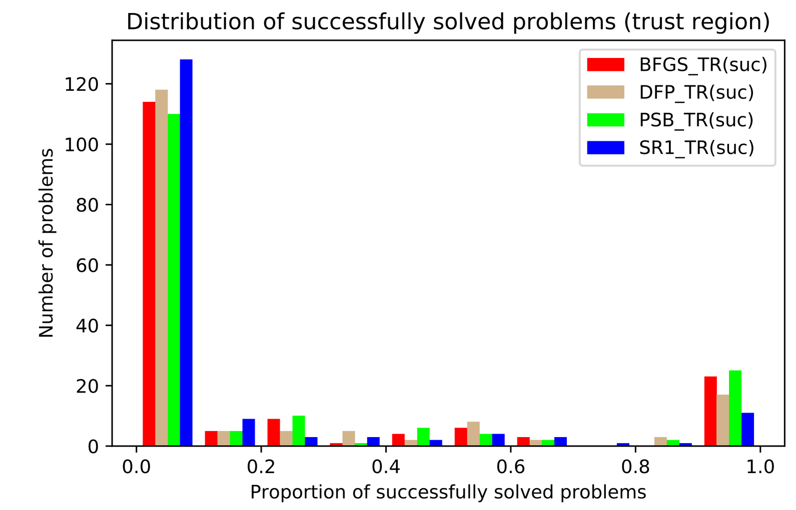
Numerical Results

- All quasi-newton methods with two strategies (8 algorithms) were implemented in Python
- 165 various $N - d(N \ge 2)$ strong benchmark problems
- For each algorithm all problems were launched from random point of domain 50 times and results were averaged





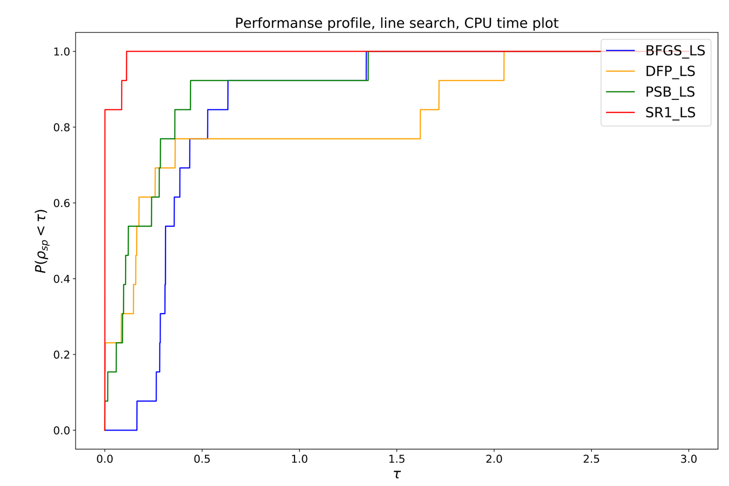


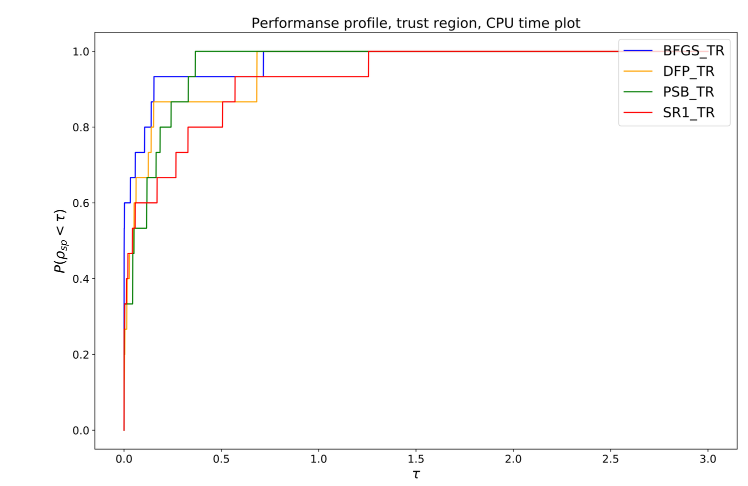


Strategy	BFGS	DFP	PSB	SR1	Total
Line search	0.2	0.17	0.1	0.1	15(0.09)
Trust region	0.18	0.16	0.19	0.11	15(0.09)

Performance evaluation: n_s - number of solvers, n_p - number of problems, $t_{s,p}$ - time, $r_{s,p} = \frac{t_{s,p}}{\min\{t_{s,p} : s \in S\}}$ - performance profile function

$\rho_s(\tau) = \frac{1}{n_p} size\{p : 1 \le p \le n_p, \log(r_{s,p} \le \tau)\}$ - defines the probability for solver s that the performance ratio $r_{s,p}$ is within a factor τ of the best possible ratio





Conclusions and Further Work

Acknowledgements