

# Optimization

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## Lecture 2: One-Dimensional Search Methods

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*Université de Strasbourg*



# Outline of the talk

1. Golden Section
2. Fibonacci search
3. Newton's method
4. Secant method
5. Bisection method
6. Some remarks

## 1. Golden Section

## 2. Fibonacci search

## 3. Newton's method

## 4. Secant method

## 5. Bisection method

## 6. Some remarks

# Golden Section

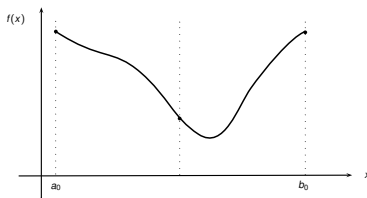
*In this part we study the problem*

$$\begin{array}{ll} \min_x & f(x) \\ \text{s.t.} & x \in [a_0, b_0] \end{array} \quad (1)$$

Where the function  $f : \mathbb{R} \rightarrow \mathbb{R}$  is supposed to be **unimodal**, thus it has only one local minimizer.

# Golden Section

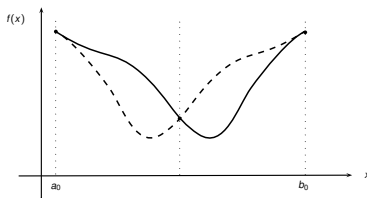
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- ◇ *Evaluating the function at one intermediate point of the interval is not sufficient*



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# Golden Section

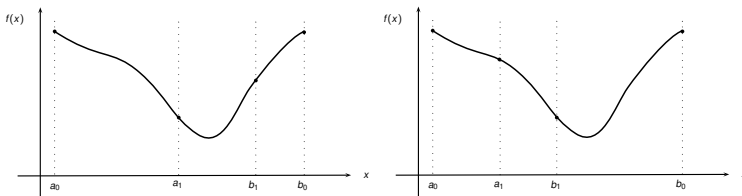
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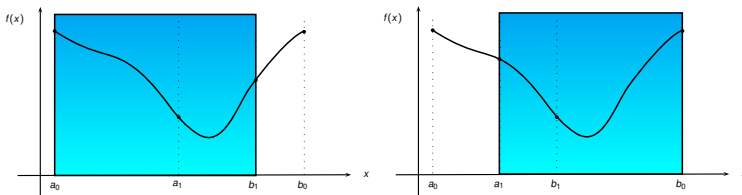
- ◇ *The idea is to narrow the search range*
- ◇ *Evaluating the function at one intermediate point of the interval is not sufficient*
- ◇ *Evaluating at two points permits to reduce the search range*



Evaluating the function at two intermediate points.

# Golden Section

- ◇ The idea is to narrow the search range
- ◇ Evaluating the function at one intermediate point of the interval is not sufficient
- ◇ Evaluating at two points permits to reduce the search range



Reducing the search range.

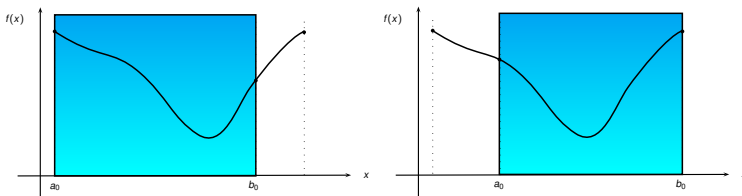
If  $f(b_1) > f(a_1)$ , then minimizer must be in  $[a_0, b_1]$

If  $f(b_1) < f(a_1)$ , then minimizer must be in  $[a_1, b_0]$



# Golden Section

- ◇ The idea is to narrow the search range
- ◇ Evaluating the function at one intermediate point of the interval is not sufficient
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Reducing the search range.

Then, we start a new search on the new domain.

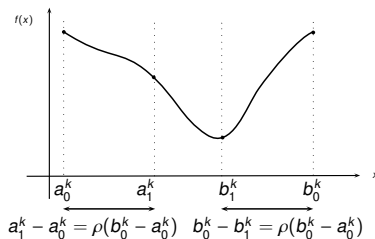
# Golden Section

- ◇ At iteration  $k$ , consider the interval  $[a_0^k, b_0^k]$ . We choose the points in a way to have symmetry, that is

$$a_1^k - a_0^k = b_0^k - b_1^k = \rho(b_0^k - a_0^k), \quad \rho < \frac{1}{2} \quad (2)$$

- ◇ In the next iteration, we want to use the already calculated value ( $f(b_1^k)$  in the example below), to minimize the number of evaluations of  $f(\cdot)$ :

$$\begin{aligned} a_1^{k+1} - a_0^{k+1} &= \rho(b_0^{k+1} - a_0^{k+1}) \\ b_1^k - a_1^k &= \rho(b_0^k - a_1^k) \end{aligned} \quad (3)$$



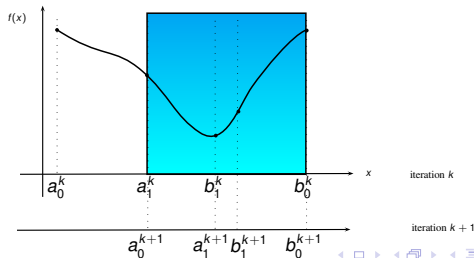
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# Golden Section

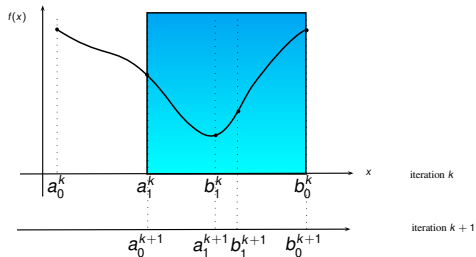
Consider (3) (add  $\pm \rho a_0^k$  to the right side and  $\pm a_0^k \pm b_0^k$  to the left side), then from (2) we find that

$$(1 - 2\rho)(b_0^k - a_0^k) = \rho(1 - \rho)(b_0^k - a_0^k)$$

$$\rho^2 - 3\rho + 1 = 0 \Rightarrow \rho = \frac{3 \pm \sqrt{5}}{2}$$

since  $\rho < \frac{1}{2}$  then  $\rho = \frac{3 - \sqrt{5}}{2} \approx 0.382$  and  $1 - \rho = 0.618$ .

Note that after  $N$  iteration the search range is reduced by  $(1 - \rho)^N$ .



# Golden Section

Note that when dividing a segment  $s$  of length  $l$  into two parts :

$s_1$  of length  $(1 - \rho)l$

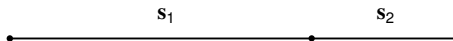
$s_2$  of length  $\rho l$

then we have that

$$\frac{\text{length of } s}{\text{length of } s_1} = \frac{\text{length of } s_1}{\text{length of } s_2}$$

$$\frac{1}{(1 - \rho)} = \frac{(1 - \rho)}{\rho} = 1.618$$

which is called the **golden section**

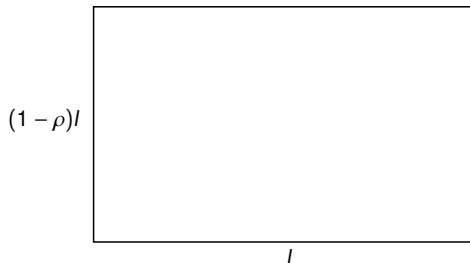


# Golden Section

A rectangle whose dimensions satisfy

$$\frac{\text{length}}{\text{width}} = \frac{1}{1 - \rho}$$

is called the golden rectangle

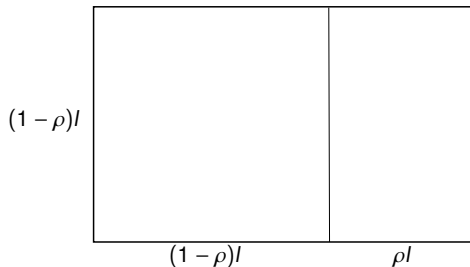


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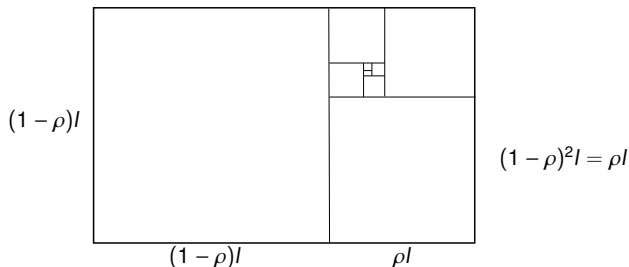


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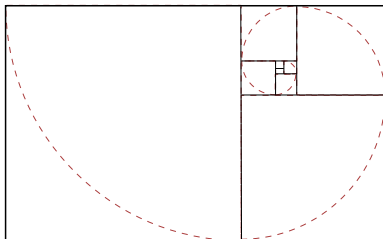


# Golden Section

A rectangle whose dimensions satisfy

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1. Golden Section

2. Fibonacci search

3. Newton's method

4. Secant method

5. Bisection method

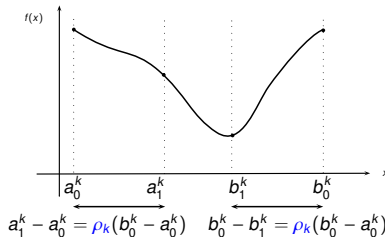
6. Some remarks

# Fibonacci search

Consider again the problem (1)

- ◇ *Fibonacci search is similar to the golden section*
- ◇ *The difference is that at each iteration we use a different value of  $\rho$*
- ◇ *We still want one evaluation of the function each iteration*
- ◇ *At iteration  $k$  we have*

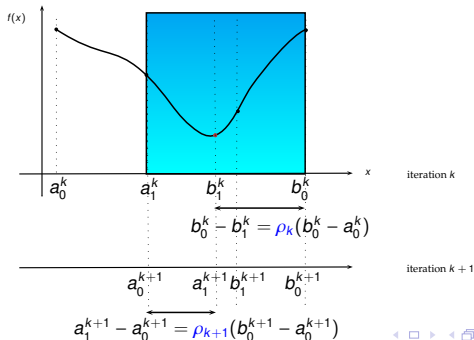
$$a_1^k - a_0^k = b_0^k - b_1^k = \rho_k(b_0^k - a_0^k), \quad \rho < \frac{1}{2} \quad (4)$$



# Fibonacci search

- ◇ At iteration  $k + 1$ , we want to use the already calculated value ( $f(b_1^k)$  in the example below), to minimize the number of evaluations of  $f(\cdot)$ . Note that

$$\begin{aligned} a_1^{k+1} - a_0^{k+1} &= \rho_{k+1}(b_0^{k+1} - a_0^{k+1}) \\ b_1^k - a_1^k &= \rho_{k+1}(b_0^k - a_1^k) \end{aligned} \quad (5)$$



# Fibonacci search

From (4) and (5) we find that

$$\begin{aligned}(1 - 2\rho_k)(b_0^k - a_0^k) &= \rho_{k+1}(1 - \rho_k)(b_0^k - a_0^k) \\ (1 - 2\rho_k) &= \rho_{k+1}(1 - \rho_k)\end{aligned}$$

which yields

$$\rho_{k+1} = 1 - \frac{\rho_k}{1 - \rho_k} \quad (6)$$

There are several sequences that satisfy (6) (for example  $\rho_k = \frac{3-\sqrt{5}}{2} \rightarrow$  Golden Section).

We are interested in the sequence which guarantees the maximum speed of convergence. That is, the sequence that guarantees the maximum reduction factor.

It is shown that this sequence is defined based on the **Fibonacci sequence**:

$$F_{-1} = 0, F_0 = 1, \text{ and } F_{k+1} = F_k + F_{k-1}, \forall k \geq 0$$

# Fibonacci search

For  $N$  iterations we calculate the sequence

$$\begin{array}{ccccccccccc} F_1 & F_2 & F_3 & F_4 & F_5 & \cdots & F_N & & F_{N+1} \\ \hline 1 & 2 & 3 & 5 & 8 & \cdots & F_{N-2} + F_{N-1} & & F_N + F_{N-1} \end{array}$$

Then the reduction factors are

$$\begin{cases} \rho_1 &= 1 - \frac{F_N}{F_{N+1}} \\ \rho_2 &= 1 - \frac{F_{N-1}}{F_N} \\ \vdots & \\ \rho_N &= 1 - \frac{F_1}{F_2} \end{cases}$$

Remarks:

- After  $N$  iteration the search range is reduced by

$$(1 - \rho_1)(1 - \rho_2) \cdots (1 - \rho_N) = \frac{F_N}{F_{N+1}} \frac{F_{N-1}}{F_N} \cdots \frac{F_1}{F_2} = \frac{1}{F_{N+1}}$$

- Careful to the anomaly in the final iteration since  $\rho_N = 1 - \frac{F_1}{F_2} = 0.5$

1. Golden Section

2. Fibonacci search

3. Newton's method

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6. Some remarks

# Newton's method

Consider the twice continuously differentiable function  $f : \mathbb{R} \rightarrow \mathbb{R}$ , we study the following problem:

$$\begin{array}{ll} \min_{\mathbf{x}} & f(\mathbf{x}) \\ \text{s.t.} & \mathbf{x} \in \mathbb{R} \end{array} \quad (7)$$

The idea is to minimize a second-order approximation of  $f(\cdot)$  at each iteration. Consider the case where  $\ddot{f}(\mathbf{x}) > 0$ :

- ◇ Start with an initial value  $\mathbf{x}_0$
- ◇ At each iteration minimize second-order approximation of  $f(\cdot)$  at  $\mathbf{x}_k$ :

$$q_k(\mathbf{x}) = f(\mathbf{x}_k) + \dot{f}(\mathbf{x}_k)(\mathbf{x} - \mathbf{x}_k) + \frac{1}{2}\ddot{f}(\mathbf{x}_k)(\mathbf{x} - \mathbf{x}_k)^2$$

in this case the minimum of  $q_k(\cdot)$  is obtained by finding the point where  $\dot{q}_k(\mathbf{x}) = 0$

$$\dot{q}_k(\mathbf{x}) = \dot{f}(\mathbf{x}_k) + \ddot{f}(\mathbf{x}_k)(\mathbf{x} - \mathbf{x}_k) = 0$$

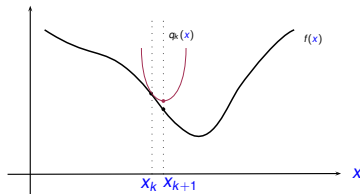


# Newton's method

which yields

$$\dot{q}_k(x_{k+1}) = 0, \quad x_{k+1} = x_k - \frac{\dot{f}(x_k)}{\ddot{f}(x_k)}$$

We stop after  $N$  iterations when a certain accuracy is satisfied, i.e.  $|x_N - x_{N-1}| < \epsilon$  for  $\epsilon > 0$ .



Newton's method.

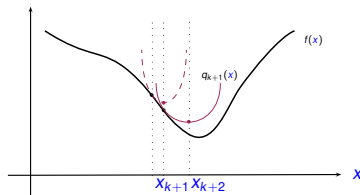
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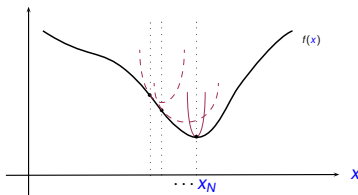
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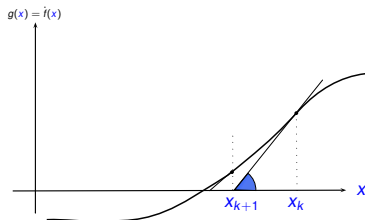
◇

# Newton's method

A nice interpretation of the Newton's method is finding the zero of the derivative function  $\dot{f}(x) = g(x)$ . Indeed, the algorithm defined by the iterations

$$x_{k+1} = x_k - \frac{\dot{f}(x_k)}{\ddot{f}(x_k)} = x_k - \frac{g(x_k)}{\dot{g}(x_k)}$$

is a method for finding the solution to  $g(x) = 0$ .



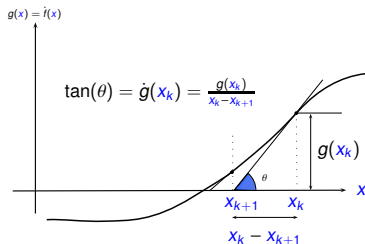
An interpretation of Newton's method.

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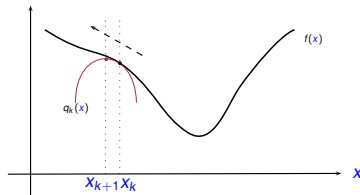


An interpretation of Newton's method.

# Newton's method

## Remarks:

- ◇ Convergence properties depend on the initial value
- ◇ In general the method converges locally
- ◇ For a quadratic function, the method converges in one step
- ◇ Requires calculating the first and second derivatives of  $f(\cdot)$
- ◇ The method might not work if  $\ddot{f}(x) > 0$  is not satisfied:



An example where Newton's method diverges.

1. Golden Section

2. Fibonacci search

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5. Bisection method

6. Some remarks

# Secant method

*Newton's method is an iterative method based on the use of the first and second derivative of  $f(\cdot)$*

$$x_{k+1} = x_k - \frac{\dot{f}(x_k)}{\ddot{f}(x_k)}$$

*If the second derivative is not available, then we approximate it*

$$\ddot{f}(x_k) \approx \frac{\dot{f}(x_k) - \dot{f}(x_{k-1})}{x_k - x_{k-1}}$$

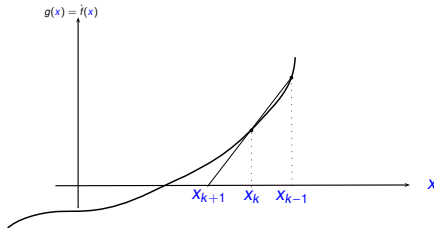
*and thus we have the following iterative method*

$$x_{k+1} = x_k - \frac{x_k - x_{k-1}}{\dot{f}(x_k) - \dot{f}(x_{k-1})} \dot{f}(x_k)$$



# Secant method

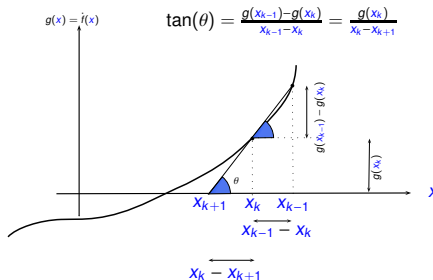
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An interpretation of the secant method.

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An interpretation of the secant method.

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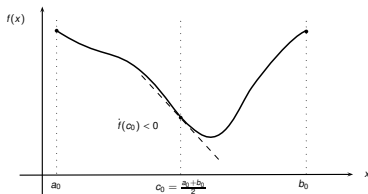
# Bisection method

Consider the unimodal, continuously differentiable function  $f : \mathbb{R} \rightarrow \mathbb{R}$ , we study the following problem:

$$\begin{aligned} \min_x \quad & f(x) \\ \text{s.t.} \quad & x \in [a_0, b_0] \end{aligned}$$

At each iteration we calculate  $\dot{f}(c_0)$  (for  $c_0 = \frac{a_0+b_0}{2}$ ) :

- ◇ if  $\dot{f}(c_0) = 0$  then  $c_0$  is a minimizer
- ◇ if  $\dot{f}(c_0) < 0$  then the minimizer must be in  $[c_0, b_0]$
- ◇ if  $\dot{f}(c_0) > 0$  then the minimizer must be in  $[a_0, c_0]$
- ◇ After  $N$  iteration the search range is reduced by  $(0.5)^N$



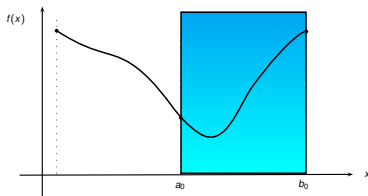
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# Some Remarks

*One-dimensional search methods are an essential tool in multi-dimensional*

*We have studied some one-dimensional search methods that can be classified according to the available information*

- ◇ *Only  $f(\cdot)$  is available : golden section and Fibonacci search*
- ◇  *$\dot{f}(\cdot)$  and  $\ddot{f}(\cdot)$  are available : Newton's method*
- ◇ *Only  $\dot{f}(\cdot)$  is available : secant method and bisection method*

*In general, using high order derivative information permits to have better performance*

# Some Remarks

*Notice that in one-dimensional search methods we either start with a domain of search and try to reduce its size, or consider the following algorithm :*

- ◇ *We start with one initial value  $\mathbf{x}_0$  (or several ones)*
- ◇ *At each iteration we find the next candidate solution  $\mathbf{x}_{k+1}$  based on  $\mathbf{x}_k$  (or sometime based on  $\mathbf{x}_K, \mathbf{x}_{K-1}, \dots$ )*
- ◇ *Based on a stopping criterion, the algorithm stops at iteration  $N$ , and we consider  $\mathbf{x}_N$  to be a solution (local minimizer) with a certain precision*

**Iterative algorithms** are going to be considered also for multi-dimensional search methods (next lecture).