### Университет ИТМО

Факультет программной инженерии и компьютерной техники

# Лабораторная работа №2

по курсу «Методы оптимизации»
Использование численных методов решения задач одномерной безусловной оптимизации.

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# Условие задачи

$$f(x) = x^3 - 3sin(x);$$
  $[a; b] = [0; 1];$   $e = 0.001.$ 

Исследуем функцию на экстремумы с помощью первой производной.

$$f'(x) = 3x^2 - 3\cos(x)$$

$$f'(a) = f'(0) = -3$$

$$f'(b) = f'(1) \approx 1.37909$$

Производные в концах отрезка имеют разные знаки (f'(a) < 0 и f'(b) > 0), а значит, что на отрезке [a;b] есть точка локального **минимума**.

Построим график, чтобы убедиться в правильности алгоритмов.

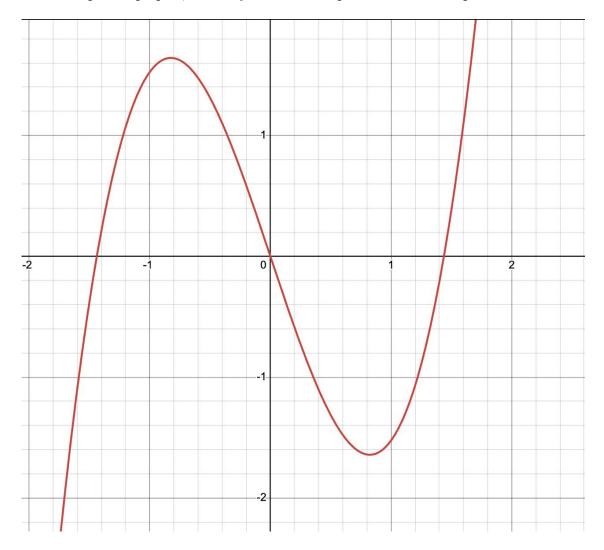


Рис. 1: График исходной функции

## Метод половинного деления

#### Ручная проверка:

Mimog howofunewore general:

i) 
$$x_{1} = \begin{pmatrix} 0 + 1 & -1 & 0 \\ -1 & 2 & 0 \end{pmatrix} = 0,4995$$
;  $y_{1} = f(0,4995) = 0,4995^{3} - 3 \sin 0,4995 \approx -1,312233$ 
 $\chi_{2} = \begin{pmatrix} 0 + 1 & -1 & 0 \\ -1 & 2 & 0 \end{pmatrix} = 0,5005$ ;  $y_{2} = f(0,5005) = 0,5005^{3} - 3 \sin 0,5005 \approx -1,31422$ 
 $\chi_{3} = \begin{pmatrix} 0 + 1 & 0 & 0 \\ -1 & 2 & 0 \end{pmatrix} = 0,5005$ ;  $y_{4} = f(0,5005) = 0,5005^{3} - 3 \sin 0,5005 \approx -1,31422$ 
 $\chi_{4} = \begin{pmatrix} 0 & 0 & 0 \\ -1 & 2 & 0 \end{pmatrix} = 0,5005$ ;  $y_{4} = f(0,5005) = 0,5005 > 0,001 = 2.5$ 
 $\chi_{5} = \begin{pmatrix} 0 & 0 & 0 \\ -1 & 2 & 0 \end{pmatrix} = 0,74955$ ;  $y_{1} \approx -1,62366$ 
 $\chi_{6} = \begin{pmatrix} 0 & 0 & 0 \\ -1 & 0 & 0 \end{pmatrix} = 0,74925$ ;  $y_{1} \approx -1,62366$ 
 $\chi_{6} = \begin{pmatrix} 0 & 0 & 0 \\ -1 & 0 & 0 \end{pmatrix} = 0,74925$ ;  $y_{1} \approx -1,62366$ 
 $\chi_{6} = \begin{pmatrix} 0 & 0 & 0 \\ -1 & 0 & 0 \end{pmatrix} = 0,74925$ ;  $y_{1} \approx -1,62366$ 
 $\chi_{7} = \begin{pmatrix} 0 & 0 & 0 \\ -1 & 0 & 0 \end{pmatrix} = 0,874125$ ;  $y_{1} \approx -1,63366$ 
 $\chi_{7} = \begin{pmatrix} 0 & 0 & 0 \\ -1 & 0 & 0 \end{pmatrix} = 0,874125$ ;  $y_{1} \approx -1,63366$ 
 $\chi_{7} = \begin{pmatrix} 0 & 0 & 0 \\ -1 & 0 & 0 \end{pmatrix} = 0,874125$ ;  $y_{1} \approx -1,63366$ 
 $\chi_{7} = \begin{pmatrix} 0 & 0 & 0 \\ -1 & 0 & 0 \end{pmatrix} = 0,874125$ ;  $\chi_{7} \approx -1,63366$ 
 $\chi_{8} = \begin{pmatrix} 0 & 0 & 0 & 0 \\ -1 & 0 & 0 \end{pmatrix} = 0,874125$ ;  $\chi_{1} \approx -1,64158$ 
 $\chi_{1} = \begin{pmatrix} 0 & 0 & 0 & 0 \\ -1 & 0 & 0 & 0 \end{pmatrix} = 0,8126675$ ;  $\chi_{1} \approx -1,64166$ 
 $\chi_{2} = \begin{pmatrix} 0 & 0 & 0 & 0 \\ -1 & 0 & 0 & 0 \end{pmatrix} = 0,8126625$ ;  $\chi_{1} \approx -1,64166$ 
 $\chi_{2} = \begin{pmatrix} 0 & 0 & 0 & 0 \\ -1 & 0 & 0 & 0 \end{pmatrix} = 0,81290625$ ;  $\chi_{1} \approx -1,64066$ 
 $\chi_{2} = \begin{pmatrix} 0 & 0 & 0 & 0 \\ -1 & 0 & 0 & 0 \end{pmatrix} = 0,81290625$ ;  $\chi_{2} \approx -1,640724$ 
 $\chi_{1} = \begin{pmatrix} 0 & 0 & 0 & 0 \\ -1 & 0 & 0 & 0 \end{pmatrix} = 0,81290625$ ;  $\chi_{2} \approx -1,640724$ 
 $\chi_{1} = \begin{pmatrix} 0 & 0 & 0 & 0 \\ -1 & 0 & 0 & 0 \end{pmatrix} = 0,81290625$ ;  $\chi_{2} \approx -1,640724$ 
 $\chi_{1} = \begin{pmatrix} 0 & 0 & 0 & 0 \\ -1 & 0 & 0 & 0 \end{pmatrix} = 0,81290625$ ;  $\chi_{2} \approx -1,640724$ 
 $\chi_{1} = \begin{pmatrix} 0 & 0 & 0 & 0 \\ -1 & 0 & 0 & 0 \end{pmatrix} = 0,81290625$ ;  $\chi_{2} \approx -1,640724$ 
 $\chi_{1} = \begin{pmatrix} 0 & 0 & 0 & 0 \\ -1 & 0 & 0 & 0 \end{pmatrix} = 0,81290625$ ;  $\chi_{2} \approx -1,640724$ 
 $\chi_{1} = \begin{pmatrix} 0 & 0 & 0 & 0 \\ -1 & 0 & 0 & 0 \end{pmatrix} = 0,81290625$ ;  $\chi_{1} \approx -1,640724$ 
 $\chi_{1} = \begin{pmatrix} 0 & 0 & 0 & 0 \\ -1 & 0 & 0 & 0 \end{pmatrix} = 0,81290625$ ;  $\chi_{1} \approx -1,640724$ 
 $\chi_{2} = \begin{pmatrix} 0 & 0 & 0 & 0 \\ -1 & 0 & 0 & 0 \end{pmatrix} = 0,81290625$ ;  $\chi_{2} \approx -1,64168$ ;  $\chi_{1} \approx -1,64168$ 

```
package org.example.optimizationMethods;
  public class Point {
       private double x;
       private double y;
       public Point() {
       public Point(double x, double y) {
10
           this.x = x;
11
           this.y = y;
       }
13
       public double getX() {
           return x;
16
       }
18
       public void setX(double x) {
           this.x = x;
       }
       public double getY() {
           return y;
       public void setY(double y) {
           this.y = y;
29
31
  package org.example.optimizationMethods;
  public class DoubleDevMethod {
  public static void main(String[] args) {
       Point point = getExtremumPoint(0, 1, 0.001);
       System.out.println(point.getX());
       System.out.println(point.getY());
     }
40
private static double getValueOfFunction(double x) {
       return Math.pow(x, 3) - 3 * Math.sin(x);
44
```

```
private static Point getExtremumPoint(double leftSegmentEnd, //
       double rightSegmentEnd, double epsilon) {
47
       double endPointDifference;
       Point answerPoint = new Point();
       double x1 = (leftSegmentEnd + rightSegmentEnd - epsilon) / 2;
       double x2 = (leftSegmentEnd + rightSegmentEnd + epsilon) / 2;
51
       double y1 = getValueOfFunction(x1);
       double y2 = getValueOfFunction(x2);
      if (y2 < y1) {
55
         leftSegmentEnd = x1;
         endPointDifference = rightSegmentEnd - leftSegmentEnd;
       } else {
         rightSegmentEnd = x2;
         endPointDifference = rightSegmentEnd - leftSegmentEnd;
60
61
       while (endPointDifference > 2 * epsilon) {
         x1 = (leftSegmentEnd + rightSegmentEnd - epsilon) / 2;
         x2 = (leftSegmentEnd + rightSegmentEnd + epsilon) / 2;
         y1 = getValueOfFunction(x1);
         y2 = getValueOfFunction(x2);
66
         if (y2 < y1) {
           leftSegmentEnd = x1;
68
           endPointDifference = rightSegmentEnd - leftSegmentEnd;
         } else {
           rightSegmentEnd = x2;
           endPointDifference = rightSegmentEnd - leftSegmentEnd;
         }
73
74
       double resultX = (leftSegmentEnd + rightSegmentEnd) / 2;
       double resultY = getValueOfFunction(resultX);
       answerPoint.setX(resultX);
       answerPoint.setY(resultY);
       return answerPoint;
    }
  }
81
```

0.82438232421875

-1.6421301895385456

## Метод золотого сечения

Ручная проверка:

$$\int_{X_{1}}^{1} = \int_{X_{1}}^{1} \int_{X_{1}}^{$$

Рис. 2: Метод золотого сечения. Первые пять операций.

```
package org.example.optimizationMethods;

public class GoldSectionMethod {
    public static void main(String[] args) {
        Point point = getExtremumPoint(0, 1, 0.001);
        System.out.println(point.getX());
        System.out.println(point.getY());
    }

private static double getValueOfFunction(double x) {
    return Math.pow(x, 3) - 3 * Math.sin(x);
}
```

```
private static Point getExtremumPoint(double leftSegmentEnd,
      double rightSegmentEnd, double epsilon) {
           Point answerPoint = new Point();
           double goldSection = 1.61803398875;
           double x1 = rightSegmentEnd - (rightSegmentEnd -
      leftSegmentEnd) / goldSection;
           double x2 = leftSegmentEnd + (rightSegmentEnd -
18
      leftSegmentEnd) / goldSection;
           double y1 = getValueOfFunction(x1);
           double y2 = getValueOfFunction(x2);
20
           if (y1 < y2) {
               rightSegmentEnd = x2;
               x2 = x1;
23
               x1 = leftSegmentEnd + rightSegmentEnd - x2;
           } else {
               leftSegmentEnd = x1;
26
               x1 = x2;
               x2 = rightSegmentEnd - x1 + leftSegmentEnd;
           }
29
           double difference = rightSegmentEnd - leftSegmentEnd;
           while (difference > 2 * epsilon) {
31
               if (y1 < y2) {
                   rightSegmentEnd = x2;
33
                   x2 = x1;
                   x1 = leftSegmentEnd + rightSegmentEnd - x2;
35
                   y1 = getValueOfFunction(x1);
36
                   y2 = getValueOfFunction(x2);
                    difference = rightSegmentEnd - leftSegmentEnd;
38
               } else {
39
                    leftSegmentEnd = x1;
40
                   x1 = x2;
                   x2 = rightSegmentEnd - x1 + leftSegmentEnd;
42
                   y1 = getValueOfFunction(x1);
                   y2 = getValueOfFunction(x2);
44
                    difference = rightSegmentEnd - leftSegmentEnd;
               }
46
           if (y1 < y2) {
48
               answerPoint.setX(x1);
49
               answerPoint.setY(y1);
           } else {
51
               answerPoint.setX(x2);
52
               answerPoint.setY(y2);
           return answerPoint;
       }
56
  }
57
```

0.8239519738271477

-1.6421302967101874

## Метод хорд

Ручная проверка:

```
f(x) = x^{2} - 3\sin x; \quad [a_{1}b_{1} = [o_{1}13]; \quad b = o_{1}0001.
Memory stopy
f'(x) = 3x^{2} - 3\cos x;
1) \quad \tilde{x} = \alpha - \frac{f'(\alpha)}{f'(\alpha)} - f'(b) \quad (\alpha - b) = \frac{f'(\alpha)}{f'(\alpha)} - f(b) = \frac{-3}{-3 - 3 + 3\cos x} = -\frac{1}{\cos x - \lambda} \approx 0,685
f(\tilde{x}) = f(0,685) \approx -1,5 + 66; \quad f'(\tilde{x}) = -0,9156
f'(\alpha) < 0; \quad f'(b) > 0; \quad f'(\tilde{x}) < 0 \Rightarrow [\tilde{x}; b] = [0,685; 1]
\lambda) \quad \tilde{\chi} = 0,685 + \frac{0,9156}{-0,9156} - \frac{1}{1,379} \quad (0,685 - 1) \approx 0,81
f'(\tilde{x}) = f(0,81) \approx -0,1 < 0 \Rightarrow [\tilde{x}; b] = [0,81; 1]
3) \quad \tilde{\chi} = 0,81 + \frac{0,1}{-0,1 - 1,379} \quad (0,81 - 1) \approx 0,823
f'(\tilde{x}) = f(0,823) \approx -0,0008 < 0 \Rightarrow [\tilde{x}; b] = [0,823; 1]
4) \quad \tilde{\chi} = 0,813 + \frac{0,003}{-0,0007} \quad (0,823 - 1) \approx 0,814
f'(\tilde{x}) = f'(0,813) \approx -0,0009 < 0 \Rightarrow [\tilde{x}; b] = [0,823; 1]
4) \quad \tilde{\chi} = 0,813 + \frac{0,003}{-0,0007} \quad (0,823 - 1) \approx 0,814
f'(\tilde{x}) = f'(0,814) \approx -0,0009 < 0 \Rightarrow [\tilde{x}; b] = [0,824; 1]
f'(\tilde{x}) = f'(0,813) \approx -0,0009 < 0 \Rightarrow [\tilde{x}; b] = [0,824; 1]
f'(\tilde{x}) = f'(0,813) \approx -0,0009 < 0 \Rightarrow [\tilde{x}; b] = [0,824; 1]
f'(\tilde{x}) = f'(0,813) \approx -0,0009 < 0 \Rightarrow [\tilde{x}; b] = [0,824; 1]
f'(\tilde{x}) = f'(0,813) \approx -0,0009 < 0 \Rightarrow [\tilde{x}; b] = [0,824; 1]
f'(\tilde{x}) = f'(0,813) \approx -0,0009 < 0 \Rightarrow [\tilde{x}; b] = [0,824; 1]
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f'(\tilde{x}) = f'(0,813) \approx -0,0009 < 0 \Rightarrow [\tilde{x}; b] = [0,823; 1]
f'(\tilde{x}) = f'(0,813) \approx -0,0009 < 0 \Rightarrow [\tilde{x}; b] = [0,823; 1]
f'(\tilde{x}) = f'(0,813) \approx -0,0009 < 0 \Rightarrow [\tilde{x}; b] = [0,823; 1]
f'(\tilde{x}) = f'(0,813) \approx -0,0009 < 0 \Rightarrow [\tilde{x}; b] = [0,823; 1]
f'(\tilde{x}) = f'(0,813) \approx -0,0009 < 0 \Rightarrow [\tilde{x}; b] = [0,823; 1]
f'(\tilde{x}) = f'(0,813) \approx -0,0009 < 0 \Rightarrow [\tilde{x}; b] = [0,823; 1]
f'(\tilde{x}) = f'(0,813) \approx -0,0009 < 0 \Rightarrow [\tilde{x}; b] = [0,823; 1]
f'(\tilde{x}) = f'(0,813) \approx -0,0009 < 0 \Rightarrow [\tilde{x}; b] = [0,823; 1]
f'(\tilde{x}) = f'(0,813) \approx -0,0009 < 0 \Rightarrow [\tilde{x}; b] = [0,823; 1]
f'(\tilde{x}) = f'(0,813) \approx -0,0009 < 0 \Rightarrow [\tilde{x}; b] = [0,823; 1]
f'(\tilde{x}) = f'(0,813) \approx -0,0009 < 0 \Rightarrow [\tilde{x}; b] = [0,823; 1]
f'(\tilde{x}) = f'(0,813) \approx -0,0009 < 0 \Rightarrow [\tilde{x}; b] = [0,823; 1]
f'(\tilde{x}) = f'(0,813) \approx -0,0009 < 0 \Rightarrow [\tilde{x}; b] = [0,823; 1]
f'(\tilde{x}) =
```

Рис. 3: Метод хорд. Первые пять операций.

```
package org.example.optimizationMethods;

public class SegmentationMethod {
   public static void main(String[] args) {
        Point point = getExtremumPoint(0, 1, 0.001);
        System.out.println(point.getX());
        System.out.println(point.getY());
   }

private static double getValueOfFunction(double x) {
```

```
return Math.pow(x, 3) - 3 * Math.sin(x);
       }
12
13
       private static double getDerivativeOfFunction(double x) {
           return 3 * Math.pow(x, 2) - 3 * Math.cos(x);
17
       private static Point getExtremumPoint(double leftSegmentEnd,
18
      double rightSegmentEnd, double epsilon) {
           double endPointDifference;
19
           Point answerPoint = new Point();
           double x = leftSegmentEnd - ((leftSegmentEnd -
21
      rightSegmentEnd) * getDerivativeOfFunction(leftSegmentEnd) / (
      \tt getDerivativeOfFunction(leftSegmentEnd) - getDerivativeOfFunction
      (rightSegmentEnd)));
22
           double derX = getDerivativeOfFunction(x);
           double derA = getDerivativeOfFunction(leftSegmentEnd);
23
           if (derA * derX < 0) {</pre>
               leftSegmentEnd = x;
               endPointDifference = rightSegmentEnd - leftSegmentEnd;
           } else {
27
               rightSegmentEnd = x;
               endPointDifference = rightSegmentEnd - leftSegmentEnd;
29
           while (endPointDifference > 2 * epsilon) {
31
               x = leftSegmentEnd - ((leftSegmentEnd - rightSegmentEnd)
      * getDerivativeOfFunction(leftSegmentEnd) / (
      getDerivativeOfFunction(leftSegmentEnd) - getDerivativeOfFunction
      (rightSegmentEnd)));
               derX = getDerivativeOfFunction(x);
33
               derA = getDerivativeOfFunction(leftSegmentEnd);
               if (derA * derX < 0) {</pre>
35
                    leftSegmentEnd = x;
                    endPointDifference = rightSegmentEnd - leftSegmentEnd
37
               } else {
38
                    rightSegmentEnd = x;
                    endPointDifference = rightSegmentEnd - leftSegmentEnd
40
               }
41
           }
42
           double resultX = (leftSegmentEnd + rightSegmentEnd) / 2;
43
           double resultY = getValueOfFunction(resultX);
44
           answerPoint.setX(resultX);
           answerPoint.setY(resultY);
46
           return answerPoint;
```

```
49
50 }
```

0.8354286327834163

-1.6416725013479152

## Метод Ньютона

Ручная проверка:

```
f(x) = x^{3} - 3\sin x ; [a; b] = [o; 1]; \quad \xi = 0,001.
Memog Horomoria.

2) X_{1} = 1,1399 - \frac{2,645}{9,565} \approx 0,8634

Syntyme general forms granger guapperency present

f'(x) = 3x^{2} - 3\cos x; \quad x_{k+1} = x_{k} - \frac{f'(x_{k})}{f''(x_{k})}

f''(x) = 6x + 3\sin x; \quad x_{k+1} = x_{k} - \frac{f'(x_{k})}{f''(x_{k})}

f''(x) = 6x + 3\sin x; \quad x_{k+1} = x_{k} - \frac{f'(x_{k})}{f''(x_{k})}

f''(x) = 6x + 3\sin x; \quad x_{k+1} = x_{k} - \frac{f'(x_{k})}{f''(x_{k})}

f''(x) = 6x + 3\sin x; \quad x_{k+1} = x_{k} - \frac{f'(x_{k})}{f''(x_{k})}

f''(x) = 6x + 3\sin x; \quad x_{k+1} = x_{k} - \frac{f'(x_{k})}{f''(x_{k})}

f''(x) = 6x + 3\sin x; \quad x_{k+1} = x_{k} - \frac{f'(x_{k})}{f''(x_{k})}

f''(x) = 6x + 3\sin x; \quad x_{k+1} = x_{k} - \frac{f'(x_{k})}{f''(x_{k})}

f''(x) = 6x + 3\sin x; \quad x_{k+1} = x_{k} - \frac{f'(x_{k})}{f''(x_{k})}

f''(x) = 6x + 3\sin x; \quad x_{k+1} = x_{k} - \frac{f'(x_{k})}{f''(x_{k})}

f''(x) = 6x + 3\sin x; \quad x_{k+1} = x_{k} - \frac{f'(x_{k})}{f''(x_{k})}

f''(x) = 6x + 3\sin x; \quad x_{k+1} = x_{k} - \frac{f'(x_{k})}{f''(x_{k})}

f''(x) = 6x + 3\sin x; \quad x_{k+1} = x_{k} - \frac{f'(x_{k})}{f''(x_{k})}

f''(x) = 6x + 3\sin x; \quad x_{k+1} = x_{k} - \frac{f'(x_{k})}{f''(x_{k})}

f''(x) = 6x + 3\sin x; \quad x_{k+1} = x_{k} - \frac{f'(x_{k})}{f''(x_{k})}

f''(x) = 6x + 3\sin x; \quad x_{k+1} = x_{k} - \frac{f'(x_{k})}{f''(x_{k})}

f''(x) = 6x + 3\sin x; \quad x_{k+1} = x_{k} - \frac{f'(x_{k})}{f''(x_{k})}

f''(x) = 6x + 3\sin x; \quad f'(x) = 0,8634 - \frac{0,8634}{7,466} \approx 0,8249

f''(x) = 6x + 3\sin x; \quad f'(x) = 0,8634 - \frac{0,8634}{7,466} \approx 0,8249

f''(x) = 6x + 3\sin x; \quad f'(x) = 0,8249

f''(x) = 6x + 3\sin x; \quad f'(x) = 0,8249

f''(x) = 6x + 3\sin x; \quad f'(x) = 0,8249

f''(x) = 0,8634 - \frac{0,8634}{7,46} \approx 0,8249

f''(x) = 0,9634 - \frac{0,8634}{7,46} \approx 0,8249

f''(x) = 0,9634 - \frac{0,8634}{7,46} \approx 0,8249

f''(x) = 0,9634 - \frac{0,8634}{7,46} \approx 0,8249
```

Рис. 4: Метод Ньютона. Первые пять операций.

```
package org.example.optimizationMethods;

public class NewtonMethod {
    public static void main(String[] args) {
        Point point = getExtremumPoint(0, 1, 0.001);
        System.out.println(point.getX());
        System.out.println(point.getY());
    }

private static double getValueOfFunction(double x) {
    return Math.pow(x, 3) - 3 * Math.sin(x);
}

private static double getDerivativeOfFunction(double x) {
```

```
return 3 * Math.pow(x, 2) - 3 * Math.cos(x);
       }
16
17
       private static double getDoubleDerivativeOfFunction(double x) {
18
           return 6 * x + 3 * Math.sin(x);
20
21
       private static Point getExtremumPoint(double leftSegmentEnd,
      double rightSegmentEnd, double epsilon) {
           double endPointDifference;
           Point answerPoint = new Point();
25
           double x = (leftSegmentEnd + rightSegmentEnd) / 2;
26
           double x1 = x - (getDerivativeOfFunction(x) /
      getDoubleDerivativeOfFunction(x));
           endPointDifference = Math.abs(x - x1);
           while (endPointDifference > 2 * epsilon) {
29
               x = x1;
               x1 = x - (getDerivativeOfFunction(x) /
31
      getDoubleDerivativeOfFunction(x));
               endPointDifference = Math.abs(x - x1);
32
           }
           double resultY = getValueOfFunction(x1);
34
           answerPoint.setX(x1);
           answerPoint.setY(resultY);
           return answerPoint;
37
       }
39
  }
```

0.8241323124099124

-1.6421304129142102

#### Итогова таблица

Вычислительный метод	X	Y
Метод половинного деления	0.82438	-1.64213
Метод золотого сечения	0.82395	-1.64213
Метод хорд	0.83542	-1.64167
Метод Ньютона	0.82413	-1.64213

Таблица 1: Полученные значения программой разными способами.