

# Homework Rokhmah lin

#1  $S = 2\pi r^2 + 2\pi r \cdot h$ ;  $V = \pi r^2 h \Rightarrow h = \frac{V}{\pi r^2}$

$$S = 2\pi r^2 + \frac{2V}{r}; \quad \frac{dS}{dr} = 4\pi r - \frac{2V}{r^2};$$

$$S'(r) = 0; \quad 4\pi r^3 - 2V = 0 \Rightarrow r = \sqrt[3]{\frac{V}{2\pi}}$$

& if  $r < \sqrt[3]{\frac{V}{2\pi}}$  then  $S'(r) < 0$  else  $S'(r) > 0$

$r = \sqrt[3]{\frac{V}{2\pi}}$  is the minimum arg.

Answer:  $r = \sqrt[3]{\frac{V}{2\pi}}$ ;  $h = \frac{V}{\pi \left(\sqrt[3]{\frac{V}{2\pi}}\right)^2}$

#2  $f(x_1, x_2) = \frac{3}{2}(x_1^2 + x_2^2) + (1+a)x_1x_2 - (x_1 + x_2) + b$

$$f'_{x_1} = 3x_1 + (1+a)x_2 - 1; \quad f''_{x_1x_1} = 3$$

$$f'_{x_2} = 3x_2 + (1+a)x_1 - 1; \quad f''_{x_2x_2} = 3$$

$$f''_{x_1x_2} = 1+a$$

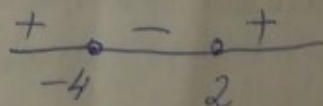
Necessary condition  $\begin{cases} f'_{x_1} = 0 \\ f'_{x_2} = 0 \end{cases} \Rightarrow \begin{pmatrix} 3 & 1+a \\ 1+a & 3 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \end{pmatrix}$

$$|A| = 9 - (1+a)^2, \quad \Delta_1 = 2-a, \quad \Delta_2 = 2-a \quad x_1 = \frac{2-a}{9-(1+a)^2}; \quad x_2 = \frac{2-a}{9-(1+a)^2}$$

Sufficient condition:

$$\begin{vmatrix} 3 & 1+a \\ 1+a & 3 \end{vmatrix} = 9 - (1+a)^2 = -(a-2)(a+4) > 0$$

$$(a-2)(a+4) < 0$$



Answer:  $a \in (-4, 2)$   $b \in (-\infty, \infty)$

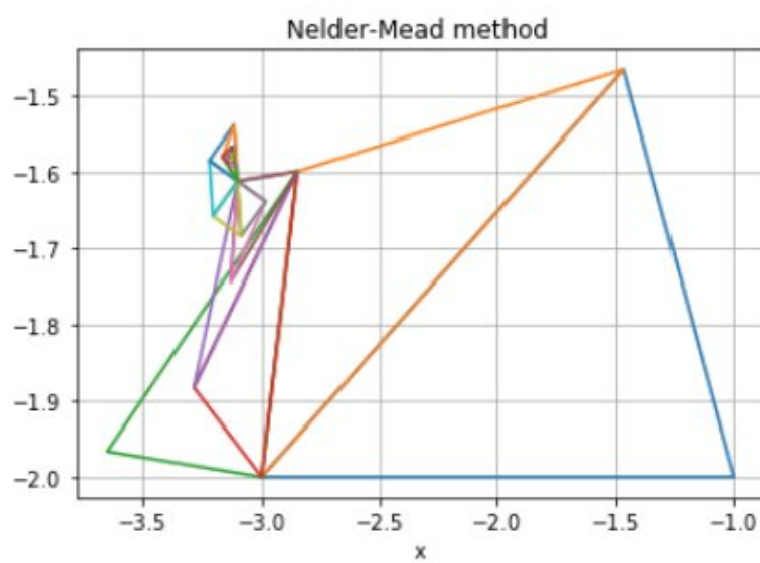
### Task #3

Given:

```
eps = 1e-6  
refl, expan, contr = 1, 0.5, 2  
simplex = list([(-1.0,-1.0),(-1.0,-2.0), (-3.0,-2.0)])
```

Result:

```
func_min = -106.76453076037151  iterations = 53  
test point ([-3.13004039 -1.58210909])
```



Given:

$\text{eps} = 1\text{e-}6$

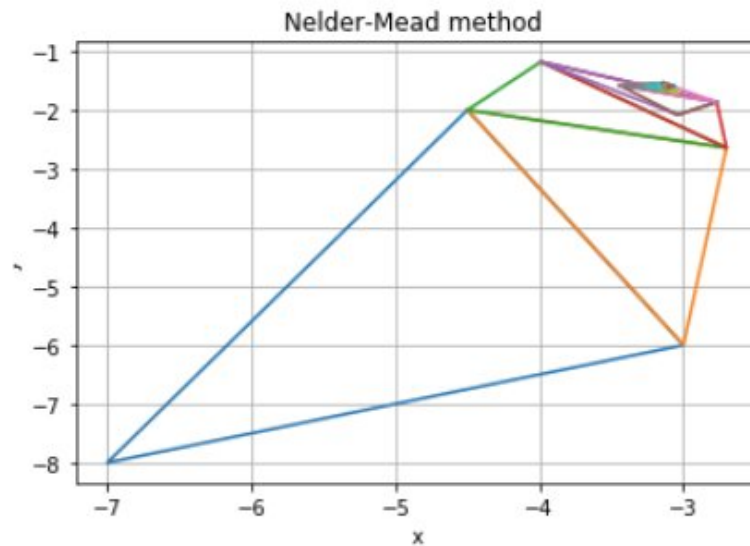
$\text{refl, expan, contr} = 1, 0.5, 2$

$\text{simplex} = \text{list}([( -4.5, -2.0), (-3.0, -6.0), (-7.0, -8.0)])$

Result:

$\text{func\_min} = -106.76453674925574$  iterations = 47

test point  $[-3.13024566 \ -1.58214159]$

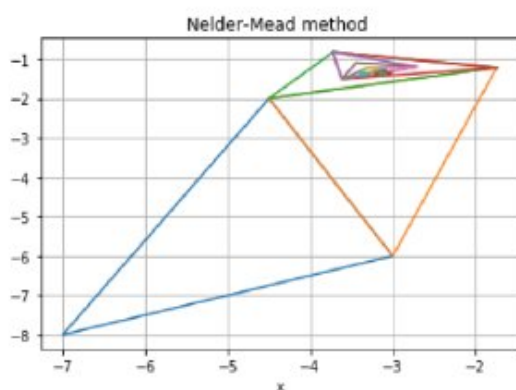


Given:

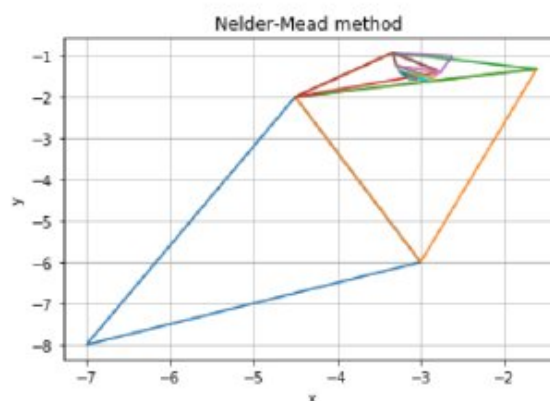
$\text{eps} = 1\text{e-}6$

$\text{simplex} = \text{list}([( -4.5, -2.0), (-3.0, -6.0), (-7.0, -8.0)])$

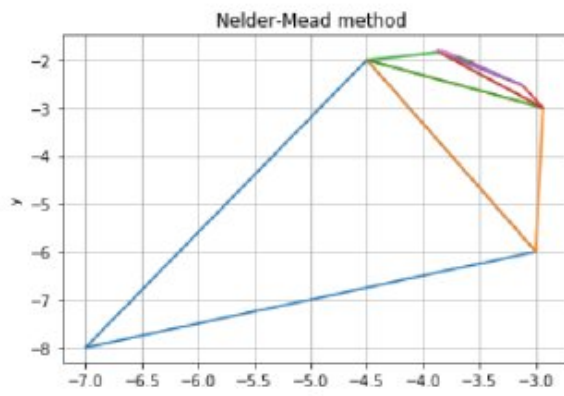
| # | F min          | Last Point              | reflection | expansion | contraction | iterations |
|---|----------------|-------------------------|------------|-----------|-------------|------------|
| 1 | -106.764536749 | -3.13024477 -1.58214304 | 1          | 0.5       | 2           | 47         |
| 2 | -102.027       | -3.0997595 -1.39631015  | 2          | 0.25      | 1.5         | 95         |
| 3 | -106.66637667  | -3.1189989 -1.55781545  | 0.75       | 0.75      | 1.75        | 69         |
| 4 | -63.867308     | -3.58028, -2.037996     | 0.25       | 0.75      | 1.2         | 25         |
| 5 | -106.76453     | -3.13024477 -1.58214304 | 1.5        | 1.75      | 4.2         | 64         |



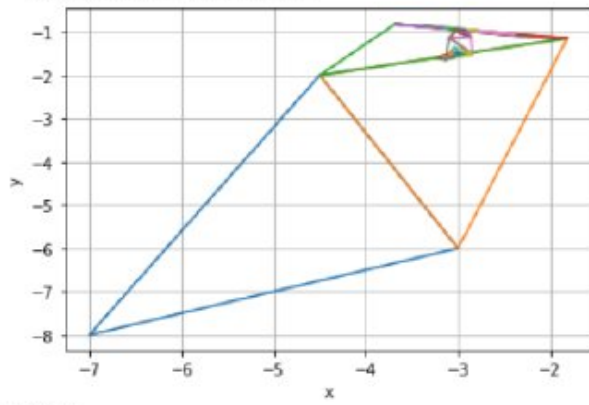
Case 2: min = -102.027



Case 3: min = -106.666



Case 4:  $\min = -63.867$



Case 5

Simplex from task #3: simplex = $\{(-4.5,-2.0),(-3.0,-6.0), (-7.0,-8.0)\}$   
The best simplex vertex from task 3 :  $(-4.5,-2.0)$  is selected for Task#4

| alpha  | steps               | Converged to point        | Func min     |
|--------|---------------------|---------------------------|--------------|
| 0.1    | 109                 | -5.37626007, -5.61627474  | 1.487        |
| 0.01   | 100000<br>(stuck)   | [-2.75568398 -1.91600928] | -77.875      |
| 0.001  | 72                  | [-3.13062191 -1.58221856] | -106.7645    |
| 0.002  | 34                  | [-3.13043115 -1.5821679 ] | -106.764531  |
| 0.005  | 18<br>(best result) | [-3.13056379 -1.5821175 ] | -106.7645228 |
| 0.0075 | 192                 | [-3.25394942 -1.58329201] | -104.68213   |
| 0.0001 | 684                 | [-3.13169126 -1.58250793] | -106.764232  |
| e10-5  | 6026                | [-3.1349531 -1.58332265]  | -106.76131   |

Conclusion:

Nelder-Mead algorithm rarely exceed 100 iterations in the conducted experiments while coordinate descent may take more than 1000 and even stuck.

Both algorithms are sensitive to initial guesses and selected coefficients and can easily converge to local minimum.