

Nonlinear Optimization Lecture 19

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H-Conjugate Directions

$$(d^i)^T H d^j = 0$$

$$f(x) = c^T x + \frac{1}{2} x^T H x$$

$$x = x^1 + \sum_{j=1}^n \lambda_j d^j$$

$$F(\lambda) = \sum F_j(\lambda_j)$$

If H is PD,

$$\lambda_j^* = \frac{c^T d^j + d^{jT} H x_1}{d^{jT} H d^j}$$

Example

$$\min f(x) = -12x_2 + 4x_1^2 + 4x_2^2 + 4x_1x_2$$

$$\nabla f = \begin{bmatrix} 8x_1 + 4x_2 \\ -12 + 8x_2 + 4x_1 \end{bmatrix}$$

$$H(x) = \begin{bmatrix} 8 & 4 \\ 4 & 8 \end{bmatrix}$$

Two conjugate directions

$$d^1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$d^2 = \begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} -1 \\ 1 \end{bmatrix}$$

$$(d^1)^T H d^2 = \begin{bmatrix} 1 & 1 \end{bmatrix} \begin{bmatrix} 8 & 4 \\ 4 & 8 \end{bmatrix} \begin{bmatrix} a \\ b \end{bmatrix}$$

$$= \begin{bmatrix} 12 & 12 \end{bmatrix} \begin{bmatrix} a \\ b \end{bmatrix} = 0$$

$$\text{Choose } x^1 = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$



Figure 1:

$$\begin{aligned}
 f(x) &= c^T x + \frac{1}{2} x^T H x \\
 &= \begin{bmatrix} 0 & -12 \end{bmatrix} x + \frac{1}{2} x^T \begin{bmatrix} 8 & 4 \\ 4 & 8 \end{bmatrix} x \\
 \lambda_1^* &= \frac{1}{2} \\
 \lambda_2^* &= -\frac{3}{2} \\
 x^2 &= x^1 + \lambda_1 d^1 \\
 &= \begin{bmatrix} 0 & 0 \end{bmatrix} + \frac{1}{2} \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \begin{bmatrix} \frac{1}{2} \\ \frac{1}{2} \end{bmatrix} \\
 x^3 &= x^2 + \lambda_2 d^2 \\
 &= \begin{bmatrix} \frac{1}{2} \\ \frac{1}{2} \end{bmatrix} + -\frac{3}{2} \begin{bmatrix} -1 \\ 1 \end{bmatrix} = \begin{bmatrix} 2 \\ -1 \end{bmatrix}
 \end{aligned}$$

If H is PD, we know that we will reach the optimal solution after n iterations (at least for quadratic optimization).

Remark. DFP applied to a quadratic function generates H -conjugate directions.

Fletcher-Reeves Conjugate Gradient Method (CG)

- $x^{k+1} = x^k + \lambda_k d^k$
- Start with $d^1 = -\nabla f(x^1)$
- $d^{k+1} = -\nabla f(x^{k+1}) + \alpha_k d^k$ where α_k is a weight based on the previous iteration.

How to determine α_k ? A: Use line search. But we will be designing the algorithm so that we can generate conjugate directions.

Consider the following quadratic function.

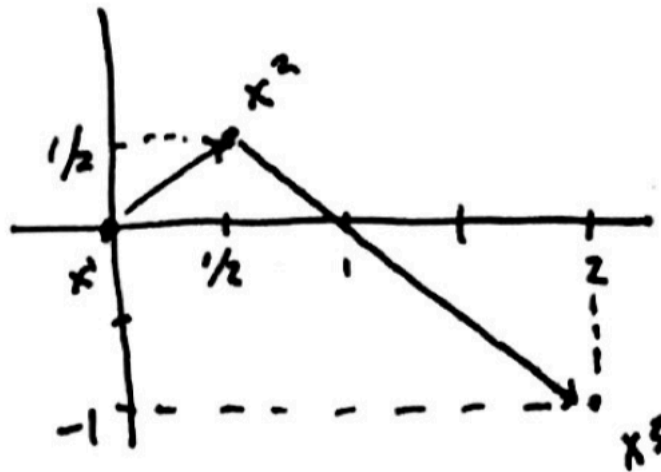
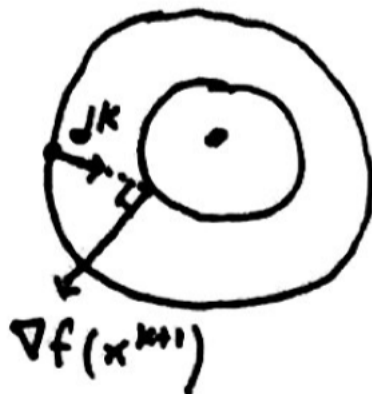


Figure 2:

$$\begin{aligned}
 f(x) &= c^T x + \frac{1}{2} x^T H x \\
 \nabla f(x) &= c + Hx \\
 \nabla f(x^{k+1}) - \nabla f(x^k) &= H(x^{k+1} - x^k) \\
 \nabla f(x^{k+1}) &= \nabla f(x^k) + H(x^{k+1} - x^k) \\
 &= \nabla f(x^k) + \lambda_k H d^k \\
 \nabla f(x^{k+1}) d^k &= 0 \text{ when an exact line search is used}
 \end{aligned}$$

Figure 3: Explanation for $\nabla f(x^{k+1}) d^k = 0$

Using the definition of d^{k+1}

$$\begin{aligned}
(\nabla f(x^{k+1}))^T \nabla f(x^k) &= (\nabla f(x^{k+1}))^T [\alpha_{k-1} d^{k-1} - d^k] \\
&= \alpha_{k-1} \nabla f(x^{k+1})^T d^{k-1} - \nabla f(x^{k+1})^T d^k \\
&= \alpha_{k-1} \nabla f(x^{k+1})^T d^{k-1} - 0 \\
&= \alpha_{k-1} [\nabla f(x^k) + \lambda_k H d^k]^T d^{k-1} \\
&= \alpha_{k-1} \nabla f(x^k)^T d^{k-1} + \alpha_{k-1} \lambda_k (d^k)^T H d^{k-1} \\
&= 0 + \alpha_{k-1} \lambda_k (d^k)^T H d^{k-1}
\end{aligned}$$

We want $\lambda_k (d^k)^T H d^{k-1}$ to be equal to 0, so that $(\nabla f(x^{k+1}))^T \nabla f(x^k) = 0$.

$$\begin{aligned}
\nabla f(x^k)^T d^k &= \nabla f(x^k) (-\nabla f(x^k) + \alpha_{k-1} d^{k-1}) \\
&= -\|\nabla f(x^k)\|^2 + \alpha_{k-1} \nabla f(x^k)^T d^{k-1} \\
&= -\|\nabla f(x^k)\|^2 + \alpha_{k-1} 0 \\
&= -\|\nabla f(x^k)\|^2
\end{aligned}$$

From $(d^k)^T H d^{k+1}$ and $x^{k+1} = x^k + \lambda_k d^k$ we want the following to equal 0

$$\begin{aligned}
\frac{1}{\lambda_k} (x^{k+1} - x^k)^T H d^{k+1} &= 0 \\
&= \frac{1}{\lambda_k} (\nabla f(x^{k+1}) - \nabla f(x^k))^T d^{k+1}
\end{aligned}$$

Using again the definition of d^{k+1}

$$\begin{aligned}
&= \frac{1}{\lambda_k} (-\|\nabla f(x^{k+1})\|^2 + \alpha_k \nabla f(x^{k+1})^T d^k + \nabla f(x^k) \nabla f(x^{k+1}) - \alpha_k \nabla f(x^k)^T d^k) \\
&= \frac{1}{\lambda_k} (-\|\nabla f(x^{k+1})\|^2 + \alpha_k 0 + 0 - \alpha_k (-\|\nabla f(x^k)\|^2)) \\
&= \frac{1}{\lambda_k} (-\|\nabla f(x^{k+1})\|^2 + \alpha_k \|\nabla f(x^k)\|^2) \\
&= 0
\end{aligned}$$

Then this gives that we should set

$$\alpha_k = \frac{\|\nabla f(x^{k+1})\|^2}{\|\nabla f(x^k)\|^2}$$

In summary:

1. Start at x^1 , and start with $d^1 = -\nabla f(x^1)$.
2. Find x^2 .
3. Use x^2, x^1 to find α_1
4. Use x^2, α_1, d^1 to find d^2 .
5. Use x^2, d^2 to find x^3 .
6. Repeat.

Game theory

We now begin the third part of the course: game theory¹

- Cournot Games
 - Mathematical Games
 - N -player Games
 - Non-cooperative Games

Non-cooperative Behavior

Each player $i = 1, \dots, N$ chooses a strategy x^i (a vector of decision variables for player i), where $x^i \in X_i$ (a set of feasible strategies), which maximizes his or her utility level, u_i .

$$u_i(x^1, x^2, \dots, x^{i-1}, x^i, x^{i+1}, \dots, x^N)$$

This function determines the overall utility, but the only variables that are under the control of player i are the x^i . In other words, the utility for player i is dependent on the decisions of others, but they can only control their own decisions. To denote the *not- i* decisions we use $-i$.

$$u_i(x^i, x^{-i})$$

where $x^{-i} = (x^j)_{j \neq i}$.

Nash Equilibrium

...of an N -person non-cooperative game

For this portion,

$$x = (x^i)_{i=1}^N$$

$$X = \prod_{i=1}^n X_i = X_1 \times X_2 \times \dots \times X_n$$

Where \times is called the cartesian product.

¹The first two parts were theory and algorithms.

Then, a *Nash Equilibrium* $x^* \in X$, describing all strategies of all players, of the game is defined as a point at which no player can unilaterally increase his/her utility.

$$u_i(x^{i*}, x^{-i*}) \geq u_i(x^i, x^{-i*}) \quad \forall x^i \in X_i, \quad i = 1, \dots, N$$