

Multi-fidelity Constrained Optimization for Stochastic Black-Box Simulators

Motivation

Challenges faced in real-world optimization:

- High-dimensional parameter space
- Unavailability of gradient (black-box)
- Stochastic simulator
- Constraints
- Computationally expensive simulators

Problem statement

Given:

- scalar valued function $f(\mathbf{x}, \mathbf{b})$
- a set of constraints $\mathcal{C}(\mathbf{x}, \mathbf{b}) = \{\mathcal{C}_1(\mathbf{x}, \mathbf{b}), \dots, \mathcal{C}_I(\mathbf{x}, \mathbf{b})\}$

$\mathbf{x} \in \mathbb{R}^d$ are the deterministic design variables and \mathbf{b} represents a random vector

Robust Optimization formulation:

$$\min_{\mathbf{x}} \mathbb{E}_{\mathbf{b}}[f(\mathbf{x}, \mathbf{b})], \quad \text{s.t.} \quad \mathbb{E}_{\mathbf{b}}[\mathcal{C}_i(\mathbf{x}, \mathbf{b})] \leq 0, \quad \forall i \in \{1, \dots, I\}$$

To address the above, we introduce Scout-Nd (Stochastic Constrained Optimization for N dimensions)

Constraint Augmentation

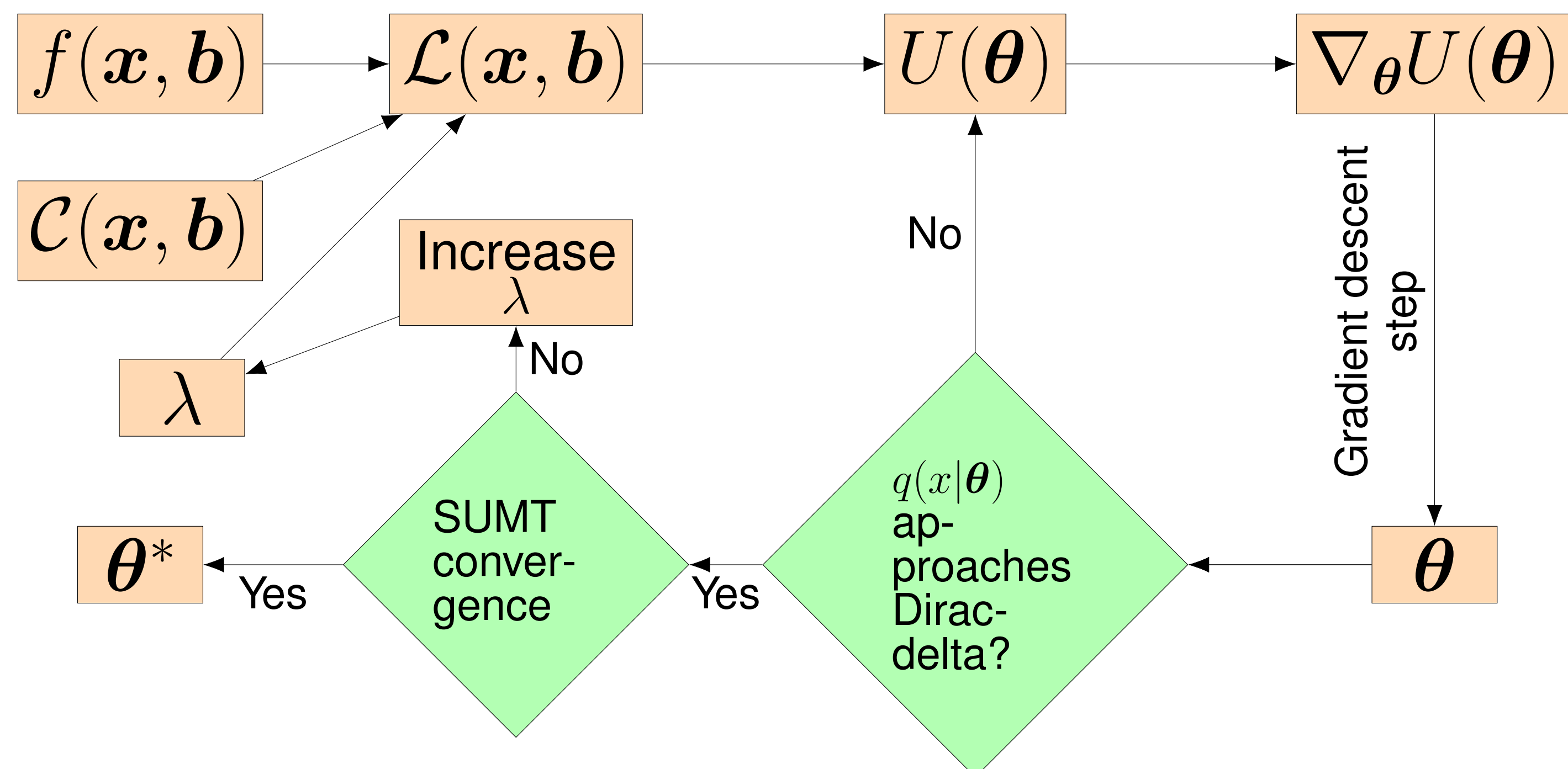
- Cast the constrained optimization to unconstrained optimization.
- Define augmented objective function \mathcal{L}

$$\mathcal{L}(\mathbf{x}, \mathbf{b}, \boldsymbol{\lambda}) = f(\mathbf{x}, \mathbf{b}) + \sum_{i=1}^I \lambda_i \max(\mathcal{C}_i(\mathbf{x}, \mathbf{b}), 0)$$

- $\lambda_i > 0$ is the penalty parameter for the i^{th} constraint.
- $\max(\cdot, \cdot)$ controls the magnitude of penalty applied.
- The new optimization problem is:

$$\min_{\mathbf{x}} \mathbb{E}_{\mathbf{b}}[\mathcal{L}(\mathbf{x}, \mathbf{b}, \boldsymbol{\lambda})]$$

- Start with a small λ and gradually increase its value as per Sequential Unconstrained Minimization Technique (SUMT)[1].



Estimation of derivative

- Minimize the upper bound ($U(\theta)$) w.r.t $\theta \iff$ minimize \mathcal{L} w.r.t \mathbf{x} [2, 3]

$$\min \int \mathcal{L}(\mathbf{x}, \mathbf{b}, \boldsymbol{\lambda}) p(\mathbf{b}) d\mathbf{b} \leq \int \mathcal{L}(\mathbf{x}, \mathbf{b}, \boldsymbol{\lambda}) p(\mathbf{b}) q(\mathbf{x} | \boldsymbol{\theta}) d\mathbf{b} d\mathbf{x} = U(\boldsymbol{\theta})$$

- $q(\mathbf{x} | \boldsymbol{\theta})$ is a density over \mathbf{x} parameterized by $\boldsymbol{\theta}$. In this work, we only work with gaussian distribution.
- $U(\boldsymbol{\theta})$ converges to $\mathbb{E}_{\mathbf{b}}[\mathcal{L}(\mathbf{x})]$ when q approaches Dirac-delta.
- Derivative of $U(\boldsymbol{\theta})$ w.r.t. $\boldsymbol{\theta}$ is calculated as:

$$\nabla_{\boldsymbol{\theta}} U(\boldsymbol{\theta}) = \mathbb{E}_{\mathbf{x}, \mathbf{b}} [\nabla_{\boldsymbol{\theta}} \log q(\mathbf{x} | \boldsymbol{\theta}) \mathcal{L}(\mathbf{x}, \mathbf{b}, \boldsymbol{\lambda})]$$

- Estimate the expectation by Monte Carlo

$$\frac{\partial U}{\partial \boldsymbol{\theta}} \approx \frac{1}{S} \sum_{i=1}^S \mathcal{L}(\mathbf{x}_i, \mathbf{b}_i, \boldsymbol{\lambda}) \frac{\partial}{\partial \boldsymbol{\theta}} \log q(\mathbf{x}_i | \boldsymbol{\theta})$$

- Variance reduction technique:

- Baseline method [4]
- Quasi-Monte Carlo

- Multi-fidelity (MF):

- Hierarchy of models with increasing accuracy and computational cost.
- Evaluate the estimation using multi-level Monte Carlo method [5]

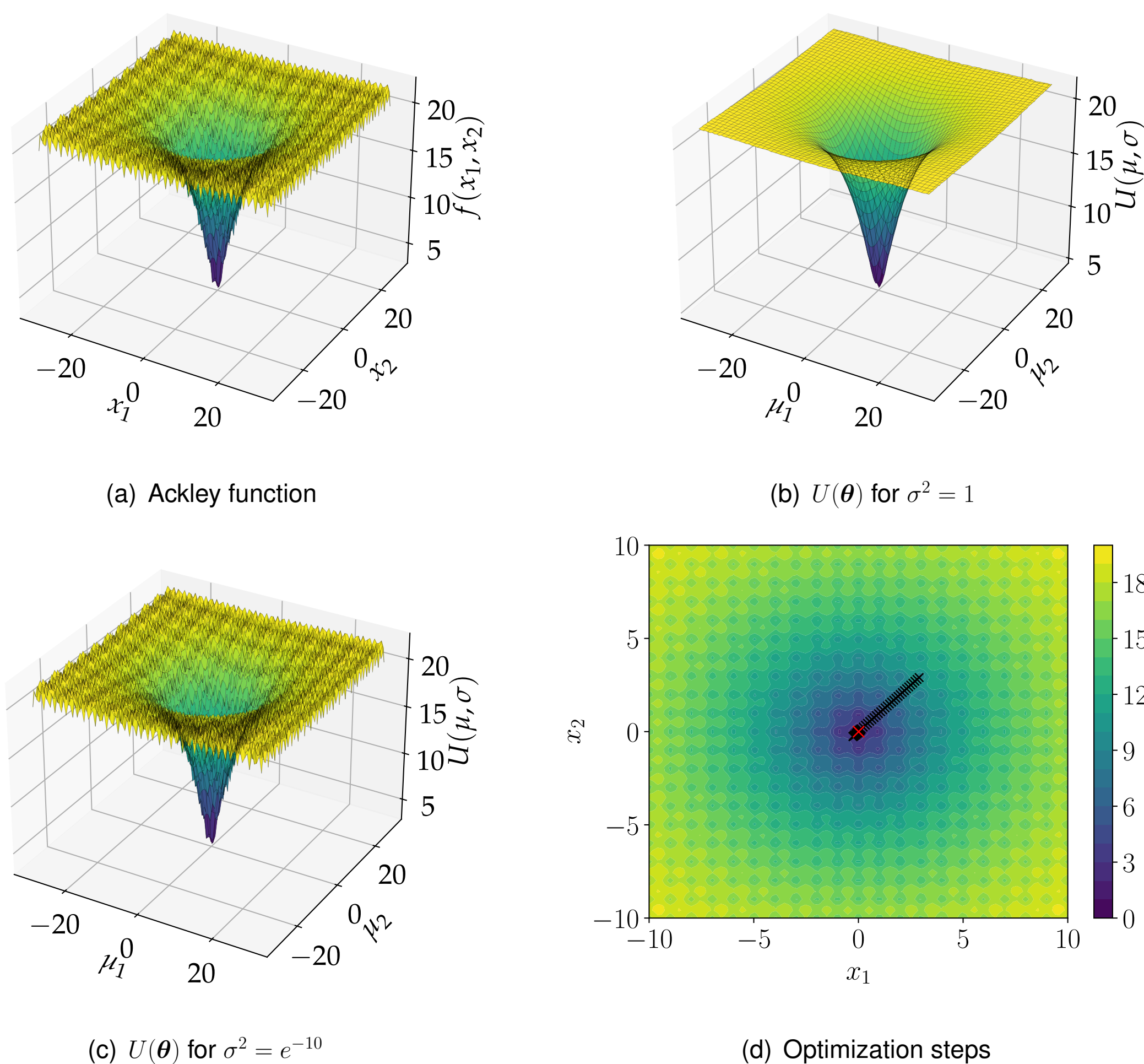
$$\frac{\partial U_L}{\partial \boldsymbol{\theta}} \approx \sum_{\ell=1}^L \frac{1}{S_{\ell}} \sum_{i=1}^{S_{\ell}} (\mathcal{L}_{\ell}(\mathbf{x}_i, \mathbf{b}_i, \boldsymbol{\lambda}) - \mathcal{L}_{\ell-1}(\mathbf{x}_i, \mathbf{b}_i, \boldsymbol{\lambda})) \frac{\partial}{\partial \boldsymbol{\theta}} \log q(\mathbf{x}_i | \boldsymbol{\theta})$$

S_{ℓ} is the number of samples used at level ℓ and $\mathcal{L}_0(\cdot) = 0$.

- Less no. of samples allocated to high-fidelity as compared to low-fidelity.
- This decreases the cost of evaluating expectation when compared to just using high-fidelity function.

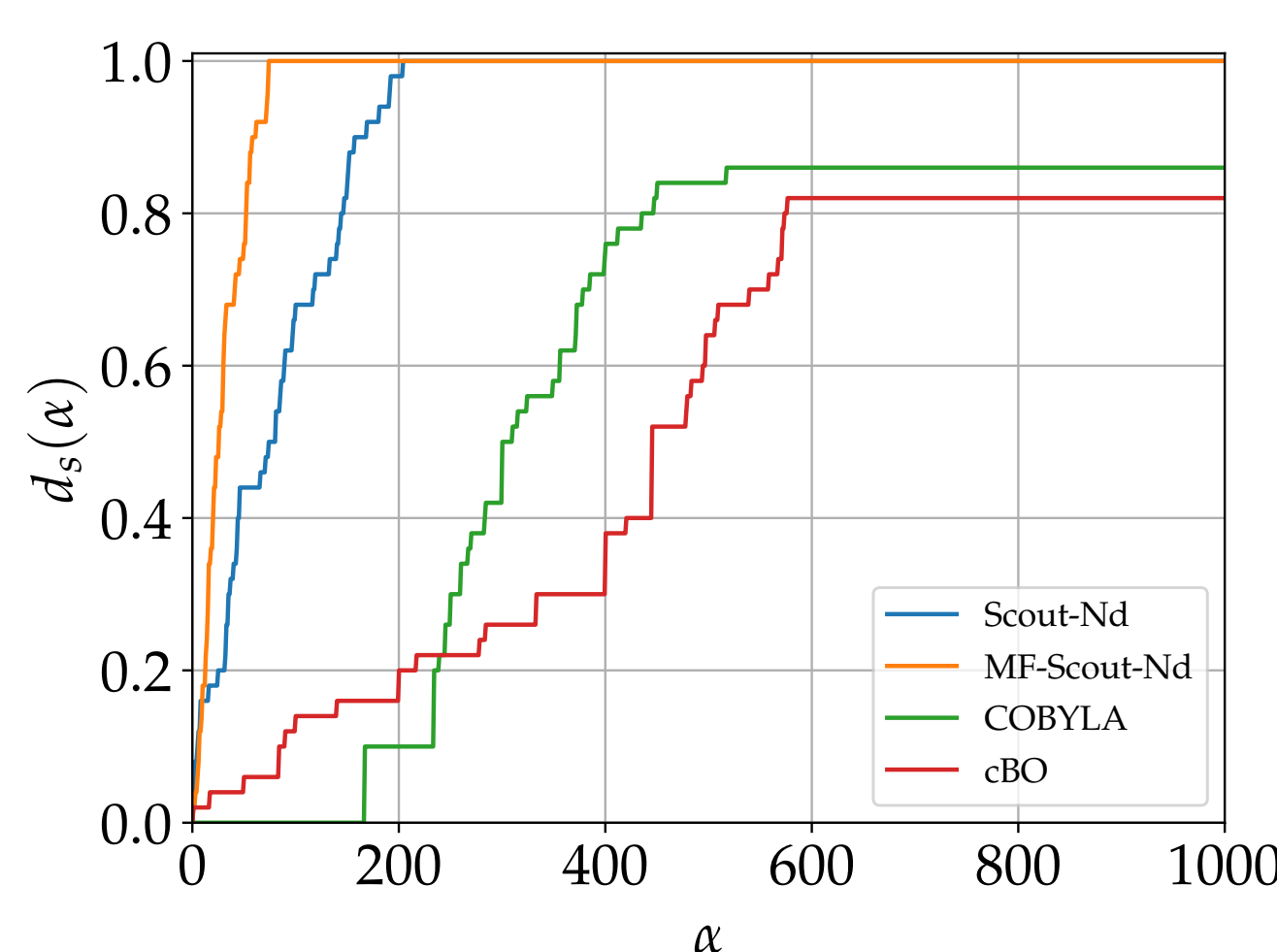
Results

Multi-modal Optimization (Ackley function)

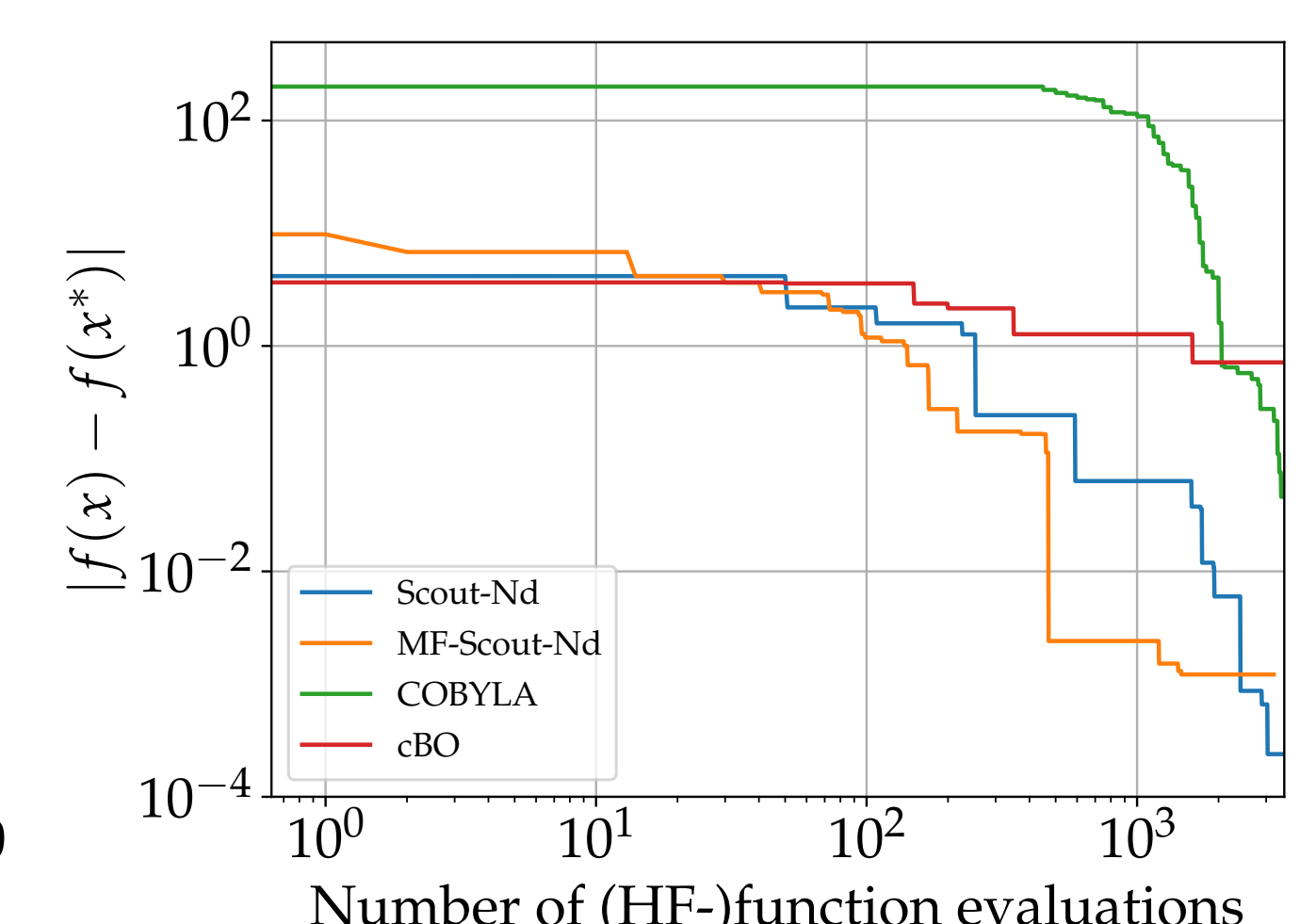


Benchmarking

- Performance benchmark using data-profile [6] (percentage of problems solved for a given budget, $d(\alpha) = 1.0$: all, $d(\alpha) = 0.0$: none).
- Sphere problem in 2, 4, 8, 16, 32, 64 dimension, each with:
 - No constraints
 - Line constraint where optimum is on the line



(e) Data Profile



(f) Optimum evolution $d = 8$

- Scout-Nd performs better than cBO and COBYLA because it uses derivative approximation to move toward the optimum which not only helps it to converge faster but also tackled high-dimensionality.
- MF-Scout-Nd performed better as it converged faster towards the optimum than Scout-Nd because it needs fewer costly function evaluations

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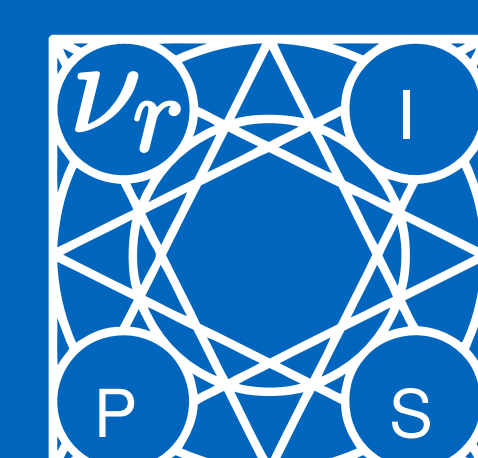
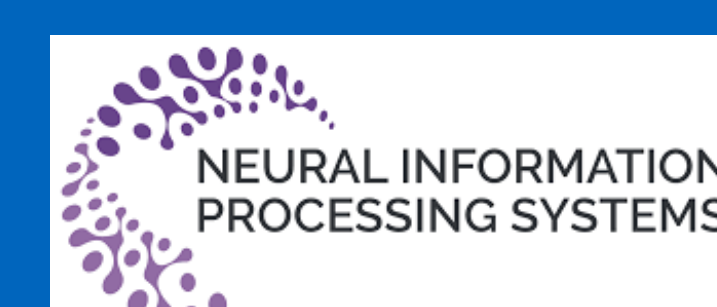
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Code, paper and poster:

