

# MIE 524/624

## Parametric Optimization- using search algorithms

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# Reference

- Chapter 8 – Murphy, 2023(Book 1)

# Search Algorithms

$$\begin{aligned} \text{Min } f(\vec{x}) \\ \vec{x} \in R^n \end{aligned}$$

- Concept:
  - Start with some randomly chosen value of  $\vec{x}$ ,
  - Apply transformation to move towards optimal value of  $\vec{x}$ ,
  - Repeat until  $\vec{x}$  converges

# Search Algorithms

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- Concept:
  - Start with some randomly chosen value of  $\vec{x}$ ,
  - Apply transformation to move towards optimal value of  $\vec{x}$ ,
  - Repeat until  $\vec{x}$  converges

- Main transformation

$$\vec{x}_{m+1} \leftarrow \vec{x}_m + \mu_m \vec{p}_m$$

- $\vec{p}_m$  = search direction
  - $\mu_m$  = step-length
  - $m$  = iteration number
- } Varies by type of algorithm

# Type of Search Algorithms

- Line search methods
  - Steepest descent
  - Newton's
  - Quasi-Newton's
- Trust-region methods
  - Levenberg-Marquardt

# Line Search -

- Main transformation

$$\vec{x}_{m+1} \leftarrow \vec{x}_m + \mu_m \vec{p}_m$$

- $\vec{p}_m = \text{search direction} = -B_m^{-1} \nabla f(\vec{x}_m)$

- $\nabla f(\vec{x}_m) = \begin{bmatrix} \frac{\partial f}{\partial x_1}(\vec{x}_m) \\ \frac{\partial f}{\partial x_2}(\vec{x}_m) \\ \dots \\ \frac{\partial f}{\partial x_n}(\vec{x}_m) \end{bmatrix}$

Gradient in vector notation



- Steepest descent algorithm

- $B_m = I$  (identity matrix; square matrix with ones on the main diagonal and zeros elsewhere);  $\mathbf{x} \in R^n \Rightarrow I$  is of size  $n \times n$

- $\vec{x}_{m+1} \leftarrow \vec{x}_m - \mu_m \nabla f(\vec{x}_m)$

# Steepest descent algorithm

- Main transformation

$$x[i]_{m+1} \leftarrow x[i]_m - \frac{\mu_m \partial f(\vec{x})}{\partial x[i]} \text{ for } i = 1, 2, \dots, N$$

## Algorithm

1. Set  $m = 1$ , select  $\mu_m$  (tiny step)
2. Initialize  $\vec{x}_m$  to an arbitrary feasible solution
3. Obtain  $\frac{\partial f(\vec{x})}{\partial x[i]}$  for  $i = 1, 2, \dots, N$
4. Update  $x[i]_{m+1}$ ; update  $\mu_{m+1}$
5. If all  $\frac{\partial f(\vec{x})}{\partial x[i]} = 0$ , or sufficiently close STOP. Else set  $m = m + 1$ , goto step 3

## Pointers:

- Repeat above multiple times, with a different starting point in step 2;
- Here:  $\mu_m$  is a hyperparameter
  - Try different  $\mu_m$  (it can be a constant that does not change with  $m$ ; or can be a function of  $m$ , e.g.,  $1/m$ )
- Put a constraint on number of iterations



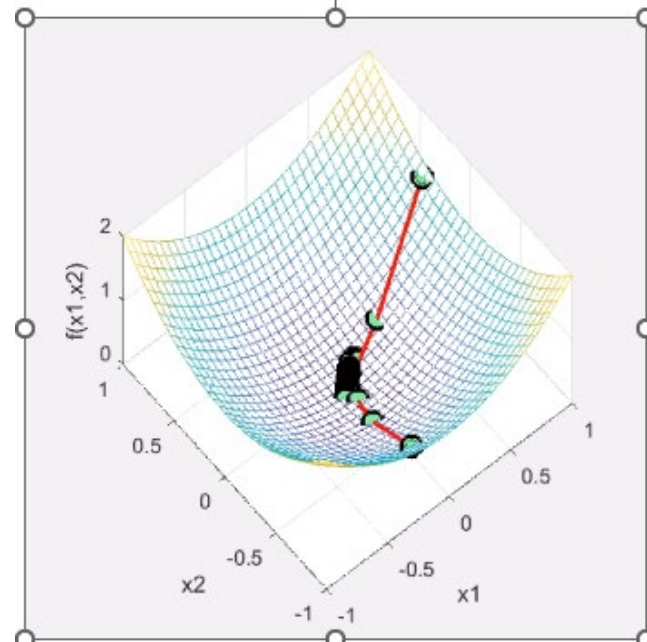
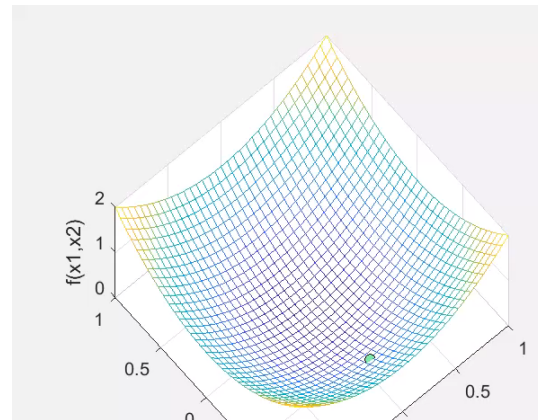
# Steepest descent algorithm - example

- $\text{Min } f(x), x \in R^n; f(x) = f([x_1, x_2]) = x_1^2 + x_2^2$
- Main transformation

$$x_1 \leftarrow x_1 - \frac{\mu \partial f(x)}{\partial x_1}$$
$$x_2 \leftarrow x_2 - \frac{\mu \partial f(x)}{\partial x_2}$$

Algorithm

1. Set  $m = 1$ , select  $\mu_m = 0.1$  (tiny step)
2. Initialize  $[x_1, x_2] = [7, 9]$  (an arbitrary feasible solution)
3. Obtain partial derivatives:  $\frac{\partial f(\vec{x})}{\partial x_1} = 2x_1 = 2 \times 7$ ;  $\frac{\partial f(\vec{x})}{\partial x_2} = 2x_2 = 2 \times 9$
4. Update  $[x_1, x_2]$ ;  
$$x_1 = x_1 - \frac{\mu \partial f(x)}{\partial x_1} = x_1 - \mu 2x_1 = 7 - 0.1 \times 2 \times 7$$
$$x_2 = x_2 - \frac{\mu \partial f(x)}{\partial x_2} = x_2 - \mu 2x_2 = 9 - 0.1 \times 2 \times 9$$
5. If all  $\frac{\partial f(\vec{x})}{\partial x[i]} = 0$ , or sufficiently close STOP. Else set  $m = m + 1$ , goto step 3





# Projected gradient descent

$$\begin{aligned} \text{Min } f(\vec{x}) \\ \vec{x} \in C^n \end{aligned}$$

$C^n$  is a  $n$ -dimensional convex set, constrained problem

$$\vec{x}_{m+1} \leftarrow P_C[\vec{x}_m - \mu_m \nabla f(\vec{x}_m)]$$

$P_C$  is the projection onto the feasible space.

For example

$$\begin{aligned} & \text{Min } f(\vec{x}); \vec{a} \leq \vec{x} \leq \vec{b} \\ P[x[i], a[i], b[i]] &= \begin{cases} a[i] & \text{if } x[i] \leq a[i] \\ b[i] & \text{if } x[i] \geq b[i] \\ x[i] & \text{o/w} \end{cases} ; \forall i \in \{1, \dots, n\} \end{aligned}$$

# Gradient descent for constrained problems

- $\text{Min}f(\vec{x}); \vec{a} \leq \vec{x} \leq \vec{b}$
- Main transformation

$$P[x[i], a[i], b[i]] = \begin{cases} a[i] & \text{if } x[i] \leq a[i] \\ b[i] & \text{if } x[i] \geq b[i]; \forall i \in \{1, \dots, n\} \\ x[i] & \text{o/w} \end{cases}$$

$$x[i]_{m+1} \leftarrow x[i]_m - \frac{\mu_m \partial f(\vec{x})}{\partial x[i]} \text{ for } i = 1, 2, \dots, N$$

## Algorithm

1. Set  $m = 1$ , select  $\mu_m$  (tiny step), set  $M$  (max iterations) to a sufficiently large value
2. Initialize  $\vec{x}_m$  to an arbitrary feasible solution
3. Obtain  $\frac{\partial f(\vec{x})}{\partial x[i]}$  for  $i = 1, 2, \dots, N$
4. Update  $x[i]_{m+1}$ , **Apply  $x[i]_{m+1} = P[x[i], a[i], b[i]] \forall i$** ; update  $\mu_{m+1}$
5. If all  $\frac{\partial f(\vec{x})}{\partial x[i]} = 0$ , or sufficiently close, or  $m = M$  STOP. Else set  $m = m + 1$ , goto step 3

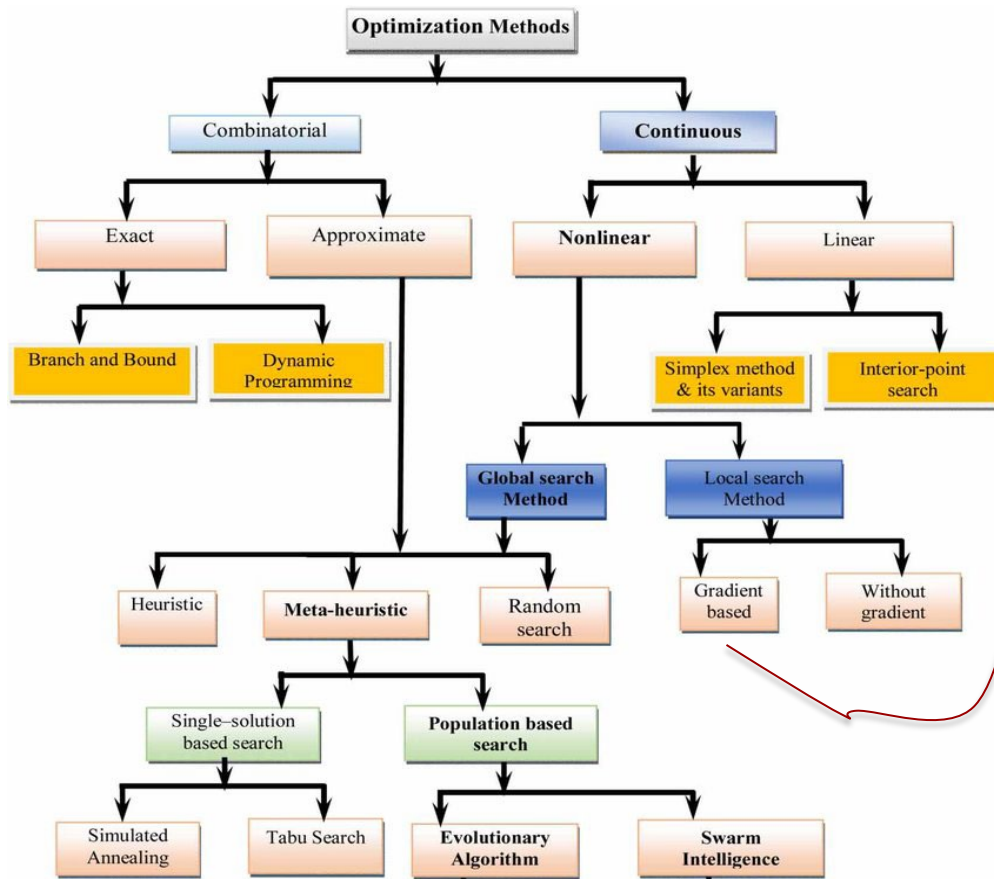
## Pointers:

- Repeat above multiple times, with a different starting point in step 2;
- Here:  $\mu_m$  is a hyperparameter
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- Put a constraint on number of iterations

Same as  
gradient  
descent except  
for the points in  
red

# Type of Search Algorithms

- Line search methods
  - First selects search direction
  - Then moves in that direction with a certain step-size
- Trust-region methods
  - Selects search direction and step-size together



→ Gradient (or approximate gradient) - based search methods

- Exact
  - Line search methods
  - Steepest descent
  - Newton's
  - Quasi-Newton's
  - Trust-region methods
  - Levenberg-Marquardt
- This class

Nocedal and Wright,  
Numerical optimization, Springer, 2000

M. Janga Reddy, D. Nagesh Kumar; Evolutionary algorithms, swarm intelligence methods, and their applications in water resources engineering: a state-of-the-art review. *H2Open Journal* 1 January 2020; 3 (1): 135–188. doi:

<https://doi.org/10.2166/h2oj.2020.128>

# A2\_assignment

- Posted on canvas
- You can use Generative AI apps to improve coding skills;
  - Be aware of its flaws

AG How many letters are there in the word "nineteen"?

There are eight letters in the word "nineteen".



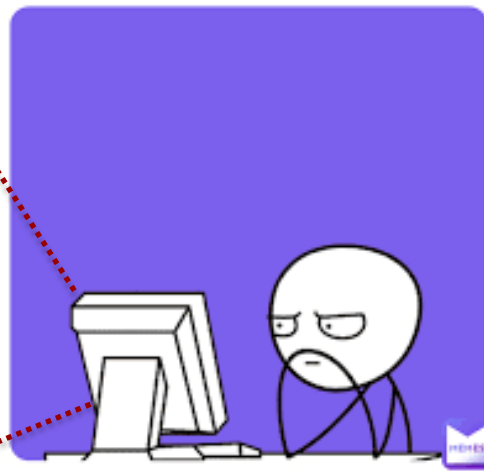
AG are you sure?

I apologize for my mistake. There are actually nine letters in the word "nineteen". Thank you for pointing that out.



\*Homework Due at 9 am\*

Me on chat GPT at 8:59 am



# Questions?

# Question

- Thus far - assumed we have the analytical function for estimation of the gradient
- How do we estimate gradient when we do not know the analytical form or cannot represent the system analytically?



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