

# STT 1000 - STATISTIQVES

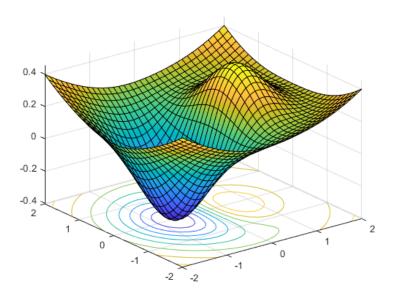
ARTHUR CHARPENTIER







# Optimization





The problem is to solve  $\min_{y \in \mathbb{P}} \{f(y)\}$ 

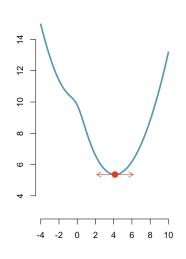
Note: 
$$\min_{y \in \mathbb{R}} \{ f(y) \} = \max_{y \in \mathbb{R}} \{ -f(y) \}$$

Note: 
$$y^* \in \underset{y \in \mathbb{R}}{\operatorname{argmin}} \{f(y)\}$$
  
and  $\underset{y \in \mathbb{R}}{\min} \{f(y)\} = f(y^*)$ .

First order condition

$$f'(y^*) = \frac{\partial f(y)}{\partial y}\bigg|_{y=y^*} = 0$$

(necessary condition)



#### First order condition

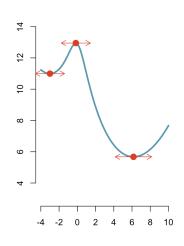
$$f'(y^*) = \left. \frac{\partial f(y)}{\partial y} \right|_{y=y^*} = 0$$

might be not sufficient

$$f''(y^*) = \left. \frac{\partial^2 f}{\partial y^2} \right|_{y=y^*} > 0$$
: minimum

$$f''(y^*) = \frac{\partial^2 f}{\partial y^2}\Big|_{y=y^*} < 0$$
: maximum

can be a local minimum...



**Example** :  $\{y_1, \dots, y_n\}$  in  $\mathbb{R}$ , let

$$f(y) = \sum_{i=1}^{n} (y_i - y)^2$$

$$\frac{\partial f(y)}{\partial y} = \frac{\partial}{\partial y} \sum_{i=1}^{n} (y_i - y)^2 = \sum_{i=1}^{n} \frac{\partial (y_i - y)^2}{\partial y} = \sum_{i=1}^{n} -2(y_i - y)$$

so

$$\left. \frac{\partial f(y)}{\partial y} \right|_{y=y^{\star}} = 0$$
 if and only if  $\sum_{i=1}^{n} (y_i - y^{\star}) = 0$  or  $\sum_{i=1}^{n} y_i = ny^{\star}$ 

i.e. 
$$y^* = \frac{1}{n} \sum_{i=1}^{n} y_i = \overline{y}$$
.



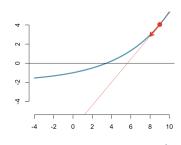
Solving  $f'(y^*) = 0$  numerically Newton's method: solve  $g(y^*) = 0$ 

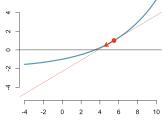
$$g(y) \simeq g(y_0) + g'(y_0)(y - y_0)$$

If 
$$g(y) \simeq 0$$
,  $g(y_0) + g'(y_0)(y - y_0) \simeq 0$ 

Start from  $y_0$ , then

$$y_{k+1} = y_k - \frac{g(y_k)}{g'(y_k)}$$

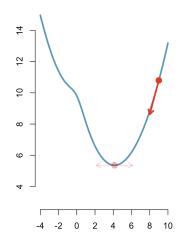




To solve  $f'(y^*) = 0$  numerically Start from  $y_0$ , then

$$y_{k+1} = y_k - \frac{f'(y_k)}{f''(y_k)}$$

```
(0.89367, -1.04729, 1.97133,
-0.38363,1.65414)
3 > f = function(x) sum((v-x)^2)
4 > df = function(x) -2*sum((v-x))
5 > d2f = function(x) 2*length(v)
6 > (x0 = 2)
7 [1] 2
8 > (x1 = x0 - df(x0) / d2f(x0))
9 [1] 0.617644
10 > (x2 = x1 - df(x1)/d2f(x1))
11 [1] 0.617644
```



In python, we can solve  $argmin\{f(a)\}\$  for  $a \in [-1, +1]$ 

```
1 > import statistics as stat
v = [0.89367, -1.04729, 1.97133, -0.38363, 1.65414]
3 > stat.mean(v)
4 0.617644
5 > import numpy as np
6 > def f0(x):
7 ... return np.sum((np.array(v)-x)**2)
8 > f = np.vectorize(f0)
9 > from scipy.optimize import fminbound
10 > fminbound(f, -1, 1)
11 0.6176439999999999
```

or using a gradient descent, starting from  $a_0 = 0$ ,

```
1 > from scipy.optimize import minimize
> minimize(f, 0, method='nelder-mead')
  final_simplex: (array([[0.617625],
        [0.6176875]]), array([6.75753495, 6.75753495]))
4
          fun: 6.757534946524999
5
     message: 'Optimization terminated successfully.'
```

or

```
1 > def f(x):
s = [0] * len(v)
3 ... for i in range(len(v)):
4 ... s[i]=((v[i]-x)**2)
5 ... return sum(s)
_{6} > fminbound(f, _{-1}, 1)
7 0.6176439999999999
```

and in R, using a gradient descent, starting from  $a_0 = 0$ .

```
v = c(0.89367, -1.04729, 1.97133, -0.38363, 1.65414)
2 > mean(v)
3 [1] 0.617644
4 > f = function(x) sum((v-x)^2)
5 > optim(0, f)
6 $par
7 [1] 0.6175781
8 $value
9 [1] 6.757535
```

The problem is  $\min_{\mathbf{y} \in \mathbb{R}^p} \{ f(\mathbf{y}) \}$ 

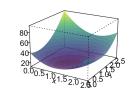
or 
$$\min_{(y_1,\cdots,y_p)\in\mathbb{R}^p}\{f(y_1,\cdots,y_p)\}$$

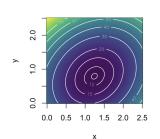
First order conditions:  $\nabla f(\mathbf{y}^*) = \mathbf{0}$ ,

$$\left. \frac{\partial f(y_1, y_2, \cdots, y_p)}{\partial y_1} \right|_{\mathbf{y} = \mathbf{y}^*} = 0$$

$$\left. \frac{\partial f(y_1, y_2, \cdots, y_p)}{\partial y_2} \right|_{\mathbf{y} = \mathbf{y}^*} = 0$$

$$\frac{\partial f(y_1, y_2, \cdots, y_p)}{\partial y_p} \bigg|_{\mathbf{v} = \mathbf{v}^*} = 0$$





To solve  $\nabla f(\mathbf{y}^*) = \mathbf{0}$  numerically Start from  $\mathbf{y}_0$ , then

$$\boldsymbol{y}_{k+1} = \boldsymbol{y}_k - \boldsymbol{H}_k^{-1} \nabla f(\boldsymbol{y}_k)$$

 $\nabla f(\mathbf{y}_k)$  gives the direction  $\mathbf{H}_k^{-1}$  gives the speed of convergence  $\mathbf{H}_k^{-1}$  is the inverse of the Hessian matrix

One can also consider some numerical tricks, see coordinate descent where we iterate on the dimension (univariate optimisation problems)

