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```
function info_matrix = line_search3(method,f,x_initial,param)
```

LINE_SEARCH3 Introduction

```
Returns all points found in "info_matrix" for current selected method.

method: The method of optimization used, given as a string, with the options of "steepest descent" for steepest descent method, "Newton" for Newton's method, and "trust region" for the trust region method.

f: The function to be evaluated, using symbolic variables

x_0: The initial point to begin the minimization search, given as a vertical vector.

param: The basic parameters, given in a vector with the format: [alpha 0, c1, tolerance]
```

Establishing Parameters

```
format long

a_0 = param(1);
a_2 = 1;
c1 = param(2);
tolerance = param(3);
delta = 1;

x_k = x_initial;
p = x_initial;
info_matrix = zeros(1,6);

e1 = 1e-6;
e2 = 1e-4;
```

Setting Up Functions

```
x = sym('x', [2,1]);
sfun_f(x) = f;
sfun_f_gradient(x) = gradient(sfun_f);
sfun_f_hessian(x) = hessian(sfun_f);
```

Line Search Algorithm

```
i = 1;
    info matrix(i,:) = [x k', f eval(x k), 0, 0, a 0];
    while abs(f_eval(x_k)) > tolerance && norm(f_grad(x_k)) > tolerance
        % FIND DESCENT DIRECTION
        if method == "steepest descent"
            p k = -f grad(x k) / norm(f grad(x k));
        elseif method == "Newton"
            p k = -inv(f hess(x k))' * f grad(x k);
        elseif method == "trust region"
            % FITTING RADIUS TO TRUST REGION %
            if norm(f hess(x k) \setminus f grad(x k)) \le delta
                p_k = -f_{hess(x_k)} \setminus f_{grad(x_k)};
            else
                temp = solve(m grad(x) == [0;0],x);
                p k = [temp.x1 ; temp.x2];
            end
            %x_k = x_k + p_k;
            % THIS LOOP DOES NOT FUNCTION CORRECTLY
응
              while norm(f_hess(x_k) \setminus f_grad(x_k)) > delta
응
                   [p k, rho] = rad fit(f, m k, x k, delta);
                  if rho <= 1/4
                      delta = 1/4 * delta;
                  elseif rho >= 3/4
양
                       delta = min(2*delta, 2);
                  end
응
              end
        end
        % INITIAL STEP LENGTH STRATEGY #1
        if i>1 && method == "steepest descent"
            a 0 = a 2 * f_grad(x_k_old) ' * p_k_old / ...
                   (f_grad(x_k)' * p_k);
        end
        q_{eval} = @(a) f_{eval}(x_k + a * p_k);
```

```
q \text{ grad} = @(a) f \text{ grad}(x k + a * p k);
        while method ~= "trust region"
            % TEST WITH INITIAL GUESS a 0
            if armijo(q_eval, q_grad, p_k, a_0, c1)
                a 2 = a 0;
                break
            else
                a 1 = -(1/2) * p k' * q grad(0) * a 0^2 / ...
                        (q_eval(a_0)-q_eval(0)-p_k'*q_grad(0)*a_0);
                a 2 = a 1;
            end
            % REPEAT INTERPOLATION UNTIL ALPHA IS FOUND
            if armijo(q_eval, q_grad, p_k, a_2, c1)
                break
            else
                tmp = a 2;
                a_2 = zoom(q_eval, q_grad, p_k, a_0, a_1);
                a_0 = a_1;
                a_1 = tmp;
                % SAFEGUARD
                if abs(a_2 - a_1) < e1 || abs(a_2) < e2
                    a_2 = a_1 / 2;
                end
            end
        end
        x_k = x_k + a_2 * p_k;
        x k old = x k;
        p k old = p k;
        i = i + 1;
        info_matrix(i,:) = [x_k', f_eval(x_k), p_k', a_2];
    end
end
```

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