



Line Search (Part I)

WQD7011 Numerical Optimization



Recall previous slides...

- We had learned:
 - Differences between **constrained and unconstrained optimization**.
 - Differences between **global and local solutions**.
 - Three **types of local minimizer**.
 - **Convex**
 - **Recognizing local minimizer** – Taylor's Approximation + optimality conditions for sufficient and necessary

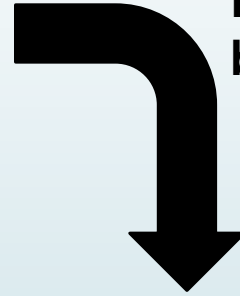
Introduction to Line Search Methods



Introduction to Line Search Methods



**How to find your way
back to the lodge?**



Introduction to Line Search Methods



What is the current available information?

Lodge located at the base. ← minimization function

- Pick a downward direction
- Until meeting upward direction, change downward direction again
- Repeat process until reaching base.

Linear Search

Generic approach for Line Search Algorithm

- Initial **guess** at the minimizer x_0
- Iteratively produces x_1, x_2, x_3, \dots and until it is converged (hopefully) to minimizer x_k .
- Two steps from x_k to x_{k+1} :
 - Select **search direction** p_k to proceed with certain point
 - Specify **step size** α_k to traverse along this direction.
- **Next point** is determined by:

$$x_{k+1} = x_k + \alpha_k p_k$$

where positive scalar α_k is the step length / step size.

- Success of a line search method depends on **effective choices of both the direction p_k and α_k .**

Search Direction I – Gradient Descent / Steepest Descent

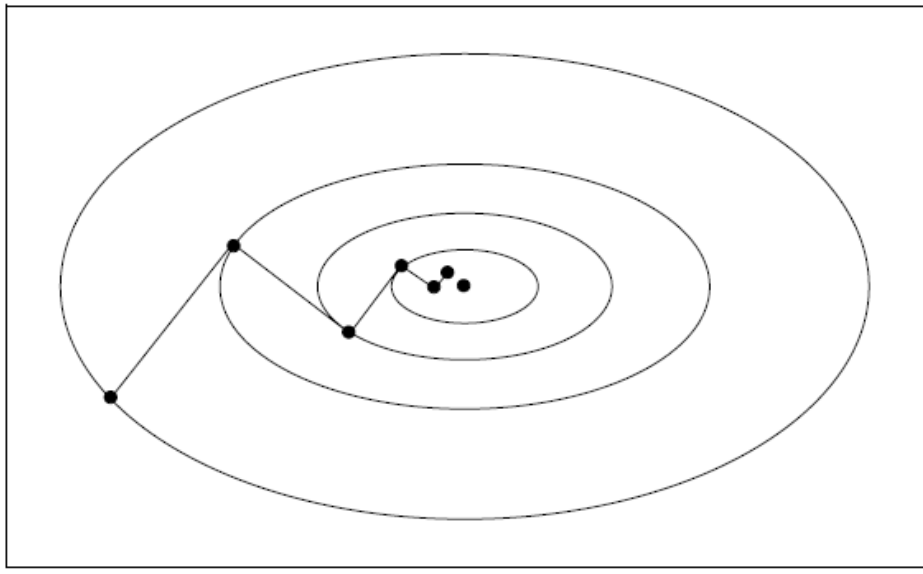


Fig. 3.7 Steepest descent steps.

- **Gradient** of function at given point gives the fastest increasing direction.
- In minimization, we use the **negative of the gradient points** (i.e., fastest decreasing direction):

$$p_k = -\nabla f_k$$

- to get **nearer to minimizer soonest possible**.

Search Direction II – Newton's Method

- Utilize both **gradient and Hessian matrix** (provide curvature information of function at a point) to select search direction:

$$p_k = -\nabla^2 f_k^{-1} \nabla f_k$$

- where $\nabla^2 f_k^{-1}$ is the inverse of Hessian matrix of f at point x .
- Comparison with Gradient Descent method?

Rate of Convergence

- Optimization algorithm with good convergence properties:
 - p_k does not tend to become orthogonal to the gradient ∇f_k (steepest descent steps are taken regularly)
 - Simply compute $\cos \theta_k$ at every iteration, turn p_k towards steepest descent direction if $\cos \theta_k$ is smaller than some preselected constant $\delta > 0$.
- Easy?



Rate of Convergence



- Undesirable. WHY?
- Angle test said YES. THEN WHY?
- **Reason:**
 - May impede a fast rate of convergence, because for problems with an ill-conditioned Hessian → maybe necessary to produce search directions that are almost orthogonal to the gradient + inappropriate choice of parameter δ may cause such steps to be rejected.



Rate of Convergence



- **Algorithmic strategies that achieve rapid convergence can sometimes conflict with the requirements of global convergence.**
- Challenge?
- Design algorithms that incorporate both properties:
 - Good global convergence guarantees
 - Rapid rate of convergence

Practical Lab

- Launch your Anaconda Navigator.



- Choose Spyder ← GUI platform to Python.



Practical Lab

The screenshot displays the Spyder (Python 3.7) IDE interface. The main window is titled "Spyder (Python 3.7)" and features a menu bar with File, Edit, Search, Source, Run, Debug, Consoles, Projects, Tools, View, and Help. Below the menu bar is a toolbar with various icons for file operations, running, and debugging. The editor pane shows a file named "temp.py" with the following code:

```
1 #-*- coding: utf-8 -*-
2 """
3 Spyder Editor
4
5 This is a temporary script file.
6 """
7 print("Hello World");
8
```

The right-hand pane is divided into two sections. The top section, titled "Usage", provides information on how to get help for objects using Ctrl+I or by writing a left parenthesis next to an object. It also mentions that this behavior can be activated in the Preferences > Help section. The bottom section, titled "IPython console", shows the output of the code execution:

```
Python 3.7.1 (default, Dec 10 2018, 22:54:23) [MSC v.1915 64 bit (AMD64)]
Type "copyright", "credits" or "license" for more information.

IPython 7.2.0 -- An enhanced Interactive Python.

In [2]: runfile('C:/Users/Ong Sim Ying/.spyder-py3/temp.py', wdir='C:/Users/Ong Sim
Ying/.spyder-py3')
Hello World

In [3]:
```

The bottom status bar displays the following information: Permissions: RW, End-of-lines: CRLF, Encoding: UTF-8, Line: 7, Column: 22, Memory: 67 %.

Gradient Descent Method

- Create a new file and named it as GradientDescent.py.
- Import these two libraries:

```
import numpy as np
import matplotlib.pyplot as plt
```

- numpy library documentation:
<https://docs.scipy.org/doc/numpy/user/whatisnumpy.html>
- matplotlib library documentation:
<https://matplotlib.org/users/index.html>

Gradient Descent Method

- Create a function to store our objective function.
- But, WHY need to create function? What is a function?

```
def func(x):  
    return 100*np.square(np.square(x[0])-x[1])+np.square(x[0]-1)
```

Gradient Descent Method

- Create another function to store our first order and second order derivative functions.
- Utilized to determine our steepest descent.

```
def dfunc(x):  
    df1 = 400*x[0]*(np.square(x[0])-x[1])+2*(x[0]-1)  
    df2 = -200*(np.square(x[0])-x[1])  
    return np.array([df1, df2])
```

Gradient Descent Method

- A new function to calculate run our Gradient Descent method.
- Let's define few important variables:

```
def grad(x, max_int):  
    miter = 1  
    step = .0001/miter  
    vals = []  
    objectfs = []
```

Gradient Descent Method

- Continue with grad() function, integrating the function with the functions created in prior:

```
while miter <= max_int:
    vals.append(x)
    objectfs.append(func(x))
    temp = x-step*dfunc(x)
    if np.abs(func(temp)-func(x))>0.01:
        x = temp
    else:
        break
    print(x, func(x), miter)
    miter += 1
return vals, objectfs, miter
```

Gradient Descent Method

- Let's initiate a starting point.
- And call the Gradient Descent Method!

```
start = [5, 5]  
val, objectf, iters = grad(start, 50)
```

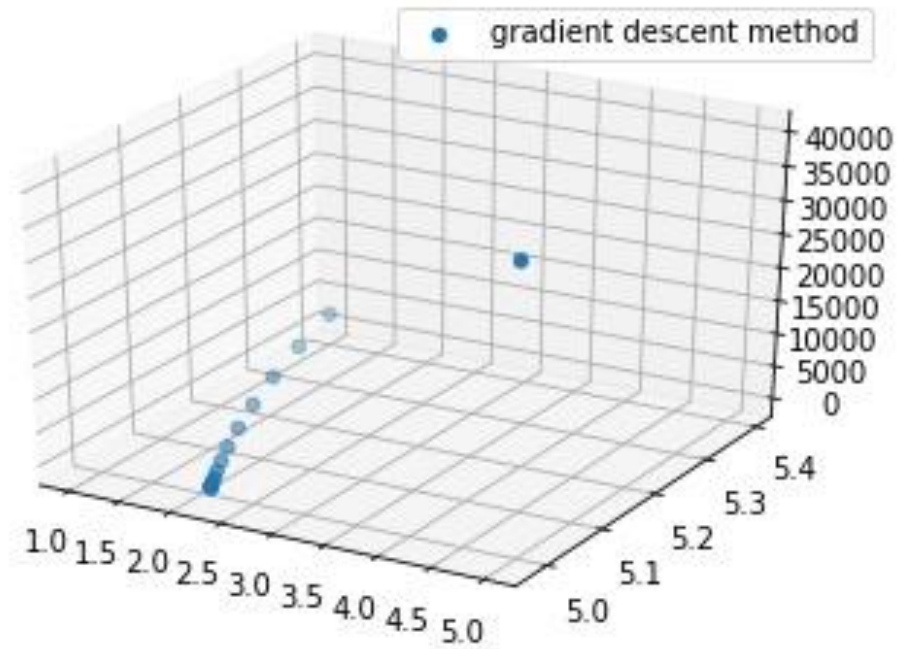
Gradient Descent Method

- Visualize your result in 3D plot to understand the method better:

```
x = np.array([i[0] for i in val])
y = np.array([i[1] for i in val])
z = np.array(objectf)
fig = plt.figure()
ax = fig.gca(projection='3d')
ax.scatter(x, y, z, label='gradient descent method')
ax.legend()
plt.savefig('GradientDescent.jpg')
```


Gradient Descent Method

➡ Result:



Newton Method

- Let's create a new file called Newton.py.
- Copy all our codes from GradientDescent.py into Newton.py.
- Add another library here:

```
from numpy.linalg import inv
```

Newton Method

- Create another function to calculate Hessian matrix:

```
def invhess(x):  
    df11 = 1200*np.square(x[0]) - 400*x[1] + 2  
    df12 = -400*x[0]  
    df21 = -400*x[0]  
    df22 = 200  
    hess = np.array([[df11, df12], [df21, df22]])  
    return inv(hess)
```

Newton Method

- Change your temp assignment:

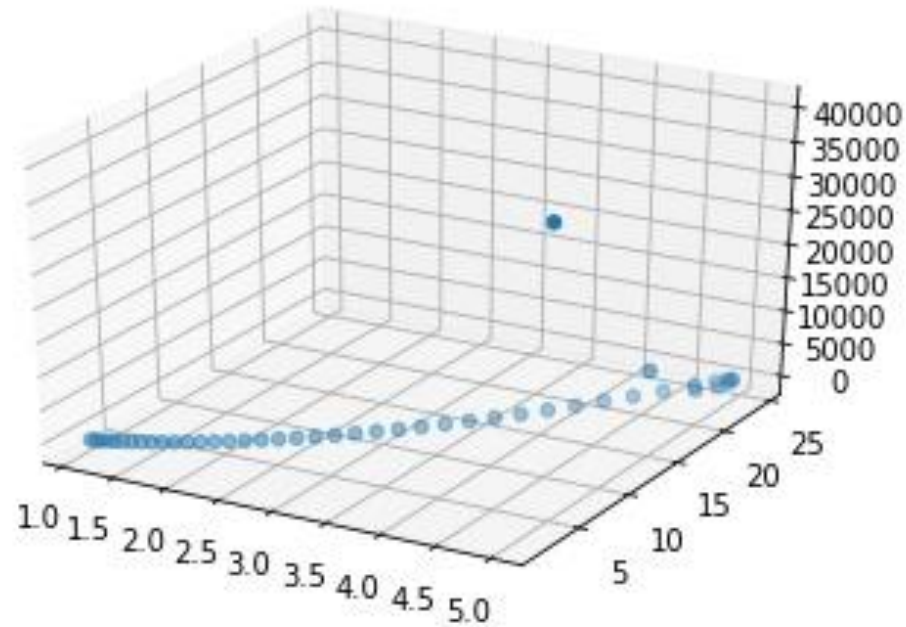
```
temp = x-step*(invhess(x).dot(dfunc(x)))
```

- Then, change your graph information:

```
ax.scatter(x, y, z, label='newton method')  
plt.savefig('newton.jpg')
```

Newton Method

➤ Result:





Exercises



1. What is the role of second derivative function in Gradient Descent method?
2. Explain `invHess()` in `Newton.py`, in line manner.
3. Calculate the time utilized to run both Gradient Descent method and Newton method when start is set to $[5, 5]$.
4. What are the initial observations from the both results obtained when start is set to $[5, 5]$?
5. If start is set to $[15, 15]$, rerun both methods. What are the observations now?
6. Compare and contrast between Gradient Descent method and Newton method.

Complete the answers and submit to spectrum before next class.