Line Search Algorithm for Optimization

- Mathe 3 (CES)
- WS21
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```
    using PlutoUI , Calculus , Gadfly , LinearAlgebra
```

Define Objective

$$f(x) = x^2$$

```
f = #1 (generic function with 1 method)
• f = (x -> x[1]^2)
```

Line Search

```
1. Given x^{(0)} 2. For k=0,1,2,\ldots do 1. Update: x^{(k+1)}=x^{(k)}+lpha_k d^{(k)} 3. End
```

line_search (generic function with 1 method)

```
function line_search(f, x0, α, d, kmax)

x = x0
hist = []
push!(hist, x)
for k=1:kmax
x = x + α(x) * d(x)
push!(hist, x)
end
return x, hist
end
```

Check Line Search

• Observe that different step sizes change the result!

Gradient Descent

ullet Is line search with $d^{(k)} = -
abla f(x^{(k)})$

hessian (generic function with 9 methods)

```
    begin
    # some notation
    ∇ = derivative
    ∇² = hessian
    end
```

gradient_descent (generic function with 1 method)

```
    function gradient_descent(f, x0, α, kmax)
    return line_search(f, x0, α, (x->-∇(f, x)), kmax)
    end
```

Check Gradient Descent

```
(
1: 2.03704e-10
2: [1, 0.8, 0.64, 0.512, 0.4096, 0.32768, 0.262144, 0.209715, 0.167772, more ,2.0

• gradient_descent(f, 1, (x->0.1), 100)

(2.65614e-5, [1, -0.9, 0.81, -0.729, 0.6561, -0.59049, 0.531441, -0.478297, 0.430467,

• gradient_descent(f, 1, (x->0.95), 100) # slower, oscillating but converging
```

Newton's Method for Optimization

• Is line search with $d^{(k)} = - \left[\nabla^2 f(x^{(k)}) \right]^{-1} \nabla f(x^{(k)})$

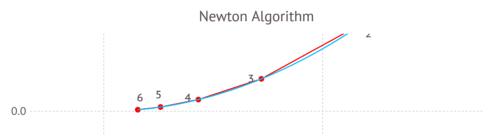
newton (generic function with 1 method)

```
    function newton(f, x0, α, kmax)
    return line_search(f, x0, α, (x->-inv(∇²(f, x))*∇(f, x)), kmax)
    end
```

Check Newton's Method

```
(1.05879e-22, [1.0, -7.28306e-7, 1.05879e-22, 1.05879e-2
```

Visualize Results



```
begin

res_n = newton(f, 1., (x->0.4), 5)

Gadfly.plot(

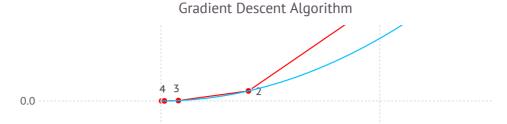
Guide.title("Newton Algorithm"),

layer(f, minimum(res_n[2]), maximum(res_n[2])),

layer(x=res_n[2], y=f.(res_n[2]), label=string.(1:length(res_n[2])),

Geom.point, Geom.path, Geom.label, Theme(default_color=color("red")))

end
```



```
begin

res_gd = gradient_descent(f, 1., (x->0.4), 5)

Gadfly.plot(

Guide.title("Gradient Descent Algorithm"),

layer(f, minimum(res_gd[2]), maximum(res_gd[2])),

layer(x=res_gd[2], y=f.(res_gd[2]), label=string.(1:length(res_gd[2])),

Geom.point, Geom.path, Geom.label, Theme(default_color=color("red")))

end
```

Two-Dimensional Optimization

Define Objective

$$g(x,y) = x^2 + y^2$$

```
g = #23 (generic function with 1 method)
• g = (x->x[1]^2+x[2]^2)
```

Check Methods

both work

```
res_gd_2d =
  ([4.18545e-22, 4.18545e-22], Any[[1.0, 1.0], [0.2, 0.2], [0.04, 0.04], [0.008, 0.008], [0
    res_gd_2d = gradient_descent(g, [1.,1.], (x->0.4), 100)

res_n_2d =
  (
    1: [2.33348e-22, 3.04878e-22]
    2: [[1.0, 1.0], [0.6, 0.6], [0.36, 0.36], [0.216, 0.216], [0.1296, 0.1296], [0.0777]

res_n_2d = newton(g, [1.,1.], (x->0.4), 100)
```

[2.33348e-22, 3.04878e-22]

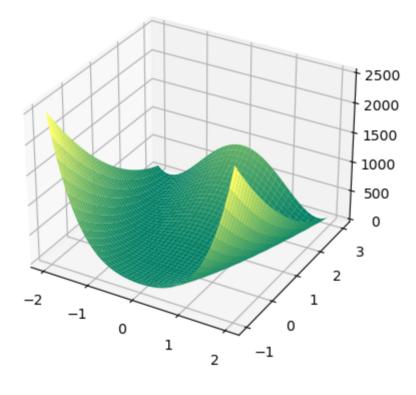
res_n_2d[2][end]

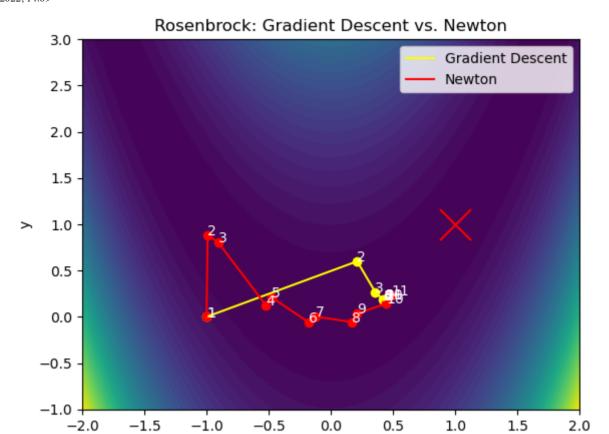
true

• norm(res_n_2d[2][end] - [0,0]) < eps(Float64) # is converged to machine-precision?

Test Gradient Descent vs Newton for 2D Rosenbrock

Rosenbrock Function





Х

```
    begin

      # Rosenbrock function with x* = [a,a^2], f(x*)=0
      a = 1
      b = 100
      h = (x \rightarrow (a-x[1])^2 + b*(x[2]-x[1]^2)^2
      x0 = [-1.,0.]
      # Gradient Descent
      res_gd_2d_rb = gradient_descent(h, x0, (x->0.003), 10)
      res_gd_2d_rb_x = [res_gd_2d_rb[2][i][1] for i=1:length(res_gd_2d_rb[2])]
      res_gd_2d_rb_y = [res_gd_2d_rb[2][i][2]  for i=1:length(res_gd_2d_rb[2])]
      # Newton
      res_n_2d_rb = newton(h, x0, (x->0.9), 10)
      res_n_2d_rb_x = [res_n_2d_rb[2][i][1] for i=1:length(res_n_2d_rb[2])]
      res_n_2d_rb_y = [res_n_2d_rb[2][i][2] for i=1:length(res_n_2d_rb[2])]
      clf()
      \Delta = 0.1
      X=collect(-2:\Delta:2)
      Y=collect(-1:\Delta:3)
      F=[h([X[j],Y[i]]) \text{ for } i=1:length(X), j=1:length(Y)]
      contourf(X,Y,F, levels=50)
      PyPlot.title("Rosenbrock: Gradient Descent vs. Newton")
      # res_gd_2d_rb
      PyPlot.plot(res_gd_2d_rb_x, res_gd_2d_rb_y, color="yellow")
      scatter(res_gd_2d_rb_x, res_gd_2d_rb_y, color="yellow")
      for i=1:length(res_gd_2d_rb_x)
          annotate(string(i), [res_gd_2d_rb_x[i], res_gd_2d_rb_y[i]], color="w",
 zorder=2)
```

Broyden's Method

Homework: Adapt GD and Newton to use the generic framework

line_search2 (generic function with 1 method)

```
    function line_search2(f, x0, α, B0, Bk, kmax, tol)

       x = x0
       B = B0
       \mathbf{k} = 0
       \Delta x = Inf
       hist = []
       push!(hist, x)
       while (k \le kmax) \&\& (norm(\Delta x) > tol)
            # invB = length(x) == 1 ? 1/B
            d = -inv(B) * \nabla(f, x)
            \Delta x = \alpha(x) * d
            x = x + \Delta x
            B = Bk(x, d, f, B)
            push!(hist, x)
            k = + 1
       end
       return x, hist
• end
```

broyden (generic function with 1 method)

```
(1: [-1.04412e-22, -1.04412e-22]
2: [[1.0, 1.0], [0.2, 0.2], [-2.64139e-12, -2.64139e-12], [-1.04412e-22, -1.04412e-

• broyden(g, [1.,1.], (x->0.4), 100, 1E-10) # works quite fast

([2.33348e-22, 3.04878e-22], [[1.0, 1.0], [0.6, 0.6], [0.36, 0.36], [0.216, 0.216], [0.12

• newton(g, [1.,1.], (x->0.4), 100) # slower than Broyden ([-5.59446e-22], [[1], [0.8], [-6.48059e-11], [-5.59446e-22]])

• broyden(f, [1], (x->0.1), 100, 1E-10) # works
```