

Line Search Algorithm for Optimization

- Mathe 3 (CES)
- WS24
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```
1 using PlutoUI, Calculus, Gadfly, LinearAlgebra
```

Define Objective

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

```
f = #7 (generic function with 1 method)
```

```
1 f = (x -> x[1]^2)
```

Line Search

1. Given $x^{(0)}$
2. For $k = 0, 1, 2, \dots$ do
 1. Update: $x^{(k+1)} = x^{(k)} + \alpha_k d^{(k)}$
3. End

```
line_search (generic function with 1 method)
```

```
1 function line_search(f, x0, α, d, kmax)
2     x = x0
3     hist = []
4     push!(hist, x)
5     for k=1:kmax
6         x = x + α(x) * d(x)
7         push!(hist, x)
8     end
9     return x, hist
10 end
```

Check Line Search

- Observe that different step sizes change the result!

```
☐ (0.0, [1, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0])
```

```
1 line_search(f, 1, (x->1.0), (x->-sign(x)), 10)
```

Gradient Descent

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

hessian (generic function with 9 methods)

```
1 begin
2   # some notation
3   ∇ = derivative
4   ∇² = hessian
5 end
```

gradient_descent (generic function with 1 method)

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

Check Gradient Descent

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

```
1 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, ☐ m
```

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

Newton's Method for Optimization

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

newton (generic function with 1 method)

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

Check Newton's Method

```

(1.05879e-22, [1.0, -7.28306e-7, 1.05879e-22, 1.05879e-22, 1.05879e-22, 1.05879e-22, 1.05

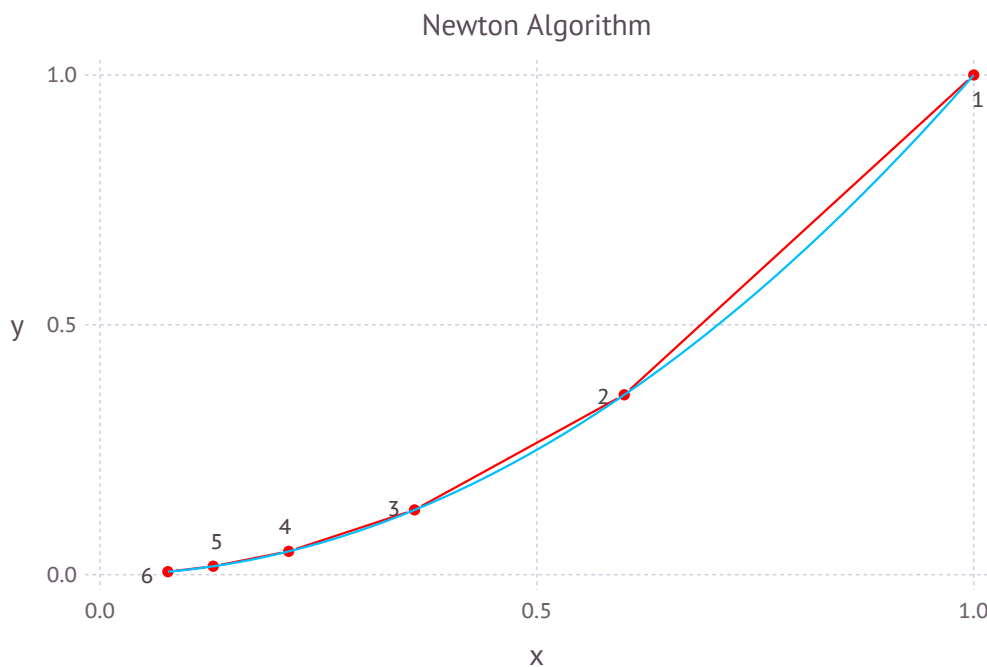
```

```
1 newton(f, 1., (x->1.0), 100) # works well 😎
```

(1.26764e30, [1.0, -2.0, 4.00001, -7.99999, 16.0, -31.9999, 63.9998, -128.0, 255.999,

```
1 newton(f, 1., (x->3.0), 100) # diverged 🥲
```

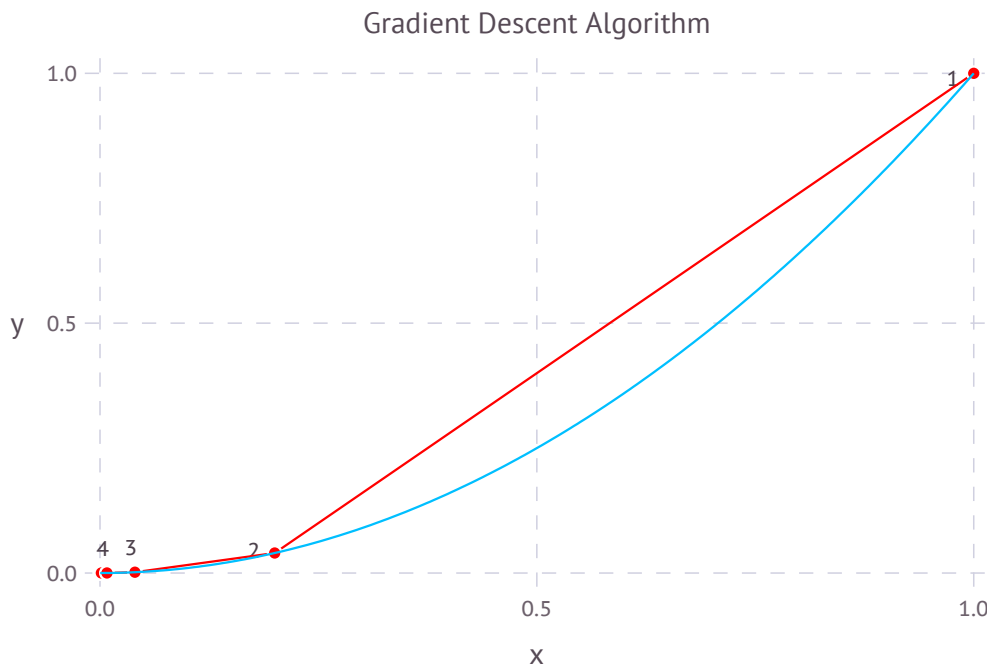
Visualize Results



```

1 begin
2   res_n = newton(f, 1., (x->0.4), 5)
3   Gadfly.plot(
4     Guide.title("Newton Algorithm"),
5     layer(f, minimum(res_n[2]), maximum(res_n[2])),
6     layer(x=res_n[2], y=f.(res_n[2]), label=string.(1:length(res_n[2])),
7       Geom.point, Geom.path, Geom.label, Theme(default_color=color("red")))
8   )
9 end

```



```

1 begin
2   res_gd = gradient_descent(f, 1., (x->0.4), 5)
3   Gadfly.plot(
4     Guide.title("Gradient Descent Algorithm"),
5     layer(f, minimum(res_gd[2]), maximum(res_gd[2])),
6     layer(x=res_gd[2], y=f.(res_gd[2]), label=string.(1:length(res_gd[2])),
7           Geom.point, Geom.path, Geom.label, Theme(default_color=color("red")))
8   )
9 end

```

Two-Dimensional Optimization

Define Objective

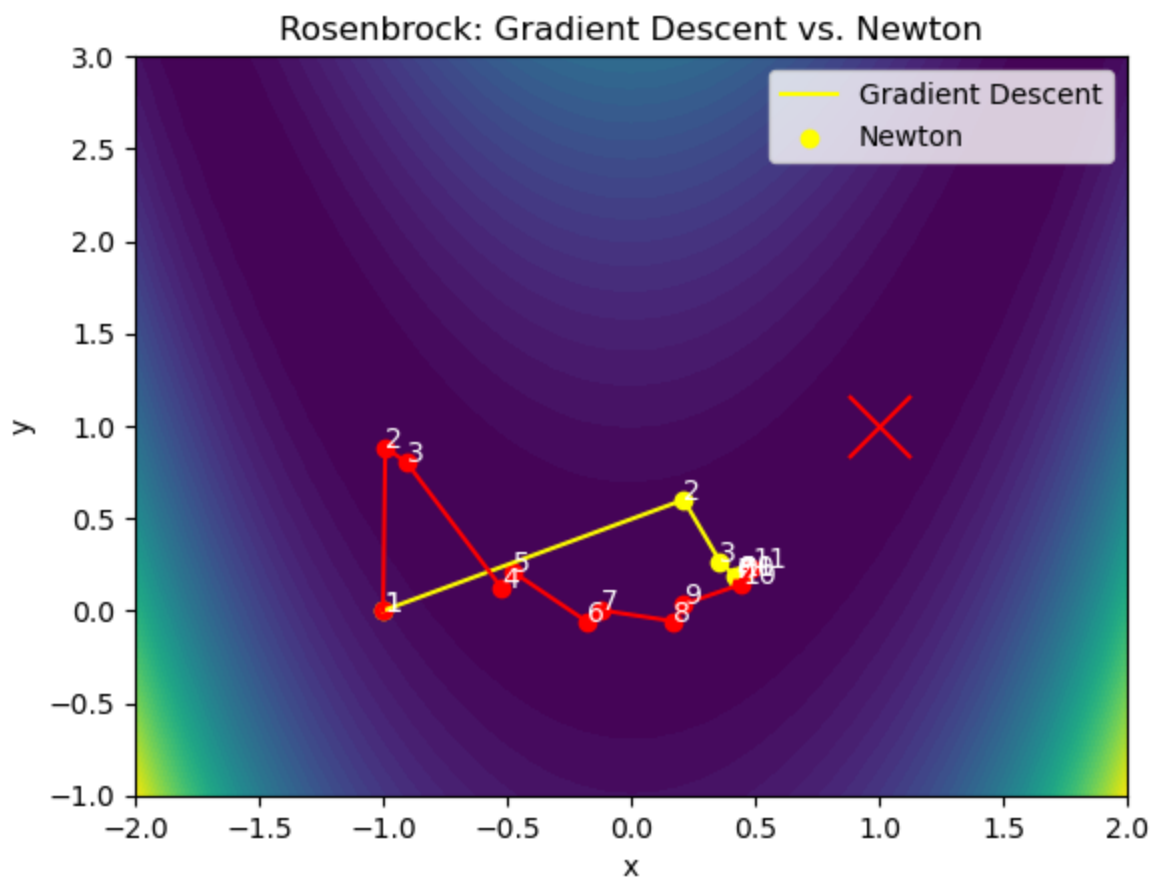
$$g(x, y) = x^2 + y^2$$

`g = #25 (generic function with 1 method)`

```
1 g = (x->x[1]^2+x[2]^2)
```

Check Methods

- both work



```
1 begin
2   # Rosenbrock function with  $x^* = [a, a^2]$ ,  $f(x^*)=0$ 
3   a = 1
4   b = 100
5   h = (x -> (a-x[1])^2 + b*(x[2]-x[1]^2)^2)
6
7   x0 = [-1.0, 0.]
8
9   # Gradient Descent
10  res_gd_2d_rb = gradient_descent(h, x0, (x->0.003), 10)
11  res_gd_2d_rb_x = [res_gd_2d_rb[2][i][1] for i=1:length(res_gd_2d_rb[2])]
12  res_gd_2d_rb_y = [res_gd_2d_rb[2][i][2] for i=1:length(res_gd_2d_rb[2])]
13
14  # Newton
15  res_n_2d_rb = newton(h, x0, (x->0.9), 10)
16  res_n_2d_rb_x = [res_n_2d_rb[2][i][1] for i=1:length(res_n_2d_rb[2])]
17  res_n_2d_rb_y = [res_n_2d_rb[2][i][2] for i=1:length(res_n_2d_rb[2])]
18
19  clf()
20  Δ = 0.1
21  X=collect(-2:Δ:2)
22  Y=collect(-1:Δ:3)
23  F=[h([X[j],Y[i]]) for i=1:length(X), j=1:length(Y)]
24  contourf(X,Y,F, levels=50)
25  PyPlot.title("Rosenbrock: Gradient Descent vs. Newton")
26
27  # res_gd_2d_rb
28  PyPlot.plot(res_gd_2d_rb_x, res_gd_2d_rb_y, color="yellow")
29  scatter(res_gd_2d_rb_x, res_gd_2d_rb_y, color="yellow")
30  for i=1:length(res_gd_2d_rb_x)
31      annotate(string(i), [res_gd_2d_rb_x[i], res_gd_2d_rb_y[i]], color="w",
32              zorder=2)
33  end
34
35  # res_n_2d_rb
36  PyPlot.plot(res_n_2d_rb_x, res_n_2d_rb_y, color="red")
37  scatter(res_n_2d_rb_x, res_n_2d_rb_y, color="red")
38  for i=1:length(res_n_2d_rb_x)
39      annotate(string(i), [res_n_2d_rb_x[i], res_n_2d_rb_y[i]], color="w",
40              zorder=2)
41  end
42
43  legend(["Gradient Descent", "Newton"])
44
45  xlabel("x")
46  ylabel("y")
47
48  # Mark minimum
49  scatter(a, a^2, color="r", s=500, zorder=3, marker="x")
50  gcf()
51 end
```

Broyden's Method

Homework: Adapt GD and Newton to use the generic framework

line_search2 (generic function with 1 method)

```

1 function line_search2(f, x0, α, B0, Bk, kmax, tol)
2     x = x0
3     B = B0
4     k = 0
5     Δx = Inf
6     hist = []
7     push!(hist, x)
8     while (k <= kmax) && (norm(Δx) > tol)
9         # invB = length(x)==1 ? 1/B
10        d = -inv(B) * ∇(f, x)
11        Δx = α(x) * d
12        x = x + Δx
13        B = Bk(x, d, f, B)
14        push!(hist, x)
15        k += 1
16    end
17    return x, hist
18 end

```

broyden (generic function with 1 method)

```

1 function broyden(f, x0, α, kmax, tol)
2     return line_search2(
3         f, x0, α,
4         I(length(x0)),
5         (x,d,f,B)->(B + (∇(f, x) * d') / (norm(d,2)^2)), kmax, tol
6     )
7 end

```

☐ `([-1.04412e-22, -1.04412e-22], [[1.0, 1.0], [0.2, 0.2], [-2.64139e-12, -2.64139e-12], [-1.`

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

☐ `([2.05496e-22, 2.98015e-22], [[1.0, 1.0], [0.6, 0.6], [0.36, 0.36], [0.216, 0.216], [0.1296`

1 newton(g, [1.,1.], (x->0.4), 100) *# slower than Broyden 🤔*

☐ `([-5.59446e-22], [[1], [0.8], [-6.48059e-11], [-5.59446e-22]])`

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