

24-Sep-2021

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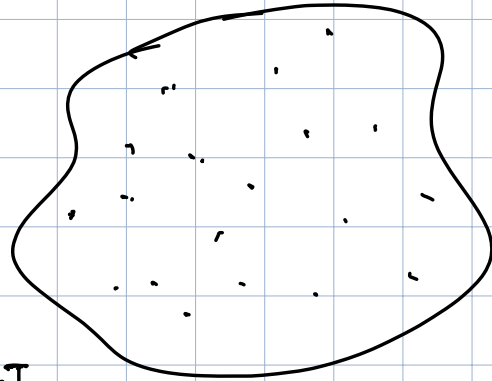
Direct Search Methods : No gradient is computed

Zeroth-order Methods.

• Random search

→ Random Jump ✓

→ Random walk. ✓



Random Jump:

$$\underline{X} = \{x_1, x_2, \dots, x_n\}^T$$

1) Establish bounds on the design variables.

$$l_i \leq x_i \leq u_i \quad i = 1, 2, \dots, n$$

2) generate a set of 'n' random numbers that are uniformly spaced between 0 & 1

$$\underline{r} = \{r_1, r_2, \dots, r_n\}^T \quad 0 \leq r_i \leq 1$$

$$\underline{X} = \begin{Bmatrix} x_1 \\ \vdots \\ x_n \end{Bmatrix} = \begin{Bmatrix} l_1 + r_1(u_1 - l_1) \\ \vdots \\ l_n + r_n(u_n - l_n) \end{Bmatrix}$$

3) Evaluate $f(\underline{X})$ at \underline{X}

4) Do the same for several random numbers

5) find the smallest $f(\underline{X})$ & designate \underline{X}^*

Random walk method:

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$$\tilde{x}_{i+1} = \tilde{x}_i + \lambda \tilde{u}_i$$

search direction \tilde{u}_i

1. Start with an initial guess point \tilde{x}_1 , sufficiently large initial step length λ , a minimum allowable step length ϵ & maximum number of iterations N .

$$\tilde{x}_1, \lambda, \epsilon, N$$

2. Find $f_1 = f(\tilde{x}_1)$

- 3. Set iteration counter $i = 1$

- 4. Generate a set of n random numbers $[-1, 1]$ & formulate \tilde{u}

$$\tilde{u} = \frac{1}{(\tilde{u}_1^2 + \tilde{u}_2^2 + \dots + \tilde{u}_n^2)^{1/2}} \begin{Bmatrix} \tilde{u}_1 \\ \tilde{u}_2 \\ \vdots \\ \tilde{u}_n \end{Bmatrix}$$

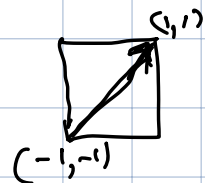
To avoid bias towards the diagonals of the unit hypercube,

$$R = \|\tilde{u}\|$$

accept \tilde{u} only if $R \leq 1$ & discard if $R > 1$

5. compute $\tilde{x} = \tilde{x}_1 + \lambda \tilde{u}$ & $f(\tilde{x})$

6. compare $f(\tilde{x})$ & f_1



7. If $f < f_1$, set $\underline{x}_1 = \underline{x}$ & $f_1 = f$
& go to step 3.

If $f \geq f_1$, go to next step.

8. If $i \leq N$, $i = i+1$ & go to step 4.
if $i > N$, go to next step

9. Reduce step length $\lambda = \lambda/2$ If $\lambda \leq \varepsilon$
go to next step; If $\lambda > \varepsilon$ go to step 4

10. Stop the procedure. $\underline{x}^* = \underline{x}_1$ & $f^* = f_1$

Random walk with direction exploitation.

$$f(\underline{x}) = \underline{x}_1 + \underline{x}_2 - 2\underline{x}_1\underline{x}_2 - \underline{x}_1 - \underline{x}_2$$

$$\underline{x}_{i+1} = \underline{x}_i + \lambda \underline{u}_i \leftarrow \text{Random walk}$$

$$\underline{x}_{i+1} = \underline{x}_i + \lambda_i^* \underline{u}_i$$

direction exploitation.

$$\underline{x}_i = \begin{Bmatrix} 1 \\ 2 \end{Bmatrix} \quad \underline{x}_{i+1} = \begin{Bmatrix} 1 \\ 2 \end{Bmatrix} + \lambda \begin{Bmatrix} 0.5 \\ -0.5 \end{Bmatrix}$$

$$\underline{u}_i = \begin{Bmatrix} 4 \\ 2 \\ -1 \\ 1 \end{Bmatrix} \quad \underline{x}_2 = \begin{Bmatrix} 1 + 0.5\lambda_1 \\ 2 - 0.5\lambda_1 \end{Bmatrix}$$

$$f(\underline{x}_1) = 1 + 4 - 2 \times 2 \times 1 - 1 - 2 = 5 - 4 - 1 - 2 = -2$$

$$f(\underline{x}_2) = (1 + 0.5\lambda_1) + (2 - 0.5\lambda_1) - 2(1 + 0.5\lambda_1)(2 - 0.5\lambda_1)$$

$$= 1 - 0.5\lambda_1 - 2 + 0.5\lambda_1$$

$$\rightarrow f(\lambda_1) = -1 - 0.5\lambda_1$$

$$\frac{df}{d\lambda_1} = 0 \Rightarrow \lambda_1^* = 0$$

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$$\underline{x}_2 = \underline{x}_1 + \lambda_1^* \underline{u}_1$$

$$\text{If } f(\underline{x}_2) < f(\underline{x}_1)$$

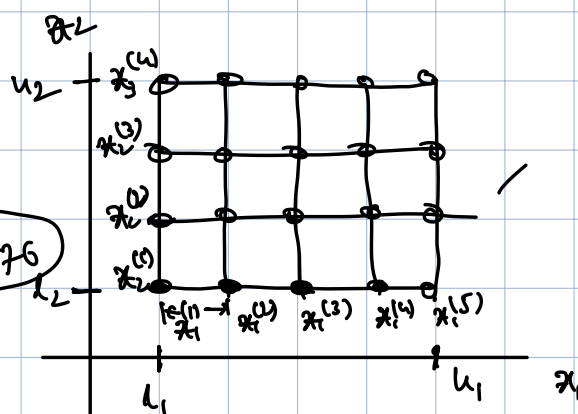
$$\underline{x}_3 = \underline{x}_2 + \lambda_2^* \underline{u}_2$$

Grid Search Method:

$$n = 10$$

$$p_i = 4$$

$$\# \text{ grid points: } 4^{10} = \underline{1048576}$$



$$n = \underline{2}$$

$$p_i = 4$$

$$4^2 = \underline{16}$$

Univariate Method:

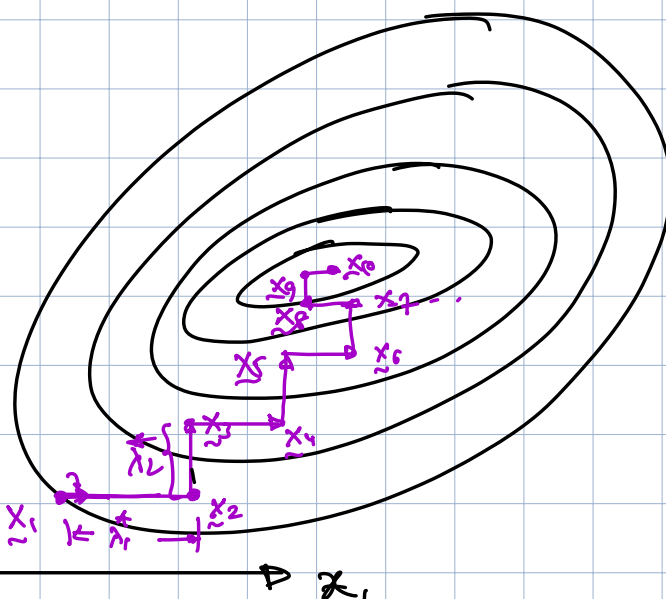
$$\underline{x}_{i+1} = \underline{x}_i + \lambda_i^* \underline{s}_i$$

$$\rightarrow \{1, 0\}^T \quad i = 1, n+1, \dots, 2n+1$$

$$\underline{s}_i = \{0, 1\}^T = 2n+2, \dots, 2n+2$$

$$\left. \begin{aligned} f_1^+ &= f(\underline{x}_1 + \varepsilon \underline{s}_1) \\ f_1^- &= f(\underline{x}_1 - \varepsilon \underline{s}_1) \end{aligned} \right\}$$

ε a small number



$\vec{S}_i \rightarrow (1, 0, \dots, 0)$ for $i = 1, n+1, 2n+1, \dots$ (2)
 $\vec{S}_i \rightarrow (0, 1, \dots, 0)$ for $i = 2, n+2, 2n+2, \dots$
 \vdots
 $\vec{S}_i \rightarrow (0, 0, \dots, 1)$ for $i = n, 2n, 3n, \dots$

