Optimization

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1 Problem 5

1.1 Calculate the gradient and the Hessian of the objective function.

The gradient ∇f is computed as:

$$f(x) = x^{2}(x^{2} - 4) = x^{4} - 4x^{2}$$
$$f'(x) = 4x^{3} - 8x$$

Since we only have to estimate x, we get the Hessian:

$$f''(x) = 12x^2 - 8$$

1.2 Is the objective function convex? strictly convex?

No, f''(x) can be less than zero in some cases. Example is when $x \in [0,1]$, then f''(0) = -8. Thus, its not strictly convex either.

1.3 Determine the critical point(s) of this objective function.

$$f'(x) = 0$$

Yields the solutions $x = -\sqrt{2}$, x=0, $x = \sqrt{2}$.

1.4 Does the problem admit a solution? If so, calculate the optimal solutions.

$$f(-\sqrt{2}) = -4$$

$$f(0) = 0$$

$$f(-\sqrt{2}) = -4$$

Hence, $x = -\sqrt{2}$ and $x = \sqrt{2}$ admits the solutions.

1.5 Analyze this plot and comment it (regarding the obtained previous results).

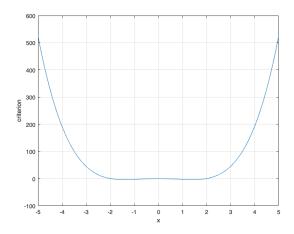


Figure 1: Our Special Plot

1.6 Solve the problem using Nelder and Mead simplex and determine the value of optimal cost.

```
1 % Clear
2 clear all;
3 close all;
4 clc;
5
6 % Define the region bounds
7 x = [-5:0.1:5]';
8 f = x.^4 - 4*x.^2;
9
10 % Plot
11 plot(x,f);
12 grid, xlabel('x');
13 ylabel('criterion'); % plot
14
15 % Nelder and Mead method
16 f.2 = @(x) x.^4 - 4*x.^2;
17 options = optimset('fminsearch');
18 options = optimset(options, 'Display', 'iter');
19 options = optimset(options, 'TolX', 0.0000001, 'TolFun', 0.000001, 'MaxIter', 1000, 'MaxFunEvals', 1000);
21
22 v = 4;
23 [al, fv1] = fminsearch(f.2 , v, options);
24 % al = 1.4142 & fv1 = -4
25
26 v2 = -4;
27 [a2, fv2] = fminsearch(f.2 , v2, options);
28 % a2 = -1.4142 & fv2 = -4
```

2 Problem 6

2.1 Plot the function and its contour. How many minimizers does the problem has?

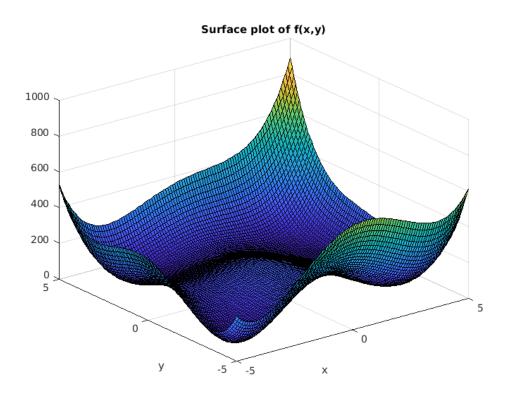


Figure 2: Surface Plot

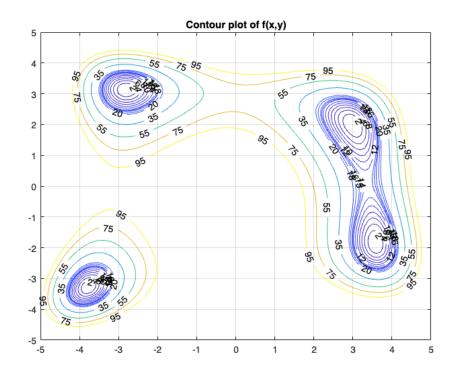


Figure 3: Contour Plot

2.2 From this plot, is the function convex?

Figure 3 shows that this function is not convex as it has multiple critical points, but can be convex is we zoom to a local window.

2.3 Using Matlab, determine the optimal solution(s).

```
1 clear all:
2 close all;
з clc;
5 %
6 % Plotting the function
7 %
x = -5:.1:5;
9 y = -5:.1:5;
[xx, yy] = meshgrid(x, y);
zz = (xx.^2 + yy - 11).^2 + (xx + yy.^2 - 7).^2;
13
14 figure (1);
surf(xx,yy,zz); xlabel('x'); ylabel('y');
title('Surface plot of f(x,y)');
17
18 figure (2);
19 levels = [-20:2:20, 15:20:100];
contour(xx,yy,zz,levels, 'ShowText', 'on'); grid;
title ('Contour plot of f(x,y)');
22
13 figure (3);
contour(xx,yy,zz,levels,'ShowText','off');
26
27
28 %
29 % Minimization of the function
30 %
31 % Gradient-free methods : Lender & Mead
32 %
fprintf('Lender & Mead');
Theta_initial = [3.5;2]; % init points
options = optimset('fminsearch');
options = optimset (options, 'Display', 'iter', 'MaxIter', 100000, 'TolFun', 1e-5, 'TolX', 1e-3);
Theta_opt = fminsearch(@Cost_Rosenbrock, Theta_initial, options);
Theta_opt = fminsearch(@Cost_Rosenbrock, Theta_opt, options);
39 disp (Theta_opt)
40
41 %
42 % Gradient-based methods
43 %
Theta_initial = [-4; -4];
options = optimset('fminunc');
46 options = optimset(options, 'Display', 'iter', 'MaxIter', 10000, 'TolFun', 1e-10, 'TolX', 1e-10);
47
48 %
49 % BFGS
50 %
fprintf('BFGS');
52 tic
options. Algorithm = 'quasi-newton';
options. HessUpdate = 'bfgs';
options.GradObj = 'off';
Theta_opt = fminunc(@Cost_Rosenbrock, Theta_initial, options);
57 toc
Theta_opt = fminunc(@Cost_Rosenbrock, Theta_opt, options);
59 disp (Theta_opt)
60
61 %
62 % DFP
63 %
```

```
64 fprintf('DFP');
65 tic
options.Algorithm = 'quasi-newton';
options. HessUpdate = 'DFP';
68 options.GradObj = 'off';
Theta_opt = fminunc(@Cost_Rosenbrock, Theta_initial, options);
70 toc
71 Theta_opt = fminunc(@Cost_Rosenbrock, Theta_opt, options);
72 disp (Theta_opt)
73
74 %
75 % Steepest descent
76 %
fprintf('Steepest Descent');
78 tic
79 options.Algorithm = 'quasi-newton';
so options.HessUpdate = 'steepdesc';
options.GradObj = 'off';
Theta_opt = fminunc(@Cost_Rosenbrock, Theta_initial, options);
83 toc
84 Theta_opt = fminunc(@Cost_Rosenbrock, Theta_opt, options);
85 disp(Theta_opt)
```

2.3.1 Compare performances of several optimization methods (Nelder and Mead, BFGS, DFP, steepest descent).

Lender & Mead

data.txt Iteration Func-count min fx Procedure 10512.5 0 1 1 3 10308.5 initial simplex 2 5 6045.8 expand 7 3 4197.27 expand 4 9 484.379 expand expand 5 112,416 11 6 13 112.416 contract outside 7 15 6.99 contract inside 8 16 6.99 reflect 9 18 6.99 contract inside 10 20 6.99 contract outside 6.19346 11 22 contract inside 12 24 2.23013 contract inside 13 26 0.601036 contract inside 14 28 0.601036 contract outside 15 30 0.601036 contract inside 32 0.542317 16 contract inside 17 34 0.512786 contract inside 18 36 0.512786 contract outside 19 38 0.50625 contract inside 20 40 0.501867 reflect 21 42 0.501867 contract inside 22 44 0.500625 reflect 23 46 0.497449 expand 24 48 0.492813 expand 25 50 0.484288 expand expand 26 52 0.468242 27 54 0.449721 expand expand 28 56 0.391355 29 57 0.391355 reflect 30 59 0.275217 expand 0.275217 60 reflect 32 62 0.202371 reflect 33 64 0.202371 contract inside 34 66 0.141605 expand 35 68 0.141605 contract inside 36 69 0.141605 reflect 37 70 0.141605 reflect 38 72 0.084271 expand 39 74 contract inside 0.084271 40 76 0.0832419 reflect 41 78 0.0419705 expand 42 80 0.0419705 contract inside 43 82 0.0272179 expand

44	83	0.0272179	reflect	
45	85	0.000863056	expand	
46	87	0.000863056	contract	inside
47	89	0.000863056	contract	inside
48	91	0.000863056	contract	inside
49	92	0.000863056	reflect	
50	94	0.000863056	contract	inside
51	95	0.000863056	reflect	
52	97	0.000128861	contract	inside
53	99	0.000128861	contract	inside
54	101	0.000128861	contract	inside
55	103	4.33006e-05	contract	inside
56	105	1.81408e-05	contract	inside
57	107	1.18579e-05	contract	inside
58	109	1.01877e-05	contract	inside
59	111	3.25322e-06	${\tt contract}$	inside
60	113	5.66168e-07	contract	inside
61	115	5.66168e-07	contract	outside
62	117	4.2039e-07	${\tt contract}$	inside
63	119	1.46743e-07	contract	inside
64	121	5.40924e-08	${\tt contract}$	inside
65	123	5.40924e-08	${\tt contract}$	inside

\mathbf{BFGS}

data.txt

Iteration	Func-count	fx	Step-size	optimality
0	3	40025		3.2e+04
1	6	16592.7	3.12402e-05	1.55e+04
2	9	6312.48	1	6.56e+03
3	12	2852.33	1	2.91e+03
4	15	1504.79	1	1.2e+03
5	18	1005.15	1	634
6	21	839.831	1	579
7	24	787.603	1	561
8	27	738.358	1	543
9	30	614.381	1	581
10	33	370.916	1	662
11	36	79.1993	1	390
12	39	1.69639	1	61.2
13	42	0.0371258	1	2.05
14	45	0.0358836	1	0.453
15	51	0.035012	10	0.325
16	54	0.0324287	1	1.09
17	57	0.0157532	1	1.69
18	66	0.00380661	0.138153	1.5
19	69	0.00317321	1	1.18

DFP

data.txt

Iteration	Func-count	fx	Step-size	optimality
0	3	40025		3.2e+04
1	6	16592.7	3.12402e-05	1.55e+04
2	9	6312.59	1	6.56e+03
3	12	2852.67	1	2.91e+03
4	15	1505.5	1	1.2e+03
5	18	1006.52	1	634
6	21	842.656	1	580
7	24	794.252	1	563
8	27	762.515	1	552
9	30	725.895	1	549
10	33	693.922	1	674
11	36	658.042	1	815
12	39	625.633	1	930
13	42	590.331	1	1.05e+03
14	45	557.568	1	1.16e+03
15	48	522.73	1	1.26e+03

16	51	489.698	1	1.35e+03
17	54	455.239	1	1.44e+03
18	57	422.023	1	1.51e+03
19	60	387.887	1	1.58e+03

Steepest Descent

data	.txt
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				First-order
Iteration	Func-count	fx	Step-size	optimality
0	3	0.0490781		0.174
1	15	0.049033	0.00212104	0.244
2	27	0.048988	0.0010831	0.174
3	39	0.048943	0.00212171	0.244
4	51	0.048898	0.00108339	0.174
5	63	0.048853	0.00212238	0.244
6	75	0.0488081	0.00108368	0.174
7	87	0.0487632	0.00212305	0.243
8	99	0.0487183	0.00108397	0.174
9	111	0.0486734	0.00212372	0.243
10	123	0.0486286	0.00108426	0.174
11	135	0.0485838	0.00212439	0.243
12	147	0.048539	0.00108455	0.174
13	159	0.0484943	0.00212506	0.243
14	171	0.0484496	0.00108484	0.174
15	183	0.0484049	0.00212573	0.243
16	195	0.0483603	0.00108513	0.173

Timing table:

Algorithm	Time (seconds)
Lender and Mead	0.132839
BFGS	0.342803
DFP	0.044757
Steepest Descent	0.040857

We can see that BFGS is the slowest algorithm, especially given that it runs around the same amount as iterations as DFP and Steepest Descent.

2.3.2 Consider several initialization.

We tried with several different initialization points, and was able to adjust the number of iterations required, by having a close point.

3 Appendix

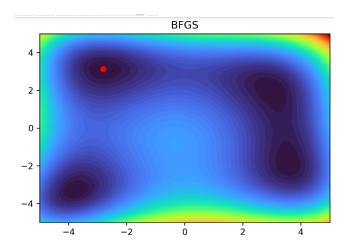


Figure 4:

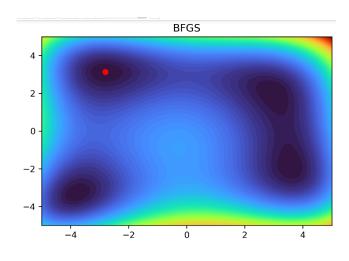


Figure 5:

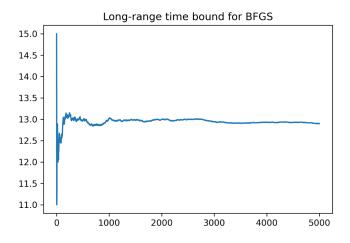


Figure 6:

Figure 7: