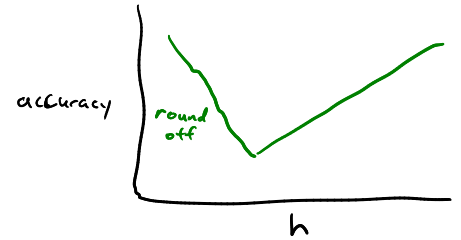


Derivative - Free - Optimization

Zeroth-Order - f

First Order - f, \vec{g}

Second Order - f, \vec{g}, H



Options if you don't have \vec{g}

1. Auto-diff for \vec{g} (and H)

2. Finite diff for \vec{g} (usually not H)

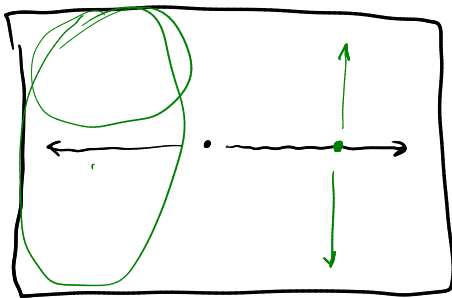
↳ Problems: 1. hard to choose step size h
2. noise ←
3. discontinuities

← fmincon

3. Derivative Free

Direct

pattern



Stochastic

randomly sampling
from distribution,
improving distribution

Population

Evolve a population
of points

Line Search

*

Cyclic Coordinate Search

n -dimensions

initialize \vec{x}^0

loop until convergence

for $i \in 1..n$

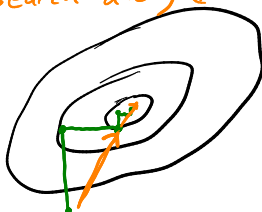
$\alpha^* \leftarrow \operatorname{argmax}_{\alpha \in (-\infty, \infty)} f(\vec{x}^k + \alpha \vec{e}^i)$

$\vec{x}^{k+1} \leftarrow \vec{x}^k + \alpha^* \vec{e}^i$

$k++$

search along $(\vec{x}^k - \vec{x}^{k-n})$

"accelerated"

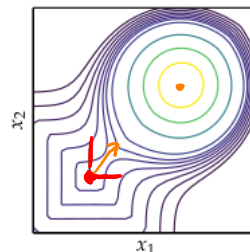


full iteration produces a small change

approx line search

cardinal unit vector

$$\vec{e}^2 = \begin{bmatrix} 0 \\ 1 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$$





Powell's method

initialize $\vec{x}^0, \vec{u}^1 \dots \vec{u}^n \leftarrow \vec{e}^1 \dots \vec{e}^n$

loop until convergence

for $i \in 1 \dots n$

$$\alpha^* \leftarrow \underset{\alpha \in (-\infty, \infty)}{\operatorname{argmin}} f(\vec{x}^k + \alpha \vec{u}^i)$$

$$\vec{x}^{k+1} \leftarrow \vec{x}^k + \alpha^* \vec{u}^i$$

$k++$

for $i \in 1 \dots n-1$

$$\vec{u}^i \leftarrow \vec{u}^{i+1}$$

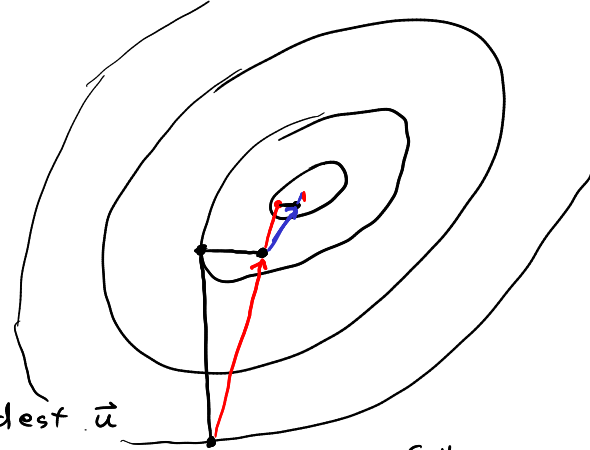
$$\vec{u}^n \leftarrow \vec{x}^k - \vec{x}^{k-n}$$

// drop oldest \vec{u}

$\{\vec{u}^i\}$ full
iter 1

full
iter 2

full
iter 3



- After k full iterations, last k directions are mutually conjugate

- will minimize quadratic in $n(n+1)$ line searches

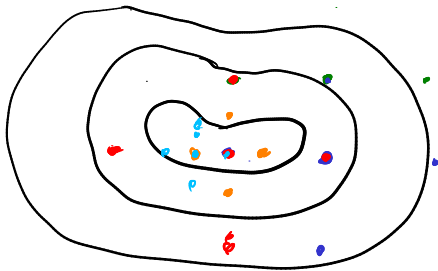
* Pattern Search

Hooke - Jeeves

$$\text{Pattern: } \vec{x} \pm \alpha \vec{e}^i$$

$$\vec{x} \cdot \vec{e}^i$$

If no improvement,
decrease α



$2 \cdot n$ evaluations at every
step



Generalized Pattern Search

$$\text{Pattern: } \vec{x} + \alpha \vec{d}^i$$

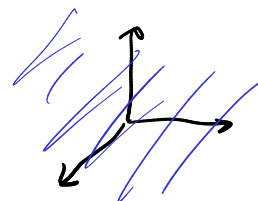
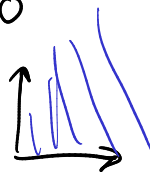
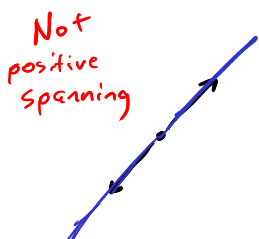
$\{\vec{d}^i\}$ is a positive spanning set

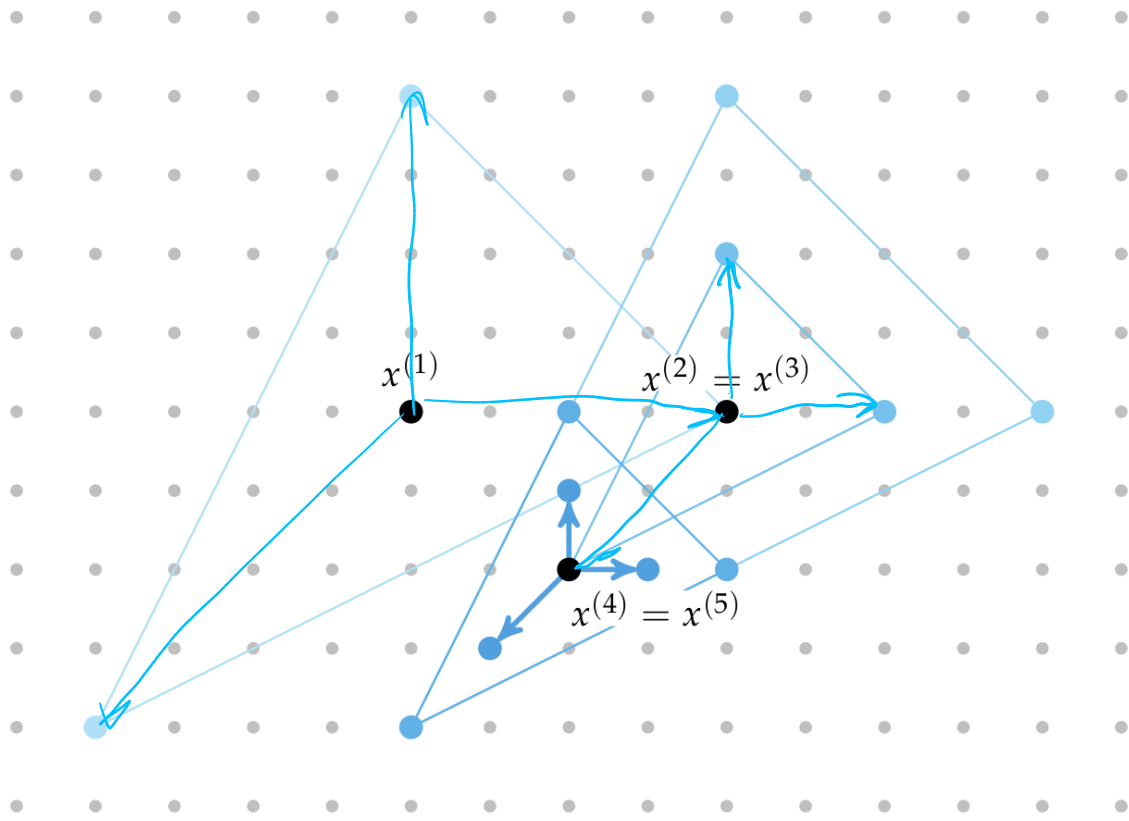
A set of vectors is a positive spanning set if any point in \mathbb{R}^n can be constructed with a non-negative linear combination of the vectors.

$$\vec{x} = \alpha_1 \vec{d}^1 + \alpha_2 \vec{d}^2 + \alpha_3 \vec{d}^3 \dots$$

$n+1$

$$\alpha_i \geq 0$$





* Nelder - Mead (Simplex) (not related to simplex for LP)

2D

3D

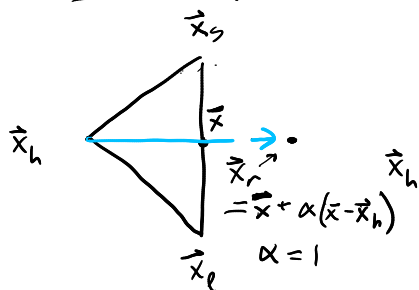
$n+1$ points

\vec{x}_h : highest (worst)
 \vec{x}_s : second highest
 \vec{x}_l : lowest

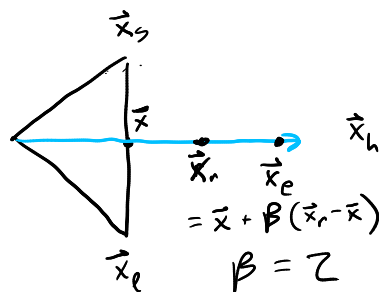
\bar{x} average of all points except \vec{x}_h

Four operations

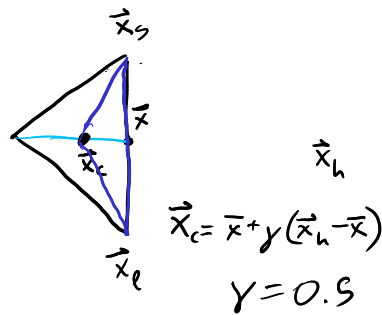
Reflection



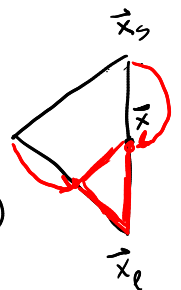
Expansion

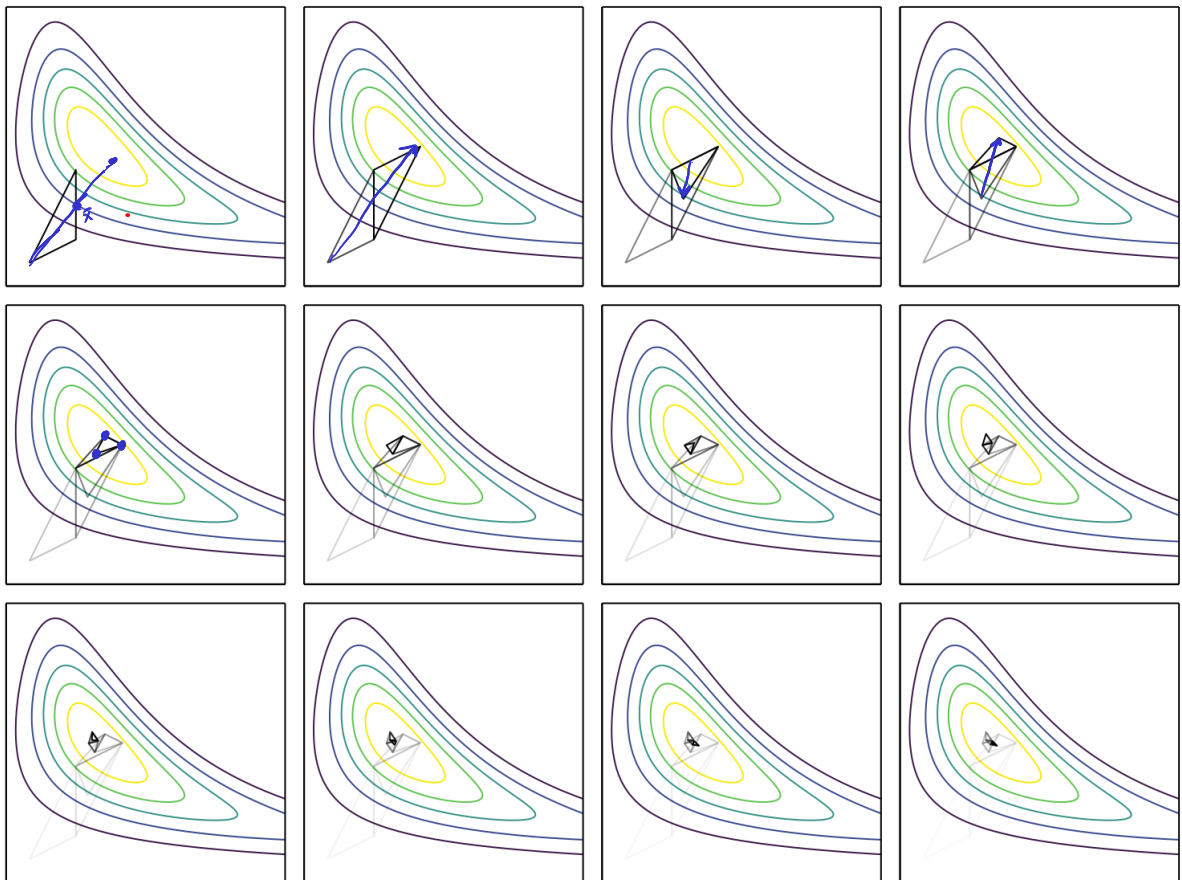
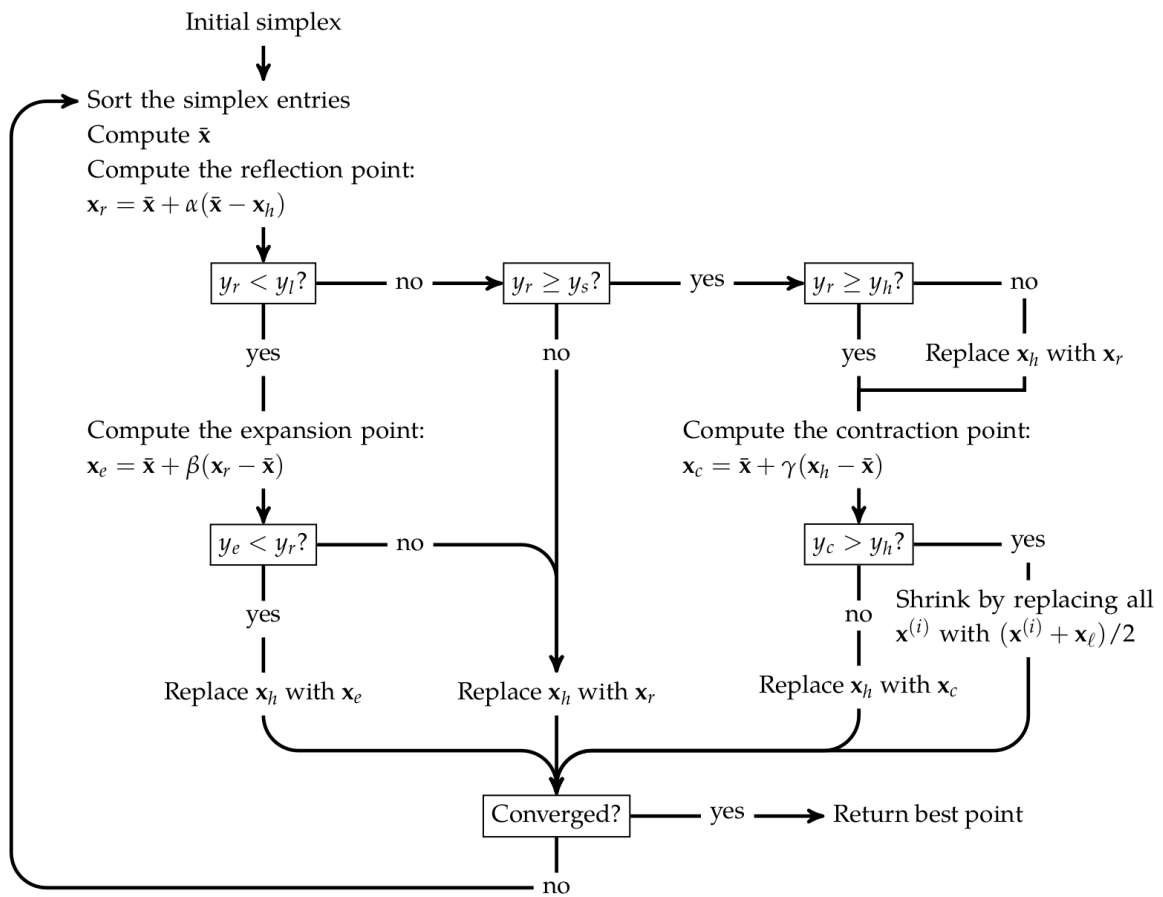


Contraction

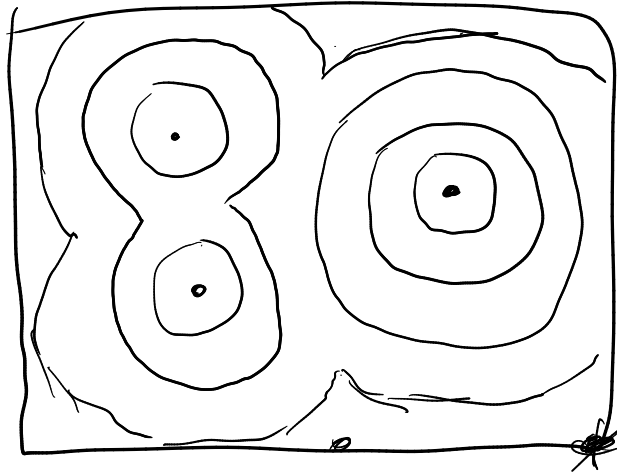
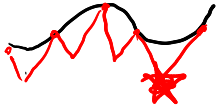


Shrinkage



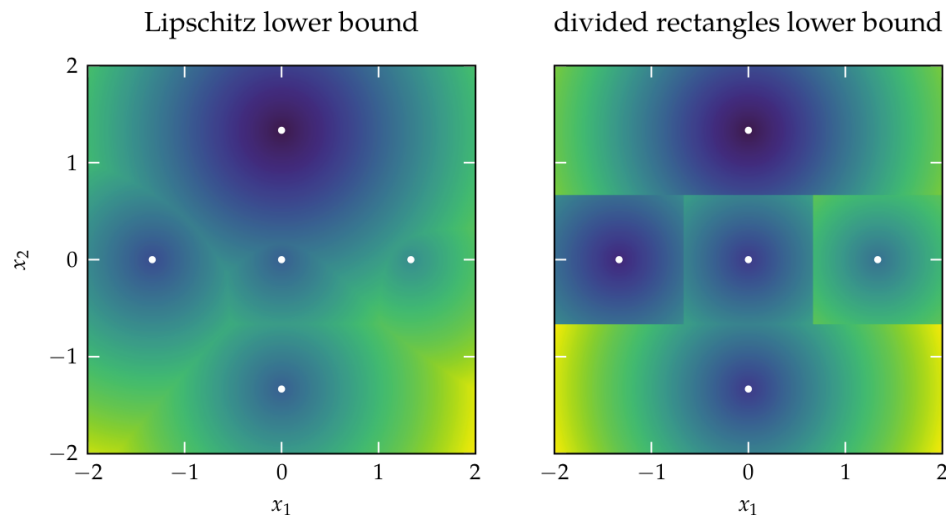


Schubert-Piyavskii for multiple dimensions



Lipschitz
 ℓ

DIRECT (DIVided RECTangles)



(Does not assume a known ℓ)

