

**Unconstrained Optimization**

$\min_{\underline{x}} f(\underline{x})$

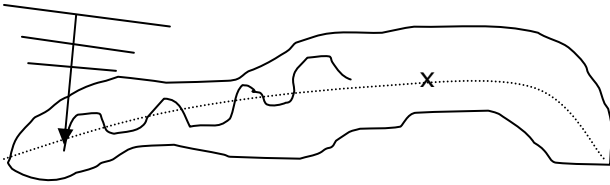


Require:  
 $f(\underline{x}^{[k+1]}) < f(\underline{x}^{[k]})$

Which direction to move?

Move Downhill → "Steepest Descent"

- very robust but poor convergence at the end



**Figure 1.** Diagram of steepest descent approach to global minimum.

Unless you start on the center line, you will zigzag inefficiently

- going down contour lines is easy with this method

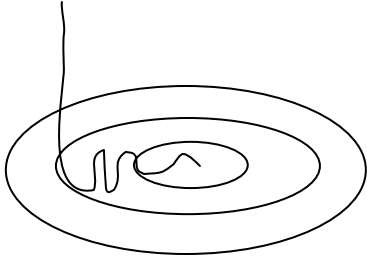
$$f_{approx}(\underline{x}) = f(\underline{x}^{[k]}) + \underline{\nabla} f|_{\underline{x}^{[k]}} \cdot (\underline{x} - \underline{x}^{[k]}) + \frac{1}{2}(\underline{x} - \underline{x}^{[k]})^T \underline{B} \cdot (\underline{x} - \underline{x}^{[k]})$$

$$(\underline{x} - \underline{x}^{[k]}) = \underline{p} = -\underline{\nabla} f / (||\underline{\nabla} f||^2 / \underline{\nabla} f^T \underline{B} \underline{\nabla} f) \quad \{\text{Cauchy}\}$$

$\underline{B}$  must be positive definite and not singular.

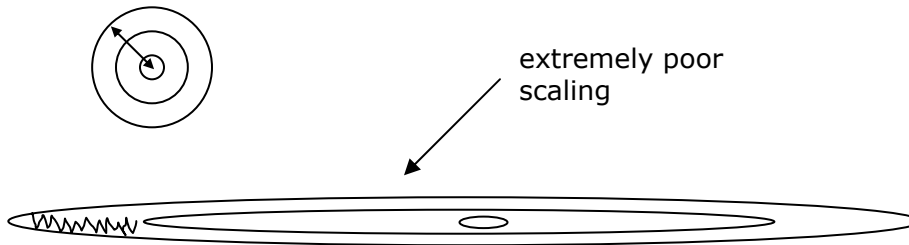
$$\underline{p}^{steepest\ descent} = \left\{ \begin{array}{l} (-\underline{\nabla} f / ||\underline{\nabla} f||) \Delta \leftarrow \text{max step size allowed} \\ \underline{p}^{cauchy} \end{array} \right\} \quad \text{take min } ||\underline{p}||$$

Look at Figures 5.5 and 5.6 in BEERS



**Figure 2.** An example of poor scaling.

If you rescale into circles ( $2^{\text{nd}}$  derivatives similar), good scaling



**Figure 3.** SCALING IS KEY.

*Newton Step*

If  $\underline{f}_{\text{approx}}$  is correct,

$$0 = \underline{\nabla} \underline{f}_{\text{approx}} = \underline{\nabla} \underline{f}_{\text{true}} + \underline{B} \cdot \underline{p}$$

$$\underline{B} \cdot \underline{p}^{\text{newton}} = \underline{\nabla} \underline{f}_{\text{true}}|_{\underline{x}^{[k]}}$$

If  $\underline{B}$  is accurate and initial guess is close, converges quickly;

Similar to Newton's:  $\rightarrow \{\underline{J} \Delta \underline{x} = \underline{F}\}$

otherwise, you may step too far

## Dogleg or Trust Region Method

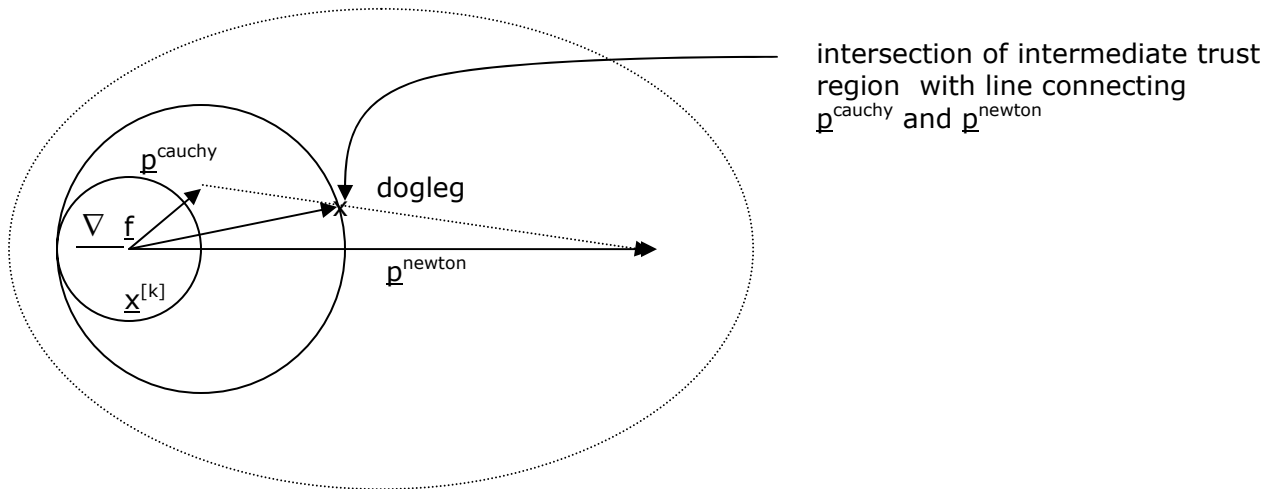


Figure 4. Diagram of dogleg method.

## Broyden-Fletcher-Goldfarb-Shanno Algorithm (BFGS)

1. have  $\underline{x}^{[k]} \rightarrow \underline{f}(\underline{x}^{[k]}) \rightarrow \underline{\nabla}f(\underline{x}^{[k]}) \rightarrow \underline{\underline{B}}^{[k]} \rightarrow \underline{p}^{old}$

$$\underline{x}^{[k+1]} = \underline{x}^{[k]} + \underline{p}$$

2. Compute  $\underline{f}(\underline{x}^{[k+1]})$ ,  $\underline{\nabla}f(\underline{x}^{[k+1]})$

$$\underline{\underline{B}}^{[k+1]} = \underline{\underline{B}}^{[k]} + \frac{(\underline{\nabla}f(\underline{x}^{[k+1]}) - \underline{\nabla}f(\underline{x}^{[k]}))(\underline{\nabla}f(\underline{x}^{[k+1]}) - \underline{\nabla}f(\underline{x}^{[k]}))^T}{(\underline{\nabla}f(\underline{x}^{[k+1]}) - \underline{\nabla}f(\underline{x}^{[k]}))^T \underline{p}^{old}} - \frac{(\underline{\underline{B}}^{[k]} \underline{p}^{old})(\underline{\underline{B}}^{[k]} \underline{p}^{old})^T}{(\underline{p}^{old})^T (\underline{\underline{B}}^{[k]} \underline{p}^{old})}$$

Most programs use this!

Always get symmetric matrix but sometimes eigenvalues are negative

Use  $\underline{\underline{B}}_{new} = \underline{\underline{B}}^{[k+1]} + \tau \underline{\underline{I}}$  to guarantee positive eigenvalues.

In quantum mechanics, use estimates of stretching frequencies, but rest of bond angles are set to be identity matrix.

If number of variables ( $N_{variables}$ ) large, the total number of entries in  $\underline{\underline{B}}$  ( $N_{variables}^2$ ) will get too large. Can try sparse matrix storage methods.

## Conjugate Gradient Method

Work like steepest descent but avoid zigzagging by forcing NEW direction to be orthogonal to OLD direction.

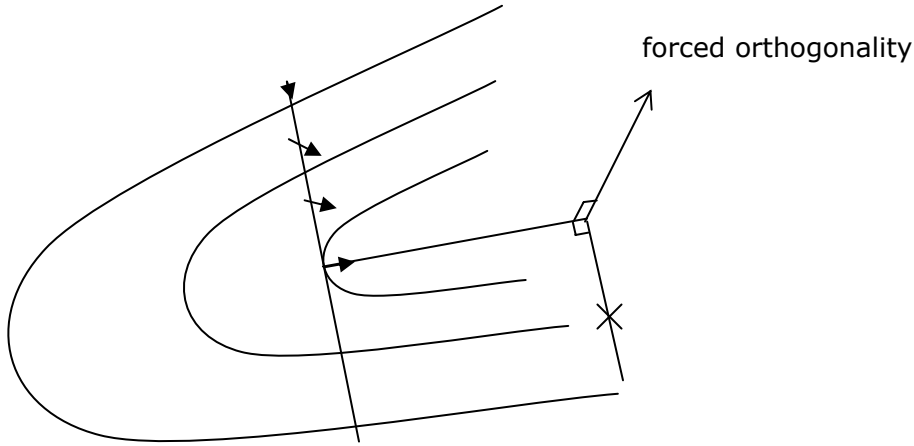


Figure 5. Conjugate gradient method.

**Polak-Ribiere Formula for Step direction**

$$\text{(direction only) } \underset{\substack{\uparrow \\ \text{new}}}{\underline{p}^{[k+1]}} = -\underline{\nabla}f(\underline{x}^{[k+1]}) + \left\{ \frac{\underline{\nabla}f(\underline{x}^{[k+1]}) \cdot (\underline{\nabla}f(\underline{x}^{[k+1]}) - \underline{\nabla}f(\underline{x}^{[k]}))}{\|(\underline{\nabla}f(\underline{x}^{[k]}))\|^2} \right\} \underline{p}^{\text{old},[k]}$$

For quadratic, it takes n steps to find the minimum (n = dimension) no matter what the dimension. Use this method for LARGE SYSTEMS. The minima found are local.

\* no matrices (doesn't require a lot of memory)

For 2D quadratic, gives you exact minimum direction

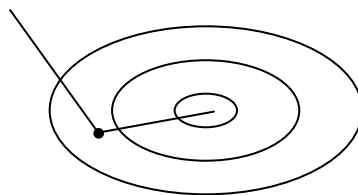


Figure 6. Diagram of search for global minimum.

must do "strong search" at each step to find absolute minimum

$$\underline{B} \cdot \underline{p}^{\text{new}} = -\underline{\nabla}f$$

$$\left. \begin{aligned} f(\underline{x}) &= c + \frac{1}{2} \underline{x}^T \underline{A} \underline{x} - \underline{b} \cdot \underline{x} \\ \underline{\nabla}f &= \underline{A} \cdot \underline{x} - \underline{b} \\ \underline{\nabla}f = 0 &\rightarrow \underline{A} \cdot \underline{x} = \underline{b} \end{aligned} \right\} \text{The Conjugate Gradient Method can solve linear systems.}$$

$f = \frac{1}{2}\underline{x}^T \underline{B}\underline{x} + \underline{\nabla}f \cdot \underline{x}$  ( $\underline{x} = \underline{p}$ ) use conjugate gradient to find  $\underline{p}$

$\underline{\nabla}f = \underline{B}^{[k+1]} \underline{p} + \underline{\nabla}f(\underline{x}^{[k+1]})$  great for sparse matrices