

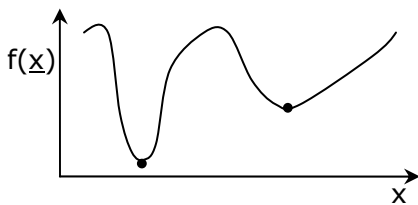
### Convex vs. Non-Convex

Convex – only one minimum

Non-convex – multiple relative minima

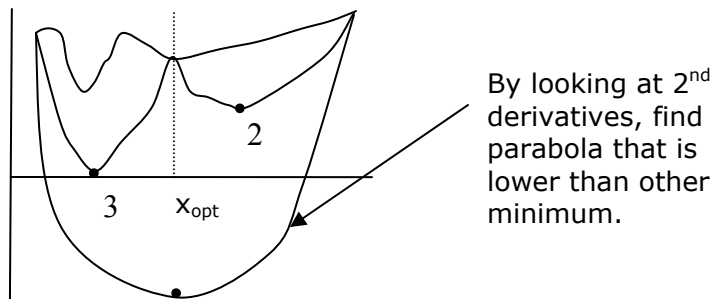
$$\min_x f(x)$$

### Global Optimization (Deterministic)



**Figure 1.** A function with relative minima.

### Convex Underestimator



**Figure 2.** Convex underestimator.

Choose a  $f(x)$ , upper bound. Divide domain. Underestimate the lower bound with a parabola. Find minimum of parabola. Bound again. If new upper bound is lower than lower bound in other region, can stop considering that section.

To converge – lower bound rises at a certain rate; upper bound decreases at a certain rate.

Going several zones deep, creates many divisions:  $2^{\text{Ndivisions}}(1-D)$

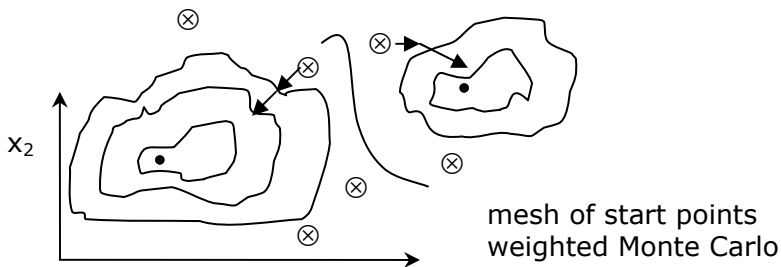
Proteins: 100 dimensional space or more:  $100^N$  or more

Current papers: can solve 4-5 dimensions

Method guarantees global optimum (if you care about the global optimum)

If you have 20 variables, use heuristics that often find the global optimum, but there is no guarantee.

## Multi-start



**Figure 3.** Begin in multiple locations and then run minimization.

In low dimension, draw map. One method, do different starts. Run a local minimization on each, then compare values. With enough points, can make a space. Can use mesh. Can use Monte Carlo – random guess. If there are 100 points and 6 variables,  $100^6$  calculations.

## Simulated Annealing



Can use when there are lots of global minimum

$$f(\underline{x}) \leftrightarrow kT$$

**Figure 4.** The molecule is heated and then cooled slowly so that conformational changes taking place will lead to a local minimum. This process is repeated many times until several closely related, low energy, conformations are obtained.

$f(\underline{x}, \underline{z})$  mixed integer hybrid

## Genetic Algorithms

→ discretize everything

“DNA” ( $z_1, z_2, z_3, \dots$ )

mutate  $z_n \rightarrow z_n'$

reproduction (exchange of DNA fragments)

replication

death

give everything probabilities to make it mirror evolution

Non-determinate methods → do not exactly know when you are done