

# Optimization Algorithms

## Simple cases

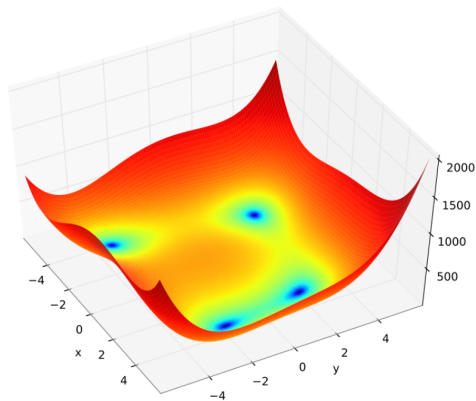
- Local minima
- Reasonable initial guess
- Wide attractive basins

## Hard cases

- Noisy function evaluations
- High dimensionality

## Popular representatives

- Newton
- Steepest descent
- BFGS
- L-BFGS



The Himmelblau function

$$\underbrace{\mathbf{a}_n}_{\text{Previous value}} - \underbrace{s}_{\text{Step size}} \underbrace{[\nabla^2 f(\mathbf{a}_n)]^{-1}}_{\text{Hessian}} \underbrace{\nabla f(\mathbf{a}_n)}_{\text{Gradient}} \quad (28)$$

Target function

## Variants

- Scale step size
- Stochastic Newton

## Problems

- Large Hessian and inversion expensive
- Slow with a fixed step

$$\mathbf{a}_n - s \nabla f(\mathbf{a}_n) \quad (29)$$

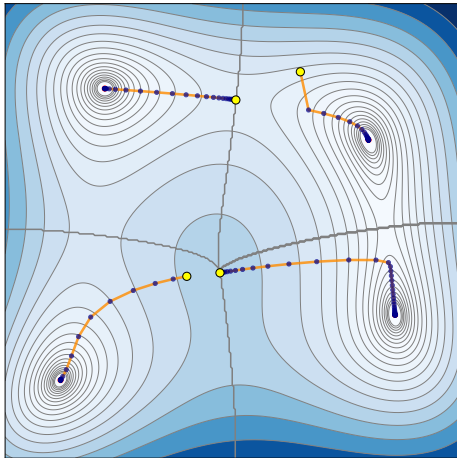
Previous value      Step size

## Variants

- Adjust step size
- Line search

## Problems

- Slow with fixed step
- Oscillations



Essentially Newton, but with guessed and updated Hessian

$$\mathbf{p}_{n+1} = -\mathbf{B}_n^{-1} \nabla f(\mathbf{a}_n) \quad (30)$$

Update direction      Approximate Hessian      Previous point

Line search

$$\alpha_{n+1} = \arg \min_{\alpha} f(\mathbf{a}_n + \alpha \mathbf{p}_{n+1}), \quad \mathbf{s}_{n+1} = \alpha_{n+1} \mathbf{p}_{n+1} \quad (31)$$

Update step length      Actual step

Update

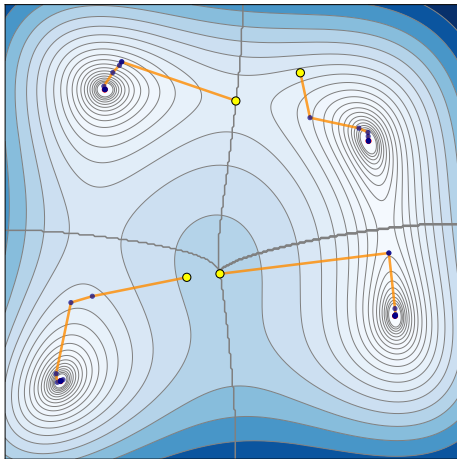
$$\mathbf{a}_{n+1} = \mathbf{a}_n + \mathbf{s}_{n+1}$$

Get gradient response as Hessian approximation

$$\mathbf{y}_{n+1} = \nabla f(\mathbf{a}_{n+1}) - \nabla f(\mathbf{a}_n)$$

Update approximate Hessian

$$\mathbf{B}_{n+1} = \mathbf{B}_n + \frac{\mathbf{y}_{n+1}\mathbf{y}_{n+1}^T}{\mathbf{y}_{n+1}^T \mathbf{s}_{n+1}} - \frac{\mathbf{B}_n \mathbf{s}_{n+1} \mathbf{s}_{n+1}^T \mathbf{B}_n^T}{\mathbf{s}_{n+1}^T \mathbf{B}_n \mathbf{s}_{n+1}}$$





Avoid oscillations of steepest descent

$$\underline{\mathbf{p}_{n+1}} = -\nabla f(\mathbf{a}_n) + \underline{\beta_n} \mathbf{p}_n \quad \beta_n = \frac{\nabla f(\mathbf{a}_{n+1})^T \nabla f(\mathbf{a}_{n+1})}{\nabla f(\mathbf{a}_n)^T \nabla f(\mathbf{a}_n)} \quad (32)$$

Search direction

Mixing parameter

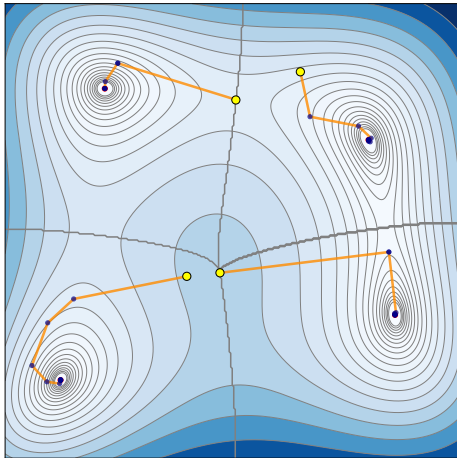
New point found by line search (like BFGS).

## Key properties

- Orthogonal search directions
- Quadratic convergence for quadratic functions
- Memory efficient

## Problems

- Sensitive to round-off errors
- Requires periodic restarts



Use subset of data for gradient estimation

$$\mathbf{a}_{n+1} = \mathbf{a}_n - \eta \nabla f_i(\mathbf{a}_n) \quad (33)$$

Updated parameters

Learning rate

Single sample gradient

## Variants

- Mini-batch SGD
- Learning rate scheduling
- Momentum

## Advantages

- Fast iterations
- Escapes local minima

## Adaptive moments estimation

Parameter, often 0.9

$$\underline{m_n} = \beta_1 m_{t-1} + (1 - \beta_1) \nabla f_n \quad (34)$$

Momentum: averaged gradient

Parameter, often 0.999

$$\underline{v_n} = \beta_2 v_{n-1} + (1 - \beta_2) (\nabla f_n)^2 \quad (35)$$

Scale adjustment

Bias correction, since at start:  $m_0 = v_0 = 0$

$$\hat{m}_n = \frac{m_n}{1 - \beta_1^n} \quad \hat{v}_n = \frac{v_n}{1 - \beta_2^n} \quad (36)$$

Learning rate, often 0.001

$$\mathbf{a}_{n+1} = \mathbf{a}_n - \frac{\alpha \hat{m}_n}{\sqrt{\hat{v}_n} + \epsilon} \quad (37)$$

Small, for stability, often  $10^{-8}$

### Advantages

- Adaptive learning rates
- Robust to hyperparameters

## Idea

- Evolutionary optimization approach

## Operations

- Selection: Choose fittest individuals
- Crossover: Combine parent solutions
- Mutation: Random modifications
- Replacement: Update population

## Parameters

- Population size
- Crossover probability
- Mutation rate
- Selection pressure

## Advantages

- Global optimization
- No gradient required
- Handles discontinuous functions

## Idea

- Combine local and global search

## Algorithm

- Local minimization
- Random perturbation
- Accept/reject based on energy
- Repeat

Acceptance criterion

$$P = \min \left( 1, e^{-\frac{\Delta E}{k_B T}} \right)$$

## Advantages

- Escapes local minima
- Uses efficient local methods
- Temperature controls exploration

## Applications

- Protein folding
- Molecular conformations
- Glass structure

## Convergence

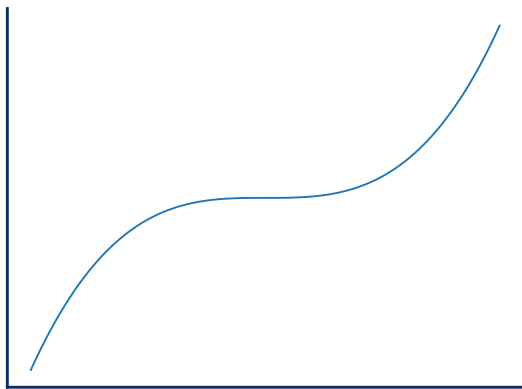
- Hard to establish
- Gradient necessary, but not sufficient
- Hessian expensive
- Local property

## Numerical stability

- Finite differences
- Conjugate Gradients
- Shallow minima

## Cost of Hessians

- Scales as  $N^2$
- Sometimes only from finite differences



Gradients can be arbitrarily small



## Curse of dimensionality

- Search space quickly increases
- Often forces tiny optimization steps

## Preconditioning

- Math not equal to finite-precision implementations
- Transform problem into an equivalent one

Dimensions	Gradients	Hessian	Noise	Minima count	Choice
Few	Yes	Yes	No	Few	Newton
Few/Medium	Yes	No	No	Few	BFGS
Few/Medium	Yes	No	No	Many	Basin hopping
Any	No	No	Any	Many	Genetic algorithm
Large	Yes	No	No	Few	Conjugate gradients
Large	Yes	No	Yes	Few	SGD
Large	Yes	No	Yes	Many	ADAM