

# Numerical Optimization

Tutorial A1

# Optimization Problem or minimization problem

Objective function

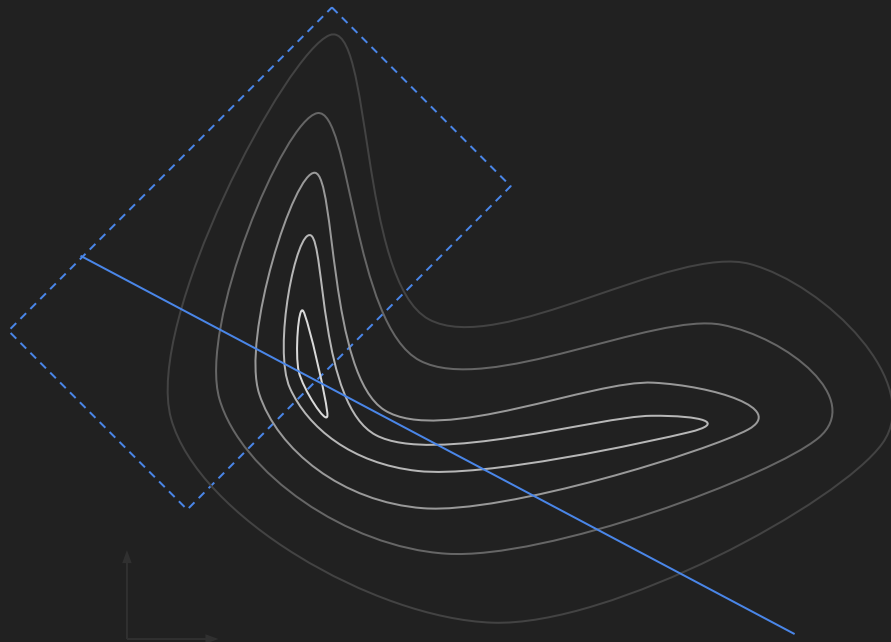
$$\mathbf{x} = \operatorname{argmin}_{\tilde{\mathbf{x}}} \underline{f(\tilde{\mathbf{x}})}$$

$$\text{s.t. } \mathbf{g}(\tilde{\mathbf{x}}) = 0$$

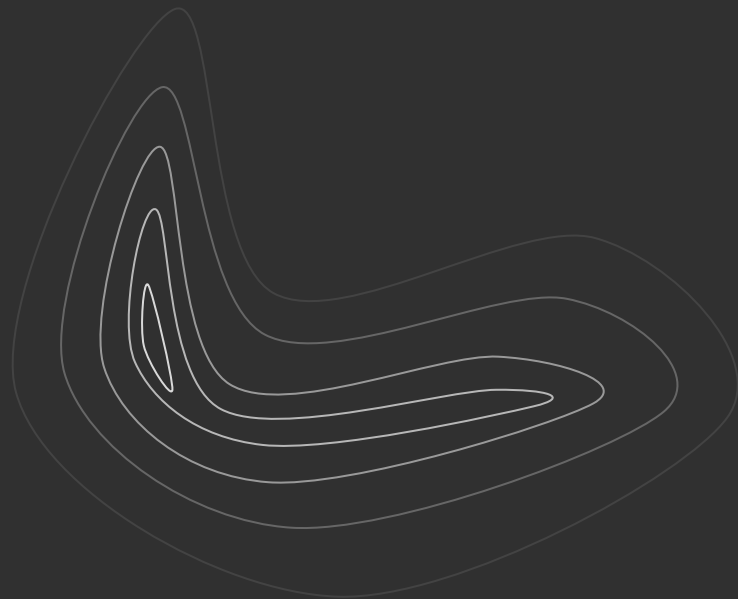
$$\mathbf{h}(\tilde{\mathbf{x}}) > 0$$

Constraints

→ **Unconstrained** optimization problem

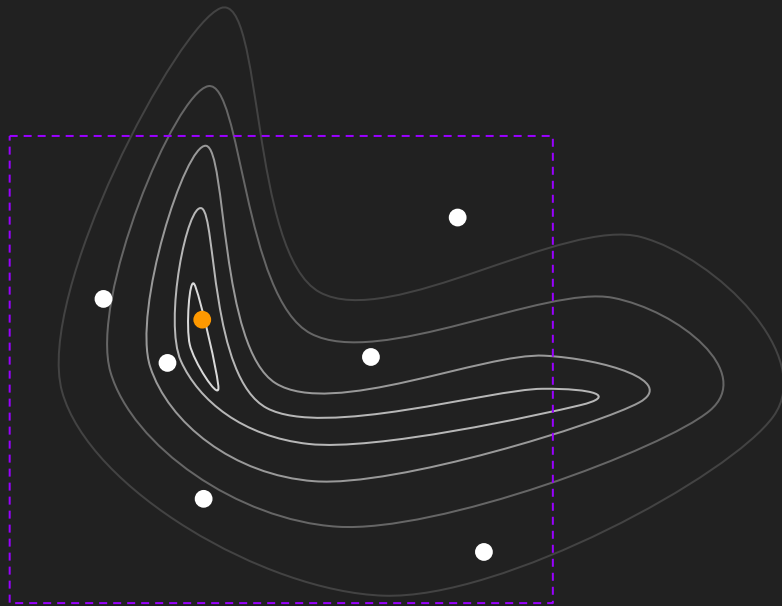


**How do we solve an  
unconstrained  
optimization  
problem?**



# Random Search

Sample  $x$  randomly in a defined **search region** and save the **best function value**.

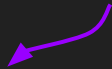


# Gradient Descent

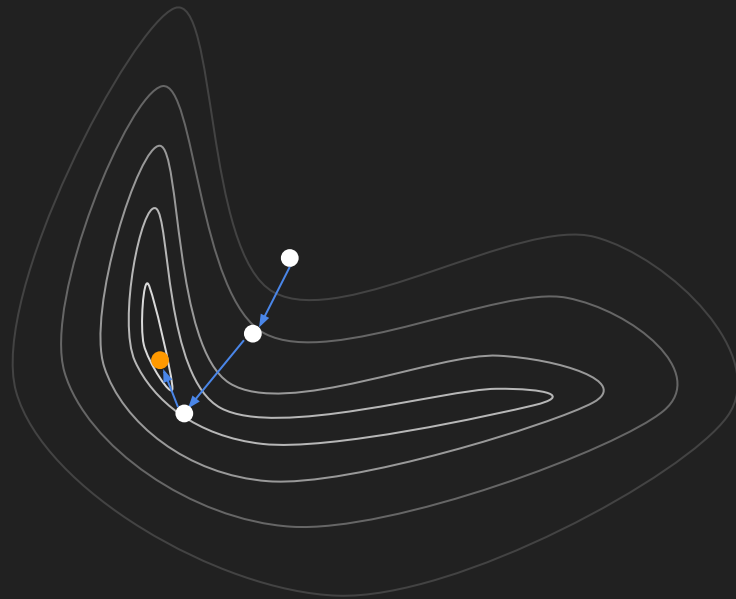
The gradient  $\nabla f(x)$  gives the direction of steepest ascent.

Idea: Follow  $-\nabla f(x)$  to find minimum.

$$\mathbf{x}_{i+1} = \mathbf{x}_i - \gamma \nabla f(\mathbf{x}_i)$$



Problem: How far to move along gradient?



# Gradient Descent

Taylor-Series expansion

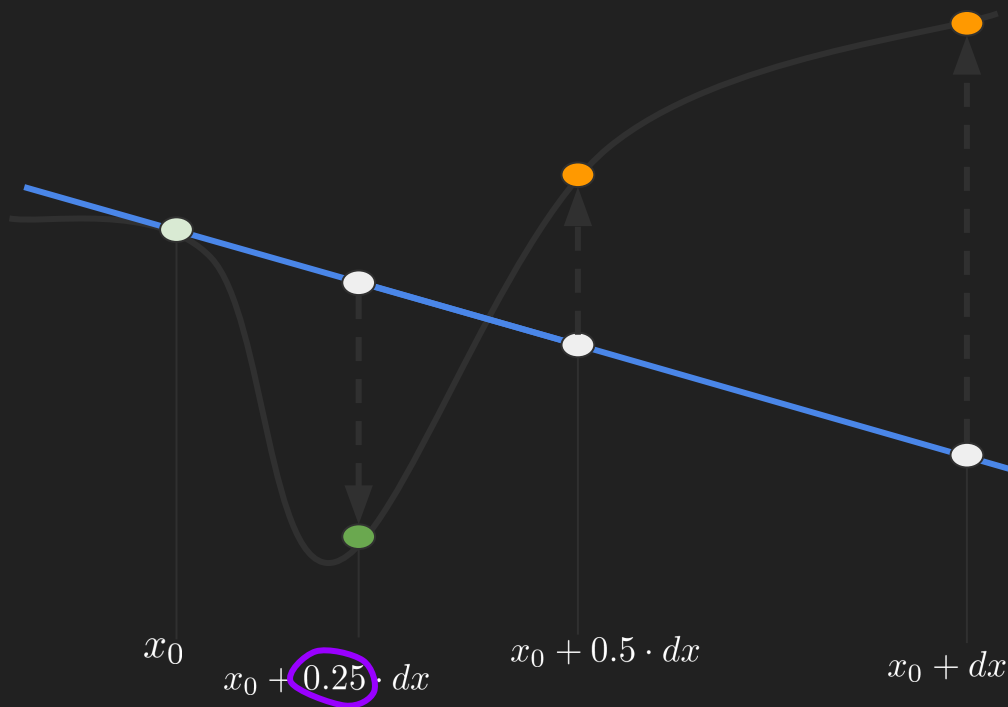
$$f(\mathbf{x}) \approx f(\mathbf{x}_0) + \nabla f(\mathbf{x}_0)^T \mathbf{dx} + \frac{1}{2} \mathbf{dx}^T \nabla^2 f(\mathbf{x}_0) \mathbf{dx} + \dots$$


$$O(\|\mathbf{dx}\|^2)$$

$$f(\mathbf{x}) - f(\mathbf{x}_0) = \nabla f(\mathbf{x}_0)^T \mathbf{dx}$$

want this to be  $< 0$    $\rightarrow \mathbf{dx} = -\gamma \nabla f(\tilde{\mathbf{x}})$

# Variable step size: Line Search



How far in the direction of the gradient should we go?

→ Line search

$$\mathbf{x}_{i+1} = \mathbf{x}_i - \gamma \nabla f(\mathbf{x}_i)$$

# Gradient descent with line search

**Algorithm:** line\_search

**Input:**  $x, dx, \alpha, \beta$

**while**  $E(x - \alpha * dx) > E(x)$  **do**

$\alpha = \alpha * \beta;$

**end do;**

$x$

current state

$dx$

search direction

$\alpha$

initial step length

$0 < \beta < 1$

scaling factor

**Algorithm:** steepest\_descent

**Input:**  $x, dx, \alpha, \beta, \varepsilon$

**while**  $\text{abs}(\nabla E(x)) > \varepsilon$  **do**

$dx = \nabla E(x);$

$\alpha = \text{line\_search}(x, dx, \alpha, \beta);$

$x = x - \alpha dx;$

**end do;**



# Gradient descent with momentum

Idea: Give Gradient descent some “memory”, so it doesn’t hop between the walls of the valley.

$$\mathbf{x}_{i+1} = \mathbf{x}_i - \gamma(\nabla f(\mathbf{x}_i) + \alpha \nabla f(\mathbf{x}_{i-1}))$$

Weight of “memory”

Gradient of last time step

# Newton's Method (for optimization)

Taylor-Series expansion of

$$f(\mathbf{x}) \approx f(\mathbf{x}_0) + \nabla f(\mathbf{x}_0)^T \mathbf{dx} + \frac{1}{2} \mathbf{dx} \nabla^2 f(\mathbf{x}_0) \mathbf{dx} + \dots$$

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$O(||\mathbf{dx}||^3)$

$\nabla_{dx}(\dots) = 0 \longrightarrow \nabla^2 f(\mathbf{x}_0) \mathbf{dx} = -\nabla f(\mathbf{x}_0)$

Hessian	$\mathbf{dx}$	=	gradient
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Solve for dx!

# Newton's Method (aka Newton-Raphson method)

Taylor-Series expansion of the **gradient**

$$\nabla f(\mathbf{x}) = \nabla f(x_0) + \nabla^2 f(\mathbf{x}_0) \, \mathbf{dx} + \dots$$


$$\nabla f(\mathbf{x}) = 0$$

$$\nabla^2 f(\mathbf{x}_0)^T \mathbf{dx} = -\nabla f(x_0)$$

# Newton's Method: Regularization

$$\nabla^2 f(\mathbf{x}_0) \, d\mathbf{x} = -\nabla f(x_0)$$

With global regularization:

$$(\nabla^2 f(x_i) + r\mathbf{I}) \, dx = -\nabla f(x_i)$$

Global regularizer

**Need to refresh  
your mathematical  
foundations?**

[mml-book.github.io](https://mml-book.github.io)

Part I: Mathematical Foundations

Chapter 7: Continuous Optimization

# → Code Review

starter code:

[github.com/computational-robotics-lab/comp-fab-a1](https://github.com/computational-robotics-lab/comp-fab-a1)

post issues there!

# Some useful tools

- git
  - git bash for windows
  - [SublimeMerge](#)
- c++ and cmake
  - cross platform: [SublimeText](#) (useful plugins: [ClangAutoComplete](#), [CmakeBuilder](#))
  - cross platform: [QtCreator](#)
  - MacOS: Xcode
  - Windows: Visual Studio 2017

# Questions

- Questions about assignments on corresponding issues page:  
<https://github.com/computational-robotics-lab/comp-fab-a1/issues>
- Other questions: in your personal repo, or [moritzge@inf.ethz.ch](mailto:moritzge@inf.ethz.ch)