Overview
nd solve opt

$$
\begin{aligned}
& 10 \\
& n
\end{aligned}
$$



$$
V \underline{L}=\vec{\rho} \quad\left(\begin{array}{r}
\tilde{f}(x)=\alpha_{0} p_{0}(x)+\cdots+\alpha_{n+} p_{n}(\lambda \\
\left.\int \hat{f}(x) d x=\alpha_{0}\left(\int p_{p}\right)+\cdots p \alpha_{n-1}\right) \\
p_{n-1}
\end{array}\right.
$$

$$
\begin{aligned}
& \vec{I}=\left(\begin{array}{c}
S \varphi_{0} \\
\vdots \\
S \varphi_{h-1}
\end{array}\right) \\
& I^{\top}\left(V^{-1} J\right) \in h^{h} / h^{3} \\
&=\left(I^{\top} V^{-1} / \vec{\rho} \in h\right. \\
& \text { precompunte }+1+ \\
& \vec{\omega}
\end{aligned}
$$

## Solving Nonlinear Equations

What is the goal here?

Demo: Three quadratic functions (click to visit)

## Newton's method

What does Newt method pok like in $n$ dimensions?


$$
\left.\begin{array}{l}
f\binom{a}{!}-(<0 \\
f\binom{b}{?}=(>0
\end{array}\right)
$$



$$
\stackrel{\rightharpoonup}{x}_{k+1}=\vec{x}_{k}+\vec{h}
$$

$$
\begin{aligned}
& \vec{f}\left(\vec{x}_{k}+\vec{h}\right)=\vec{f}\left(\stackrel{1}{x_{k}}\right)
\end{aligned}
$$

says "how much does $P_{n}$, change if $h_{1}$, changes

$$
\begin{gathered}
\overrightarrow{0}=\vec{f}\left(\vec{x}_{k}+\mathfrak{l}\right)=\vec{\rho}\left(\vec{x}_{k}\right)+J_{\rho}\left(\vec{x}_{k}\right) \cdot h \\
\vec{\rho}=\vec{f}\left(\vec{x}_{k}\right)+J_{\rho}\left(x_{k}\right) \cdot \vec{h} \\
\left.\partial_{f}^{-1}\left(x_{k}\right) \cdot f \vec{\rho}\left(\vec{x}_{k}\right)\right)=\vec{h} \\
\vec{x}_{k+1}=\vec{x}_{k}-f^{-1}\left(x_{k}\right)-f\left(x_{k}\right) \\
x_{k+1}=x_{k}-\frac{f\left(x_{k}\right)}{\rho^{\prime}\left(x_{k}\right)}
\end{gathered}
$$

Newton: Example
Set up Newton's method to find a root of


$$
\partial_{f}\binom{x}{y}=\left(\begin{array}{ll}
1 & 2 \\
2 x & 8 y
\end{array}\right)
$$

$$
\begin{aligned}
& J_{p}\left({ }^{\frac{1}{1}} \in|x| 10\right. \\
& \alpha_{p^{\prime}}=\underbrace{2}_{n \rightarrow 1000} \text { an }
\end{aligned}
$$

Secant in $n$ dimensions?
What would the secant method look like in $n$ dimensions?
If doesn'l.

$$
\left.\begin{array}{rl}
\qquad f\left(x_{k}\right) & f\left(x_{k y}\right)
\end{array}\right) \rightarrow 0(n)
$$

$$
\begin{aligned}
& f(x)=(x-15)(x-10)(x-5) \\
& g(x)=\frac{f(x)}{(x+15)}
\end{aligned}
$$

## Outline

Python, Numpy, and Matplotlib
Making Models with Polynomials
Making Models with Monte Carlo
Error, Accuracy and Convergence
Floating Point
Modeling the World with Arrays
The World in a Vector
What can Matrices Do?
Graphs
Sparsity
Norms and Errors
The 'Undo' Button for Linear
Operations: LU
Repeating Linear Operations:
Eigenvalues and Steady States
Eigenvalues: Applications
Approximate Undo: SVD and Least
Squares

SVD: Applications
Solving Funny-Shaped Linear Systems
Data Fitting
Norms and Condition Numbers
Low-Rank Approximation
Interpolation
Making Interpolation Work
Better
Calculus on Interpolants
Iteration and Convergence
Solving One Equation
Solving Many Equations
Finding the Best: Optimization in 1D

Optimization in $n$ Dimensions

Optimization


Sufflcian cond: $f^{\prime \prime}(x)>0$
Nec ossary

Newton for 10 opt?

$$
x_{k+1}=x_{k}-\frac{f^{\prime}\left(x_{k}\right)}{f^{\prime \prime}\left(x_{k}\right)}
$$

still quadratically convergent.


"unimodal" $\frac{1}{3} \quad \frac{1}{3}$


Golden section search

Optimization: What could go wrong?
What are some potential problems in optimization?


- Iocai minimm


## Optimization: What is a solution?

How can we tell that we have a (at least local) minimum? (Remember calculus!)

## Newton's Method

Let's steal the idea from Newton's method for equation solving: Build a simple version of $f$ and minimize that.

Demo: Newton's Method in 1D (click to visit) In-class activity: Optimization Methods

## Golden Section Search

Would like a method like bisection, but for optimization. In general: No invariant that can be preserved.
Need extra assumption.

Demo: Golden Section Search Proportions (click to visit)

## Outline

Python, Numpy, and Matplotlib
Making Models with Polynomials
Making Models with Monte Carlo
Error, Accuracy and Convergence
Floating Point
Modeling the World with Arrays
The World in a Vector
What can Matrices Do?
Graphs
Sparsity
Norms and Errors
The 'Undo' Button for Linear
Operations: LU
Repeating Linear Operations:
Eigenvalues and Steady States
Eigenvalues: Applications
Approximate Undo: SVD and Least
Squares

SVD: Applications
Solving Funny-Shaped Linear Systems
Data Fitting
Norms and Condition Numbers
Low-Rank Approximation
Interpolation
Making Interpolation Work
Better
Calculus on Interpolants
Iteration and Convergence
Solving One Equation
Solving Many Equations
Finding the Best: Optimization in
1D
Optimization in $n$ Dimensions

## Optimization in $n$ dimensions: What is a solution?

How can we tell that we have a (at least local) minimum? (Remember calculus!)

Find $\operatorname{minf}(x, y)$

## Steepest Descent

Given a scalar function $f: \mathbb{R}^{n} \rightarrow \mathbb{R}$ at a point $\boldsymbol{x}$, which way is down?

