

Review

# Newton's method (n D)

What does Newton's method look like in *n* dimensions?

$$
\oint_{\vec{x}_{\mu}} (\vec{x} + \vec{h}) = \oint_{\vec{x}_{\mu}} (\vec{x}) + \nabla \oint_{\vec{x}} (\vec{x}) \cdot \vec{h} + \frac{1}{2} \vec{h} \cdot \mu(\vec{g}) \vec{h} + O(\mu/\mu) \bigg) \n= \nabla \oint_{\vec{x}_{\mu}} (\vec{h}) - \nabla \oint_{\vec{x}} (\vec{h}) + H_{\oint} (\vec{x}) \vec{h} = \vec{0} \n= \nabla \oint_{\vec{x}_{\mu}} (\vec{x}) \vec{h} = - \nabla \oint_{\vec{x}} \vec{h} - H_{\oint}^{-1} (\vec{x}) \nabla \oint_{\vec{x}_{\mu}} (\vec{x})
$$

Newton's method  $(n D)$ : Observations

#### Drawbacks?



Demo: Newton's Method in n dimensions [cleared]

# Newton's method  $(n D)$ : Observations

#### Drawbacks?



#### Quasi-Newton Methods

Secant/Broyden-type ideas carry over to optimization. How? Come up with a way to update to update the approximate Hessian.

$$
x_{u} = x_{u} - d_{u} \beta_{u}^{T} \sqrt{f(x_{u})}
$$
\n
$$
x_{u} = 2x_{u} - d_{u} \beta_{u}^{T} \sqrt{f(x_{u})}
$$
\n
$$
S_{u} = x_{u}
$$
\n
$$
y_{u} = \sqrt{f(x_{u}) - x_{u}}
$$
\n
$$
BFGS_{1} \text{ secant-type method, similar to Broyden:}
$$
\n
$$
B_{k+1} = B_{k} + \frac{\sqrt{x} \sqrt{k}}{\sqrt{k}} - \frac{B_{k}S_{k}S_{k}^{T}B_{k}}{S_{k}^{T}B_{k}S_{k}}
$$

 $\boldsymbol{s}_k^{\mathcal{T}} \mathcal{B}_k \boldsymbol{s}_k$ 



### Nonlinear Least Squares: Setup

What if the  $f$  to be minimized is actually a 2-norm?

$$
f(x) = ||\mathbf{r}(x)||_2^2, \qquad \mathbf{r}(x) = \mathbf{y} - \mathbf{a}(x)
$$

$$
\varphi(\vec{x}) = \frac{1}{2} \vec{r}(x) \cdot \vec{r}(x)
$$
\n
$$
\frac{\partial}{\partial x_i} \varphi = \frac{1}{2} \sum_{j=1}^{n} \partial_{x_i} (r_j(x))^2 = \sum_{j=1}^{n} \left( \frac{\partial}{\partial x_i} r_j \right) r_j
$$
\n
$$
\frac{\partial}{\partial x_i} \cdot \vec{r}(x) = \sum_{j=1}^{n} \left( \frac{\partial}{\partial x_i} r_j \right) r_j
$$
\n
$$
\frac{\partial}{\partial x_i} \cdot \vec{r}(x) = \sum_{j=1}^{n} \left( \frac{\partial}{\partial x_i} r_j \right) r_j
$$

 $y = a(\lambda)$ 

Gauss-Newton

 $x_{\alpha+1} = x_{\alpha} - H_{\varphi}^{-1} \nabla \varphi$ 

For brevity:  $J := J_r(x)$ .

$$
H_{p}(\vec{x}) = \int_{\vec{r}}^{T} \vec{d}r + \sum_{r} \vec{r} + \vec{r}_{r}(x)
$$
  
\n
$$
{}^{n}H_{e} \cdot \vec{h} = -\nabla_{e}
$$
\n
$$
{}^{n}H_{e} \cdot \vec{h} = -\nabla_{e}
$$
\n
$$
\int_{\vec{r}}^{T} \vec{d}r = -\int_{\vec{r}}^{T} \vec{r} \cdot \vec{r} \quad \text{and} \quad \int_{\vec{r}}^{S} \vec{h} \approx -\vec{r}
$$

Gauss-Newton: Observations?

Demo: Gauss-Newton [cleared]

Observations?

## Gauss-Newton: Observations?

Demo: Gauss-Newton [cleared]

Observations?

 $\triangleright$  Newton on its own is still only locally convergent

▶ Gauss-Newton is clearly similar

 $\blacktriangleright$  It's worse because the step is only approximate

 $\rightarrow$  Much depends on the starting guess.

#### Levenberg-Marquardt

If Gauss-Newton on its own is poorly conditioned, can try Levenberg-Marquardt:

$$
(7^{T}8 + \mu_{a}t)h = \sqrt{r}
$$
  
\n
$$
3 \int_{\mu_{a}t}^{3} \int_{\mu_{a}t}^{3} e^{-r} \left( \frac{r}{\mu_{a}} \right) \frac{1}{\mu_{a} ||h||_{L}} = a_{1}L
$$

 $x_{u+1} = x_u + b_u$ 

Constrained Optimization: Problem Setup

Want  $x^*$  so that

$$
f(x^*) = \min_{\mathbf{x}} f(\mathbf{x}) \text{ subject to } \mathbf{g}(\mathbf{x}) = 0
$$

No inequality constraints just yet. This is equality-constrained optimization. Develop a (local) necessary condition for a minimum.

#### Constrained Optimization: Necessary Condition

### Lagrange Multipliers



Seen: Need  $-\nabla f(\mathbf{x}) = J_{\mathbf{g}}^T \boldsymbol{\lambda}$  at the (constrained) optimum.

Idea: Turn constrained optimization problem for  $x$  into an *unconstrained* optimization problem for  $(x, \lambda)$ . How?



Lagrange Multipliers: Development

$$
\mathcal{L}(\mathbf{x}, \boldsymbol{\lambda}) := f(\mathbf{x}) + \boldsymbol{\lambda}^T \mathbf{g}(\mathbf{x}).
$$



Demo: Sequential Quadratic Programming [cleared]

### Inequality-Constrained Optimization

Want  $x^*$  so that

$$
f(x^*) = \min_{x} f(x)
$$
 subject to  $g(x) = 0$  and  $h(x) \le 0$ .

Develop a necessary condition for a minimum.

### Lagrangian, Active/Inactive

Put together the overall Lagrangian.

What are active and inactive constraints?

# Karush-Kuhn-Tucker (KKT) Conditions

Develop a set of necessary conditions for a minimum.

## **Outline**

Interpolation<br>Introduction Methods **Error Estimation** Piecewise interpolation, Splines

Interpolation: Setup Given: (xi)<sup>N</sup> <sup>i</sup>=1, (yi)<sup>N</sup> i=1 Wanted: Function f so that f (xi) = y<sup>i</sup> How is this not the same as function fitting? (from least squares)

### Interpolation: Setup

Given:  $(x_i)_{i=1}^N$ ,  $(y_i)_{i=1}^N$ Wanted: Function f so that  $f(x_i) = y_i$ 

How is this not the same as function fitting? (from least squares)

It's very similar-but the key difference is that we are asking for exact equality, not just minimization of a residual norm.

 $\rightarrow$  Better error control, error not dominated by residual

Idea: There is an *underlying function* that we are approximating from the known point values.

Error here: Distance from that underlying function

Interpolation: Setup (II)

Given:  $(x_i)_{i=1}^N$ ,  $(y_i)_{i=1}^N$ Wanted: Function f so that  $f(x_i) = y_i$ 

Does this problem have a unique answer?

Interpolation: Setup (II)

Given:  $(x_i)_{i=1}^N$ ,  $(y_i)_{i=1}^N$ Wanted: Function f so that  $f(x_i) = y_i$ 

Does this problem have a unique answer?

No–there are infinitely many functions that satisfy the problem as stated:



### Interpolation: Importance

Why is interpolation important?



# Interpolation: Importance

Why is interpolation important?

```
It brings all of calculus within range of numerical operations.
\blacktriangleright Why?
    Because calculus works on functions.
\blacktriangleright How?
      1. Interpolate (go from discrete to continuous)
     2. Apply calculus
     3. Re-discretize (evaluate at points)
```
#### Making the Interpolation Problem Unique



# Existence/Sensitivity

Solution to the interpolation problem: Existence? Uniqueness?

Sensitivity?