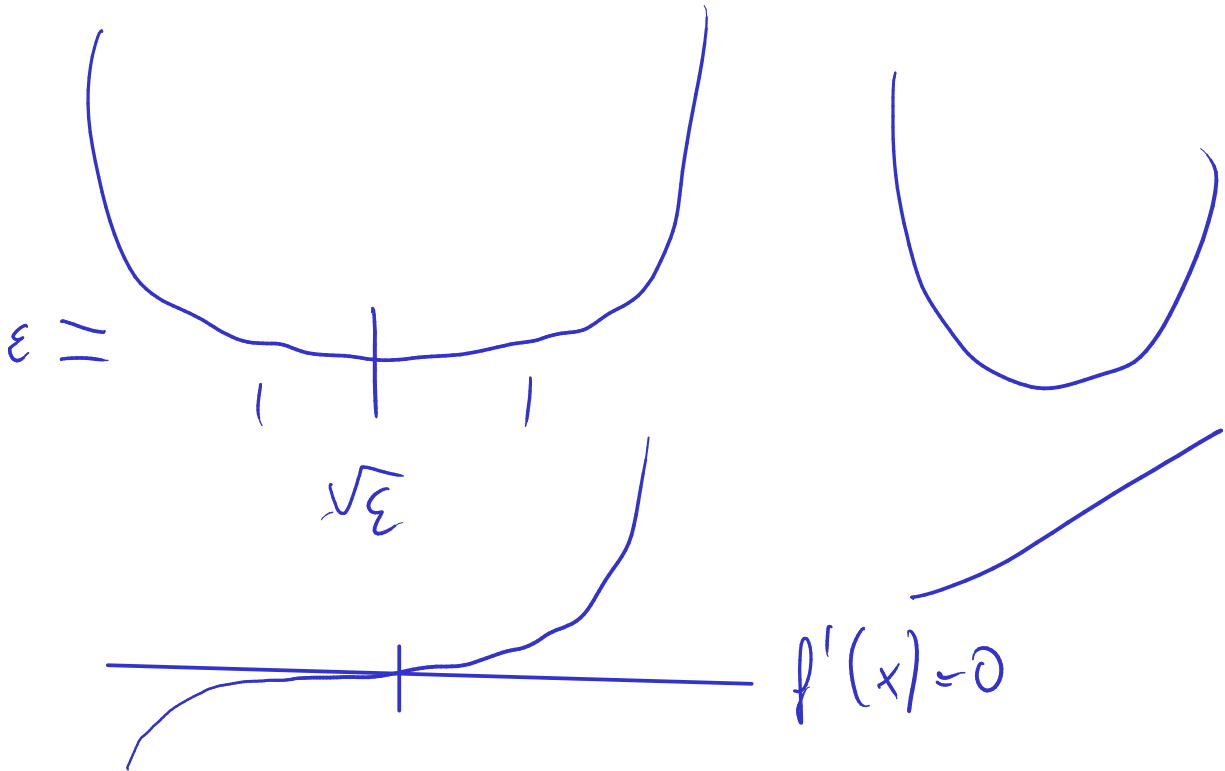
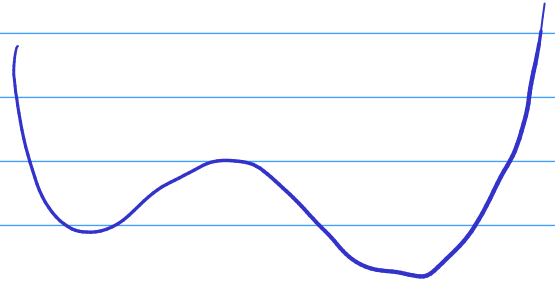
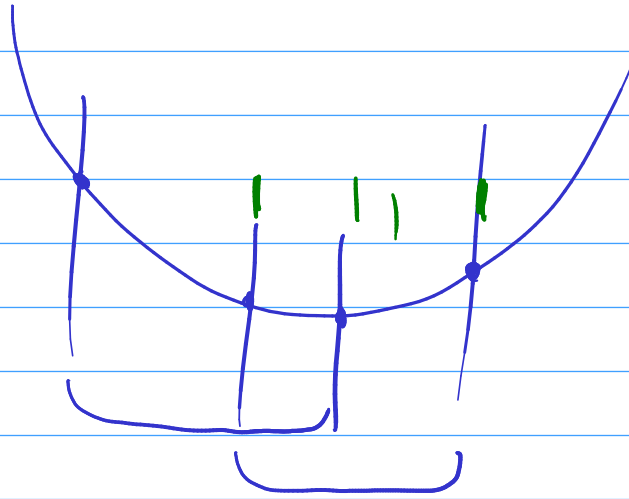


6.1 Methods for unconstrained opt. in one dimension



$$f(x) \leq \alpha f(x) + (1-\alpha) f(y)$$





Golden Section Search

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

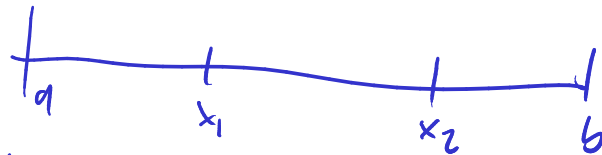
f is called unimodal if for all $x_1 < x_2$

$$x_2 < x^* \Rightarrow f(x_1) > f(x_2)$$

$$x^* < x_1 \Rightarrow f(x_1) < f(x_2)$$

Golden section search;

a, b



$$x_1 = a + \tau(b-a)$$

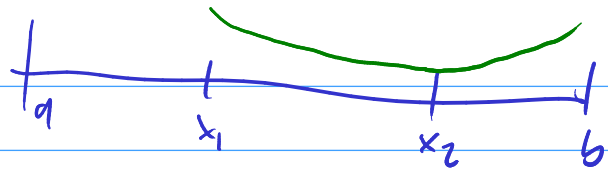
$$x_2 = a + (1-\tau)(b-a)$$

$$\tau^2 = 1 - \tau$$

$$\tau = (\sqrt{5} - 1) / 2$$

$$\text{If } f(x_1) > f(x_2)$$

use $[x_1, b]$



$$\text{If } f(x_1) \leq f(x_2)$$

use $[a, x_2]$.

\leadsto linearly conv.

Demo: Golden Section Search Proportions

Newton's Method

- Reuse the Taylor approximation idea, but for optimization.

$$f(x+h) \approx f(x) + f'(x)h + f''(x)\frac{h^2}{2} = \hat{f}(x+h)$$

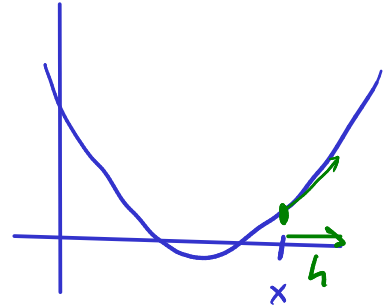
$$\frac{\partial}{\partial h} \hat{f}(x+h) = f'(x) + f''(x) \cdot h$$

$$\frac{\partial}{\partial h} \hat{f}(x+h) \stackrel{!}{=} 0 \stackrel{!}{=} f'(x) + f''(x) \cdot h$$

$$\rightarrow h = - \frac{f'(x)}{f''(x)}$$

$$x_0 = (\text{some starting guess})$$

$$x_{k+1} = x_k + h = x_k - \frac{f'(x_k)}{f''(x_k)}$$



Newton for opt: $f'(x)$

Newton for solving $f'(x) = 0$

$$\begin{bmatrix} f'(x_k) \\ - \frac{f''(x_k)}{f'(x_k)} \end{bmatrix} \varphi(x) = 0$$

Demo: Newton's method in 1D

6.2 Methods for unconstrained opt. in n dimensions

Steepest Descent

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