Optimization problem

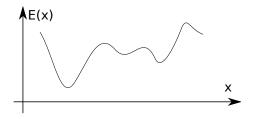
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Lecture 15

Introduction to optimization



Find \vec{x} that minimizes $E(\vec{x})$ subject to $g(\vec{x}) = 0$, $h(\vec{x}) \le 0$

 \vec{x} design variables

 $E(\vec{x})$ merit or objective or fitness or energy function $g(\vec{x})$ and $h(\vec{x})$ constrains

Easy to see that maximization problem is the same as minimization once $E(\vec{x}) \to -E(\vec{x})$.

In general, there is no guaranteed way (i.e., algorithm) to find the **global minimum** point at finite time in a general case.

Analytical solution of the 1D case

If we have the 1D case and E(x) has the analytical derivative, the optimization problem can be restated as

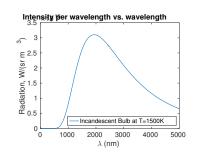
Find
$$x$$
 such that $f(x) = 0$
where $f(x) = dE/dx$

We already know how to find the solution of f(x) = 0, so the rest is easy. Note that we will find a **local** minimum or maximum.

Example: the maximum of a black body radiation spectrum

According to Plank's law energy density per of black body radiation

$$I(\lambda, T) = \frac{2hc^2}{\lambda^5} \frac{1}{e^{\frac{hc}{\lambda kT}} - 1}$$



where

h is the Planck constant $6.626 \times 10^{-34} \text{ J} \times \text{s}$,

c is the speed of light 2.998×10^8 m/s,

k is the Boltzmann constant 1.380×10^{-23} J/K,

T is the body temperature in K,

 λ is the wavelength in m



1D minimization with the Matlab's built-in: fminbnd

```
function I_lambda=black_body_radiation(lambda,T)
% black body radiation spectrum
% lambda - wavelength of EM wave
% T - temperature of a black body
h=6.626e-34; % the Plank constant
c=2.998e8; % the speed of light
k=1.380e-23; % the Boltzmann constant

I_lambda = 2*h*c^2 ./ (lambda.^5) ./ (exp(h*c./(lambda*k*T))-1);
end
```

First, we flip/negate the function since our algorithm is suited for a minimum search and set the T close to Sun temperature

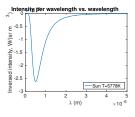
```
T=5778;

f = @(x) - black_body_radiation(x,T);
```

Finally, we find the minimum location

```
fminbnd(f,1e-9,2e-6,optimset('TolX',1e-12))
ans = 5.0176e-07
% i.e., the maximum of Sun radiation is at 502 nm
```

Next, we plot it to find a bracket



Golden section search algorithm

If you have an initial bracket for solution i.e. found a, b points such that there is a point x_p satisfying $a < x_p < b$ and $E(x_p) < min(E(a), E(b))$.

- Calculate h = (b a)
- 2 Assign new probe points $x_1 = a + R * h$ and $x_2 = b R * h$
- **3** $E_1 = E(x_1), E_2 = E(x_2), E_3 = E(a), E_b = E(b)$
- Note that for small enough h: $E(x_1) < E(a)$ and $E(x_2) < E(b)$
- Shrink/update the bracket
 - if $E_1 < E_2$ then $b = x_2$, $E_b = E_2$ else $a = x_1$, $E_a = E_1$
- **1** if $h < \varepsilon_x$ then stop otherwise do steps below
- With the proper R, we can reuse one of the old points; either x_1 , E_1 or x_2 , E_2 Thus, we reduce the calculation time
 - if $E_1 < E_2$ then $x_2 = x_1$, $E_2 = E_1$, $x_1 = a + R * h$, $E_1 = E(x_1)$ else $x_1 = x_2$, $E_1 = E_2$, $x_2 = b - R * h$, $E_2 = E(x_2)$
- Go to step 5

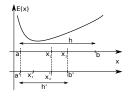
The *R* is given by the golden section $R = \frac{3-\sqrt{5}}{2} \approx 0.38197$

Derivation of the R value

at the first step we have

$$x_1 = a + R * h$$

 $x_2 = b - R * h$



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If $E(x_1) < E(x_2)$, then a' = a and $b' = x_2$ then, to find the next bracket, we evaluate x'_1 and x'_2

$$x'_1 = a' + R * h' = a' + R * (b' - a')$$

 $x'_2 = b' - R * h' = b' - R * (b' - a')$
 $= x_2 - R * (x_2 - a) = b - R * h - R * (b - R * h - a)$

we would like to reuse one of the previous evaluations of E, so we require that $x_1 = x_2'$. This leads to the equation

$$R^2 - 3R + 1 = 0$$
 with $R = \frac{3 \pm \sqrt{5}}{2}$

We need to choose minus sign since fraction $R \le 1$