• Newton’s method
  • Line search

• Quasi-Newton methods

• Least-Squares and Gauss-Newton methods

• Downhill simplex (amoeba) algorithm
Optimization for General Functions

\[ f(x, y) = \exp(x)(4x^2 + 2y^2 + 4xy + 2x + 1) \]

Apply methods developed using quadratic Taylor series expansion
Rosenbrock’s function

\[ f(x, y) = 100(y - x^2)^2 + (1 - x)^2 \]

Minimum is at \([1, 1]\)
Steepest descent

- The 1D line minimization must be performed using one of the earlier methods (usually cubic polynomial interpolation)

- The zig-zag behaviour is clear in the zoomed view (100 iterations)
- The algorithm crawls down the valley
Performance issues for optimization algorithms

1. Number of iterations required
2. Cost per iteration
3. Memory footprint
4. Region of convergence
Recall from lecture 1: Newton’s method in 1D

Fit a quadratic approximation to $f(x)$ using both gradient and curvature information at $x$.

- Expand $f(x)$ locally using a Taylor series

$$f(x + \delta x) = f(x) + \delta x f'(x) + \frac{\delta x^2}{2} f''(x) + \text{h.o.t}$$

- Find the $\delta x$ which minimizes this local quadratic approximation

$$f'(x + \delta x) = f'(x) + \delta x f''(x) = 0$$

- and rearranging

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

- Update for $x$

$$x_{n+1} = x_n - \frac{f'(x_n)}{f''(x_n)}$$
A function may be approximated locally by its Taylor series expansion about a point \( x_0 \)

\[
f(x_0 + \delta x) \approx f(x_0) + \left( \frac{\partial f}{\partial x}, \frac{\partial f}{\partial y} \right) \left( \begin{array}{c} \delta x \\ \delta y \end{array} \right) + \frac{1}{2} (\delta x, \delta y) \begin{bmatrix} \frac{\partial^2 f}{\partial x^2} & \frac{\partial^2 f}{\partial x \partial y} \\ \frac{\partial^2 f}{\partial x \partial y} & \frac{\partial^2 f}{\partial y^2} \end{bmatrix} \left( \begin{array}{c} \delta x \\ \delta y \end{array} \right)
+ \text{h.o.t}
\]

The expansion to second order is a \textbf{quadratic} function

\[
f(x_0 + \delta x) = a + g^\top \delta x + \frac{1}{2} \delta x \top H \delta x
\]
Newton’s method in ND

Expand $f(x)$ by its Taylor series about the point $x_n$

$$f(x_n + \delta x) \approx f(x_n) + g_n^\top \delta x + \frac{1}{2} \delta x^\top H_n \delta x$$

where the gradient is the vector

$$g_n = \nabla f(x_n) = \left[ \frac{\partial f}{\partial x_1}, \ldots, \frac{\partial f}{\partial x_N} \right]^\top$$

and the Hessian is the symmetric matrix

$$H_n = H(x_n) = \begin{bmatrix} \frac{\partial^2 f}{\partial x_1^2} & \cdots & \frac{\partial^2 f}{\partial x_1 \partial x_N} \\ \vdots & \ddots & \vdots \\ \frac{\partial^2 f}{\partial x_1 \partial x_N} & \cdots & \frac{\partial^2 f}{\partial x_N^2} \end{bmatrix}$$

For a minimum we require that $\nabla f(x) = 0$, and so

$$\nabla f(x) = g_n + H_n \delta x = 0$$

with solution $\delta x = -H_n^{-1} g_n$. This gives the iterative update

$$x_{n+1} = x_n - H_n^{-1} g_n$$
Assume that $H$ is positive definite (all eigenvalues greater than zero)

\[ x_{n+1} = x_n + \delta x = x_n - H_n^{-1}g_n \]

- If $f(x)$ is quadratic, then the solution is found in one step.
- The method has quadratic convergence (as in the 1D case).
- The solution $\delta x = -H_n^{-1}g_n$ is guaranteed to be a downhill direction (provided that $H$ is positive definite)
- For numerical reasons the inverse is not actually computed, instead $\delta x$ is computed as the solution of $H \delta x = -g_n$.
- Rather than jump straight to $x_n - H_n^{-1}g_n$, it is better to perform a line search which ensures global convergence
  \[ x_{n+1} = x_n - \alpha_n H_n^{-1}g_n \]
- If $H = I$ then this reduces to steepest descent.
Newton’s method - example

The algorithm converges in only 15 iterations compared to hundreds for steepest descent.

However, the method requires computing the Hessian matrix at each iteration – this is not always feasible.
Quasi-Newton methods

- If the problem size is large and the Hessian matrix is dense then it may be infeasible/inconvenient to compute it directly.

- Quasi-Newton methods avoid this problem by keeping a “rolling estimate” of $H(x)$, updated at each iteration using new gradient information.

- Common schemes are due to Broyden, Fletcher, Goldfarb and Shanno (BFGS), and also Davidson, Fletcher and Powell (DFP).

**First derivatives**

\[
f'(x_0 + \frac{h}{2}) = \frac{f_1 - f_0}{h} \quad \text{and} \quad f'(x_0 - \frac{h}{2}) = \frac{f_0 - f_{-1}}{h}
\]

**Second derivative**

\[
f''(x_0) = \frac{\frac{f_1 - f_0}{h} - \frac{f_0 - f_{-1}}{h}}{h} = \frac{f_1 - 2f_0 + f_{-1}}{h^2}
\]

For $H_{n+1}$ build an approximation from $H_n, g_n, g_{n+1}, x_n, x_{n+1}$
Quasi-Newton: BFGS

• Set $H_0 = I$.

• Update according to

$$H_{n+1} = H_n + \frac{q_nq_n^\top}{q_n^\top s_n} - \frac{(H_n s_n)(H_n s_n)^\top}{s_n^\top H_n s_n}$$

where

$$s_n = x_{n+1} - x_n$$
$$q_n = g_{n+1} - g_n$$

• The matrix itself is not stored, but rather represented compactly by a few stored vectors.

• The estimate $H_{n+1}$ is used to form a local quadratic approximation as before.
Example

- The method converges in 25 iterations, compared to 15 for the full-Newton method.

- In Matlab the optimization function ‘fminunc’ uses a BFGS quasi-Newton method for medium scale optimization problems.
Matlab – fminunc

>> f = '100*(x(2)-x(1)^2)^2+(1-x(1))^2';

>> GRAD = '[100*(4*x(1)^3-4*x(1)*x(2))+2*x(1)-2; 100*(2*x(2)-2*x(1)^2)]';

Choose options for BFGS quasi-Newton

>> OPTIONS = optimset('LargeScale', 'off', 'HessUpdate', 'bfgs');
>> OPTIONS = optimset(OPTIONS, 'gradobj', 'on');

Start point

>> x = [-1.9; 2];

>> [x, fval] = fminunc({f, GRAD}, x, OPTIONS);

This produces

x = 0.9998, 0.9996
fval = 3.4306e-008
Non-linear least squares

- It is very common in applications for a cost function $f(x)$ to be the sum of a large number of squared residuals

\[ f(x) = \sum_{i=1}^{M} r_i^2 \]

- If each residual depends non-linearly on the parameters $x$ then the minimization of $f(x)$ is a non-linear least squares problem.

- Examples arise in non-linear regression (fitting) of data
The goal is to fit a smooth curve to measured data points \( \{s_i, t_i\} \) by minimizing the cost

\[
f(x) = \sum_{i=1}^{n} r_i^2 = \sum_{i=1}^{n} (y(s_i, x) - t_i)^2
\]

For example, the regression function \( y(s_i, x) \) might be polynomial

\[
y(s,s) = x_0 + x_1 s + x_2 s^2 + \ldots
\]

In this case the function is linear in the parameter \( x \) and there is a closed form solution. In general there will not be a closed form solution for non-linear functions \( y(s, x) \).
Non-linear least squares example: aligning a 3D model to an image

Input:

3D textured face model, camera model, image $I(x, y)$.

Task:

Determine the 3D rotation and 3D translation that minimizes the error between image $I(x, y)$ and the projected 3D model.
Cost function

\[ f(R, T) = \sum_{x, y} \left| \hat{I}_{R, T}(x, y) - I(x, y) \right|^2 \]

Transformation parameters:

- 3D rotation matrix \( R \)
- translation 3-vector \( T = (T_x, T_y, T_z)^T \)

Image generation:

- rotate and translate 3D model by \( R \) and \( T \)
- project to generate image \( \hat{I}_{R, T}(x, y) \)
Non-linear least squares

\[ f(x) = \sum_{i=1}^{M} r_i^2 = \|r\|^2 \]

The \( M \times N \) Jacobian of the vector of residuals \( r \) is defined as

\[
J(x) = \left( \begin{array}{ccc}
\frac{\partial r_1}{\partial x_1} & \cdots & \frac{\partial r_1}{\partial x_N} \\
\vdots & \ddots & \vdots \\
\frac{\partial r_M}{\partial x_1} & \cdots & \frac{\partial r_M}{\partial x_N}
\end{array} \right)
\]

Consider

\[
\frac{\partial}{\partial x_k} \sum_i r_i^2 = \sum_i 2r_i \frac{\partial r_i}{\partial x_k}
\]

Hence

\[
\nabla f(x) = 2J^T r
\]
For the Hessian we require

\[
\frac{\partial^2}{\partial x_l \partial x_k} \sum_i r_i^2 = 2 \frac{\partial}{\partial x_l} \sum_i r_i \frac{\partial r_i}{\partial x_k} \\
= 2 \sum_i \frac{\partial r_i}{\partial x_k} \frac{\partial r_i}{\partial x_l} + 2 \sum_i r_i \frac{\partial^2 r_i}{\partial x_k \partial x_l}
\]

Hence

\[
H(x) = 2J^\top J + 2 \sum_{i=1}^M r_i R_i
\]
• Note that the second-order term in the Hessian $H(x)$ is multiplied by the residuals $r_i$.

• In most problems, the residuals will typically be small.

• Also, at the minimum, the residuals will typically be distributed with mean $= 0$.

• For these reasons, the second-order term is often ignored, giving the Gauss-Newton approximation to the Hessian:

$$H(x) = 2J^T J$$

• Hence, explicit computation of the full Hessian can again be avoided.
Example – Gauss-Newton

The minimization of the Rosenbrock function

\[ f(x, y) = 100(y - x^2)^2 + (1 - x)^2 \]

can be written as a least-squares problem with residual vector

\[ r = \begin{bmatrix} 10(y - x^2) \\ (1 - x) \end{bmatrix} \]

\[ J(x) = \begin{pmatrix} \frac{\partial r_1}{\partial x} & \frac{\partial r_1}{\partial y} \\ \frac{\partial r_2}{\partial x} & \frac{\partial r_2}{\partial y} \end{pmatrix} = \begin{pmatrix} -20x & 10 \\ -1 & 0 \end{pmatrix} \]
The true Hessian is

\[ H(x) = \begin{bmatrix}
\frac{\partial^2 f}{\partial x^2} & \frac{\partial^2 f}{\partial x \partial y} \\
\frac{\partial^2 f}{\partial x \partial y} & \frac{\partial^2 f}{\partial y^2}
\end{bmatrix} = \begin{bmatrix}
1200x^2 - 400y + 2 & -400x \\
-400x & 200
\end{bmatrix} \]

The Gauss-Newton approximation of the Hessian is

\[ 2J^\top J = 2 \begin{bmatrix}
-20x & -1 \\
10 & 0
\end{bmatrix} \begin{bmatrix}
-20x & 10 \\
-1 & 0
\end{bmatrix} = \begin{bmatrix}
800x^2 + 2 & -400x \\
-400x & 200
\end{bmatrix} \]
Summary: Gauss-Newton optimization

For a cost function \( f(x) \) that is a sum of squared residuals

\[
f(x) = \sum_{i=1}^{X} r_i^2
\]

The Hessian can be approximated as

\[
H(x) = 2J^\top J
\]

and the gradient is given by

\[
\nabla f(x) = 2J^\top r
\]

So, the Newton update step

\[
x_{n+1} = x_n + \delta x = x_n - H_n^{-1}g_n
\]

computed as \( H \delta x = -g_n \), becomes

\[
J^\top J \delta x = -J^\top r
\]

These are called the normal equations.
\[ x_{n+1} = x_n - \alpha_n H_n^{-1} g_n \quad \text{with} \quad H_n(x) = 2J_n^T J_n \]
Comparison

**Newton**
- Newton method with line search
- Gradient $< 1e-3$ after 15 iterations

**Gauss-Newton**
- Gauss-Newton method with line search
- Gradient $< 1e-3$ after 14 iterations

- requires computing Hessian (i.e. $n^2$ second derivatives)
- exact solution if quadratic

- approximates Hessian by Jacobian product
- requires only $n$ first derivatives
Application: Building 3D morphable models from 2D images

Optimize over point correspondences for 3D and morphing parameters using non-linear least squares

What Shape are Dolphins? Building 3DMorphable Models from 2D Images, Cashman and Fitzgibbon, PAMI 2012
Properties of methods

- **Gradient descent**
  - will zig-zag – each new increment is perpendicular to previous.
  - Requires 1D search
  - Slow to converge.

- **Newton’s method**
  - requires computation of Hessian.
  - Can converge to maximum or saddle as well as minimum.
  - Can be unstable.

- **Gauss-Newton**
  - Is a downhill method, so will not converge to maximum or saddle.
  - Can be unstable, thus preferably needs line search.
The downhill simplex (amoeba) algorithm
The downhill simplex (amoeba) algorithm

- Due to Nelder and Mead (1965)
- A direct method: only uses function evaluations (no derivatives)
- A simplex is the polytope in $N$ dimensions with $N+1$ vertices, e.g.
  - 2D: triangle
  - 3D: tetrahedron
- Basic idea: move by reflections, expansions or contractions
One iteration of the simplex algorithm

- Reorder the points so that $f(x_{n+1}) > f(x_2) > f(x_1)$ (i.e. $x_{n+1}$ is the worst point).

- Generate a trial point $x_r$ by \textit{reflection}

$$x_r = \bar{x} + \alpha(\bar{x} - x_{n+1})$$

where $\bar{x} = (\sum_i x_i)/(N+1)$ is the centroid and $\alpha > 0$. Compute $f(x_r)$, and there are then 3 possibilities:

1. $f(x_1) < f(x_r) < f(x_n)$ (i.e. $x_r$ is neither the new best or worst point), replace $x_{n+1}$ by $x_r$.

2. $f(x_r) < f(x_1)$ (i.e. $x_r$ is the new best point), then assume direction of reflection is good and generate a new point by \textit{expansion}

$$x_e = x_r + \beta(x_r - \bar{x})$$

where $\beta > 0$. If $f(x_e) < f(x_r)$ then replace $x_{n+1}$ by $x_e$, otherwise, the expansion has failed, replace $x_{n+1}$ by $x_r$.

3. $f(x_r) > f(x_n)$ then assume the polytope is too large and generate a new point by \textit{contraction}

$$x_c = \bar{x} + \gamma(x_{n+1} - \bar{x})$$

where $\gamma$ ($0 < \gamma < 1$) is the contraction coefficient. If $f(x_c) < f(x_{n+1})$ then the contraction has succeeded and replace $x_{n+1}$ by $x_c$, otherwise contract again.

Standard values are $\alpha = 1, \beta = 1, \gamma = 0.5$. 
Example

Path of best vertex

Downhill Simplex

Matlab fminsearch with 200 iterations

detail
Example 2: contraction about a minimum

Summary

- no derivatives required
- deals well with noise in the cost function
- is able to crawl out of some local minima (though, of course, can still get stuck)
Matlab – fminsearch

Nelder-Mead simplex direct search

>> banana = @(x)100*(x(2)-x(1)^2)^2+(1-x(1))^2;

Pass the function handle to fminsearch:

>> [x,fval] = fminsearch(banana,[-1.9, 2])

This produces

x = 1.0000 1.0000
fval =4.0686e-010

Google to find out more on using this function
What is next?

• Move from general and quadratic optimization problems to linear programming

• Constrained optimization