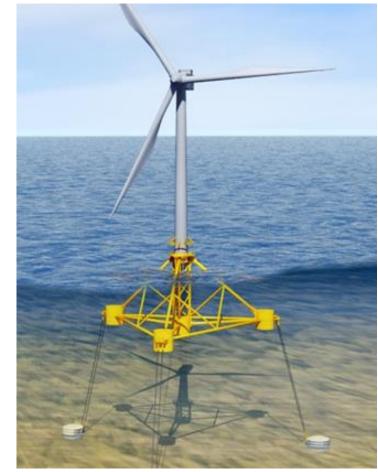
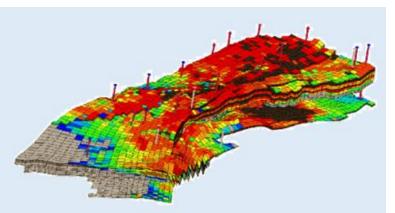
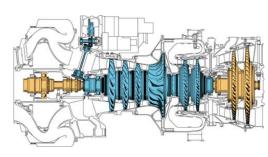
# DERIVATIVE FREE OPTIMIZATION AND APPLICATIONS

# Delphine Sinoquet (IFPEN)

# COURSE 1: MAIN DFO METHODS











https://www.ifpenergiesnouvelles.fr/page/delphine-sinoquet

# DERIVATIVE FREE OPTIMIZATION AND APPLICATIONS

• Course 1: main DFO methods

• Course 2: various applications of DFO

• Course 3: some challenges in DFO





Audet, C. and Hare W., Derivative-Free and Blackbox Optimization, Springer Series in Operations Research and Financial Engineering (2017)

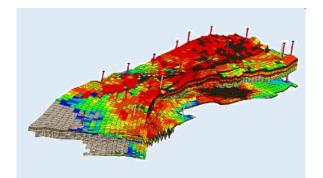
Conn, A.R., Scheinberg, K., Vicente, L.N., Introduction to derivative-free optimization. SIAM, Philadelphia (2009)

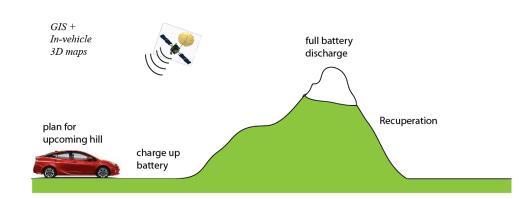
Rios, L.M. & Sahinidis, N.V., Derivative-free optimization: a review of algorithms and comparison of software implementations, J Glob Optim (2013), Vol. 56, Issue 3, pp 1247–1293

• Cartis, C., Lectures on global and derivative-free optimization, University of Oxford (2018)

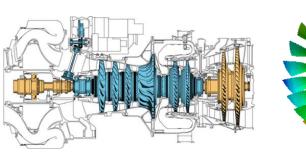


### WHY DERIVATIVE FREE OPTIMIZATION ?







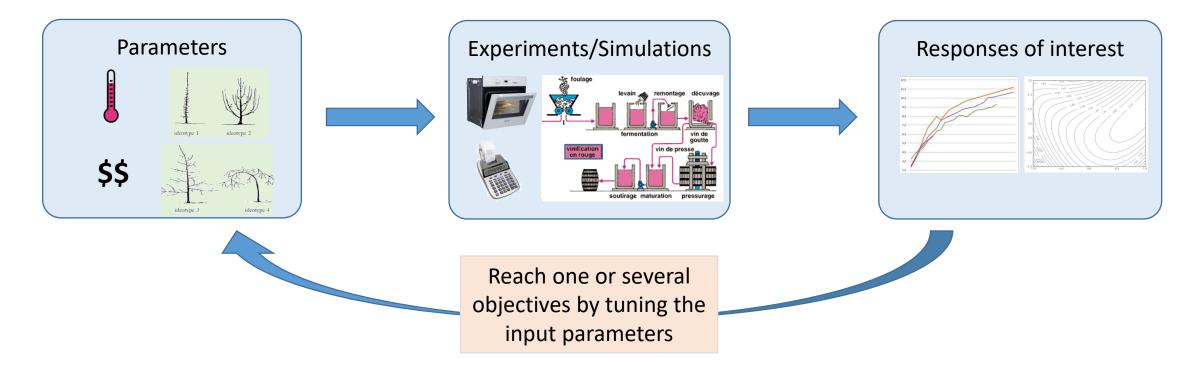




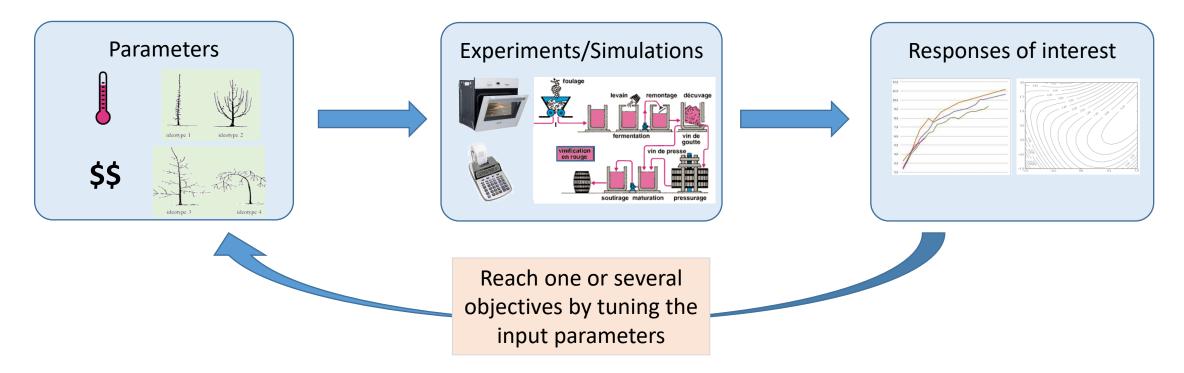






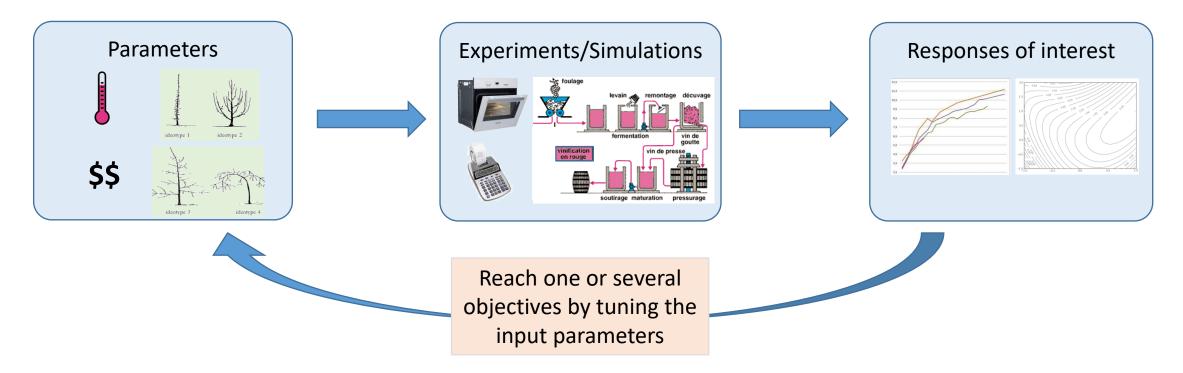






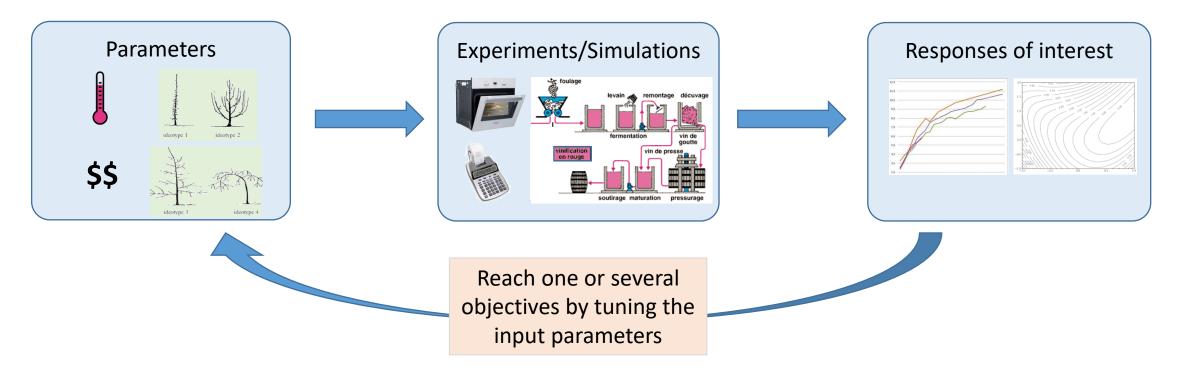
Manual optimization (trial & error): when the expert knows very well and can control the system, and when the number of parameters is small





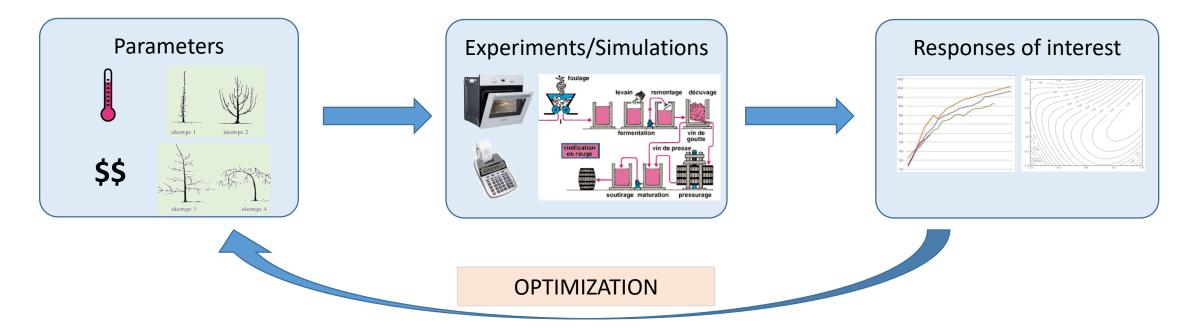
- Manual optimization (trial & error): when the expert knows very well and can control the system, and when the number of parameters is small
- Random exploration: How many simulations should we do ? How do we know that the current set of values is close to a solution ?



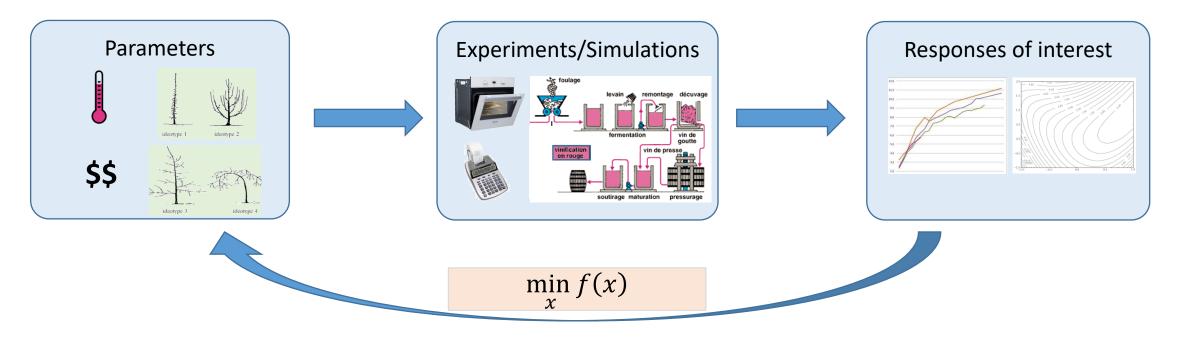


- Manual optimization (trial & error): when the expert knows very well and can control the system, and when the number of parameters is small
- Random exploration: How many simulations should we do ? How do we know that the current set of values is close to a solution ?
- Discretisation of the parameter space on a regular grid: 3<sup>n</sup> simulations if we consider 3 points per dimension and n parameters !!!

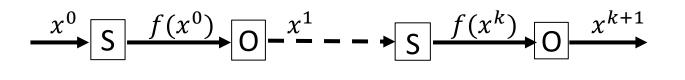


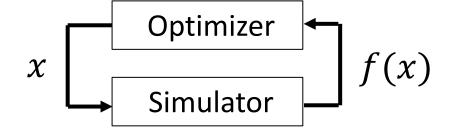


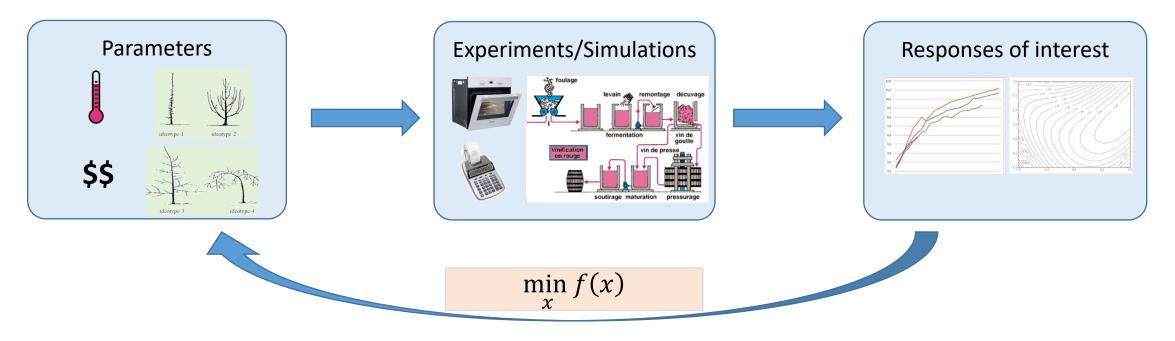




An optimizer O is an algorithm which proposes iteratively a new x based on the information from previous trials in order to approximate the solution of the problem  $x = \operatorname{argmin}(f(x))$ 

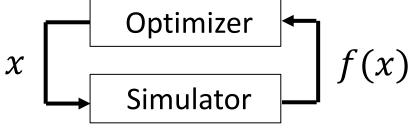






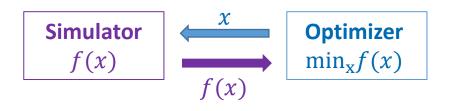
- An optimizer O is an algorithm which proposes iteratively a new x based on the information from previous trials in order to approximate the solution of the problem  $x = \operatorname{argmin}(f(x))$
- The cost of the optimization is linked with the number of calls to the simulator S which evaluates f

$$\xrightarrow{x^{0}} S \xrightarrow{f(x^{0})} O \xrightarrow{x^{1}} - \xrightarrow{s} S \xrightarrow{f(x^{k})} O \xrightarrow{x^{k+1}}$$



# WHY DERIVATIVE FREE OPTIMIZATION ?





More and more complex simulators

- black-box simulator (proprietary code or a simulation package) derivatives of objective function are not available
- numerical approximation of  $\nabla f(x)$  is expensive: finite-differences when computing f(x) is expensive or for a high number of optimization variables x
- computing f(x) is expensive: time consuming numerical simulations or experiments

> Need for optimization methods adapted to derivative free problems



#### **DFO METHODS**

#### • (Standard derivative-based methods with approximate gradients)

#### Direct Search methods

- Nelder Mead Simplex
- Pattern Search
- Surrogate optimization / model-based DFO methods
  - Local model of the objective function
  - Global model of the objective function

### Stochastic DFO methods

- Evolutionary strategies
- Simulated annealing



# APPROXIMATE GRADIENTS

• by finite differences (F.D.) n+1 simulations per iteration

$$\nabla_{x_i} f(x^k) \approx \frac{f(x^k + he_i) - f(x^k)}{h}$$

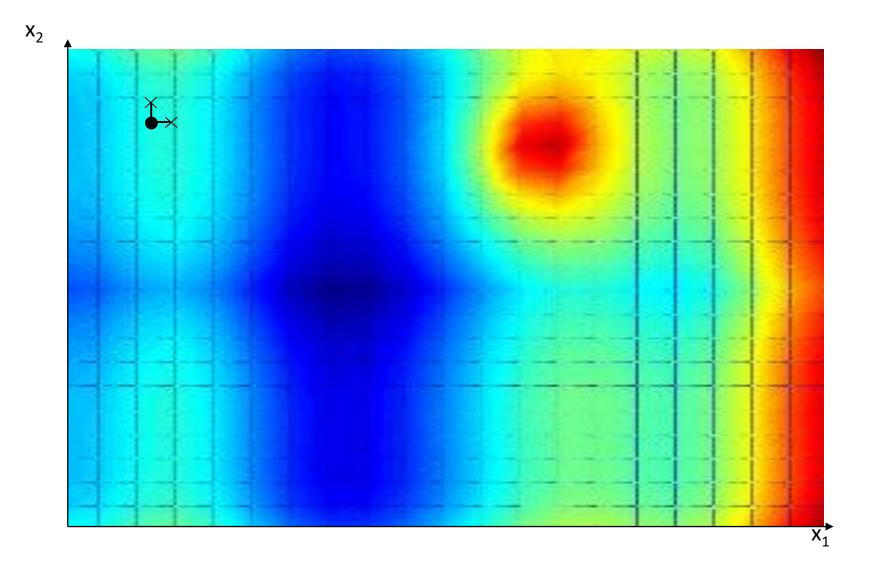
• by generalized finite derivatives (E.F.D.)

 $\nabla f(x^k) \approx (\Delta x)^{-1} \left( f(x^k + \Delta x) - f(x^k) \right)$  $\Delta x$  is the perturbation matrix (for F.D.  $\Delta x = I_n$ )

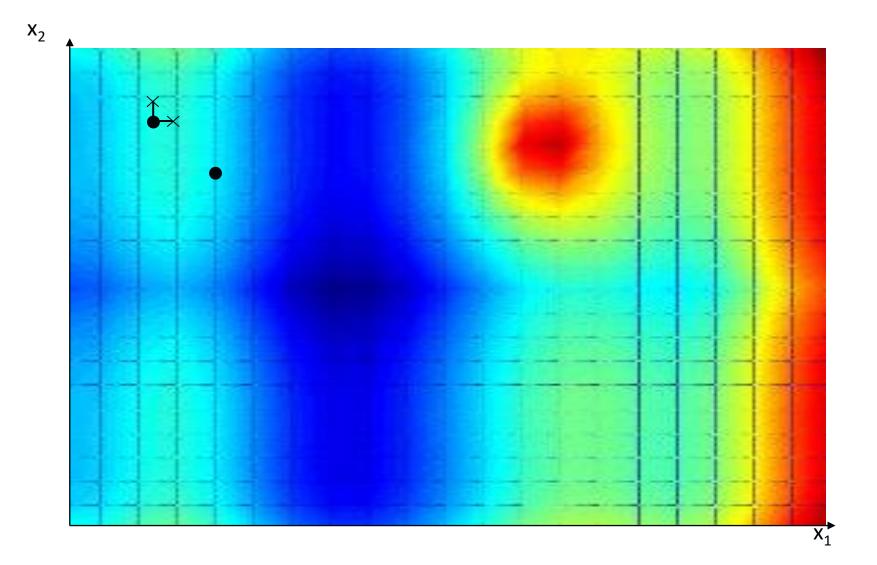
Oby an approximation model of the objective function simulations from previous iterations + m (≤ n) new simulations

$$\tilde{F}(x^{k}+s) = f(x^{k}) + \tilde{g}^{k}s \quad \text{ou} \quad \tilde{F}(x^{k}+s) = f(x^{k}) + \tilde{g}^{k}s + s^{T}\tilde{H}^{k}s$$
$$\nabla f(x^{k}) \approx \tilde{g}^{k}$$

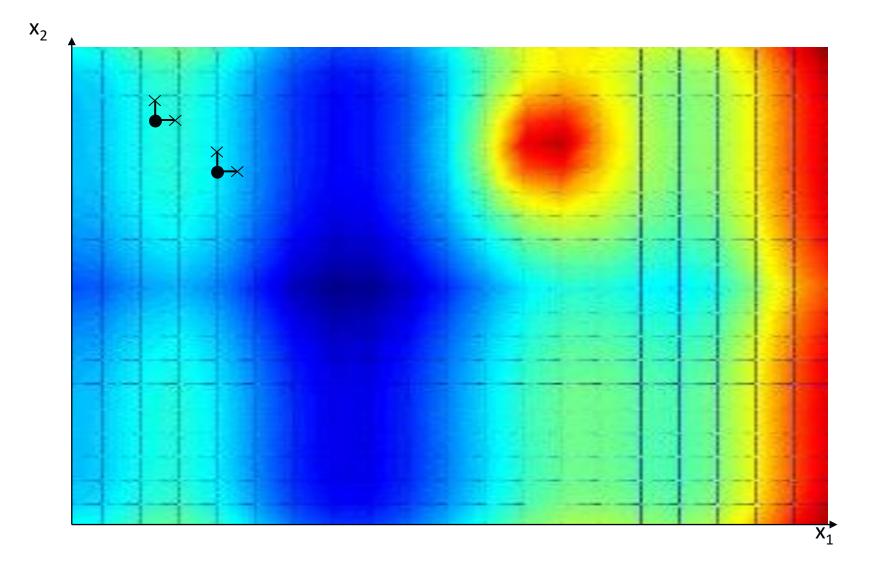




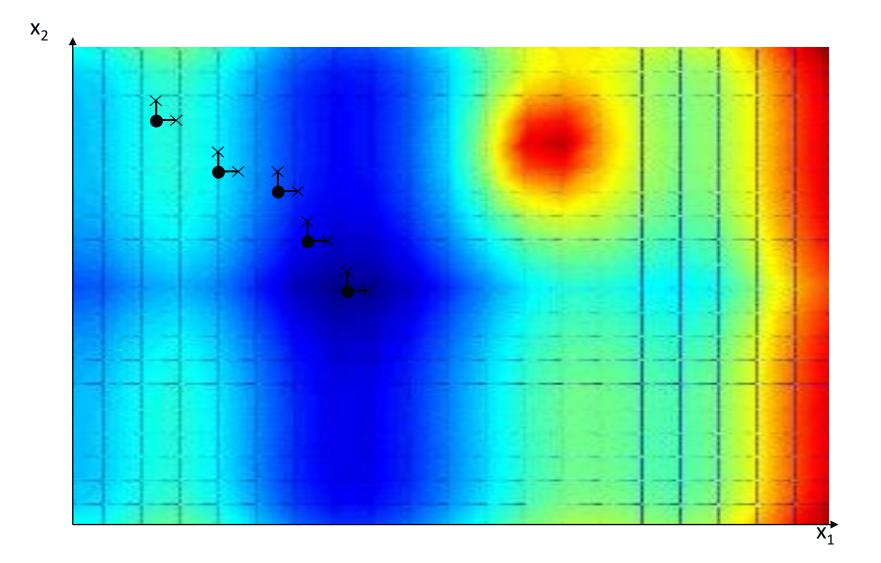




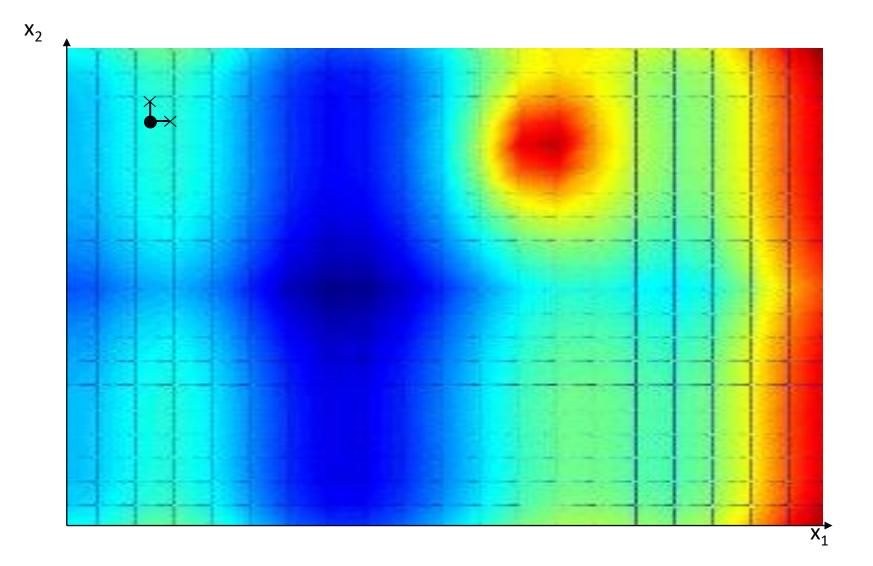




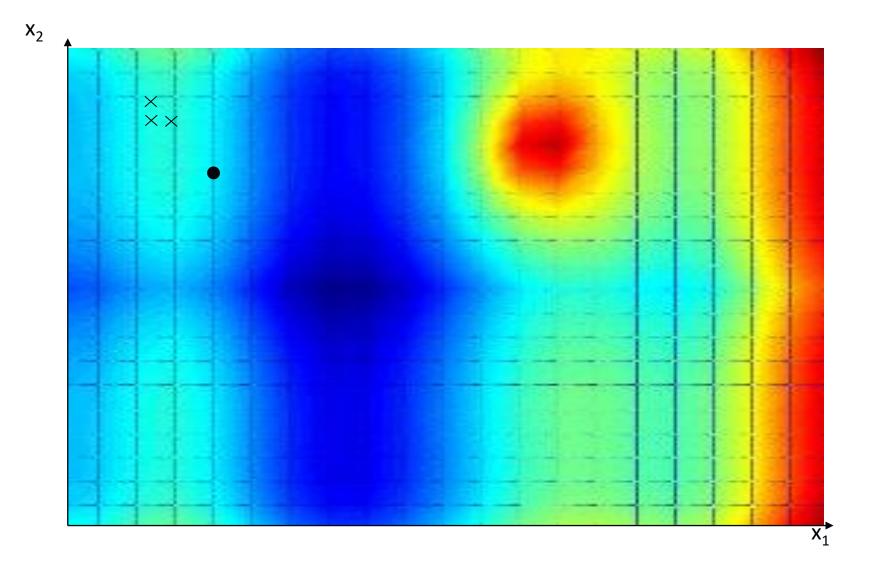




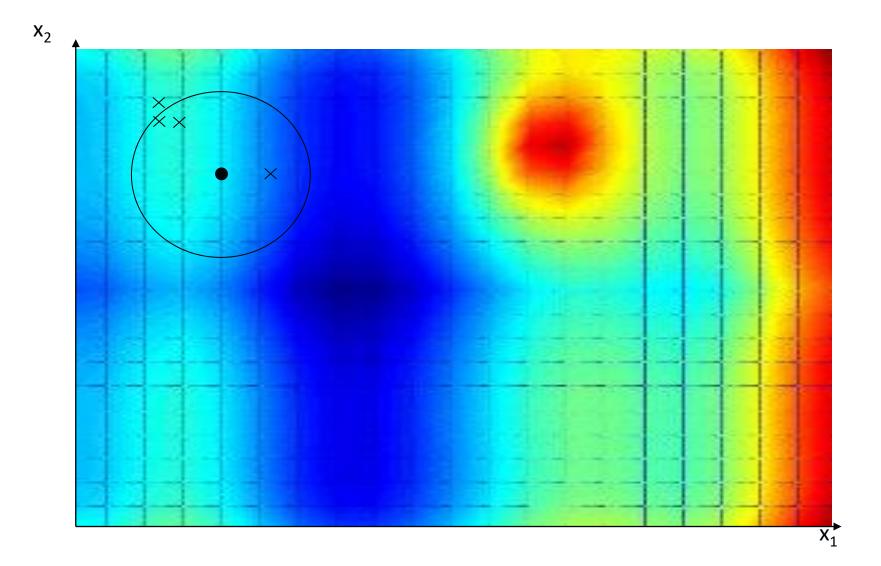




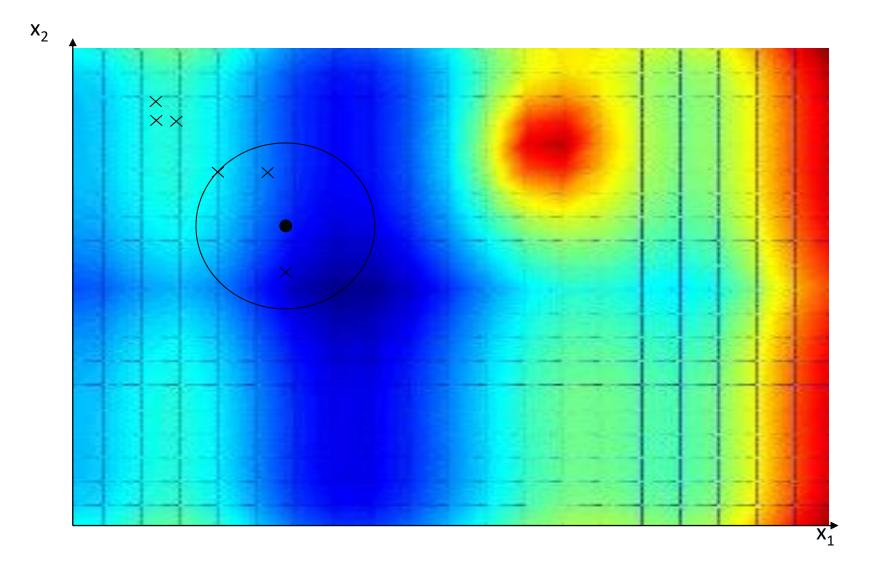




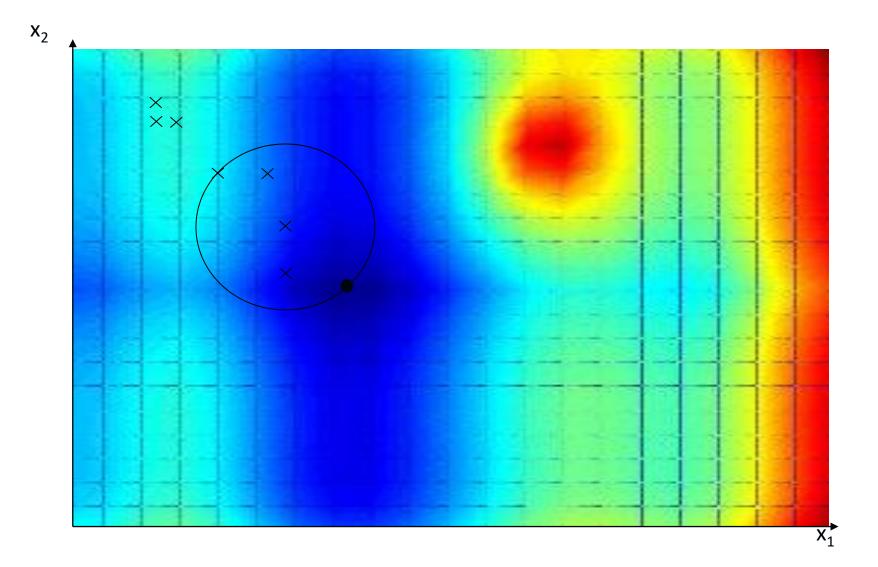








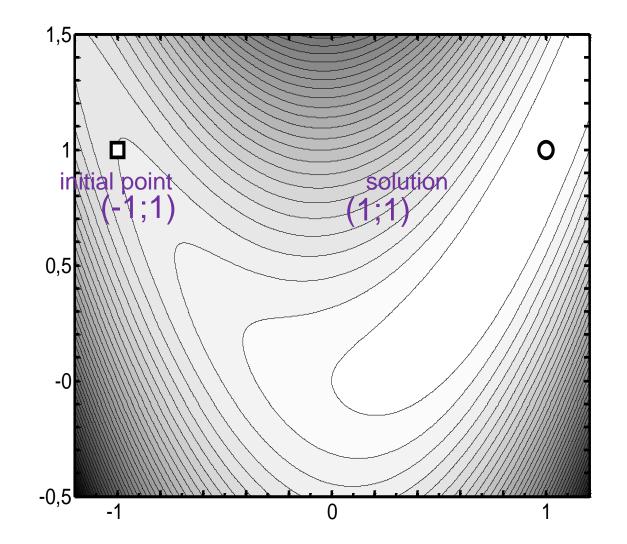






### A CLASSICAL EXAMPLE FOR NL OPTIMIZATION

**Rosenbrock function**: 
$$\min_{(x,y)} ((1-x)^2 + 10(x^2 - y)^2)$$

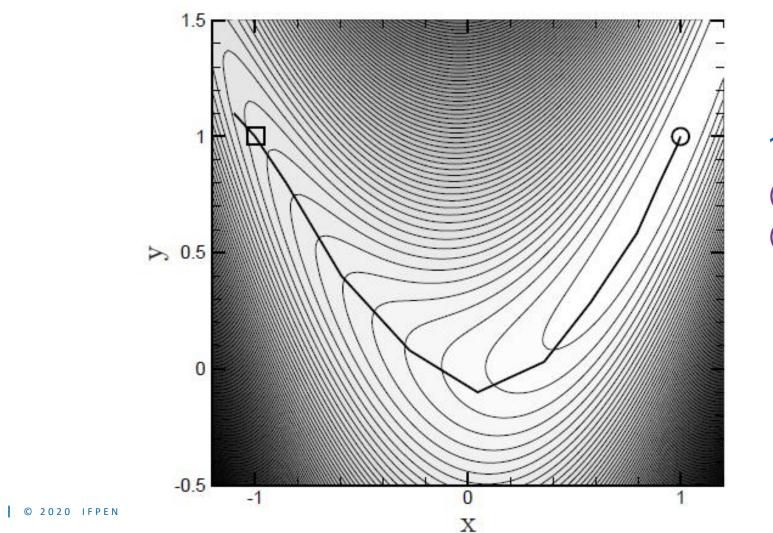




### DERIVATIVE-BASED METHOD

25

# Solution obtained with Newton method



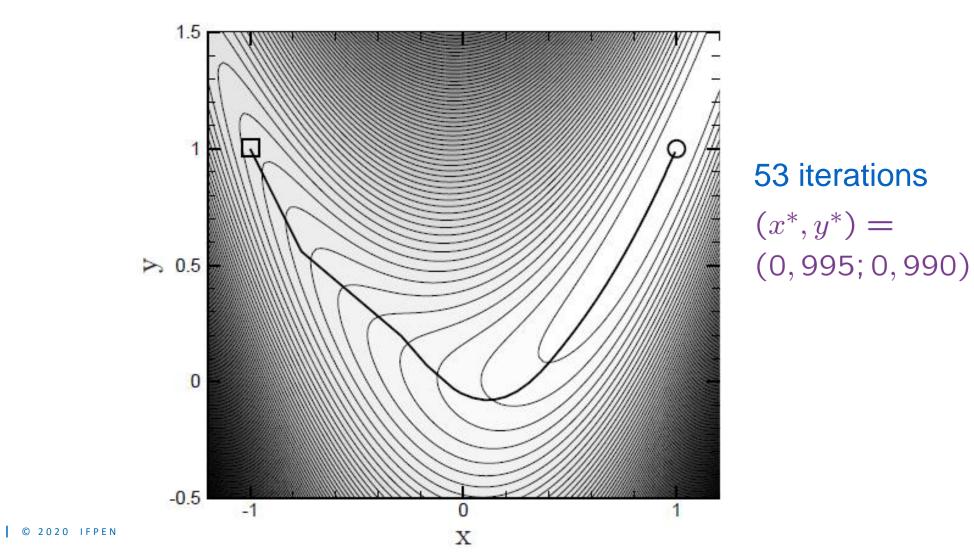
14 iterations  $(x^*, y^*) =$ (1, 000; 0, 999)



#### DERIVATIVE-BASED METHOD

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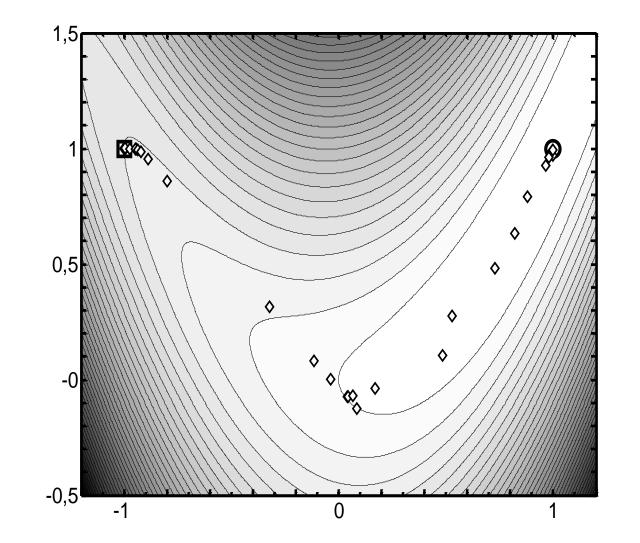
# Solution obtained with BFGS method





### APPROXIMATE GRADIENTS

# Solution obtained with BFGS method



92 simulations  $(x^*, y^*) =$  (0, 997; 0, 994) $h = 10^{-3}$ 



• Function-evaluation cost: (n + 1) evaluations at each iteration

• Difficulty to choose the finite difference step *h* 

• If noisy function  $\rightarrow$  meaningless approximate gradients

Convergence issues





• Use only objective function values

• No gradient approximation

• Sample of points  $\{x_i\}_{i=1,\dots,p}$   $\rightarrow$  simulations  $\{x_i\}_{i=1,\dots,p}$   $\rightarrow$  new iterate  $x^k$ 





• (Standard derivative-based methods with approximate gradients)

#### Direct Search methods

- Nelder Mead Simplex
- Pattern Search
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  - Global model of the objective function

#### Stochastic DFO methods

- Evolutionary strategies
- Simulated annealing

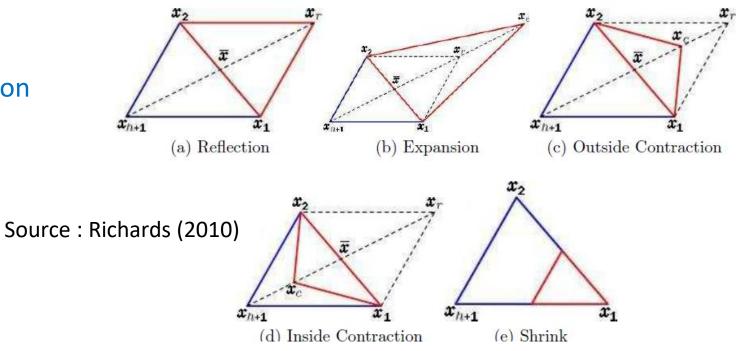


Nelder-Mead simplex algorithm

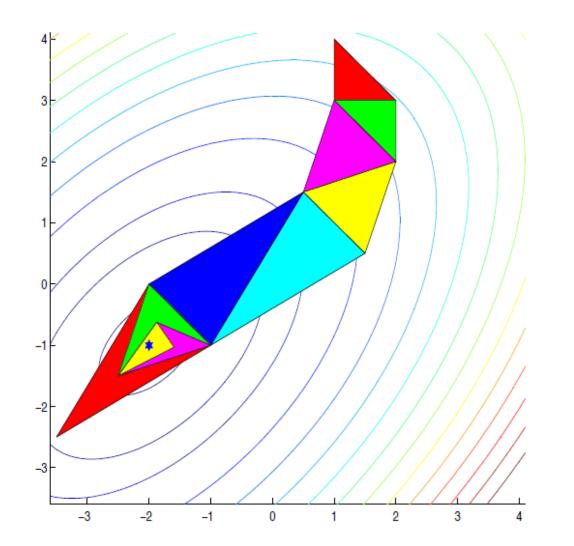
● based on the comparison of objective function values on a (n + 1) simplex:  $f(x_1) \le f(x_2) \dots \le f(x_{n+1})$ 

• Attempt to improve the worst objective function value  $f(x_{n+1})$ :  $x_{n+1}$  is replaced by a point belonging to the line  $(\bar{x}, x_{n+1})$ with  $\bar{x} = \frac{1}{n} \sum_{i=1}^{n} x_i$ , centroid of the best n points

 $\rightarrow$  expansion, reflection or contraction of the simplex at each iteration



Nelder-Mead simplex algorithm



Source : Wright (2013)



Nelder-Mead simplex algorithm

• Termination conditions:

• function values at vertices are close to each other

• or simplex becomes too small

Simulation cost:

• k=0 and for any shrinkage step: (n + 1) evaluations

• 1 or 2 evaluations for all other steps

Limited convergence results (only for n = 1 or n = 2) see Torczon (1991) for other simplex methods with better convergence results
 Lot of failure examples



Linesearch derivative free methods: e.g. coordinate search method

$$x^{1} = x^{0} + \alpha^{0}e^{1}$$

$$x^{2} = x^{1} + \alpha^{1}e^{2}$$

$$\vdots$$

$$x^{n} = x^{n-1} + \alpha^{n-1}e^{n-1}$$

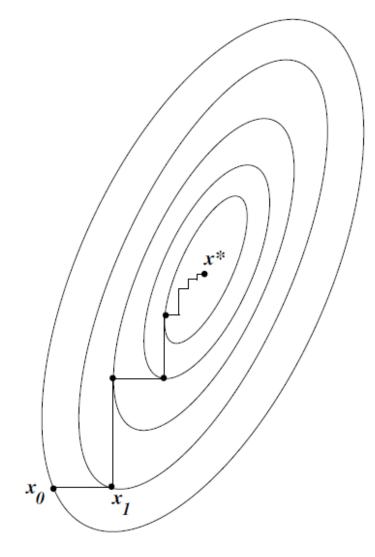
$$x^{n+1} = x^{n} + \alpha^{n}e^{1}$$

$$\vdots$$

 $\alpha^k$  is chosen to produce a sufficient decrease

$$f(x^k + \alpha^k e^{k-1}) < f(x^k) - \rho(\alpha^k)$$

with  $\rho(t) \ge 0$  increasing function of t,  $\rho(t)/t \xrightarrow[t \to 0]{} 0$   $\rightarrow$  Inefficient: coordinate direction (almost)  $\perp \nabla f(x^k)$  $\rightarrow$  Efficient when the variables are essentially uncoupled



### Pattern search methods

• Motivation: parallelisation of function evaluations Instead of one search direction  $s^{l}(=e^{l})$  in linesearch, explore a set of directions  $D^{k}$ e.g.  $D^{k} = \{e^{1}, e^{2}, ..., e^{n}, -e^{1}, -e^{2}, ..., -e^{n}\}$ 

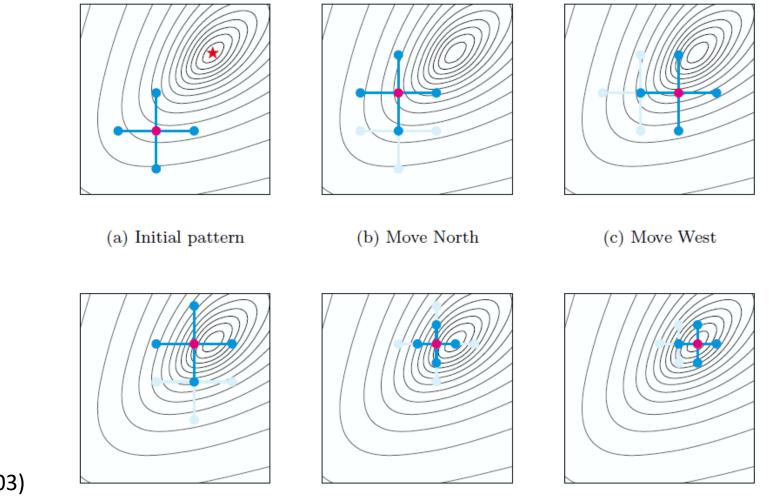
• At each iteration, for a given mesh step  $\alpha^k$ :

• Search step (OPTIONNAL): evaluate the objective function on a finite number of points with any method: along a given direction, on a simplex, ...

Poll Step: if no better point if found in optionnal search step, search for a better point in the D<sup>k</sup> directions: x<sup>k</sup> + α<sup>k</sup>s<sup>i</sup>, s<sup>i</sup> ∈ D<sup>k</sup>
 If no better point is found (no smaller function value): x<sup>k+1</sup> = x<sup>k</sup> and decrease the mesh size α<sup>k</sup>
 else x<sup>k+1</sup> = x<sup>k</sup> + α<sup>k</sup>s<sup>i</sup> and increase the mesh size



### Pattern search methods



Source : Kolda et al. (2003)

(d) Move North

(e) Contract

(f) Move West

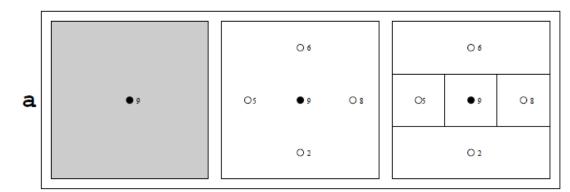


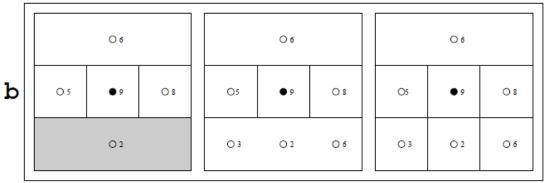
### DIRECT SEARCH METHODS

Pattern search methods: DIRECT

• = Dividing RECTangles

- Divide each side of the « rectangle(s) » associated with the smallest function values into 3 in order to define sub-rectangles
- Evaluate the center of the new rectangles
- Stopping criteria: minimal size of the rectangles
- Global convergence for continuous functions
   High evaluation cost



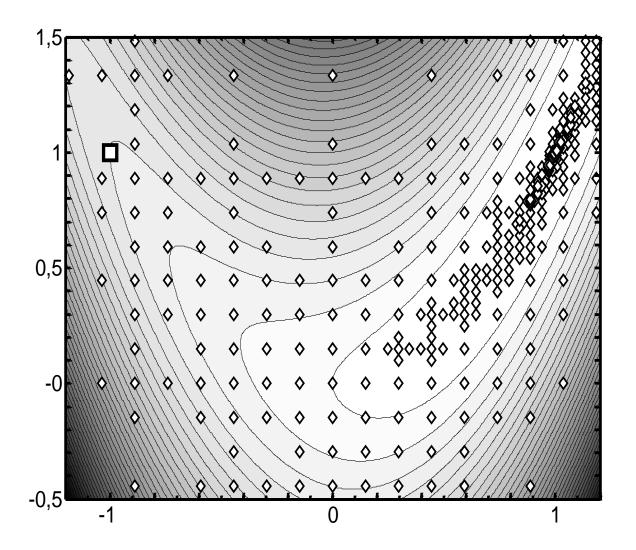


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Source : Perttunen et al. (1993)



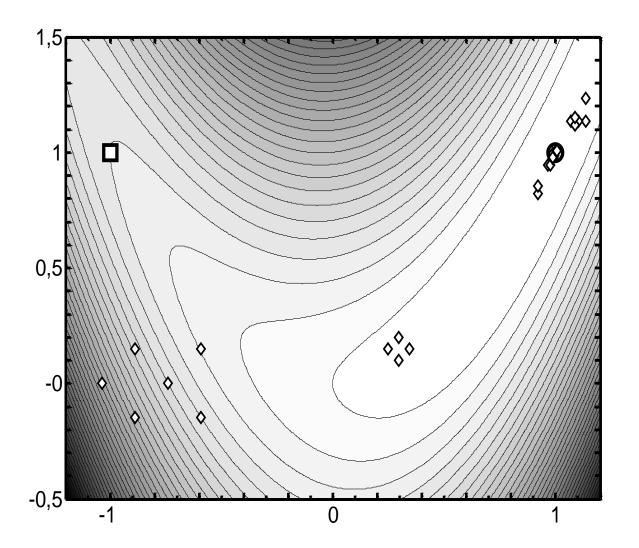
#### **DIRECT ALGORITHM**



517 simulations  $(x^*, y^*) =$ (1, 004; 1, 008)



#### DIRECT ALGORITHM



### Last iterations



# DIRECT SEARCH METHODS

#### Pattern search methods

#### • Popular methods

- Easy to implement
- Easy to parallelize

#### • But expensive in terms of simulations

• often coupled with a surrogate model in the search step





• (Standard derivative-based methods with approximate gradients)

Direct Search methods

- Nelder Mead Simplex
- Pattern Search

Surrogate optimization / model-based DFO methods

- Local model of the objective function
- Global model of the objective function

#### Stochastic DFO methods

- Evolutionary strategies
- Simulated annealing



Optimization methods based on a surrogate model of the objective function

to limit the number of evaluations of the objective functions
the model is updated during the iterations based on new simulations
The model is either global or local



### **Global models**

#### • Design of experiment technique

choose evaluation points to be used to compute the initial model space filling design (maximin criterion)

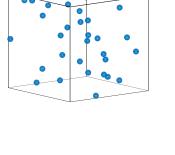
#### Regression

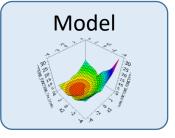
choose a model type

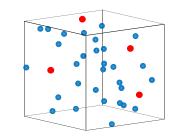
Gaussian process or kriging, Radial Basis Function (RBF), Neuronal Networks

#### Sampling criterion

choose new point(s) to evaluate for the update of the model minimum of the current model, maximum of the error prediction ...









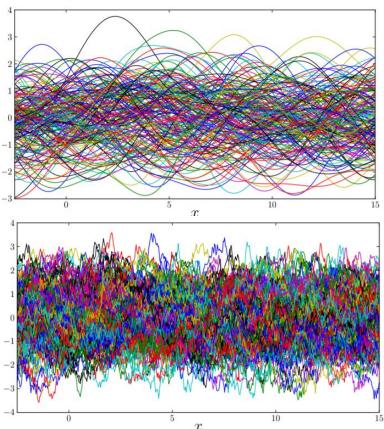
Global models: Gaussian process (kriging)

 $F(x) = \beta^T r(x) + Z(x)$ 

Assumption: the objective function is assumed to be a realization of a Gaussian random process (GP) with parametric mean function and stationary covariance function



stochastic part zero-mean, stationary covariance  $\operatorname{Cov}_Z(x, x') = \sigma^2 \rho(||x - x'||)$ e.g.  $\operatorname{Cov}_Z(x, x') = \sigma^2 e^{-\theta(x - x')^2}$ 



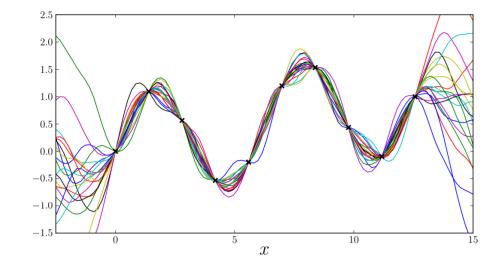
Global models: Gaussian process (kriging)

•Assumption: the objective function is assumed to be a realization of a Gaussian random process (GP) with parametric mean function and stationary covariance function

 $F(x) = \beta^T r(x) + Z(x)$ 

The surrogate model is the conditional expectation of the GP

$$\widehat{F}(x) = E\left(F(x)|(x_i, f(x_i))_{i=1,\dots,p}\right)$$
$$= \beta^T r(x) + k^T(x)K^{-1}(Y_p - R\beta)$$



avec 
$$R = (r_j(x_i))_{i,j}, K = (\rho(x_i, x_j))_{i,j}, k(x) = (\rho(x, x_1), ..., \rho(x, x_p))$$



Global models: Gaussian process (kriging)

• Assumption: the objective function is assumed to be a realization of a Gaussian random process (GP) with parametric mean function and stationary covariance function  $n=5 - Q^2 = 0.77$ 

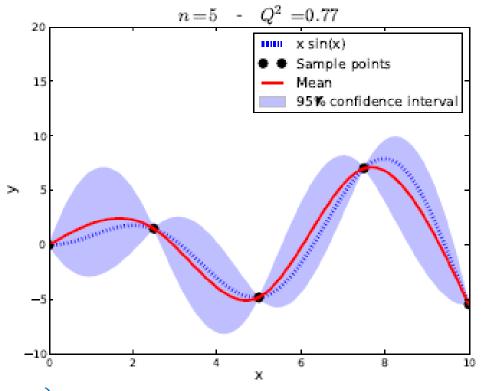
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$$= \beta^T r(x) + k^T(x)K^{-1}(Y_p - R\beta)$$

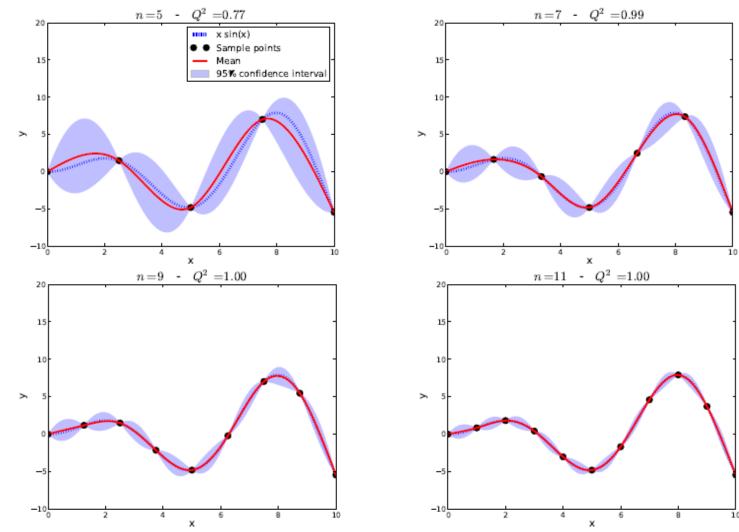
• The variance of GP are used as error indicators  $\sigma^2(x) = \sigma^2 - k^T(x)K^{-1}k^T(x)$ 

avec 
$$R = (r_j(x_i))_{i,j}, K = (\rho(x_i, x_j))_{i,j}, k(x) = (\rho(x, x_1), ..., \rho(x, x_p))$$





## Global models: Gaussian process (kriging)

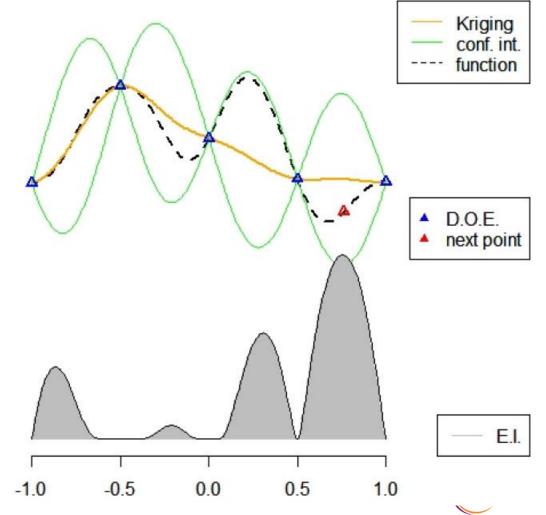




Sampling criterion based on Expected Improvement (EI) a balance between exploration and minimization

 $\operatorname{argmax}(EI(x)) = E(I(x))$  $= E(\max(0, f_{min} - \widehat{F}(x)))$ 

EGO (Efficient Global Optimization) or Bayesian Optimization



Local models

• Quadratic interpolation models built from a set of appropriately chosen sample points  $\hat{F}_k(s) = c_k + s^T g_k + \frac{1}{2} s^T H_k s, \ s \in \mathcal{B}(x^k, \Delta)$  (trust region) (TR)

with  $c_k \in \mathbb{R}$ ,  $g_k \in \mathbb{R}^n$  and  $H_k \in \mathbb{R}^{n \times n}$  (symmetric) that satisfy interpolation conditions:  $\hat{F}_k(x_i - x^k) = f(x_i)$ 

The matrix of linear system must be non-singular and well conditioned

• Minimization of the quadratic model in the trust region  $\min_{\|s\| \le \Delta_k} \hat{F}_k(s)$ 

• Update the model with new evaluations

Improve the geometry of the interpolation set to help with the model interpolation step One point is replaced by another one that improves the conditioning of the interpolation matrix



### Local models

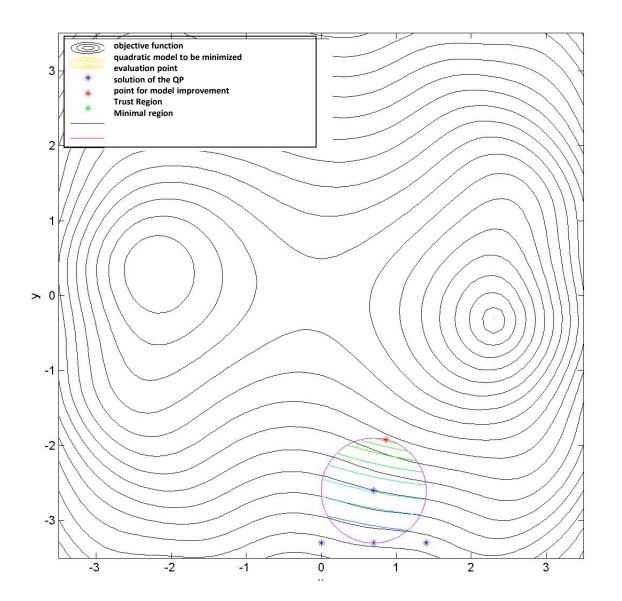
Let  $s_k$  be the solution of the (TR) minimization problem

• Predicted model decrease  $\hat{F}_k(0) - \hat{F}_k(s^k) = f(x^k) - \hat{F}_k(s^k)$ 

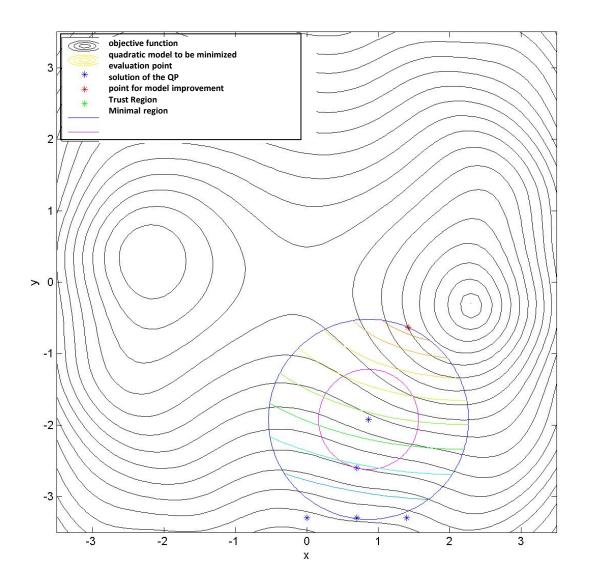
• Actual function decrease  $f(x^k) - f(x^k + s^k)$ 

The trust region is updated according to the value of  $\rho_k = \frac{f(x^k) - f(x^k + s^k)}{f(x^k) - \hat{F}_k(s^k)}$ • If  $\rho_k \ge \eta$  (successful step):  $x^{k+1} = x^k + s^k$ ,  $\Delta^{k+1} \ge \Delta^k$ • If  $\rho_k < \eta$  (unsuccessful step):  $x^{k+1} = x^k$ ,  $\Delta^k$  is reduced or the interpolation set is improved

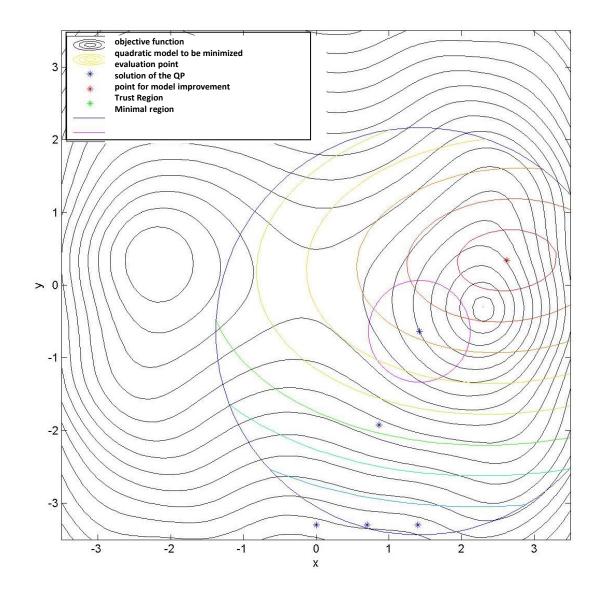




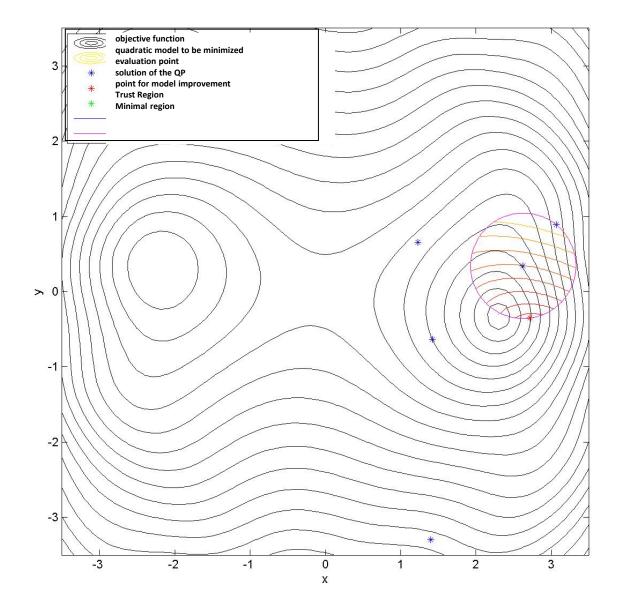




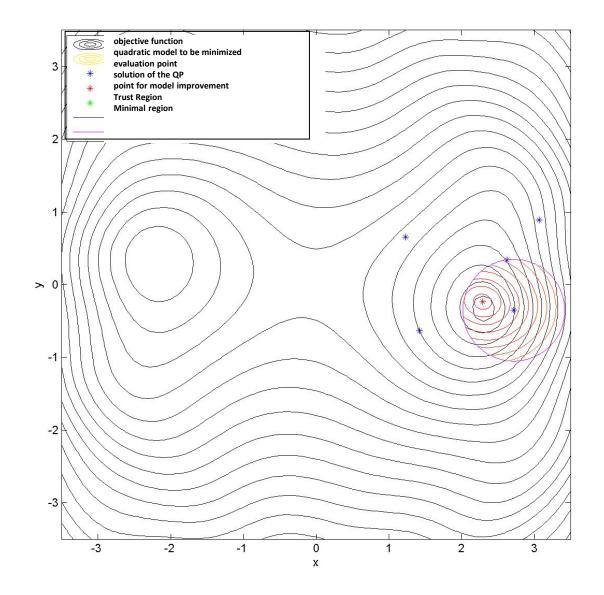




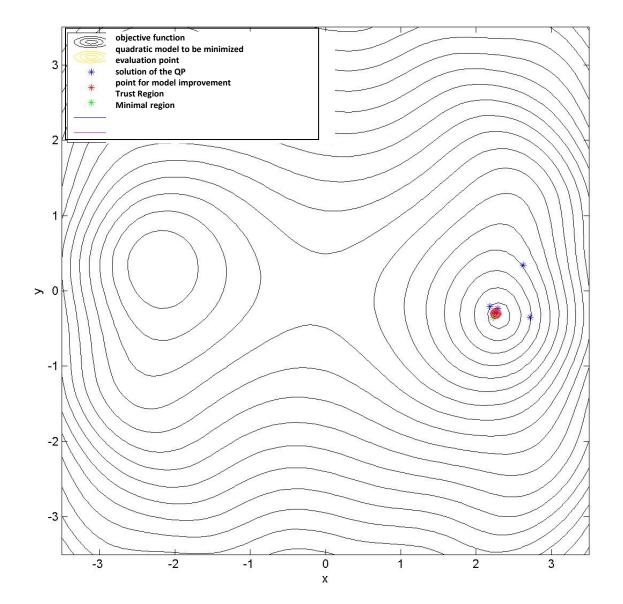






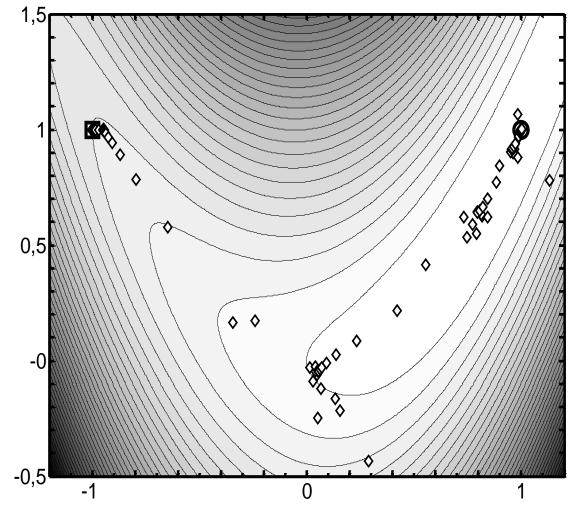








## Local models (TR DFO)

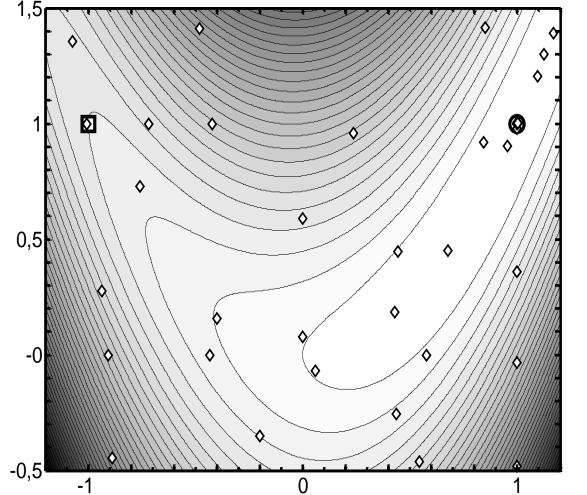


### 86 simulations

 $(x^*, y^*) =$ (1,001; 1,002)



Global models (Gaussian Process)



# 29 simulations $(x^*, y^*) =$ (0, 999; 0, 999)





• (Standard derivative-based methods with approximate gradients)

Direct Search methods

• Nelder Mead Simplex

Pattern Search

Surrogate optimization / model-based DFO methods

- Local model of the objective function
- Global model of the objective function

Stochastic DFO methods

• Evolutionary strategies

Simulated annealing



Global optimization

• Very few assumptions on function regularity

Main principle

- 1. Random generation of initial population
- 2. Evaluation of each individual of current generation -
- **3. Reproduction:** selection of the best individuals
- 4. Diversification: cross-over and mutation
- 5. Replacement : survival of the best individuals
- 6. Repeat step 2 until satisfying solution is obtained



• An example of a **cross-over operator** for continuous variables Pair of individuals (x, y) selected randomly

$$(x, y) \rightarrow \alpha x + (1 - \alpha)y, \qquad \alpha \sim U([0; 1])$$

An example of a mutation operator for continuous variables addition of a Gaussian noise

$$x_i \coloneqq x_i + u_i, \qquad u_i \sim N(0, \sigma_i^2), i = 1, 2, \dots, n$$

 $\sigma_i$  is a critical parameter to tune



 1/5-rule (Rechenberg)
 If τ < 0.2, then σ increases</li>
 If τ > 0.2, then σ decreases (where τ = % of successful mutations over T generations)
 Can adapt one general step-size
 But no individual step size

 Mutative step-size control Strategy parameters (step-sizes) treated similarly to optimized parameters
 Facilitates adaptation of individual step-sizes



• Mutation operator  $x_{1 \le l \le \lambda}^{(g+1)} \sim \mathcal{N}(m^{(g)}, [\sigma^{(g)}]^2 C^{(g)})$ Covariance matrix ~ inverse of a "global" Hessian matrix

 $\bullet$  Select the  $\mu$  best individuals to compute the mean

- update of
  - the covariance matrix  $C^{(g)}$
  - the global standard deviation  $\sigma^{(g)}$



# STOCHASTIC METHODS

Evolution strategies vs. genetic algorithms

Main difference : in evolutionary strategies, only the best individuals are allowed to reproduce (elitist selection)

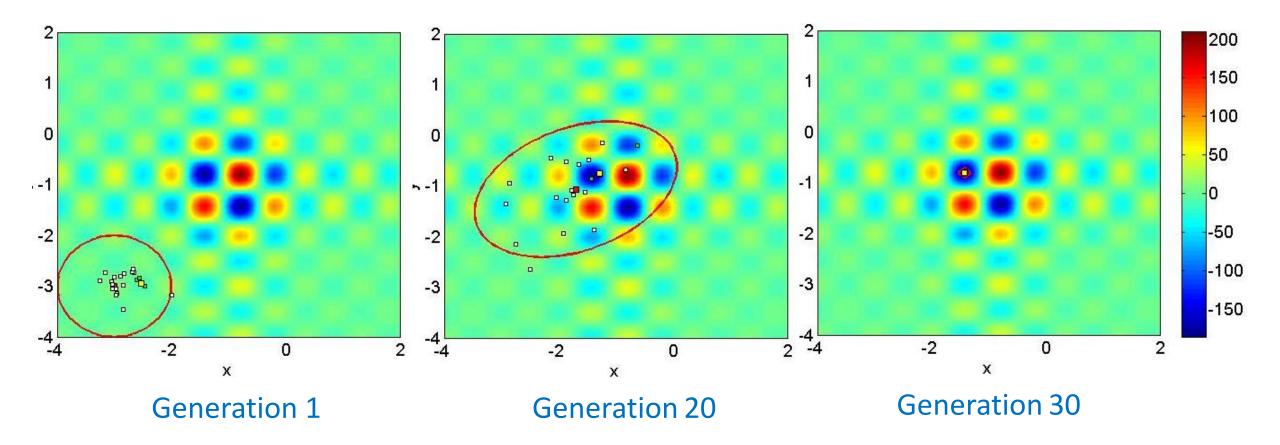
• The parents can be included in the next generation

• Similar operators: mutation, cross-over



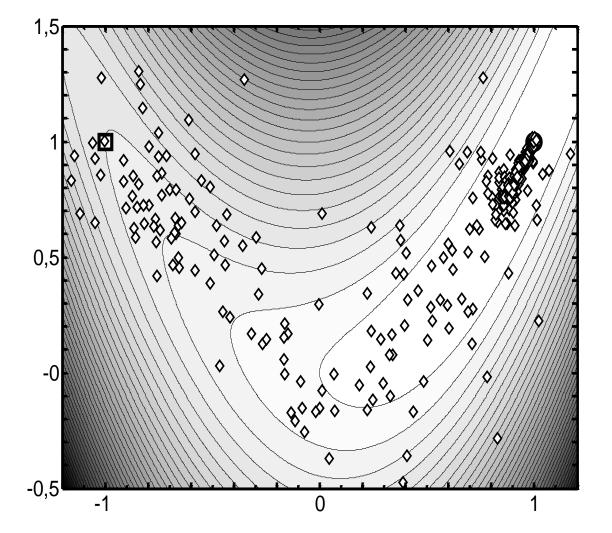
## STOCHASTIC METHODS

### Evolution strategies: CMAES method (Hansen)





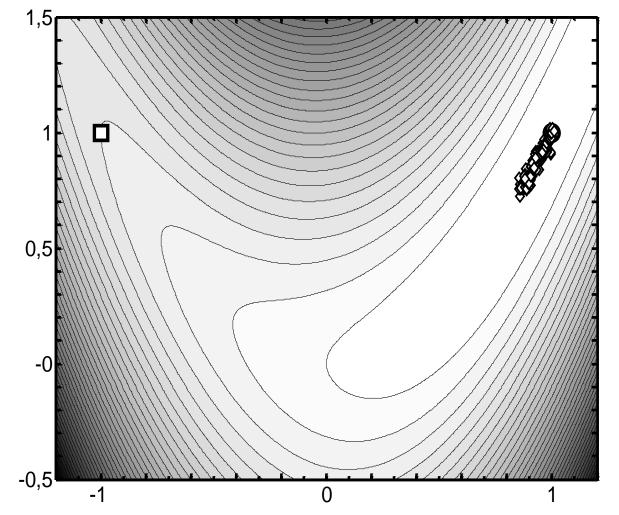
# Evolution strategy; CMAES



# 370 simulations $(x^*, y^*) =$ (1,008; 1,007)



# Evolution strategy; CMAES



### 170 last simulations



## Simulated annealing

• Principle: emulate the physical system of the cooling of a solid so that the frozen state is frozen for a minimum energy configuration

• At a given iteration, a new solution (state)  $x_{k+1}$  is determined from the previous solution (state)  $x_k$ 

• randomly choose a neighbour of  $x_k$ :  $y_k$ 

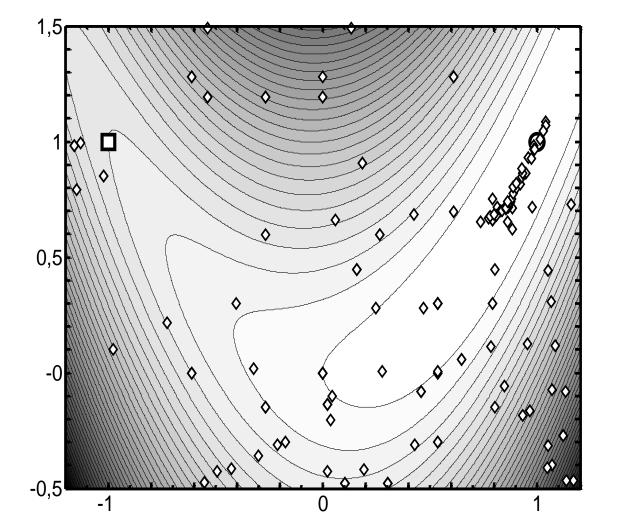
• then, the new state is

$$x_{k+1} = \begin{cases} y_k & \text{if } f(y_k) \le f(x_k) \\ y_k & \text{if } f(y_k) > f(x_k) \text{ with the probability } e^{\frac{f(x_k) - f(y_k)}{t_k}} \\ x_k & \text{otherwise} \end{cases}$$

•  $t_k$  (temperature of the system) is a decreasing sequence in order to decrease the probability to accept a bad solution (increasing f) at last iterations



## Simulated annealing: SIMPSA



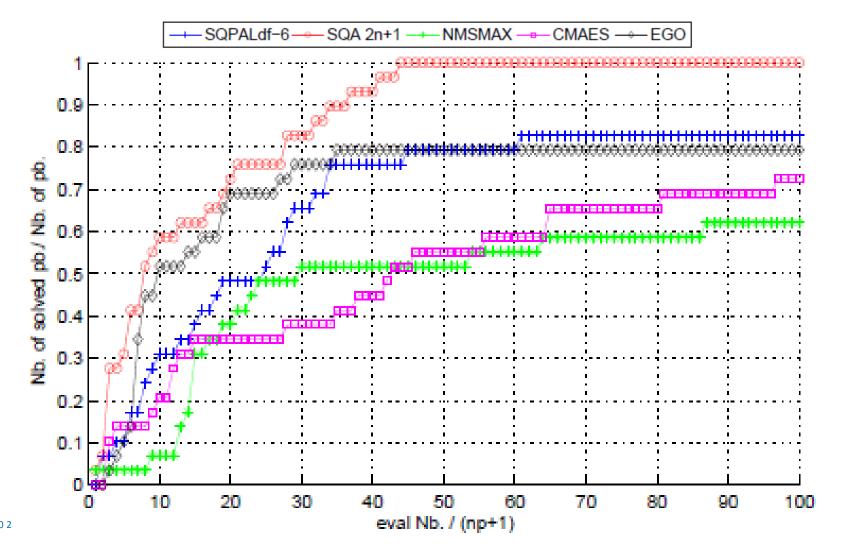
# 280 last simulations

 $(x^*, y^*) =$ (0.989; 0.968)





### Benchmark Moré & Wild



SQPAL = SQP BFGS – FD SQA = local surrogate optim EGO = global surrogate optim (kriging) NMSMAX = Nelder-Mead simplex CMAES = Evolutionary Strategy

> 53 problems  $2 \le n \le 12$



# Summary (I)

Classical methods with approximate gradients

> popular (do not change optimizer)

but not adapted for large scale problem

> step size tuning is cumbersome

#### Direct Search methods

revival of these methods with parallelization
 hybrid implementation (coupled with surrogate models)
 not adapted for large scale problems



# Summary (II)

#### Surrogate optimization

- Local interpolation model with TR
- > can handle constraints (coupled with SQP)
- > good performances in terms of number of function evaluations

#### • Global models

- ➢ global methods
- not adapted for large scale problems: needs a lot of evaluation to obtain a good accuracy



# Summary (III)

• Evolutionary **strategies** / Simulated annealing

- no assumption on function regularities
- discrete optimization is possible
- ➢ global methods
- but expensive in terms of function evaluations
- difficulties to handle constraints



### **Global versus Local**

#### Multi-start optimization

- In a local method from several initial points
- > well adapted for functions with a small number of local minima
- handles constraints

Global surrogate optimization (kriging, RBF, NN) / Evolutionary algorithms / Simulated annealing

- not adapted for large scale problems:
  - needs a lot of evaluations to obtain a good accuracy
- difficulties for handling constraints





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# DERIVATIVE FREE OPTIMIZATION AND APPLICATIONS

• Course 1: main DFO methods

• Course 2: various applications of DFO

• Course 3: some challenges in DFO

