

# Numerical Optimization Introduction

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January 16, 2024



# Introduction

- People optimise.
- Investors **optimise** to create portfolios that avoid excessive **risk** and **return high** earnings.
- **Manufacturers** try to maximise production.
- **Engineers** modify parameters of a system to obtain **maximum** output.
- In nature **physical** systems tend to go to a state of low energy.
- **Ray of light** follows path that minimise its travel time.

# What is Optimisation?

- **Optimisation** comes from the word "Optimise" which basically means "to make the best of".
- In basic applications, optimisation refers to the act or process of making something as good as it can be.
- **Mathematically** speaking the concept of optimisation boils down to either "to maximise" or "to minimise".
- **Q. What do we maximise or minimise?**  
**A. A function, called the objective function.**
- To optimise we must first identify some objective: "a **quantitative measure** of the **performance** of the **system** under study".

# Examples of Objective Function

- Profit.
- Time taken to complete a task.
- Potential energy of a system.

The objective (function) depends on certain characteristics of the system, called variables or unknowns.

## Examples (Variables or Unknowns)

To maximise the profit made out of a store one may look at aspects such as:

- number of hours the store is open;
- number of employee the store has;
- distance from the nearest densely populated area, etc.

Similarly, to minimise the time taken by an athlete to complete a marathon, factors such as,

- number of days per week of training;
- number of hours of sleep;
- calorie intake, etc.

# Variables or Unknowns

More often than not these **unknowns** or **variables** are restricted or constrained.

- like no one can sleep for more than 24 hours in a day.
- the distance from the nearest densely populated area cannot be less than zero, etc.

# Modelling

The process of identifying **objectives**, **variables** and **constraints** for a given problem is known as modelling.

- Construction of an appropriate model is very vital to the optimisation process (Sometimes the most crucial step).
  - ① If, the model is too simple it may not give the right insights for the problem.
  - ② If, its too complex, it might be too difficult to solve.
- Once an appropriate model has been formulated, an optimisation algorithm can be employed to find its solution.

# Areas Where Optimisation is Required


Optimisation problems quite often arise in:

 Business:

- Allocation of resources for logistics,
- investment, etc.

 Science:

- Estimation and fitting of models to measured data (these might be some parameters needed to be fixed).
- design of experiments.

 Engineering:

- Design and operation of technical systems/ e.g. bridges, cars, air-crafts, digital devices etc.



# How to Optimise?

- There is no panacea or a silver bullet which can tackle all optimisation problems.

There is no universal optimisation algorithm.

- There are different and many algorithms to tackle optimisation problems;
- each of the algorithms are tailored to a particular type of optimisation problem.

# Why Study Numerical Optimisation?

- The responsibility of choosing the algorithm that is appropriate for a specific application often falls on the user.
- This choice is important, as it determines if a problem is solved rapidly or slowly or is even solvable by the technique chosen.

*An optimisation to choose an optimisation algorithm.*

## Q. How to know if the solution is optimal?

- One can go for derivative tests.
- life is not always so simple.
- But, in many cases, there are elegant mathematical expressions known as **optimality conditions** for checking the found values are indeed solution to the problem.

# Exactly How To Optimise?

- 1 Finding the exact maxima or minima.
- 2 Solving it approximately to desirable accuracy.

## Optimisation Algorithms (to Solve)

- Faster and more resource efficient.
- iterative: start with an initial guess and generate a sequence of improved estimates .
- The strategy used to obtain the iterates, gives the distinction between algorithms. They usually use:
  - the values of the objective function  $f$ ;
  - the constraints  $C$ ;
  - sometimes (possibly) the first and second derivatives of these functions.
- Some algorithms accumulate information gathered at previous iterations while others use only local information from the current point.

# What is a good algorithm?

Regardless of all the nitty-gritties a good algorithm should possess the following few characters:

① **Robustness:**

They should be effective on a wide variety of problems, in at-least a certain class of reasonable choice of initial values.

② **Efficiency:**

They should not require too much compute time or storage.

③ **Accuracy:**

They should be able to identify solutions to good precision, without being perturbed by round-off errors due to the computer or being overly sensitive to small errors in the fed data, when implemented.

# Types of Optimisation Problems

- **Based on nature of the function** at hand to be optimised:
  - ① Continuous optimisation.
  - ② Discrete optimisation.
  - ③ Stochastic optimisation.
- **Based on restriction on the function** to be optimised:
  - ① Un-constrained optimisation.
  - ② constrained optimisation.
- **Based on the nature of the domain** under consideration:
  - ① Local optimisation.
  - ② Global optimisation.