

# **Stochastic methods for global optimization**

*Computational Methods in Optimization*  
*CS 520, Purdue*

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# IMPORTANT

## **University class survey.**

*Please fill these out.*

These are used to evaluate faculty members.

## **My class survey.**

I use this to improve the class.

*Do quizzes help you?*

*Does it help to discuss with peers for in-class questions?*

*Did you expect to cover additional material? (If so, what?)*

# Optimization and Sampling

Construct a probability distribution where the “most likely” point is a global max.

$$P(x) = 1/Z \exp(-f(x)) \text{Ind}[c(x) = 0] \text{Ind}[x \geq \ell]$$

# Optimization and Sampling

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Metropolis-Hastings Markov-Chain Monte Carlo

Given  $x_k$ , propose  $x_{k+1} = x_k + N(0, \tau)$

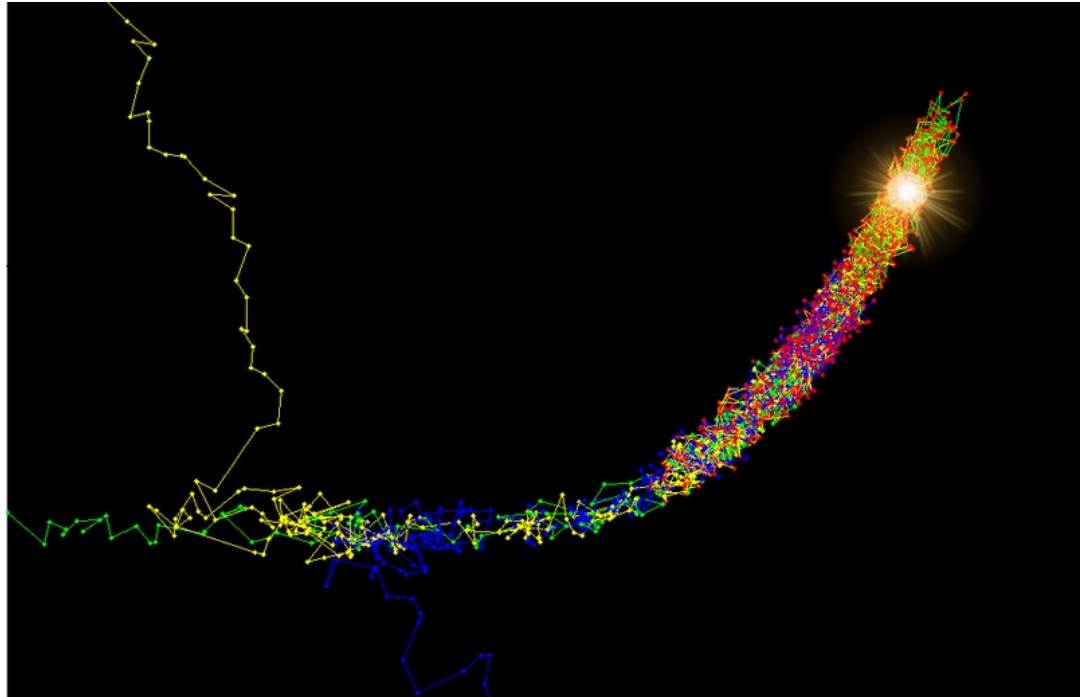
Then compute  $a = P(x_{k+1}) / P(x_k)$ .

Accept if  $a > 1$ . Else accept with prob  $a$ .

## Markov-Chain Monte Carlo

Sampling from the Rosenbrock function with a Markov-chain Monte Carlo sampler. The chain spends most of its time in regions where the objective function is large.

From wikipedia.



Show movie!

<http://vimeo.com/22616409>

# Simulated Annealing (like M-H)

Let  $P(a, T)$  be the probability of accepting a move with  $a$  such that  $P(a, T) \rightarrow \text{Ind}[a > 1]$  as  $T \rightarrow 0$ . “ $T$ ” is called the temperature. It’s like a step-size parameter.

$T$  going to zero called “cooling”

# Improving these samplers

Abraham Flaxman has a great series of blog posts about improving these samplers.

<http://healthyalgorithms.com/2011/01/28/mcmc-in-python-pymc-step-methods-and-their-pitfalls/>

Goodman and Weare suggest multiple walks:

<http://astrobites.com/2012/02/20/code-you-can-use-the-mcmc-hammer/>



# These improvements

All of these improvements seem to have the flavor of randomizing a deterministic derivative free method.

This can often be a very good idea.

Simulated annealing

Genetic algorithms

Ant colony optimization

“meta-heuristics”

# **The elephant in the room**

What is the big issue with these methods?

# MCMC for combinatorial problems

Instead of  $x_{k+1} = x_k + N(0, \tau)$ , consider a combinatorial structure:

- paths

- permutations

- graphs

And let  $x_{k+1}$  = random neighbor of  $x_k$

Now... same procedure.

# Discussion

These are all “randomized greedy” procedures in a combinatorial search space.

Difficult to trust the output for anything but improvements.

# **I'm not an expert on these things.**

Avoid them if possible. Find a way to state your problem as an optimization problem and relax.

Look at Wikipedia for more details if you need to use them.