

# Optimization Algorithms

Introduction

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# Learning & Intelligent Systems Lab

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## Research

- Intersection of AI & Robotics
- Combining learning and reasoning
- physical reasoning, task-and-motion planning (logic-geometric programming)
- reinforcement learning, perception-based policies, reactive control/learning
- driven by robotics problems

## Applications

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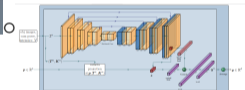
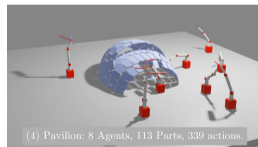
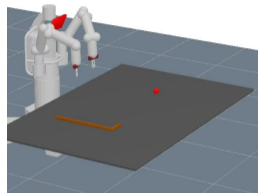


Fig. 1: PPO2 considers the images  $I$  as pixel-wise feature images,  $P$  as 3D rot. 3D poses the query point  $q \in \mathbb{R}^3$  into the pixel coordinate  $u \in \mathbb{R}^2$  using camera geometry, and 3D6 compares the object representation vector  $o \in \mathbb{R}^3$  by extracting the local image feature in the projected point.

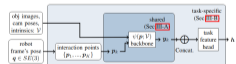


Fig. 2: The interaction feature prediction scheme of DVC



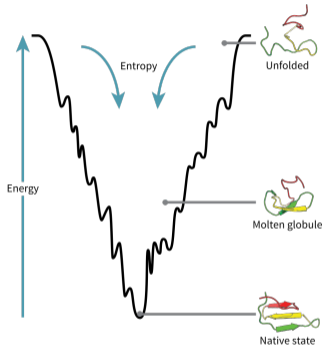
# Why is Optimization interesting?



$$\delta \int_{t_0}^{t_1} L(q(t), \dot{q}(t), t) dt = 0$$

Principle of Least Action





protein folding

$$\min_{\beta} \|\beta\|^2 \quad \text{s.t.} \quad y_i(\phi(x_i)^\top \beta) \geq 1, \quad i = 1, \dots, n$$

support vector machine

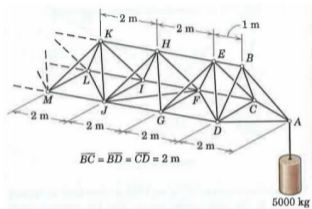
$$\min_{f \in \mathcal{H}} \sum_{i=1}^n \ell(f(x_i), y_i)$$

loss minimization (e.g., NNs)

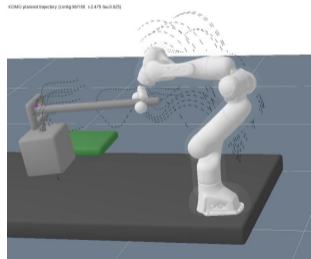
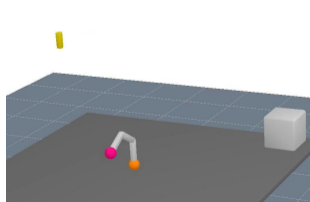
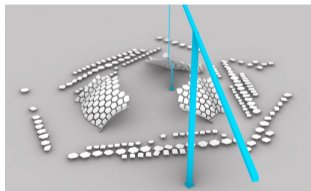
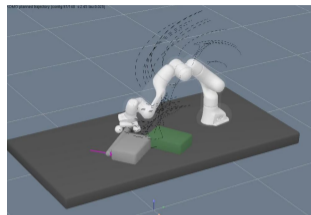
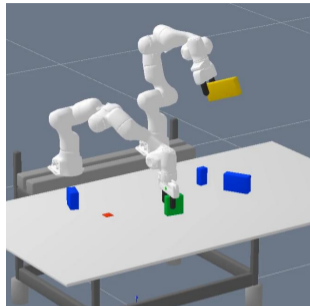
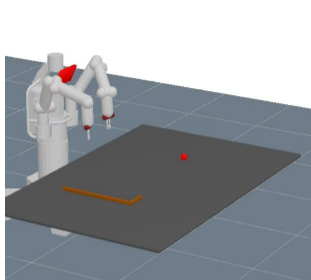
$$\min_{u,x} \int_0^T f(x(t), u(t)) dt \quad \text{s.t.} \quad \dot{x} = f(x, u), \quad g(x(t)) \leq 0, \quad h(x(T)) = 0$$

optimal control





construction statics



# Why is Optimization interesting?

- *Optimality principles are a means of scientific and engineering description*
- It is often easier to describe a thing (natural or artificial) via an optimality principle than directly
- Almost any scientific field uses optimality principles to describe nature & artifacts
  - Physics, Chemistry, Biology, Mechanics, ...
  - Operations research, scheduling, ...
  - Computer Vision, Speech Recognition, Machine Learning, Robotics, AI, ...
  
- Endless applications

# Teaching optimization

- Optimization includes largely different approaches/formalisms:
  - Standard continuous, convex or non-linear optimization
  - Discrete Optimization
  - Global Optimization
  - Stochastic Optimization, Evolutionary Algorithms, Swarm optimization, etc

# Teaching optimization

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  - Standard continuous, convex or non-linear optimization
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  - Global Optimization
  - Stochastic Optimization, Evolutionary Algorithms, Swarm optimization, etc
  
- This lecture focusses on continuous, convex or non-linear optimization

# Optimization Problems

- Generic optimization problem, also called **Mathematical Program**:

Let  $x \in \mathbb{R}^n$ ,  $f : \mathbb{R}^n \rightarrow \mathbb{R}$ ,  $g : \mathbb{R}^n \rightarrow \mathbb{R}^m$ ,  $h : \mathbb{R}^n \rightarrow \mathbb{R}^l$ . Find

$$\min_x f(x) \quad \text{s.t.} \quad g(x) \leq 0, \quad h(x) = 0$$

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- **Blackbox**: only  $f(x)$  can be evaluated
- **Gradient**:  $\nabla f(x)$  can be evaluated
- Gauss-Newton type:  $f(x) = \phi(x)^\top \phi(x)$  and  $\nabla \phi(x)$  can be evaluated
- **Stochastic Gradient**: only “samples of  $\nabla f(x)$ ” can be evaluated efficiently
- **2nd order**:  $\nabla^2 f(x)$  can be evaluated
- Approximate methods:
  - Use samples of  $f(x)$  to approximate  $\nabla f(x)$  locally
  - Use samples of  $\nabla f(x)$  to approximate  $\nabla^2 f(x)$  locally

# Planned Outline

- Part 1: Downhill algorithms for unconstrained optimization:
  - gradient descent, backtracking line search, Wolfe conditions, convergence properties
  - covariant gradients, Newton, quasi-Newton methods, (L)BFGS
- Part 2: Algorithms for constrained optimization:
  - KKT conditions, Lagrangian
  - Log-barrier, Augmented Lagrangian, primal-dual Newton
  - SQP
- Part 3: Extended topics (subject to change):
  - Stochastic gradient methods
  - Global optimization
  - stochastic search, evolutionary algorithms
  - maybe this year: ADMM & NLP Reformulations



# References

- Maths for Intelligent Systems script on ISIS page
- Boyd and Vandenberghe: *Convex Optimization*.  
<http://www.stanford.edu/~boyd/cvxbook/>
- Nocedal & Wright: *Numerical Optimization*  
[www.bioinfo.org.cn/~wangchao/maa/Numerical\\_Optimization.pdf](http://www.bioinfo.org.cn/~wangchao/maa/Numerical_Optimization.pdf)

(this course won't of course cover all this - just for reference)



# Organization



- 6 LPs (180h, 12h/w, 15 weeks)
- Lectures, weekly, in person
- Exercise Sheets & Coding Assignments:
  - Weekly exercise sheets, mostly analytic problems, discussed in the tutorials
  - Hand-in coding assignments, every  $\sim 3$  weeks: Submit your optimization algorithms/problems via git  $\rightarrow$  are numerically evaluated/graded
  
- ISIS as central webpage
- Contact:
  - Tutors: Sayantan Auddy <auddy@tu-berlin.de>, Cornelius Braun, Hongyou Zhou
  - Office (grades/etc): Ilaria Cicchetti-Nilsson <office@lis.ut-berlin.de>

# Assignments & Exam

- **Voting System for the exercise sheets:**
  - Before attending the tutorial, students mark in an ISIS questionnaire which exercises they have worked on
  - Students are randomly selected to present their solutions (no need for correct solutions – just something to present and discuss)
  - When not attending: upload pdf notes/solutions on ISIS
  
- **Exam prerequisites:**
  - at least 50% votes in the exercises, and
  - at least 50% points in the hand-in coding assignments

(If you fulfilled these prerequisites last year, you don't have to redo them.)
  
- The written exam will be about analytical problems, determines final grade (no portfolio)

# Registration

- Registration for the exam in Moses will open in January
- To gain the exam prerequisites you'll have to register for the coding exercises (will be organized in the second/third week), and submit your votes on the exercise sheets
- There is no further registration for this course necessary

# Prerequisites

- Module description:
  - Good knowledge in linear algebra and calculus
    - Specifically, the '**Maths for Intelligent Systems Script**' up to Chapter 3.
  - Basic programming in Python

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  - Are you familiar with basics on functions, Jacobians, Hessian, matrix derivatives? (Sec. 2)?
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- Coding:
  - Numeric coding in Python (numpy)
  - Familiarity with git will help





# Module description (Moses 41016)

## • Learning Outcomes

- The students will be able to develop and apply optimization algorithms.
- They can formulate real-world problems appropriately as mathematical programs.
- They have a detailed understanding of the different categories of optimization problems, and methods to approach them.
- They have a basic understanding of the theory behind and properties of optimization algorithms.
- They have an overview of and experience with existing optimization software and are able to apply them to solve optimization problems.

## • Content

- The course is on continuous optimization problems, with focus on non-linear mathematical programming (constrained optimization).
- Part 1 introduces efficient downhill algorithms in the unconstrained case: ...
- Part 2 will introduce efficient algorithms for constrained optimization: ...
- Part 3 will cover extended topics (global optimization, stochastic gradient, stochastic search) ...

## • Prerequisites

- Good knowledge in linear algebra and calculus
- Basic programming knowledge in Python



# Module description (Moses 41016)

- Grading
  - graded, written exam, English (120min)
- This module is used in the following module lists:
  - Computational Engineering Science (Informationstechnik im Maschinenwesen) (Master of Science)
  - Computer Engineering (Master of Science)
  - Computer Science (Informatik) (Master of Science)
  - Elektrotechnik (Master of Science)
  - ICT Innovation (Master of Science)
  - Medieninformatik (Master of Science)
  - Physikalische Ingenieurwissenschaft (Master of Science)