

# Full-low evaluation methods for bound and linearly constrained derivative-free optimization

Clément W. Royer

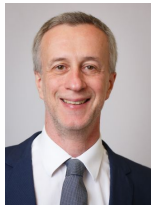
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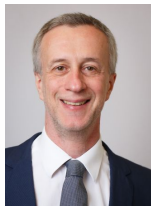
Oumaima Sohab (Lehigh  $\Rightarrow$  Meta AI)



Luis Nunes Vicente (Lehigh)



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## Story

- Extend unconstrained method to linear constraints;
- Nice numerical findings!
- Some theoretical guarantees.

- 1 Full-low framework
- 2 Numerical results
- 3 Theoretical analysis

# Problem setup

$$\underset{x \in \mathbb{R}^n}{\text{minimize}} f(x) \quad \text{s.t.} \quad x \in \mathcal{F} := \{x \in \mathbb{R}^n \mid Ax = b, \ell \leq A_{\mathcal{I}} x \leq u\}.$$

with  $A \in \mathbb{R}^{m \times n}$  full row-rank,  $\ell, u \in \overline{\mathbb{R}}^{m_{\mathcal{I}}}$ ,  $\ell < u$ .

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## DFO setup

- $f$  may have a derivative...
- ...but we cannot use it in algorithms!

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- $f$  may have a derivative...
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## Our constraints

- QUAK constraints (Le Digabel, Wild '24).
- Unrelaxable  $\Rightarrow$  Feasible methods!

## Sample (biased) bibliography

- Model-based methods (Powell '09, Gratton et al '11, Curtis et al '24).
- Derivative-free line search (Lucidi/Sciandrone '02, Lucidi/Sciandrone/Tseng '02, Brilli et al '24).
- Direct search (Abramson et al '08, Audet/Le Digabel/Peyrega '15, Kolda et al '03, Kolda et al '06, Gratton et al '19, Dzhahini et al '24).
- More in (Audet, Hare '17, Larson/Menickelly/Wild '22)!



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- More in (Audet, Hare '17, Larson/Menickelly/Wild '22)!

## Our approach:

Extend the Full-Low Eval framework to handle linear constraints.

A. S. Berahas, O. Sohab, L. N. Vicente, *Full-low evaluation methods for derivative-free optimization*, Optim. Methods Softw., 2022.

# The full-low evaluation framework

**Inputs:**  $x_0 \in \mathbb{R}^n$ ,  $\alpha_0 > 0$ ,  $t_0 \in \{\text{Full-Eval}, \text{Low-Eval}\}$ .

**For**  $k = 0, 1, 2, \dots$

- If  $t_k = \text{Full-Eval}$ , compute  $(x_{k+1}, \alpha_{k+1}, t_{k+1})$  through a Full-Eval iteration.
- Otherwise, compute  $(x_{k+1}, \alpha_{k+1}, t_{k+1})$  through a Low-Eval iteration.

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- **Full-Eval:** Most expensive procedure, typically better for smooth problems.
  - **Low-Eval:** Least expensive procedure, well-suited for nonsmoothness/noise.

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## Feasible version

- Feasible starting point.
- Both steps must preserve feasibility.

# A Full-Eval iteration: Projected gradient-type iteration

- $g_k$ : Finite-difference gradient approximation;
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Full-Eval **iteration**  $(x_k, \alpha_k)$ :

- Compute  $\bar{x}_k = P_{\mathcal{F}} [x_k + p_k]$ .
- Find  $\beta_k \in \{1, \frac{1}{2}, \frac{1}{4}, \dots\}$  such that

$$f(x_k + \beta_k(\bar{x}_k - x_k)) \leq f(x_k) + c \beta_k g_k^T (\bar{x}_k - x_k).$$

with  $c \in (0, 1)$ .

- Set  $x_{k+1} = x_k + \beta_k(\bar{x}_k - x_k)$ .

# A Low-Eval iteration: Direct search

- Forcing function  $\rho$  (typically  $\rho(\alpha) = \alpha^2$ ).
- Generators of **tangent cones** for  $\mathcal{F}$ .

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- Generators of **tangent cones** for  $\mathcal{F}$ .

**Low-Eval iteration**( $x_k, \alpha_k$ ):

- Compute  $D_k \subset \mathbb{R}^n$  feasible directions.
- If  $\exists d_k \in D_k$  such that  $x_k + \alpha_k d_k \in \mathcal{F}$

$$f(x_k + \alpha_k d_k) \leq f(x_k) - \rho(\alpha_k),$$

set  $x_{k+1} = x_k + \alpha_k d_k$  and  $\alpha_{k+1} = \min(2\alpha_k, \alpha_{\max})$ .

- Otherwise set  $x_{k+1} = x_k$  and  $\alpha_k = \alpha_k/2$ .



# Detour: Tangent cones

- Simplify:  $\mathcal{F} = \{l \leq x \leq u\}$ .

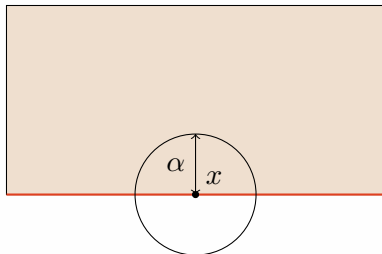
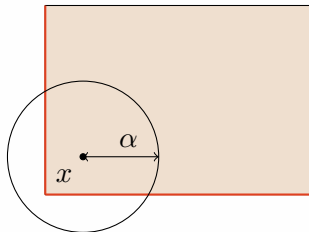
## Nearby constraints

The indexes

$$I_u(x, \alpha) = \{i : |u_i - [x]_i| \leq \alpha\}$$

$$I_l(x, \alpha) = \{i : |l_i - [x]_i| \leq \alpha\}$$

define the nearby constraints at  $x \in \mathcal{F}$  given  $\alpha > 0$ .

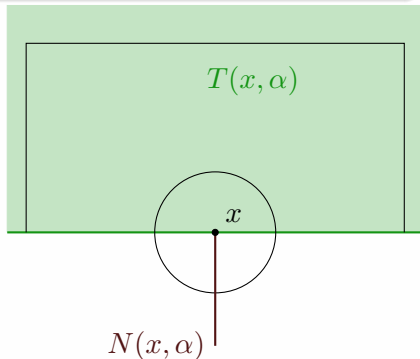
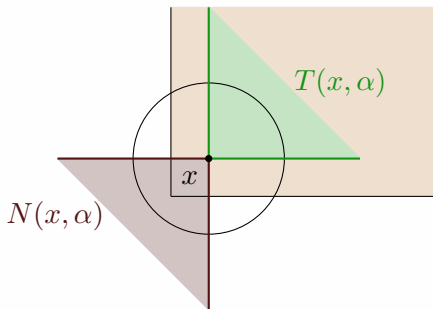


# Detour: tangent cones (2)

- **Approximate normal cone**  $N(x, \alpha)$ : Positive span of

$$\{e_i\}_{i \in I_u(x, \alpha)} \cup \{-e_i\}_{i \in I_l(x, \alpha)}.$$

- **Approximate tangent cone**  $T(x, \alpha)$ : polar of  $N(x, \alpha)$ .



# Algorithm

**Inputs:**  $x_0 \in \mathcal{F}$ ,  $\alpha_0 > 0$ ,  $t_0 = \text{Full-Eval}$ ,  $\gamma \in [0, \infty]$ .

**For**  $k = 0, 1, 2, \dots$

- $t_k = \text{Full-Eval}$ :

- $t_k = \text{Low-Eval}$ :

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  - Find  $\beta_k \in \{1, \frac{1}{2}, \frac{1}{4}, \dots\}$  such that

$$f(x_k + \beta_k(\bar{x}_k - x_k)) \leq f(x_k) + c\beta_k g_k^T(\bar{x}_k - x_k).$$

- If  $\beta_k \geq \gamma\alpha_k$ , set  $x_{k+1} = x_k + \beta_k(\bar{x}_k - x_k)$ ,  $\alpha_{k+1} = \alpha_k$  and  $t_{k+1} = \text{Full-Eval}$ . Otherwise set  $x_{k+1} = x_k$ ,  $\alpha_{k+1} = \alpha_k$  and  $t_{k+1} = \text{Low-Eval}$ .
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•  $t_k = \text{Low-Eval}$ :

- Compute  $D_k \subset \mathbb{R}^n$  feasible directions.
- If  $\exists d_k \in D_k$  such that  $x_k + \alpha_k d_k \in \mathcal{F}$  and

$$f(x_k + \alpha_k d_k) \leq f(x_k) - \rho(\alpha_k),$$

set  $x_{k+1} = x_k + \alpha_k d_k$ ,  $\alpha_{k+1} = 2\alpha_k$ ,  $t_{k+1} = \text{Low-Eval}$ .

- Otherwise set  $x_{k+1} = x_k$ ,  $\alpha_k = \alpha_k/2$ .

Choose  $t_{k+1}$  depending on  $t_{k-1}, \dots, t_{k-\log_{1/2}(\beta_k)}$ .

## From Full-Eval to Low-Eval

- Switch to Low-Eval when  $\beta_k < \gamma\alpha_k$ .
- $\gamma = 0$ : Only Full-Eval.
- $\gamma = \infty$ : Only Low-Eval.

## From Low-Eval to Full-Eval

- $\log_{1/2}(\beta_k)$ : Number of backtracks in the last Full-Eval iteration.
- Switch to Full-Eval after  $\log_{1/2}(\beta_k)$  unsuccessful Low-Eval iterations.
- $\gamma = 0$ : No Low-Eval steps.
- $\gamma = \infty$ : Regular Low-Eval algorithm.

- 1 Full-low framework
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# Implementation

## Full-Eval step

- Use finite-difference BFGS direction:  $p_k = -H_k g_k$ .
- Line-search condition:

$$f(x_k + \beta_k(P_{\mathcal{F}}[x_k + p_k] - x_k)) \leq f(x_k) + 10^{-8} \beta_k g_k^T (P_{\mathcal{F}}[x_k + p_k] - x_k).$$

**Per-step cost:**  $n - m$  evaluations ( $Ax = b \in \mathbb{R}^m$ ) + line search.

## Low-Eval step

- Accept first point that satisfies

$$f(x_k + \alpha_k d_k) \leq f(x_k) - \min\{10^{-5}, 10^{-5} \alpha_k^2\}.$$

- Probabilistic feasible descent:
  - Use random directions in unconstrained subspaces!
  - Use random subsets of tangent cone generators otherwise.

**Per-step cost:** Number of generators.



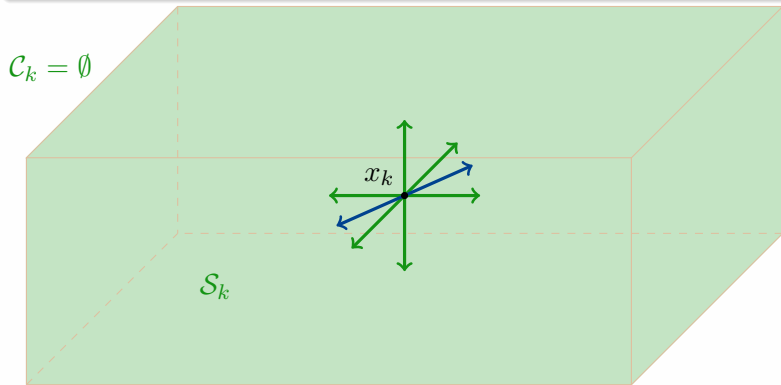
# Low-Eval directions: Illustration for bound constraints

- In  $\mathcal{C}_k$ : Random subset of generators.



# Low-Eval directions: Illustration for bound constraints

- In  $\mathcal{S}_k$ : Random one-dimensional subspace  $[d - d]$ .



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# Comparison (MATLAB)

## Us

- ConstFLE: Full-Low framework with  $\gamma = 1$ .
- ConstBFGS: Full-Eval steps only ( $\gamma = 0$ ).
- dspfd: Low-Eval steps only ( $\gamma = \infty$ ).

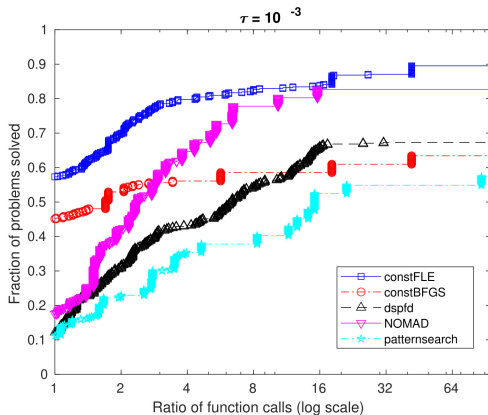
## Them

- NOMAD (Montréal team!): MATLAB implementation, no search step, progressive barrier for non-bound constraints.
- patternsearch: Toolbox function, uses tangent cone generators.

- **Budget:**  $100(n + 1)$  evaluations.
- **Criterion:**  $f(x_0) - f(x_k) \geq \tau(f(x_0) - f_{best})$  ( $\tau = 10^{-3}$ ).

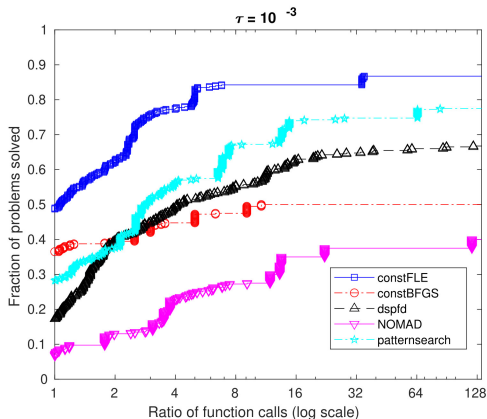
# Smooth bound-constrained problems

- 41 CUTEst problems with bounds.
- Dimensions:  $2 \leq n \leq 20$ .



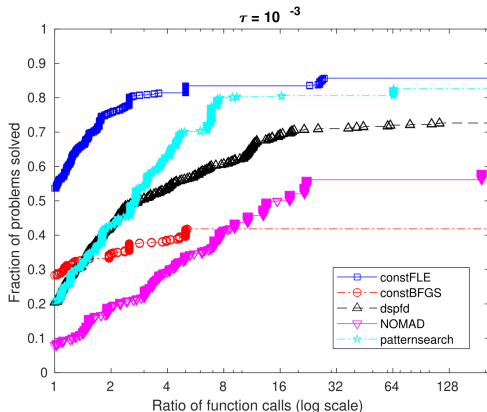
# Smooth linearly-constrained problems

- 40 CUTEst problems with at least one linear inequality constraint.
- Dimensions:  $2 \leq n \leq 15$ ,  $1 \leq m_I \leq 2000$ .



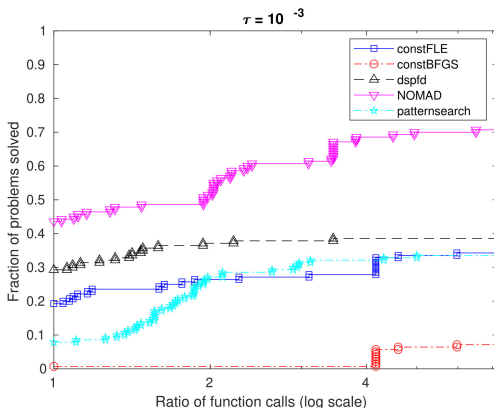
# Nonsmooth linearly-constrained problems

- 52 nonsmooth problems with linear inequality constraints.
- CUTEst problems+nonsmooth penalty terms for some constraints.
- Dimensions:  $2 \leq n \leq 20$ ,  $1 \leq m_I \leq 15$ .



# Nonsmooth problems and linear inequalities

- 22 nonsmooth problems (Lukšan, Vleček '00) with at least one linear inequality constraint.
- Dimensions:  $2 \leq n \leq 20$ ,  $1 \leq m_I \leq 15$ .





## Unconstrained takeaways (Berahas et al '22)

- Full-Eval steps good for smooth problems.
- Low-Eval steps good for nonsmooth problems.

## Linearly constrained takeaways

- Full-Eval steps good for bounds (and linear equalities).
- Low-Eval steps good for linear inequalities.
- Nonsmoothness: We should have used structure!

- 1 Full-low framework
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# Algorithm (again)

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Choose  $t_{k+1}$  depending on  $t_{k-1}, \dots, t_{k-\log_{1/2}(\beta_k)}$ .

## Assumptions (problem)

- $f$  bounded below.
- $\nabla f$  Lipschitz continuous.

**Convergence metric:**  $\|q(x)\|$ ,  $q(x) := P_{\mathcal{F}}[x - \nabla f(x)] - x$ .

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## Assumptions (algorithm)

- Accurate gradient estimate  $g_k$

$$\|g_k - \nabla f(x_k)\| \leq u_g \|q_k^g\|, \quad q_k^g := P_{\mathcal{F}}[x_k - g_k] - x_k.$$

**Can be satisfied in finite time.**

- Descent-type direction:

$$p_k = -g_k \quad \Rightarrow \quad -g_k^T q_k^g \geq \|q_k^g\|^2.$$

More general conditions possible.

## Theorem

The method reaches  $x_K$  such that

$$\|q(x_K)\| = \|P_{\mathcal{F}}[x_k - \nabla q(x_k)] - x_k\| \leq \epsilon$$

in at most  $\mathcal{O}(\epsilon^{-2})$  successful Full-Eval steps.

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- Proof: Classical backtracking line search (if  $\gamma = 0$ , projected gradient proof!).
- Limitations: No function evaluation count.
- On par with unconstrained case (Berahas et al '22).

## Assumptions (problem)

- $f$  bounded below.
- $f$  locally Lipschitz continuous.

**Convergence metric:**  $f^\circ(x; d) = \limsup_{\substack{y \rightarrow x, y \in \mathcal{F} \\ t \downarrow 0, y+td \in \mathcal{F}}} \frac{f(y+td) - f(y)}{t}.$



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## Assumptions (algorithm)

- Full-Eval steps satisfy  $\|g_k^g\| \geq \epsilon_g > 0$ .
- $\{x_k\}$  bounded.

## Theorem

There exists a subsequence of **unsuccessful Low-Eval iterations**  $\mathcal{K}$  such that

- $\lim_{k \in \mathcal{K}} x_k = x_* \in \mathcal{F}$ .
- $f^\circ(x_*; d) \geq 0$  for any refining direction  $d$

$$d \in \mathcal{R} = \left\{ \lim_{k \in \mathcal{K}} \frac{d_k}{\|d_k\|}, d_k \in D_k \forall k \in \mathcal{K} \right\}.$$

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- Get stationarity with density assumptions on  $\mathcal{R}$ .
- Results purely based on Low-Eval steps behavior (if  $\gamma = \infty$ , direct-search proof!)
- Again matches the unconstrained setting.

## Full-low framework $\Rightarrow$ linear constraints

- Full steps for smoothness  $\Rightarrow$  bound constraints?
- Low-eval steps for nonsmoothness/noise  $\Rightarrow$  linear inequalities?

## Our results and more

- One implementation  $\Rightarrow$  Many possible variants!
- Good numerics  $\Rightarrow$  Still room for improvement.
- Theoretical support  $\Rightarrow$  Stronger guarantees based on switching.

## References

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Accepted in *Computational Optimization and Applications* last week!
- *Full-low evaluation methods for derivative-free optimization*  
O. Sohab, PhD Thesis, defended July 9, 2024.
- Code: <https://github.com/sohaboumaima/FLE>

## References

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