

1. (10) Consider the following code for computing a quasi-Newton direction for minimizing a function whose gradient is  $g(x)$ .

```
function [p,B] = bfgs(s,y,B,g)
% Given a previous Hessian approximation B,
% update it using s (the change in x)
% and y (the change in g)
% where g is the gradient at the most recent point.
% and then compute a Newton-like direction p.

B = B - (B*s)*(B*s)'/(s'*B*s) + (y*y')/(y'*s);
p = -B \ g;
```

I believe the code is correct, but it is inefficient. Identify two sources of the inefficiency and propose remedies.

**Answer:**

- The first line does  $2n^2$  divisions. It would be better to add parentheses to drop this to  $n$ :  $B = B - (B*s)*((B*s)'/(s'*B*s)) + y*(y'/(y'*s))$ .
- In the second line, it is silly to refactor the matrix  $B$  each time, when it is just a rank-1 update of the previous matrix. Instead, update a factorization or (less desirable) update the inverse.
- Forming  $Bs$  three times is inefficient. Save  $Bs$  as a temporary vector.

2a (5) If we are trying to minimize a function  $f(x)$  ( $x \in \mathcal{R}^1$ ) subject to the constraint  $x \geq 0$ , we can instead solve the **unconstrained** problem

$$\min_y f(y^2)$$

where  $y \in \mathcal{R}^1$ . Give one advantage and one disadvantage of this approach.

**Answer:** Advantage: can use our software for unconstrained optimization.  
Disadvantage:

- The function becomes more complicated. For instance, if it was originally quadratic, it now becomes quartic.
- Function evaluation is more expensive.
- For every minimizer  $\hat{x}$  for the original problem, we now have two minimizers:  $\pm\sqrt{\hat{x}}$ .

2b. (5) When we compute a search direction for minimizing a function  $f(x)$  through the formula  $Hp = -g$ , where  $g$  is the gradient of  $f$  evaluated at the current point, why do we want the matrix  $H$  to be positive definite?

**Answer:** Since  $p^T g = -p^T H p$ , we are assured that  $p^T g < 0$  if  $H$  is positive definite, and this means we are walking downhill.