

7 APPLYING NELDER MEAD'S OPTIMIZATION ALGORITHM FOR MULTIPLE GLOBAL MINIMA

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Abstract

The iterative deterministic optimization method could not more find multiple global minima of a given objective function ([6]).

Generally, the probabilistic optimization algorithms have not this restrictive behaviour, to determine only a single global minimum point. In this context we'll prove experimentally that Nelder-Mead's heuristic procedure can detect successfully multiple global extremal points.

Key words : global optimization, Nelder-Mead algorithm, multiple minima

JEL Classification code : C61, C02.

1. Introduction

For an arbitrary function $h: D \rightarrow R$ with $D \subset R^m$ we intend to find those points $x^* \in D$, $x^* = (x_1^*, x_2^*, x_3^*, \dots, x_m^*)$ such that

$$x^* = \arg \min_{w \in D} h(w) \quad (1)$$

Therefore

$$h(x^*) = \min_{x \in D} h(x) \quad (2)$$

where $x = (x_1, x_2, x_3, \dots, x_m)$.

In fact $h(x^*)$ is the minimum global value for the function $h(x)$, $x \in D$.

In the literature ([6]) are very present the classical *derivative optimization methods*, based on the gradient direction for finding the minimum global value $h(x^*)$.

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But always in practice the exact expression of the gradient function could be extremely hard for computing. For this reason the gradient expression is often approximated by finite differences.

The *non-derivative methods* use directly only some selected values $h(x)$ ([1]-[5], [7]-[10]). In this context we remark *the model-based variant* and *the geometry-based method* too.

More precisely, the model-based procedures work with an interpolation or also with a least-squares approximation of the objective function $h(x)$ to compute the next iteration in searching process of x^* .

Contrary, the geometry-based algorithms do not necessary involve an explicit auxiliary form of the function $h(x)$ and essentially produce samples from $x \in D$ which have imposed properties.

The Nelder-Mead (*NM*) method is oriented for solving a continuous unconstrained optimization problem of type (2).

A *NP* type algorithm is clearly an authentic geometry-based procedure whose flexibility is given by its four parameters $\alpha, \beta, \gamma, \delta$ which adjust the search process for the minimum function values.

In general, the geometry-based procedures and particularly the *NP* algorithm are easily to be programmed. Their major advantage is imposed by a relative non frequently evaluation of the function $h(x)$. Usually, in practice, the computation of a complex objective function $h(x)$ is very time-consuming. Often the evaluation of $h(x)$ demands before an auxiliary data collected activity.

2. An implementation of the *NM* algorithm

The iterative optimization procedures generally use only a starting point $x_1 \in D$, chosen by specific rules.

Contrary, the *NP* algorithm consider a nondegenerate simplex inside the domain $D \subset R^m$ as starting figure. At every iteration step the *NP* algorithm modifies a single vertex of the current simplex by applying a λ -transform. In this way it results another nondegenerate simplex.

More precisely, for any two points $y \in R^m$ and $z \in R^m$ we can produce a new point $w \in R^m$ by using a λ -rule, that is

$$w = z + \lambda(y - z) \quad , \quad \lambda \in R \tag{3}$$

So, if $y = (y_1, y_2, y_3, \dots, y_m)$, $z = (z_1, z_2, z_3, \dots, z_m)$, $w = (w_1, w_2, w_3, \dots, w_m)$

we get
$$w_j = z_j + \lambda(y_j - z_j) \quad , \quad 1 \leq j \leq m \tag{4}$$

Depending on the value of the coefficient λ , $\lambda \in \{\alpha, \beta, \gamma, \delta\}$, and also on the individual significance of the points y and z , we can simulate more geometric type

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operations as a α -reflection, a β -expansion, a γ -contraction or a δ -shrinkage ([1], [2], [5], [9]).

The classical Nelder-Mead algorithm [5] has a lot of little modified forms (compare, for example, the *NP* procedures presented in [1]-[3], [7], [9]). For the present study it was implemented in MatLab the variant given in [3]. This variant operates with the following λ -parameters :

$$\alpha = 1 \quad \beta = 2 \quad \gamma = 0.5 \quad \delta = 0.5 \quad (5)$$

3. Multiple global minima

In the subsequent we intend to test the *NM* algorithm when the function $h(x)$ has multiple minima. We are interested to see if the *NM* procedure could find all the global extremal values x^* .

The following example will give us the right answer.

Example 1. For $m = 2$ we will consider the function $h_1 : D \rightarrow R$ with

$$D = [0, 6] \times [-3, 12] \quad D \subset R^2 \quad (6)$$

$$h_1(w) = h_1((w_1, w_2)) = 4 + |(w_1 - 1)(w_1 - 5)| + |w_2 - (w_1 - 2)(w_1 - 3)|$$

Obviously

$$h_1(s) = h_1(t) = \inf_{w \in D} h_1(w) = 4 \quad (7)$$

where

$$s = (1, 2) \quad t = (5, 6) \quad (8)$$

and more $s \in D$, $t \in D$.

From a straightforward reasoning we deduce that the function $h_1(w)$ has, on the domain D , only two global extremal points. These special points are just the vectors s and t defined by the formulas (8).

Graphic 1 gives us an imagine about how the function $h_1(w)$ fluctuates.

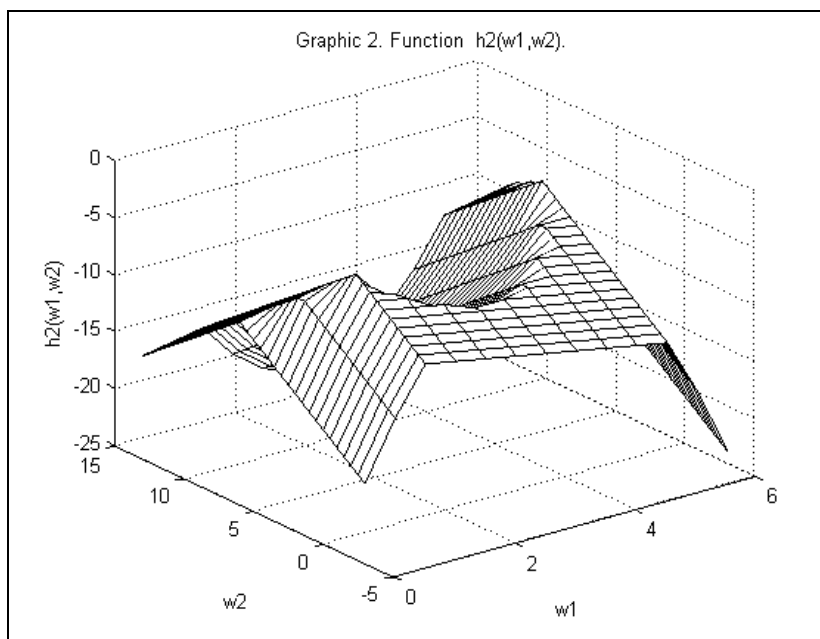
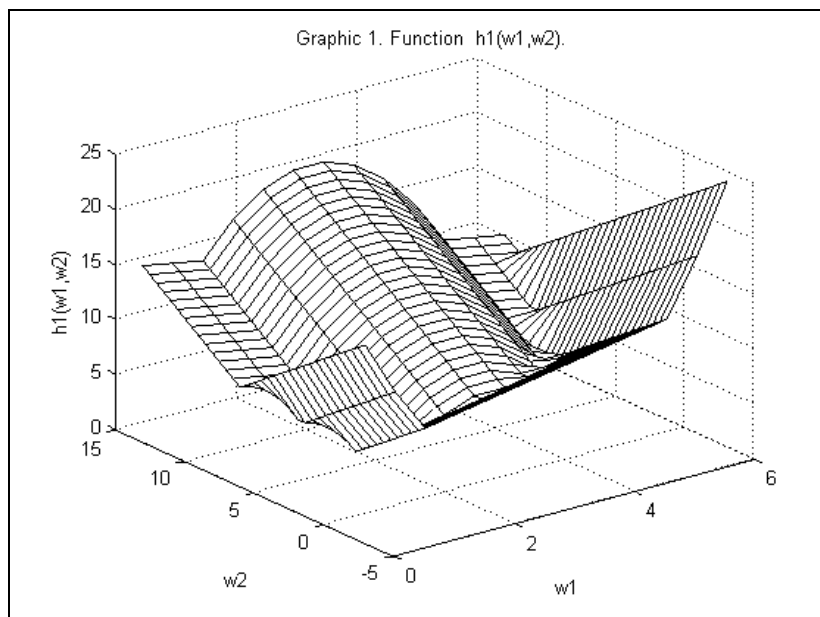
We intend to verify if the *NP* procedure could find both minimizer points s and t . The Graphic 1 does not suggest us clearly the exact places where we have the two global extremal points s, t .

For this reason we can study the variability of the function $h_2(w)$,

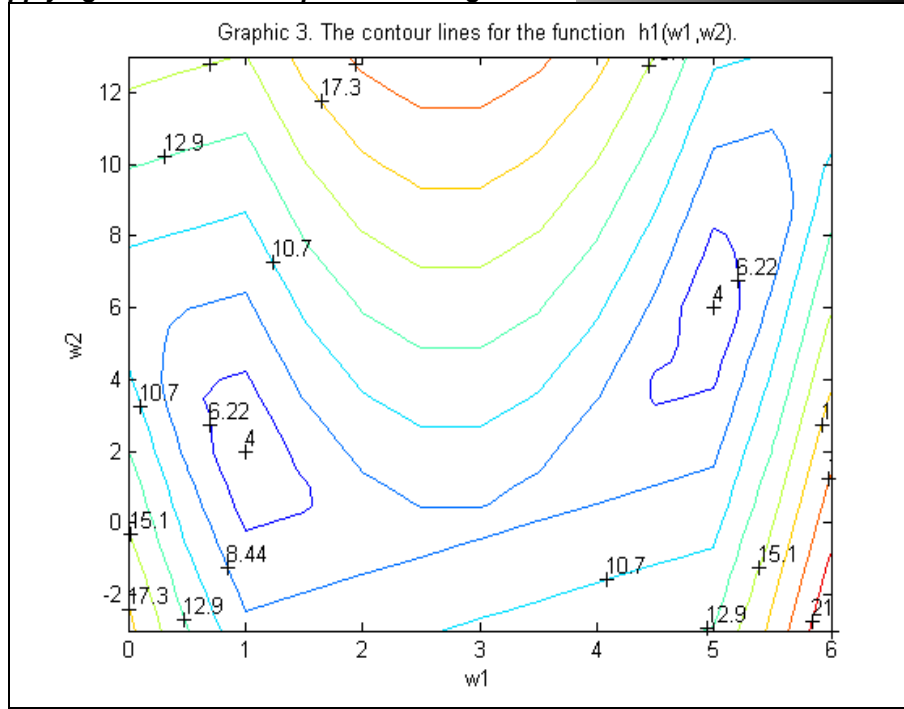
$$h_2(w) = h_2((w_1, w_2)) = -h_1((w_1, w_2)) \quad (9)$$

The minimum values of the function $h_1(w)$ became the maximum values for the application $h_2(w)$. The Graphic 2 suggests at least two global maximization points for the function $h_2(w)$. So, $h_1(w)$ has multiple global minimizer points.





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But the correct answer regarding the number of the global extremal points of $h_1(w)$ is obtain after an interpretation of the contour lines structure. So, we conclude that the function $h_1(w)$ has only two minimizer points (see Graphic 3).

Running 100 times the *NM* algorithm we get always only the minimizer vectors s or t but after a different number n of iterations. More, the variants s and t appeared randomly and around the same proportion (see Table 1).

Table 1

The minimization value x^* obtained after n iterations
(*NM* algorithm, $x^* \in \{s, t\}$, function $h_1(w)$).

x^*	n	x^*	n	x^*	n	x^*	n	x^*	n
t	63	s	58	S	60	t	56	s	56
t	61	s	56	S	56	t	59	t	63
s	66	t	61	S	59	s	60	t	55
s	52	s	59	S	54	t	60	t	72
s	59	s	58	T	61	t	66	s	56
s	56	t	67	T	54	s	56	s	53
s	53	s	48	S	54	t	59	t	62
s	56	s	59	T	55	t	56	s	55



s	57	t	54	T	66	s	55	s	55
t	61	t	91	S	55	s	62	t	58
t	70	t	81	S	62	s	55	t	68
s	62	s	65	T	69	t	60	s	57
s	57	t	66	S	55	t	59	s	60
s	123	t	54	T	54	t	58	s	56
t	65	t	59	T	62	s	55	t	52
t	53	s	59	S	68	t	57	t	57
s	58	s	73	S	56	t	56	t	116
s	55	s	66	S	61	s	57	t	62
s	55	t	57	S	72	s	63	t	77
t	61	t	53	T	62	t	60	t	60

4. Concluding remarks

It is very known from the literature that the iterative deterministic optimization methods could not usually find more multiple minima of a given objective function $h(w)$ (details in [6]).

But this behavioural restriction isn't generally true for the probabilistic optimization algorithms.

In the present paper we proved experimentaly that the Nelder-Mead heuristic procedure can detect successfully multiple extremal global points.

More, in example 1, the *NP* procedure identified approximately in the same proportion the both global minimizer points (see *Table 1*).

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