

A Quasi-Newton Algorithm for Optimal Approximate Linear Regression Design

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1 Introduction

Given a linear regression model and an experimental region for the independent variable, a problem of optimal approximate design leads to minimizing a convex criterion function $\Phi(M)$ over the set of all information matrices $M(\xi)$ of feasible approximate designs ξ . The set $\mathcal{M} = \{M(\xi) : \xi \text{ any approximate design}\}$ is typically given as a convex hull of the set of all information matrices of elementary designs,

$$\mathcal{M} = \text{Conv} \{M(x) : x \in \mathcal{X}\}, \quad (1)$$

where \mathcal{X} denotes the experimental region and $M(x)$ is the elementary information matrix at the design point x which is a nonnegative definite $p \times p$ -matrix. The optimization problem reads as

$$\text{minimize } \Phi(M) \quad \text{over } M \in \mathcal{M} \cap \mathcal{A}, \quad (2)$$

where \mathcal{A} is a given ‘feasibility cone’ constituting the domain of Φ , i.e., \mathcal{A} is a convex cone of symmetric $p \times p$ -matrices containing all positive definite $p \times p$ -matrices. It is assumed that the generating set $\{M(x) : x \in \mathcal{X}\}$ is compact, its convex hull \mathcal{M} contains some positive definite matrix, and the (convex) criterion function Φ is twice continuously differentiable on $\text{int}(\mathcal{A})$, the interior of \mathcal{A} . Moreover, the algorithm requires that linear minimization over \mathcal{M} , or equivalently over its generating set, can easily be done, i.e., a subroutine is available to solve the problem

$$\text{minimize } \text{tr}(AM(x)) \quad \text{over } x \in \mathcal{X}, \quad (3)$$

for any given symmetric $p \times p$ -matrix A . Note that for a finite experimental region \mathcal{X} linear minimization is trivial, unless \mathcal{X} is tremendously large. The quasi-Newton algorithm for solving (2) was originally established in [2]. The recent paper [3] has demonstrated new possibilities of applications of the algorithm.

2 Outline of the algorithm

As a main tool the algorithm employs a subroutine which provides minimization over \mathcal{M} of any given convex quadratic function via repeatedly solving linear minimization problems (3). The subroutine is an adaptation of a more general method

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in [4] and therefore we call it the ‘Higgins-Polak subroutine’. The outline given next of the quasi-Newton algorithm for solving (2) employs $p(p+1)/2$ -dimensional column vectors m obtained by vectorization of symmetric $p \times p$ -matrices M which is convenient in view of quadratic approximations and BFGS-updates. By $g(m)$ we denote the gradient of Φ at $m \in \mathcal{M} \cap \text{int}(\mathcal{A})$.

Quasi-Newton algorithm:

(o) *Initialization:* choose any $m_1 \in \mathcal{M} \cap \text{int}(\mathcal{A})$; compute $g_1 = g(m_1)$; choose any $B_1 \in \text{PD}(p(p+1)/2)$; set $t = 1$. Go to step (i).

(i) *Quasi-Newton step:* apply the Higgins-Polak subroutine to compute an optimal solution $\bar{m}_t \in \mathcal{M}$ to the convex quadratic minimization problem

$$\text{minimize } (g_t - B_t m_t)^T m + \frac{1}{2} m^T B_t m \quad \text{over } m \in \mathcal{M}.$$

Go to step (ii).

(ii) *Line search:* apply an adaptation of Fletcher’s line search procedure ([1], Chapter 2.6) which computes a suitable $\alpha_t \in (0, \alpha_{\max}]$, where α_{\max} is a pre-defined constant in $(0, 1)$ usually close to 1, e. g., $\alpha_{\max} = 0.99$. Set $m_{t+1} = (1 - \alpha_t)m_t + \alpha_t \bar{m}_t$ and compute the gradient $g_{t+1} = g(m_{t+1})$. Go to step (iii).

(iii) *BFGS update:* let $\delta_t = m_{t+1} - m_t$ and $\gamma_t = g_{t+1} - g_t$. Set

$$B_{t+1} = B_t + (\gamma_t^T \delta_t)^{-1} \gamma_t \gamma_t^T - (\delta_t^T B_t \delta_t)^{-1} B_t \delta_t \delta_t^T B_t, \quad \text{if } \gamma_t^T \delta_t > 0,$$

and set $B_{t+1} = B_t$ otherwise, i. e., if $\gamma_t^T \delta_t = 0$.

Go to step (i) with t replaced by $t + 1$.

References

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