

MULTISCALE OPTIMIZATION

Achi Brandt



**Department of Computer Science
and Applied Mathematics
Weizmann Institute of Science
Rehovot, Israel**

Collaboration with

**Dorit Ron
Oren Livne**

Minimize $E(x_1, x_2, \dots, x_n)$

- x_j : real / integer / ± 1 /

- Large n

- Sparse:

$$E = \sum_k \varphi_k(\text{small number of } x_j\text{'s})$$

- Mostly local: $\varphi_k(\text{neighboring } x_j\text{'s})$

or asymptotically smooth $\varphi_k(x_i, x_j)$

Relaxation:

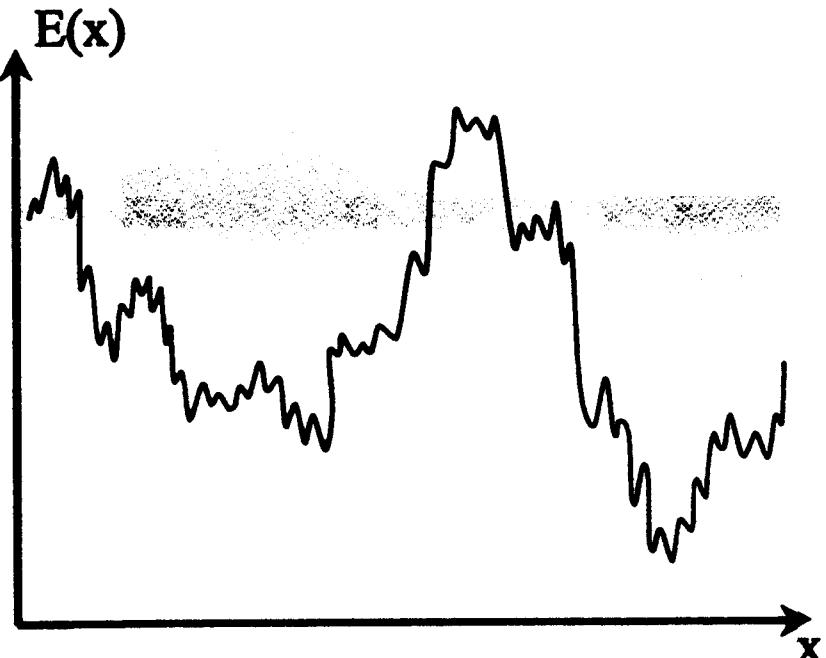
Steps of small-scale improvements
e.g., point-by-point minimization

- Slow convergence of large-scale features
(e.g., smooth components)
- Local-minimum traps

Simulated annealing: $P(x) \propto e^{-E(x)/T}$

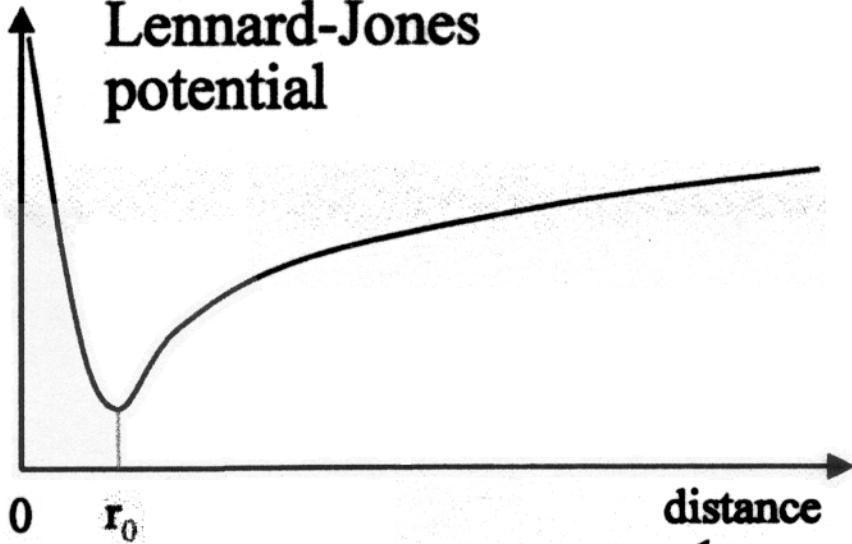
- Slow equilibration of large-scale features

- Nested multiscale attraction basins

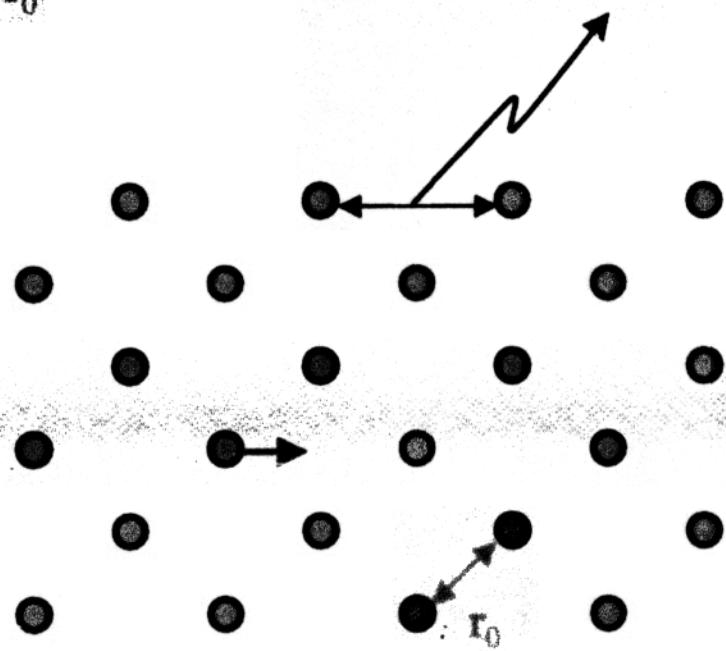


Required: Multiscale steps

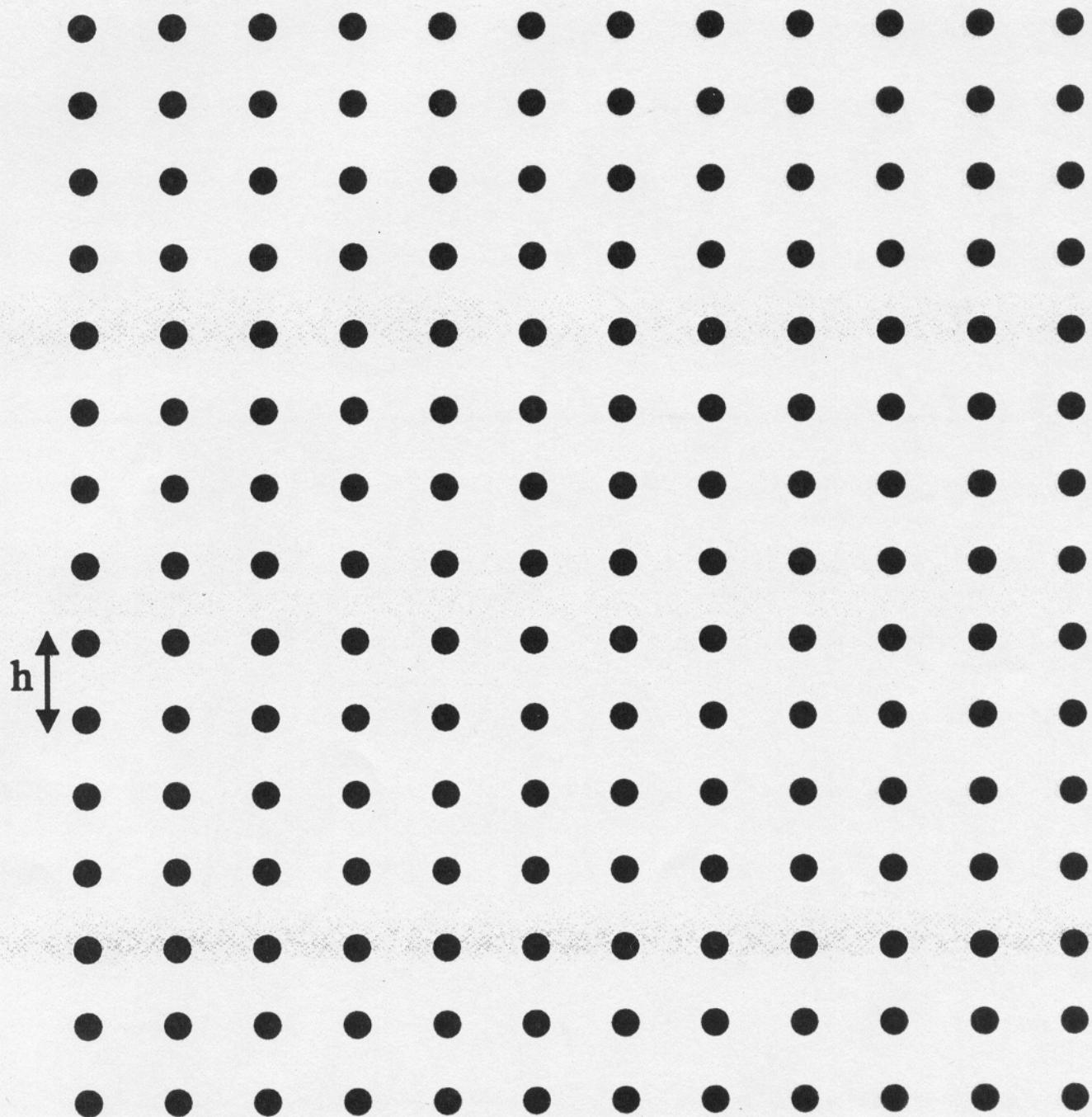
Two-atom
Lennard-Jones
potential

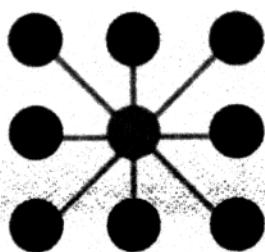


small
step



fine grid





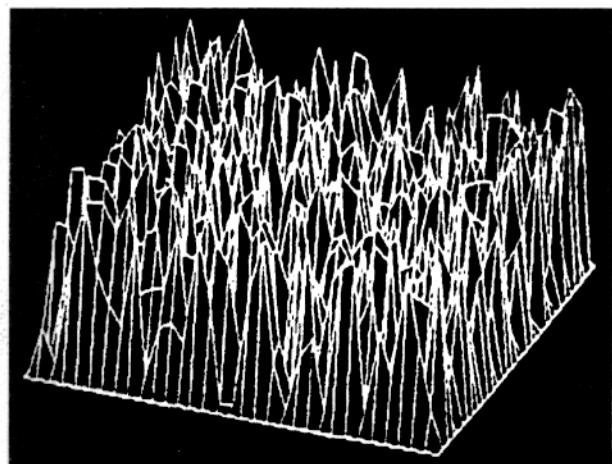
Local Equation

e.g., $u_{\bullet} = \text{average of } u_{\bullet}'\text{'s} + f_{\bullet}$
(known)

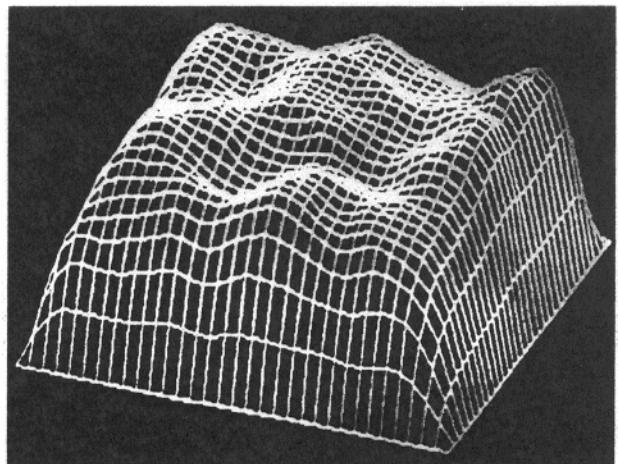
approximating Poisson eq. $\frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2} = F$

Influence of (pointwise) Gauss-Seidel relaxation on the error

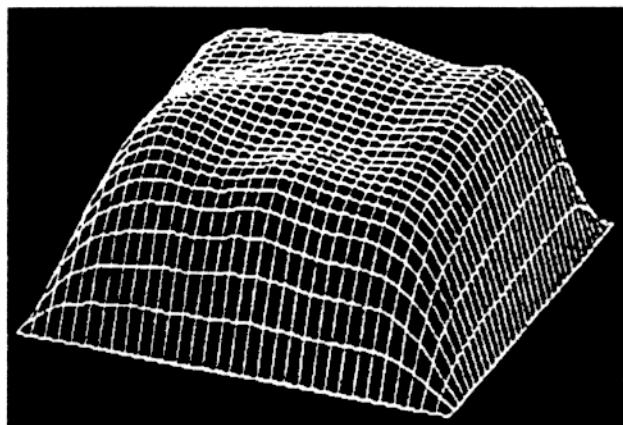
Poisson equation, *uniform grid*



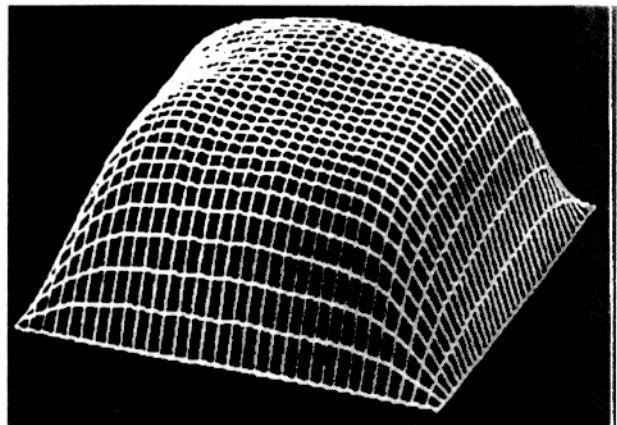
Error of initial guess



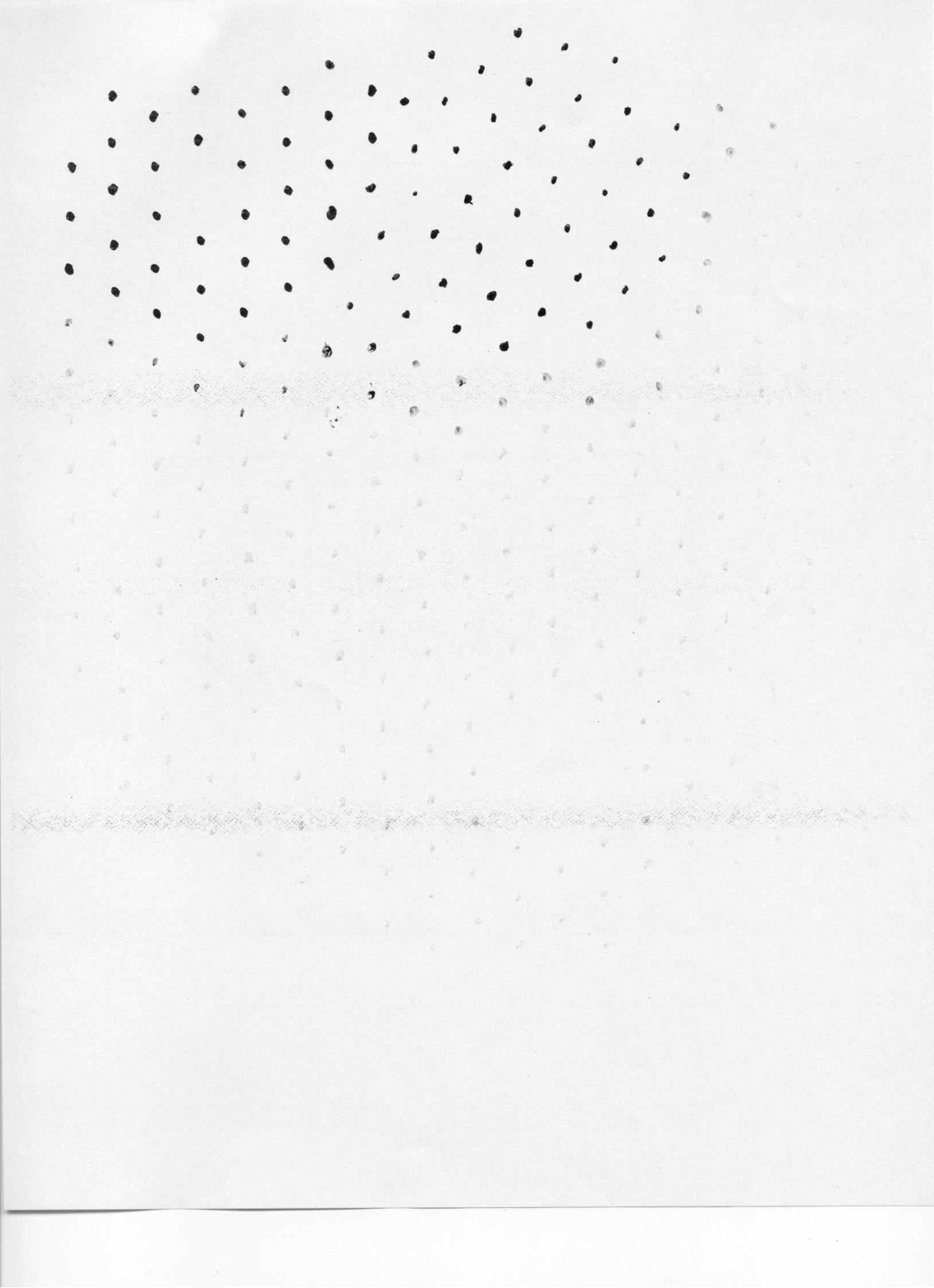
Error after 5 relaxations



Error after 10 relaxations



Error after 15 relaxations



Linear System

$n \times n$

$$Ax = b,$$

Minimize $\frac{1}{2} x^T A x - b^T x$

Relaxation: Fast convergence of most eigenmodes.

Slows when $\|A e\| \ll \|A\| \|e\|$, $e = x - x_{\text{current}}$

$$r = b - Ax_{\text{current}}$$

Remaining Problem: $Ae = r$,

typically $m < n/2$

$n \quad m \times n \quad m$
 $e \approx \uparrow x^c$
 Interpolation
 Coarse
 Collective motions
 unknowns

$\Rightarrow \text{Minimize } \frac{1}{2} (\uparrow x^c)^T A (\uparrow x^c) - r^T (\uparrow x^c)$

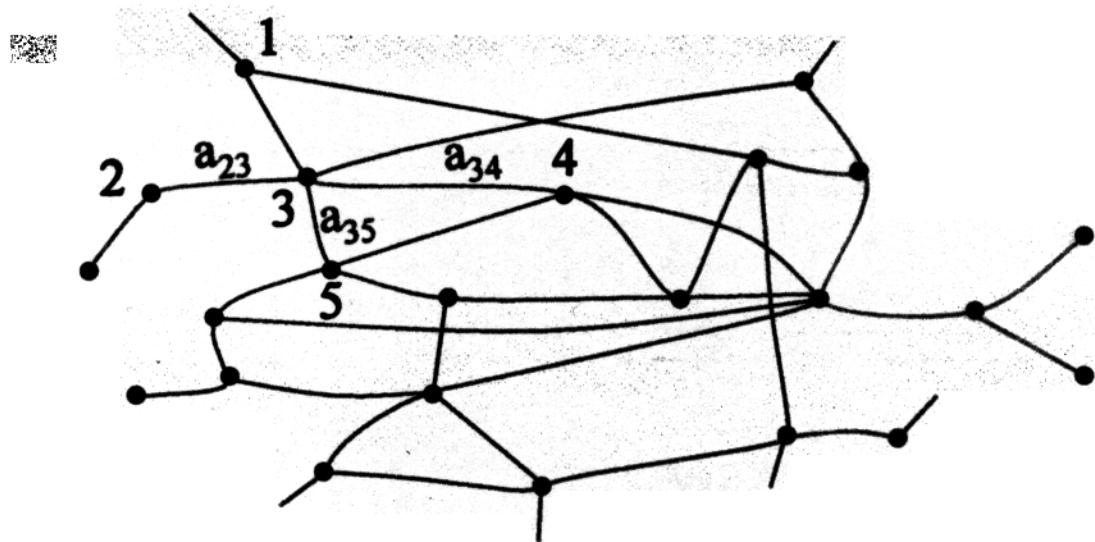
$$A^c x^c = b^c,$$

$$A^c = \quad A \quad , b^c = \quad r$$

Required: Good \uparrow

$\mathbf{Ax} = \mathbf{b}$, "M matrix"

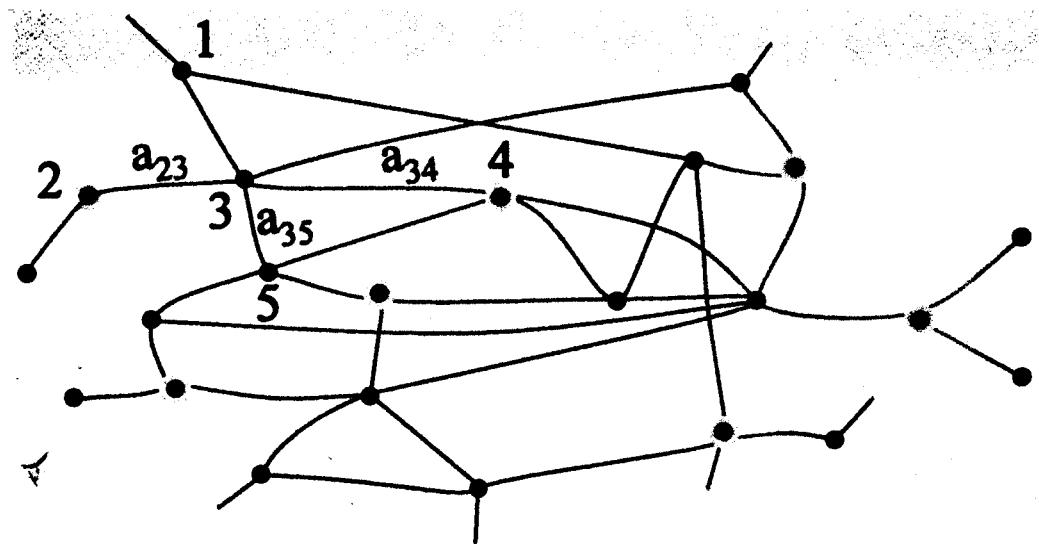
$$a_{ii} x_i = \sum_{j \neq i} a_{ij} x_j + b_i, \quad a_{ij} = a_{ji} \geq 0 \quad (i = 1, \dots, n)$$



- Relaxation \Rightarrow approximation $\tilde{\mathbf{x}}$

$\mathbf{Ax} = \mathbf{b}$, "M matrix"

$$a_{ii} x_i = \sum_{j \neq i} a_{ij} x_j + b_i, \quad a_{ij} = a_{ji} \geq 0 \quad (i = 1, \dots, n)$$



Coarse variables - a subset

$$(\uparrow \mathbf{x}^c)_3 = (a_{23}x_2 + a_{34}x_4) / (a_{23} + a_{34})$$

AMG

- Relaxation \Rightarrow approximation $\tilde{\mathbf{x}}$

Cycle

- Solve $\mathbf{A}^c \mathbf{x}^c = \uparrow^T (\mathbf{b} - \mathbf{A} \tilde{\mathbf{x}})$ (recursion)
- $\tilde{\mathbf{x}} \leftarrow \tilde{\mathbf{x}} + \uparrow \mathbf{x}^c$

Graph problems

Partition: min cut

Clustering

Image segmentation

Routing

Linear arrangement: bandwidth, cutwidth

Graph drawing

•
•
•

Coarsening: weighted aggregation



Recursion: inherited couplings (like AMG)

Modified by properties of coarse aggregates

General principle: Multilevel objectives

Beyond M matrices

Weighted Graphs

Required interpolation \uparrow :

For every y such that $\|Ay\| \ll \|A\|\|y\|$

there exists y^c such that $\|y - y^c\| \leq \frac{\|Ay\|}{\|A\|}$

Create \uparrow by best fit to a set

of "test vectors" $x^{(1)}, x^{(2)}, \dots, x^{(m)}$

with small $\|Ax^{(k)}\| / \|x^{(k)}\|$

$\forall i$ minimize

$$\sum_{k=1}^m \|Ax^{(k)}\|^{-2} \cdot \|x_i^{(k)} - \sum_j x_j^{(k)c}\|^2$$

Obtaining $x^{(k)}$ with small $\|Ax^{(k)}\| / \|x^{(k)}\|$
by applying the evolving AMG solver itself
to the equation $Ax = 0$

First relaxation only...

Then multilevel cycling...

Ever decreasing $\|Ax^{(k)}\| / \|x^{(k)}\|$

- Fast-self-correcting coarsening system
- Enables minimizing # interpolation points
 \Rightarrow maximizing sparseness of coarse levels.
- Generality, fast solution

Multilevel Monte Carlo

$$P(x) \sim e^{-E(x)/T}$$

Coarse movements x^c : $P(x^c) \sim e^{-E(x^c)/T}$

Designing 

i.e., shapes of coarse moves,
(probability-weighted) aggregates, etc.

through the simulation itself:

First simple MC...

Then multilevel cycling...

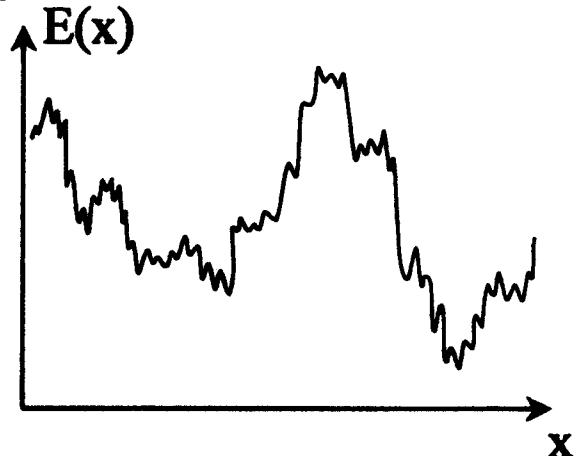
Ever decreasing 

- $E(\uparrow x^c)$ modified by aggregate properties

Multilevel

RE-SHAPING

of moves



A large-scale move is decided

only after "reshaping":

Optimizing around it at all finer scales

- Starting at finest
- Recursion
- Brief annealing at each scale
- Top parallel-processing efficiency

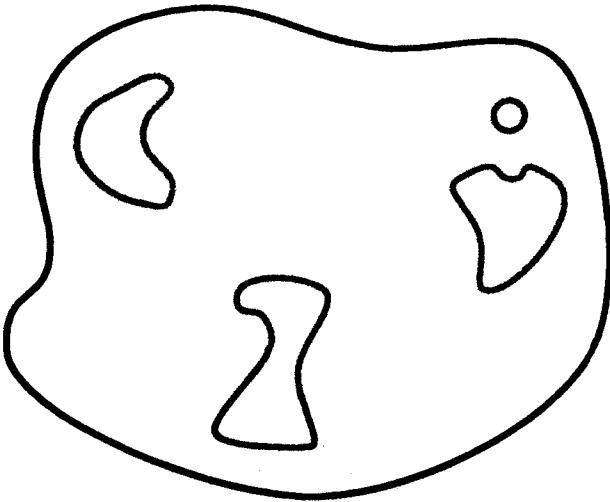
Fast search over large-scale basins

Even with "stupid" moves: Spin glasses, L-J solids

Very large system
at $T > 0 \Rightarrow$

High probability for some
small-scale moves
away from optimum

Population algorithms



Recombinations

with stored low-energy configurations

- In reshaping processes, too

Population algorithms

Multiple aggregation rules

(cf. indefinite BAMG)

Multiscale Optimization Strategies

- **Relaxation**
- **Hierarchical (weighted) aggregation**
- **Multiscale objectives:** properties of intermediate aggregates determine further aggregations
- **Bootstrap:** (weighted) aggregates formed by the experience of the hierarchical solver itself
- **Annealing:** Monte-Carlo with decreasing T , identifying increasingly lower moves
- **Reshaping** of large-scale moves at all finer scales
- **Recombinations** and population algorithms