

Infinity Computing in Global and Local Optimization

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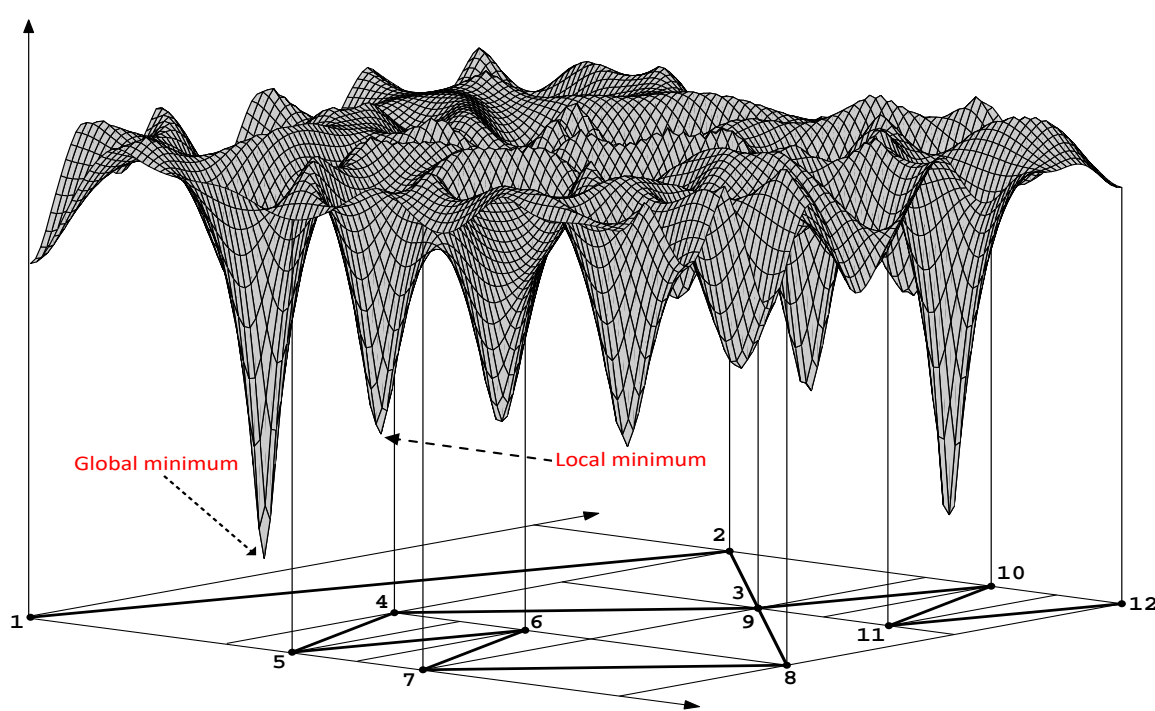
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TARGETS OF THE RESEARCH

The research is dedicated to application of the Infinity Computer – a new type of a supercomputer able to work **numerically** with infinities and infinitesimals – in global and local optimization with costly and noisy objective functions. Important industrial applications: solution to expensive and ill-conditioned optimization problems in image processing and noisy data fitting.

GLOBAL AND LOCAL OPTIMIZATION

EXPENSIVE GLOBAL OPTIMIZATION PROBLEMS



A challenging problem: given a limited computational budget, it is required to find a good approximation of the global solution to a multiparametric and multimodal costly objective function subject to nonlinear constraints.

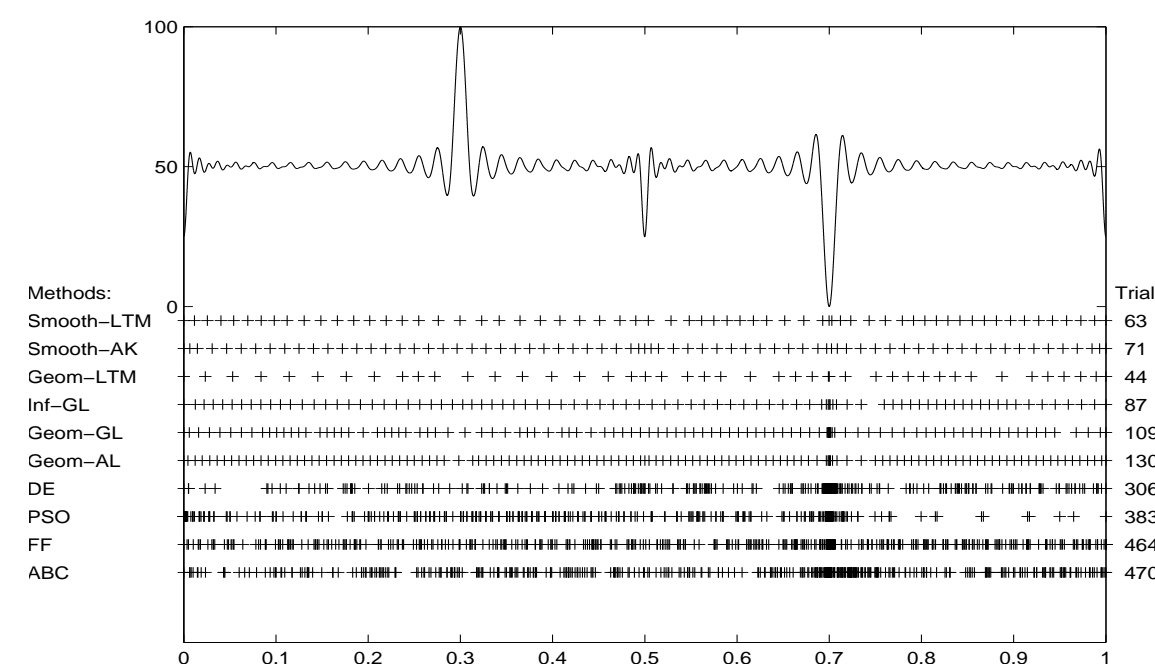
A promising approach: extension of univariate methods to the multivariable case by means of diagonal space-filling curves ([9]).

APPLICATIONS IN NOISY DATA FITTING

A general nonlinear regression problem

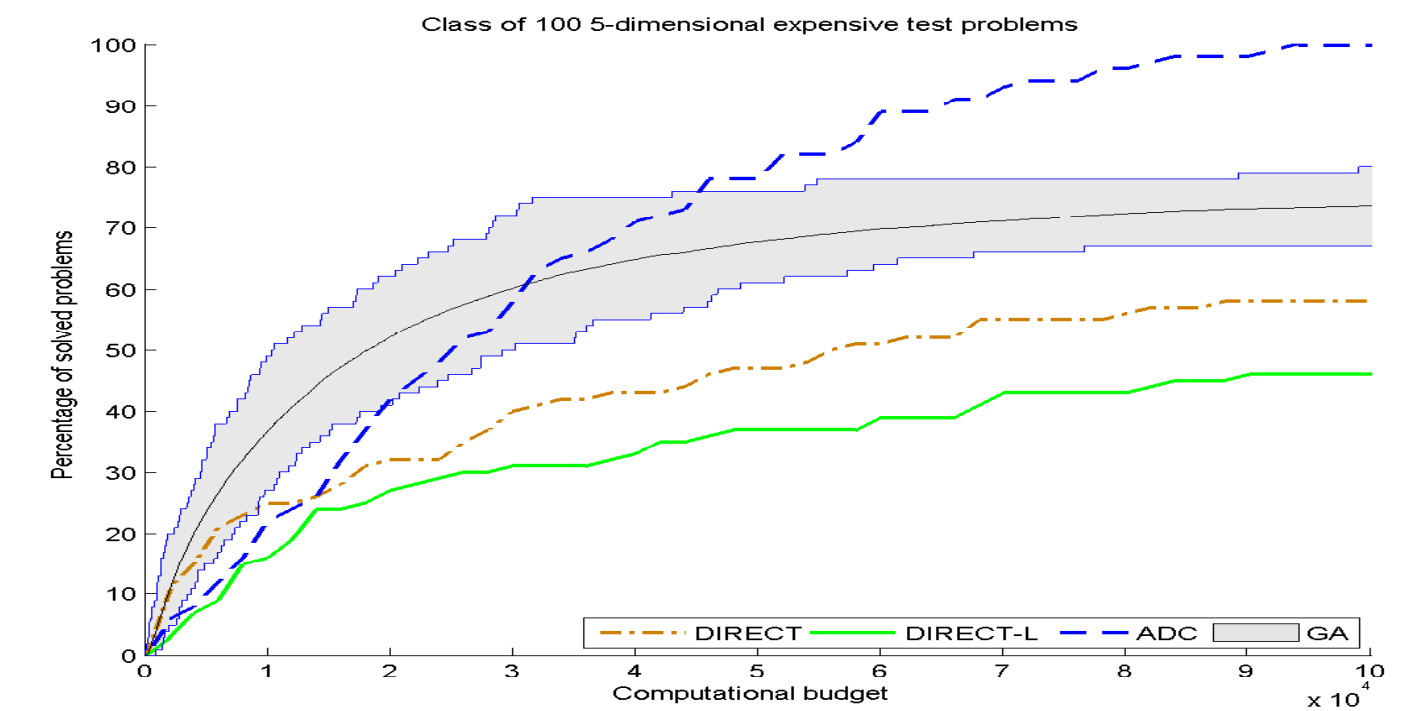
$$f(x) = \sum_{t=1}^T (y_t - \eta(x, t))^2 \rightarrow \min_{x \in \Omega}, \Omega \subset \mathbb{R}^N, N = 4q,$$

where y_t , $1 \leq t \leq T$, are real-valued observations corrupted by noise, $\eta(x, t) = \sum_{i=1}^q a_i \exp(d_i t) \sin(2\pi\omega_i t + \phi_i)$, $1 \leq t \leq T$, $[4q]$ parameters to identify, see [3]



METAHEURISTIC VS DETERMINISTIC METHODS

Metaheuristics (as genetic or other nature-inspired algorithms) are often used to study expensive black-box optimization problems.



However, the proposed deterministic methods (e.g., based on adaptive diagonal curves, ADC) demonstrate a much better performance with respect to widely used deterministic (e.g., DIRECT) and metaheuristic (e.g., genetic algorithm, GA) methods (see [4]).

INFINITY COMPUTING

AN ASTONISHING ANALOGY

Numeral system of the amazonian Pirahã tribe. They can count only **1**, **2**, **many**:

$$\text{many} + 1 = \text{many}, \text{many} + 2 = \text{many}, \\ \text{many} + \text{many} = \text{many}.$$

Traditional views on infinity:

$$\infty + 1 = \infty, \infty + 2 = \infty, \\ \infty + \infty = \infty$$

GROSSONE

Grossone ($\textcircled{1}$) is the number of elements of the set of natural numbers. The principles of work with $\textcircled{1}$ are the same as with finite numbers (see Ya. Sergeev. *Arithmetic of Infinity*, CS, 2nd ed 2013):

$$0 \cdot \textcircled{1} = \textcircled{1} \cdot 0 = 0, \textcircled{1} - \textcircled{1} = 0, \frac{\textcircled{1}}{\textcircled{1}} = 1, \textcircled{1}^0 = 1, 1^{\textcircled{1}} = 1, 0^{\textcircled{1}} = 0.$$

The non-contradictory nature of the methodology has been proven in [5]. Numeral system allowing one to execute operations with finite, infinite and infinitesimal numbers in a unique framework has been implemented on the Infinity Computer (see the patents [8]).

APPLICATIONS

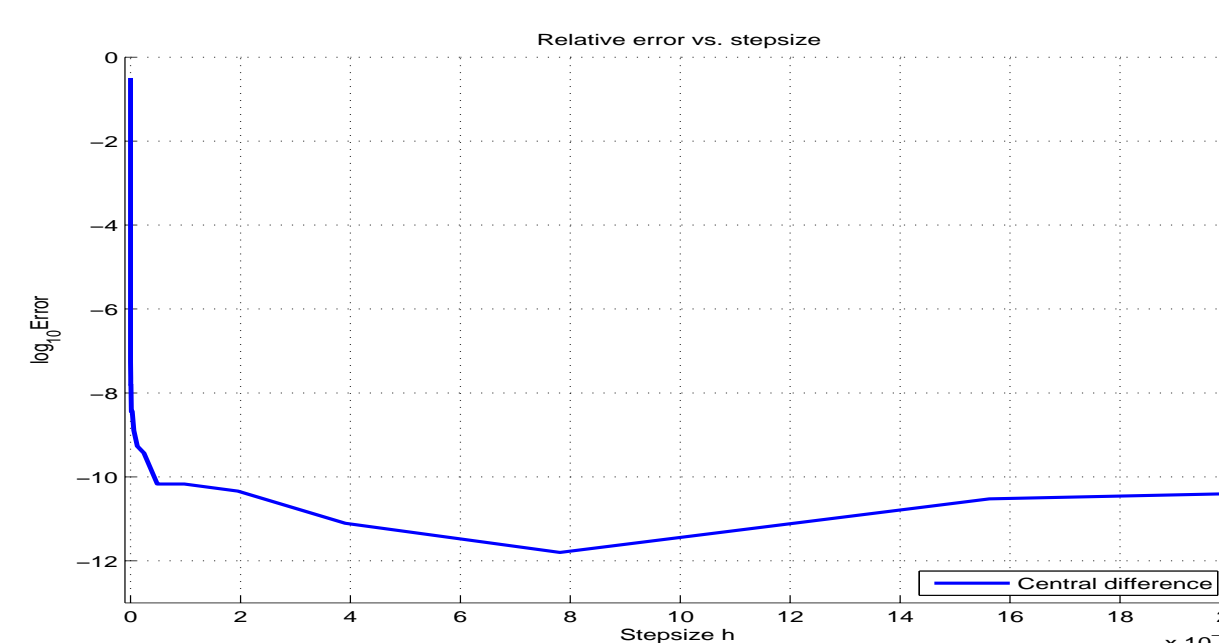
- ▶ Global and local optimization
- ▶ Numerical differentiation
- ▶ Ordinary differential equations
- ▶ Turing machines
- ▶ Cellular automata
- ▶ Set theory
- ▶ Mathematical analysis
- ▶ Hyperbolic geometry and tiling
- ▶ Fractals and percolation, etc. (for details, see references in [7]).

NUMERICAL DIFFERENTIATION

Suppose that we have a computer procedure $f(x)$ implementing the function $g(x) = \frac{x+1}{x-1}$ and we want to evaluate the value $f'(y)$ at the point $y = 3$. Numerical approximations are used for this purpose on traditional computers:

$$f'(x) \approx \frac{f(x+h) - f(x)}{h}, f'(x) \approx \frac{f(x) - f(x-h)}{h}, \\ f'(x) \approx \frac{f(x+h) - f(x-h)}{2h}.$$

TRADITIONAL COMPUTERS – ERRORS



INFINITY COMPUTER – NO ERROR

The Infinity Computer executes **numerically** the operations

$$f(3 + \textcircled{1}^{-1}) = (3\textcircled{1}^0 + \textcircled{1}^{-1} + 1\textcircled{1}^0) / (3\textcircled{1}^0 + \textcircled{1}^{-1} - 1\textcircled{1}^0) = \\ = 2\textcircled{1}^0 - 0.5\textcircled{1}^{-1} + 0.25\textcircled{1}^{-2} - 0.125\textcircled{1}^{-3} + 0.0625\textcircled{1}^{-4} - \dots$$

From this numeral, we obtain (see [11])

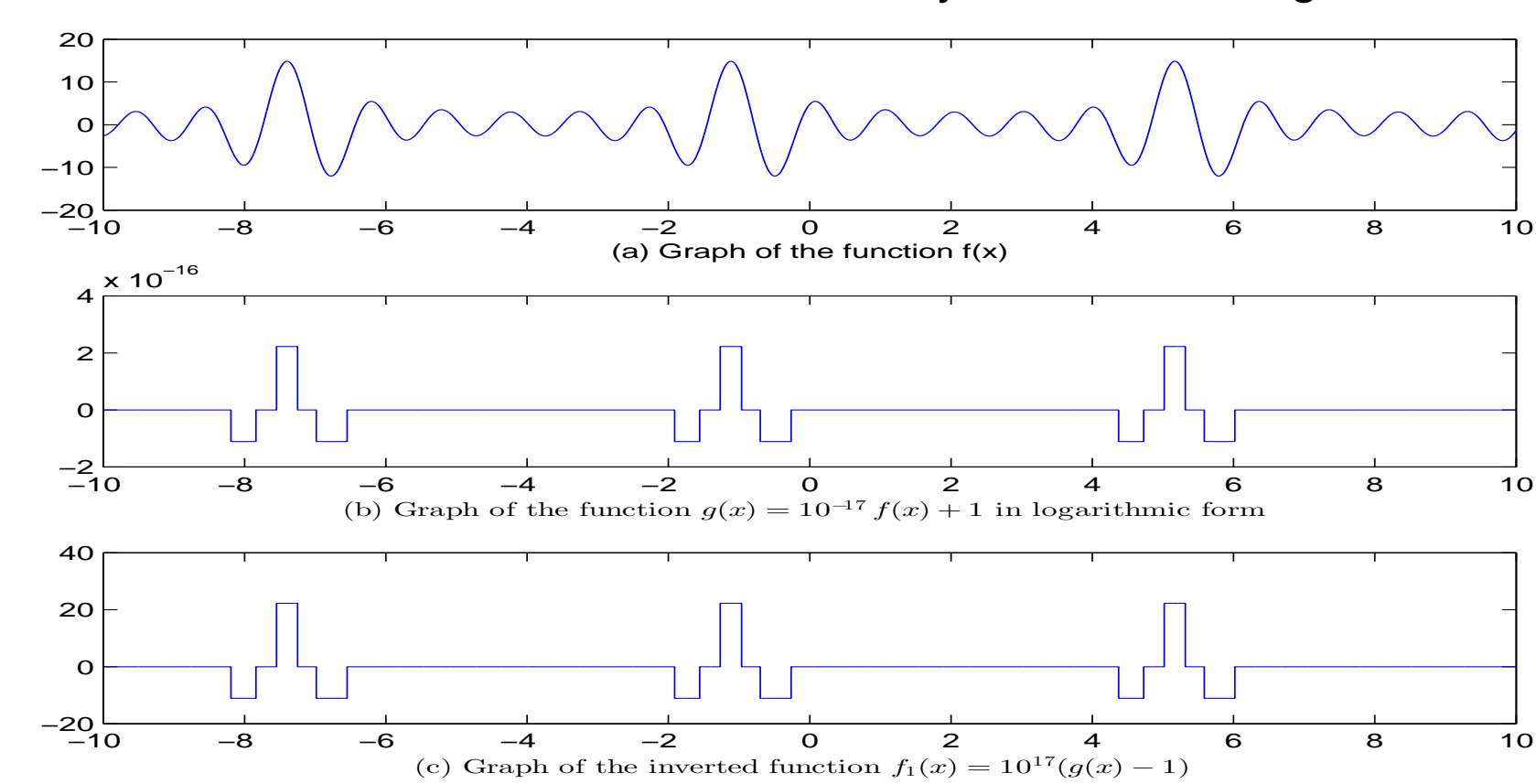
$$f(3) = 2, f'(3) = -0.5, f''(3) = 2! \cdot 0.25 = 0.5, \\ f^{(3)}(3) = 3! \cdot (-0.125) = 0.75,$$

being exact values of $f(x)$ and the derivatives at the point $y = 3$.

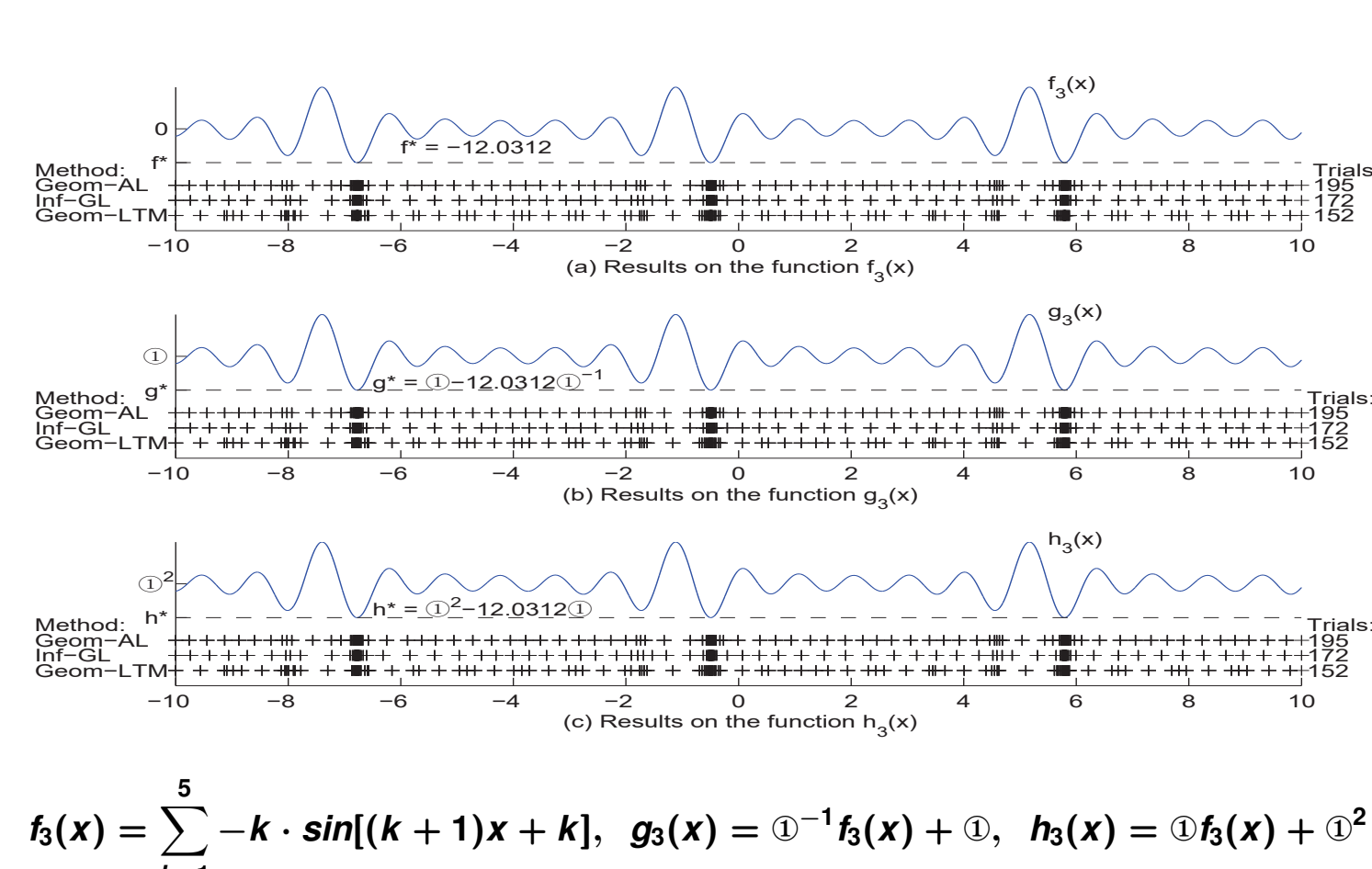
INFINITY COMPUTING IN OPTIMIZATION

TRADITIONAL COMPUTERS: ILL-CONDITIONING

Underflows and overflows in traditional systems → wrong solutions:



INFINITY COMPUTER: WELL-CONDITIONING



CONSTRAINED OPTIMIZATION: EXACT PENALTY

$$\min_x \frac{1}{2}x_1^2 + \frac{1}{6}x_2^2 \\ \text{subject to } x_1 + x_2 = 1$$

Penalty approach:

$$\min_x \frac{1}{2}x_1^2 + \frac{1}{6}x_2^2 + \frac{P}{2}(1 - x_1 - x_2)^2.$$

Traditional computers – iterative procedures with different P can return approximated solutions only.

Infinity Computer – exact penalty $P = \textcircled{1}$ (see [1]):

$$x_1^* = \frac{1}{4} - \textcircled{1}^{-1} \left(\frac{1}{16} - \frac{1}{64} \textcircled{1}^{-1} + \dots \right), x_2^* = \frac{3}{4} - \textcircled{1}^{-1} \left(\frac{3}{16} - \frac{3}{64} \textcircled{1}^{-1} + \dots \right)$$

The finite parts of x_1^* and x_2^* give us the exact solution to the original constrained problem: $\bar{x} = (\frac{1}{4}, \frac{3}{4})$

OBTAINED RESULTS

Infinity Computing has been successfully applied for solving important instances of ill-conditioned optimization problems [2,3]. New powerful multivariable optimization schemes have been proposed [4,6,9,10]: global optimization algorithms based on adaptive diagonal curves, acceleration techniques in derivative-free and smooth global optimization, grossone-based penalty functions in constrained optimization.

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