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# A recursive formulation of limited memory variable metric methods 

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Variable metric methods with limited memory can be efficiently used for large-scale unconstrained optimization in case the sparsity pattern of the Hessian matrix is not known. These methods are usually realized in the line-search framework so that they generate a sequence of points $x_{i} \in \mathcal{R}^{n}, i \in \mathcal{N}$, by the simple process

$$
\begin{equation*}
x_{i+1}=x_{i}+\alpha_{i} d_{i}, \tag{1}
\end{equation*}
$$

where $d_{i}=-H_{i} g_{i}$ is a direction vector, $H_{i}$ is a positive definite approximation of the inverse Hessian matrix and $\alpha_{i}>0$ is a scalar step-size chosen in such a way that

$$
\begin{equation*}
F_{i+1}-F_{i} \leq \varepsilon_{1} \alpha_{i} d_{i}^{T} g_{i}, \quad d_{i}^{T} g_{i+1} \geq \varepsilon_{2} d_{i}^{T} g_{i} \tag{2}
\end{equation*}
$$

(the weak Wolfe conditions), where $F_{i}=F\left(x_{i}\right), g_{i}=\nabla F\left(x_{i}\right)$ and $0<\varepsilon_{1}<1 / 2, \varepsilon_{1}<\varepsilon_{2}<1$. Matrices $H_{i}, i \in N$, are computed either by using a limited number ( $m \ll n$ ) of variable metric updates applied to the scaled unit matrix or by updating low dimension matrices. The first approach, used in [9], is based on the computation of the direction vector $d_{i}$ using the Strang recurrences [8]. The second approach, used in [1], is based on the matrix expression described below. To simplifying notation, we omit index $i$ and replace index $i+1$ by + .
Variable metric method from the Broyden class use the update

$$
\begin{align*}
H_{+} & =H+U M U^{T}=H+[d, H y]\left[\begin{array}{ll}
m_{1}, & m_{2} \\
m_{2}, & m_{3}
\end{array}\right]\left[\begin{array}{l}
d \\
H y
\end{array}\right] \\
& =H+\frac{1}{b} d d^{T}-\frac{1}{a} H y(H y)^{T}+\frac{\eta}{a}\left(\frac{a}{b} d-H y\right)\left(\frac{a}{b} d-H y\right)^{T} \tag{3}
\end{align*}
$$

where $d=x_{+}-x, y=g_{+}-g, a=y^{T} H y, b=y^{T} d$ and $\eta$ is a free parameter. We need to express $m$ consecutive steps of (3) (with the initial matrix $\gamma I$ ) in the form $H_{+}=\gamma I+\bar{U} \bar{M} \bar{U}^{T}$, where $\bar{U} \in R^{n \times 2 m}$ and $\bar{M} \in R^{2 m \times 2 m}$. In [1], the authors propose explicit expressions of the matrix $\bar{M}$ for three classic variable metric updates: DFP $(\eta=0)$, BFGS $(\eta=1)$ and the rank one $(\eta=b /(b-a))$. For other values of the parameter $\eta$, such explicit expressions are not known. In this contribution we describe another way, based on recursive construction of the matrix $\bar{M}$, which allows us to realize any member of the Broyden class of the variable metric updates. The following theorem is proved in [7].

Theorem 1 Let $H_{+}$be a matrix defined by (3) and $H=\gamma I+\bar{U} \bar{M} \bar{U}^{T}$. Then

$$
H_{+}=H_{1}+\bar{U}_{+} \bar{M}_{+} \bar{U}_{+}^{T}
$$

where $\bar{U}_{+}=\left[\bar{U}, d, H_{1} y\right]$ and

$$
\bar{M}_{+}=\left[\begin{array}{lll}
\bar{M}+m_{3} z z^{T}, & m_{2} z, & m_{3} z  \tag{4}\\
m_{2} z^{T}, & m_{1}, & m_{2} \\
m_{3} z^{T}, & m_{2}, & m_{3}
\end{array}\right]
$$

Here $m_{1}=(1 / b)(\eta a / b+1), m_{2}=-\eta / b, m_{3}=(\eta-1) / a$ are elements of matrix $M, z=\bar{M} \bar{r}$ and $\bar{r}=\bar{U}^{T} y$.

If $i \leq m$, the construction of matrix $H_{i+1}$ follows straightforwardly from Theorem 1. Thus we describe the construction of matrix $H_{i+1}$ in case $i>m$. We will assume that $H_{i+1-m}=$ $\gamma_{i} I$. At the beginning of the $i$-th iteration, we have available the rectangular matrix $\bar{U}_{i-1}=$ $\left[d_{i-m}, y_{i-m}, \ldots, d_{i-1}, y_{i-1}\right]$ and the block upper triangular matrix

$$
\bar{R}_{i-1}=\left[\begin{array}{lll}
d_{i-m}^{T} y_{i-m}, & \ldots & d_{i-m}^{T} y_{i-1} \\
y_{i-}^{T} y_{i-m}, & \ldots & y_{i-m}^{T} y_{i-1} \\
\ldots \ldots \ldots . & \ldots & \ldots \ldots \ldots \\
0, & \ldots & d_{i-1}^{T} y_{i-1} \\
0, & \ldots & y_{i-1}^{T} y_{i-1}
\end{array}\right],
$$

whose every block contains two rows and one column. First we determine matrix $\bar{U}_{i}=\left[d_{i-m+1}, y_{i-m+1}, \ldots, d_{i}, y_{i}\right]$ from matrix $\bar{U}_{i-1}$ by deleting the first two columns and adding the last two columns. Similarly easily we obtain matrix $\bar{R}_{i}$ from matrix $\bar{R}_{i-1}$. Only the last column $\bar{U}_{i}^{T} y_{i}$ of this matrix has to be computed. Furthermore, we compute recursively matrix $\bar{M}_{i}=\bar{M}_{i}^{i}$ in such a way that we set

$$
\bar{M}_{i-m+1}^{i}=\left[\begin{array}{ll}
m_{i-m+1}^{1}, & m_{i-m+1}^{2} \\
m_{i-m+1}^{2}, & m_{i-m+1}^{3}
\end{array}\right]
$$

(indices $1,2,3$ are now placed up) and for $i-m+1 \leq j \leq i-1$, compute vector $z_{j}=\bar{M}_{j}^{i} \bar{r}_{j}$, where $\bar{r}_{j}$ is $j-i+m$-th column of matrix $\bar{R}_{i}$, whose every even element is multiplied by number $\gamma_{i}$ (since $H_{i+1-m}=\gamma_{i} I$ ), and set

$$
\bar{M}_{j+1}^{i}=\left[\begin{array}{lll}
\bar{M}_{j}^{i}+m_{j+1}^{3} z_{j} z_{j}^{T}, & m_{j+1}^{2} z_{j}, & m_{j+1}^{3} z_{j} \\
m_{j+1}^{2} Z_{j}^{T}, & m_{j+1}^{1}, & m_{j+1}^{2} \\
m_{j+1}^{3} z_{j}^{T}, & m_{j+1}^{2}, & m_{j+1}^{3}
\end{array}\right] .
$$

Vector $H_{i+1} g_{i+1}$ is computed by the formula

$$
\left.\begin{array}{rl}
H_{i+1} g_{i+1}= & \gamma_{i} g_{i+1}+
\end{array}\right]\left[d_{i-m+1}, \gamma_{i} y_{i-m+1}, \ldots, d_{i}, \gamma_{i} y_{i}\right] \bar{M}_{i} .
$$

(even columns of matrix $\bar{U}_{i}$ are multiplied by number $\gamma_{i}$ ). As we can see, approximately 6 mn operations (addition and multiplication) are consumed in $i$-th iteration. However, approximately $2(m-1) n$ operations can be saved, if we compute and store inner products $d_{j}^{T} g_{i+1}$, $y_{j}^{T} g_{i+1}$ instead of $d_{j}^{T} y_{i}, y_{j}^{T} y_{i}, i-m+1 \leq j \leq i$. Then the first $m-1$ inner products $d_{j}^{T} y_{i}, y_{j}^{T} y_{i}$, $i-m+1 \leq j \leq i-1$ can be determined from the previously computed inner products by the formulas $d_{j}^{T} y_{i}=d_{j}^{T} g_{i+1}-d_{j}^{T} g_{i}, y_{j}^{T} y_{i}=y_{j}^{T} g_{i+1}-y_{j}^{T} g_{i}, i-m+1 \leq j \leq i-1$. Thus it is necessary to compute only two inner products $d_{i}^{T} y_{i}, y_{i}^{T} y_{i}$. Inner products $d_{j}^{T} g_{i+1}, y_{j}^{T} g_{i+1}, i-m+1 \leq j \leq i$ can be used for the computation of direction vector $s_{i+1}$, so we save $2 m n$ operations.
The method described has been tested by using a set of 60 test problems with 1000 variables. This set (Test25) was obtained by merging the sets Test14, Test15, Test18 described in [6], which can be downloaded from http://www.cs.cas.cz/luksan/test.html (together with report [6]). The results of the tests are listed in Table 1, where NIT is the total number of iterations, NFV is the total number of function and gradient evaluations, NF is the number of failures and TIME is the total CPU time. We have tested the original LBFGS subroutine, described in [2], and our realizations of limited memory variable metric methods implemented in the UFO system [5]. In Table 1, BFGSSTR denotes the limited memory BFGS method with the Strang recurrences [9] (an analogy of LBFGS), BFGSBNS denotes the limited memory BFGS method with compact matrices described in [1], BFGSNEW denotes the limited memory BFGS method with recursive construction
of matrix $\bar{M}$ described above, LMVMNEW denotes the limited memory variable metric method with recursive construction of matrix $\bar{M}$ that use parameter $\eta$ proposed in [4], and CG denotes the conjugate gradient method. Note that the first four rows in Table 1 correspond to different implementations of the BFGS method and that our approach gives the best results.

| Method | NIT | NFV | F | TIME |
| :---: | ---: | ---: | ---: | ---: |
| LBFGS | 110406 | 117226 | 2 | 43.38 |
| BFGSSTR | 99125 | 104085 | - | 37.56 |
| BFGSBNS | 91650 | 96235 | - | 36.89 |
| BFGSNEW | 85430 | 89796 | - | 33.50 |
| LMVMNEW | 92877 | 99033 | - | 34.61 |
| CG | 144990 | 222460 | 1 | 60.77 |

Table 1: Test results.
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