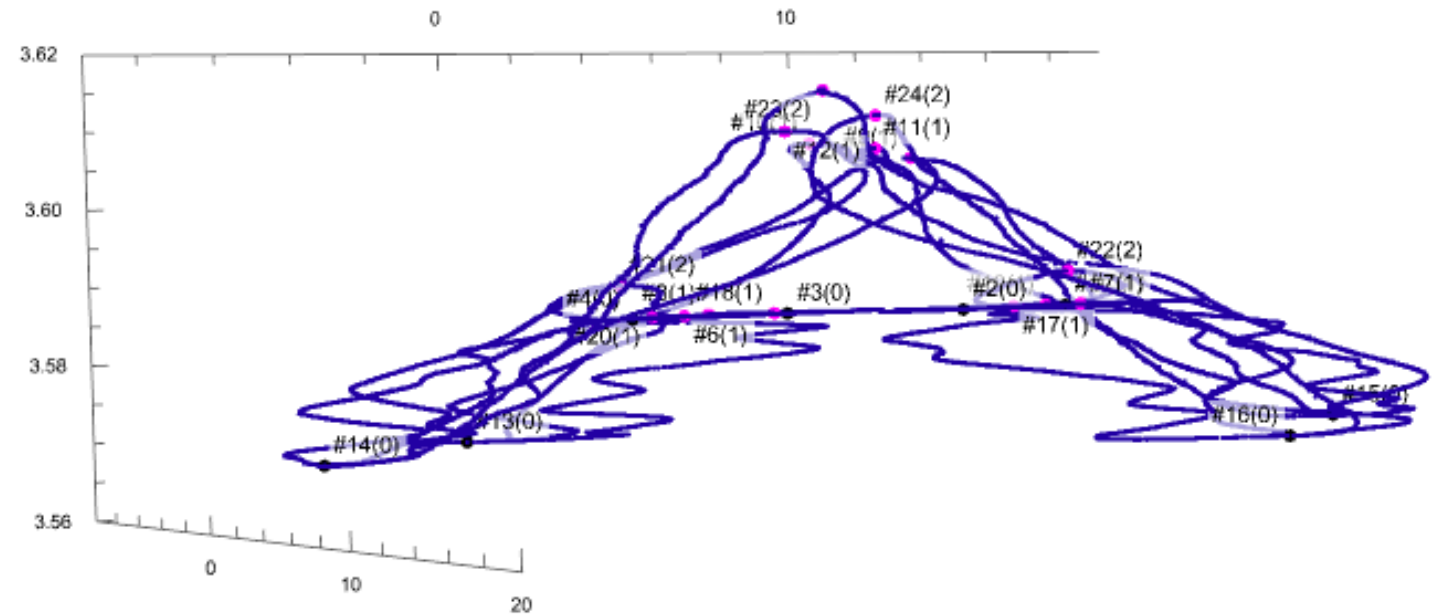
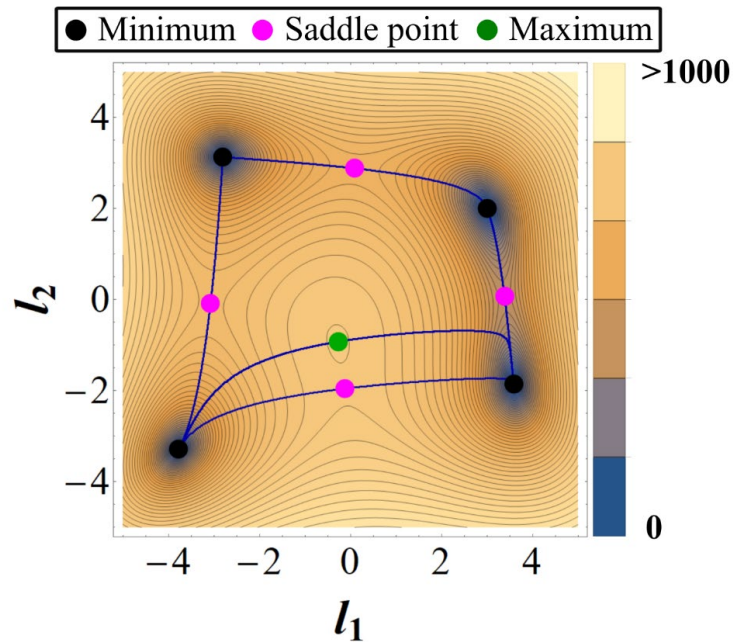


Fixed points, saddle graphs, and numerical algebraic geometry



Jonathan Hauenstein

Dynamical systems and Semi-algebraic geometry: interactions with
Optimization and Deep Learning

July 19, 2023



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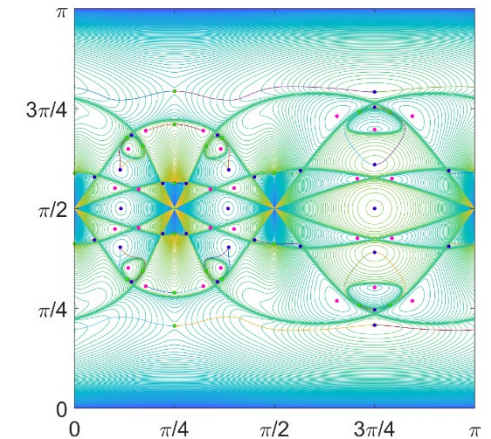
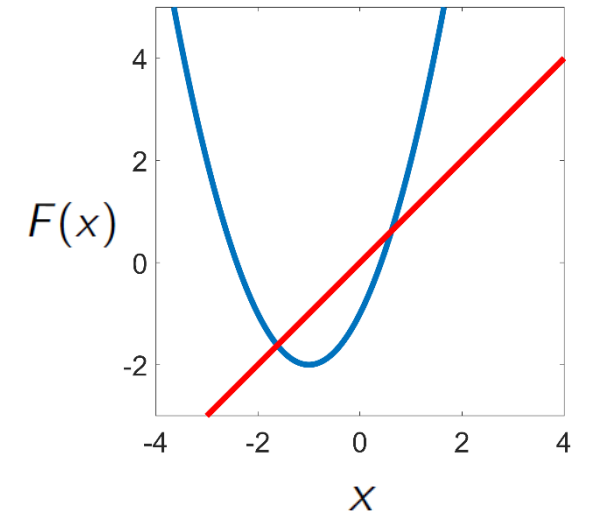


Introduction

Polynomial system $F : \mathbb{R}^n \rightarrow \mathbb{R}^n$

map *fixed point* solves $F(x) - x = 0$

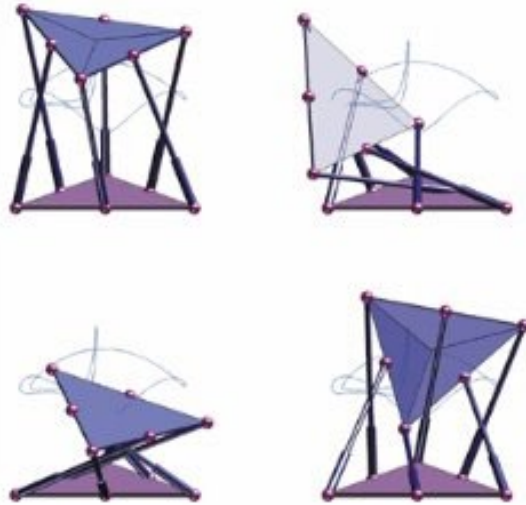
dyn sys *fixed point* of $\dot{x} = F(x)$ solves $F(x) = 0$



Key: compute fixed points by solving polynomial equations

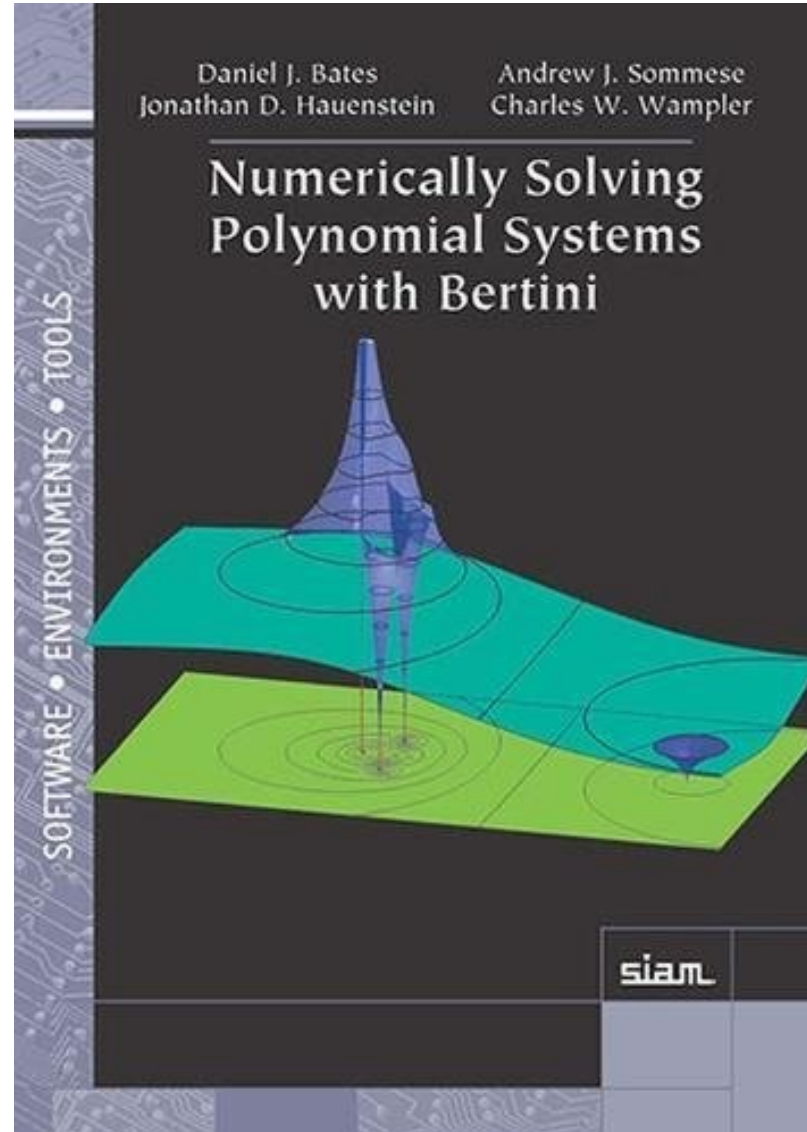
Numerical Algebraic Geometry

The Numerical Solution of Systems of Polynomials Arising in Engineering and Science



Andrew J. Sommese • Charles W. Wampler, II

Sommese-Wampler (2005)



Bates-H-Sommese-Wampler (2013)

Dynamical systems and Semi-algebraic geometry: interactions with Optimization and Deep Learning, Conference 2023



Homotopy Continuation

Example

Solve

$$f(x, y) = \begin{bmatrix} x^2 + 4xy + 4y^2 - 8x - 9y + 8 \\ 4x^2 - 12xy + 9y^2 - 7x + 14y - 2 \end{bmatrix} = 0$$



Homotopy Continuation

Example

Solve

$$f(x, y) = \begin{bmatrix} x^2 + 4xy + 4y^2 - 8x - 9y + 8 \\ 4x^2 - 12xy + 9y^2 - 7x + 14y - 2 \end{bmatrix} = 0$$

Too difficult! Solve an easier problem:

$$g(x, y) = \begin{bmatrix} x^2 - 4 \\ y^2 - 1 \end{bmatrix} = 0$$

$$\text{Solutions} = \{(2, 1), (2, -1), (-2, 1), (-2, -1)\}$$



Homotopy Continuation

Example

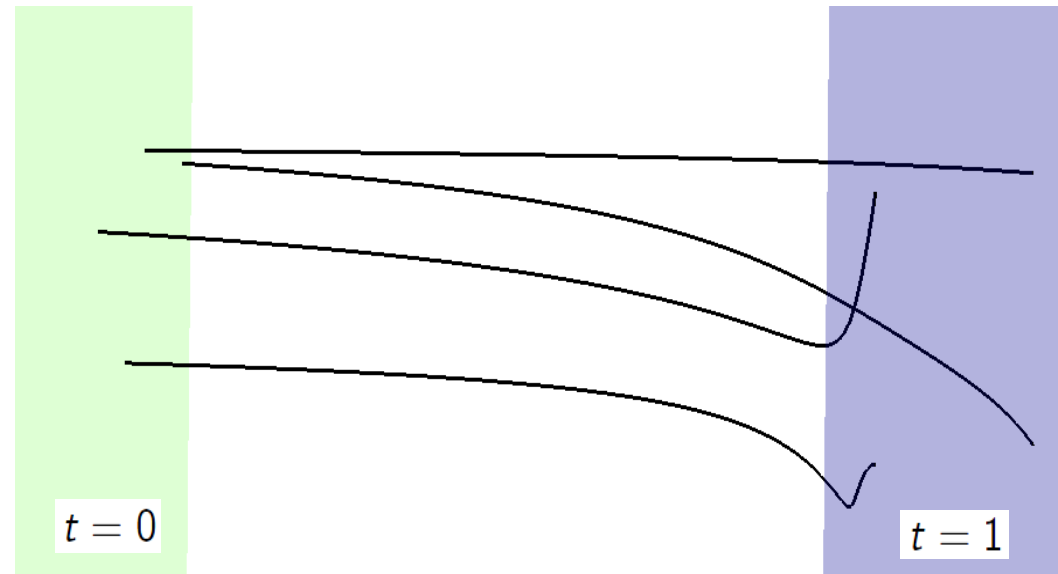
$$f(x, y) = \begin{bmatrix} x^2 + 4xy + 4y^2 - 8x - 9y + 8 \\ 4x^2 - 12xy + 9y^2 - 7x + 14y - 2 \end{bmatrix} = 0 \quad g(x, y) = \begin{bmatrix} x^2 - 4 \\ y^2 - 1 \end{bmatrix} = 0$$

Deform from simplified (**start**) system to original (**target**) system

$$H(x, t) = (1 - t)f(x) + tg(x) = 0$$

start $H(x, 1) = g(x) = 0$ has known solutions

target $H(x, 0) = f(x) = 0$ is system want to solve



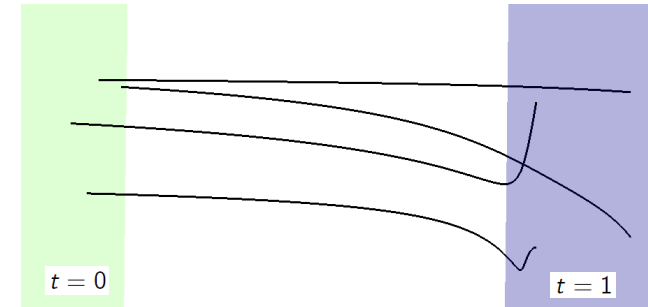
Homotopy Continuation

Paths are defined by $H(x, t) = 0$:

$$H(x, t) = 0 \implies \frac{d}{dt} H(x, t) = 0$$

$$\implies \frac{\partial H}{\partial x} \frac{dx}{dt} + \frac{\partial H}{\partial t} = 0$$

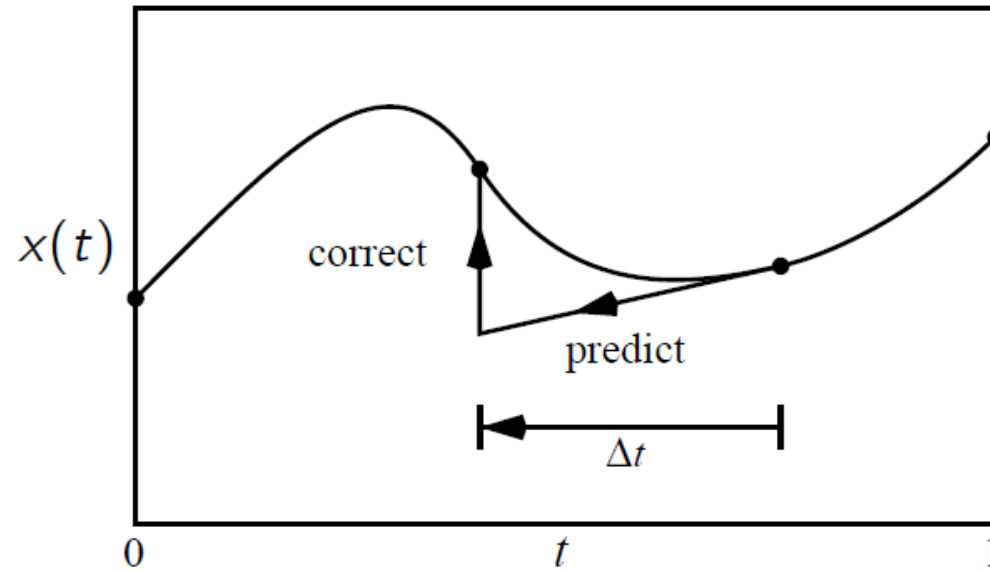
$$\implies \frac{dx}{dt} = - \left(\frac{\partial H}{\partial x} \right)^{-1} \frac{\partial H}{\partial t}$$



Dauidenko differential equation

- ▶ solving polynomial systems \implies solving initial value problems

Homotopy Continuation



predict Use $\frac{dx}{dt} = - \left(\frac{\partial H}{\partial x} \right)^{-1} \frac{\partial H}{\partial t}$ to estimate $x(t + \Delta t)$ given $x(t)$.

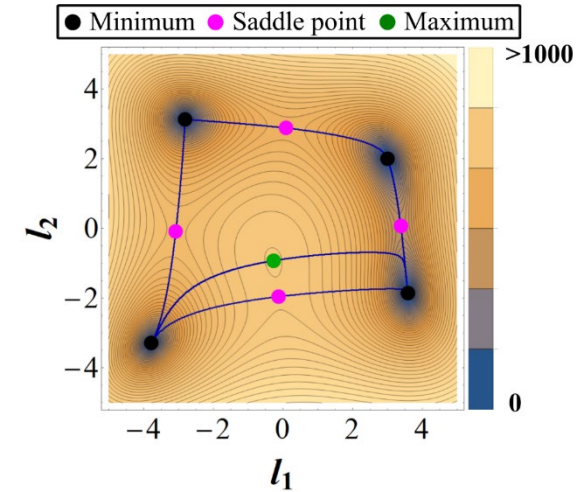
correct Use Newton's method applied to $H(x, t + \Delta t) = 0$.

► error control

Saddle Graphs

Represent landscapes by graphs with

- ▶ vertices: fixed points
- ▶ edges: gradient descent paths



Joint work with

- ▶ Aravind Baskar (Notre Dame)
- ▶ Mark Plecnik (Notre Dame)



A. Baskar, M. Plecnik, and J.D. Hauenstein.
Computing saddle graphs via homotopy continuation for the approximate synthesis of mechanisms.
Mech. Mach. Theory, 176, 104932, 2022.

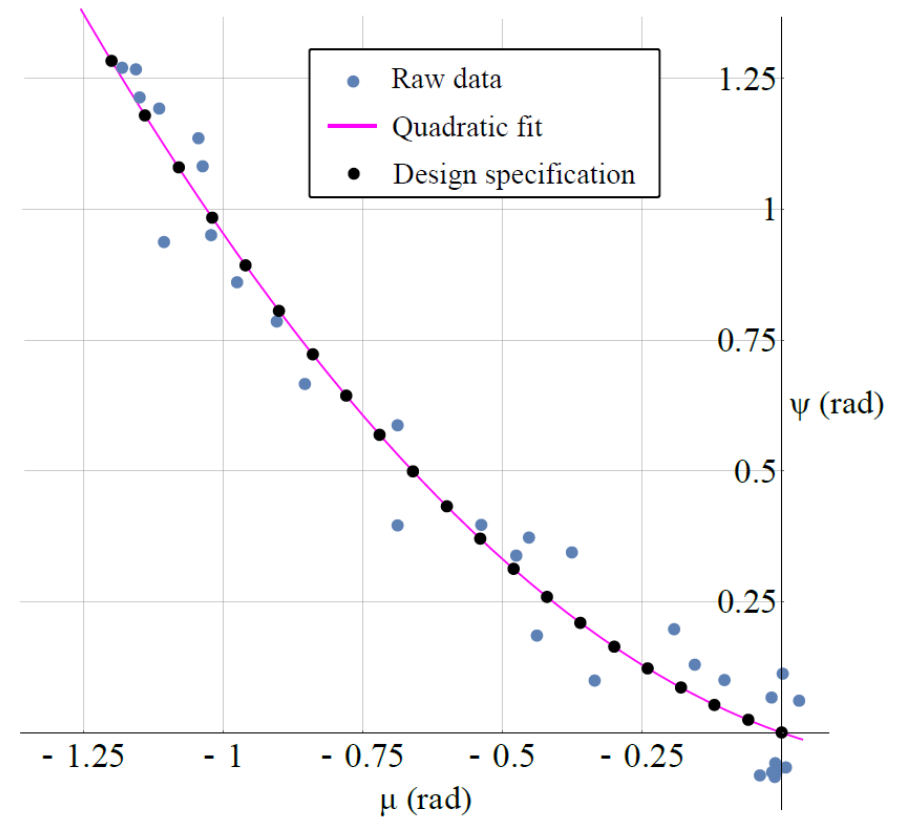
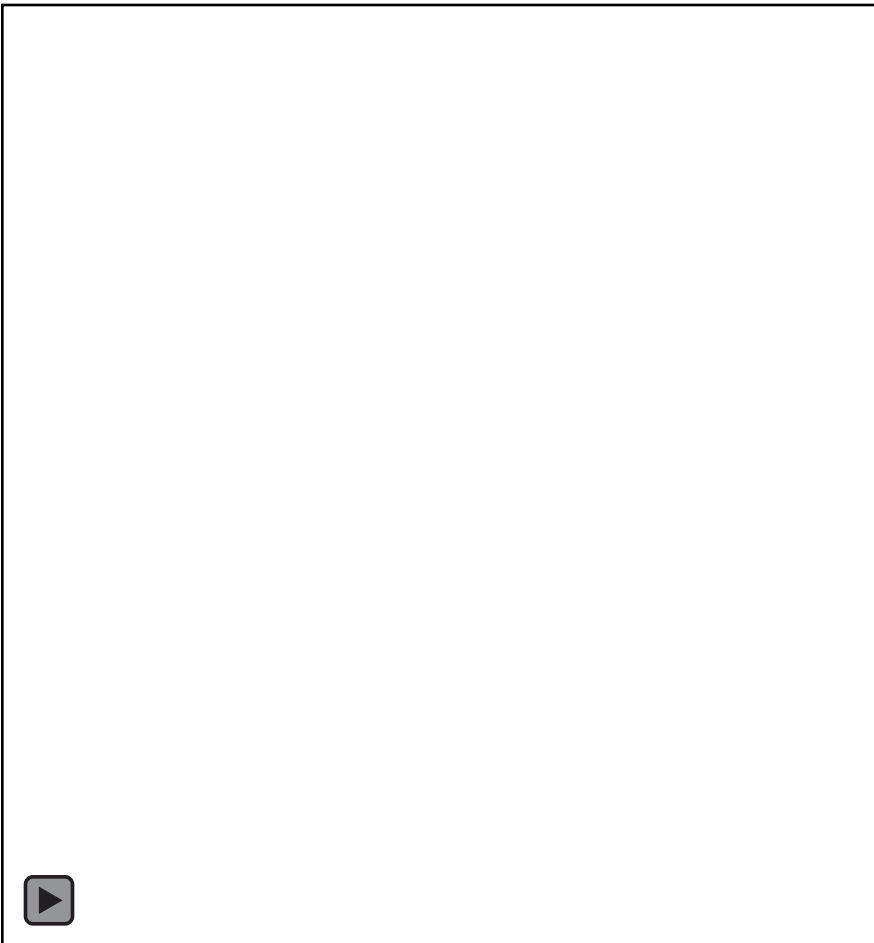
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Mechanism Synthesis

Design a mechanism to accomplish specified tasks.

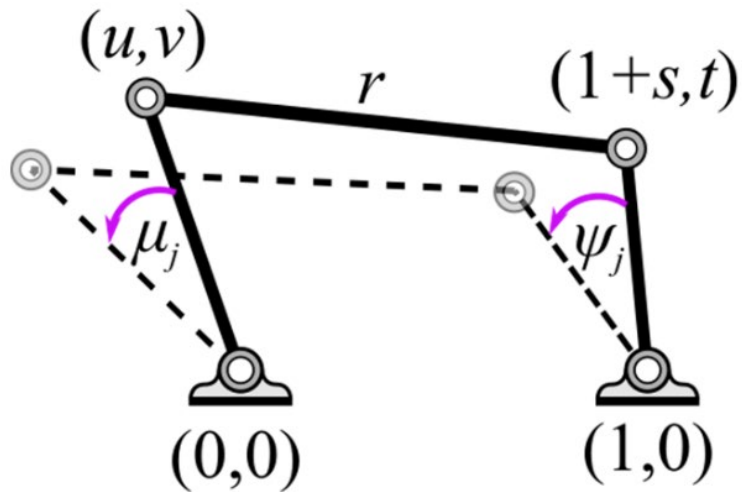
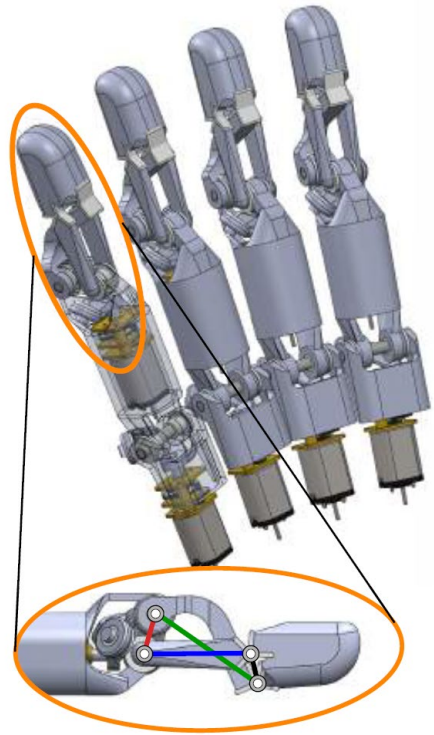
- ▶ approximate synthesis: find “best fit” linkage



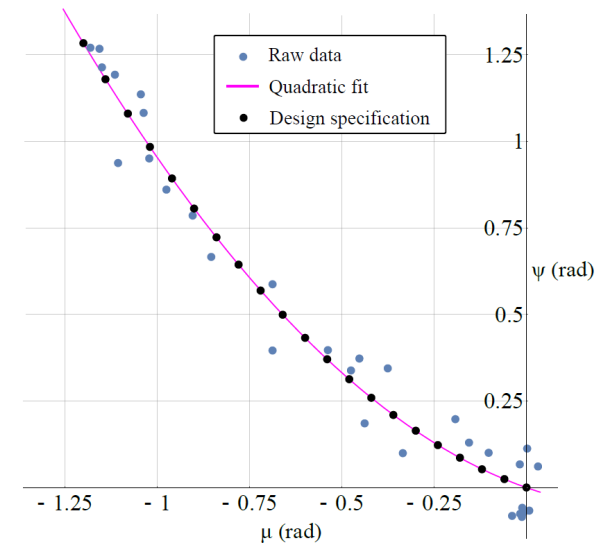
Mechanism Synthesis

Function generation using a four-bar linkage:

- ▶ Model parameters $p = (r, s, t, u, v)$
- ▶ Output angle Ψ is a function of input angle μ
 - ▶ $\Psi = m(\mu; p)$
- ▶ Compute four-bar linkage that “best” fits finger motion data

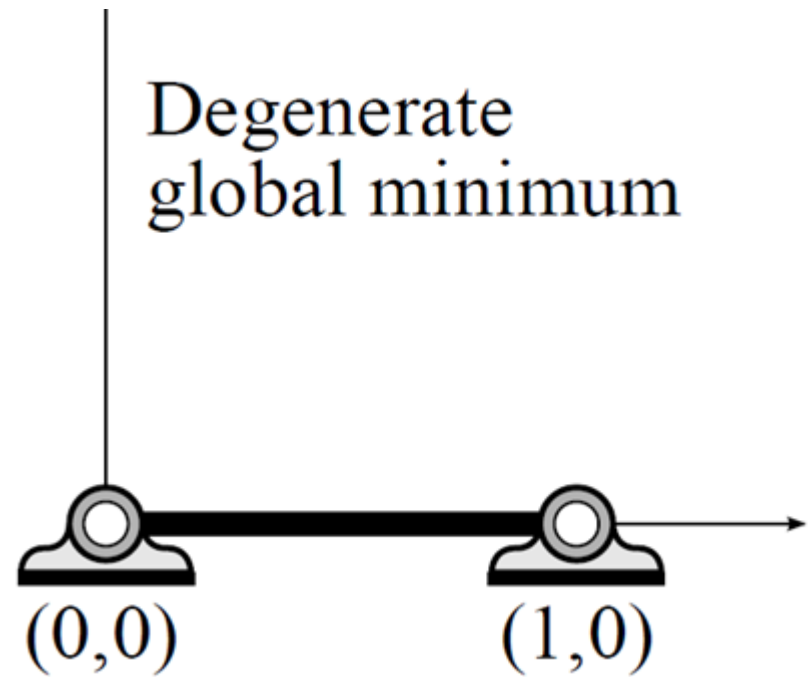
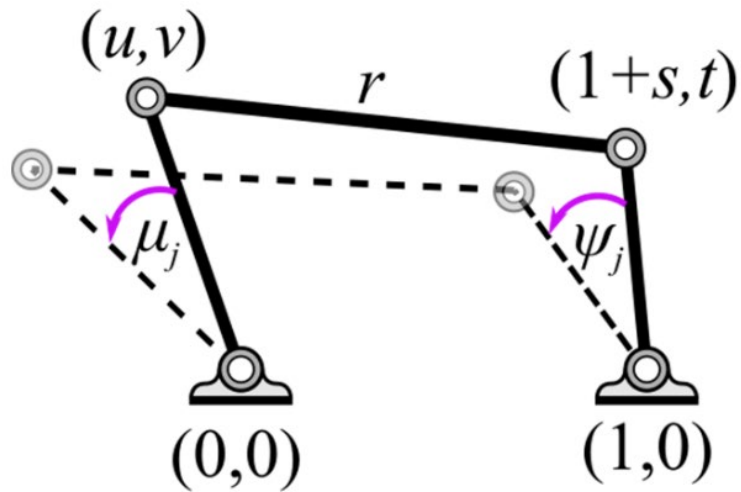


$$\min_p \sum_j (m(\mu_j; p) - \psi_j)^2$$

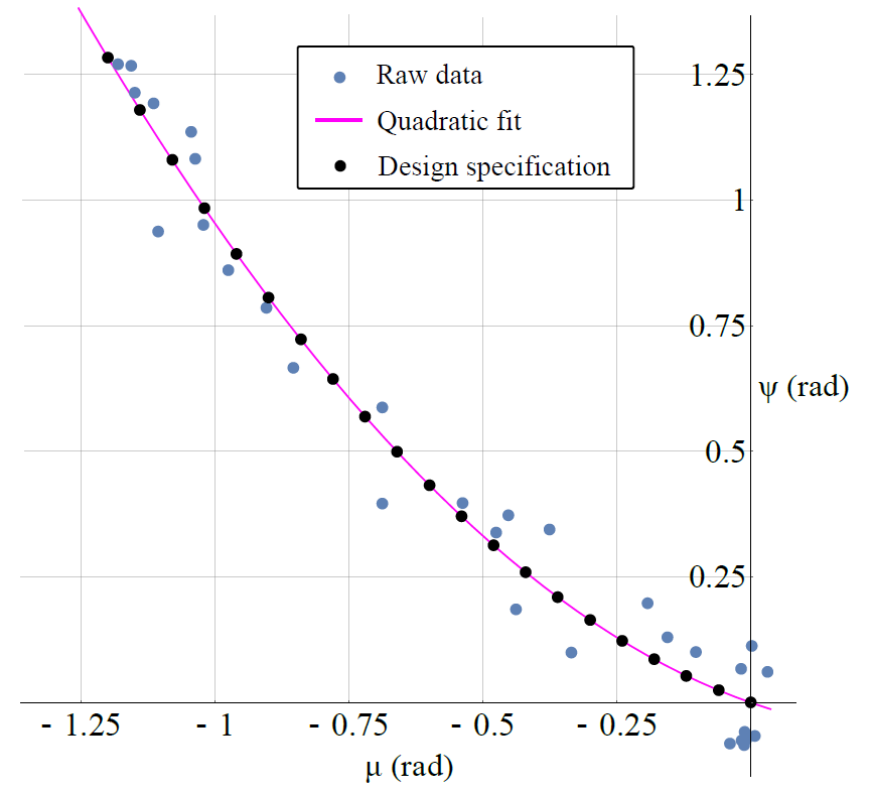
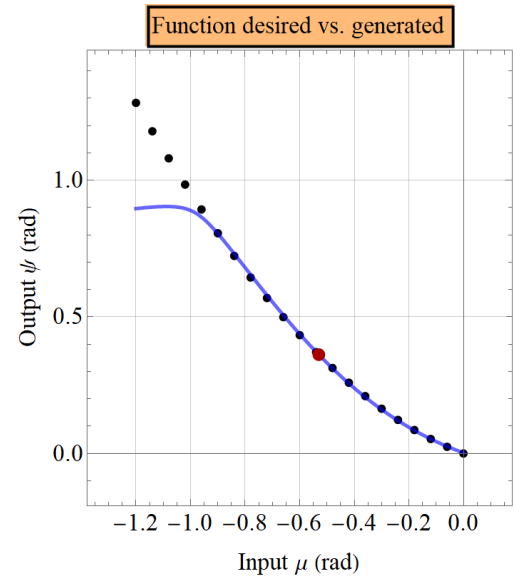
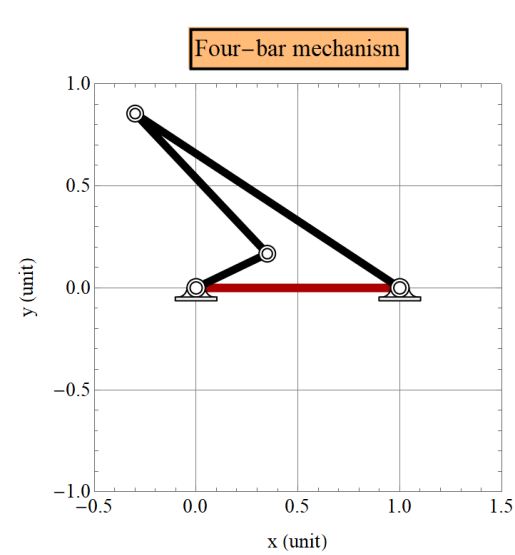
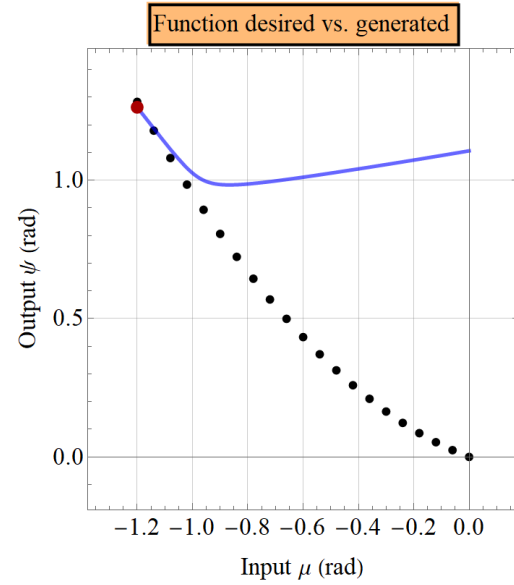
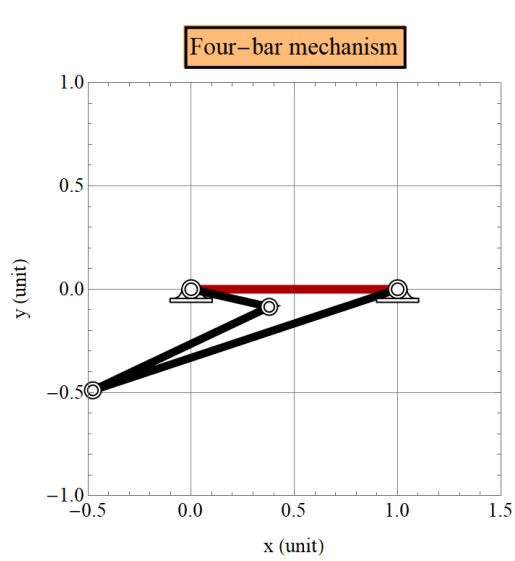


Mechanism Synthesis

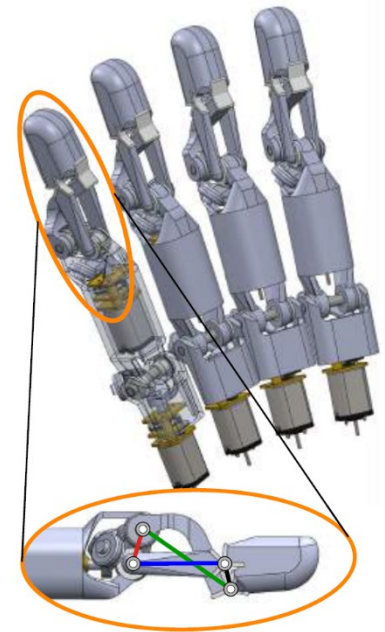
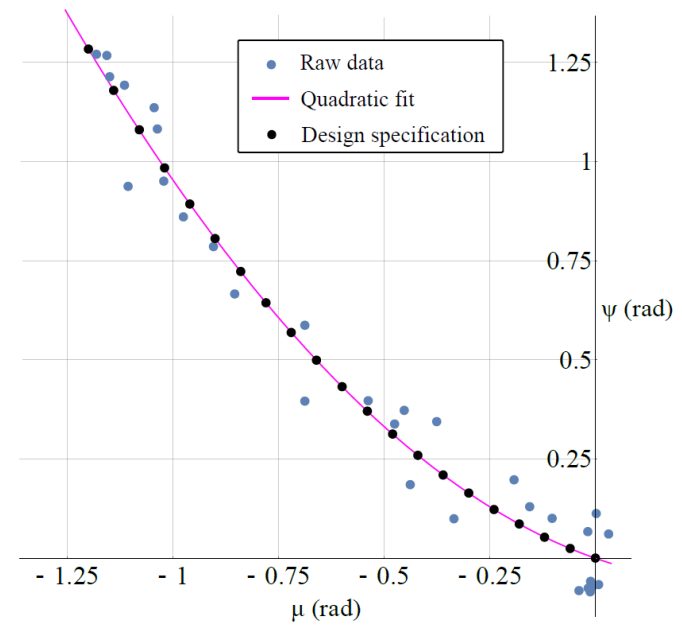
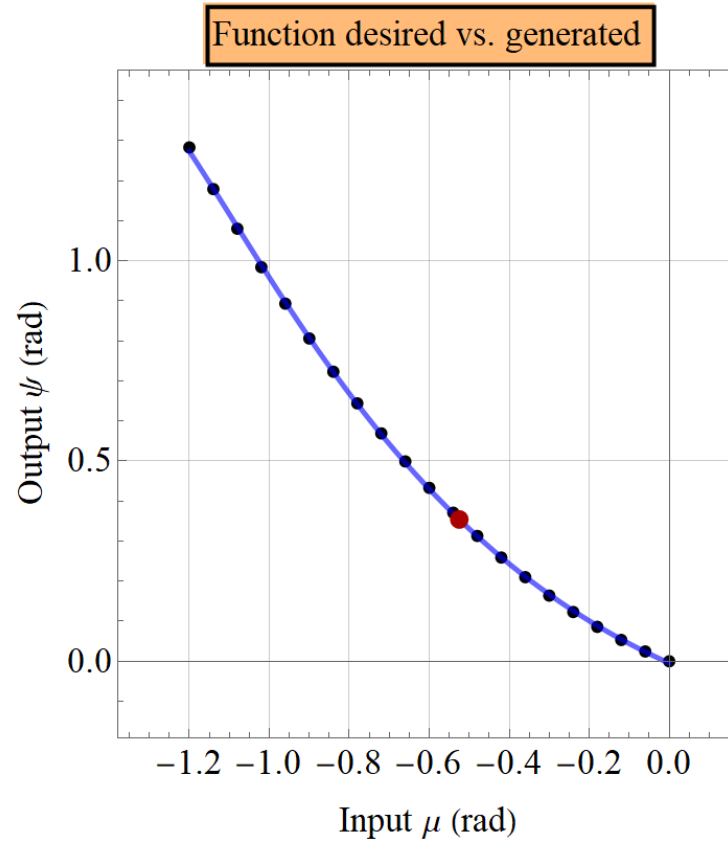
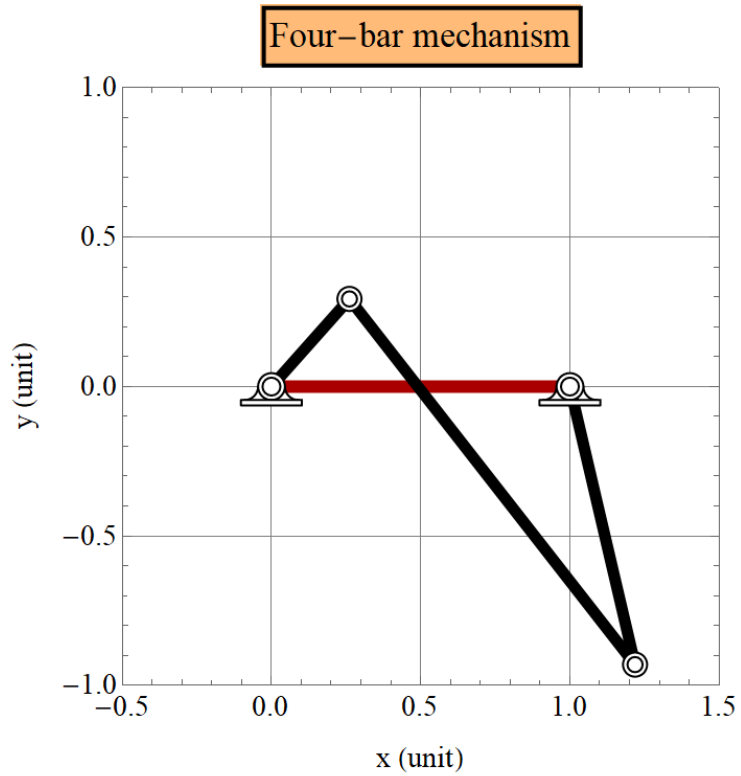
$$\min_p \sum_j (m(\mu_j; p) - \psi_j)^2$$



► Local minimum with branch defect



- ▶ Local minimum with legs of quite different lengths
 - ▶ difficult to package into finger linkage
 - ▶ potential problems with torque required for motion



Mechanism Synthesis

$$\min_p \sum_j (m(\mu_j; p) - \psi_j)^2$$

Optimization problem does not include all constraints.

- ▶ Hard to formulate

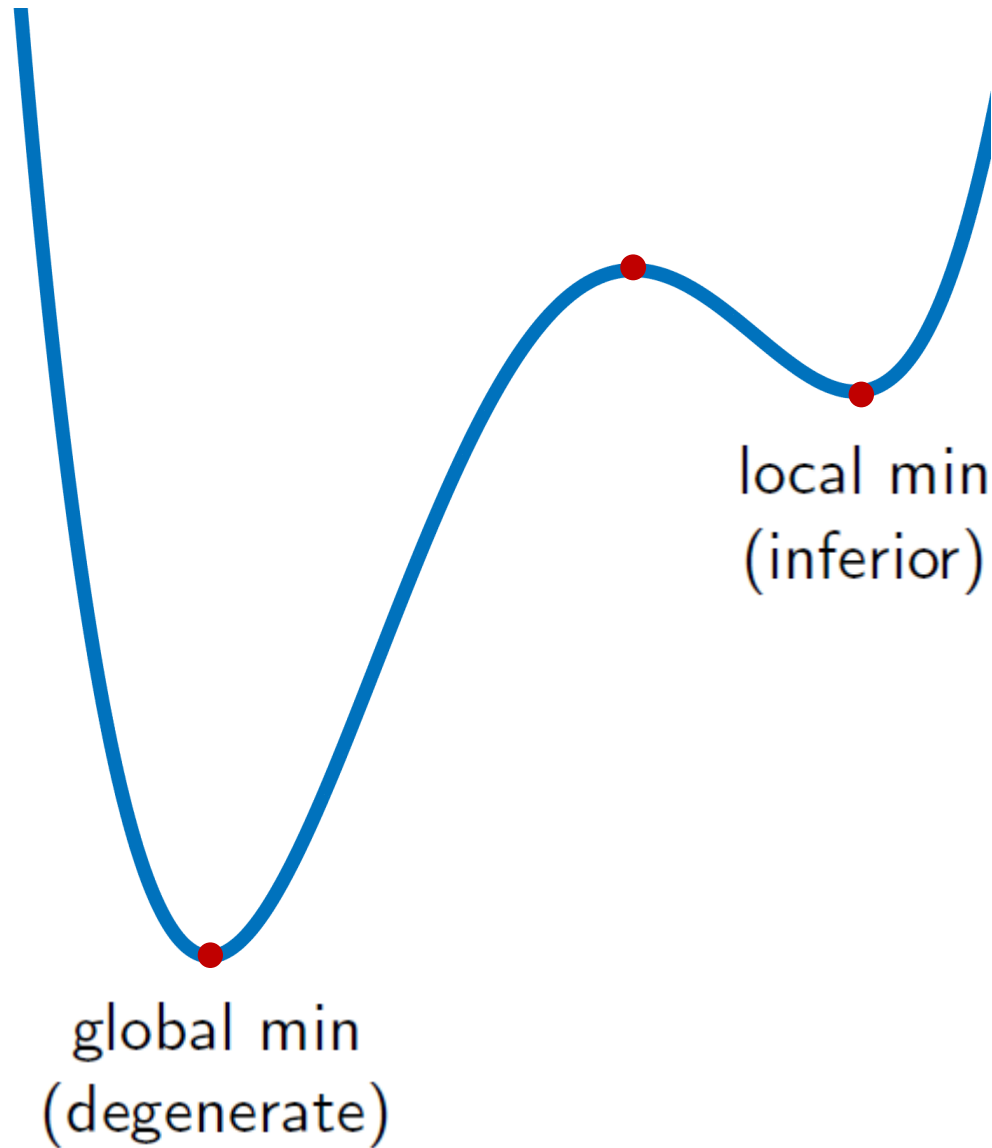
Baskar-Plecnik-H.: compute a 1-dim'l view of landscape

- ▶ gives designer freedom to find their “best fit”
- ▶ apply their own constraints *a posteriori*

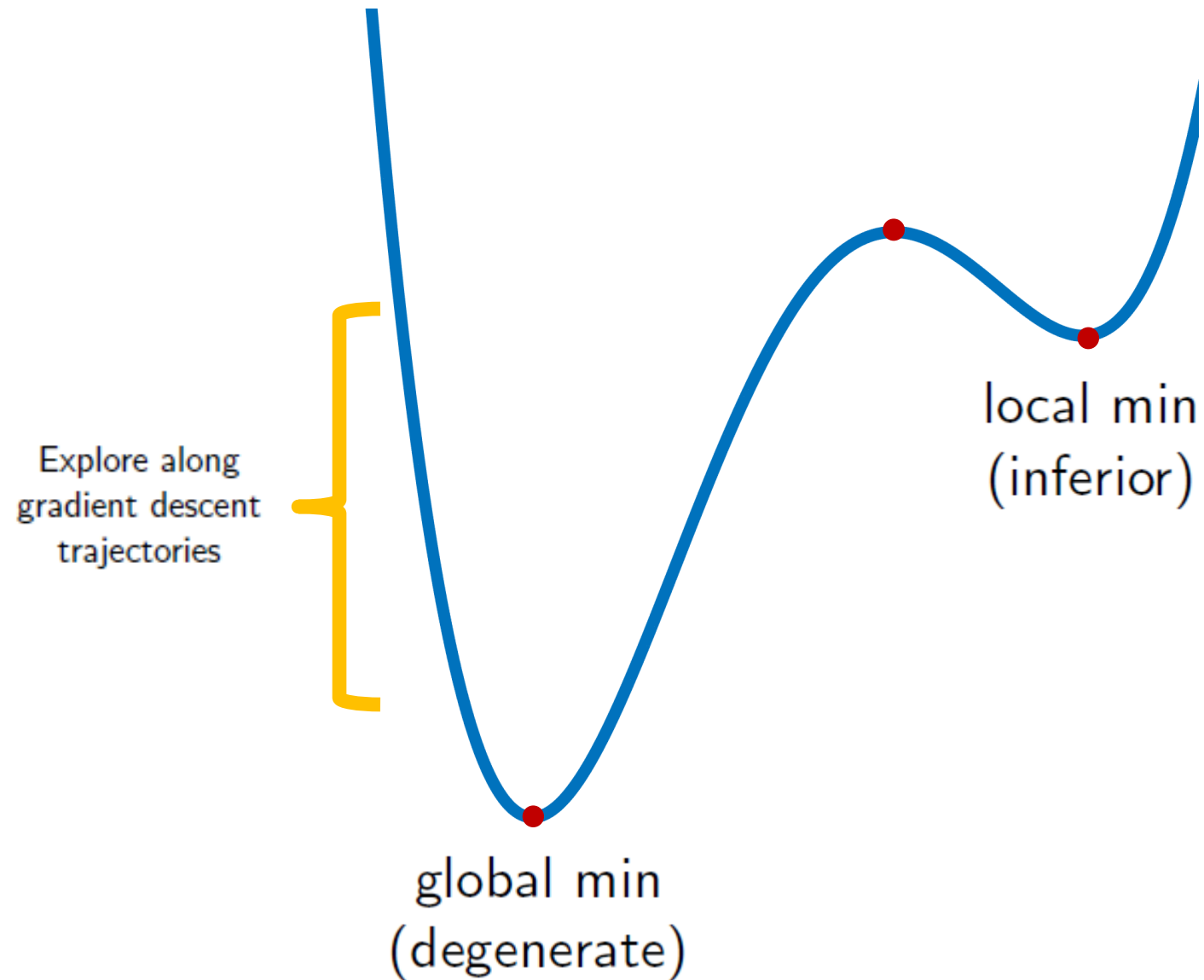


More about the **journey** rather than the destination

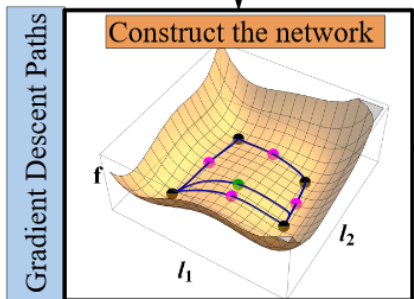
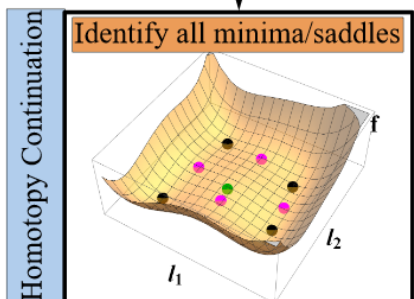
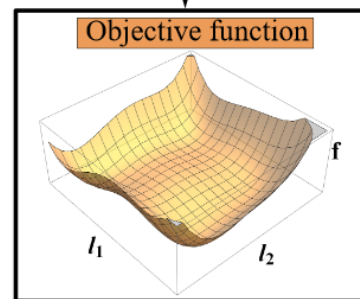
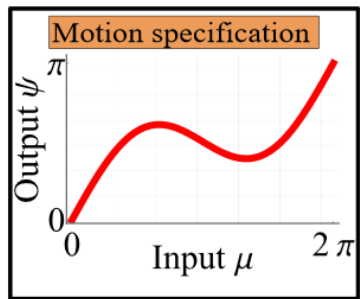
Mechanism Design



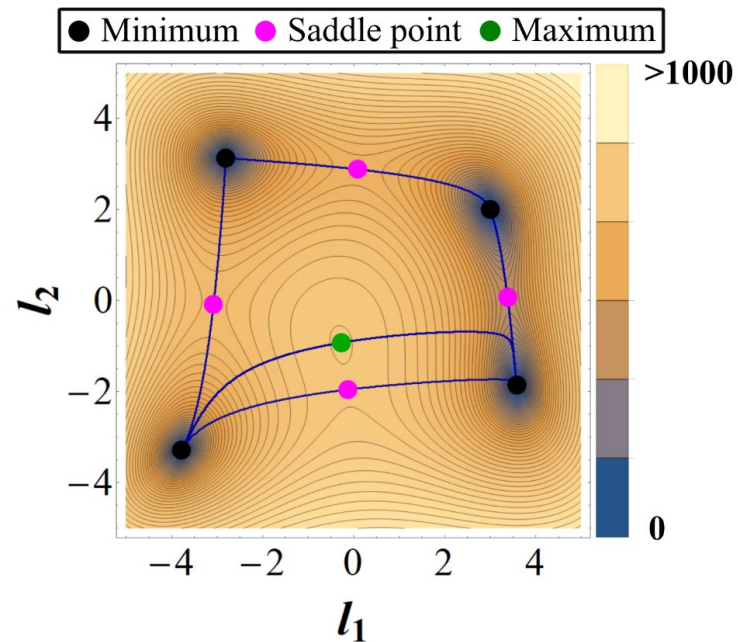
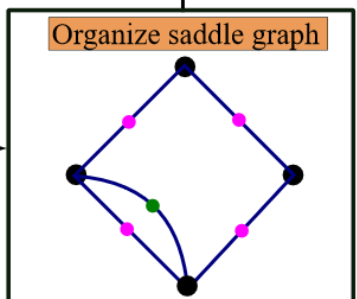
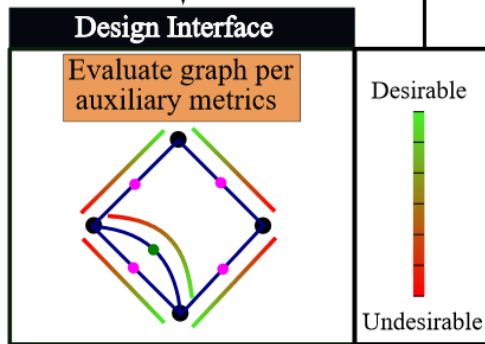
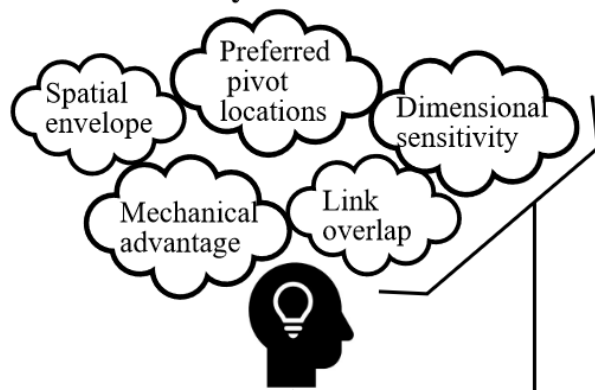
Mechanism Design



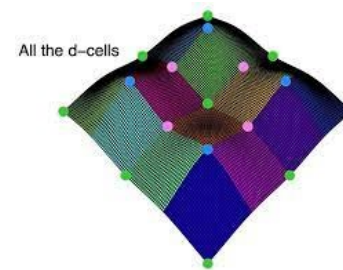
Primary Objective



Auxiliary Considerations



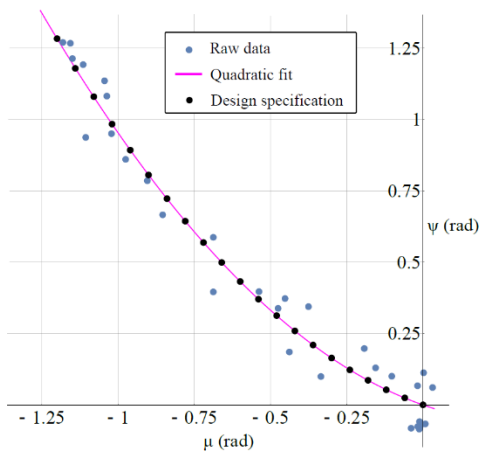
motivated by Morse and Morse-Smale complexes



solve $\nabla f(x) = 0$

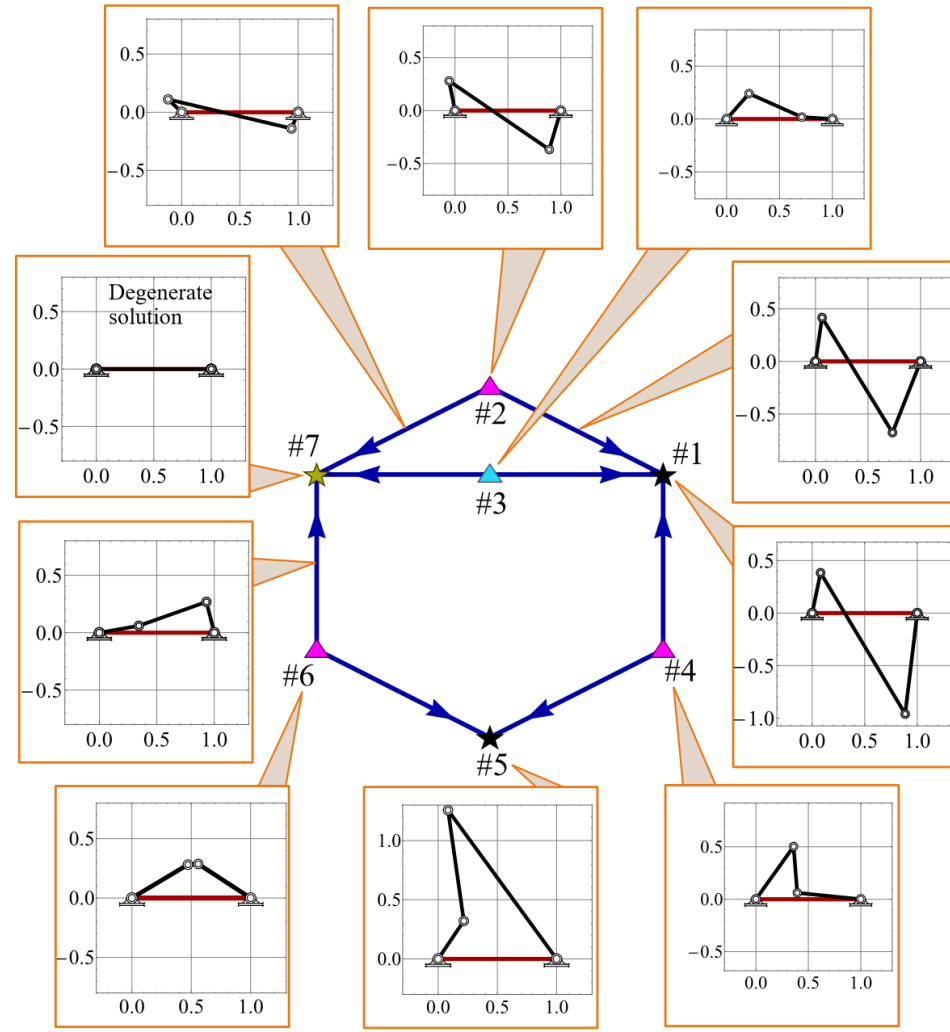
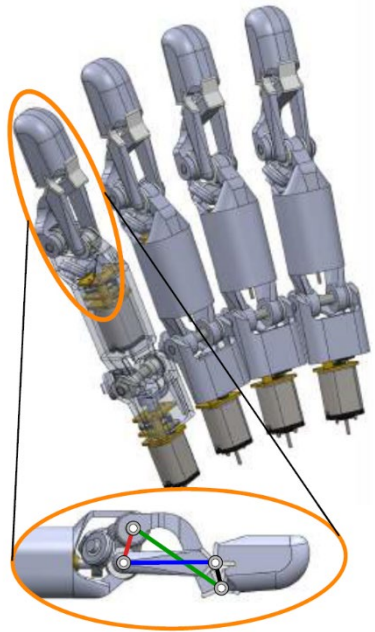
track $\dot{x} = -\nabla f$



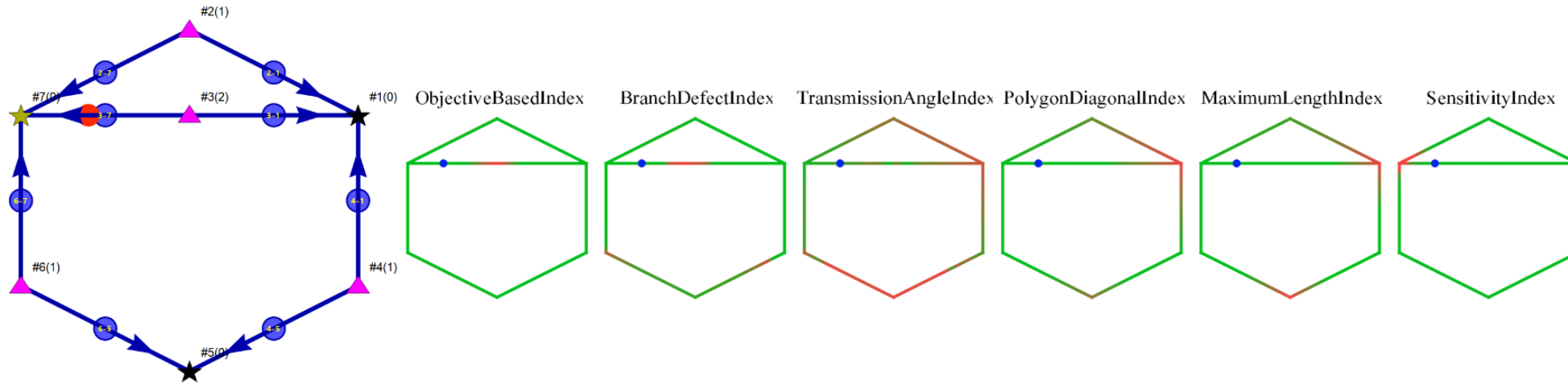


25 critical points over \mathbb{C}

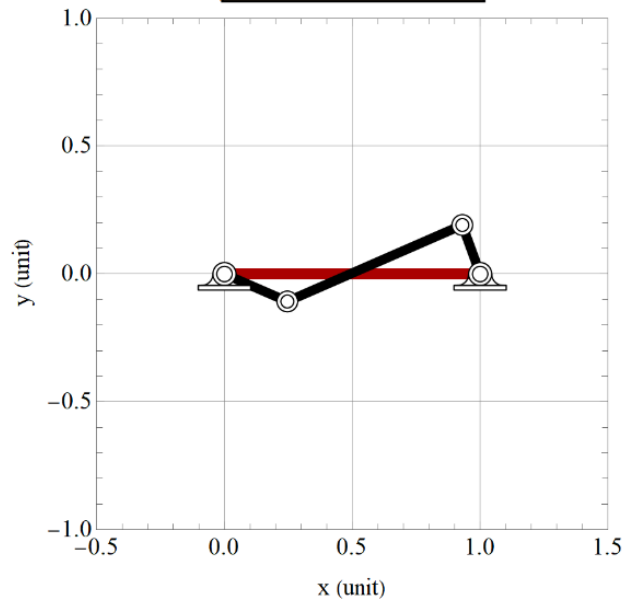
- ▶ 7 real with 3 being local minima
- ▶ “best” designs: trajectory leading to degenerate global minima



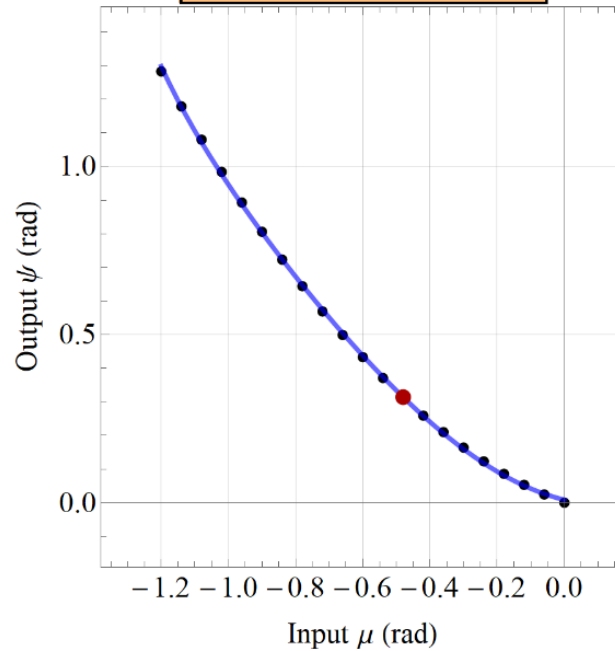
Mathematica interface using Bertini as back end solver



Four-bar mechanism



Function desired vs. generated



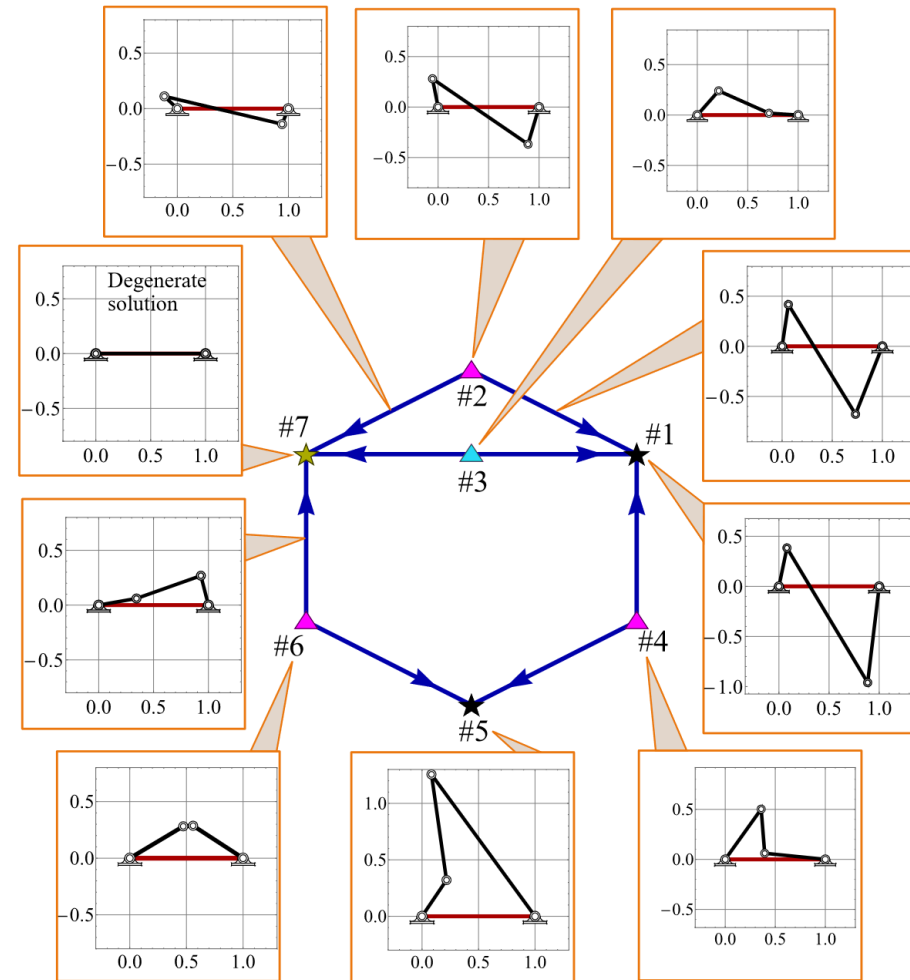
Mechanism Synthesis



Mechanism Synthesis

Saddle graph provides pictorial representation of relationship

- ▶ lacks proximity context



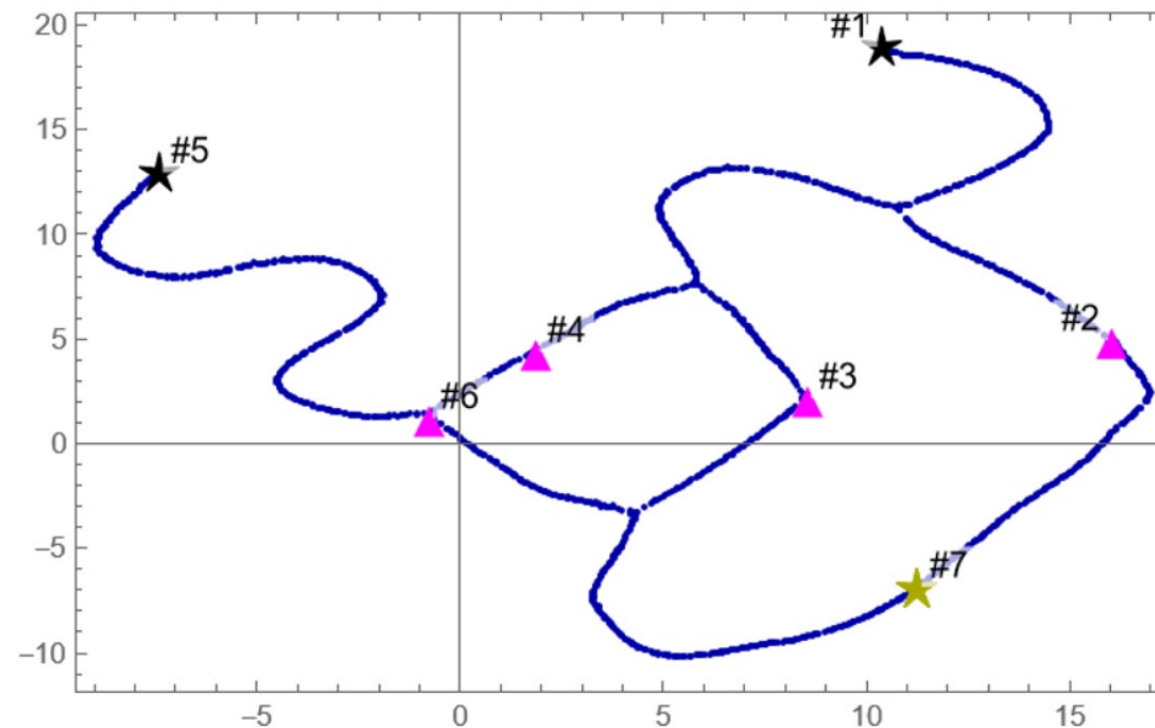
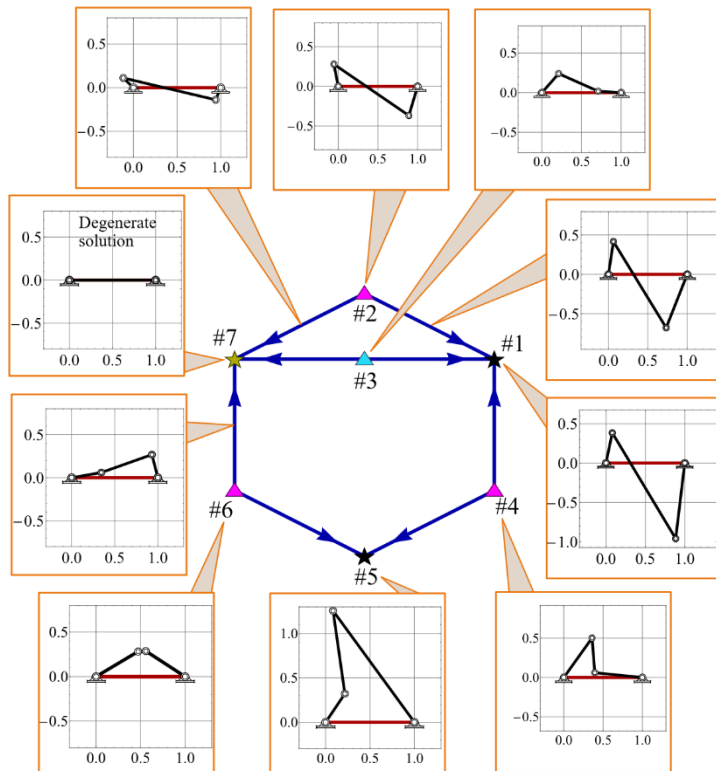
Mechanism Synthesis

Saddle graph provides pictorial representation of relationship

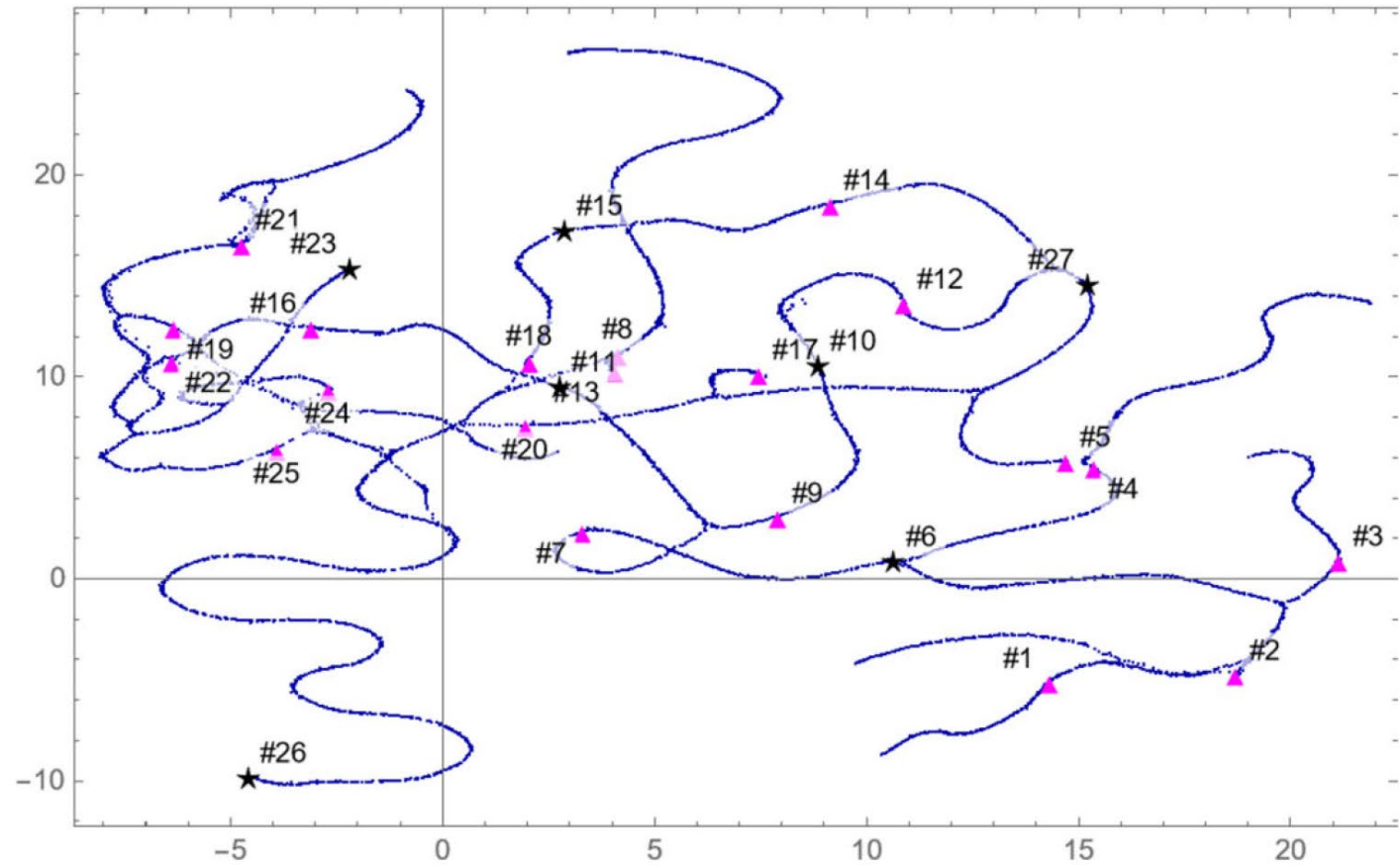
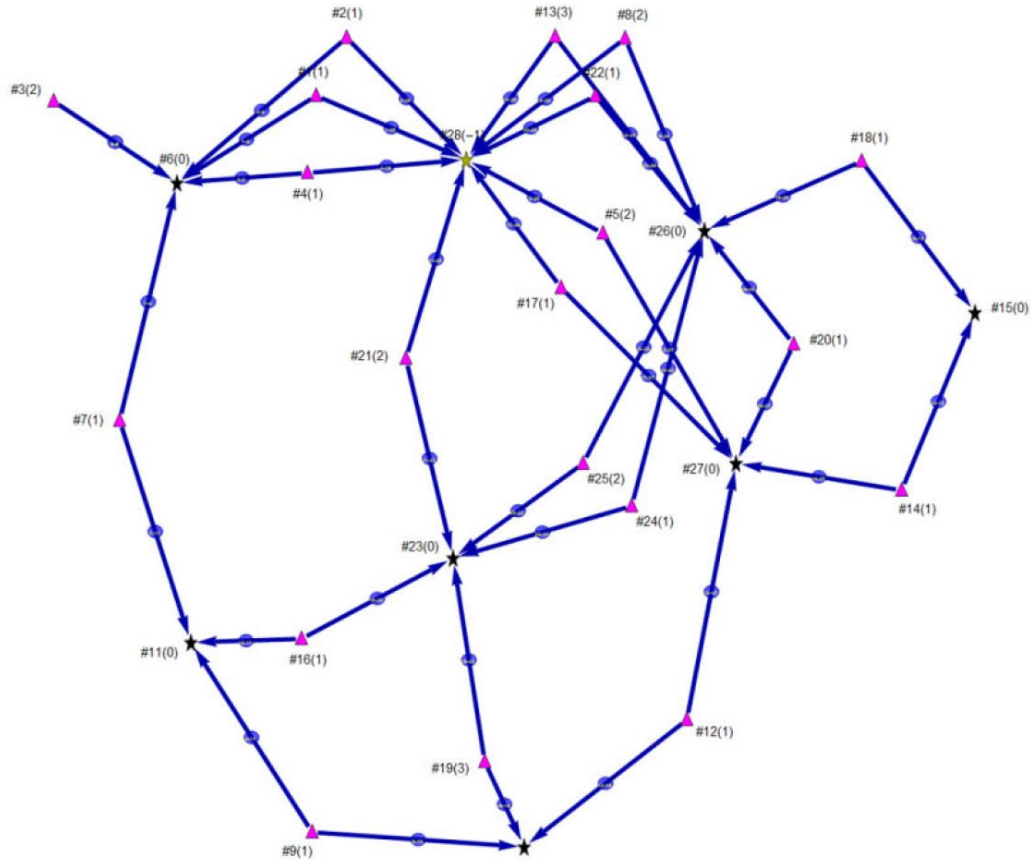
- ▶ lacks proximity context

Project 1-dim'l curves into \mathbb{R}^2 using UMAP

- ▶ Uniform Manifold Approximation and Projection

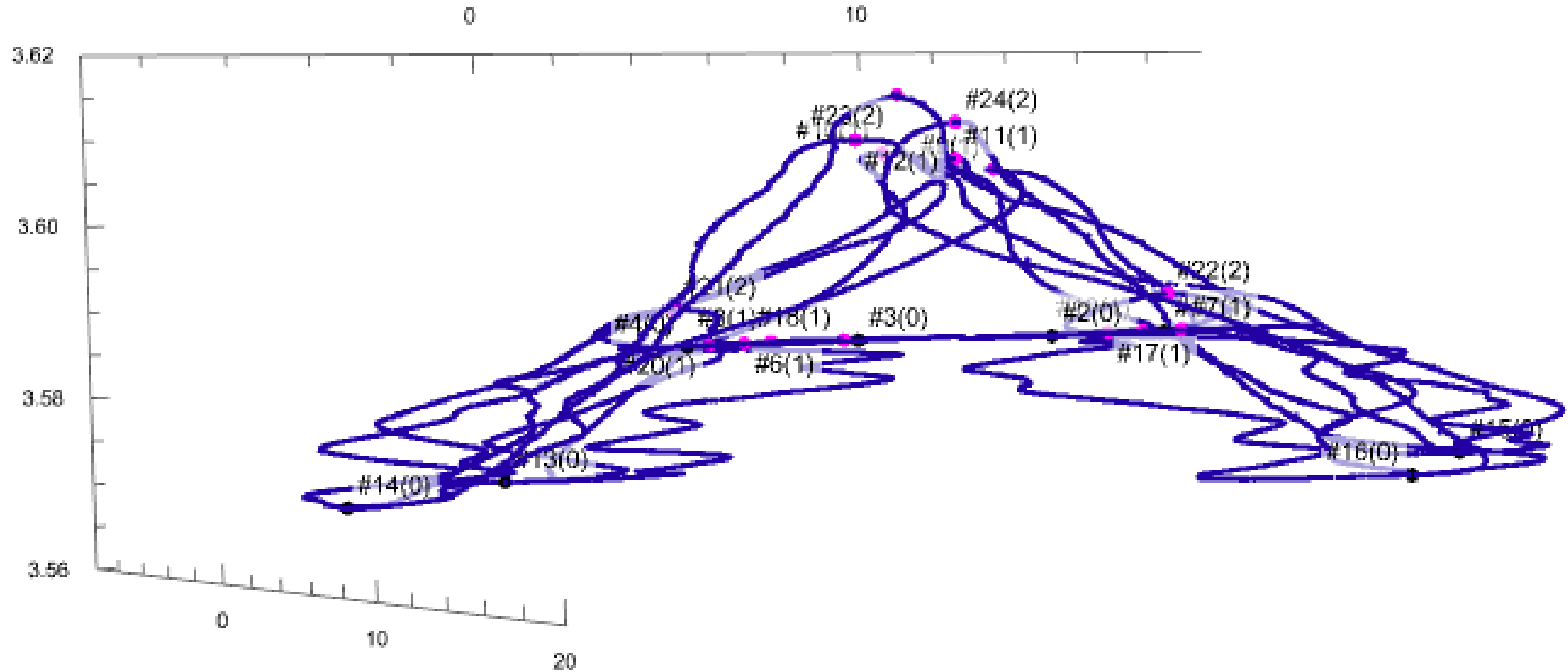


Mechanism Synthesis



Mechanism Synthesis

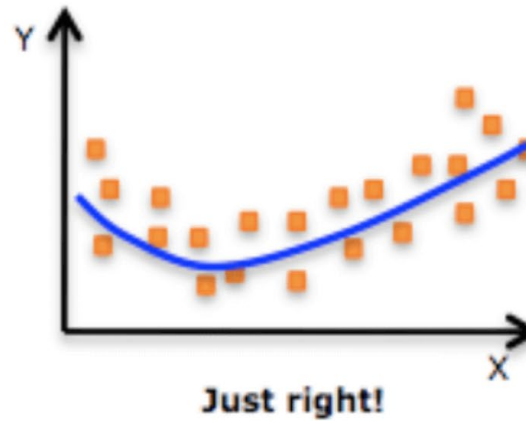
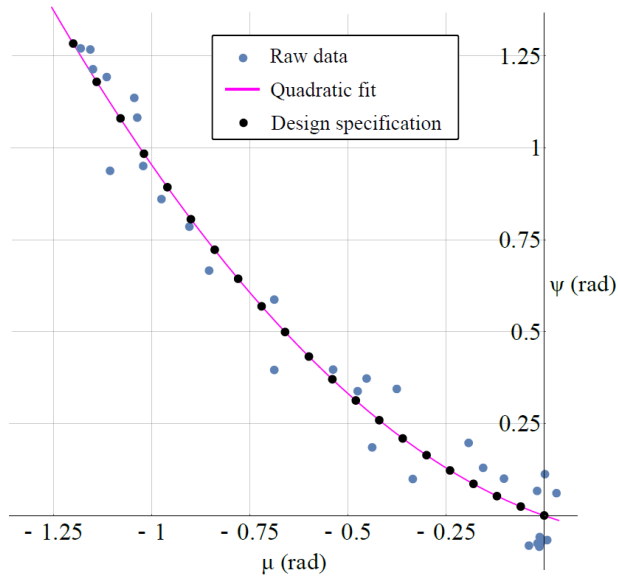
Plot in 3D using objective value to “see” landscape.



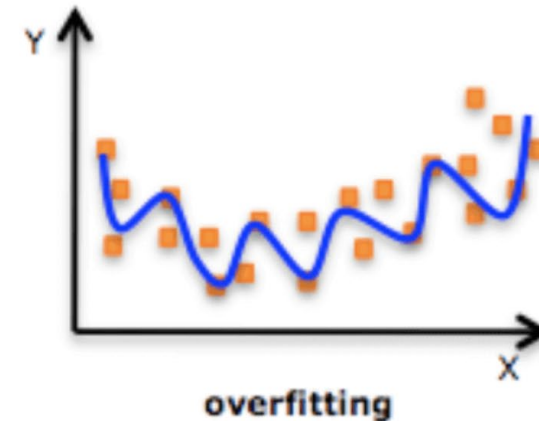
Regularization

Common approach in presence of noisy data is to regularize

- ▶ avoid “overfitting” of data



Quora



Regularization

Common approach in presence of noisy data is to regularize

- ▶ avoid “overfitting” of data
- ▶ avoid ill-conditioning in optimization (full rank Hessian)

$$\min_{x \in \mathbb{R}^n} (f(x) + \lambda \cdot R(x))$$

- ▶ $f(x)$: original objective function
- ▶ $R(x)$: regularization function
- ▶ λ : regularization parameter

Tikhonov regularization (ridge regression): $R(x) = \|x\|_2^2$

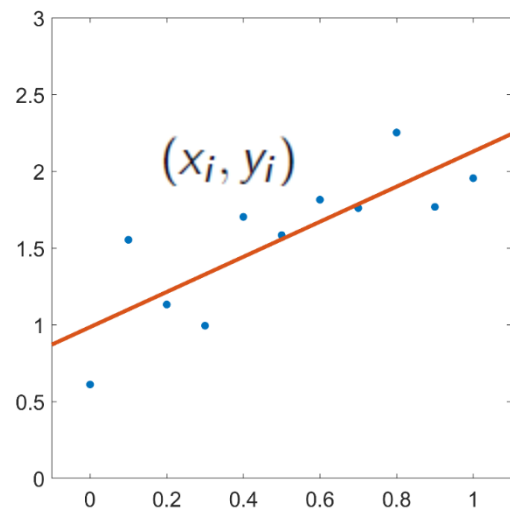
Regularization

What does regularization due to the energy landscape?

- ▶ Deep linear networks: Mehta-Chen-Tang-H. (2021)

$$L = \frac{1}{2} \|W_{n+1} \cdot W_n \cdots W_1 X - Y\|_F^2 + \lambda \cdot R(W_1, \dots, W_{n+1})$$

- ▶ Known data matrices X and Y



$$X = \begin{bmatrix} 1 & \cdots & 1 \\ x_1 & \cdots & x_k \end{bmatrix}$$

$$Y = \begin{bmatrix} y_1 & \cdots & y_k \end{bmatrix}$$

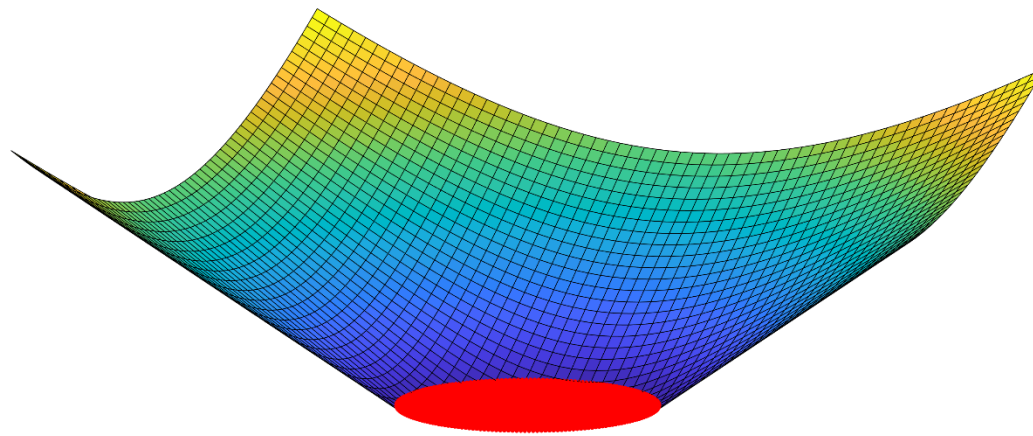


Regularization

$$L = \frac{1}{2} \|W_{n+1} \cdot W_n \cdots W_1 X - Y\|_F^2 + \lambda \cdot R(W_1, \dots, W_{n+1})$$

No regularization: $\lambda = 0$

- ▶ Analytic expressions of critical points (Zhou-Liang, 2017)
- ▶ “No bad minima” (every local minimum is a global minimum)
- ▶ “Lakes” of minima from overparameterization (flat minima)
 - ▶ replace (W_1, W_2) by (AW_1, W_2A^{-1}) for any invertible A



Regularization

$$L = \frac{1}{2} \|W_{n+1} \cdot W_n \cdots W_1 X - Y\|_F^2 + \lambda \cdot R(W_1, \dots, W_{n+1})$$

With Tikhonov regularization: $R(W_1, \dots, W_{n+1}) = \sum_i \|W_i\|_F^2$

► flat minima can still exist

$$X = \begin{bmatrix} 1 & 2 & 3 \\ 1 & 2 & 3 \end{bmatrix} \quad Y = \begin{bmatrix} 1 & 2 & 3 \\ 1 & -3 & 2 \end{bmatrix}$$

$$W_1 = \begin{bmatrix} a & a \\ \gamma(a, \lambda) & \gamma(a, \lambda) \end{bmatrix} \quad W_2 = \sqrt{\frac{2}{197}} \begin{bmatrix} 14a & 14\gamma(a, \lambda) \\ a & \gamma(a, \lambda) \end{bmatrix}$$

$$\gamma(a, \lambda) = \sqrt{\sqrt{394/56} - a^2 - \lambda/28}$$

Regularization

$$L = \frac{1}{2} \|W_{n+1} \cdot W_n \cdots W_1 X - Y\|_F^2 + \lambda \cdot R(W_1, \dots, W_{n+1})$$

Generalized Tikhonov regularization:

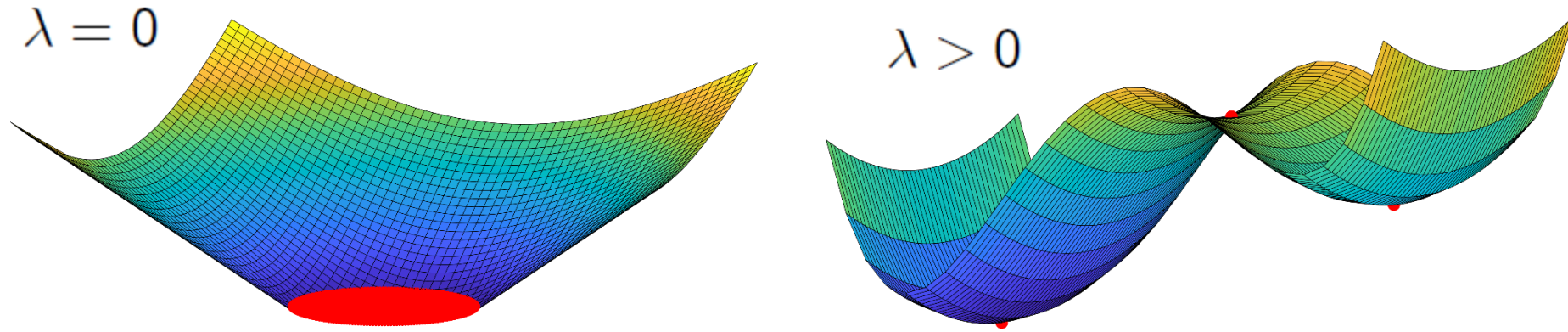
$$R(W_1, \dots, W_{n+1}) = \sum_i \|B_i \star W_i\|_F^2$$

- ▶ Weight matrices B_i
- ▶ \star : Hadamard (entrywise) product

Theorem

All critical points where the matrices W_i have all nonzero entries are isolated and nondegenerate (full rank Hessian) for general weight matrices using a generalized Tikhonov regularization.

Regularization



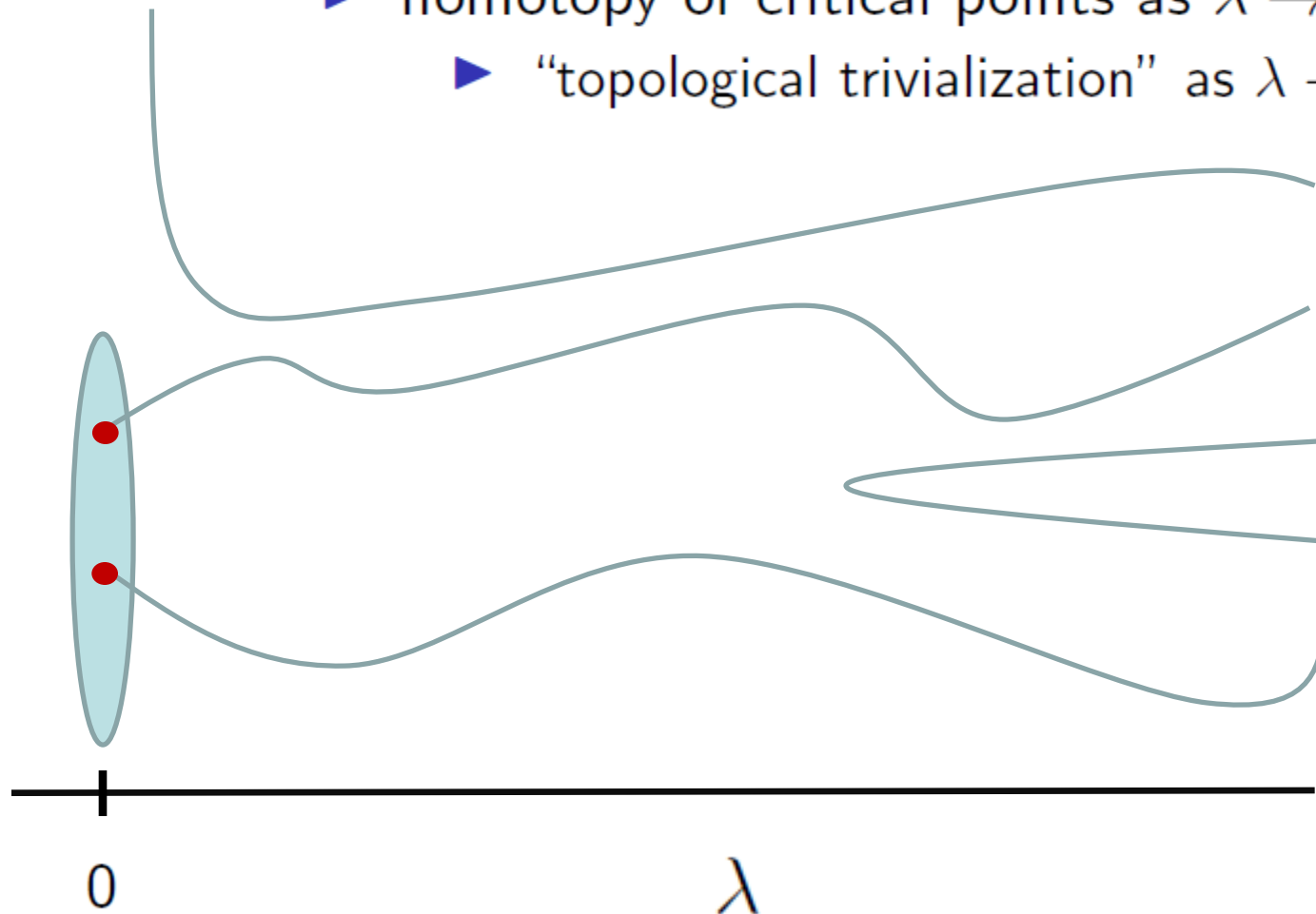
Regularization is a double-edged sword:

- + avoid “overfitting” of data
- + avoid ill-conditioning in optimization (full rank Hessian)
- energy landscape becomes more complicated
 - ▶ topological trivialization as $\lambda \rightarrow 0^+$
 - ▶ non-global local minimizers can (and do!) appear

Regularization

$$L = \frac{1}{2} \|W_{n+1} \cdot W_n \cdots W_1 X - Y\|_F^2 + \lambda \cdot R(W_1, \dots, W_{n+1})$$

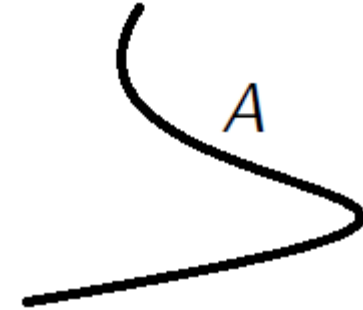
- ▶ homotopy of critical points as $\lambda \rightarrow 0^+$
- ▶ “topological trivialization” as $\lambda \rightarrow 0^+$



Witness Set

How to represent a positive-dimensional variety on a computer?

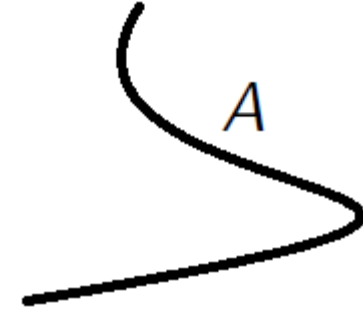
- ▶ algebraic: basis for defining ideal
- ▶ geometric: witness set



Witness Set

How to represent a positive-dimensional variety on a computer?

- ▶ algebraic: basis for defining ideal
- ▶ geometric: witness set



Defining ideal: $I(A) = \{g : g(a) = 0 \text{ for all } a \in A\}$

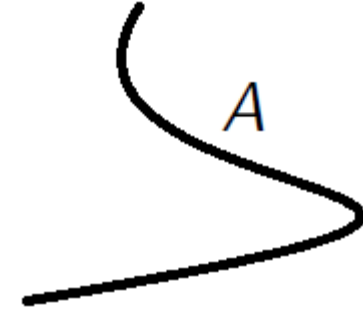
- ▶ Hilbert Basis Theorem (1890): there exists f_1, \dots, f_k such that

$$I(A) = \langle f_1, \dots, f_k \rangle$$

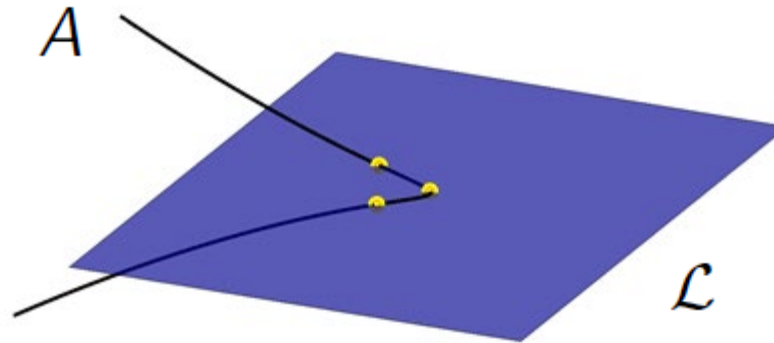
Witness Set

How to represent a positive-dimensional variety on a computer?

- ▶ algebraic: basis for defining ideal
- ▶ geometric: witness set

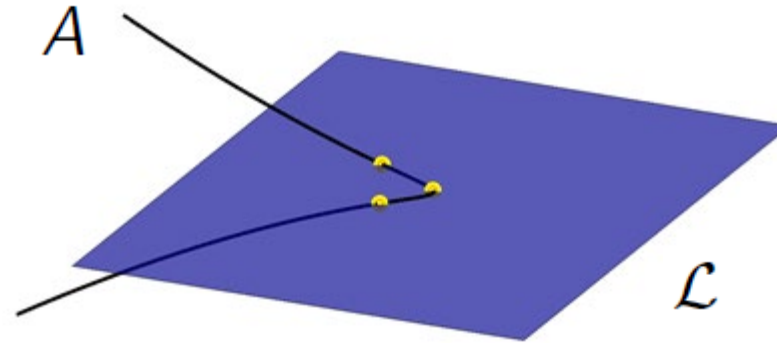


Intersect with complimentary dimensional linear space



Witness Set

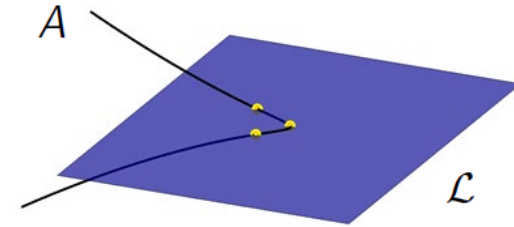
Intersect with complimentary dimensional linear space



- ▶ geometric: witness set $\{f, \mathcal{L}, W\}$ where
 - ▶ f is polynomial system where A is component of variety of f
 - ▶ \mathcal{L} is a general linear space with $\text{codim } \mathcal{L} = \dim A$
 - ▶ $W = A \cap \mathcal{L}$ is **witness point set** with $\#W = \deg A$

Witness Set

Witness sets “localize” computations to component.



Some applications of witness sets:

- ▶ compute sample points on A by moving \mathcal{L}
- ▶ monodromy to compute $W = A \cap \mathcal{L}$ given one $w \in W$
- ▶ membership testing in A
- ▶ compute images $\overline{\pi(A)}$
- ▶ compute intersections $A \cap B$
 - ▶ regeneration
- ▶ determine arithmetically Cohen-Macaulayness of A
- ▶ compute all irreducible components of a variety
 - ▶ numerical irreducible decomposition

Fixed Points

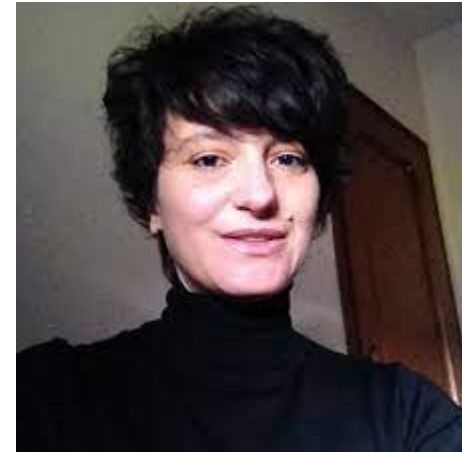
Analyze fixed points of a map using numerical algebraic geometry

$$\underbrace{F \circ \dots \circ F}_{N\text{-times}}(x) = x$$

$$F(x_1, \dots, x_4) = \begin{bmatrix} x_2 \\ -x_4 \\ x_1 - x_1 x_2^2 \\ -x_3 + x_1 x_2 x_4 \end{bmatrix}$$

Joint work with

- ▶ Cinzia Bisi (University of Ferrara, Italy)
- ▶ Tuyen Trung Truong (University of Oslo, Norway)



Fixed Points

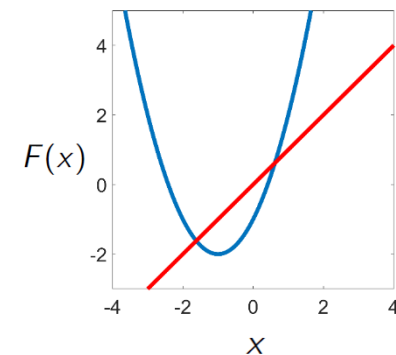
$$\underbrace{F \circ \dots \circ F}_{k\text{-times}}(x) = x \qquad F(x_1, \dots, x_4) = \begin{bmatrix} x_2 \\ -x_4 \\ x_1 - x_1 x_2^2 \\ -x_3 + x_1 x_2 x_4 \end{bmatrix}$$

$$G_N = \{(x, y_1, \dots, y_N) \mid F(x) = y_1, F(y_1) = y_2, \dots, F(y_{N-1}) = y_N\}$$

- ▶ graph \rightarrow irreducible of dim 4
- ▶ $G_{N+1} = (G_N \times \mathbb{C}^4) \cap \{(x, y_1, \dots, y_N, y_{N+1}) \mid F(y_N) = y_{N+1}\}$

Compute fixed points by intersecting with linear space:

$$G_N \cap \{(x, y_1, \dots, y_N) \mid x = y_N\}$$



Fixed Points

N	fixed points on general fiber	$[\#IsoFix_N(f_c)]^{1/N}$
1	4	4
2	C (occurring with multiplicity 1)	0
3	10	2.15443469003
4	D_1 (multiplicity 1) & D_2 (multiplicity 2)	0
5	44	2.13152551327
6	C (multiplicity 1) AND 12 points	1.51308574942
7	186	2.10967780991
8	D_1 (multiplicity 1) & D_2 (multiplicity 2) AND 128 points	1.83400808641
9	820	2.10744910267
10	C (multiplicity 1) AND 1440 points	2.06936094886
11	3634	2.10703309279
12	D_1 (multiplicity 1) & D_2 (multiplicity 2) AND 6908 points	2.08903649661

$C \subset Z_c$: the curve defined by the ideal $\langle x_2 - x_1^2 x_2 - x_3, x_1 + x_4, x_1 x_4 - x_2 x_3 - c \rangle$.

$D_1 \subset Z_c$: the curve with 2 components defined by the ideals $\langle x_2 - x_1^2 x_2 - x_3, x_1 + x_4, x_1 x_4 - x_2 x_3 - c \rangle$ and $\langle -x_2 + x_1^2 x_2 - x_3, x_1 - x_4, x_1 x_4 - x_2 x_3 - c \rangle$;

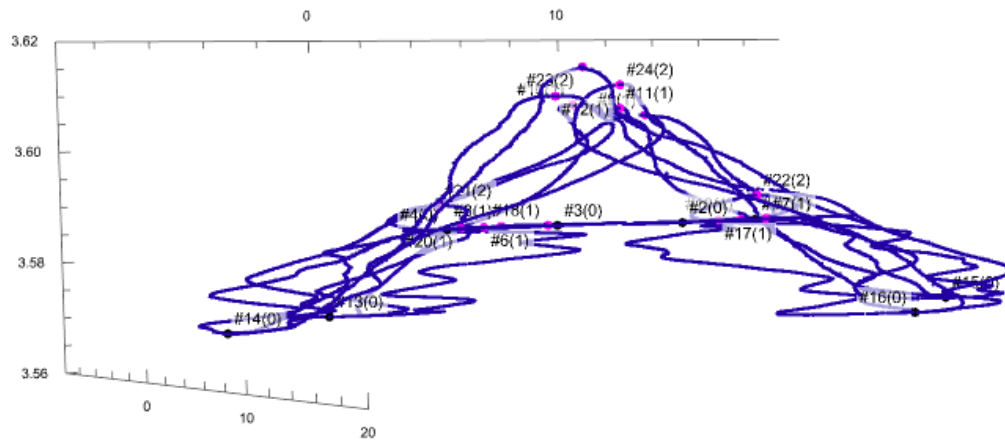
$D_2 \subset Z_c$: the curve with 2 components defined by the ideals $\langle x_2, x_3, x_1 x_4 - x_2 x_3 - c \rangle$ and $\langle x_1, x_4, x_1 x_4 - x_2 x_3 - c \rangle$.



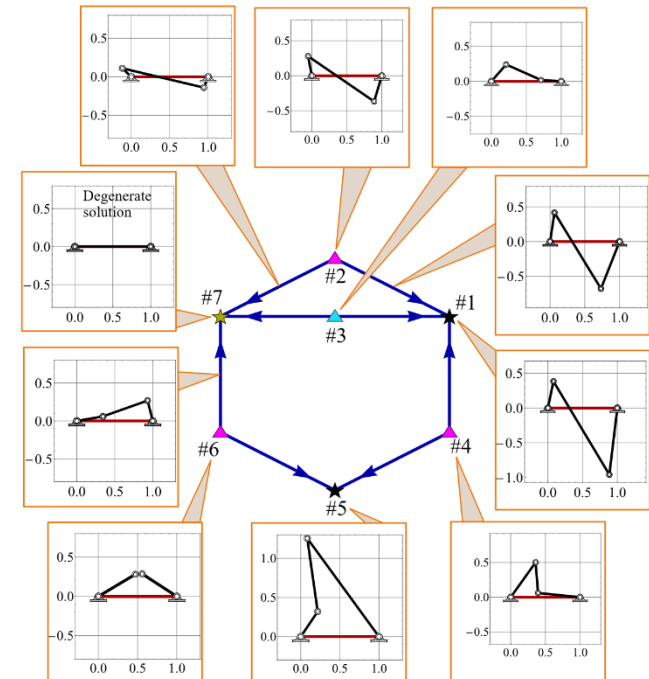
Conclusion

Solve polynomial systems using numerical algebraic geometry:

- ▶ analyze landscapes in optimization and machine learning
 - ▶ saddle graphs connect fixed points via gradient descent paths



- ▶ analyze maps
 - ▶ compute fixed points
 - ▶ compute dynamical degrees

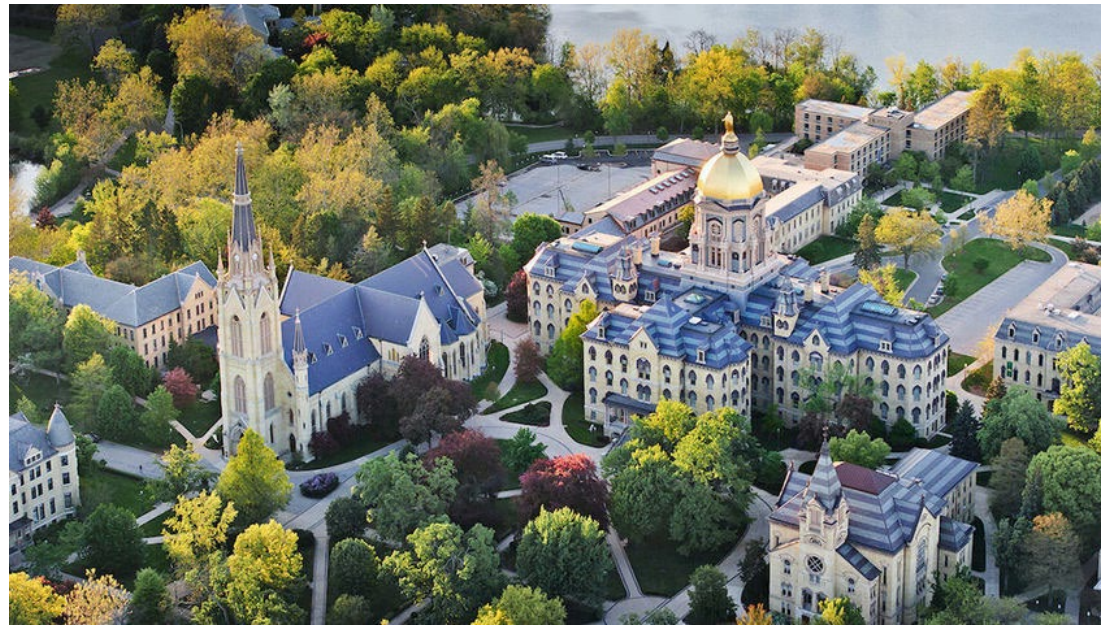


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Thank You!

