

# ***FIRE***: Fast Inertial Relaxation Engine for Optimization on All Scales

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# Optimization

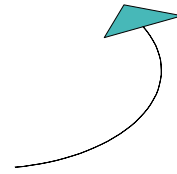
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Local optimization:

- structure optimization
- constrained optimization
- transition state (barrier) calculations
- stability analysis
- etc...

Global minimization

- often uses local minimization methods



# Optimization

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Toolbox:

Steepest Descent (SD)  
Conjugate Gradient (CG)  
Molecular Dynamics (MD)  
( 'quenching' )  
Quasi-Newton (QN)  
(BFGS, L-BFGS)  
Truncated Newton (TN)  
etc...

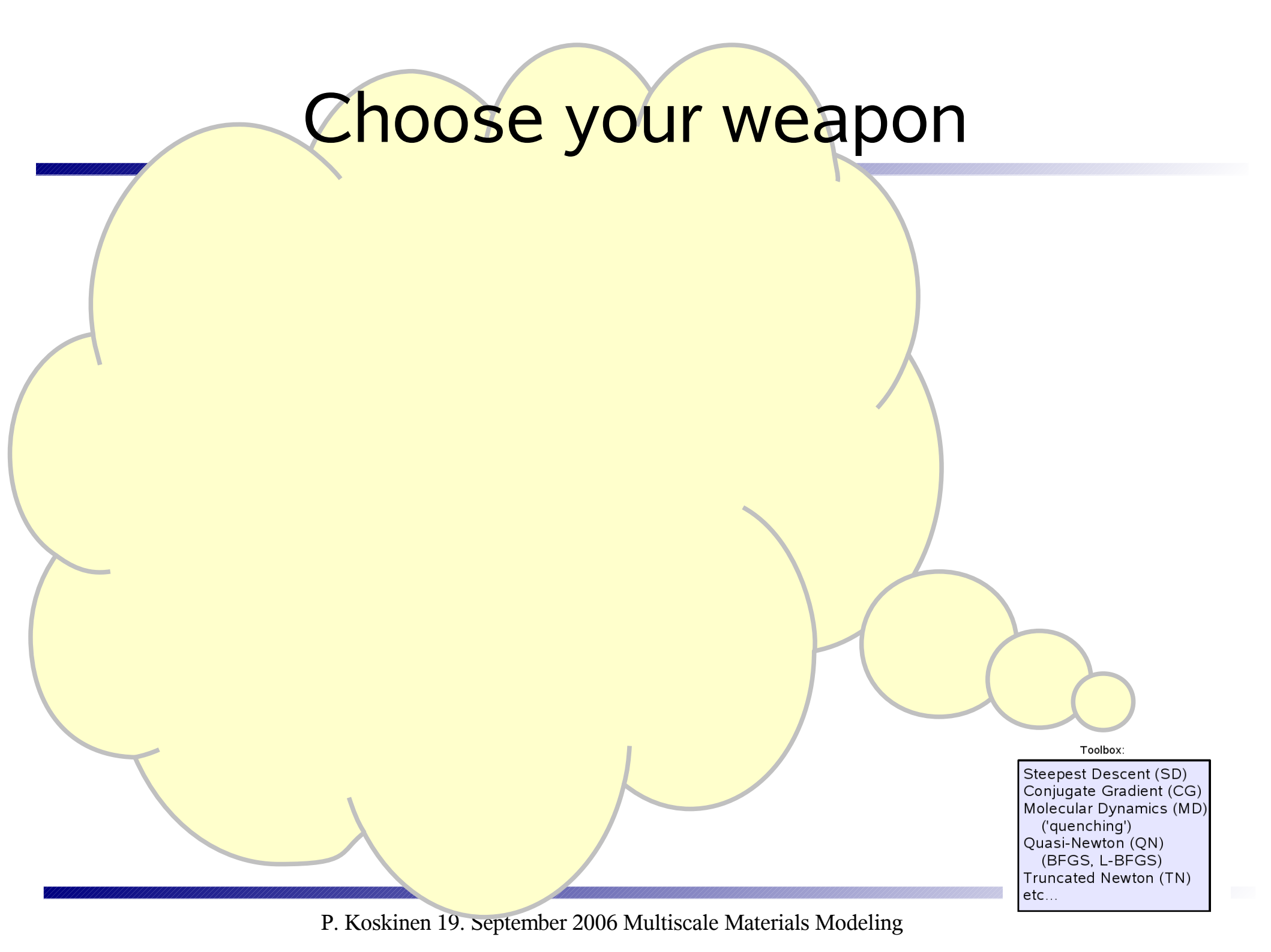
# Choose your weapon

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# Choose your weapon

- computational cost
  - function calls
  - computational overhead
- memory requirements  $\sim N \leftrightarrow N^2$
- robustness
- easy to use? (parameters, implementation)
- convergence criteria  
( $\delta E$ ,  $\mathbf{F}$ ,  $\max(\mathbf{F})$ ,  $\delta \mathbf{r}$ , ...)

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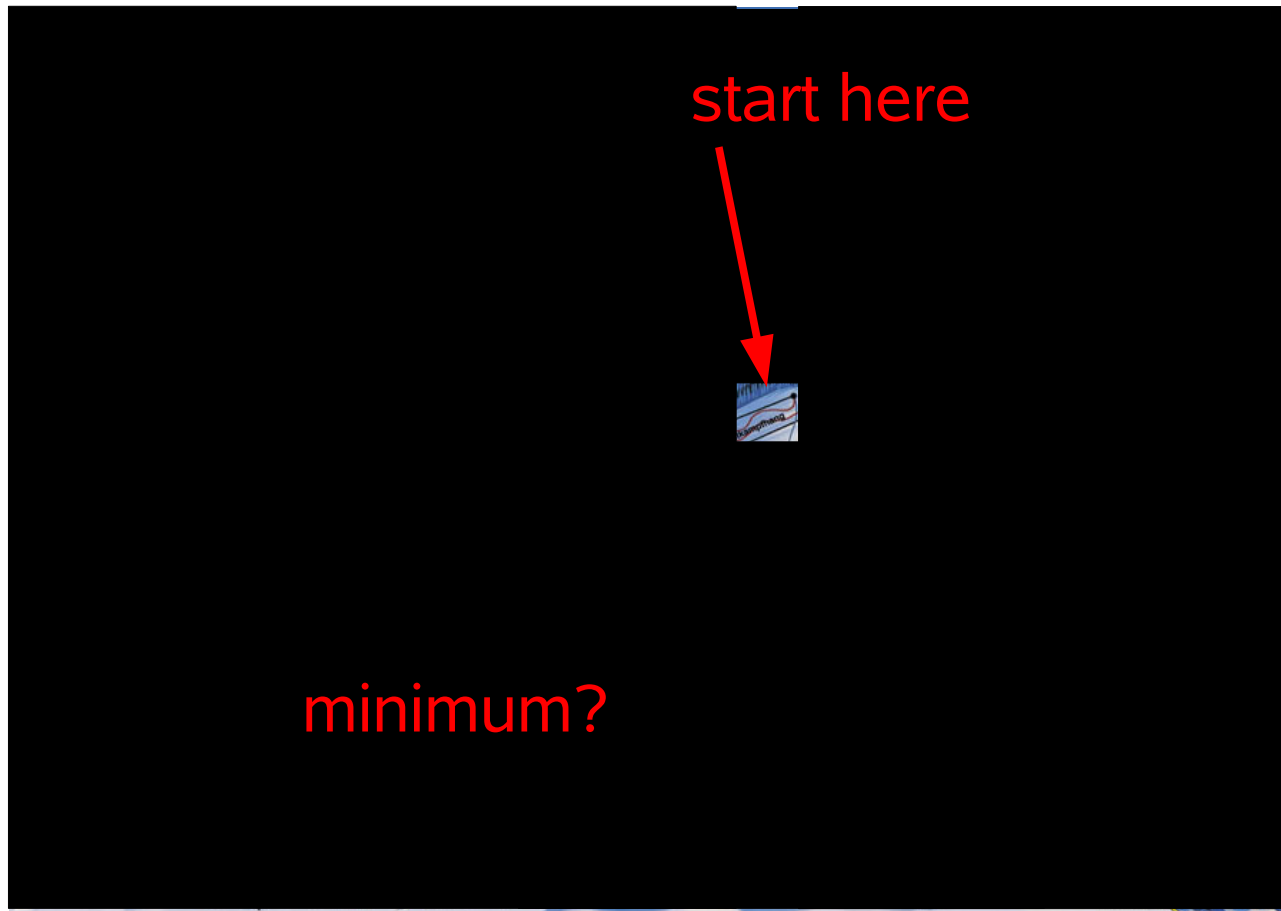
# Clever skier





# Clever (blind) skier

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# Snapshot at $t=t_i$

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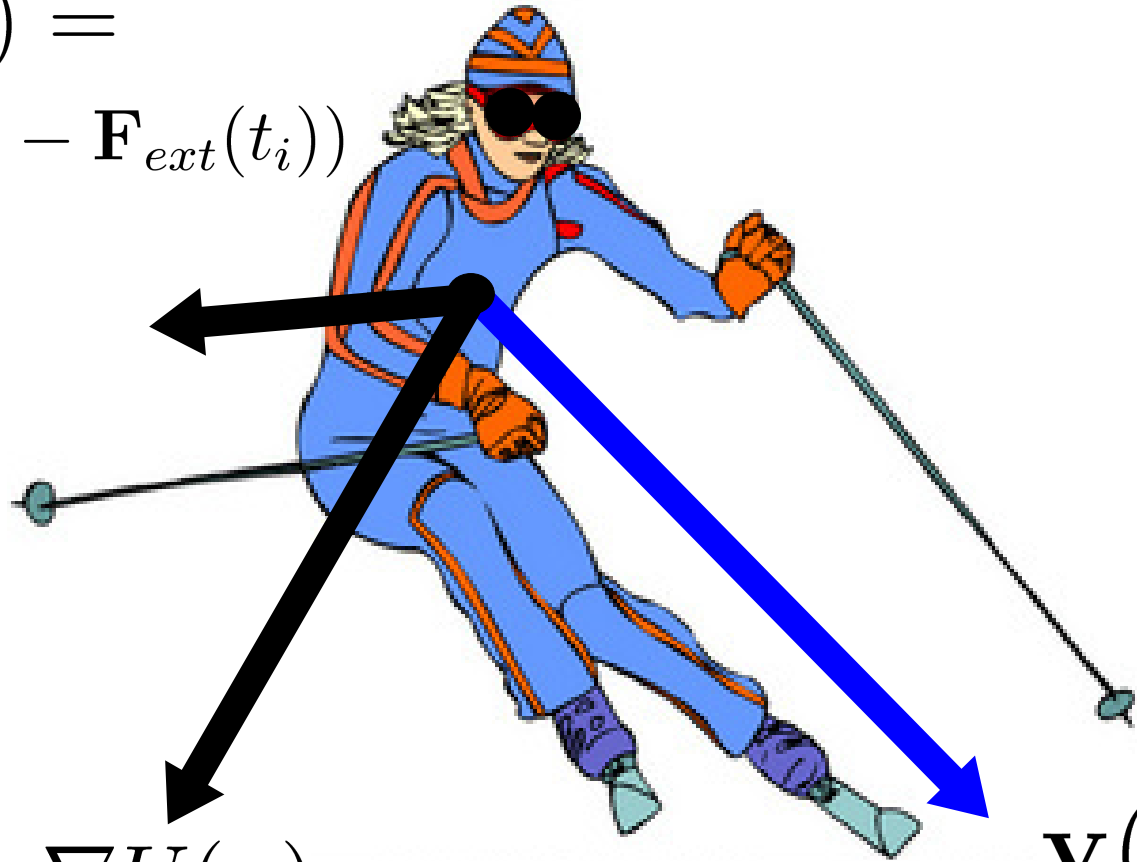
$$\mathbf{F}_{ext}(t_i) = -\nabla U(\mathbf{x})$$

$$\mathbf{v}(t_i)$$

# Snapshot at $t=t_i$

$$\mathbf{F}_{skier}(t_i) =$$

$$-\gamma(t_i)|\mathbf{v}(t_i)|(\mathbf{v}(t_i) - \mathbf{F}_{ext}(t_i))$$



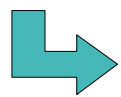
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$$\mathbf{v}(t_i)$$

# Considerations

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- if we go uphill  $\Rightarrow$  **stop**
- use MD with discrete  $\Delta t$ : **optimize  $\Delta t$**  in a stable manner:
  - right direction?  $\Rightarrow$ increase  $\Delta t$
  - where to go?  $\Rightarrow$ decrease  $\Delta t$
  - $\Delta t$  should have **max** limit
  - no hasty decisions
- steer in the beginning, then let it go
  - too heavy steering  $\Rightarrow$  SD
  - let *inertia* decide the direction



**Fast Inertial Relaxation Engine (FIRE)**

All dimensions should be comparable  
vectors are  $3N$ -dimensional

# The algorithm

**MD**: calculate  $\mathbf{x}$ ,  $\mathbf{F} = -\nabla E(\mathbf{x})$ , and  $\mathbf{v}$  using any common MD integrator; check for convergence

**F1**: calculate  $P = \mathbf{F} \cdot \mathbf{v}$

**F2**: set  $\mathbf{v} \rightarrow (1 - \alpha) \cdot \mathbf{v} + \alpha \cdot \mathbf{F}/|\mathbf{F}| \cdot |\mathbf{v}|$

**F3**: if  $P > 0$  and the number of steps since  $P$  was negative is larger than  $N_{\min}$ , increase the time step

$\Delta t \rightarrow \min(\Delta t \cdot f_{\text{inc}}, \Delta t_{\text{max}})$  and decrease  $\alpha \rightarrow \alpha \cdot f_{\alpha}$

**F4**: if  $P \leq 0$ , decrease time step  $\Delta t \rightarrow \Delta t \cdot f_{\text{dec}}$ , freeze the system  $\mathbf{v} \rightarrow 0$  and set  $\alpha$  back to  $\alpha_{\text{start}}$

**F5**: return to MD

E. Bizek, P. Koskinen, F. Gähler,  
M. Moseler, P. Gumbach, *PRL* (to appear)

# Sample code (!)

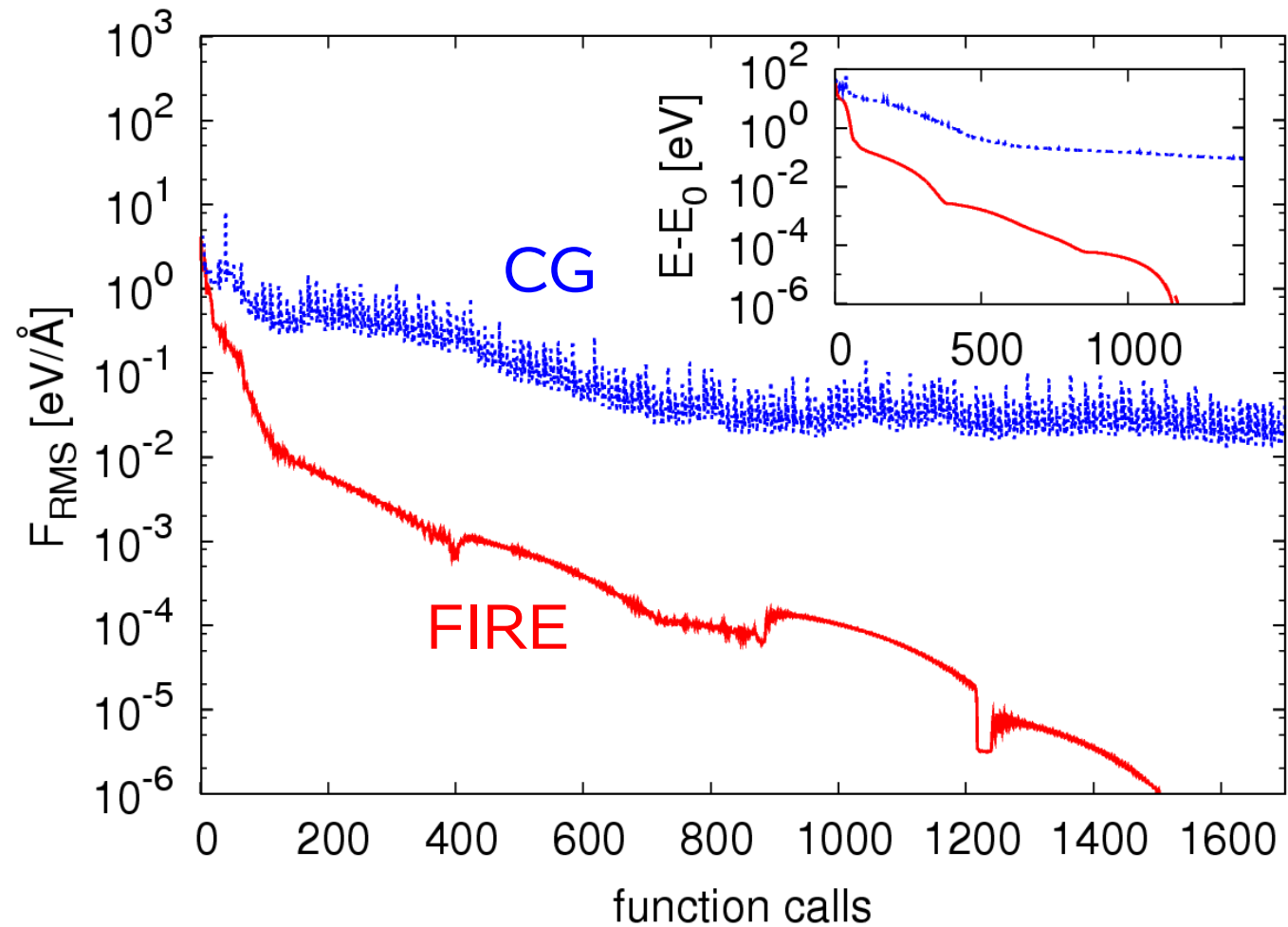
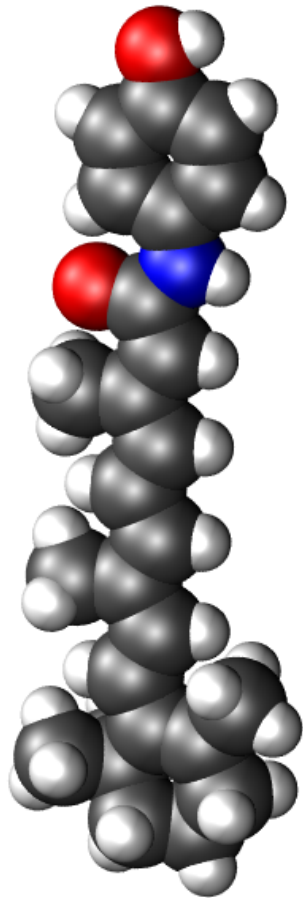
```
subroutine FIRE(it,dt,n,v[n],F[n],done)
  if( max(F) < crit ) done

  P = V*F
  V = (1-a)*V + a*F*norm(V)/norm(F)

  if( P<0 )
    V = 0
    cut = it
    dt = dt * f_dec
    a = a_start
  else if( P>=0 and it-cut>N_min )
    dt = min( dt*f_inc, dt_max )
    a = a * f_dec
```

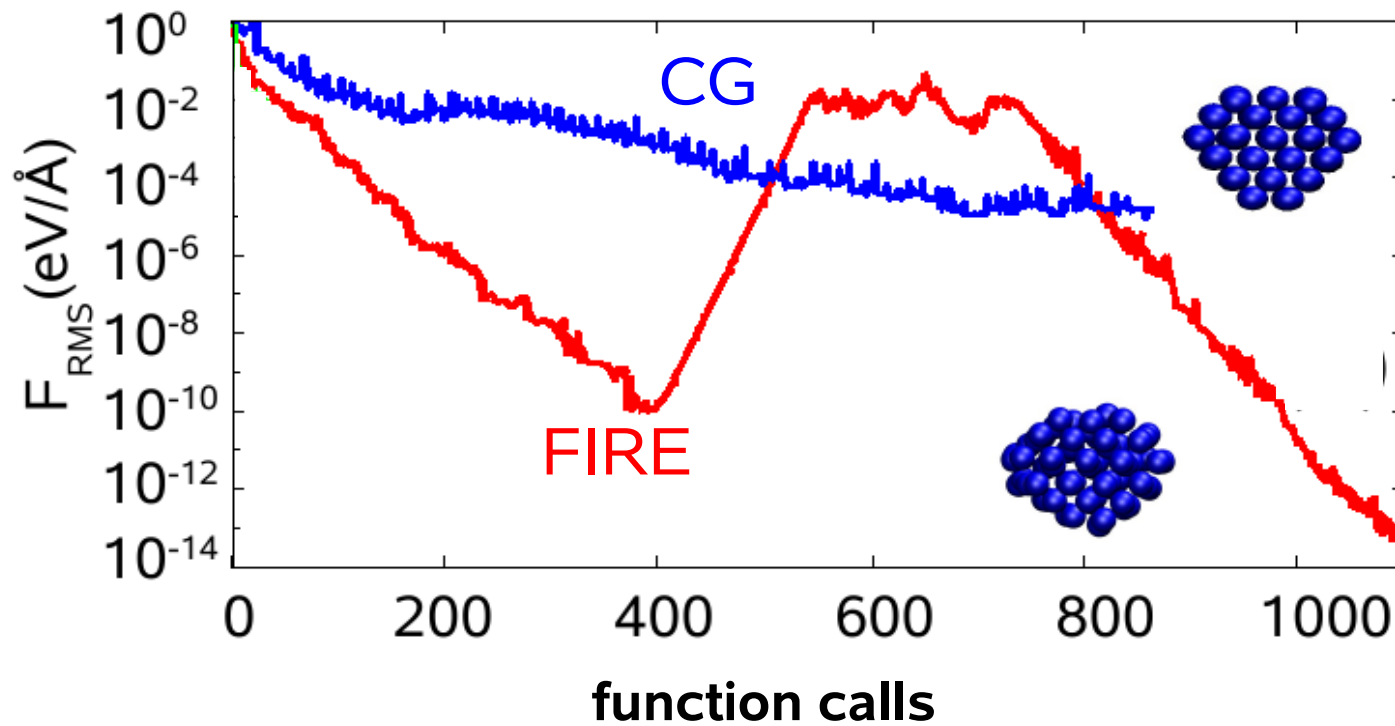
# Results

## Fenretinide (N=62)



# Results

Small convergence criteria:  $\text{Na}_{71}^-$





# Results

Convergence criteria:  $F_{\text{RMS}}$  or  $F_{\text{max}} < 10^{-3} \text{ eV/\AA}$  ( $10^{-6} \text{ eV/\AA}$ )

system	$N_{atoms}$	FIRE	CG
AlNiCo	3360	136 (639)	661 (2131)
crack in Ni	4815	61 (207)	174 (764)
hot Cu plate	16200	299 (585)	545 (1767)
vacancy in Cu	107998	43 (132)	58 (329)
vacancy in Cu	1492991	43 (118)	59 (358)

# Summary

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**FIRE** competes with sophisticated methods!

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*Furthermore:*

- **robust** relaxation for all  $N$
- **memory** usage small
- small computational overhead
- gradient-based: stability analysis
- gradient based: small convergence **criteria**
- non-harmonic energy landscapes
- **stable** against errors in  $E(\mathbf{x})$  and  $\mathbf{F}(\mathbf{x})$
- constrained minimization easy
- intuitive, easy adaption to new problems
- application to non-atomistic problems

# FIRE code

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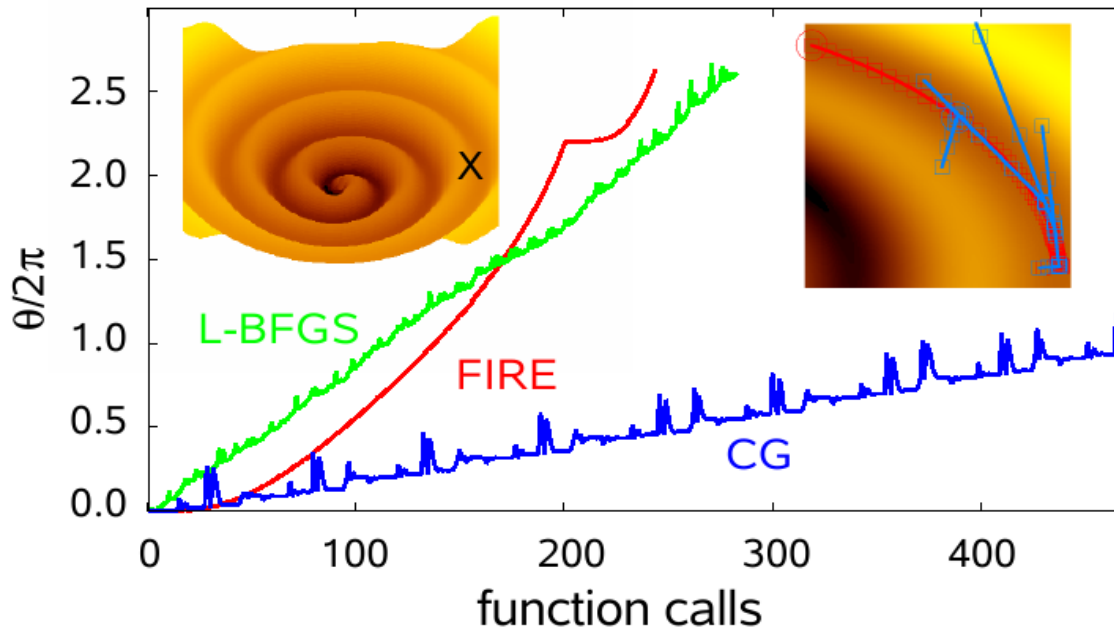
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    dt = min( dt*f_inc, dt_max )
    a = a * f_dec
```

Have fun!

Do not click, clicking is not allowed.

# Spiral



# FIRE, CG and L-BFGS

