

# Global minimum/maximum using Enforced Hill Climbing Algorithm

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## 1 Introduction

**Hill Climbing** is an **heuristic algorithm** used in numerical analysis. This algorithm is used to find the global minimum or maximum of a function. It uses incremental changes and if a change is better than the original value, it becomes the new solution.

This relative simple algorithm can be used for problems such as **Travelling Salesman Problem**.

**Enforced Hill Climbing** is a Hill Climbing Algorithm Variant witch uses **Breadth-first search** to not get stuck in a local optimum.

## 2 Implementation

### 2.1 Pseudo Code

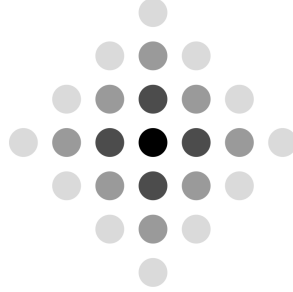
Enforced Hill Climbing

```
open-queue  $\leftarrow$  [initial-vector]
best  $\leftarrow$  f(initial-vector)
while (list is not empty) do
    current-vector  $\leftarrow$  pop vector from open-queue
    successors  $\leftarrow$  list of vectors visible from the current-vector
    for each next-vector  $\in$  successors do
        next-vector-value  $\leftarrow$  f(next-vector)
        if (next-vector-value is better than best) then
            clear successors
            clear open-queue
            best  $\leftarrow$  next-vector-value
        end if
        push next-vector in open-queue
    end for
end while
```

## 2.2 Successors Optimization

An approach can be to create the successors list from incrementing in every direction from the current-vector.

This naive approach for finding the "neighbours" will check the same vector many times being hard to check vectors that are far from the current solution.



**A good approach can be:**

Defining an axis vector as a tuple (value, index, direction)

$$\text{Axis Vector} = \begin{cases} \text{value} = [x_0, x_1, \dots, x_k \dots x_{n-1}] & k, n \in N, k < n, n \geq 1 \\ \text{index} = k & k \in N, k < n \\ \text{direction} = -1 \text{ or } 1 \text{ (positive or negative)} \end{cases}$$

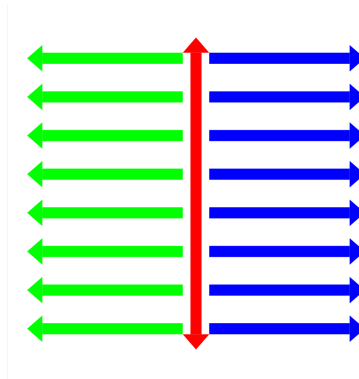
The successors of an Axis Vector are:

$$\begin{cases} [v_0, v_1, v_2], k < n - 1 \\ [v_0], k = n - 1 \end{cases}$$

$$v_0 = \begin{cases} \text{value} = [x_0, x_1, \dots, (x_k + \text{step} \cdot \text{direction}) \dots x_{n-1}] \\ \text{index} = k \\ \text{direction} = \text{direction of the current vector} \end{cases}$$

$$v_1 = \begin{cases} \text{value} = [x_0, x_1, \dots, x_k, (x_{k+1} + \text{step}) \dots x_{n-1}] \\ \text{index} = k + 1 \\ \text{direction} = 1 \end{cases}$$

$$v_2 = \begin{cases} \text{value} = [x_0, x_1, \dots, x_k, (x_{k+1} - \text{step}) \dots x_{n-1}] \\ \text{index} = k + 1 \\ \text{direction} = -1 \end{cases}$$



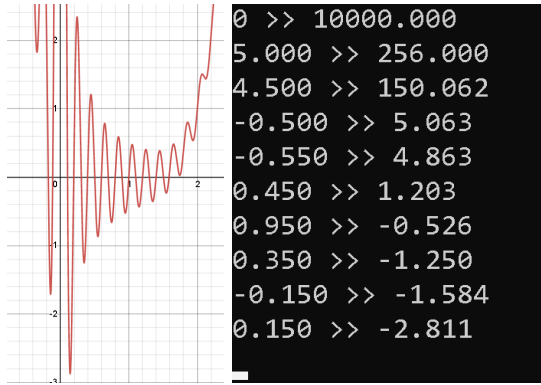
## 2.3 C++ Implementation

[Link to GitHub folder](#)

## 2.4 Testing

- Gramacy Lee Function:

$$\frac{\sin(10\pi x)}{2x} + (x-1)^4$$



- Heart Function:

$$x^2 + \left( \frac{3y}{2} - \frac{x^2 + \text{abs}(x) - 6}{x^2 + \text{abs}(x) + 2} \right)^2 - 36$$

