

# Simulated Annealing Demo 4

April 7, 2019

## 1 Simulated annealing Demo 4

```
In [153]: import numpy as np
import matplotlib.pyplot as plt

from IPython.display import clear_output, display

In [154]: def _display_progress(current_progress, progress):
    idx = np.where(progress - current_progress >= 0)[0][0] + 1
    perc = int(100. * idx / progress.shape[0])
    clear_output(wait = True)
    prg = "["
    prg += "".join(["=" for i in range(int(perc / 5))])
    prg += "".join(["." for i in range(20 - int(perc / 5))])
    prg += "]"
    display(prg + "      " + 'Progress: ' + str(perc) + "%")

In [155]: import sys

    sys.path.insert(0, "../src")

In [156]: from env.light_grid import LightGrid
from walker.light_walker import LightWalker
from walker.simulated_annealing import SimulatedAnnealing

In [157]: x_l, x_r = -10, 10

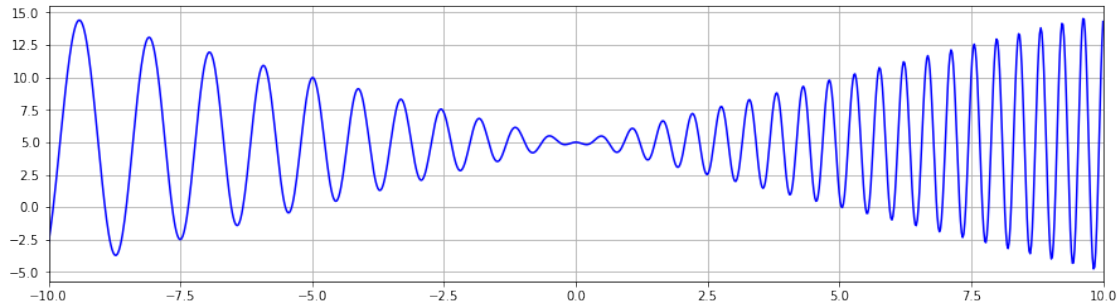
In [158]: def global_optimizer(x):
    return 5 - x * np.sin(10 * x + .3 * x ** 2)

In [159]: xx = np.linspace(x_l, x_r, 1000)

In [227]: fig, ax = plt.subplots()

    fig.set_figwidth(15)

    ax.set_xlim(x_l, x_r)
    ax.plot(xx, global_optimizer(xx), c = 'b')
    ax.grid()
    plt.show()
```



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In [228]: annealing = SimulatedAnnealing(initial_temperature = 10000, temperature_decay = 0.99)
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In [229]: grid = LightGrid(bounded = True, bounds = [(x_l, x_r)], dr = np.ones(2) * 1e-3, dim = 1)
grid.add_processor(global_optimizer, name = "optimizer")
```

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In [230]: no_of_walkers = 10
no_of_steps = int(5e3)
```

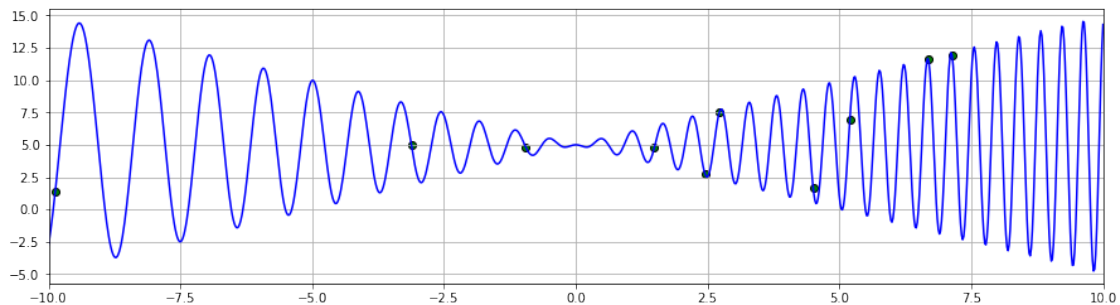
```
def get_initial_coordinates(no, x_bounds):
    return np.random.uniform(low = x_bounds[0], high = x_bounds[1], size = no)
```

```
In [231]: walkers = []
```

```
In [232]: coordinates = get_initial_coordinates(no_of_walkers, (-10, 10))
```

```
In [233]: ax.scatter(coordinates, global_optimizer(coordinates), c = 'g', edgecolor = 'k')
fig
```

Out [233]:



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In [234]: for i in range(no_of_walkers):
    wlk = LightWalker(dim = 1, \
                      data_collection_keys = ['optimizer'], \
                      max_no_of_steps = no_of_steps, \
                      initial_position = np.array([coordinates[i]]), \
                      next_step_processor = annealing)
    walkers.append(wlk)
```

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In [235]: drs = [np.ones(2, dtype = np.float64) * 1e-1, \
                 np.ones(2, dtype = np.float64) * 1e-2, \
                 np.ones(2, dtype = np.float64) * 1e-3, \
                 np.ones(2, dtype = np.float64) * 1e-4]

In [236]: from random import choice

In [237]: prg = np.linspace(0, no_of_steps, no_of_steps)

global_min = 1e5
coord_min = 0

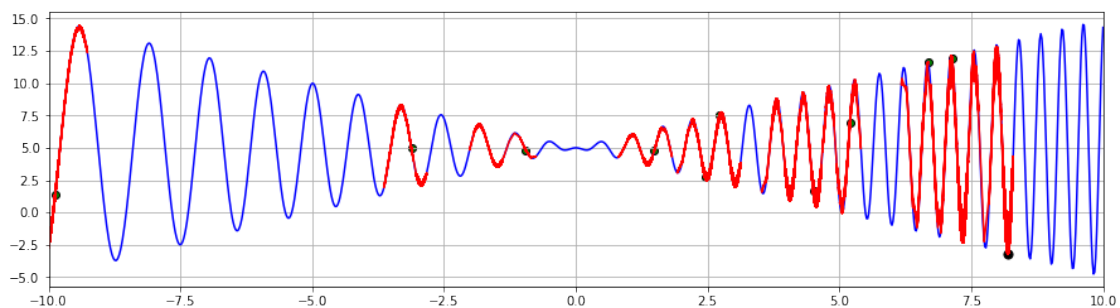
for i in range(no_of_steps):
    next_positions = 0
    for walker in walkers:
        curr = walker.get_current_position()
        data_collector = list(key for key in walker.data.keys())[0]
        #dr = np.random.normal(low = 0, high = 1, size = 1)
        dr = choice(drs)
        next_positions = grid._next(curr, dr = dr)
        eng_curr = grid.processors[data_collector](curr[0])
        eng_next = np.array([grid.processors[data_collector](next_pos[0]) for next_pos in next_positions])
        walker.walk(possible_states = next_positions, energies = eng_next, current_energy = eng_curr)
        tmp = walker.get_current_position()
        if global_optimizer(tmp) < global_min:
            coord_min = curr
            global_min = global_optimizer(tmp)
    _display_progress(i, prg)

'[[=====]          Progress: 100%'

In [238]: for wlk in walkers:
            ax.plot(wlk.visited[:, 0], global_optimizer(wlk.visited[:, 0]), c = 'r')
            ax.scatter(coord_min, global_min, c = 'k', s = 50)
            fig

```

Out [238]:



```
In [239]: global_min, coord_min
```

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Out[239]: (array([-3.19556541]), array([8.19681433]))
```

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In [ ]:
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