

LAB-05

Simulation of Annealing.Objective function :  $x^2 + 5 \sin x$ .

Step 1: define a function called "Simulation-Annealing".

def SimulationAnnealing (initial state,  
initial temp, cooling state,

current = initial state.

best = current

best = objective(current)

temp = initial Temp.

while Temp &gt; 1

for i ← 1 to it :

new = neighbours (current)

current = objective (current)

new-cost = object (new),

if function (curr, new-cost,  
temp) > Rand (0, 1):

current = new.

if new &lt; best:

best = new

temp \* = cooling

return (best, best-cost)

Step 2: Now define a objective function to  
change the state



```
def objective (state):
    cost = 0
    for element in state:
        cost += ele * (1 + sin(ele))
    return cost
```

Step 3: Next function is to check / search for neighbours

```
def neighbour (state):
    new = state copy()
    index = rand(0, len(state)-1)
    new[index] += Rand(-1, 1)
    return new.
```

Step 4: A function for acceptance probability

```
def AP (current_cost, new_cost, temp):
    if (new_cost < current_cost):
        return 1
```

else:

```
    return  $e^{\frac{\text{new\_cost} - \text{current\_cost}}{T}}$ 
```

*9/10/21*

code:

```
def main():
```

```
    initial_temp = 1000
```

```
    cooling_rate = 0.9
```

```
    iterations = 1000
```

```
    initial_state = random.uniform(-10,
```

*9/10/21*



for \_ in range(5)]

best\_state, best\_cost = simul(initial\_state,  
initial\_temp, cooling\_rate, iterations)  
print ("Best state: ", best\_state, "  
print ("Best cost: ", best\_cost, ")")

if \_\_name\_\_ == "\_\_main\_\_":  
main()

output:

Best state: [-0.511966, -0.502446,  
-0.327961, -0.374036, -0.359768]  
Best cost: -1.1195532