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from __future__ import division
import sys, random, math, datetime, time, re
sys.dont_write_bytecode = True

5 class Model:

    def name(i):
        return i.__class__.__name__

10 def generate_x(i):
    x = [i.lo + (i.hi-i.lo)*random.random() for _ in range(i.n)]
    return x

    def sa_neighbor(i, old):
15         new = old
        for j in range(len(old)):
            if random.random() < 0.33:
                new_gen = i.generate_x()
                old[j] = new_gen[0]
20         # print old
        return old

    def mws_neighbor(i, solution):
        optimized_index = random.randint(0, len(solution)-1)
25         increment = (i.hi - i.lo)/10
        temp_min = 10*(5)
        # print "old solution : %s" % solution
        for _ in range(10):
            solution[optimized_index] = i.lo + increment
30             temp = i.norm(i.f1_plus_f2(solution))
            if temp < temp_min:
                temp_min = temp
        # print "new solution : %s" % solution
        return solution
35

    def baseline(i):
        # model = eval(model+"()")
        i.min = 10**(5)
        i.max = -10**(5)
40         for _ in xrange(100000):
            temp = i.f1_plus_f2(i.generate_x())
            if temp > i.max:
                i.max = temp
45             if temp < i.min:
                i.min = temp
        return i.min, i.max

    def norm(i, x):
50         e = (x - i.min)/(i.max - i.min)
        return e

class Schaffer(Model):
    def __init__(i):
55         i.lo = -2
        i.hi = 2
        i.n = 1
    def f1_plus_f2(i, x_list):
        # x = i.generate_x()
60         for item in x_list:
            f1 = item**2
            f2 = (item-2)**2
            return f1 + f2

65 class Fonseca(Model):
    def __init__(i):
        i.lo = -4
        i.hi = 4
70         i.n = 3

    def f1_plus_f2(i, x_list):
        n = i.n

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    def f1_sum(x_list, n):
75         value = []
        for item in x_list:
            value.append((item - 1/math.sqrt(n))**2)
        return sum(value)

    def f2_sum(x_list, n):
80         value = []
        for item in x_list:
            value.append((item + 1/math.sqrt(n))**2)
        return sum(value)
85
        f1 = 1 - math.e ** (-1* f1_sum(x_list, n))
        f2 = 1 - math.e ** (-1* f2_sum(x_list, n))
        return f1+f2

90 '''kusarvs'''
class Kursawe(Model):
    def __init__(i):
        i.lo = -5
        i.hi = 5
95         i.n = 3

    def f1_plus_f2(i, x_list):
        n = i.n
    def f1_inner(x_list, n):
100         value = []
        for i in range(n-1):
            value.append(-10 * math.e **(-0.2 * math.sqrt(x_list[i]**2 + x_list[i+1]
**2))))
        return value
105
    def f2_inner(x_list, n):
        value = []
        a = 0.8
        b = 3
        for item in x_list:
110             value.append(abs(item)**a + 5 * math.sin(item)**b )
        return value
        f1 = sum(f1_inner(x_list, n))
        f2 = sum(f2_inner(x_list, n))
        return f1+f2

115 class ZDT1(Model):
    def __init__(i):
        i.lo = 0
        i.hi = 1
120         i.n = 30

    def f1_plus_f2(i, x_list):
    def f1(x_list):
        return x_list[0]
125    def g(x_list):
        val = 0
        for item in x_list[1:]:
            val += item
            return 1+ 9*(val)/(i.n-1)
130    def f2(x_list):
        g1 = g(x_list)
        return g1* (1 - math.sqrt(x_list[0]/g1))
        return f1(x_list)+f2(x_list)

135

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from __future__ import division
import sys, random, math
from models import *
from base import *
5 import numpy as np
from xtlib import *
sys.dont_write_bytecode = True

10 @printlook
def sa(model):
    def P(old, new, t):
        prob = math.e**((old - new)/t)
        return prob
    min_energy, max_energy = model.baseline()
    s = model.generate_x()
    e = model.norm(model.fl_plus_f2(s))
    sb = s
    eb = e
    k = 1
    while k < Settings.sa.kmax:
        sn = model.sa_neighbor(s)
        en = model.norm(model.fl_plus_f2(s))
        if en < eb:
            sb = sn
            eb = en
            say('!')
            if en < e:
                s = sn
                e = en
                say('+')
            elif P(e, en, (k/Settings.sa.kmax)) < random.random():
                s = sn
                e = en
                say('?')
            say('.')
            k = k+1
            if k % 40 == 0:
                print "\n"
                say(str(round(eb,3)))

        # say(str(sb))
        print "\n-----\ne",str(round(eb,3)), "\n:solution",sn
        return eb
    #
    @printlook
    def mws(model):
        max_tries = 50
        max_changes = 2000
        min_energy, max_energy = model.baseline()
        threshold = 0.01
        total_changes = 0
        total_tries = 0
        norm_energy = 0
        p = 0.25
        for _ in range(Settings.mws.max_tries):
            total_tries += 1
            solution = model.generate_x()
            for _ in range(Settings.mws.max_changes):
                norm_energy = model.norm(model.fl_plus_f2(solution))
                if norm_energy <= Settings.mws.threshold:
                    print "total tries: %s" % total_tries
                    print "total changes: %s" % total_changes
                    print "min_energy:{0}, max_energy:{1}".format(min_energy, max_energy)
                    print "min_energy_obtained: %s" % model.fl_plus_f2(solution)
                    print "\n-----\ne",str(round(norm_energy,3)), "\n:solution",solution
                    return norm_energy
                if Settings.mws.prob < random.random():
                    solution[random.randint(0,model.n-1)] = model.generate_x()[random.randint(0,model.n-1)]
            else:
                # solution = optimal_neighbor(solution, model, min, max)
                solution = model.mws_neighbor(solution)

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        total_changes +=1
75 def Demo():
    r = 20
    for klass in [Schaffer, Fonseca, Kursawe, ZDT1]:
        print "\n!!!", klass.__name__
        for searcher in [sa, mws]:
            name = searcher.__name__
            n = 0.0
            reseed()
            scorelist = []
            for _ in range(r):
                name, x = searcher(klass())
                n += float(x)
                scorelist +=[float(x)]
            print xtlib(scorelist,lo=0, hi=1.0,width = 25)
            print "# {0}:{1}".format(name, n/r)
90 if __name__ == "__main__": Demo()

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from __future__ import division
import sys, random, math, datetime, time, re
sys.dont_write_bytecode = True

5 class Options: #"Thanks for Peter Norvig's trick"
    def __init__(i, **d): i.__dict__.update(d)

    Settings = Options(sa = Options(kmax = 1000,
                                   baseline = 1000),
10                      mws= Options(threshold = 0.1,
                                   max_tries = 50,
                                   max_changes = 1000,
                                   prob = 0.25,
                                   ) )

15 def reseed():
    seed = 1
    return random.seed(seed)

20 def say(mark):
    sys.stdout.write(mark)
    sys.stdout.flush()

def printlook(f):
25 def wrapper(*lst): #tricks from Dr.Menzies
    ShowDate = datetime.datetime.now().strftime
    print "\n###", f.__name__, "##" * 50
    print "##", ShowDate("%Y-%m-%d %H:%M:%S")
    beginTime = time.time()
30    x = f(*lst)
    endTime = time.time()
    print "\n" + ("-"*60)
    dump(Settings, f.__name__)
    print "\n# Runtime: %.3fsecs" % (endTime-beginTime)
35    return f.__name__, x # return the searcher name and the results
    return wrapper

def dump(d, searchname, lvl = 0): # tricks from Dr. Menzies
d = d if isinstance(d, dict) else d.__dict__
40 callableKey, line, gap = [], "", " "*lvl
for k in sorted(d.keys()):
    val= d[k]
    if isinstance(val, (dict, Options)):
        callableKey += [k]
45    else:
        #if callable(val):
        # val = val.__name__
        line += (" {0}:{1}".format(k, val))
print gap + line
50 for k in callableKey:
    if k == searchname:
        print gap + (" {0}:{1}".format(k, "options"))
        dump(d[k], lvl+1)

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from __future__ import division
import sys, random, math, datetime, time, re
sys.dont_write_bytecode = True

5
def pairs(lst):
    last=lst[0]
    for i in lst[1:]:
        yield last,i
10    last = i

def xtile(lst,lo=0,hi=0.001, width = 50,
        chops=[0.1 ,0.3,0.5,0.7,0.9],
        marks=["-"," "," "," ","-"," "],
15    bar="|",star="*",show="%3.0f"):
    """The function _xtile_ takes a list of (possibly)
    unsorted numbers and presents them as a horizontal
    xtile chart (in ascii format). The default is a
    contracted _quintile_ that shows the
20    10,30,50,70,90 breaks in the data (but this can be
    changed- see the optional flags of the function).
    """
    ordered_list = sorted(lst) # Dr.Menzies tricks
    lo = min(lo, ordered_list[0])
    hi = max(hi, ordered_list[-1])
25    showNumbers = [ ordered_list[int(percent * len(lst))] for percent in chops]
    # print showNumbers
    showMarks = [" "] * width
    def find_index (x):
30        return int(width*float((x-lo))/(hi-lo))
    markIndex = [find_index(i) for i in showNumbers]
    for i in range(width):
        if i in range(markIndex[0],markIndex[1]+1) v i in range(markIndex[-2],markI
ndex[-1]+1):
            showMarks[i] = "-"
35    #print showMarks
    showMarks[int(width * 0.5)] = "|"
    showMarks[find_index(ordered_list[int(len(lst)*0.5))]] = "*"
    return " ".join(showMarks) + " ".join([str(round(i,3)) for i in showNumbers])

40 def Demo() :
    import random
    random.seed(1)
    # nums = [random.random()*2 for _ in range(100)]
    #nums = [0.011,0.01,0.01,0.01,0.01,0.01,0.01,0.01,0.01,0.01]
45    nums = [0,0.1,0.1,0.1,0.1,0.1,0.1,0.1,0.1,0.1, 0.1]
    print xtile(nums,lo=0,hi=1.0,width=25,)

if __name__ == "__main__": Demo()

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```

!!!! Schaffer

### sa #####
# 2014-09-16 11:20:06
5 .....?.....+.....!+...!+...?..+...!+...?..+...?..
0.005..+..+....?....?..?....+.....+.....+.....?....
0.005..+....?.....?.....+...?..+!+...?..+.....
10 0.001.....?..+?..+...?..+...?..+...?.....+.....?....
0.001.?.....+.....+...!+...?.....+.....?..+..+...
15 0.0+...?..+..+...?..+..?..+..+.....+.....?..+..
0.0....?..+.....+.....+...+...?..+...?..+..+.....?..
0.0....+.....?..?..?..+...?.....+.....
20 0.0+....?..+..+..+.....?..!+....?..+..+...?..?..+...!+.....
0.0.....?..+.....+.....+.....?..+..+...
25 0.0+....?..+..+..+...+..?..+.....+...?..+.....+.....
0.0.+...+.....?.....+.....?.....?.....
0.0..?..+...+.....?..+...?..+...+...?..+.....+?..?..+..+?..
30 0.0.+...?..+...+...?..+.....+.....?..+...?..+...+...?..+..
0.0.....?.....+.....+.....+.....?..+.....?..
35 0.0?.....?.....+...+...?.....?..+.....?.....
0.0+.....+.....?..?..+...+...?..?..+.....+...?..+..
40 0.0..+...?..+..+...?..+...+...?..+.....+...?..+...+...
0.0?..+.....+.....+...+.....?.....
0.0..+.....+.....+.....?..+...?.....?..+.....?..+...
45 0.0.....+...?..+.....+.....?.....+...?..+.....?..+...
0.0...?..+...+...?..+.....+.....?..+...+...+...+...
0.0...?..+...+...+.....+...?.....+...?..+.....
50 0.0+.....?..+...+...?..+.....+.....?..+...+...+...
0.0.....?..+...+.....?..+...+...+...
55 0.0
-----
:e 0.0
:solution [1.5671454312713342]
60 -----

:sa options
baseline :1000 kmax :1000
65 # Runtime: 0.214 secs
* | 0.0 0.0 0.0 0.0 0.0 0.0
# sa:1.05761319584e-05

70 ### mws #####
# 2014-09-16 11:20:10
total tries: 1
total changes: 4

```

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```

min_energy:2.0000000001, max_energy:19.9995723424
75 min_energy_obtained: 2.56908160955

-----
:e 0.032
:solution [0.4665763365073734]
80 -----

:mws options
max_changes :1000 max_tries :50 prob :0.25 threshold :0.1
85 # Runtime: 0.244 secs
- * - | 0.001 0.024 0.044 0.07 0.086
# mws:0.0408786903341

90 !!!! Fonseca

### sa #####
# 2014-09-16 11:20:31
.....!+...!+...!+...!+...?.....!+...!+...?..
95 0.996+.....+.....+...!+...?..+.....
0.827.....+...?..+...?..+...?..+...+...+...
100 0.827.?..+...!+...?..+...+...+...?.....+...
0.662.....?..+...+...?..+...?.....+...+...+...
0.662.+...+...+...+...?.....+...!+...?..
105 0.073+.?..+.....+.....+...+...?..+...+...?..+...+...
0.073.....+.....+...+...?..+.....+.....
110 0.073?.....+...+.....+.....?.....+...+.....
0.073.+.....+.....+...?..+.....+.....+...
0.073..+...?.....+.....+.....+.....?..+.....+...+...
115 0.073?..+.....+.....+.....?.....+.....+.....
0.073+...?..+...+.....+.....+...?..+...+.....+...?..
120 0.073..+...+...?..+...+...+.....+.....+...?..
0.073.+...?..+.....+...?.....+...+...+...+...+...
0.073.....+...?..+.....+...+...+.....+...+...
125 0.073.....+...+...?..+...+...+.....+...+...+...
0.073.....+.....+.....
130 0.073.....+...+...?.....+.....
0.073.....+.....+.....+.....
135 0.073.....+...+.....?..+...+.....
0.073.....+.....+.....
140 0.073.+.....+.....+.....
0.073.....?..+...+...+...?..+...+...?..+...+...?.....
0.073
-----
:e 0.073
145

```


