

# Simulated annealing from scratch

Consideramos el benchmark en optimización global de la función de Ackley

$$f(x) = -20e^{-0.2\sqrt{0.5x^2}} - e^{0.5\cos(2\pi x)} + e + 20$$

en el intervalo  $[-5, 5]$ .

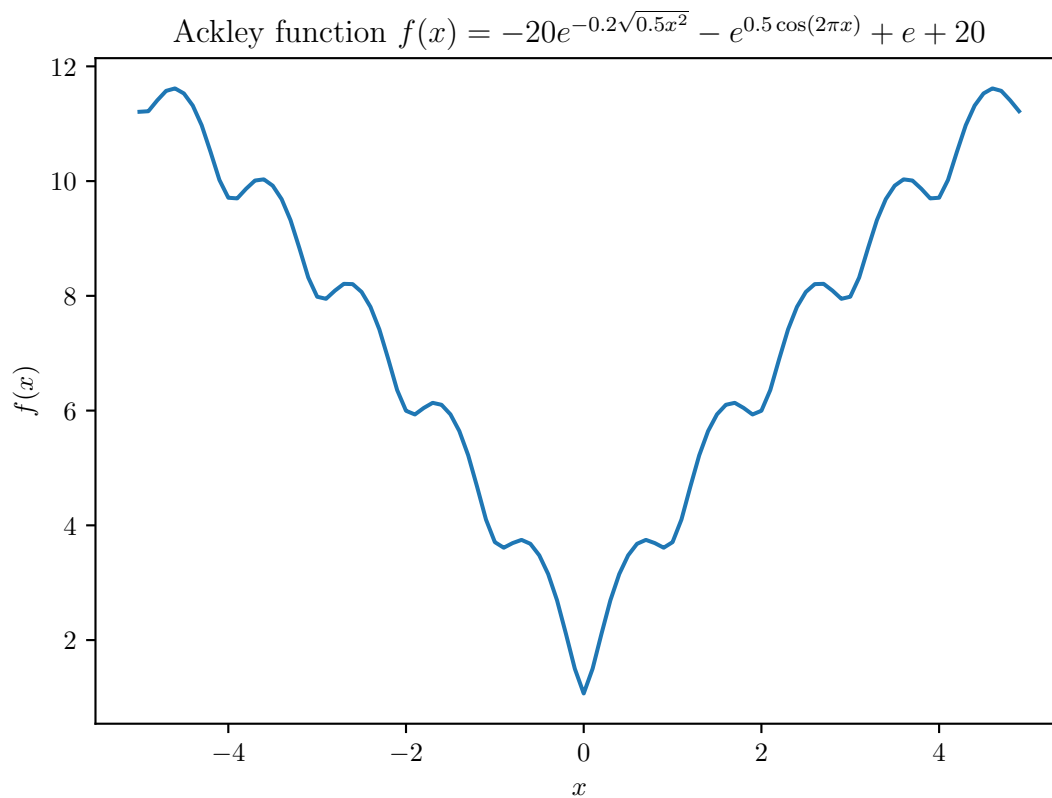
```
import numpy as np
import matplotlib.pyplot as plt

# objective function

def objective(x):
    return -20.0 * np.exp(-0.2 * np.sqrt(0.5 * (x[0] ** 2))) - np.exp(0.5 * (np.cos( 2 * np.pi *
    ↪ x[0]))) + np.e + 20

# define range for input
r_min, r_max = -5.0, 5.0
# sample input range uniformly at 0.1 increments
inputs = np.arange(r_min, r_max, 0.1)
# compute targets
results = [objective([x]) for x in inputs]
# parámetros para el plot
plt.rcParams.update({
    "text.usetex": True,
    "font.family": "serif",
    "text.latex.preamble": r"\usepackage{amsmath}"
})

fig, ax = plt.subplots()
ax.plot(inputs, results)
ax.set_title(r'Ackley function  $f(x)=-20e^{-0.2\sqrt{0.5x^2}}-e^{0.5\cos(2\pi x)}+e+20$ ')
ax.set_xlabel(r'$x$')
ax.set_ylabel(r'$f(x)$')
# mostramos el gráfico
plt.show()
```



```
def simulated_annealing(objective, bounds, n_iterations, step_size, temp):
    # generate an initial point randomly using a uniform distribution
    best = bounds[:, 0] + np.random.randn(len(bounds)) * (bounds[:, 1] - bounds[:, 0])
    # forzamos a que empiece lejos el óptimo global
    best = -4 * best
    # evaluate initial point
    best_eval = objective(best)
    # current working solution
    curr, curr_eval = best, best_eval
    scores = list()
    # run the algorithm
    for i in range(n_iterations):
        # take a step randomly following a normal distribution
        candidate = curr + np.random.randn(len(bounds)) * step_size
        # evaluate candidate point
        candidate_eval = objective(candidate)
        # check for new best solution
        if candidate_eval < best_eval:
            # store new best point
            best, best_eval = candidate, candidate_eval
            scores.append(best_eval)
            # report progress
            print('>%d f(%s) = %.5f' % (i, best, best_eval))
        # difference between candidate and current point evaluation
        diff = candidate_eval - curr_eval
```

```

    # calculate temperature for current epoch
    t = temp / float(i + 1)
    # calculate metropolis acceptance criterion
    metropolis = np.exp(-diff / t)
    # check if we should keep the new point (menor coste o al elegir un número aleatorio)
    if diff < 0 or np.random.rand() < metropolis:
        # store the new current point
        curr, curr_eval = candidate, candidate_eval
    return [best, best_eval, scores]

```

Ejecutamos varias veces el simulated annealing algo porque la aleatoriedad juega un papel decisivo

```

# seed the pseudorandom number generator for reproducibility
# np.random.seed(1)
# define range for input
bounds = np.asarray([[-5.0, 5.0]])
# define the total iterations
n_iterations = 1000
# define the maximum step size
step_size = 0.1
# initial temperature
temp = 10
# perform the simulated annealing search
best, score, scores = simulated_annealing(objective, bounds, n_iterations, step_size, temp)
print('Done!')
print('f(%s) = %f' % (best, score))

fig, ax = plt.subplots()
ax.plot(scores, '.-')
ax.set_xlabel(r'$x$')
ax.set_ylabel(r'$f(x)$')

plt.show()

```

```

## >1 f([-30.36166368]) = 21.72104
## >2 f([-30.19591929]) = 21.25740
## >4 f([-30.12760865]) = 21.02021
## >5 f([-30.11803512]) = 20.98982
## >7 f([-30.04194789]) = 20.81209
## >13 f([-29.99840641]) = 20.78215
## >241 f([-29.99879121]) = 20.78214
## Done!
## f([-29.99879121]) = 20.782143

```

