

Simulated Annealing

A Montecarlo Algorithm for Non-convex Optimization

Gianluca Covini

University of Pavia

January 22, 2024

Indice

1 Problem

2 Simulated Annealing

3 Results

General setting

The problem we want to solve is a minimization problem:

Optimization Problem

$$\begin{aligned} \min_x \quad & f(x) \\ \text{s.t.} \quad & x \in \mathcal{X} \end{aligned}$$

where $f : \mathbb{R}^p \rightarrow \mathbb{R}$ and $\mathcal{X} \subseteq \mathbb{R}^p$.

General setting

The problem we want to solve is a minimization problem:

Optimization Problem

$$\begin{aligned} \min_x \quad & f(x) \\ \text{s.t.} \quad & x \in \mathcal{X} \end{aligned}$$

where $f : \mathbb{R}^p \rightarrow \mathbb{R}$ and $\mathcal{X} \subseteq \mathbb{R}^p$.

In general, we need to approximate the solution whenever the function f is complex and the global minimum is difficult to find analitically.

Non-convex problems

Many algorithms struggle when the function has more than one local minimum, i.e. when the function is not convex.

1D Ackley's function

$$f : \mathbb{R} \longrightarrow \mathbb{R}$$

$$f(x) = -ae^{-b\sqrt{x^2}} - e^{\cos(cx)} + a + e$$

where we chose as parameters $a = 15$, $b = 0.1$ and $c = 2\pi$.

Non-convex problems

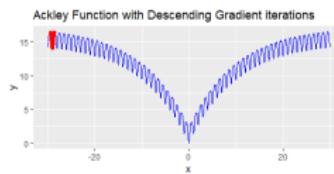
Many algorithms struggle when the function has more than one local minimum, i.e. when the function is not convex.

1D Ackley's function

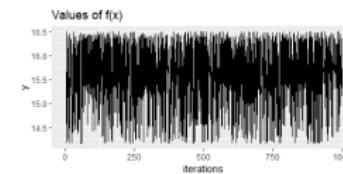
$$f : \mathbb{R} \longrightarrow \mathbb{R}$$

$$f(x) = -ae^{-b\sqrt{x^2}} - e^{\cos(cx)} + a + e$$

where we chose as parameters $a = 15$, $b = 0.1$ and $c = 2\pi$.



(a) Iterations GD



(b) Values plot GD

Non-convex problems

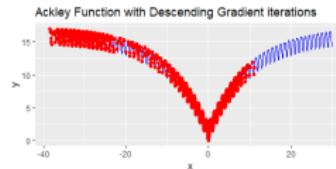
Many algorithms struggle when the function has more than one local minimum, i.e. when the function is not convex.

1D Ackley's function

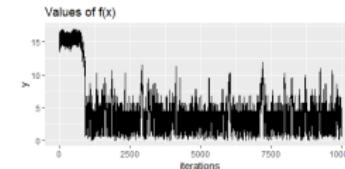
$$f : \mathbb{R} \longrightarrow \mathbb{R}$$

$$f(x) = -ae^{-b\sqrt{x^2}} - e^{\cos(cx)} + a + e$$

where we chose as parameters $a = 15$, $b = 0.1$ and $c = 2\pi$.



(a) Iterations GD -
Long Step



(b) Values plot GD -
Long Step

Simulated Annealing

Simulated Annealing Algorithm uses randomness to overcome the problem: the algorithm takes inspiration from the process of annealing of materials.

- f : internal energy of the system
- x : system configuration.

Simulated Annealing

Simulated Annealing Algorithm uses randomness to overcome the problem: the algorithm takes inspiration from the process of annealing of materials.

- f : internal energy of the system
 - x : system configuration.
-
- The algorithm then simulates the process of **heating** of the material: in this way the particles move from initial equilibrium state (that could be a local minimum);

Simulated Annealing

Simulated Annealing Algorithm uses randomness to overcome the problem: the algorithm takes inspiration from the process of annealing of materials.

- f : internal energy of the system
 - x : system configuration.
-
- The algorithm then simulates the process of **heating** of the material: in this way the particles move from initial equilibrium state (that could be a local minimum);
 - The following slow **cooling** process let, then, the particles to set in a lower energy state (that should be the global minimum of the energy function).

Algorithm

- 1: We choose an initial point $x = x_{in}$ and an initial high value of temperature $t = t_{in}$;

Algorithm

- 1: We choose an initial point $x = x_{in}$ and an initial high value of temperature $t = t_{in}$;
- 2: We generate randomly a new point x' ;

Algorithm

- 1: We choose an initial point $x = x_{in}$ and an initial high value of temperature $t = t_{in}$;
- 2: We generate randomly a new point x' ;
- 3: If the value of $y' = f(x')$ is lower than the previous value $y = f(x)$ we accept the new point ($x = x'$), otherwise we accept the new point with probability $e^{-(y'-y)/t}$;

Algorithm

- 1: We choose an initial point $x = x_{in}$ and an initial high value of temperature $t = t_{in}$;
- 2: We generate randomly a new point x' ;
- 3: If the value of $y' = f(x')$ is lower than the previous value $y = f(x)$ we accept the new point ($x = x'$), otherwise we accept the new point with probability $e^{-(y'-y)/t}$;
- 4: We save the best solution so far;

Algorithm

- 1: We choose an initial point $x = x_{in}$ and an initial high value of temperature $t = t_{in}$;
- 2: We generate randomly a new point x' ;
- 3: If the value of $y' = f(x')$ is lower than the previous value $y = f(x)$ we accept the new point ($x = x'$), otherwise we accept the new point with probability $e^{-(y'-y)/t}$;
- 4: We save the best solution so far;
- 5: Steps 2 – 4 are repeated for a fixed number of iterations (or until an equilibrium is reached);

Algorithm

- 1: We choose an initial point $x = x_{in}$ and an initial high value of temperature $t = t_{in}$;
- 2: We generate randomly a new point x' ;
- 3: If the value of $y' = f(x')$ is lower than the previous value $y = f(x)$ we accept the new point ($x = x'$), otherwise we accept the new point with probability $e^{-(y'-y)/t}$;
- 4: We save the best solution so far;
- 5: Steps 2 – 4 are repeated for a fixed number of iterations (or until an equilibrium is reached);
- 6: Temperature t is decreased following an annealing schedule;

Algorithm

- 1: We choose an initial point $x = x_{in}$ and an initial high value of temperature $t = t_{in}$;
- 2: We generate randomly a new point x' ;
- 3: If the value of $y' = f(x')$ is lower than the previous value $y = f(x)$ we accept the new point ($x = x'$), otherwise we accept the new point with probability $e^{-(y'-y)/t}$;
- 4: We save the best solution so far;
- 5: Steps 2 – 4 are repeated for a fixed number of iterations (or until an equilibrium is reached);
- 6: Temperature t is decreased following an annealing schedule;
- 7: Steps 2 – 6 are repeated until $f(x)$ no longer sensibly decrease.

```
1     while (i < maxit & abs(delta_y) > eps) {  
2         x_[i] = x[i] + rnorm(1, mean, sd)  
3         y_[i] = f(x_[i])  
4  
5         delta_y = y_[i] - y[i]  
6  
7         if (delta_y <= 0 | runif(1) < exp(-delta_y/t[i])){  
8             x[i+1] = x_[i]  
9             y[i+1] = y_[i]  
10            }  
11            else {  
12                x[i+1] = x[i]  
13                y[i+1] = y[i]  
14            }  
15  
16            if (y_[i] < y_best[i]){  
17                x_best[i+1] = x_[i]  
18                y_best[i+1] = y_[i]  
19            }  
20            else {  
21                x_best[i+1] = x_best[i]  
22                y_best[i+1] = y_best[i]  
23            }  
24  
25            if (i %% N == 0){  
26                t[i+1] = a_s(t_in, t[i], i)  
27            }  
28            else{  
29                t[i+1] = t[i]  
30            }  
31            i = i+1  
32        }  
33    }
```

Input

Our simulated_annealing routine takes as input:

Input

- f : the 1D Ackley's function shown at the beginning;
- a_s : the annealing schedule (when not specified we take logarithmic annealing);
- x_{in} : the initial guess x_{in} (we took $x_{in} = -29$);
- $mean$, sd : the parameters of the gaussian that generates the new samples (if not specified $mean = 0$ and $sd = 1$);
- t_{in} : the initial temperature (if not specified $t_{in} = 1$);
- $maxit$: the maximum number of iterations, set to 10^5 ;
- eps : the solution tolerance, set to 10^{-5} ;
- N : the number of iterations before cooling, set to 10.

For the sake of reproducibility we set a seed of 2111.

Annealing schedule

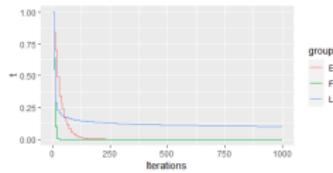
Annealing schedules

$$t(k+1) = \frac{\ln(2)}{\ln(k+1)} t_{in} \quad t(k+1) = \gamma t(k) \quad t(k+1) = \frac{1}{k+1}$$

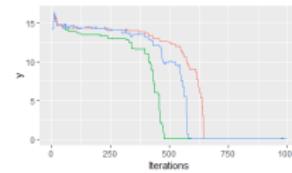
Annealing schedule

Annealing schedules

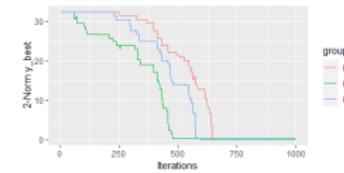
$$t(k+1) = \frac{\ln(2)}{\ln(k+1)} t_{in} \quad t(k+1) = \gamma t(k) \quad t(k+1) = \frac{1}{k+1}$$



(a) Temperature over iterations

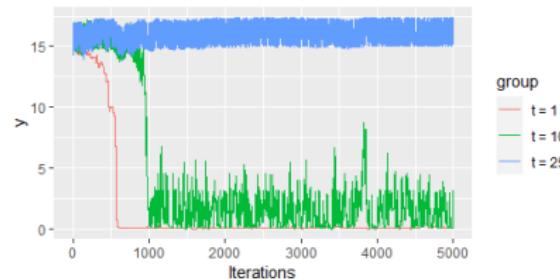


(b) Value of f over iterations

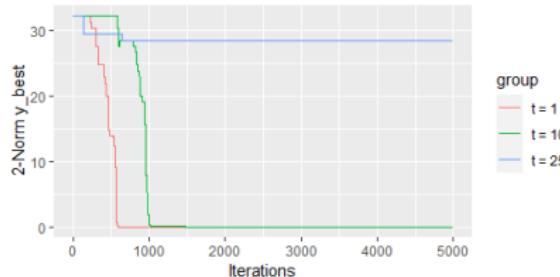


(c) Error on iterations

Initial conditions

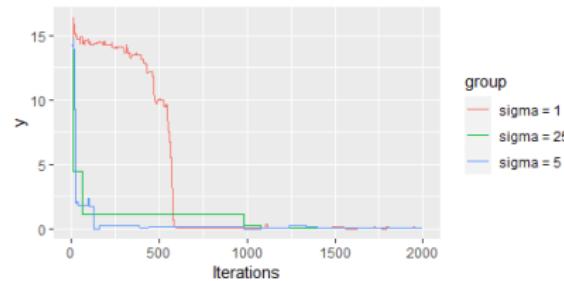


(a) Value of f over iterations

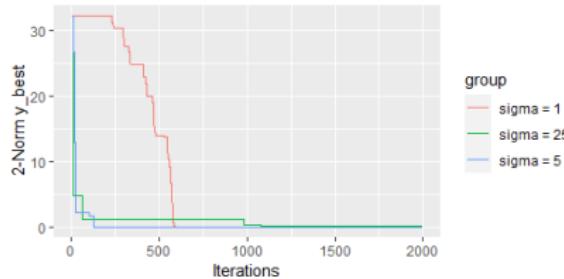


(b) Error on iterations

Random parameters



(a) Value of f over iterations



(b) Error on iterations