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In [1]:
        import time
         import random
         import math
         import numpy as np
         import matplotlib.pyplot as plt
In [2]: # Customization section:
         initial temperature = 100
         cooling = 0.1 # cooling coefficient
         number variables = 3
         upper bounds = [10, 10, 10]
         lower_bounds = [-10, -10, -10]
         computing_time = 1 # second(s)
         pi = 3.14
In [3]: def objective_function(X):
             x=X[0]
             y=X[1]
             z = X[2]
             value = (x)^{**4} + 4^{*}(x)^{**3} + 4^{*}(x)^{**2} + z^{**2} - 2^{*}z - 20^{*}math.exp(-0.2^{*}y) -
         math.exp(math.cos(pi*y)) + 21
             return value
In [4]:
        # Simulated Annealing Algorithm:
         initial_solution=np.zeros((number_variables))
         for v in range(number variables):
             initial solution[v] = random.uniform(lower bounds[v],upper bounds[v])
In [5]: | current solution = initial solution
         best_solution = initial_solution
         n = 1 # no of solutions accepted
         best fitness = objective function(best solution)
         current temperature = initial temperature # current temperature
         start = time.time()
```

no attempts = 100 # number of attempts in each level of temperature

record best fitness =[]

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In [6]: for i in range(9999999):
            for j in range(no attempts):
                for k in range(number variables):
                     current solution[k] = best solution[k] + 0.1*(random.uniform(lower
         _bounds[k],upper_bounds[k]))
                     current solution[k] = max(min(current solution[k],upper bounds[k])
         ]),lower bounds[k]) # repair the solution respecting the bounds
                 current_fitness = objective_function(current_solution)
                 E = abs(current fitness - best fitness)
                 if i == 0 and j == 0:
                     EA = E
                 if current fitness < best fitness:</pre>
                     p = math.exp(-E/(EA*current_temperature))
                     # make a decision to accept the worse solution or not
                     if random.random()<p:</pre>
                         accept = True # this worse solution is accepted
                     else:
                         accept = False # this worse solution is not accepted
                 else:
                     accept = True # accept better solution
                 if accept==True:
                     best solution = current solution # update the best solution
                     best fitness = objective function(best solution)
                     n = n + 1 # count the solutions accepted
                     EA = (EA * (n-1) + E)/n # update EA
            print('interation: {}, best_solution: {}, best_fitness: {}'.format(i, best
         _solution, best_fitness))
            record_best_fitness.append(best_fitness)
            # Cooling the temperature
            current_temperature = current_temperature*cooling
            # Stop by computing time
            end = time.time()
            if end-start >= computing time:
                 break
```

interation: 0, best_solution: [-0.07576368 10. -4.57972042], best_fit ness: 45.72989105378121