Template of a local search algorithm.

Save **S** as **best_solution**

 $s = s_0$; /* Generate an initial solution s_0 */

While not Termination_Criterion Do

Compare **S** with the **best_solution** and update if necessary

Generate (N(s)); /* Generation of candidate neighbors */

If there is no better neighbor Then Stop;

s = s'; /* Select a better neighbor $s' \in N(s)$ */

Endwhile

Output Final solution found (local optima).

One instance should be run multiple times

Template of a local search algorithm.

Save **S** as **best_solution**

 $s = s_0$; /* Generate an initial solution s_0 */

While not Termination_Criterion Do

Compare **S** with the **best_solution** and update if necessary

Generate (N(s)); /* Generation of candidate neighbors */

If there is no better neighbor Then Stop;

s = s'; /* Select a better neighbor $s' \in N(s)$ */

Endwhile

Output Final solution found (local optima).

- Selection strategies of the neighbor
 - Best improvement (steepest descent)
 - Best neighbor is selected
 - Neighborhood evaluated in a fully deterministic manner
 - First improvement
 - First improving neighbor is selected
 - Partial evaluation of neighborhood
 - Random selection from those improving the solution

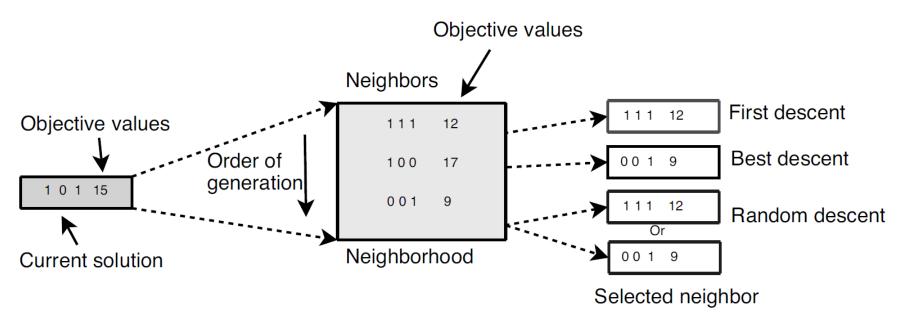


FIGURE Selection strategies of improving neighbors.

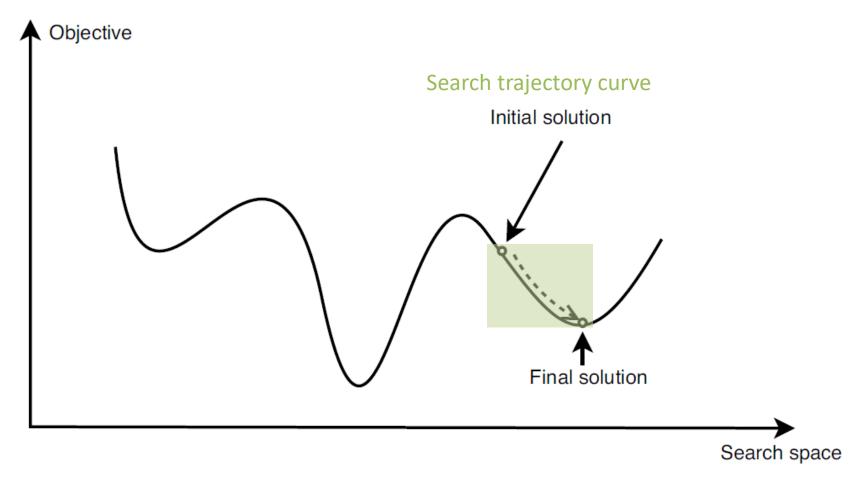


FIGURE Local search (steepest descent) behavior in a given landscape.



FIGURE Local search process using a binary representation of solutions, a flip move operator, and the best neighbor selection strategy. The objective function to maximize is $x^3 - 60x^2 + 900x$. The global optimal solution is f(01010) = f(10) = 4000, while the final local optima found is s = (10000), starting from the solution $s_0 = (10001)$.

- Advantages
 - Simple method and easy to design
 - Gives good solutions very quickly

- Drawbacks
 - Converges to local optima
 - Sensitive to initial solution
 - Number of iterations not known in advance

- Lab session
- Implement your first S-metaheuristic algorithm <u>The</u> <u>Local Search Algorithm (LS)</u>
- Develop the selection strategies and the neighborhood generation methods
- Apply it for
 - The example of maximization function (slide 36, x in [0,31])
 - Give the obtained solution for each selection strategy and neighborhood generation
 - Show the associated search trajectory curve
 - Test the TSP problem Data available on teams