

SA

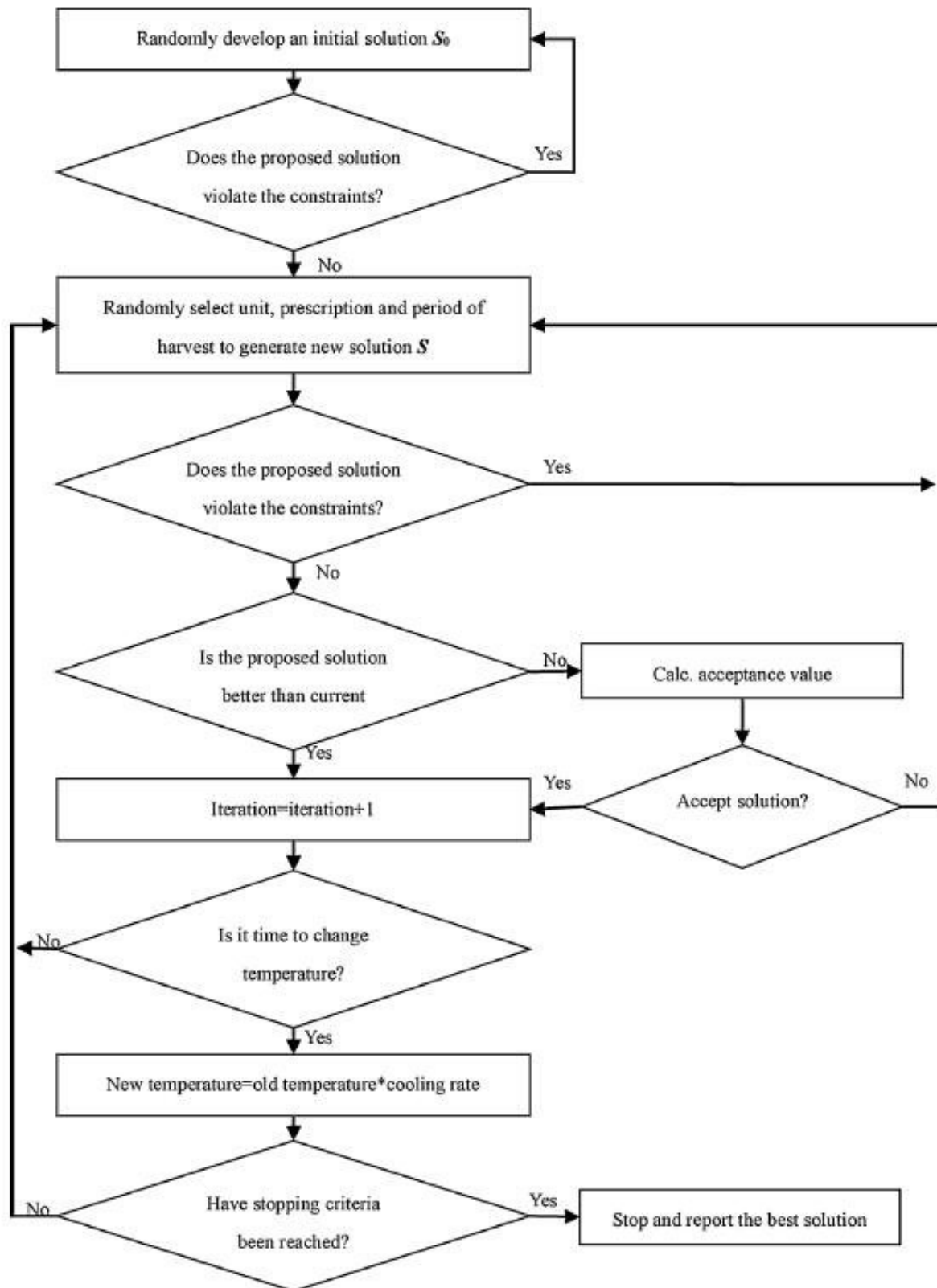
Briefly introduction to the SA and Tabu algorithms by using a flowchart and pseudo-code, with discussion of the pros and cons.

Simulated annealing solves the problem of local minima(or maxima) by allowing worse moves (lesser quality) to be taken some of the time. That is, it allows some uphill steps so that it can escape from local minima. If the move is better than its current position then simulated annealing will always take it. The problem is, it may take more time than an exhaustive search. So although it may not be practical to find the best solution using simulated annealing.

Stopping criteria (limited_time) An algorithm needs to specify a stopping rule (time), i.e., a time when the process is terminated and a decision is adopted. It is unnecessary to let the temperature reach 0 because the chances of accepting a worse move is almost the same, need to specify stopping_temperature. Temperature Decrement (cooling_rate). The higher the value of (cooling_rate), the longer it will take to decrement the temperature to the stopping criterion.

```

procedure simulated annealing
  begin
    initialize T
    select current solution  $y_c$  at random
  repeat
    select a new solution  $y_{new}$ 
    if  $eval(y_c) > eval(y_{new})$ 
      then  $y_c \leftarrow y_{new}$ 
    else if  $random[0,1) < e^{\frac{eval(y_c) - eval(y_{new})}{T}}$ 
      then  $y_c \leftarrow y_{new}$ 
     $T \leftarrow T * coolingRate$ 
  until  $T < T_{min}$ 
  
```



Tabu

1. Choose a random initial state
2. Enters in a loop checking if a condition to break given by the user is met(lower bound)
3. Creates an empty candidate list. Each of the candidates in a given neighbor which does not contain a tabu element are added to this empty candidate list
4. It finds the best candidate on this list and if it's cost is better than the current best it's marked as a solution.
5. If the number of tabus on the tabu list have reached the maximum number of tabus (you are defining the number) a tabu expires. The tabus on the list expires in the order they have been entered .. first in first out.

Input:

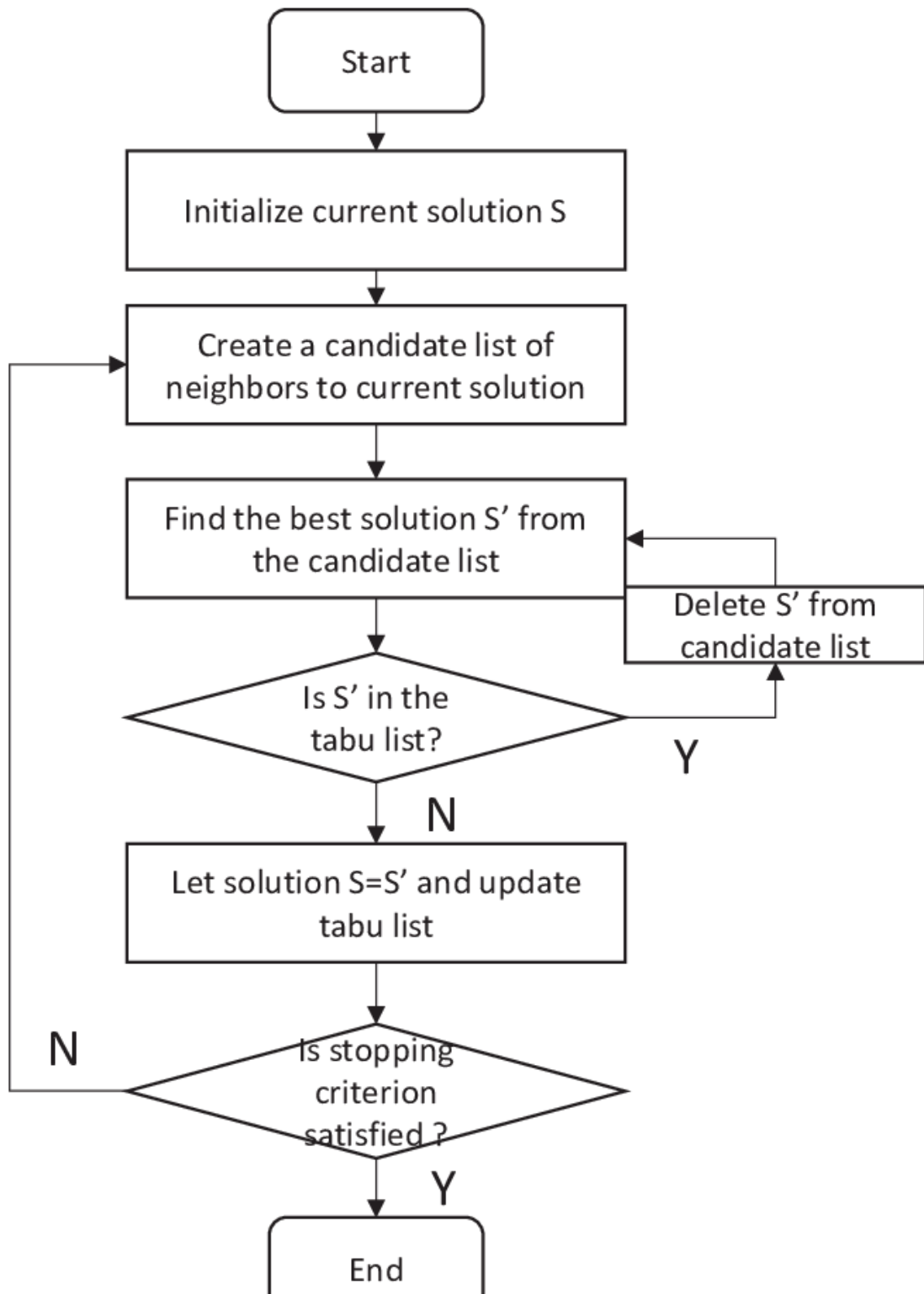
n_d : Number of components to be removed

tt : Tabu tenure

Output:

S_b : Best solution generated

```
1  $S_d \leftarrow \emptyset, L_{\text{tabu}} \leftarrow \emptyset;$ 
2  $S' \leftarrow \text{Greedy-construction}(S_d);$ 
3  $S \leftarrow \text{Local-search}(S');$ 
4  $S_b \leftarrow S;$ 
5 while Stop-condition is not reached do
6    $\{S_d, L_{\text{tabu}}\} \leftarrow \text{Tabu-enhanced-destruction}(S, n_d, L_{\text{tabu}}, tt);$ 
7    $S_c \leftarrow \text{Greedy-construction}(S_d);$ 
8    $S_{1s} \leftarrow \text{Local-search}(S_c);$ 
9   if  $S_{1s}$  is better than  $S_b$  then
10    |  $S_b \leftarrow S_{1s};$ 
11   end
12    $S \leftarrow \text{Acceptance-criterion}(S, S_{1s});$ 
13 end
14 return  $S_b$  .
```



Pros:

Generated generally good solutions for optimisation problems compared with other AI methods

Cons:

Tabu list construction is problem specific

No guarantee of global optimal solutions

Parameters are and how you tuned them

The cooling schedule of a simulated annealing algorithm consists of four components.

- Starting Temperature
- Final Temperature
- Temperature Decrement
- Iterations at each temperature

`cooling_rate = 0.9995` should be between 0.8 and 0.99, with better results being found in the higher end of the range.

`stopping_temperature = 1e-8` The final temperature is chosen as the temperature that returns the best cost function during the search phase.

In a Tabu search:

`maximum number of iteration = limited_time`

Average result and standard deviations obtained over the 30 runs of the algorithm

Statistical comparison

compare the results obtained by SA and Tabu search statistically You should explain the meaning of the statistical test and how the results indicate the performance comparison between SA and Tabu.