# Literature Review

Describe the chapter and the sections it has.

## 1 Annealing Metaheuristics

In this section we will discuss a class of metaheuristics that are inspired by the physical process of *annealing*. At the beginning, we will explain what it is. Then we will talk about multiple annealing metaheuristics that are relevant to this work.

### Annealing

Annealing is a heat treatment process of matter like glass or metal (Collins, 1921; Wu and Fan, 2020). It involves heating up the material and then carefully cooling it down at a controlled rate. By following that process, it is possible to achieve a stable crystal structure.

If, however, this rate is exceeded, the resulting crystal will have defects as only locally optimal structures were allowed to form (Kirkpatrick, Gelatt and Vecchi, 1983). The lack of equilibrium will make such crystal metastable.

### Simulated Annealing

Simulated annealing (SA) is a metaheuristic that uses the concept of temperature to approximate global optimum of a combinatorial optimization problem (Kirkpatrick, Gelatt and Vecchi, 1983; Bertsimas and Tsitsiklis, 1993) The temperature (*T*) is a variable that controls the likelihood of making locally non-optimal uphill moves. Just as in physical annealing, we start the optimization with a high temperature and decrease it at a controlled rate. If that rate is low enough, we are guaranteed to find a global optimum (Liang, Cheng and Lin, 2014). However, it is possible to find good approximations of the optima significantly faster at higher cooling rates.

The temperature concept allows the algorithm to explore the search space and find the optimal solution (Poole and Mackworth, 2017). The SA starts with a high temperature. At that point the algorithm acts like random walk, choosing random moves with high probability, which prevents us from being stuck at local optima – this is when exploration happens. At the end of the SA, when the temperature is low, the algorithm prioritizes advantageous moves. It acts like greedy algorithm and tries to find the best solution. As we shift from higher to lower temperatures, we gradually shift from exploring the search space to find the optimum.

Let *c* be current node, *n* be next node (neighbour of node *c*) and *evaluation(x)* be the function that evaluates the energy of the node *x*. Then the energy transition (*ΔE*) can be defined by the following formula:

*ΔE = evaluation(n) - evaluation(c)*

*ΔE* and *T* are the variables that will affect the probability of choosing node *n*, where *ΔE* is an energy transition (negative when minimising) that the proposed node will introduce, and *T* is controlling how *ΔE* influences the probability of choosing this node (Johnson *et al.*, 1989).

The *acceptance probability function* is the function that maps current node, proposed node, and Temperature to a probability. There are many functions that suit this purpose, the original being an exponential function (Kirkpatrick, Gelatt and Vecchi, 1983).

When maximizing, the negative sign should be removed from the formula.

If that acceptance probability is higher than a uniformly generated random number, then node *c* is rejected in favour of node *n*. However, when (downhill movement), we will always choose the proposed node (Kirkpatrick, Gelatt and Vecchi, 1983).

Pseudocode of SA (Johnson *et al.*, 1989) is given by:

c ← initial node

**while** T > threshold

n ← generate next node(c)

ΔE = evaluate(n) – evaluate(c)

**if** ΔE ≤ 0 t

c ← n

**else if** P(c, n, T) ≥ random(0, 1)

c ← n

**end**

T = cooling(T)

**end**

### Quantum Annealing

Quantum annealing (QA) is a metaheuristic that uses quantum-mechanical fluctuations to find a global minimum of a function (Ohzeki and Nishimori, 2010; Tanaka and Tamura, 2012). In QA we start with a strong quantum field and gradually decrease its strength (quantum fluctuation) to find a ground state that is optimal. This is analogous to SA, where we decreased the temperature (thermal fluctuation) to achieve the same result.

QA begins in a uniform superposition of all possible states, but as we decrease the strength of quantum field, we approach a single solution state (Farhi *et al.*, 2001).

In SA neighbouring nodes are located 1 move away for the current node. In QA the neighbouring nodes are in a certain range. This range is defined by the strength of the quantum field, slowly ceasing in the process of annealing. Transition from one state to another can happen within that range. If there is a short wall between current state, which happens to be a local minimum, and the global minimum, SA algorithm will need to make a series of disadvantageous moves to reach a better solution or in other words *“climb”* over the wall. This is avoided in QA as there is a capacity to tunnel through short walls if the quantum field is strong enough, making QA faster compared to SA when dealing with search spaces with many thin walls (Crosson and Harrow, 2016). This effect is called *quantum tunnelling*. Comparison of thermal hopping and quantum tunnelling can be seen on Figure 1.

Diagram

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Figure 1. Insert text

The fundamental feature and the main benefit of QA is that it rapidly samples a wide range of configurations when exploring the energy landscape (Higham and Bedford, 2021). Quantum Annealer has been developed and commercialised by D-wave (Johnson *et al.*, 2011) and is currently used to solve real-world problems (D-Wave Systems, 2021).

### Digital Annealing

## 2 Quadratic Binary Unconstrained Optimization

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