LAB-5 22/10/24

Simulated Annealing Algorithm

Step-1 Initialisation

- Choose initial sola 'S'
- Set initial temp 'T'
- Set a stopping criteria (target achieved)

Step-2: Iteration

while (stopping criteria not met)

{

Generate neighbour: Create neighbouring solution 'S' from 'S'.

- Calculate energy difference:

Compute cost of E(S) and neighbouring E(S'):

Step-3: Acceptance criteria:

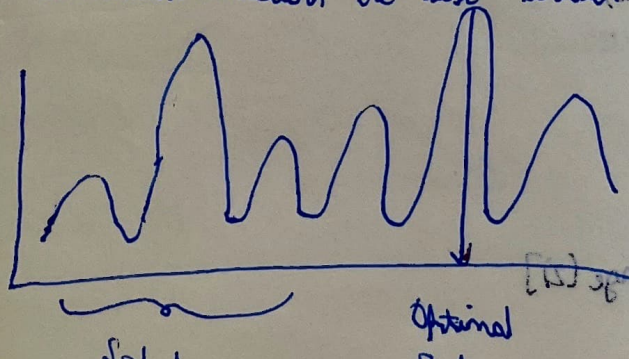
If (E(S') < E(S)) → accept 'S' as new solution

else accept 'S' with probability

$$P = \exp\left(\frac{E(S) - E(S')}{T}\right)$$

update S to S' as new solution if accepted

Step-4 Termination - Return the best solution found



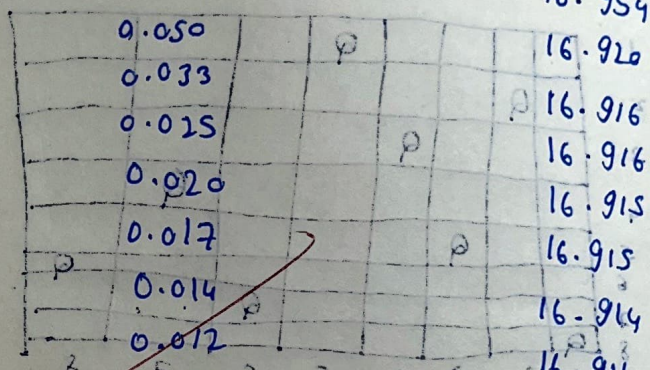
Code -

```
import math
import random

def objective_function(x):
    return 10 * len(x) + sum([xi ** 2 - 10 * math.cos(2 * math.pi * xi)
        for xi in x])

def get_neighbour(x, step_size=0.1):
    neighbour = x[:]
    index = random.randint(0, len(x) - 1)
    neighbour[index] += random.uniform(-step_size, step_size)
    return neighbour

def simulated(objective, bounds, n_iterations, temp):
    best = [random.uniform(bound[0], bound[1]) for bound in bounds]
    best_eval = objective(best)
    current, current_eval = best, best_eval
    scores = [best_eval]
    for i in range(n_iterations):
        t = temp / float(i+1)
        candidate = get_neighbour(current, step_size)
        if eval < best_eval or random.random() < math.exp((current_eval - candidate_eval) / t):
            scores.append(best_eval)
        if i % 100 == 0:
            print( )

bounds = [(-5.0, 5.0) for _ in range(2)]
n_iterations = 1000
```

```
step_size = 0.1
temp = 10
print()
print()
```

OUTPUT -

Iteration	Temperature	Best solution
0	10.0	41.275
100	0.099	16.954
200	0.050	16.920
300	0.033	16.916
400	0.025	16.916
500	0.020	16.915
600	0.017	16.915
700	0.014	16.914
800	0.012	16.914
900	0.011	16.914



Best Solution: [3.98054, 0.9962213]

Best Score: 16.914632

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