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import numpy as np
import random
def energy function(position, protein structure):
between protein parts."""
   energy = 2.0
   num parts = len(protein structure)
with all others (j)
   for i in range(num parts):
        for j in range(i + 1, num parts):
            dist = np.linalg.norm(protein structure[i] -
protein structure[j]) # Euclidean distance
            if dist < 2.0: # Close proximity, high repulsive interaction
                energy += 100.0 / (dist + 1e-6) # Adding a small epsilon
            elif dist < 5.0: # Medium range, moderate attractive</pre>
interaction (hydrophobic or hydrogen bonding)
                energy -= 10.0 / (dist + 1e-6) # Attractive force at
medium distances
            elif dist < 8.0: # Beyond 5, still some interaction
                energy -= 1.0 / (dist + 1e-6) # We can still reward
reasonable distances
   return energy
grid size = (10, 10) \# Grid size (10x10 cells)
dim = 3 # Each cell represents a 3D position (x, y, z)
minx, maxx = -10.0, 10.0 # Search space bounds for x, y, z coordinates
max iterations = 100 # Number of iterations
# Step 3: Initialize Population (Random initial positions for the protein
segments)
def initialize population(grid size, dim, minx, maxx):
   population = np.zeros((grid size[0], grid size[1], dim))
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for i in range(grid size[0]):
       for j in range(grid size[1]):
            population[i, j] = [random.uniform(minx, maxx) for in
range(dim)]
   return population
def evaluate fitness(population):
   fitness grid = np.zeros((grid size[0], grid size[1]))
   for i in range(grid size[0]):
       for j in range(grid size[1]):
            fitness grid[i, j] = energy function(population[i, j],
population)
   return fitness grid
minimization)
def get neighbors(i, j):
   neighbors = []
       for dj in [-1, 0, 1]:
            if not (di == 0 and dj == 0): # Exclude the cell itself
                ni, nj = (i + di) % grid size[0], (j + dj) % grid size[1]
               neighbors.append((ni, nj))
   return neighbors
def update cell(population, fitness grid, i, j, minx, maxx):
   neighbors = get neighbors(i, j)
   best neighbor = min(neighbors, key=lambda x: fitness grid[x[0], x[1]])
   best position = population[best neighbor[0], best neighbor[1]]
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delta = best position - population[i, j] # Vector pointing from
current to best neighbor
   new_position = population[i, j] + 0.1 * delta # Move a fraction of
   new position += np.random.uniform(-0.05, 0.05, dim)
   new position = np.clip(new position, minx, maxx)
   return new position
population = initialize population(grid size, dim, minx, maxx)
for iteration in range(max iterations):
   fitness grid = evaluate fitness(population)
   new population = np.zeros like(population)
   for i in range(grid size[0]):
       for j in range(grid size[1]):
            new population[i, j] = update cell(population, fitness grid,
   population = new population
   best fitness = np.min(fitness grid)
```

Best Protein Conformation Found: [-1.11856523 -3.17015337 0.8214041]
Best Energy Found: 2.0