## Simulated Annealing Algorithm

```
In [53]: import francium.algorithms.simulated_annealing as sa
import francium.core.eval_functions as eval_functions
from francium.core import State
```

## using an environment with $z = x^2 + y^2$

```
In [54]: agent = sa.Agent(step_size=1e-1)
    env = sa.Environment(x_bounds=(-5.0, 5.0), y_bounds=(-5.0, 5.0), eval_func=eval_functions.convex_x_square)
    solver = sa.Solver(agent=agent, environment=env, initial_temp=100.0, final_temp=0.0, iters_per_temp=100, temp_reduction="linea r")

In [55]: solver.init_solver(
    init_state=State({
        'x': 4.0,
        'v': 2.0
```

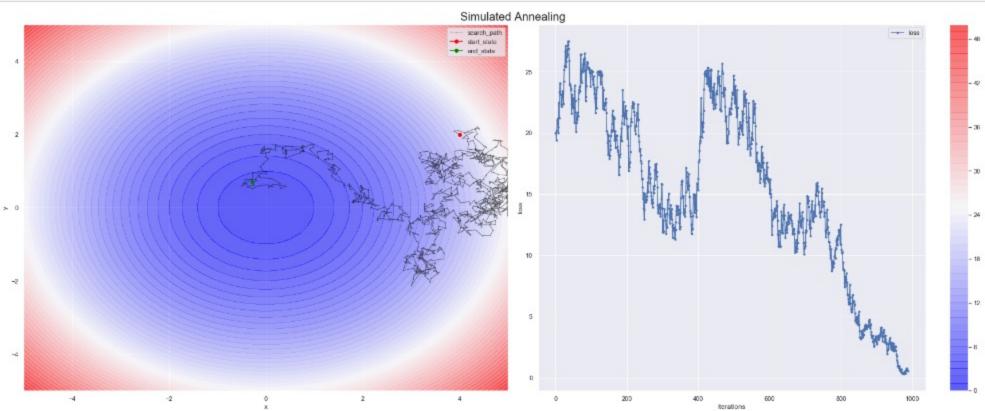
[ 2020-12-06 19:57:23,948 - francium.algorithms.simulated\_annealing.solver ] INFO: => Initialized Solver with State: {'x': 4.0,
'y': 2.0, 'z': 20.0}

In [56]: for episode in range(10):
 trainable = solver.train\_step()
 if not trainable:
 break

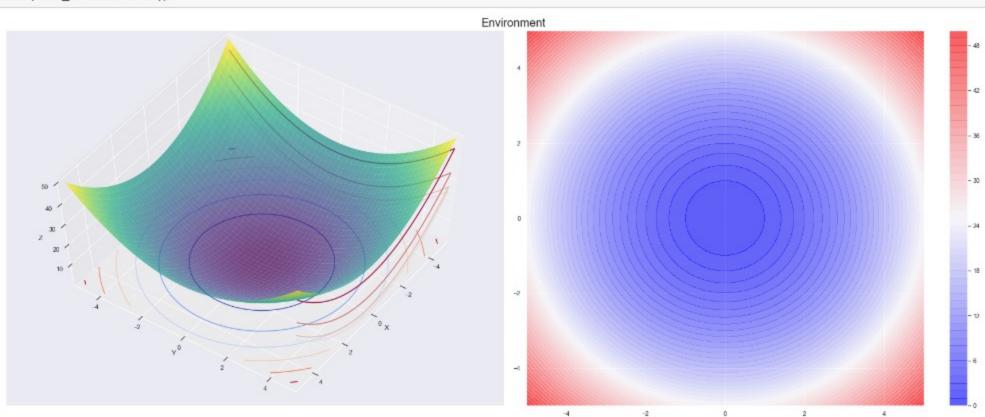
In [57]: solver.memory.best\_episode

Out[57]: {'x': 0.048191555495727595, 'y': 0.5528596995811312, 'z': 0.3079762734420365}

In [58]: solver.plot\_history()



In [59]: env.plot\_environment()



## using an environment with $z = 5 * sin(x^2 + y^2) + x^2 + y^2$

```
In [60]: agent = sa.Agent(step_size=1e-1)
  env = sa.Environment(x_bounds=(-5.0, 5.0), y_bounds=(-5.0, 5.0), eval_func=eval_functions.sinx_plus_x)
  solver = sa.Solver(agent=agent, environment=env, initial_temp=100.0, final_temp=0.0, iters_per_temp=100, temp_reduction="linea")
```

```
In [61]: solver.init_solver(
    init_state=State({
        'x': 4.0,
        'y': 2.0,
        'z': env.evaluation_func(4.0, 2.0)
     })
)
```

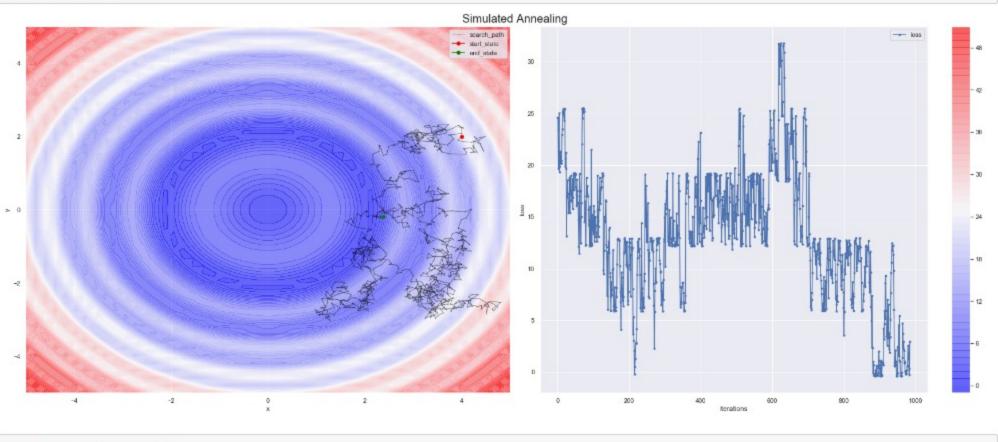
[ 2020-12-06 19:57:25,510 - francium.algorithms.simulated\_annealing.solver ] INFO: => Initialized Solver with State: {'x': 4.0, 'y': 2.0, 'z': 24.56472625363814}

```
In [62]: for episode in range(10):
    trainable = solver.train_step()
    if not trainable:
        break
```

In [63]: solver.memory.best\_episode

Out[63]: {'x': 1.8416088700771585, 'y': -1.0496854976975198, 'z': -0.38718472068411014}

In [64]: solver.plot\_history()



reating an ndarray from ragged nested sequences (which is a list-or-tuple of lists-or-tuples-or ndarrays with different lengths or shapes) is deprecated. If you meant to do this, you must specify 'dtype=object' when creating the ndarray return array(a, dtype, copy=False, order=order, subok=True)

Environment

