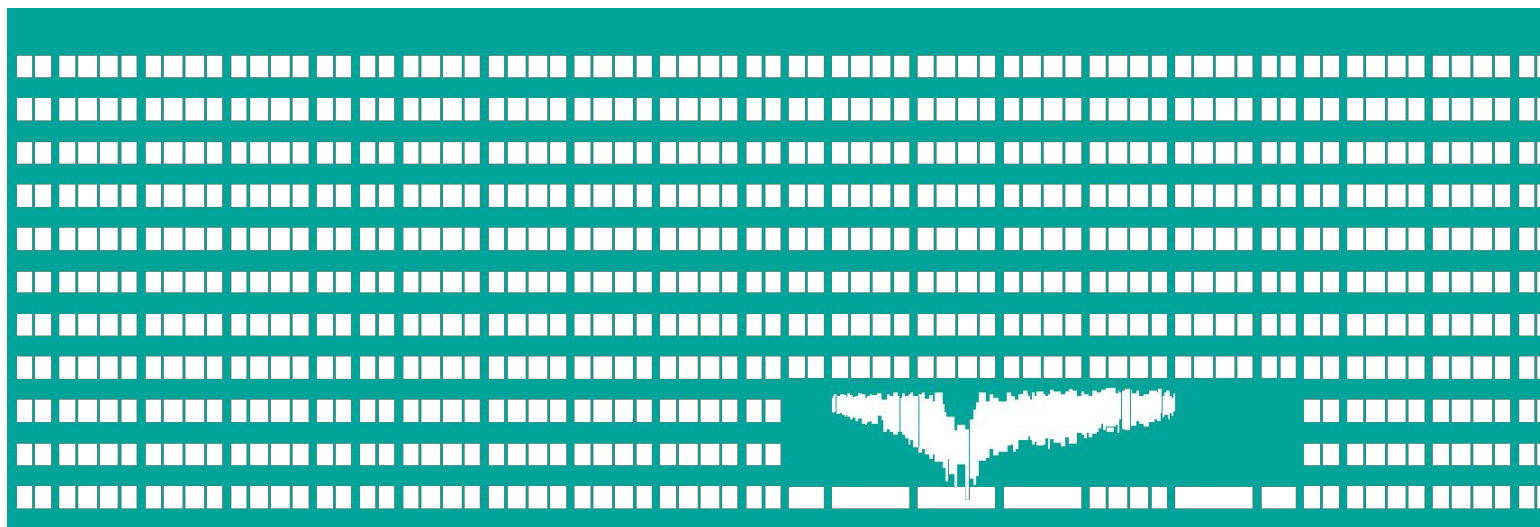


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# Biologically inspired algorithms

## Exercise 3

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# Content

- Simulated annealing algorithm

# Simulated Annealing – Control parameters

- $T_0$  ... initial temperature (higher values, for example, 100, 200)
- $T_{min}$  ... minimal temperature (final temperature, usually set to values close to 0)
- $\alpha$ ... cooling constant (values between 0 and 1, usually set to values from 0.9 to 0.99)

# Simulated Annealing – Pseudocode

```

# Setting of control parameters
#-----

T_0 = 100
T_min = 0.5
alpha = 0.95
#-----

T = T_0

# Generation of initial solution
#-----

x = generate initial solution
Evaluate x

```

```

# Main loop
#-----

while T > T_min:

    x_1 = generate neighbour of x in normal distribution

    Evaluate x_1

    if f(x_1) < f(x):

        x = x_1

    else:

        r = random number in uniform distribution

        if r < e-(f(x_1)-f(x))/T:
            x = x_1

    T = T*alpha

```

# Simulated Annealing – Pseudocode

- Important row in pseudocode:

`if r < e-(f(x1) - f(x)) / T:`

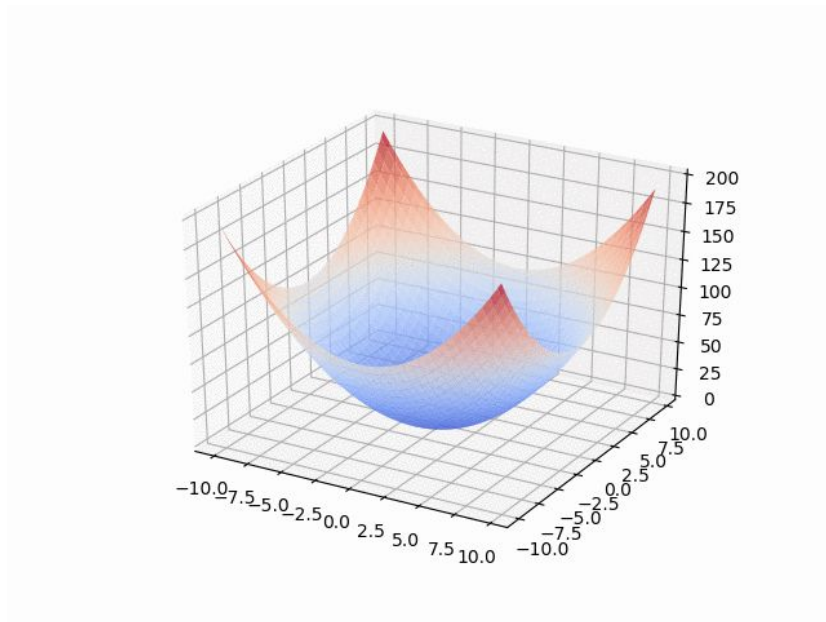


Also denoted as  $\Delta \Rightarrow \Delta = f(x_1) - f(x)$

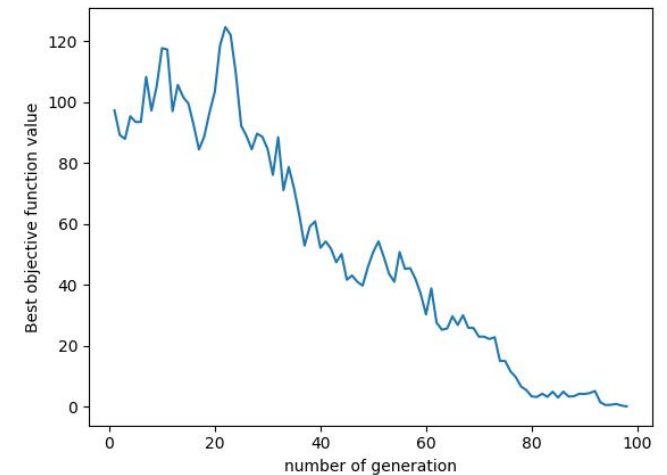
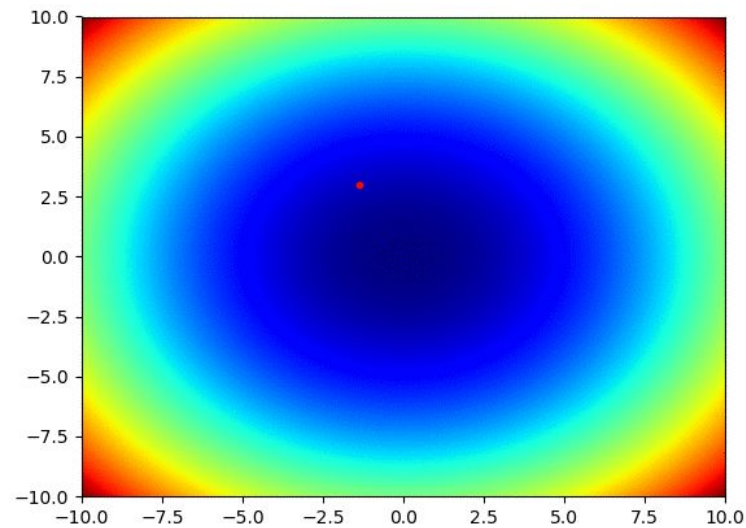
With decreasing value of  $T$  the probability to accept the worse solution decrease

# Simulated Annealing – Behaviour

- Worse solutions are accepted at the beginning of the algorithm
- At the end of algorithm, same behavior as Hill Climbing



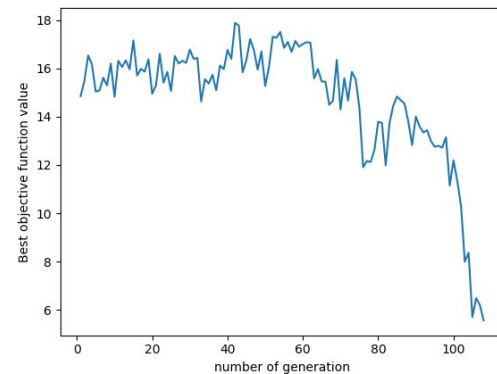
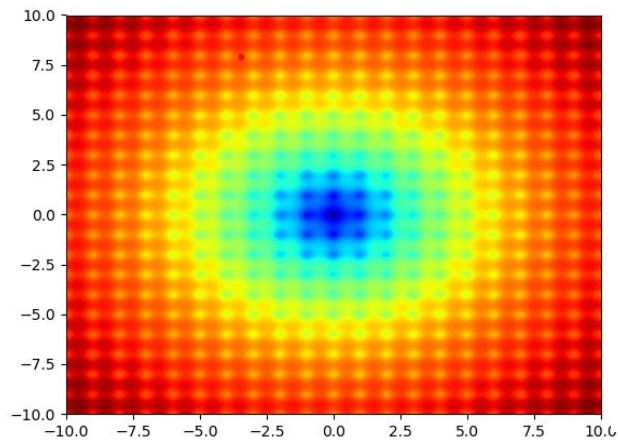
Sphere function



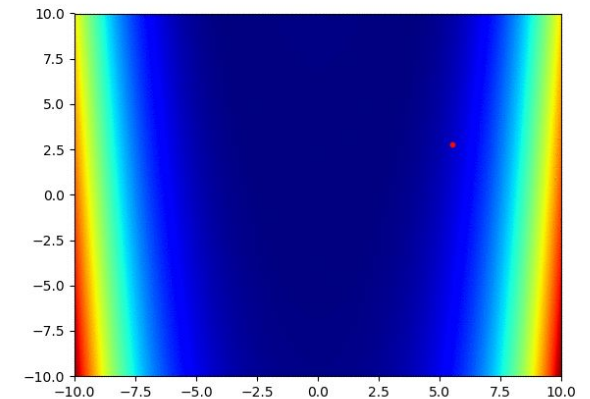
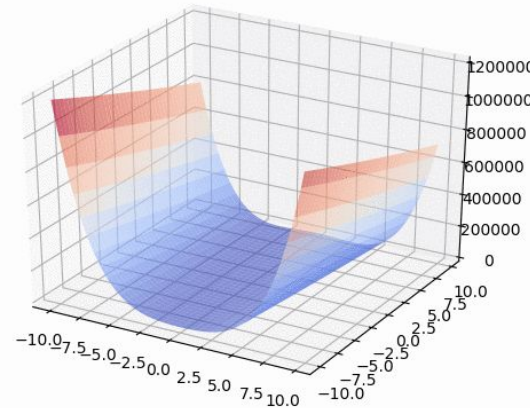
# Simulated Annealing – Behaviour

- Worse solutions are accepted at the beginning of the algorithm
- At the end of algorithm, same behavior as Hill Climbing

Ackley function



Rosenbrock function





# Task

- Implement Simulated annealing algorithm
- Visualize the process of search for the global optimum in 3-dimensional space or using heat maps. Use the test functions implemented for Task 1
- Figure 1 and 2 serve as the inspiration for your solution
  - You can choose one of these approaches or implement both of them
  - Sometimes, heat map is more useful for illustration of algorithm behaviour

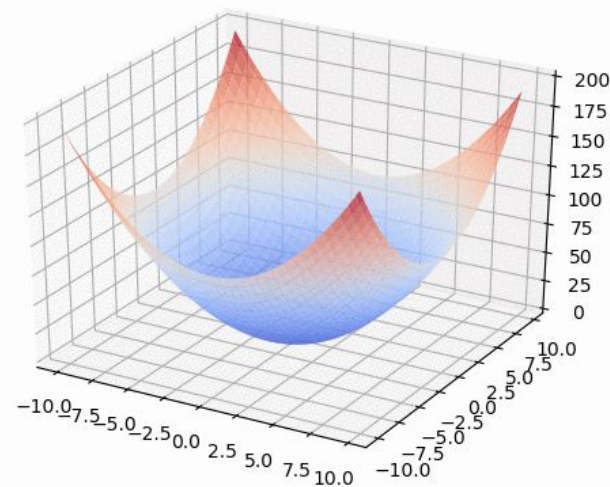
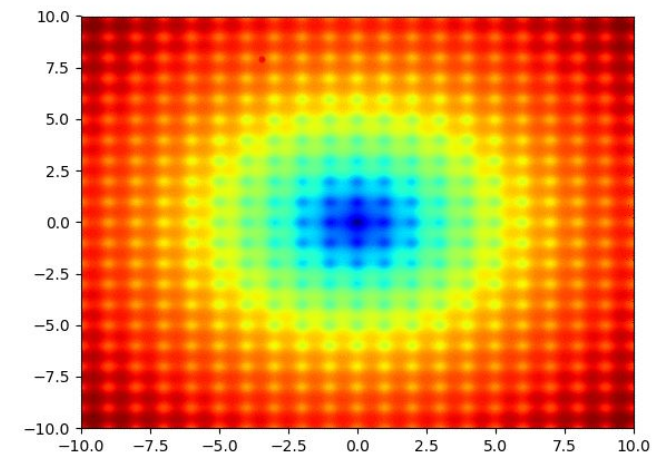


Figure 1: Simulated annealing used for Sphere function – 3D

Figure 2: Simulated annealing used for Ackley function – Heat map



# Thank you for your attention

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