

# me-lab2

October 24, 2019

## 1 Metaheuristic Algorithms - Lab 2

### 1.1 Objectives

- Implementation of some trajectory based local and global search: Simulated Annealing, Tabu Search, Nelder Mead and Pattern Search
- Applications in combinatorial optimization (TSP and knapsack problem) and continuous optimization (traditional benchmark functions)

### 1.2 Combinatorial optimization problems

The search space of combinatorial optimization problems is usually finite but of large size. Thus an exhaustive search space exploration is inapplicable.

Two well-known combinatorial optimization problems, which have several practical applications are: \* Travelling salesman problem (TSP) \* Knapsack problem

#### 1.2.1 Travelling Salesman Problem

TSP is a well known combinatorial optimization problem asking to find the optimal route for a salesman who has to visit a set of  $n$  towns. It is a constrained optimization problem characterized by: \* Constraints: the salesman visits each town exactly once \* Objective function: the cost of the tour should be minimized

The classical TSP is equivalent with the problem of finding an optimal Hamiltonian tour (a tour which visits exactly once each node and has the smallest cost) in a complete graph (there is an edge between any two nodes). TSP can be solved exactly for small values of  $n$  but, since the number of possible tours is  $(n - 1)!/2$ , for large values of  $n$  there are no efficient exact methods. TSP belongs to the class of NP-complete problems.

There are several variants of the problem: \* Asymmetric TSP: the cost of the connection between two nodes depends on the tour orientation. \* Sequential Ordering Problem – SOP: there are additional constraints specifying that a given node should be visited before another one. \* Capacitated vehicle routing problem – CVRP: find optimal tours for a set of trucks which have to transport products from a warehouse to different customers. The trucks have all the same capacity. \* Generalized TSP: the nodes correspond to clusters of locations and there are several arcs between nodes. TSP is important not only from a theoretical point of view but also from a practical point of view since there are several real-world problems which can be formulated as a TSP: \* Vehicle Routing Problem (VRP): find the optimal route for vehicles \* Control of drilling machines

which are used to construct boards for integrated circuits \* Find shortest routes through selections of airports in the world \* Reconstruct DNA sequences starting from subsequences (genome assembling)

Other applications are listed at [<http://www.tsp.gatech.edu/apps/index.html>]

Besides exact methods, there exist a lot of heuristic methods based on incremental improvements of the current tour. One of the most used heuristics for TSP is the Lin-Kernighan heuristic which is based on replacing some arcs of the current tour with other ones such that the total cost becomes smaller. The simplest case is when just two arcs are replaced (2-opt transformation) which is equivalent with reversing the order of visiting the nodes belonging to a subtour.

Example: Let us consider 6 nodes:  $A, B, C, D, E, F$ . If the current tour is  $(A, C, B, E, F, D)$ , by replacing the edge  $(A, C)$  with the edge  $(A, F)$ , and the edge  $(F, D)$  with  $(C, D)$  and by reversing the order of visiting the nodes  $B$  and  $E$  one obtains the tour  $(A, F, E, B, C, D)$ . It is easy to see that this transformation can be obtained directly by reversing the subtour  $(C, B, E, F)$ .

Another perturbation heuristic for TSP is that based on 4 interchanges (double bridge transform) which transforms a route  $[i1..i2] [i3..i4] [i5..i6] [i7..i8]$  into  $[i2..i1] [i4..i3] [i6..i5] [i8..i7]$ .

## 1.2.2 Knapsack Problem

The classical variant of the knapsack problem is: "Let us consider a set of  $n$  objects, each one being characterized by a given weight and a given value. Select a subset of objects such that the total size of the selected objects is smaller than a knapsack capacity and the total value of the selected objects is as large as possible."

The search space is represented by all possible subsets of the set of  $n$  objects, thus the search space size is  $2^n$ .

Real world problems which can be formulated as the knapsack problem are:

- Financial portfolios construction (the aim being the maximization of the profit such that the amount of investment is lower than a given threshold).
- Resource allocation (the selection of some tasks which can use a given resource such that the resource is not overloaded and some gain is maximized).
- The selection of some products to be placed in a container or warehouse.

Variants of the problem: \* Multi-criterial case: the aim is not only to maximize a value but optimize several criteria \* Multi-dimensional case: the "size"/"weight" of an object is not specified by a single value but by multiple values \* Multiple knapsacks: several knapsacks are used (this is related to the bin packing problem)

## 1.3 Simulated Annealing

### 1.3.1 General description

Simulated Annealing is a metaheuristic characterized by the fact that lower quality configurations may be accepted. The decision on the acceptance of such configurations is taken probabilistically, and the acceptance probability depends on a parameter called "temperature" (by analogy with the temperature of physical systems which are involved in a thermal process, e.g. annealing of alloys). The probability of accepting a lower quality configuration is higher if the temperature is higher.

General structure of Simulated Annealing:

S=initial configuration

T=initial value of the temperature

Repeat >> S'=perturb(S) >> If accept(S,S',T) then S=S' >> T=update(T) > Until &lt; stopping condition &gt;

The perturbation depends on the problem to be solved and the probability to accept the transition from a configuration  $S$  to a configuration  $S'$  depends on the loss of quality (if the loss is small the acceptance probability is higher). An example of the implementation of an acceptance rule is (in the case of a minimization problem):

Accept(S,S',T) >If  $\text{rand}(0,1) < \exp(-(f(s')-f(s))/T)$  then >> Return True >> Else >> Return False

### 1.3.2 Solving TSP by using "Simulated Annealing"

In order to solve a problem by using Simulated Annealing there are several elements to be established:

1. Solution encoding. The natural encoding variant for TSP is the permutation: a tour through  $n$  nodes can be described as a permutation of order  $n$ . This encoding ensures the satisfaction of the constraint of visiting only once each node.

Example: If the towns are numbered as follows: 1 – A, 2 – B, 3 – C, 4 – D, 5 – E, 6 – F then the route (A, C, B, E, F, D) corresponds to the permutation (1, 3, 2, 5, 6, 4)

2. Local search mechanism (construction of a new configuration starting from the existing one by perturbation) The simplest mechanism is based on a 2-opt transformation:

- Choose two random indices  $i$  and  $j$  such that  $1 \leq i < j \leq n$
- Reverse the order of elements in the permutation having indices between  $i$  and  $j$ .

Example: If the current tour is described by the permutation (1, 3, 2, 5, 6, 4) and  $i = 2, j = 5$  then the new permutation will be: (1, 6, 5, 2, 3, 4)

3. Acceptance probability. The probability to accept a configuration  $S'$  obtained from the configuration  $S$  can be computed by using the Boltzmann distribution:

$$P(S|S') = \min\{1, \exp(-(cost(S') - cost(S))/T(k))\}$$

where  $cost(S)$  is the cost of configuration  $S$  and  $T(k)$  is a control parameter (temperature).

4. Cooling schedule. If  $T(k)$  denotes the temperature corresponding to the iteration  $k$  then the value corresponding to the next iteration can be computed as follows:

- $T(k+1) = T(0)/\log(k+c)$ ,  $c$  being a constant
- $T(k+1) = T(0)/k$
- $T(k+1) = aT(k)$ , with  $a$  denoting a value smaller but close to 1 (e.g.  $a = 0.99$ )

**Remark.** The initial value of the temperature ( $T(0)$ ) should be large enough to allow the transition between any two configurations.

- Stopping condition. The stopping criterion can be related to the value of the temperature (stop when the temperature is low enough), to the number of iterations (stop after a given number of iterations) or to the value of the objective function (cost of the tour).

**Application 1.** Implement the Simulated Annealing for TSP. Use test instances from <http://comopt.ifi.uni-heidelberg.de/software/TSPLIB95/>

**Exercises:** 1. Analyze the behavior of the algorithm for the problems: eil51.tsp, eil76.tsp, eil101.tsp 1. Test the algorithm for each of the cooling schedules mentioned above 1. Modify the function which compute the cost of a tour such that the distance between two nodes is computed only once (hint: store the distances in a matrix)

```
[6]: %matplotlib inline
import random, numpy, math, copy, matplotlib.pyplot as plt
import numpy as np
class City:
    """class for the coordinates of a location """
    def __init__(self, coords):
        self.x = int(coords[0])
        self.y = int(coords[1])

    def distance(self, city):
        """
        Euclidean distance between two locations
        """
        xDis = self.x - city.x
        yDis = self.y - city.y
        distance = np.sqrt((xDis ** 2) + (yDis ** 2))
        return distance

    def __repr__(self):
        return "(" + str(self.x) + "," + str(self.y) + ")"

    #def getCoord(self):
    #    return [self.x, self.y]

class TSP:
    def __init__(self, filename = None, cities_no = 10):
        """
        random generation of location coordinates / reading data from a .tsp_
        →file
        """
        if filename is None:
            self.N = cities_no
            self.cities = [City(random.sample(range(100), 2)) for i in_
            →range(self.N)];
        else:
            self.N, self.cities = self.__read_TSP_file(filename)
```

```

def __read_TSP_file(self, filename):
    nodelist = []

    # Open input file
    with open(filename, 'r') as infile:

        # Read instance header
        Name = infile.readline().strip().split()[1] # NAME
        FileType = infile.readline().strip().split()[1] # TYPE
        Comment = infile.readline().strip().split()[1] # COMMENT
        Dimension = infile.readline().strip().split(":")[1] # DIMENSION
        EdgeWeightType = infile.readline().strip().split()[1] #_
→EDGE_WEIGHT_TYPE
        infile.readline()

        # Read node list
        N = int(Dimension)
        for i in range(N):
            coords = infile.readline().strip().split()[1:]
            nodelist.append(City(coords))

    return N, nodelist

def eval(self, tour):
    """computation of a tour cost"""
    val = 0
    for i in range(self.N-1):
        val += self.cities[tour[i]].distance(self.cities[tour[i+1]])
    val += self.cities[tour[0]].distance(self.cities[tour[self.N-1]])
    return val

def displayTour(self, tour):
    """plot the tour"""

    plt.figure(figsize = (16,8))

    plt.axes()
    plt.plot([self.cities[tour[i % self.N]].x for i in range(self.N+1)],_
→[self.cities[tour[i % self.N]].y for i in range(self.N+1)], 'bo-');
    plt.show()

def init_solution(self):
    """initial solution - random perturbation"""
    return random.sample(range(self.N), self.N);

def perturb_solution(self, S):
    """2-opt perturbation"""

```

```

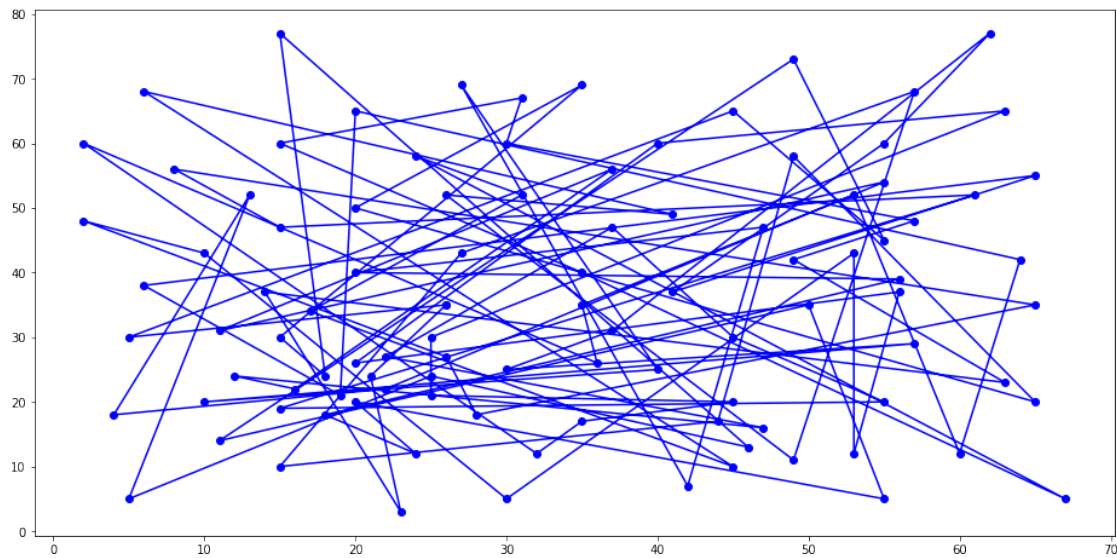
i, j = random.sample(range(self.N),2)
if i > j: i,j=j,i
new_S = S.copy()
for k in range((j-i)//2):
    new_S[i+k],new_S[j-k]=new_S[j-k],new_S[i+k]
return new_S

```

```

prob = TSP("eil101.tsp")
#prob = TSP()
tour = random.sample(range(prob.N),prob.N); # random initial tour
prob.displayTour(tour)
print(prob.eval(tour))

```



3397.984945534632

```

[7]: import random
import math

def accept(current_cost, new_cost, T):
    if new_cost <= current_cost:
        return True
    if random.random() < np.exp(-(new_cost-current_cost)/T) :
        return True
    else:
        return False

def updateTemperature(T, k):

```

```

return T*0.9995
#return T/k

def SA(prob, T_Max, T_Min):
    S = prob.init_solution()
    S_cost = prob.eval(S)

    #prob.displayTour(S)

    S_best = S
    S_best_cost = S_cost

    T = T_Max
    k=0
    while T > T_Min:
        k=k+1
        S_prim = prob.perturb_solution(S)
        S_prim_cost = prob.eval(S_prim)

        if accept(S_cost, S_prim_cost, T):
            S = S_prim.copy()
            S_cost = S_prim_cost
        if S_cost < S_best_cost:
            S_best = S.copy()
            S_best_cost = S_cost
            print(S_best_cost, T)

        T = updateTemperature(T,k)

    return S_best_cost, S

best, S = SA(prob, 1000., 0.000001)
prob.displayTour(S)
print("best", best)

```

```

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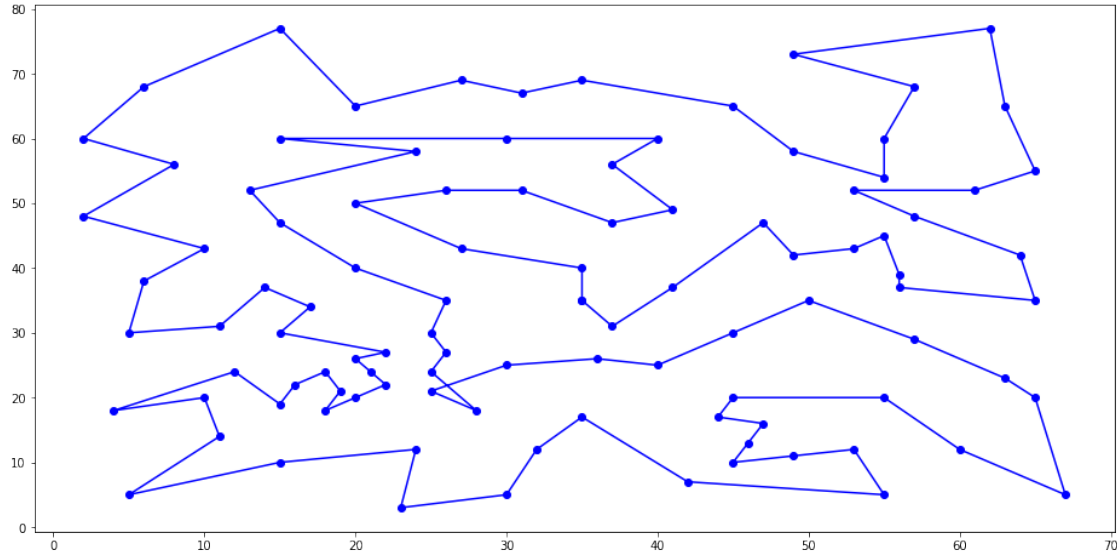
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1149.2316987964593 2.7449988675832917  
1148.0694127186514 2.6852535635799386  
1144.464691045986 2.6571989315537823  
1135.8940958674116 2.653215125723501  
1132.0843888096492 2.6479126739683014  
1130.0789751248562 2.629437404949326  
1127.4655904643055 2.5696357489120976  
1126.3012380163425 2.5326356787052093  
1126.17736303866 2.5111941701515015  
1118.7659467866563 2.4725611807843295  
1117.0859680384517 2.392278540391177  
1114.1615800699303 1.8987361995094285  
1113.8573402202285 1.849068279449133  
1094.963329881228 1.8315809549421849  
1089.8082631215686 1.8160746351653585  
1089.2307625922979 1.769453737068071  
1068.4751845625244 1.7396198709865578  
1057.1968177452081 1.6531025740123093  
1049.3555650386465 1.6325623005674628  
1037.0127061330481 1.6098600390468272  
1035.8897903953048 1.581134680407935  
1034.2527414142198 1.5176035639228507  
1026.1175916411935 1.382798342316611  
1018.1485446808367 1.3332240441892946  
1013.2672036261754 1.1777067223681466  
1004.3375197455541 1.1677361573264642  
999.6182994419162 1.072557205761041  
996.6437495156531 0.9802214157478366  
995.2447542447721 0.9782624427584152  
992.8011839294068 0.9641764856035353  
986.8543474715079 0.8949391462940404  
985.6533171057256 0.8585503646917169  
981.6334439838145 0.8478826302545619  
980.9067580210415 0.8444970289804854  
978.1476591497992 0.7846382919704439  
974.1479571665352 0.7304822672414839  
971.4844386188079 0.7297519675948093  
968.6560114940617 0.7293870916110119

966.9361213833422 0.7250227839127601  
965.1739119215623 0.6780264675494707  
965.1580047388098 0.6439837195408675  
964.6170651743015 0.6334425564647502  
964.2769670441786 0.6328092722689247  
959.0248772877754 0.6274518552751163  
956.0428701344315 0.6190360854037751  
950.4140825940165 0.6159478598552961  
949.6501505715164 0.613795273378642  
947.0138144293351 0.6064719270885808  
933.3793363214525 0.585900402009606  
931.0020505659948 0.5697187456432872  
928.2056866597025 0.5548158090885544  
927.36359881202 0.5520479634060047  
924.0188970599631 0.5080674304171706  
923.6985353528285 0.5002511636105584  
910.4191490428693 0.48449266740028674  
903.8590502828956 0.46154989724616147  
903.6598165721849 0.4585588066572562  
902.5622180191762 0.4535410534918116  
901.0256829813496 0.3907424037479362  
900.9076230454376 0.37560522211623043  
900.5396786348118 0.37001180087441454  
900.1042580560613 0.3696418815764904  
898.2643456527643 0.35496689120870484  
896.2843874587896 0.3530194467879353  
895.3398000844543 0.34845876240755214  
884.0864175692589 0.3420699566800195  
877.4464704557818 0.334123067567781  
875.9093836421628 0.32947678285487025  
871.0917633263247 0.3105954106336085  
870.5699869886151 0.30520593892226283  
868.2292132458393 0.2991609601096141  
863.6133818856575 0.29089860043532867  
852.6964880819279 0.2685278808006337  
852.6777562909871 0.22563332663532787  
851.4039670434539 0.21678394877881196  
849.4092842326874 0.20964022601297264  
846.3793843723278 0.19693568863747468  
844.4758851374526 0.19487817036341784  
834.669047394851 0.19063661832874246  
831.8159853331548 0.18704782681636206  
829.2042701431016 0.17034758370948627  
828.4169577270651 0.12063321741360349  
822.917045383792 0.1158440109091091  
819.9111474990374 0.10855188887931772  
818.3254618174574 0.10325645964292487  
816.2122294406786 0.10305010155670673

814.138636858714 0.10000376050630505  
812.1093507833758 0.08628630570455094  
800.4535862620573 0.0842395815996064  
798.3982573121177 0.07463687148674233  
798.1862671437175 0.07206913654213262  
796.5662692925403 0.0674312970118006  
788.6951330934774 0.06716204337110832  
788.1627082908061 0.061012834834393015  
785.0224602880926 0.0566031984262188  
780.2172858747704 0.05476532510697784  
779.6031213444523 0.05413897568163852  
778.2134886719609 0.054057807815580464  
774.9260710114543 0.05005061195981782  
773.1647536081575 0.04610927974904427  
772.2040195141421 0.038821383326449674  
772.023679626643 0.03373163343824286  
771.1727764562776 0.028901613872224237  
770.0115140534703 0.027001176286444953  
755.440732065027 0.025543082889305558  
752.2369569782899 0.020734819927952477  
747.0820704941251 0.020121862423156157  
746.8437384194309 0.01979249410721658  
741.0373325035918 0.01744880683043663  
738.4343917929795 0.0108770286862757  
738.4343917929793 0.00928698160689373  
733.10849649295 0.009171588197748002  
731.0661800405846 0.00624645706999132  
731.0661800405845 0.0038821748291445078  
729.3442088893268 0.0034190535020650037  
726.7091073545242 0.0005476635482404924  
724.8626937324223 3.358109140168668e-05  
724.3791562660292 2.9992126380755145e-05  
723.6987676360811 2.6361447806135323e-05  
721.1732718560188 2.569756538622844e-05  
714.1702978641586 1.7926968969761755e-05  
711.5649208020384 1.2906409816536709e-05  
710.0860144020526 1.0736911294084815e-06



best 710.0860144020526

### 1.3.3 Solving the knapsack problem using Simulated Annealing

#### 1. Solution encoding: binary vector

- $S_i = 1$  if object  $i$  is selected
- $S_i = 0$  if object  $i$  is not selected

#### 2. Local perturbation: change the value of a randomly selected component: $S_i = 1 - S_i$

- #### 3. Evaluation of a configuration: a common variant is to include in the objection function the degree of constraints satisfaction (penalty function technique) – the value of a configuration which does not satisfy the constraint is penalized by a term which is proportional with the amount by which the constraint is violated (e.g. the weight which overpasses the knapsack capacity).

$$V(S) = \sum_{i=1}^n v_i S_i \text{ if } \sum_{i=1}^n w_i S_i \leq C$$

$$V(S) = \alpha \sum_{i=1}^n v_i S_i + (1 - \alpha)(C - \sum_{i=1}^n w_i S_i) \text{ if } \sum_{i=1}^n w_i S_i > C$$

**Notations:**  $v_i$  denotes the value of object  $i$ ,  $w_i$  denotes the weight of object  $i$  and  $C$  it the knapsack capacity,  $\alpha \in (0, 1)$  quantifies the relative importance of the total value and the constraint satisfaction.

**Application 2.** Implement a Simulated Annealing algorithm for a knapsack problem. Test data can be found at [http://people.sc.fsu.edu/~jburkardt/datasets/knapsack\\_01/knapsack\\_01.html](http://people.sc.fsu.edu/~jburkardt/datasets/knapsack_01/knapsack_01.html)

```
[8]: class Knapsack:
    def __init__(self, capacity, objects_values, objects_weights):
        self.capacity = capacity
        self.objects_values = np.array(objects_values)
        self.objects_weights = np.array(objects_weights)
        self.N = len(objects_values)
```

```

def eval(self, S, alpha=0.5):
    weight = np.sum(S * self.objects_weights)
    value = np.sum(S * self.objects_values)
    #print (weight, value, S)
    if weight <= self.capacity: # the selected objects fit into the
→knapsack
        return -value
    else:
        return -(alpha*value + (1-alpha) * (self.capacity - weight))

def init_solution(self):
    """ Solution initialization - each candidate solution is encoded as a
→binary array S
        S[i]=0 if object i is not selected
        S[i]=1 if object i is selected
    """
    return np.random.choice([0, 1], size=(self.N,))

def perturb_solution(self, S):
    """
    A new candidate solution is constructed by complementing a randomly
→selected element
    (a random object is either inserted or removed from the knapsack)
    """
    i = random.sample(range(self.N),1)
    new_S = S.copy()
    new_S[i] = 1 - S[i]
    return new_S

```

```

[9]: #prob = Knapsack(165, [92,57,59,68,60,43,67,84,87,72],
→[23,31,29,44,53,38,63,85,89,82])
#optimal solution [1,1,1,1,0,1,0,0,0,0]
prob = Knapsack(20, [3,4,1,5,2], [10,8,3,6,5])
best, S = SA(prob, 1000., 0.000001)
#S=[1,1,1,1,0,1,0,0,0,0]
print("best", np.sum(S * prob.objects_values), S)

```

```

-10 998.5007498750001
-11 993.519464294648
best 11 [0 1 0 1 1]

```

## 1.4 Tabu Search

### 1.4.1 Description of the method

Tabu Search is a metaheuristic based on an iterated local search which relies on the usage of a list of already visited configurations which become "forbidden" (tabu) at least for a given number of



iterations.

General structure of Tabu Search:

```
S=initial configuration
Sbest=S
TabuList=[] // the tabu list is initially empty
Iter=1
Repeat
    S=perturb(S,TabuList)
    If better(S,Sbest) then Sbest=S endif
    iter=iter+1
Until iter<=iterMax
```

The perturbation of the current configuration is based on the identification (in its neighborhood) of a better configuration which is not in the tabu list. Once a configuration is chosen it is inserted in the tabu list. The tabu list is implemented as a circular queue (when the maximal size of the list is reached the first element in the list is removed).

```
Perturb(S,TabuList)
Sbest=S
For each element S' from the neighborhood N(S) >>
    If better(S',Sbest) and (S' is not in TabuList) then >>>
        Sbest=S' >>>
    Endif
Endfor
S=Sbest
update the TabuList by adding S
Return S, TabuList
```

The function  $\text{better}(S', S_{\text{best}})$  checks if configuration  $S$  is better than configuration  $S_{\text{best}}$ . Unlike Simulated Annealing which uses directly the value of the objective function to compute the acceptance probability, in Tabu Search it is enough to decide which of the configurations is better. This means that the constraints can be analyzed directly, without using the penalty method.

#### 1.4.2 Example: Solving the knapsack problem using Tabu Search

1. Solution encoding: binary vector
2. Local perturbation: change the value (0→1, 1→0) of a randomly selected component
3. Tabu list structure: it contains candidate solutions (binary vectors)
4. Comparison between two candidate solutions:
  - If both  $S$  and  $S'$  are feasible then the configuration having a higher value is better.
  - If only one of the solutions is feasible then it is better than the other one (a feasible solution is always better than an unfeasible one).
  - If none of the solutions is feasible then that which violates less the constraint is better

[10]: # Remark: other implementations: [https://www.techconductor.com/algorithms/python/Search/Tabu\\_Search.php](https://www.techconductor.com/algorithms/python/Search/Tabu_Search.php)

```
def ElementInTabuList(el, TabuList):
    """
    :param el current element (to be searched in the TabuList)
    :param TabuList - list with "forbidden" elements

    :return True if el is in TabuList and False otherwise
    """
    dim = list(range(len(el)))
    for a in TabuList:
        found = True
        for i in dim:
            if el[i] != a[i]:
                found = False
                break
        if found:
            return True;
    return False

def PerturbTabuSearch(prob, S, cost_S, TabuList, dimNeighborhood, TabuListMaxSize):
    """
    :param prob - problem to be solved
    :param S - current candidate solution
    :param cost_S - cost of S
    :param TabuList - list with "forbidden" elements
    :param dimNeighborhood - size of the neighborhood
    :param TabuListMaxSize - maximal size of the TabuList

    :return new candidate solution and update TabuList
    """
    C = prob.perturb_solution(S) # element din vecintatea lui S
    cost_C = prob.eval(C)
    # genereaza candidai i il selecteaz pe cel mai bun care nu e in tabuList
    for i in range(dimNeighborhood-1):
        el = prob.perturb_solution(S)
        cost_el = prob.eval(el) # genereaz un nou candidat
        if (not ElementInTabuList(el, TabuList)) and cost_el < cost_C:
            C = el.copy()
            cost_C = cost_el

    if cost_C < cost_S:
        S = C.copy()
        cost_S = cost_C
```

```

        if len(TabuList) > TabuListMaxSize:
            TabuList.pop(0)
            TabuList.append(S)

    return S, cost_S, TabuList

def TabuSearch(prob, max_iter=1000, dimNeighborhood = 20, TabuListMaxSize=10):
    S = prob.init_solution()
    cost_S = prob.eval(S)
    Best=S.copy()
    cost_Best = cost_S
    TabuList=[]
    TabuList.append(S.copy())
    it=1
    while it < max_iter:
        S, cost_S, TabuList = PerturbTabuSearch(prob, S, cost_S, TabuList,
        →dimNeighborhood, TabuListMaxSize)
        if cost_S < cost_Best:
            Best = S.copy();
            cost_Best = cost_S
        it=it+1
    print (TabuList)
    return Best, cost_Best

prob = Knapsack(20, [3,4,1,5,2], [10,8,3,6,5])
S, best = TabuSearch(prob,dimNeighborhood=prob.N)
print(best,S)
print(prob.objects_values)
#prob.displayTour(S)
print("best", np.sum(S * prob.objects_values))

```

```

[array([0, 1, 0, 0, 0]), array([0, 1, 0, 1, 0]), array([0, 1, 0, 1, 1])]
-11 [0 1 0 1 1]
[3 4 1 5 2]
best 11

```

## 1.5 Continuous optimization problems: zero order (without derivatives) methods

### 1.5.1 Pattern Search

Main idea: search by constructing  $2n$  candidate solutions from the current one (by sequentially adding a positive and a negative adaptive step on each of the  $n$  coordinates). Details: lecture 2

### 1.5.2 Nelder Mead

Main idea: use a set of  $(n+1)$  points (simplex) to search the function landscape and update the vertices of the simplex by using some geometric transformations (extension, contraction, shrinking) in such a way that the quality of the vertices is improved. Details: lecture 2

## Exercises:

1. Compare the behavior of Pattern Search and Nelder Mead for the 2D Sphere, 2D Rosenbrock and 2D Ackley functions (using the same computational budget, i.e. number of function evaluations)
2. Analyze the influence of the control parameters: (i) initial value of  $r$  in the case of Pattern Search and  $r, e, c$  and  $s$  in the case of Nelder Mead
3. Modify the test functions and the Pattern\_Search function such that it can be applied for functions with an arbitrary number of components (hint: exclude the operations used for the graphical illustration)

```
[11]: # Test functions: Sphere, Rosenbrock, Ackley
# 2-dimensional case

def Sphere(v):
    x = v[0]
    y = v[1]
    return x**2 + y**2

def Rosenbrock(v):
    x = v[0]
    y = v[1]
    return (1.0 - x)**2 + 100.0*(y - x**2)**2

def Ackley(v):
    x=v[0]
    y=v[1]
    term1 = -20 * np.exp(-0.2 * ((1/2.) * (x**2 + y**2)**(0.5)))
    term2 = np.exp((1/2.)*(np.cos(2*np.pi*x) + np.cos(2*np.pi*y)))
    return term1 - term2 + 20 + np.exp(1)

[12]: def Graphical_illustration(func, iter_x, iter_y, x_start=-2, x_stop=2,
    →y_start=-2, y_stop=2):
    x = np.linspace(x_start,x_stop,250)
    y = np.linspace(y_start,y_stop,250)
    X, Y = np.meshgrid(x, y)
    Z = func([X, Y])

    #Angles needed for quiver plot
    anglesx = iter_x[1:] - iter_x[:-1]
    anglesy = iter_y[1:] - iter_y[:-1]

    %matplotlib inline
    import matplotlib.pyplot as plt
    #plt.style.use('seaborn-white')
    from mpl_toolkits import mplot3d

    fig = plt.figure(figsize = (16,8))
```

```

#Surface plot
ax = fig.add_subplot(1, 2, 1, projection='3d')
ax.plot_surface(X,Y,Z,rstride = 5, cstride = 5, cmap = 'jet', alpha = .4,
→edgecolor = 'none' )
ax.plot(iter_x,iter_y, func([iter_x,iter_y]),color = 'r', marker = '*',
→alpha = .4)

ax.view_init(45, 280)
ax.set_xlabel('x')
ax.set_ylabel('y')

#Contour plot
ax = fig.add_subplot(1, 2, 2)
ax.contour(X,Y,Z, 50, cmap = 'jet')
#Plotting the iterations and intermediate values
ax.scatter(iter_x,iter_y,color = 'r', marker = '*')
ax.quiver(iter_x[:-1], iter_y[:-1], anglesx, anglesy, scale_units = 'xy',
→angles = 'xy', scale = 1, color = 'r', alpha = .3)
ax.set_title('Pattern Search {} iterations'.format(len(iter_count)))

plt.show()

```

[33]: *# Pattern Search implementation*

```

%matplotlib inline
import random, numpy, math, copy, matplotlib.pyplot as plt
import numpy as np
def Pattern_Search(f ,x, y, r=0.8, nMax = 50):
    #Initialization
    i = 0
    iter_x, iter_y, iter_count = np.empty(0),np.empty(0), np.empty(0)
    S = np.array([x,y])
    E = np.array([0,0])
    best = S
    val_best = f(S)
    points = []
    # Iterating as long as the number of iterations is smaller than a maximal
→value
    while i < nMax:
        i +=1
        S_prim = S
        for j in range(len(E)):
            E[j-1] = 0
            E[j] = 1
            val_S_prim = f(S_prim)

```

```

S_plus = S + r*E
if f(S_plus)< val_S_prim:
    S_prim = S_plus
S_minus = S - r*E
if f(S_minus)< val_S_prim:
    S_prim = S_minus
if np.array_equal(S, S_prim ):
    r = r/2
else:
    S = S_prim

if f(S) < val_best:
    best = S
    val_best = f(S)
    x,y = S[0], S[1]

    iter_x = np.append(iter_x,x)
    iter_y = np.append(iter_y,y)
    iter_count = np.append(iter_count ,i)

return best, iter_x,iter_y, iter_count

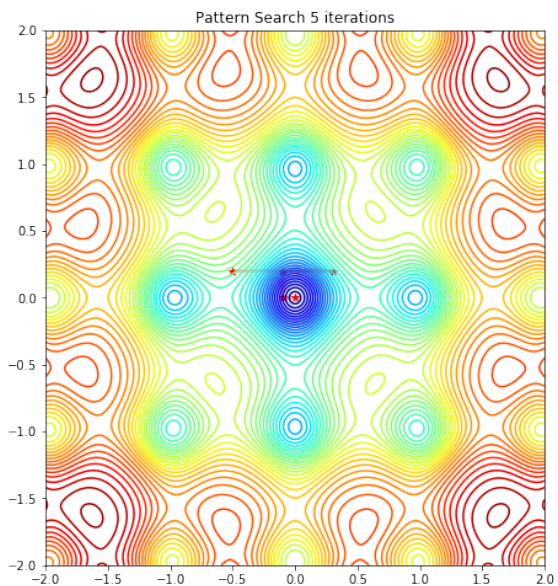
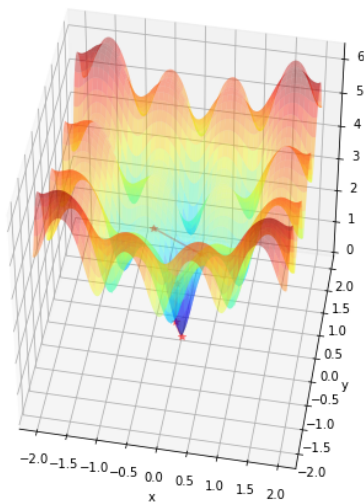
```

```

best,iter_x,iter_y, iter_count = Pattern_Search(Ackley, -0.5,1)
print("best", best)
Graphical_illustration(Ackley, iter_x, iter_y, x_start=-2, x_stop=2,
→y_start=-2, y_stop=2)

```

best [ 2.77555756e-17 -5.55111512e-17]



```

[13]: # Nelder Mead implementation

class Element:
    def __init__(self, el, cost):
        self.el = el
        self.cost = cost
    def __repr__(self):
        return "[{self.el}, {self.cost}]".format(self=self)

def NelderMead(func, x_start, start = -5, stop = 5, max_iter = 50, r=1, e=2, c_u
→=0.5, s=0.5):
    """
    :param fun - function to be optimized
    :param x_start - initial configuration
    :param start - lower bound of the function domain
    :param stop - upper bound of the function domain
    """
    n = len(x_start)
    best = Element(np.array(x_start), func(x_start))

    points = []
    modification="initial simplex"

    # selection of the initial vertices of the simplex - (n+1) random points
    l = [best]
    for i in range(n):
        el = np.random.uniform(low=start, high=stop, size=(n,))
        l.append(Element(el, func(el)))
    print(l)
    it = 0
    while it < max_iter:
        it += 1
        # increasing sorting by cost (first vertex is the best one, the last
→vertex is the worst one)
        l = sorted(l, key=lambda x: x.cost)
        if it%5==0:
            points.append([[x.el for x in l], modification])

        # average of the first n vertices
        M = np.zeros(n)
        for i in range(n):
            M += l[i].el
        M /= n
        # Sequence of transformations
        # Reflection

```

```

xr = M + r * (M - l[n].el)
cost_xr = func(xr)
if l[0].cost <= cost_xr < l[n-1].cost:
    l.pop()
    l.append(Element(xr, cost_xr))
    modification = "reflection"
    continue

# Expansion
if cost_xr < l[0].cost:
    xe = M + e * (xr - M)
    cost_xe = func(xe)
    if cost_xe < cost_xr:
        l.pop()
        l.append(Element(xe, cost_xe))
        modification = "expansion"
        continue
    else:
        l.pop()
        l.append(Element(xr, cost_xr))
        modification = "expansion"
        continue

# Contraction (Exterior/ Interior)
if l[n-1].cost<=cost_xr < l[n].cost:
    xc = M + c * (xr - M)
    cost_xc = func(xc)
    if cost_xc < cost_xr:
        l.pop()
        l.append(Element(xc, cost_xc))
        modification = "contraction (exterior)"
        continue
elif cost_xr>= l[n].cost:
    xcc = M + c * (l[n].el - M)
    cost_xcc = func(xcc)
    if cost_xcc < l[n].cost:
        l.pop()
        l.append(Element(xcc, cost_xcc))
        modification = "contraction (interior)"
        continue

# Shrinking
new_l = [l[0]]
for i in range(1,n+1):
    v = l[0].el + s * (l[i].el - l[0].el)
    new_l.append(Element(v, func(v)))

```



```

    l = new_l
    modification = "shrinking"
    return l[0], points

```

```

sol, points = NelderMead(Rosenbrock, [-2,2], -5,5)
print("Sol=", sol)

```

```

[[[-2  2], 409.0], [[-1.90597918  2.29983027], 186.11397953451342], [[-1.2966844
4.67581803], 901.9344225376697]]
Sol= [[-0.52047568  0.24802941], 2.364129510195738]

```

```

[26]: def FunctionPlot(func, points, start=-2, stop=2):
    x = np.linspace(start,stop,2500)
    y = np.linspace(start,stop,2500)
    X, Y = np.meshgrid(x, y)
    Z = func([X, Y])

    %matplotlib inline
    import matplotlib.pyplot as plt
    #plt.style.use('seaborn-white')
    from mpl_toolkits import mplot3d

    fig = plt.figure(figsize = (30,15))

    grid_y = 5
    grid_x = len(points) // grid_y + 1

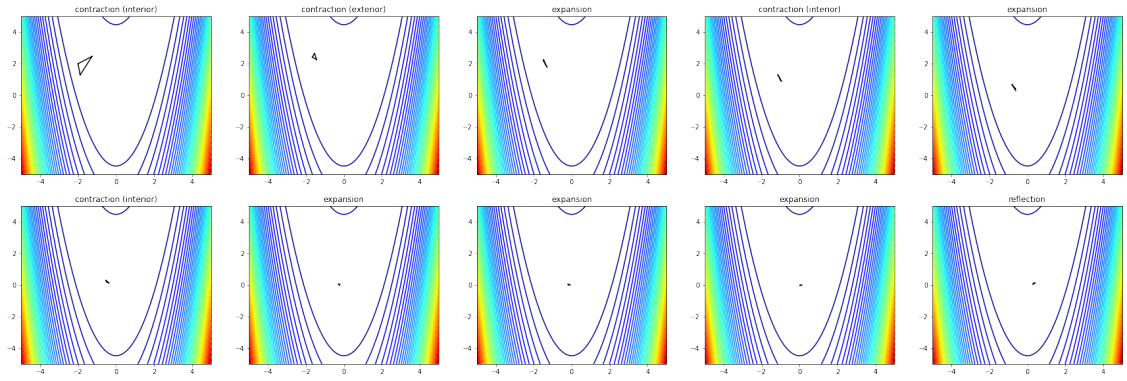
    k=0
    for t in points:
        #Contour plot
        ax = fig.add_subplot(grid_x, grid_y, k+1)
        ax.contour(X,Y,Z, 50, cmap = 'jet')
        #Plotting the iterations and intermediate values
        plt.triplot([el[0] for el in t[0]],[el[1] for el in t[0]],□
→color="black")
        ax.set_title(t[1])
        k += 1

        #ax.set_title('Function (surface and contour plot)'.
→format(len(iter_count)))

    plt.show()

FunctionPlot(Rosenbrock, points, start=-5, stop=5)

```



[: