

# ZMOG: Od przeszukiwania lokalnego do globalnej adaptacji

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# Od przeszukiwania lokalnego do globalnej adaptacji

- 1 Basic test functions
- 2 Hill climbing
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- 4 Variable Neighbourhood Search
- 5 Evolution Strategies

## Benchmark functions

- Rosenbrock's:

$$f(x) = \sum_{i=1}^{N-1} ((1 - x_i)^2 + 100(x_{i+1} - x_i^2)^2)$$

- Rastrigin's

$$f(x) = 10N + \sum_{i=1}^N (x_i^2 - 10 \cos(2\pi x_i))$$

## Rosenbrock's function

```
#funkcja Rosenbrocka
f <- function(x) {
  if (!is.matrix(x)) {
    x = matrix(x,ncol = length(x))
  }
  values <- rowSums(((1-matrix(x[,1:(ncol(x)-1)]),ncol =
    ncol(x)-1))^2 +
    100*(matrix(x[,2:(ncol(x))]),ncol
    = ncol(x)-1)
    -matrix(x[,1:(ncol(x)-1)],
    ncol = ncol(x)-1)^2)^2)
  fsamples <- c(fsamples,values)
  values
}
```

## Rastrigin's function

```
#funkcja Rastrigina
f <- function(x) {
  if (!is.matrix(x)) {
    x = matrix(x,ncol = length(x))
  }
  values <- rowSums(x^2)-rowSums(cos(2*pi*x))+
    ncol(x)
  fsamples <- c(fsamples,values)
  values
}
```

## Hill climbing

```
current.val = f(init.sample)
current.location = init.sample
for (samp.idx in 1:samples.count) {
  #move from the current location
  move = matrix(rnorm(dim,0,init.sigma),ncol=
    dim)
  current.location = current.location + move
  #test new location
  temp.val = f(current.location)
  if (temp.val > current.val) {
    #retract if necessary
    current.location = current.location - move
  } else {
    current.val = temp.val
  }
}
```

## Simulated Annealing

```
T = InitTemp
for (samp.idx in 1:samples.count) {
  move = matrix(rnorm(dim,0,init.sigma),ncol=dim)
  current.location = current.location + move
  temp.val = f(current.location)
  #Accept with Metropolis rule
  if (exp((current.val-temp.val)/T) <= runif(1,0,1))
    {
      current.location = current.location - move
    } else {
      current.val = temp.val
    }
  if (samp.idx %% steady.state.iterations == 0) {
    #Cool the temperature of the system
    T = T * CoolingFactor
  }
}
```

## Variable Neighbourhood Search

```
for (samp.idx in 1:samples.count) {  
  move = matrix(rnorm(dim,0,sigma),ncol=dim)  
  current.location = current.location + move  
  temp.val = f(current.location)  
  if (temp.val > current.val) {  
    current.location = current.location - move  
    failures = failures + 1  
  } else {  
    failures = 0  
    sigma = init.sigma  
    current.val = temp.val  
  }  
  #change random variable variation  
  if (failures > max.failures) {  
    failures = 0  
    sigma = 1.05 * sigma  
  }  
}
```



## Evolution Strategies

```
for (samp.idx in 1:(samples.count/single.sample.size
)) {
  move = matrix(rnorm(dim*single.sample.size,0,sigma
),ncol=dim,nrow=single.sample.size)
  sample = sample + move
  temp.val = f(sample)
  success.rate = mean(temp.val < current.val)
  sample = ifelse(temp.val > current.val,sample -
  move, sample)
  current.val = ifelse(temp.val > current.val,
  current.val, temp.val)
  #adapt according to 1/5 success rule
  if (success.rate > 0.2) {
    sigma = sigma * 1.1
  } else {
    sigma = sigma / 1.1
  }
}
```

## Praca domowa

- Dodać do trywialnej strategii ewolucyjnej różne rodzaje selekcji (ruletkowa, ruletkowa-równomierna, elitarna, rangowa, jednostajna)
- Zweryfikować szybkość zbieżności dla różnych wariantów

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