



# Simulated Annealing



Arna Fariza – S2 TIK PENS



# Introduction to Simulated Annealing

- **Definition:** Simulated Annealing (SA) is a probabilistic technique for approximating the global optimum of a function.
- **Inspiration:** Based on the process of annealing in metallurgy. Origin in metallurgy—annealing is the process of heating and slowly cooling metal to decrease defects.
- **Key Idea:** Gradually lower the "temperature" to reduce the system's energy, leading to an optimal solution.
- **When to Use:** Discuss how it's particularly helpful for combinatorial and non-convex optimization problems, where traditional methods might get stuck in local optima.





# Why Use Simulated Annealing?

- **Optimization Problems:** Often used when the search space is large and complex.
  - **Advantages:** Can escape local minima, efficient for certain types of problems.
  - **Limitations:** Results depend on cooling schedule and can be computationally intensive.
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# Core Principles

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- Metaphor of Energy and Temperature:
  - **Energy (E):** Represents the objective function or solution quality in optimization.
  - **Temperature (T):** Controls the probability of accepting worse solutions.
- Cooling Schedule: Highlight how temperature gradually decreases during the process.



# How Simulated Annealing Works

1. **Start with an initial solution** (randomly generated).
  2. **Initialize a high temperature.**
  3. **Iterate:** For each temperature, make small changes to the solution.
    - If the change improves the solution, accept it.
    - If not, accept it with a probability dependent on the temperature.
  4. **Reduce temperature gradually** following a cooling schedule until it reaches a threshold.
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## Key Components of Simulated Annealing

- **Temperature (T):** Controls the probability of accepting worse solutions.
- **Cooling Schedule:** Determines how fast temperature decreases.
- **Acceptance Probability:** Defines the likelihood of accepting worse solutions.

# Algorithm step

- 1. Initialization:** Choose an initial solution and set initial temperature.
- 2. Iterative Process:**
  1. Generate a *neighbor solution*.
  2. Calculate the *change in energy* ( $\Delta E$ ).
  3. Decide whether to accept the new solution:
    1. If better, accept it.
    2. If worse, accept with a probability based on temperature and  $\Delta E$  (use formula).
- 3. Cooling:** Gradually lower the temperature following a predefined *cooling schedule* (e.g., geometric, linear).
- 4. Stopping Criterion:** Repeat until the system “freezes” (temperature reaches minimum or no more improvement is possible).



# Algorithm component

- **Neighborhood Selection:** Explain how to define neighboring solutions, relevant to specific problems.
  - **Acceptance Probability:** Introduce the Metropolis criterion:  
$$P(\text{accept}) = \exp(-\Delta E/T)$$
  - **Cooling Schedule:** Various cooling strategies (e.g., exponential decay with  $T_{\text{new}} = \alpha \times T_{\text{old}}$  where  $\alpha$  is between 0.8 and 0.99).
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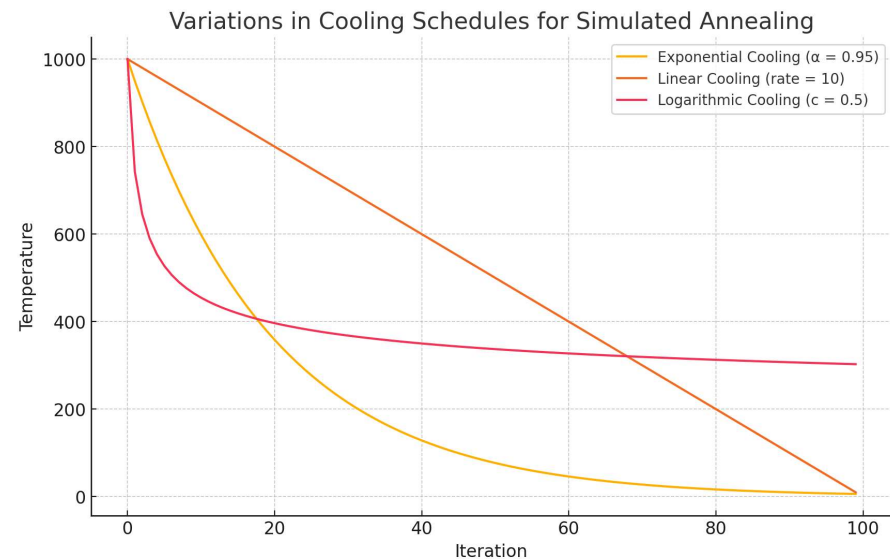


# Acceptance Probability Formula

- **Formula:**  $P(\Delta E) = \exp(-\Delta E/T)$ 
    - Where  $\Delta E$  is the change in solution quality.
    - **Explanation:** Higher T means higher probability of accepting a worse solution.
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# Cooling Schedules

- **Linear Cooling:** Decrease temperature linearly.
- **Geometric Cooling:** Multiply temperature by a constant (e.g., 0.9).
- **Logarithmic Cooling:** Slower cooling, often provides better accuracy.



# Application of Simulated Annealing



Traveling Salesman  
Problem (TSP)



Scheduling and  
Resource Allocation



Machine Learning:  
Hyperparameter Tuning

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# Advantages & Limitations

## Advantages:

- Simple and flexible, Can handle large and complex spaces.

## Limitations:

- Heavily dependent on the cooling schedule, slower than some other heuristics.
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# Summary

**Wrap-Up:** Simulated annealing offers a practical way to approach optimization problems by balancing exploration and exploitation.

**Key Takeaway:** Effectiveness depends on properly tuning parameters like temperature and cooling rate.

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