

Wed, Apr. 10, 2024

Announcements:

→ HW 5 due Monday, April 22
2 questions using Hill-Climbing

Process:

Pick an initial temperature

(How?)

$x = \text{random elt. in search space}$

$\text{best} = x$

Repeat:

(How many times?)

(How long?)

For a while:

$s = \text{tweak}(x)$

$\Delta = \text{score}(s) - \text{score}(x)$

if $\Delta > 0$:

$x = s$

if $\text{score}(x) > \text{score}(\text{best})$:

$\text{best} = x$

else:

$r = \text{random \# in } [0, 1]$

if $r < e^{\Delta/T}$:

$x = s$

adjust the temperature according to the cooling schedule

Questions to answer:

- * How to pick an initial temp
- * How long to loop for each temp
- * When to stop
- * How to cool

art, not science

Picking the initial temperature.

What's the goal?

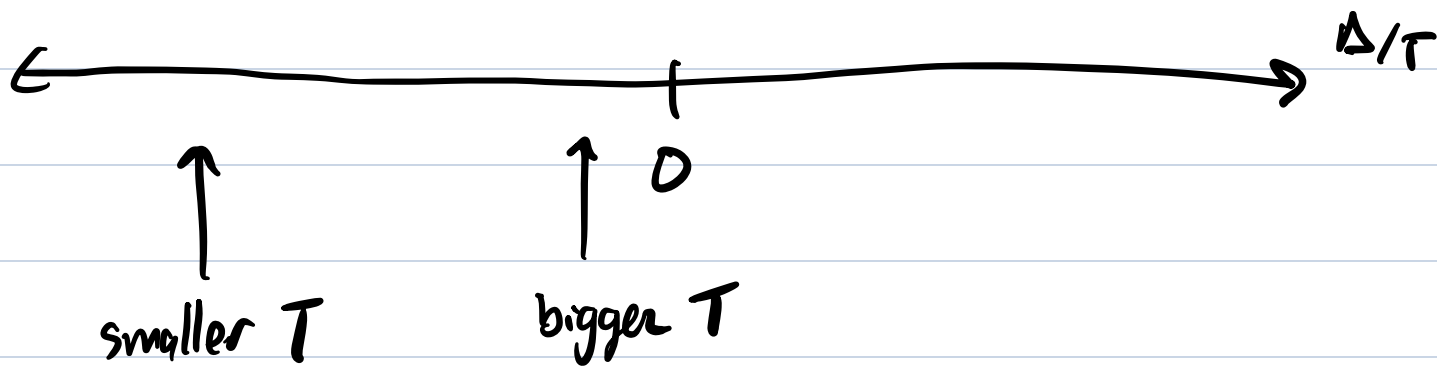
We want an initial temp, p_0 , that leads to us accepting 50% - 100% of worse solutions at the beginning.

One way: Pick a random # in your head. Try it in your code, and see if it works.

$$e^{\Delta/T}$$

Worse solutions $\Rightarrow \Delta < 0$

Bigger T means Δ/T is negative but closer to 0.



$e^{\Delta/T}$ is closer to 1 when T is bigger
further from 1 when T is smaller

An initial temperature might be good for some input data and bad for others.

Another way: Want something dynamic that picks for us

Picking what initial probability you want, call it p_0 . (Ex: $p_0 = 0.5$ or $p_0 = 0.8$)

$p = 0.8$ is a pretty safe bet for most problems.

Goal: Pick an initial temp T_0 such that $p = e^{\Delta/T_0}$ is roughly p_0 .

0-8 We don't know Δ , it depends on the solution being tweaked, so we can simulate a bunch of tweaks to find an average Δ .

Pseudocode:

trials = []

while len(trials) < 1000:

 x = random elt. of search space

 s = tweak(x)

 if score(s) < score(x):

 trials.append(score(s) - score(x))

avg = sum(trials) / 1000

$$p = e^{\Delta/T} \Rightarrow \ln(p) = \frac{\Delta}{T} \Rightarrow T = \frac{\Delta}{\ln(p)}$$

$$T_0 = \frac{\text{avg worst } \Delta}{\ln(\text{desired } p_0)}$$