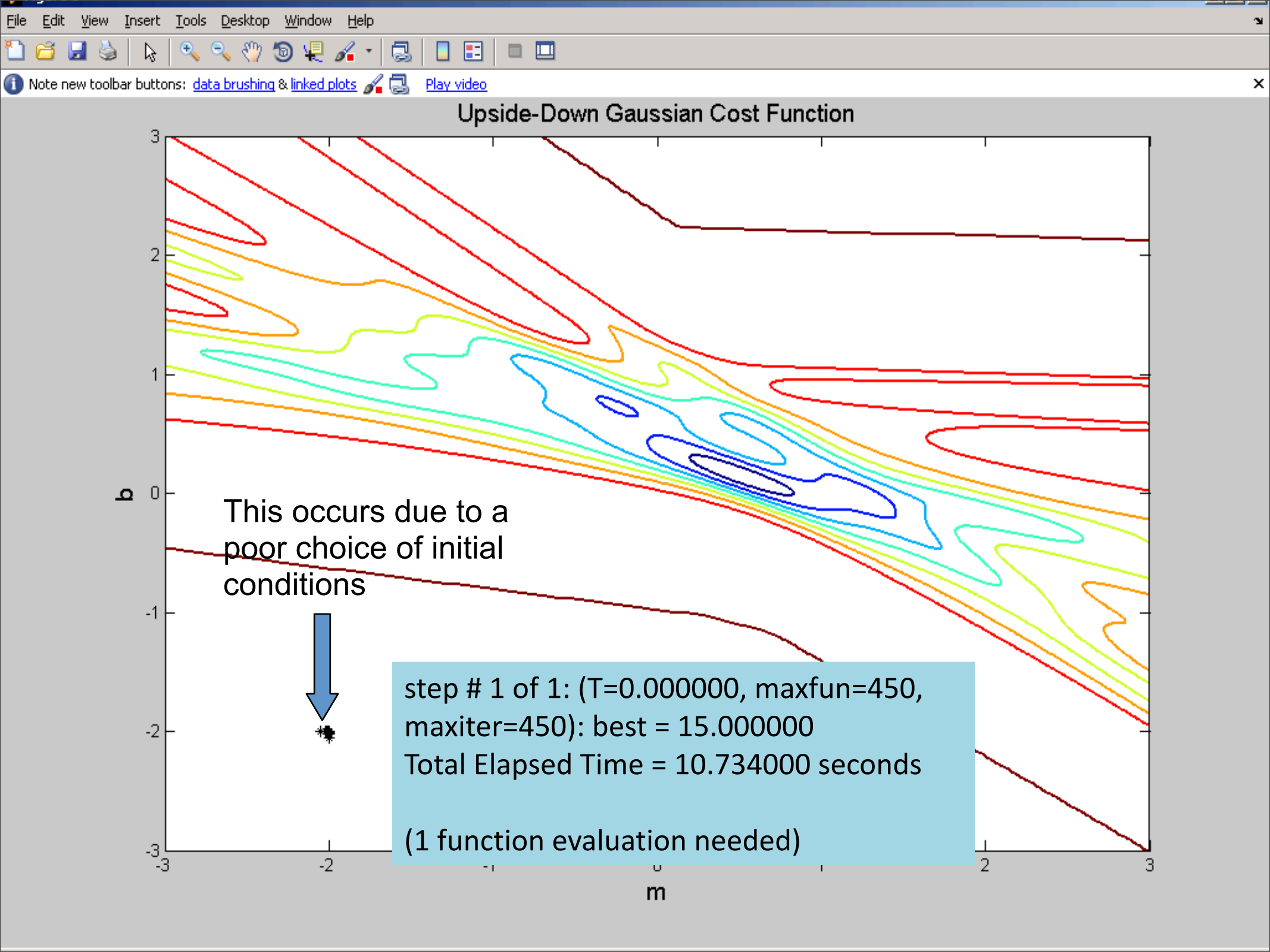


# Lab W

Optimization



I lowered the deviation to  $\text{dev} = 0.075$  to generate a more difficult problem for the UG cost function.

$\text{tfactor } 0.9 = 11.28487$

Even when I slowed down the  $\text{tfactor}$  significantly, it did not generate a good estimate. (In fact, it was worse --  $\text{tfactor } 0.5 = 12.87417$ )

When I assumed any of the starting origin coordinate point to be a 0, it produced a very awful optimization behavior when observed via animation. Instead of going to the desired point, it actually just jumped around either plotting a horizontal line (when  $b_o = 0$ ) or a vertical line (when  $m_o = 0$ ). This occurs because of how the program code was set up.

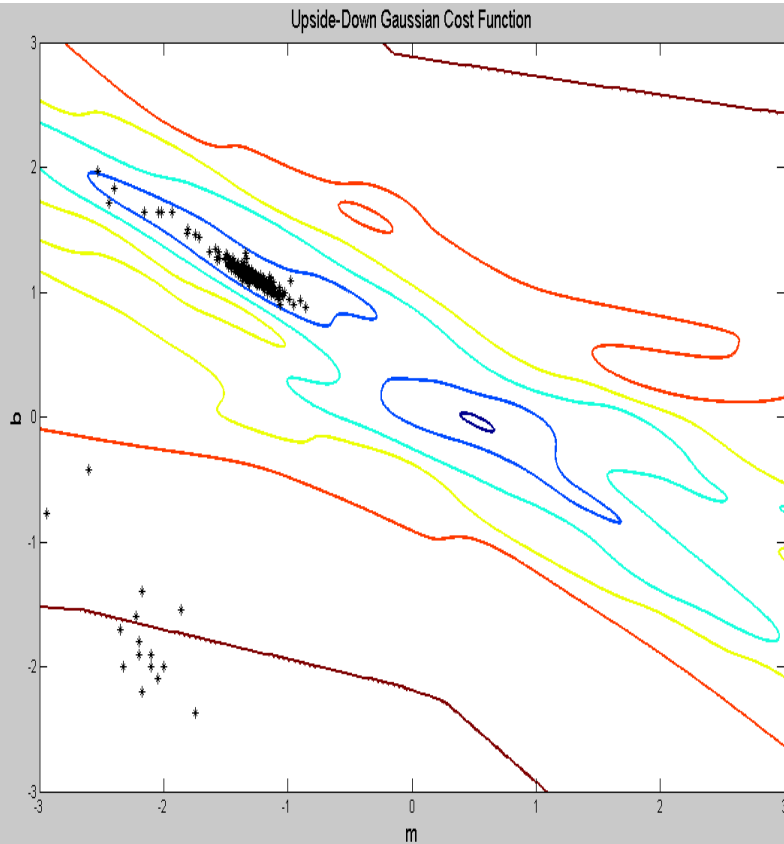
**Homework W.3:** Use UG cost function to come up with a hard problem for optimization. Run Anneal with quench and 3 cooling schedules (fast, medium, and slow) and compare results. The results will depend on your problem.

- When tfactor was 0.1, best = 16.291807
- When tfactor was 0.5, best = 16.291807
- When tfactor was 0.9, best = 11.751268
- The slower the cooling schedule is, the less accurate the annealing becomes.

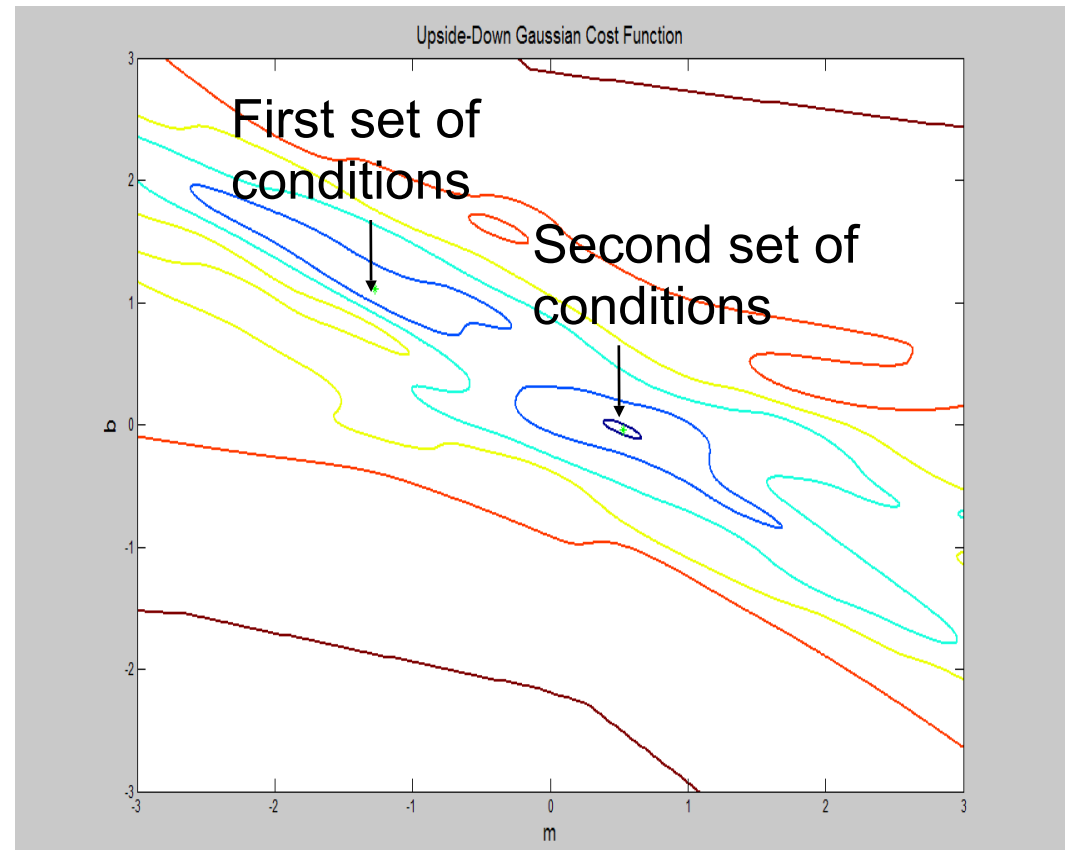
# Results of 3 different cooling schedules

- Fast  $t=0.1$ ; best = 40.379886
- Medium  $t=0.5$ ; best = 40.379886
- Slow  $t=0.9$ ; best = 40.379886
- So I guess the cooling schedules for my problem are relatively slow, because all three conditions have the same objective best values.

# W.3(2) – 3 Annealing rates



Default altered rates (from the example)  $t_{\text{initial}}=2$ , etc.

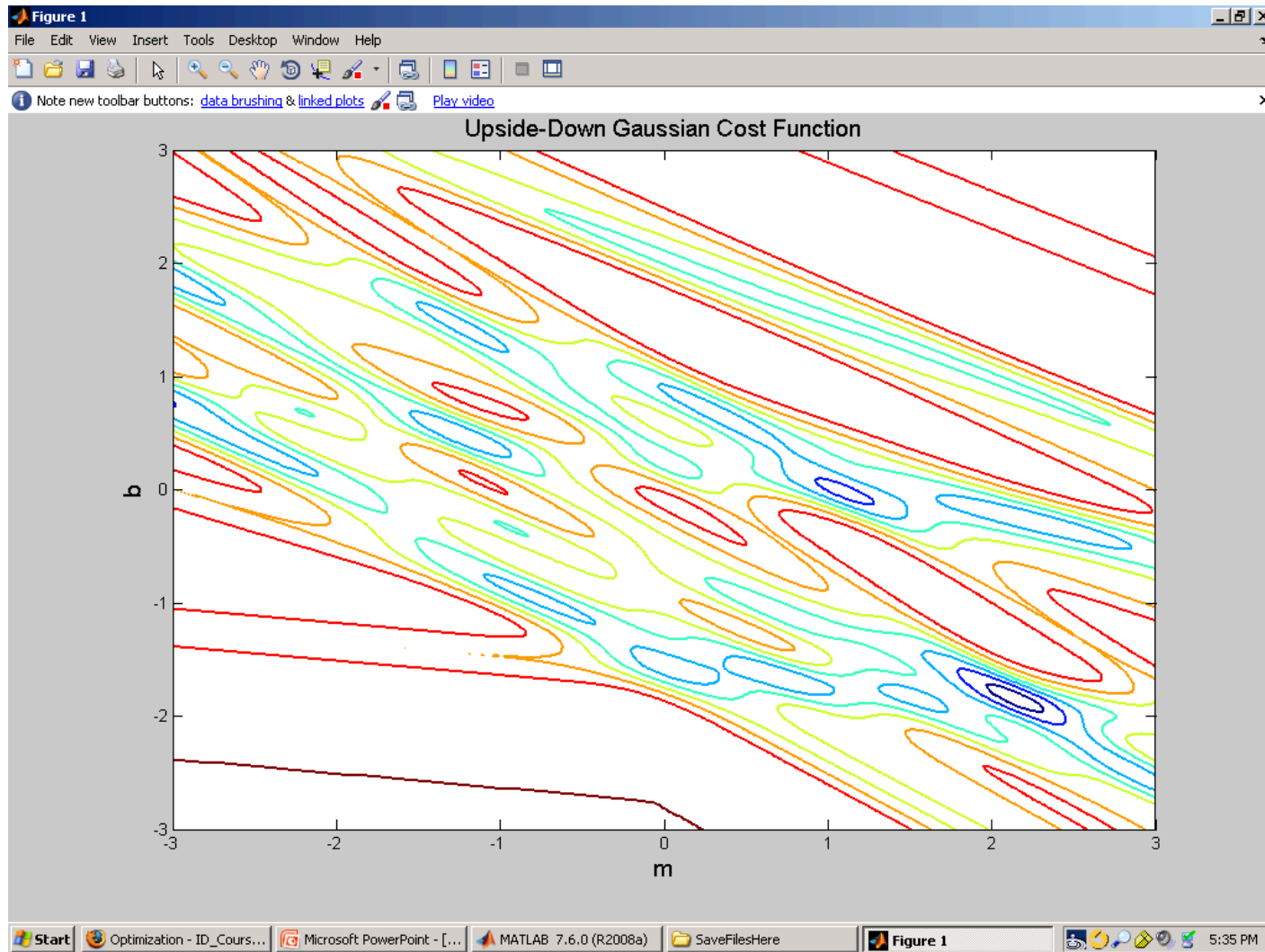


Due to the time required, I just ran it without counting steps, and plotted the result. Here  $t_{\text{initial}}$  was set to 20,  $t_{\text{factor}} = .025$ ,  $\text{numsteps} = 100$ . (much faster than the rate on the left.)

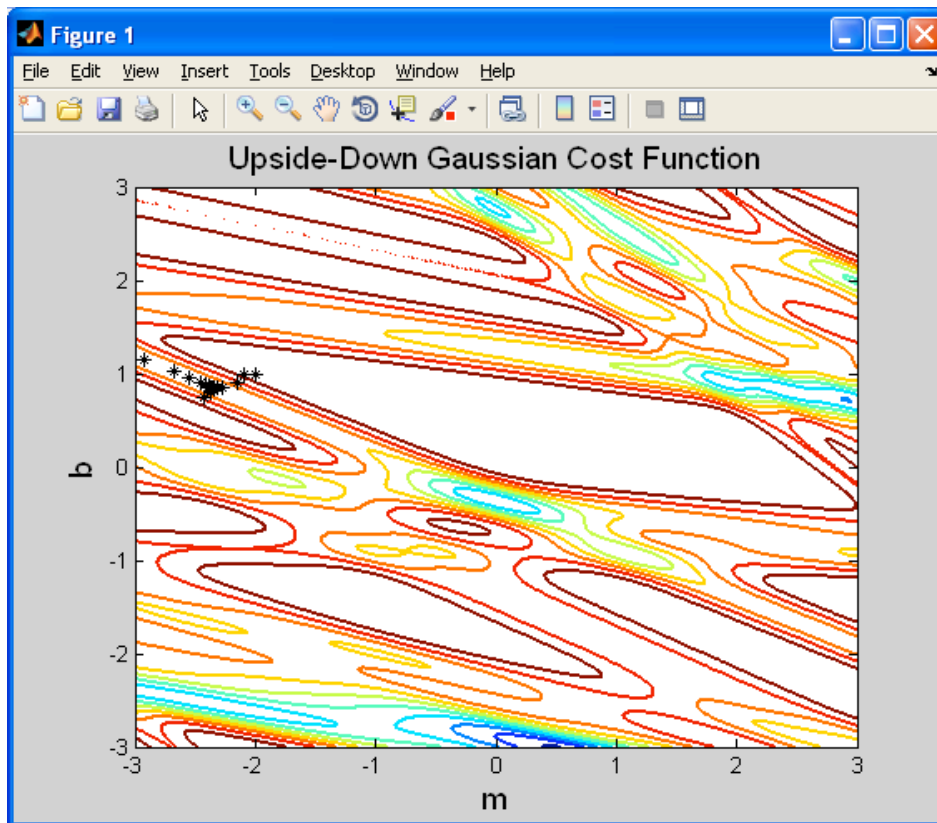
In the second set,  $t_{\text{initial}}$  was set to 0.1, but  $t_{\text{factor}} = 0.99$ . This much slower rate allowed for the correct peak to be identified.

# Homework W.3

## Creating Hard Optimization

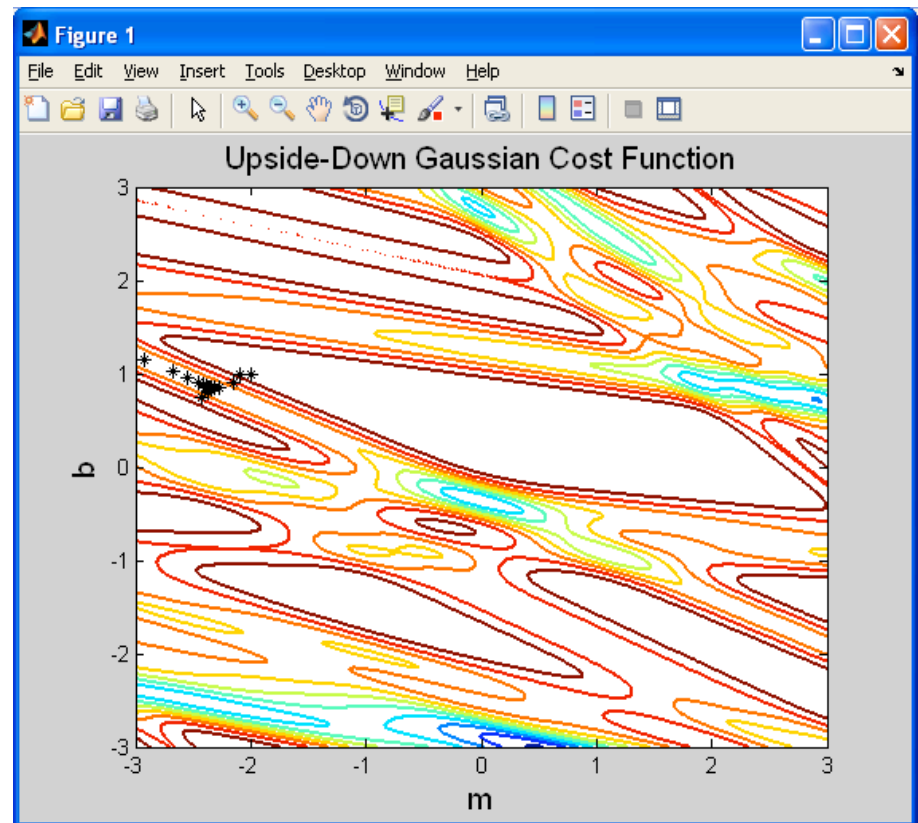


# Q3



Annealing with quench

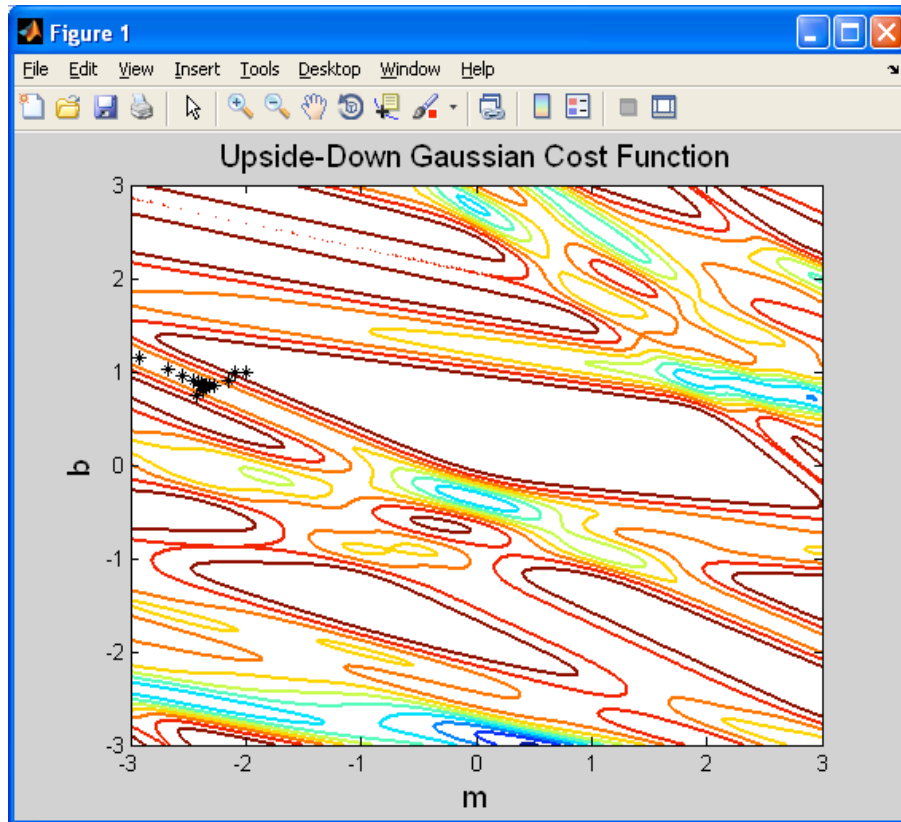
best = 46.745416



Annealing (fast): tfactor = .9

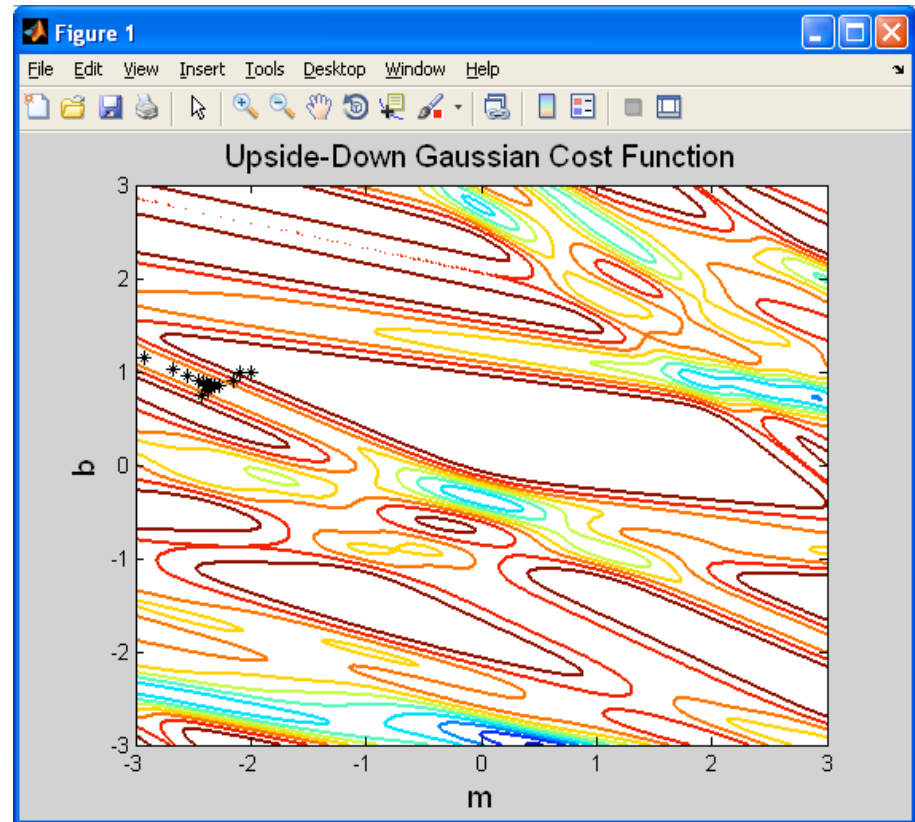
Best =  
46.745416  
Begin = 5

# Q3



Annealing (fast): tfactor = .5

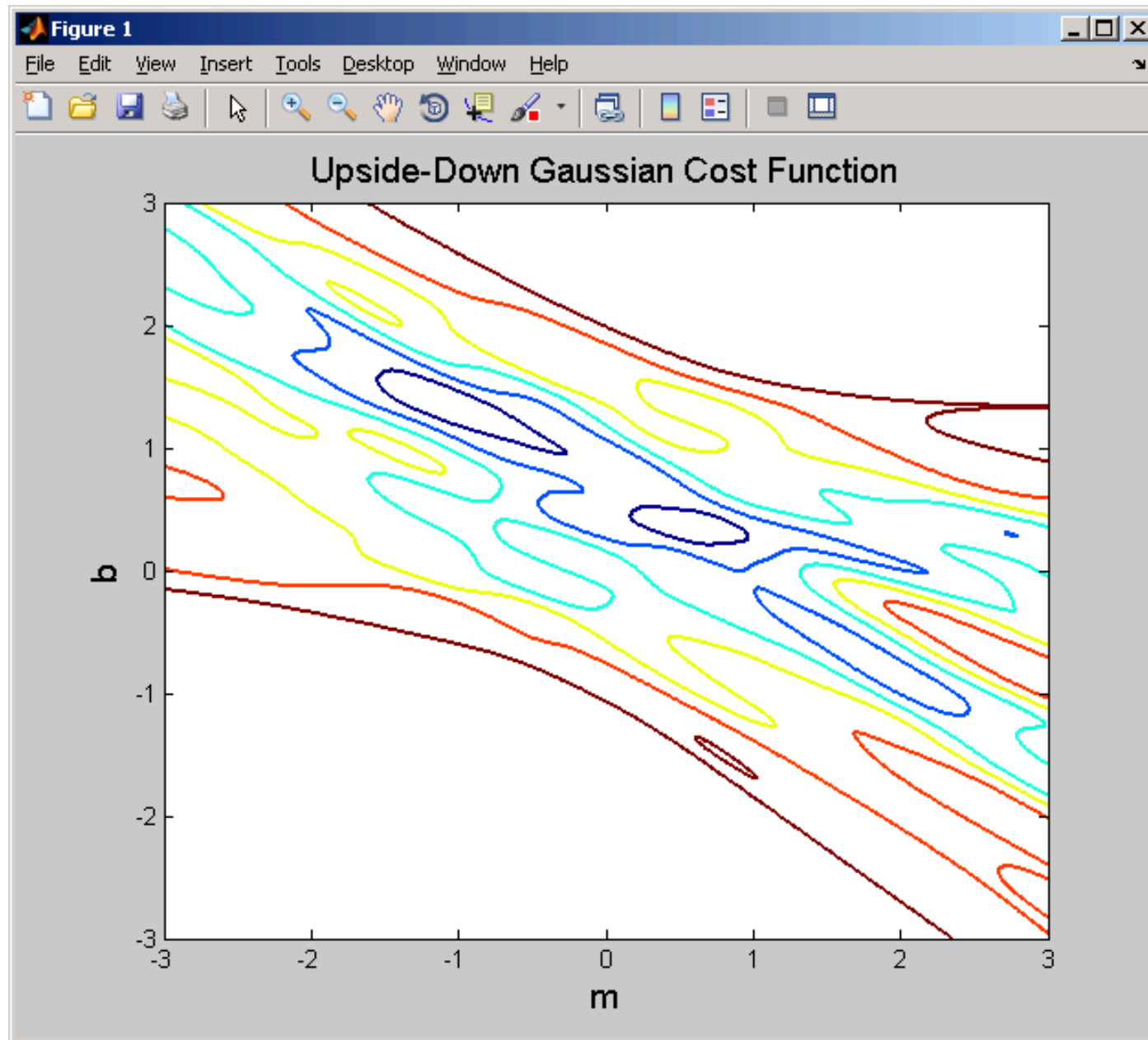
Best =  
45.569768  
Begin = 5



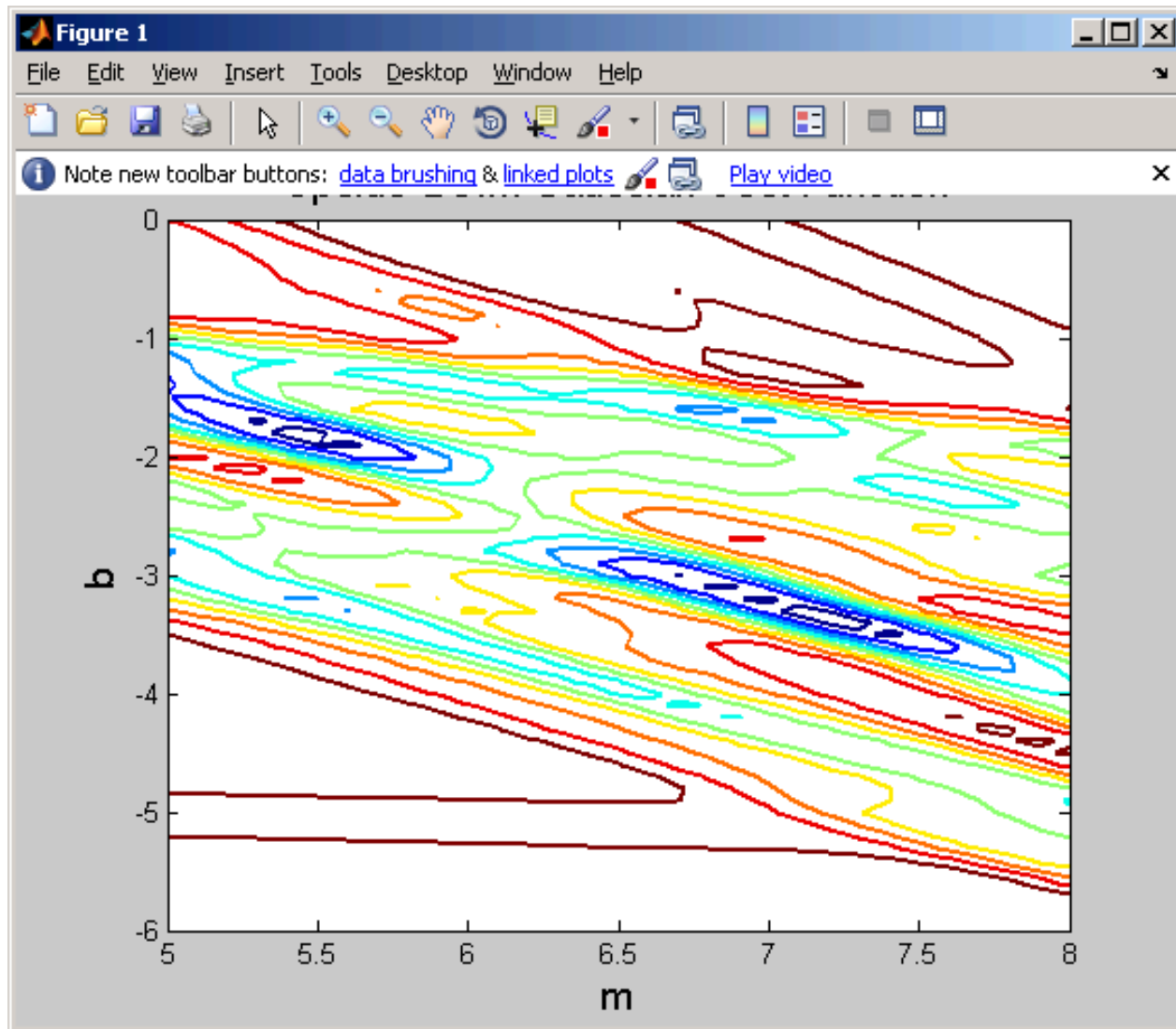
Annealing (fast): tfactor = .1

Best =  
45.569768  
Begin = 5

W.2



# W.3



- UG Cost function

# $W^*$ . Increasing the Number of Iterations and Function Evals Per Cooling Step

- I changed maxiter and maxfunvals to 100
  - Using medium annealing (tfactor = 0.9)
    - Minimum error: 140.675976 (worse than when using maxiter and maxfunvals = 30, min error: 133.549618)
    - Total Elapsed Time = 0.922000 seconds (took much longer, as expected)
    - Best values found:  $m = 10.022$ ,  $b = 0.0665$
  - Using fast (tfactor = 0.5) and slow annealing (tfactor = 0.99) yielded the same results as before, except for longer evaluation times