



Metaheuristic Optimization

3. Exhaustive Enumeration

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1 Exhaustive Enumeration



website

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- Let us now start with some very simple ideas for optimization algorithms.
- First, we know that a computer can only represent finitely many values in its memory, because its memory is finite
- In other words, *any* search space \mathbb{G} or solution space \mathbb{X} in practice is always finite, even if we solve numerical problems defined over \mathbb{R}^n
- The very baseline, the most primitive optimization algorithm possible, would therefore simply enumerate all potential candidate solutions and return the best one.

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- In general, however, this method is not feasible because it takes too long

```
 $\tilde{x} \leftarrow \text{exhaustiveEnumeration}(f, \underline{y})$ 
```

Input: f : the objective/fitness function

Input: \underline{y} : the lowest possible objective value, $-\infty$ if unknown

Data: x : the current candidate solution

Output: \tilde{x} : the best currently known solution

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     $\tilde{x} \leftarrow$  the first solution in the solution space
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    while not all solutions checked  $\wedge (f(\tilde{x}) > \underline{f})$  do
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         $x \leftarrow$  next candidate solution
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        if  $f(\tilde{x}) > f(x)$  then  $\tilde{x} \leftarrow x$ 
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    return  $\tilde{x}$ 
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- 1 step-by-step test each point in the \mathbb{G} (or all candidate solutions)
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- 3 after all possible solutions have been tested or \underline{y} is reached: \tilde{x} must be global optimum

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- It is an exact method that will eventually find the global optimum, but it will take way too long.
- This method is never ever used in practice.

谢谢

Thank you

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Caspar David Friedrich, "Der Wanderer über dem Nebelmeer", 1818
http://en.wikipedia.org/wiki/Wanderer_above_the_Sea_of_Fog