



Metaheuristic Optimization

4. Random Sampling

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website

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 $p_{best} \leftarrow \text{randomSampling}(f)$ 
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Input: f : the objective function subject to minimization

Input: [implicit] shouldTerminate : the termination criterion

Data: p_{new} : the new solution to be tested

Output: p_{best} : the best individual ever discovered

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 $p_{best}.g \leftarrow \text{create}()$ 
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 $p_{best}.x \leftarrow \text{gpm}(p_{best}.g)$ 
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 $p_{best}.y \leftarrow f(p_{best}.x)$ 
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- 4 go back to 2, until termination criterion is met

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 - ② combinatorial optimization (e.g., for TSP over permutations).

Listing: The Random Sampling Algorithm

```
public class RandomSampling<G, X> extends OptimizationAlgorithm<G, X> {
    public Individual<G, X> solve(final IObjectiveFunction<X> f) {
        Individual<G, X> pstar, pnew;

        pstar = new Individual<>();
        pnew = new Individual<>();

        pstar.g = this.nullary.create(this.random);
        pstar.x = this.gpm.gpm(pstar.g);
        pstar.v = f.compute(pstar.x);

        while (!(this.termination.shouldTerminate())) {
            pnew.g = this.nullary.create(this.random);
            pnew.x = this.gpm.gpm(pnew.g);
            pnew.v = f.compute(pnew.x);

            if (pnew.v <= pstar.v) {
                pstar.assign(pnew);
            }
        }
        return pstar;
    }
}
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 - ② Everytime we start it, it will look at the candidate solutions in a different sequence – while exhaustive enumeration, with a poorly chosen order, will always necessarily take very very long.
- Yet, this algorithm is still entirely useless.

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