



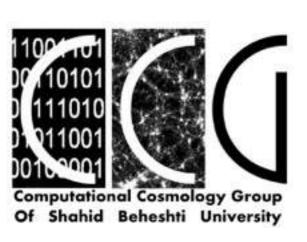
مقدمات درس روشهای شبیه سازی در فیزیک (نظریه و محاسبات) Preliminaries for Advanced topics in computational Physics and Optimization

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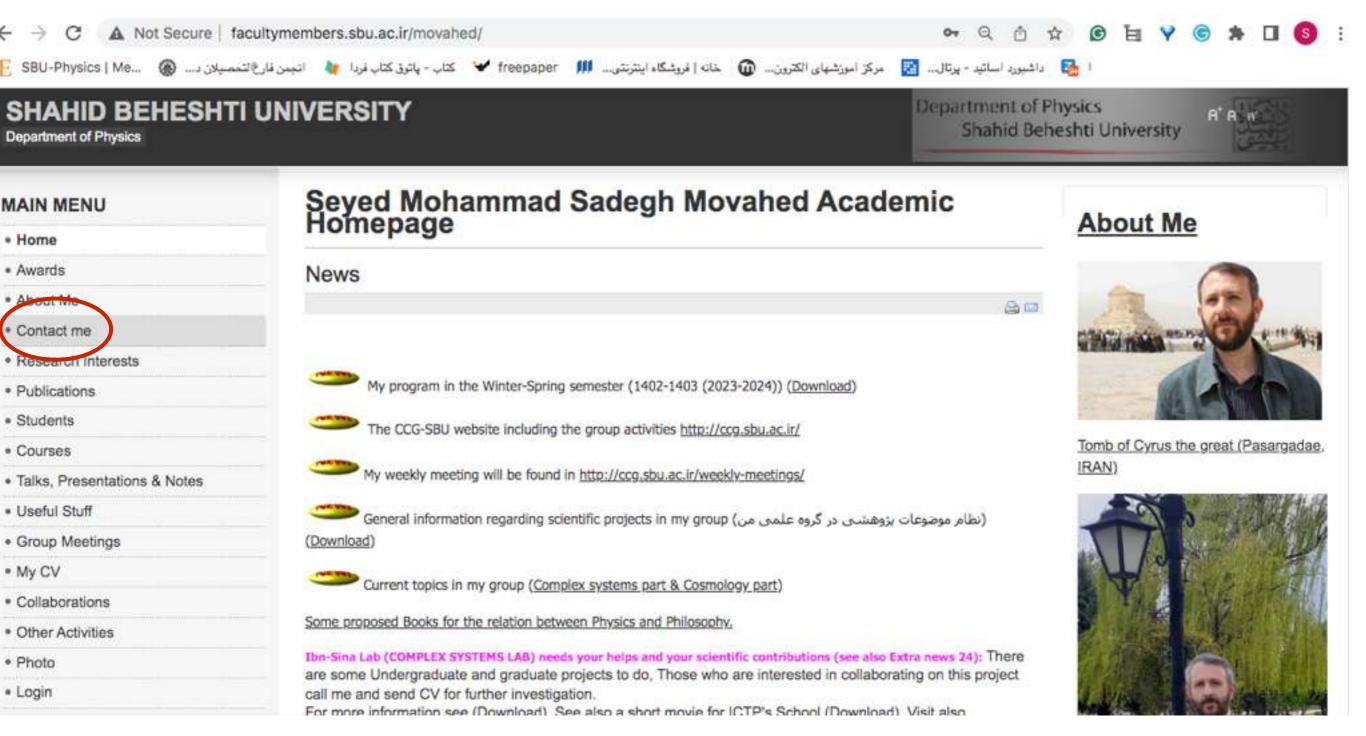
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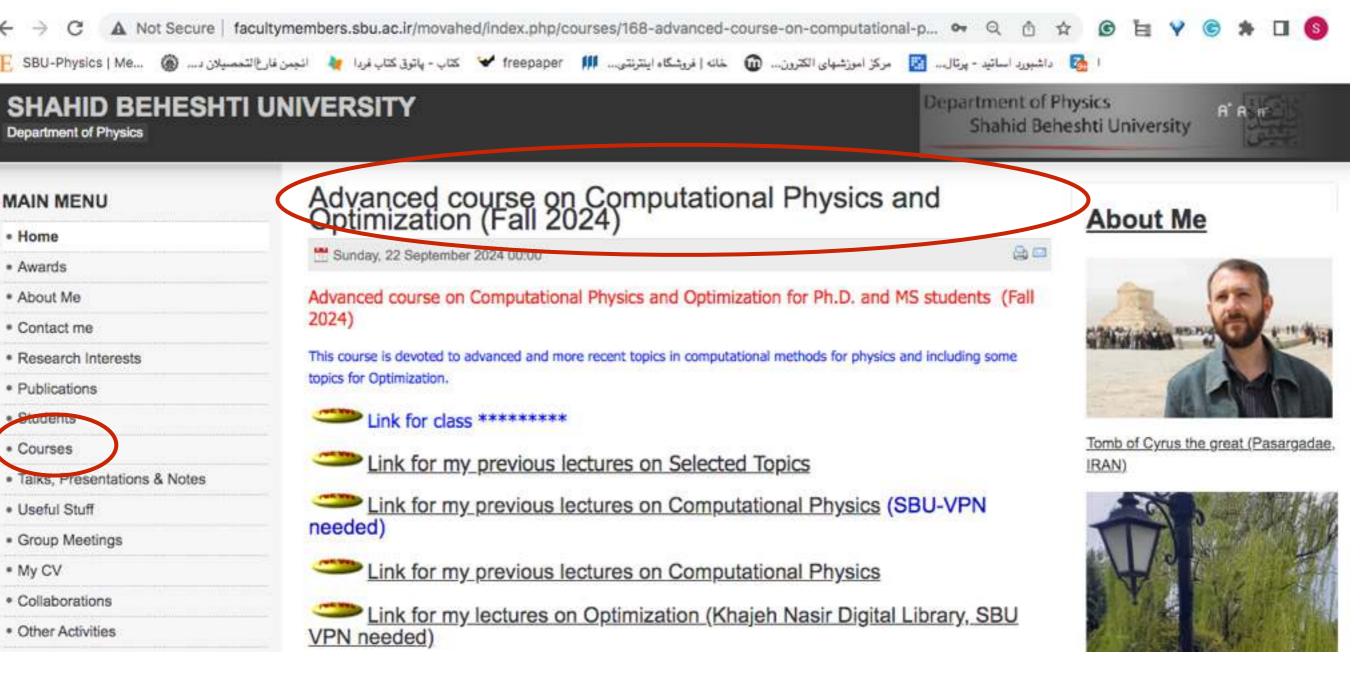
Part 1 The website of course





http://facultymembers.sbu.ac.ir/movahed/

وبسایت درس



Part 2 The Roadmap and Benefits

The timetable of Course طرح درس و برنامه زمانبندی

Some relevant references in my webpage برخی از منابع مندرج در وبسایت درس

Simulation and Data Sciences شبیه سازی و علم داده

Optimization: General view بهینه سازی: نگاه کلی

Generic examples

- 1) Common notion in everyday life
- 2) Shortest path
- 3) Euler-Lagrange differential equation
- 4) Variational approach to compute the upper limit of ground state of a typical system
- 5) Many physical systems are governed by minimization principle (Gravity, Thermodynamics, ...)

Transformation into the optimization problems

- 1) Determination of the self affine properties of polymers in random media
- 2) Study of interfaces and elastic manifolds in disordered environments
- 3) Investigation of the low-temperature behavior of disordered magnets
- 4) Investigation of morphology of fox line in superconductors
- 5) Solution of Protein Folding
- 6) Calculation of ground state of electronic systems
- 7) Optimization of laser fibers
- 8) .
- 9) .
- 10) .

مفهوم و جایگاه روشهای بهینه سازی

Canonical definition of Linear optimization

$$X = (x_1, x_2, ..., x_N)$$
 a row vector $X \in R$ $\mathcal{H} \subset R$ (cost function)

Find $X \in R$ which minimizes or maximizes \mathcal{H}



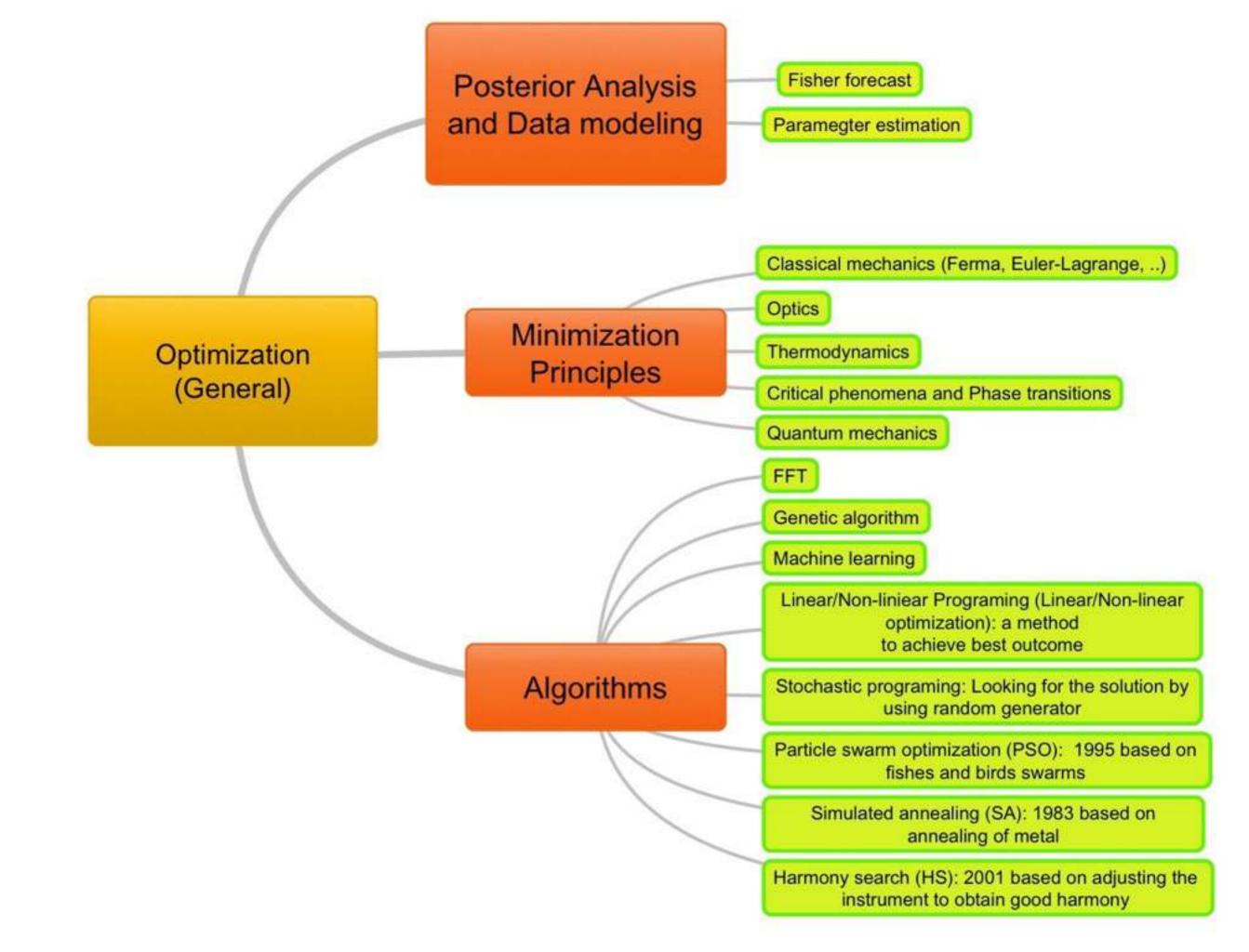
Canonical definition of Linear optimization

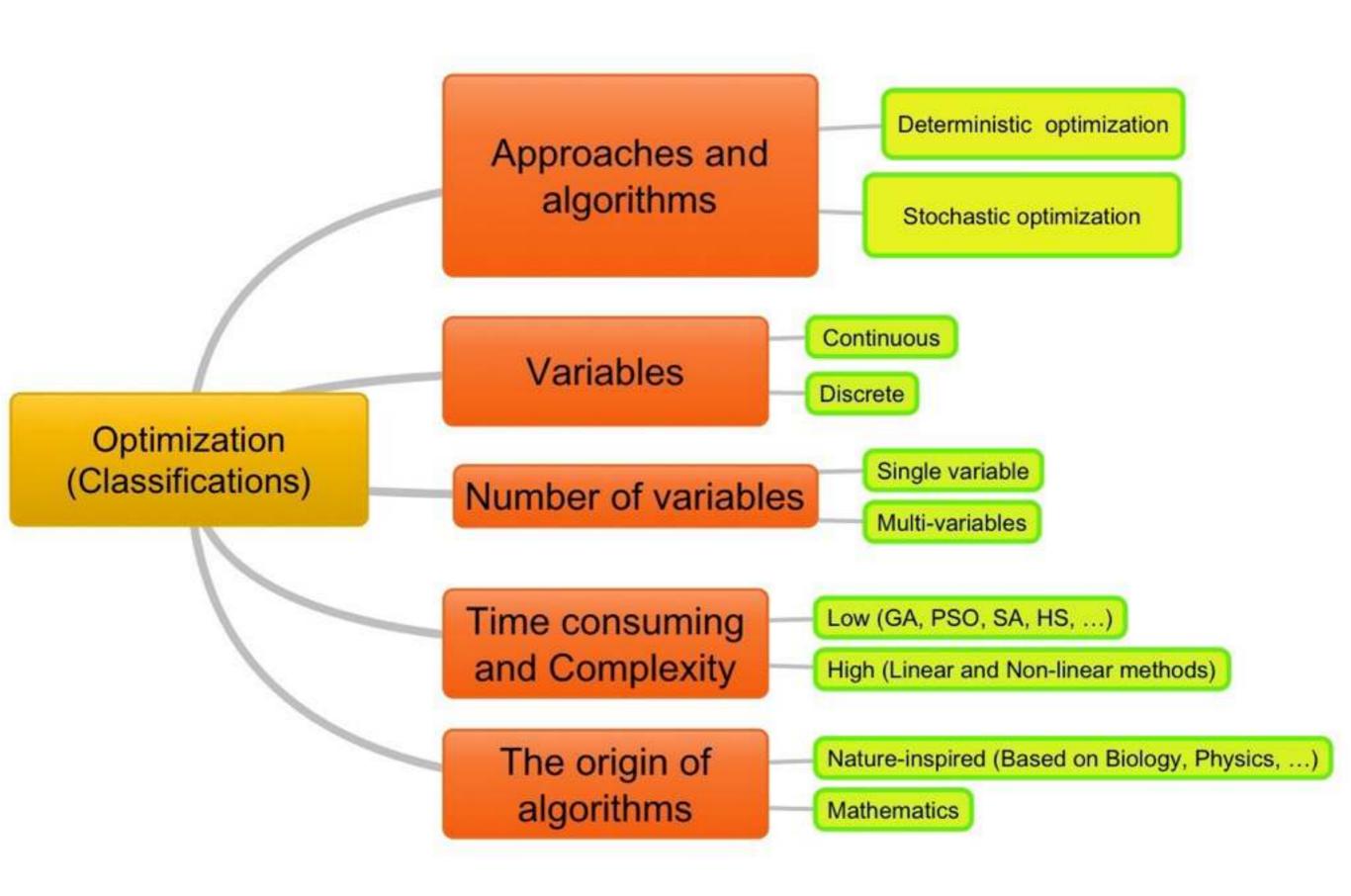
$$X=(x_1,x_2,...,x_N)$$
 a row vector C^TX To be minimized (cost function) $AX \leq B$ $X \geq 0$ Constraints

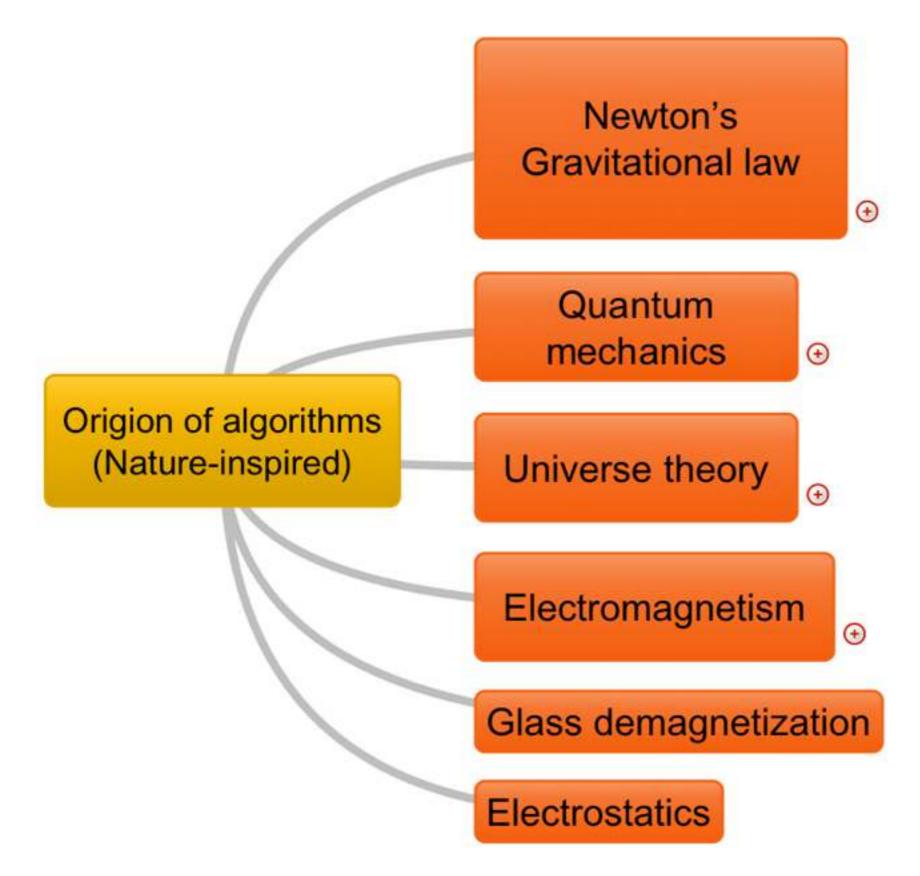


Some keywords:

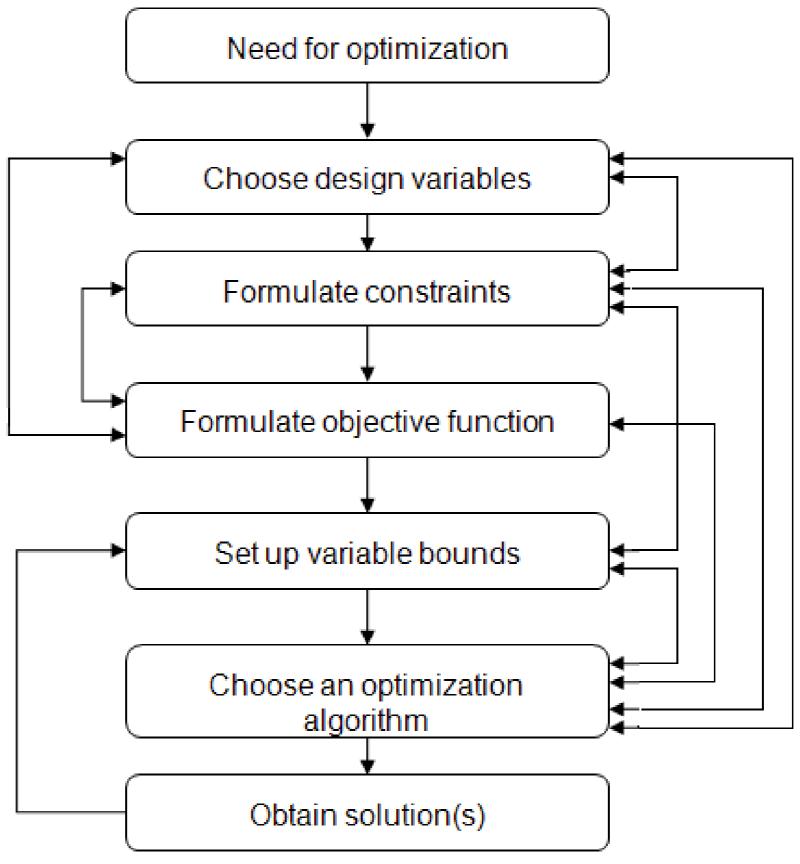
- Feasible region: A set of value of X which fulfills or satisfies all conditions;
- Robustness: Resilience against perturbation;
- Complexity: Time and algorithms







Biswas, Anupam, et al. "Physics-inspired optimization algorithms: a survey." Journal of Optimization 2013 (2013).



https://mech.iitm.ac.in/meiitm/

- A) Design variables
 - Model building
 - Observable quantities
 - Prior informations

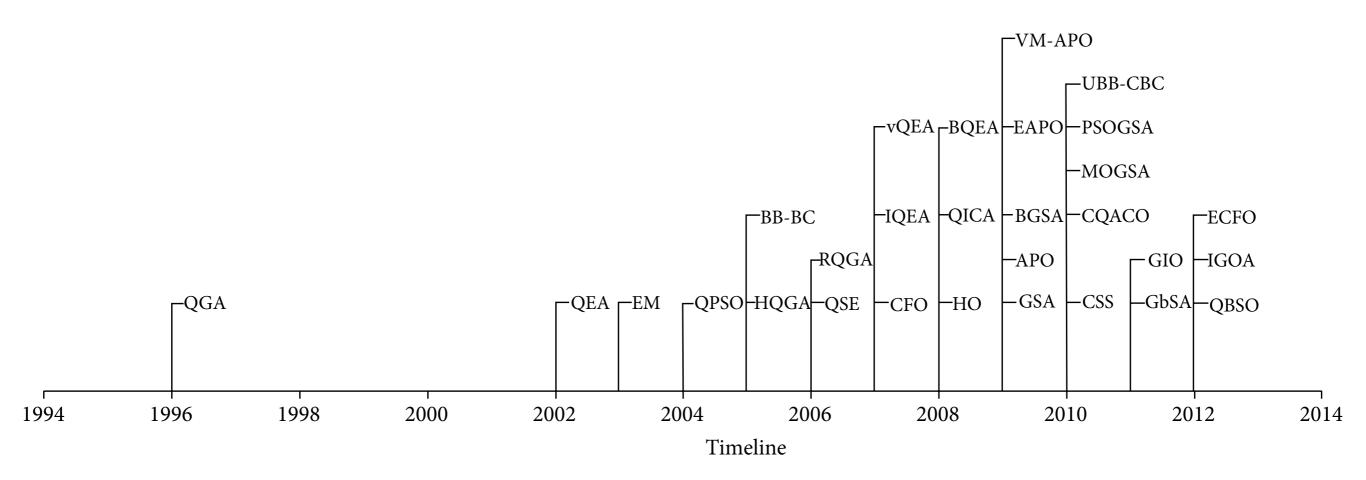
- B) Constraints
 - Geometry and topology
 - Boundary conditions (periodic boundary,)

- C) Objective Function (cost function)
 - Posterior and Likelihood
 - Hamiltonian
 - Entropy
 - Thermodynamic Potential
 - Nature-inspired functions

- D) Variable bounds
 - Variable domains coming from theories or experiments

E) Optimization Algorithms

Physics-inspired algorithms



Biswas, Anupam, et al. "Physics-inspired optimization algorithms: a survey." Journal of Optimization 2013 (2013).

Physics-inspired algorithms

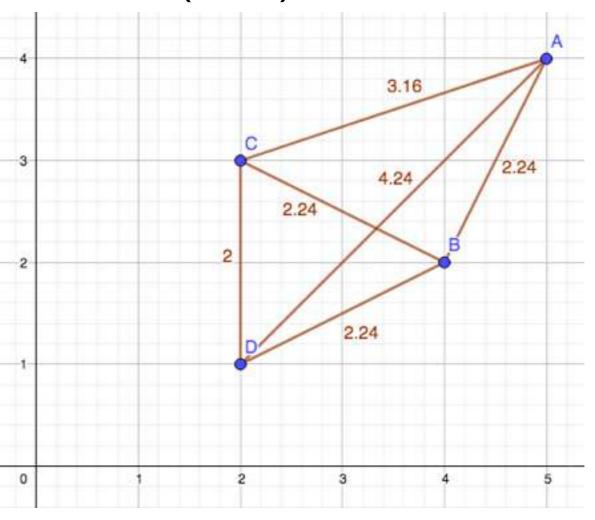
| | | HS: | Harmony search |
|--------|--|----------------|--|
| ACO: | Ant colony optimization | IGOA: | Immune gravitation inspired optimization |
| APO: | Artificial physics optimization | | algorithm |
| BB-BC: | Big bang-big crunch | IQEA: | Improved quantum evolutionary algorithm |
| BFO: | Bacterial forging optimization | LP: | Linear programming |
| | | MOGSA: | Multiobjective gravitational search algorithm |
| BGSA: | Binary gravitational search algorithm | NLP: | Nonlinear programming |
| BIS: | Biological immune system | PSO: | Particle swarm optimization |
| BQEA: | Binary Quantum-inspired evolutionary | PSOGSA: | PSO gravitational search algorithm |
| | algorithm | QBSO: | Quantum-inspired bacterial swarming |
| CFO: | Central force optimization | | optimization |
| CQACO: | Continuous quantum ant colony | QEA: | Quantum-inspired evolutionary algorithm |
| | optimization | QGA: | Quantum-inspired genetic algorithm |
| CSS: | Charged system search | QGO: | Quantum genetic optimization |
| EAPO: | Extended artificial physics optimization | QICA: QPSO: | Quantum-inspired immune clonal algorithm Quantum-behaved particle swarm |
| | 2 • • • • • • • • • • • • • • • • • • • | QF3O. | optimization |
| ECFO: | Extended central force optimization | QSE: | Quantum swarm evolutionary algorithm |
| EM: | Electromagnetism-like heuristic | RQGA: | Reduced quantum genetic algorithm |
| GA: | Genetic Algorithm | SA: | Simulated annealing |
| GbSA: | Galaxy-based search algorithm | TSP: | Travelling salesman problem |
| GIO: | Gravitational interaction optimization | | Unified big bang-chaotic big crunch |
| GSA: | Gravitational search algorithm | | Vector model of artificial physics |
| HO: | Hysteretic optimization | | optimization |
| HQGA: | Hybrid quantum-inspired genetic algorithm | vQEA: | Versatile quantum-inspired evolutionary algorithm. |

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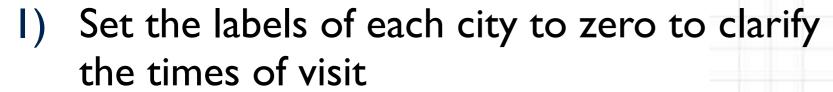
Examples

I) Traveling Salesman Problem (TSP)

$$X = (x_1, x_2, ..., x_N)$$
 $= \{1, 2, 3, ..., N\}$
 $\mathcal{H}(X) = \sum_{i=1}^{N} d(x_i, x_{i+1})$
 $x_{N+1} = x_1$
 $X \to \hat{P}[1, 2, 3, ..., N]$



TSP Algorithm



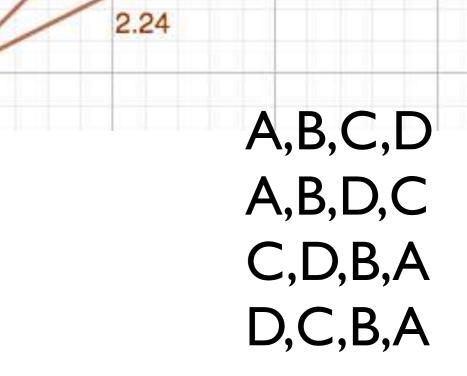
- 2) Starting from an arbitrary city
- 3) Traveling to another unvisited city

This can be done either in deterministic or stochastic approaches

- For each given starting point select next unvisited destination randomly
- 2) Check the conditions of our purpose

Exercise: Try to solve TSP according to following conditions:

- Visit twice C-City
- Visit necessarily C before D



3.16

4.24

2.24

2.24

Examples

2) Ising Spin Glasses

$$X = (\sigma_1, \sigma_2, ..., \sigma_N)$$

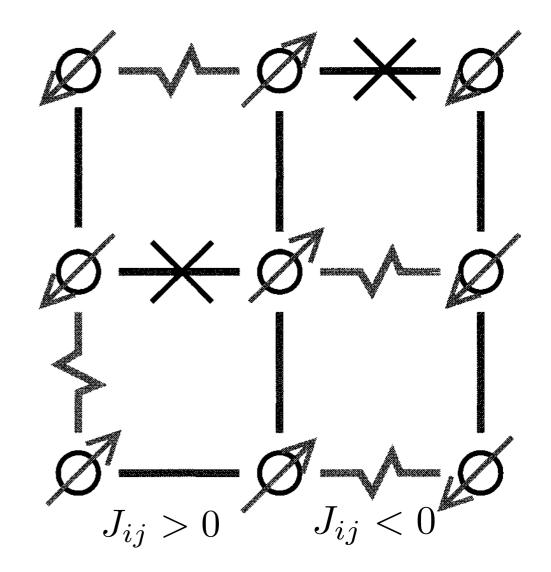
$$= \{1, 2, 3, ..., N\}$$

$$X = \{-1, +1\}$$

$$\mathcal{H}(X) = -\sum_{\langle i, j \rangle = 1}^{N} J_{ij} \sigma_i \sigma_j$$

$$\sigma_i = \pm 1, \quad \sigma_i /\!\!/ \sigma_{i+1} \quad \text{for } J_{ij} > 0$$

$$\sigma_i = \pm 1, \quad \sigma_i /\!\!/ \sigma_{i+1} \quad \text{for } J_{ij} < 0$$



Ferromagnetic and anti-Ferromagnetic frustrated states

Terminal shell

Number Representation

Error estimation and propagation

