

Parameter control

Lecture 11

An EA has many strategy parameters, e.g.

- ▶ mutation operator and mutation rate
- ▶ crossover operator and crossover rate
- ▶ selection mechanism and selective pressure (e.g. tournament size)
- ▶ population size

Good parameter values facilitate good performance

Q1 How to find good parameter values ?

Motivation 2

EA parameters are rigid (constant during a run)

BUT

an EA is a dynamic, adaptive process

THUS

optimal parameter values may vary during a run

Q2: How to vary parameter values?

Parameter tuning

Parameter tuning: the traditional way of testing and comparing different values **before the “real” run**

Problems:

- ▶ users mistakes in settings can be sources of errors or sub-optimal performance
- ▶ costs much time
- ▶ parameters interact: exhaustive search is not practicable
- ▶ good values may become bad during the run

Parameter control

Parameter control: setting values on-line, during the actual run, e.g.

- ▶ predetermined time-varying schedule $p = p(t)$
- ▶ using feedback from the search process
- ▶ encoding parameters in chromosomes and rely on natural selection

Problems:

- ▶ finding optimal p is hard, finding optimal $p(t)$ is harder
- ▶ still user-defined feedback mechanism, how to ``optimize"?
- ▶ when would natural selection work for strategy parameters?

Example

Task to solve:

- $\min f(x_1, \dots, x_n)$
- $L_i \leq x_i \leq U_i$ for $i = 1, \dots, n$ bounds
- $g_i(x) \leq 0$ for $i = 1, \dots, q$ inequality constraints
- $h_i(x) = 0$ for $i = q+1, \dots, m$ equality constraints

Algorithm:

- EA with real-valued representation (x_1, \dots, x_n)
- arithmetic averaging crossover
- Gaussian mutation: $x'_i = x_i + N(0, \sigma)$
- standard deviation σ is called mutation step size

Varying mutation step size: option 1

- ▶ Replace the constant σ by a function $\sigma(t)$

$$\sigma(t) = 1 - 0.9 \times \frac{t}{T}$$

- ▶ $0 \leq t \leq T$ is the current generation number

Features:

- changes in σ are independent from the search progress
- strong user control of σ by the above formula
- σ is fully predictable
- a given σ acts on all individuals of the population

Varying mutation step size: option 2

- ▶ Replace the constant σ by a function $\sigma(t)$ updated after
- ▶ every n steps by the 1 / 5 success rule (cf. ES chapter):

$$\sigma(t) = \begin{cases} \sigma(t-n) / c & \text{if } p_s > 1/5 \\ \sigma(t-n) \times c & \text{if } p_s < 1/5 \\ \sigma(t-n) & \text{otherwise} \end{cases}$$

Features:

- changes in σ are based on feedback from the search progress
- some user control of σ by the above formula
- σ is not predictable
- a given σ acts on all individuals of the population

Varying mutation step size: option 3

- ▶ Assign a personal σ to each individual
- ▶ Incorporate this σ into the chromosome: $(x_1, \dots, x_n, \sigma)$
- ▶ Apply variation operators to x_i 's and σ

$$\sigma' = \sigma \times e^{N(0, \tau)}$$

$$x'_i = x_i + N(0, \sigma')$$

Features:

- changes in σ are results of natural selection
- (almost) no user control of σ
- σ is not predictable
- a given σ acts on one individual

Varying mutation step size: option4

- ▶ Assign a personal σ to each variable in each individual
- ▶ Incorporate σ 's into the chromosomes: $(x_1, \dots, x_n, \sigma_1, \dots, \sigma_n)$
- ▶ Apply variation operators to x_i 's and σ_i 's

$$\sigma'_i = \sigma_i \times e^{N(0, \tau)}$$
$$x'_i = x_i + N(0, \sigma'_i)$$

Features:

- changes in σ_i are results of natural selection
- (almost) no user control of σ_i
- σ_i is not predictable
- a given σ_i acts on 1 gene of one individual

Example cont'd

- ▶ Constraints

- $g_i(x) \leq 0$ for $i = 1, \dots, q$ inequality constraints
- $h_i(x) = 0$ for $i = q+1, \dots, m$ equality constraints

- ▶ are handled by penalties:

- ▶
$$\text{eval}(x) = f(x) + W \times \text{penalty}(x)$$

- ▶ where:

$$\text{penalty}(x) = \sum_{j=1}^m \begin{cases} 1 & \text{for violated constraint} \\ 0 & \text{for satisfied constraint} \end{cases}$$

Varying penalty: option 1

- ▶ Replace the constant W by a function $W(t)$

$$W(t) = (C \times t)^{\acute{a}}$$

- ▶ $0 \leq t \leq T$ is the current generation number

Features:

- changes in W are independent from the search progress
- strong user control of W by the above formula
- W is fully predictable
- a given W acts on all individuals of the population

Varying penalty: option 2

- ▶ Replace the constant W by $W(t)$ updated in each generation

- ▶
$$W(t+1) = \begin{cases} \hat{a} \times W(t) & \text{if last } k \text{ champions all feasible} \\ \tilde{a} \times W(t) & \text{if last } k \text{ champions all infeasible} \\ W(t) & \text{otherwise} \end{cases}$$

- ▶ $\beta < 1, \gamma > 1, \beta \times \gamma \neq 1$ champion: best of its generation

Features:

- changes in W are based on feedback from the search progress
- some user control of W by the above formula
- W is not predictable
- a given W acts on all individuals of the population

Varying penalty: option 3

- ▶ Assign a personal W to each individual
- ▶ Incorporate this W into the chromosome: (x_1, \dots, x_n, W)
- ▶ Apply variation operators to x_i 's and W
- ▶ Alert:
 - ▶ $\text{eval}((x, W)) = f(x) + W \times \text{penalty}(x)$
 - ▶ while for mutation step sizes we had
 - ▶ $\text{eval}((x, \sigma)) = f(x)$
 - ▶ this option is thus sensitive “cheating” \Rightarrow makes no sense

Lessons learned from examples

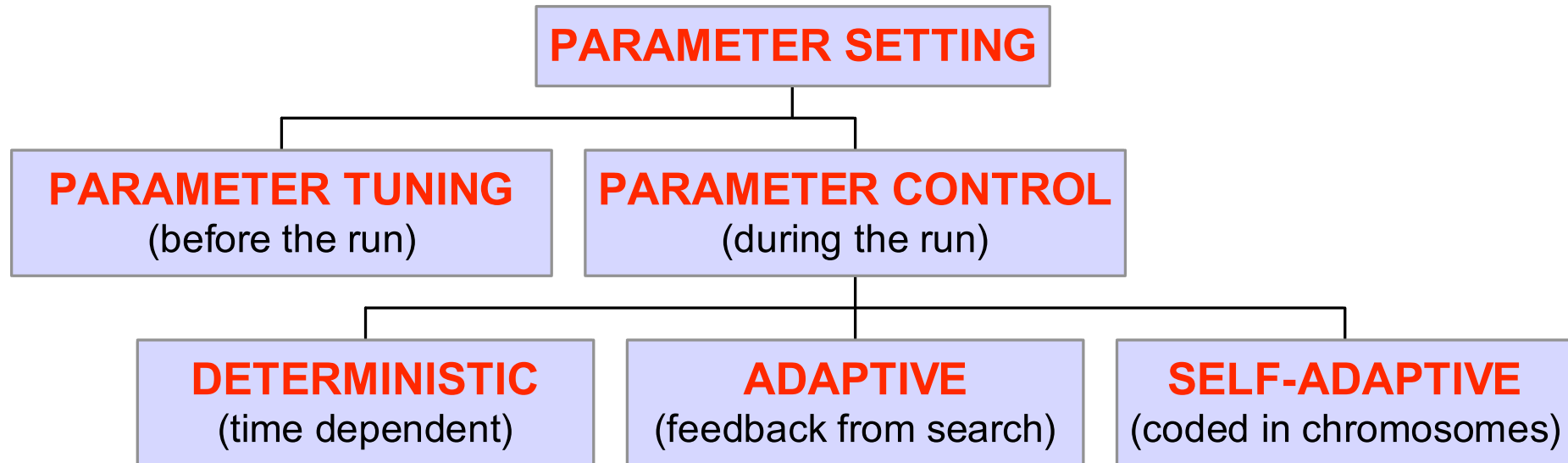
- ▶ Various forms of parameter control can be distinguished by:
- ▶ primary features:
 - **what** component of the EA is changed
 - **how** the change is made
- ▶ secondary features:
 - **evidence / data** backing up changes
 - **level / scope** of change

What

- ▶ Practically any EA component can be parameterised and thus controlled on-the-fly:
 - representation
 - evaluation function
 - variation operators
 - selection operator (parent or mating selection)
 - replacement operator (survival or environmental selection)
 - population (size, topology)

- ▶ Three major types of parameter control:
 - **deterministic**: some rule modifies strategy parameter without feedback from the search (based on some counter)
 - **adaptive**: feedback rule based on some measure monitoring search progress
 - **self-adaptative**: parameter values evolve along with solutions; encoded onto chromosomes they undergo variation and selection

Global taxonomy



Evidence informing the change

The parameter changes may be based on:

- ▶ **time or nr. of evaluations** (deterministic control)
- ▶ **population statistics** (adaptive control)
 - progress made
 - population diversity
 - gene distribution, etc.
- ▶ **relative fitness** of individuals created with given values (adaptive or self-adaptive control)

Evidence informing the change

- ▶ **Absolute evidence:** predefined event triggers change, e.g. increase p_m by 10% if population diversity falls under threshold x
- ▶ Direction and magnitude of change is fixed
- ▶ **Relative evidence:** compare values through solutions created with them, e.g. increase p_m if top quality offspring came by high mutation rates
- ▶ Direction and magnitude of change is not fixed

Scope/level

- ▶ The parameter may take effect on different levels:
 - environment (fitness function)
 - population
 - individual
 - sub-individual

Note: given component (parameter) determines possibilities, thus: scope/level is a derived or secondary feature in the classification scheme.

Refined taxonomy

- Combinations of types and evidences
 - Possible: +
 - Impossible: -

	Deterministic	Adaptive	Self-adaptive
Absolute	+	+	-
Relative	-	+	+

Evaluation / Summary

- ▶ Parameter control offers the possibility to use appropriate values in various stages of the search
- ▶ Adaptive and self-adaptive parameter control
 - offer users “liberation” from parameter tuning
 - delegate parameter setting task to the evolutionary process
 - the latter implies a double task for an EA: problem solving + self-calibrating (overhead)
- ▶ Robustness, insensitivity of EA for variations assumed
 - If no. of parameters is increased by using (self)adaptation
 - For the “meta-parameters” introduced in methods