

Heuristic Optimisation

Part 10: Genetic Algorithm Basics

Sándor Zoltán Németh

<http://web.mat.bham.ac.uk/S.Z.Nemeth>

s.nemeth@bham.ac.uk

University of Birmingham

Overview

1. Introduction
2. The terminology borrowed from Nature
3. Representation, selection, crossover, mutation
4. Evaluation
5. Constraints

Introduction

Traditional optimisation methods fail when

- there are **complex**, nonlinear relationships between the parameters and the value to be optimized;
- the goal function has many **local** extrema;
- resources are **limited**.

Modern heuristic optimisation methods are employed in such cases.

Evolutionary Algorithms

EAs transpose the notions of natural evolution to the world of computers and imitate natural evolution.

EAs **evolve** solutions to a problem by maintaining a **population** of potential solutions.

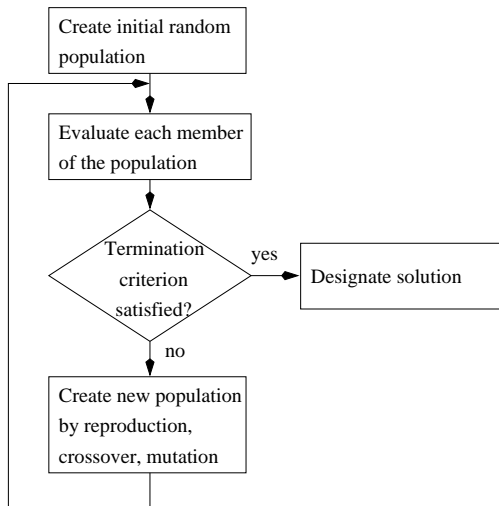
Survival of the fittest: fit individuals live to reproduce, weak individuals die off.

EAs: genetic algorithms, evolutionary programming, genetic programming, evolution strategies

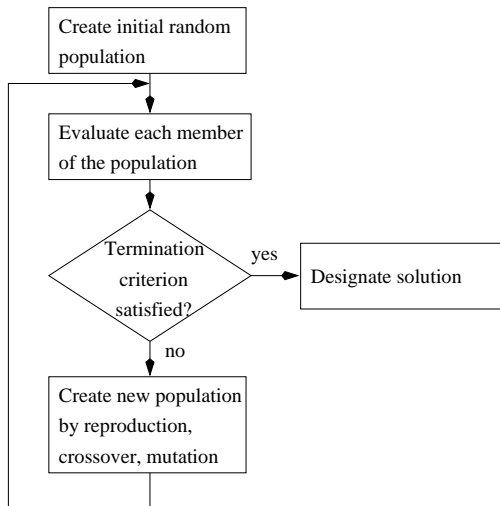
Nature – Evolutionary algorithms

Nature	Evolutionary algorithms
Individual	Solution to a problem
Population	Collection of solutions
Fitness	Quality of a solution
Chromosome	Representation of a solution
Gene	Part of representation of a solution
Crossover	Binary search operator
Mutation	Unary search operator
Reproduction	Reuse of solutions
Selection	Keeping good subsolutions

Genetic Algorithm



Genetic Algorithm



Previously evolved good parts of solutions (**schemata**) can be transferred to subsequent generations through crossover.

Representation

The first step of designing a GA.

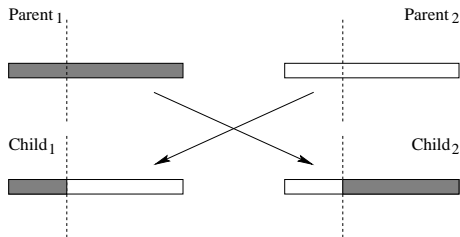
Representation together with the **genetic operators** bound the exploration of the search space.

Basic representation: fixed length bit string

Incorporating **domain knowledge** into the representation helps guiding the evolutionary process toward good solutions.

Crossover and Mutation

One-point crossover:



Mutation consists of applying minor changes to one individual (ex. flipping a bit).

Evaluation: Fitness Assignment

Possibilities:

- We define a **fitness function** and incorporate it in the genetic algorithm.
- Fitness evaluation is performed by separate **dedicated** analysis software.
- There is no explicit fitness function, but a **human** evaluator assigns a fitness value to the solutions presented to him.
- Fitness can be assigned by **comparing** the individuals in the current population.

Selection

Only selected individuals of a population are allowed to have offspring.

Selection is based on fitness.

Selection schemes:

- Fitness proportional selection
- Ranked selection
- Tournament selection

Constraints

In the simplest case, constraints occur as well-defined intervals for design parameters.

Methods for handling constraints in GAs:

- Reject individuals that violate constraints (infeasible individuals).
- Repair infeasible individuals.
- Penalize infeasible individuals.
- Incorporate constraints in the representation.

Advanced Issues

- **Multiobjective GAs** – optimise a vector function
Example: good performance at low cost.

Advanced Issues

- **Multiobjective GAs** – optimise a vector function
Example: good performance at low cost.

- **Parallel GAs**
 - **Master-slave** model
 - **Multiple subpopulations** with migration – coarse or fine grained parallelism

Advanced Issues

- **Multiobjective GAs** – optimise a vector function
Example: good performance at low cost.

- **Parallel GAs**
 - Master-slave** model
 - Multiple subpopulations** with migration – coarse or fine grained parallelism

- **Diversity**
Premature convergence to a local optimum is a major problem.
Solutions: niching, speciation, parallelism

GAs in Engineering Design

Engineering design can be seen as the transformation of **design specifications** into **design descriptions**.

Modelling design helps building computer programs that assist (if not yet automatise) human design.

Design can be seen as the **search** for a suitable or optimal construction.

Shape Optimisation

Values of the shape variables have to be determined, which result in an **optimal** value of some target parameter.

Shapes can be described by a structured set of shape parameters; scalars, vectors, or discrete representations such as pixels.

A **general** representation might lead to poor results.

One could use a **pixel-based** representation, when specific genetic operators need to be developed.

Remarks

GAs are considered **science** by some, **craft** by others, and **art** by some others.

The basic notions are very easy to understand.

BUT note that the performance of GAs depends **A LOT** on the chosen representation, evaluation, genetic operators.

The more domain knowledge is incorporated, the more likely the GA's success is.