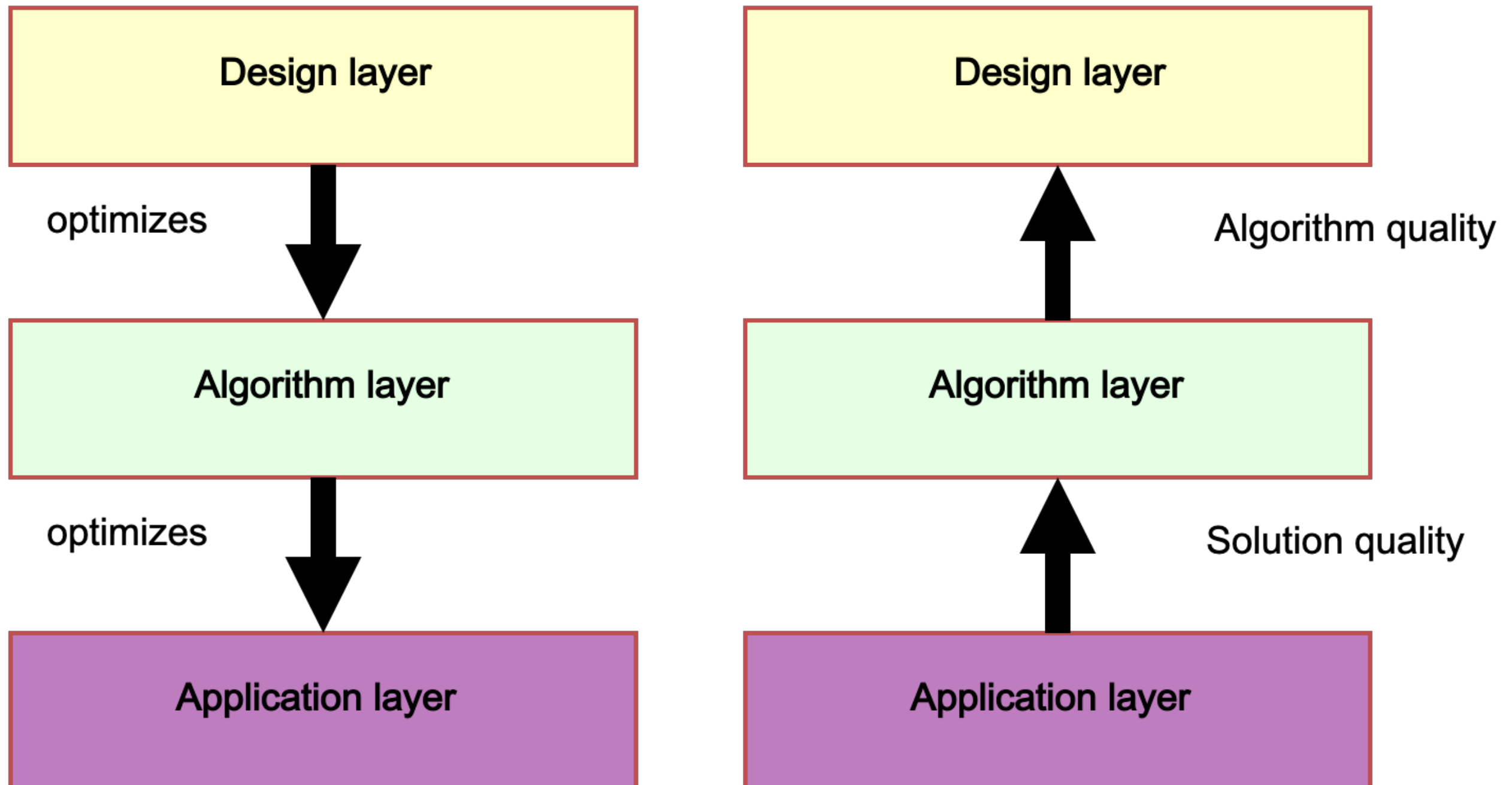


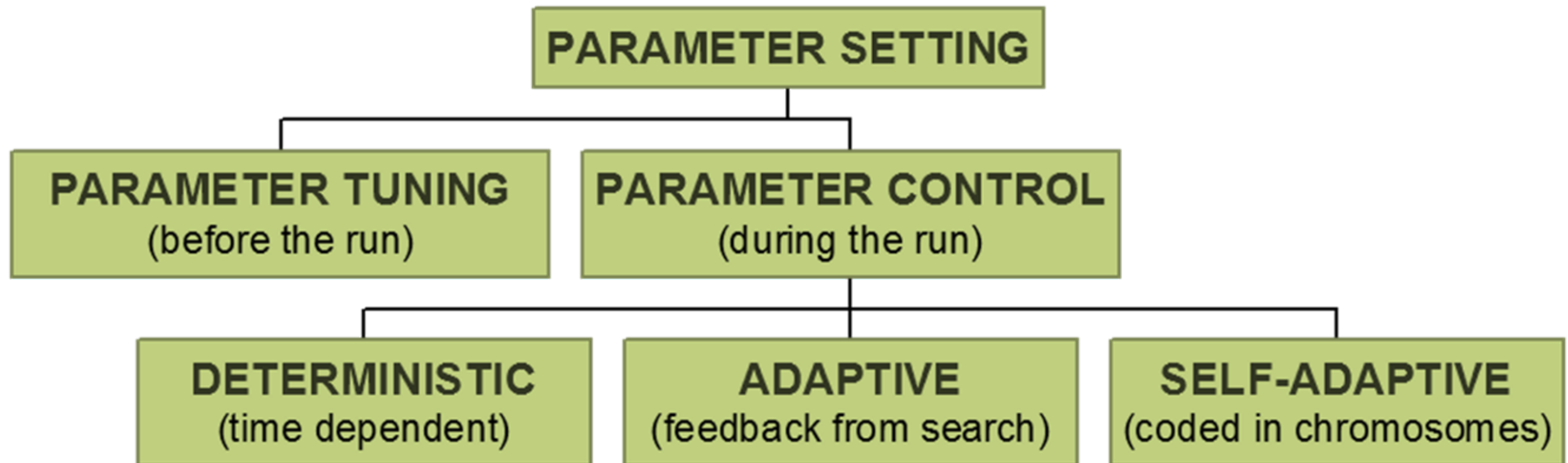
12: Parameter Tuning

- Parameter tuning vs. parameter control
- Symbolic vs. numeric parameters
- EA vs. EA instance
- Tuning by generate-and-test
- Tuning methods
- Textbook Chapter 7

Control and information flows of EA design



Taxonomy



Parameter tuning

- Test and compare different values before the “real” run
- Challenges
 - user mistakes in settings can be sources of errors or suboptimal performance
 - costs time
 - parameters interact: exhaustive search is not feasible; can't test one at a time
 - requirements may change during a run

Parameter control

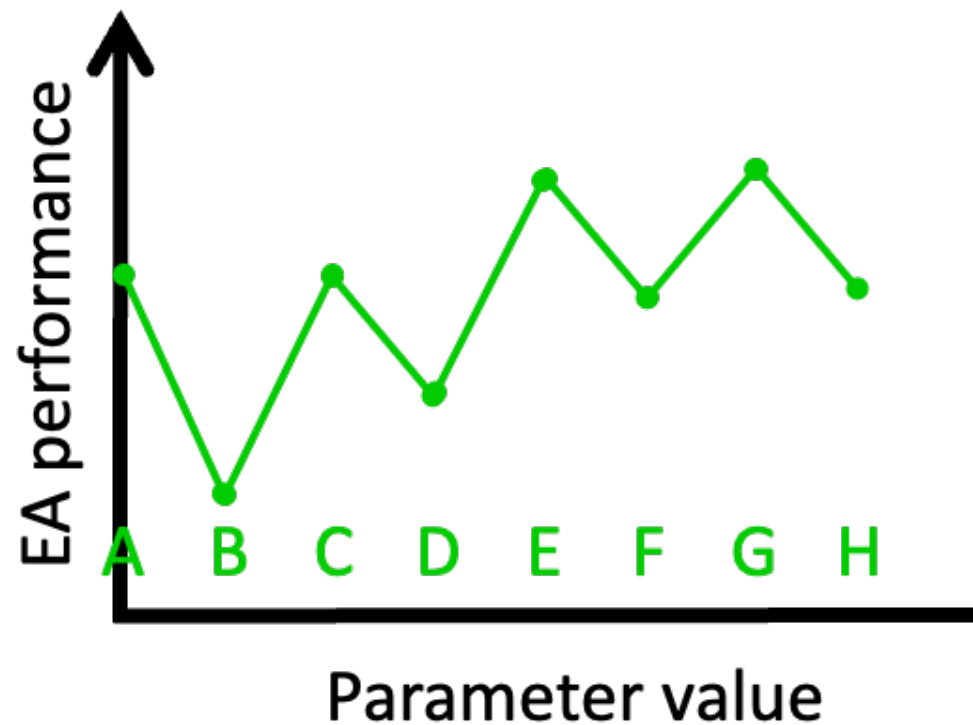
- Set values on-line, during a run
- Challenges
 - hard to optimize parameters with a time-varying schedule
 - hard to optimize user-defined feedback mechanism
 - hard to select for parameter optimization

Historical account

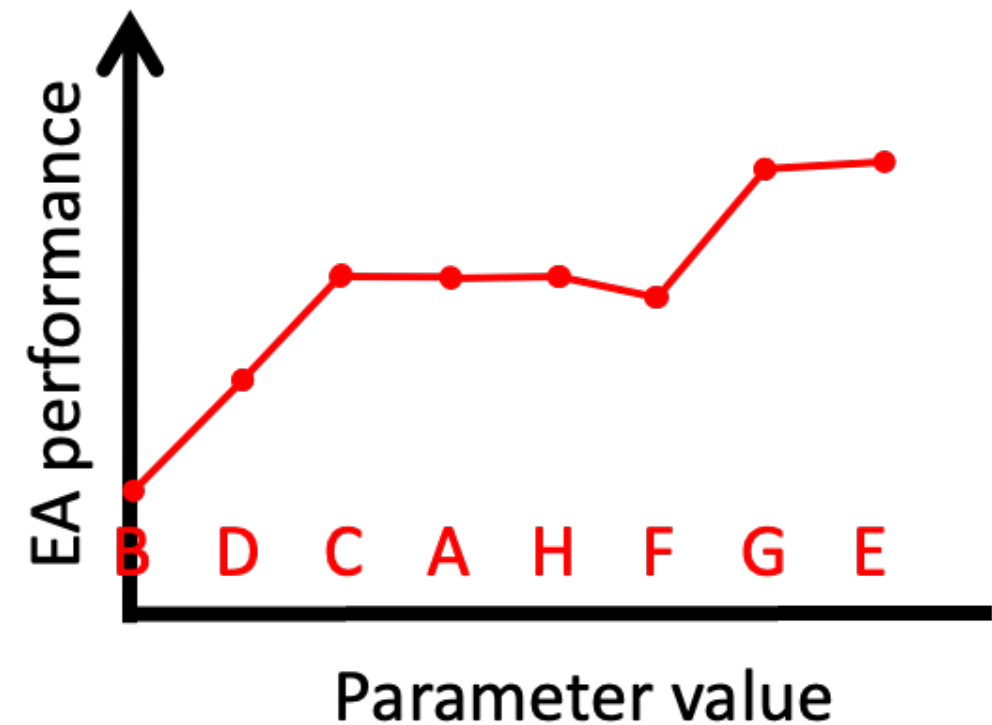
- Not much work published on parameter tuning
- Tuning efforts are often not reported
- No systematic way to tune parameters
 - based on conventions
 - ad hoc choices
 - limited experimentation with few values

Symbolic parameters

- E.g., mutation operator, xover operator, selection method
- Finite domain
- No sensible distance metric -> non-searchable, must be sampled



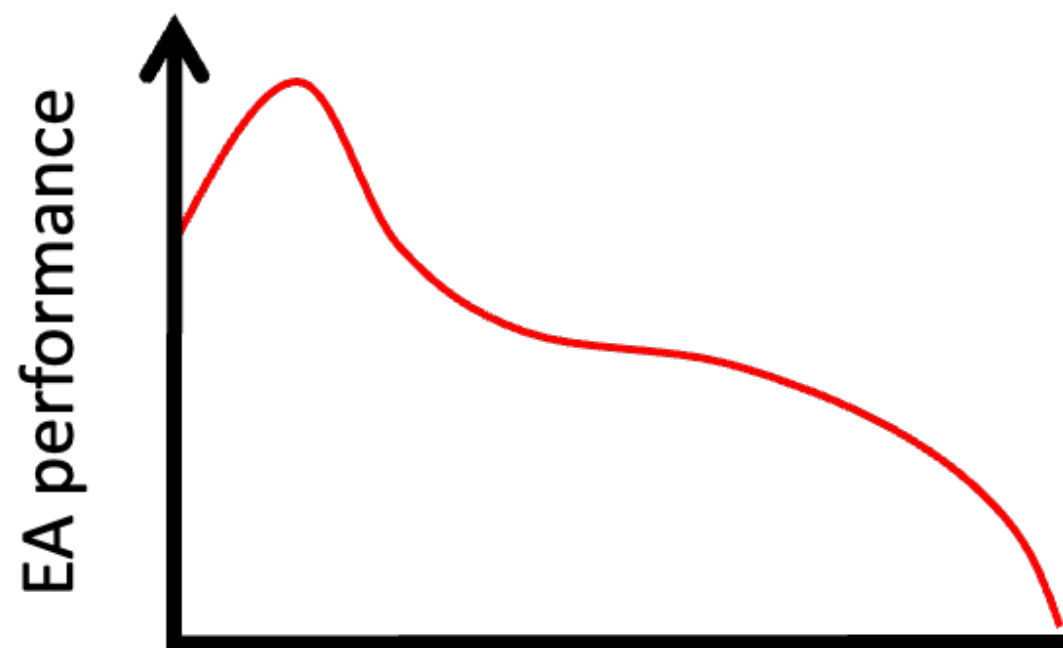
Non-searchable ordering



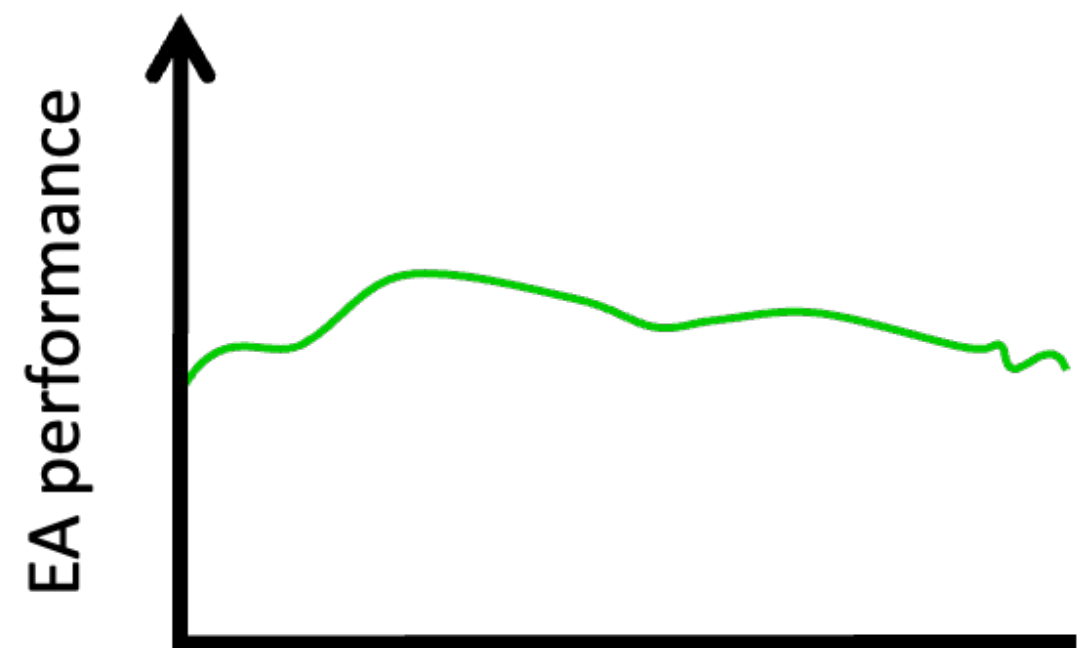
Searchable ordering

Numeric parameters

- E.g., population size, mutation rate, xover rate, tournament size
- Domain is subset of \mathbb{R} or \mathbb{N}
- Sensible distance metric \rightarrow searchable



Relevant parameter



Irrelevant parameter

	ALG-1	ALG-2	ALG-3	ALG-4
SYMBOLIC PARAMETERS				
Representation	Bit-string	Bit-string	Real-valued	Real-valued
Overlapping pops	N	Y	Y	Y
Survivor selection	—	Tournament	Replace worst	Replace worst
Parent selection	Roulette wheel	Uniform determ	Tournament	Tournament
Mutation	Bit-flip	Bit-flip	$N(0,\sigma)$	$N(0,\sigma)$
Recombination	Uniform xover	Uniform xover	Discrete recomb	Discrete recomb
NUMERIC PARAMETERS				
Population size	100	500	100	300
Tournament size	—	2	3	30
Mutation rate	0.01	0.1	—	—
Mutation stepsize	—	—	0.01	0.05
Crossover rate	0.8	0.7	1	0.8

EA vs. EA instance

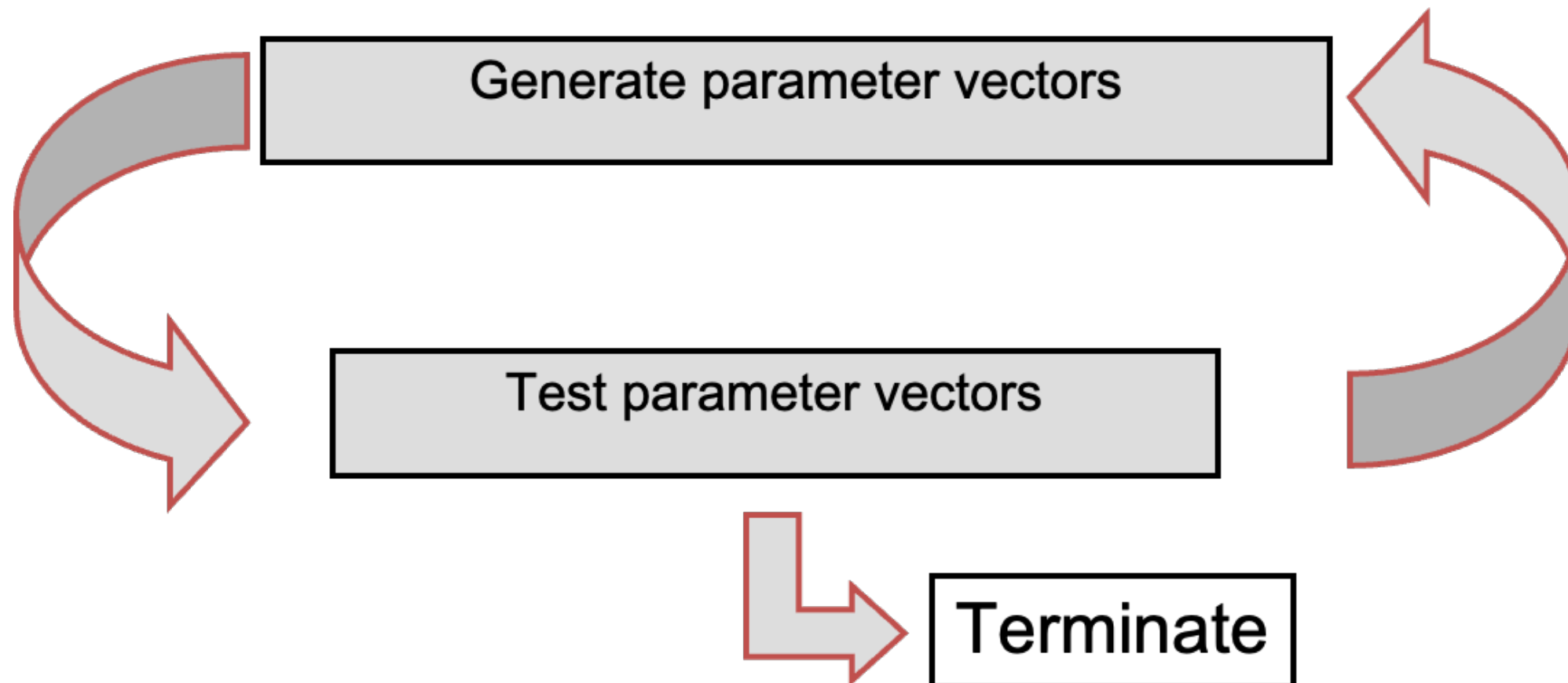
- Option 1:
 - There is only one EA, the generic EA
 - The table contains 1 EA and 4 EA instances
- Option 2: (commonly adopted)
 - An EA is a particular configuration of the symbolic parameters
 - The table contains 3 EAs with 2 instances for one of them
- Option 3:
 - An EA is a particular configuration of all parameters
 - EA = EA instance
 - The table contains 4 EAs

Why parameter tuning?

- Configure an EA by choosing parameter values that optimize its performance
- Analyze an EA by studying how its performance depends on its parameter values and/or the problems it is applied to
- Depends on
 - the problem to be solved
 - the EA used
 - the utility function (how we measure the algorithm quality)

Tuning by generate-and-test

- EA parameter tuning is a search problem itself



Meta-EA

- Run an EA to optimize the parameters of another EA
- Parameters can have a hierarchical, nested structure
 - e.g., a symbolic parameter can introduce a numeric parameter
- Utility landscape
 - abstract landscape where the locations are the parameter vectors of an EA
 - height reflects utility of a parameter vector
 - utility values are always stochastic (fitness values are typically deterministic)
 - defined in a statistical sense

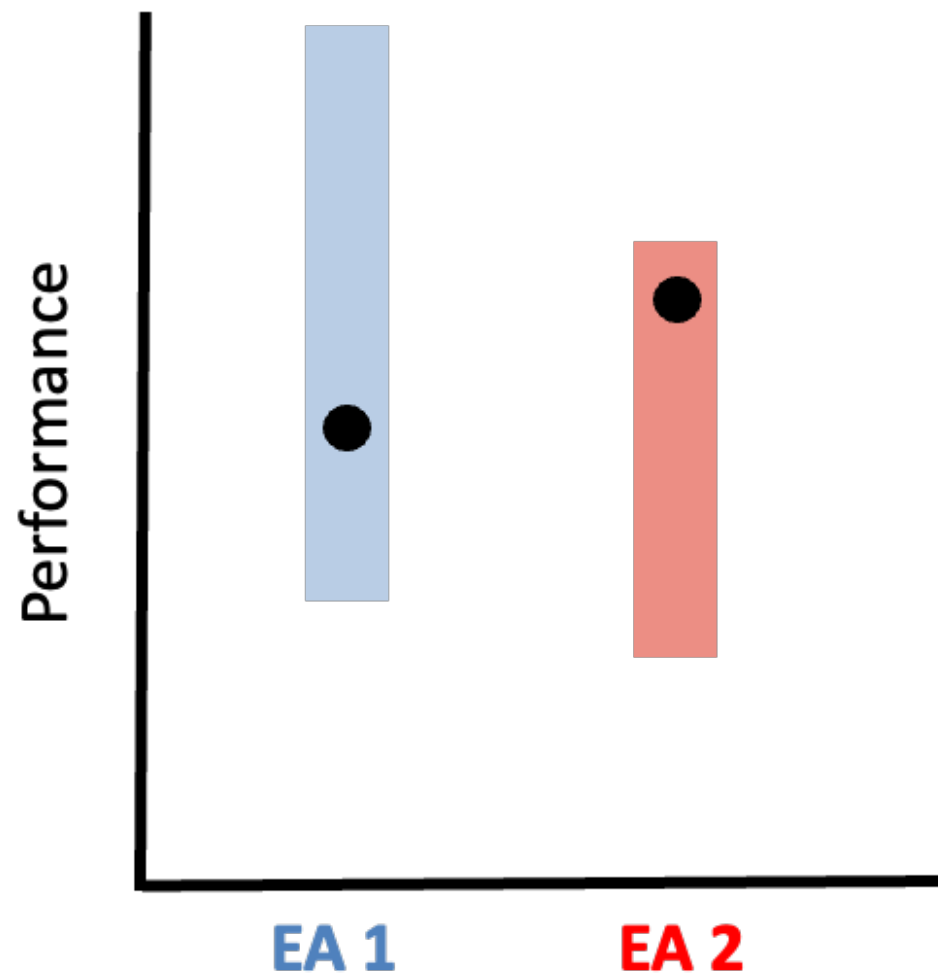
Meta-EA: testing parameter vectors

- Run EA with these parameters on the given problem(s)
- Record EA performance in that run using
 - solution quality: best fitness at termination
 - speed: time used to find required solution quality
- Multiple runs needed because EAs are stochastic
 - average performance of solution quality or speed
 - success rate
 - robustness
 - ...

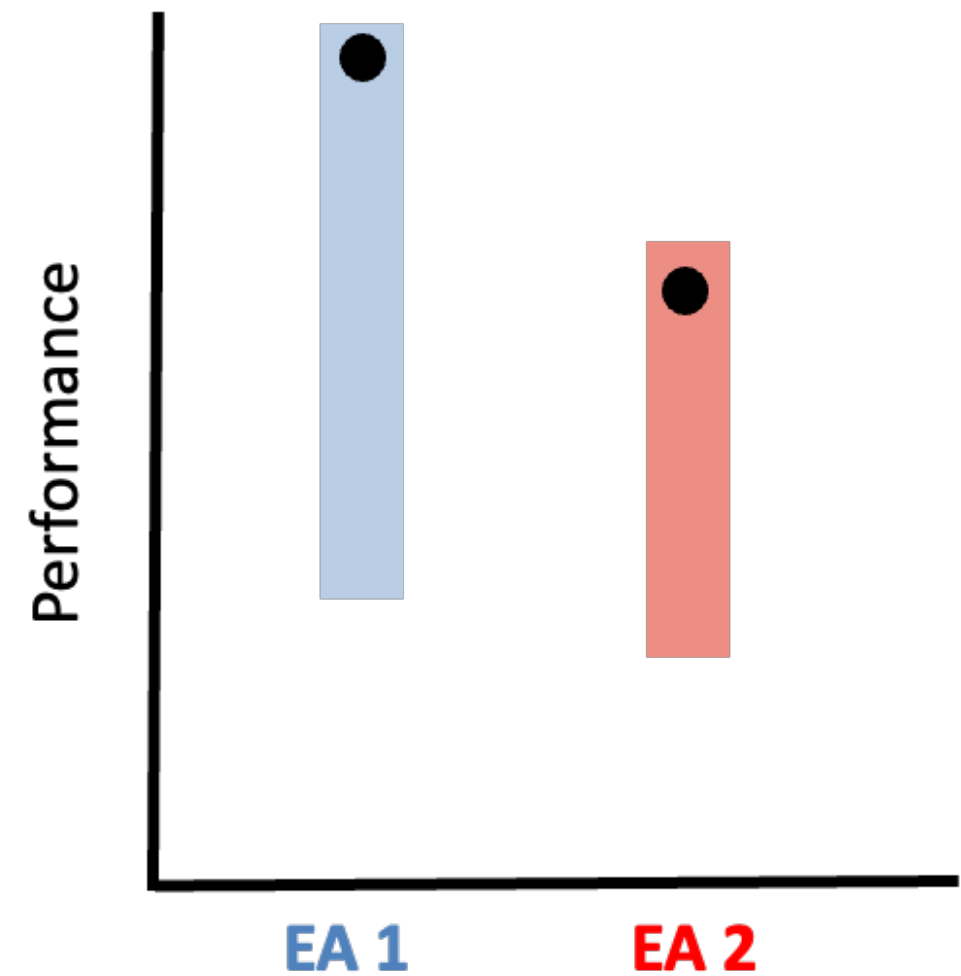
Tuning methods

- Single-staged vs. multi-staged
 - both perform a number of tests for a reliable estimate of utilities
 - single-staged perform the same number of tests for each parameter vector
 - multi-staged select promising vectors for further tests, e.g., racing
- Model-free vs. model-based
 - optimize the utility landscape by finding parameter vectors that maximize performance
 - learn a model that estimates the performance of an EA for any given parameter vector

Tuning is important



EA as is (accidental parameters)



EA as it can be ("optimal" parameters)