

NK - Landscapes Models

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Metaheuristics for Optimization
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Fitness Landscapes

- Representation of a fitness function $F(x)$.
- $F(x)$ tells us the quality of a possible solution x_i

NK-Landscapes

- Introduced to generate **fitness landscapes** with a ruggedness dependable on one parameter only $\rightarrow K$
- The number of local optima increases exponentially with K
- Systematic way to generate a fitness landscape
- Frequently used to test a metaheuristic

Definition of NK problems

Consider a sequence of N variables $x = (x_1, x_2, \dots, x_N)$ with $x_i \in \{0, 1\}^N$ each linked to K other variables.

We want to optimize the **global fitness** function $F(x): S \rightarrow \mathbb{R}$

$$F(x) = \sum_{i=1}^{N-K} f_K(x_i, \dots, x_{i+K})$$

$F(x)$ is the sum of **local fitness** contributions $f_K(x_i, \dots, x_{i+K})$.

Notice that f_K is not a function of the entire x , but a function of a subset of x made of $K+1$ elements, where K is the number of variables linked to each x_i .

Fundamental Search Methods - examples

Search methods - the *exploration operator* U - use the fitness values in the neighbourhood to generate the next possible solution starting from the current solution.

Deterministic Hill-Climbing

- U chooses the point in the neighbourhood with the best fitness value
- The search will likely get stuck at a local optimum if the fitness function is not unimodal or if the search space has a plateau

Probabilistic Hill-Climbing

- The next point is selected with a probability proportional to its fitness
- The search will not get stuck, you need to impose a stopping criteria