Nature-inspired Algorithms

Lecture 4

Algorithm Engineering Group Hasso Plattner Institute, University of Potsdam

29 May 2017



Runtime Analysis

Theorem (Droste et al., 2002)

The expected runtime of the (1+1) EA for an arbitrary function $f:\{0,1\}^n\to\mathbb{R}$ is $O(n^n)$.

Proof.

Without loss of generality, suppose x^{\star} is the unique optimum and x is the current solution.

Let
$$k = |\{i : x_i \neq x_i^*\}|$$
.

Each bit flips (resp., does not flip) with probability 1/n (resp., with probability 1-1/n).

Runtime analysis

Let's consider more interesting cases...

Recall from Project 1:

(1+1) EA

In each iterations, how many bits flip in expectation?

What is the probability exactly one bit flips?

What is the probability exactly two bits flip?

What is the probability that no bits flip?

Nature-inspired Algorithms

29 May 2017 1 / 24

Runtime Analysis

In order to reach the global optimum in the next step the algorithm has to mutate the k bits and leave the n-k bits alone.

The probability to create the global optimum in the next step is

$$\left(\frac{1}{n}\right)^k \left(1 - \frac{1}{n}\right)^{n-k} \ge \left(\frac{1}{n}\right)^n = n^{-n}.$$

Assuming the process has not already generated the optimal solution, in expectation we wait $O(n^n)$ steps until this happens.

Note: we are simply overestimating the time to find the optimal *for any arbitrary pseudo-Boolean function*.

Note: The upper bound is *worse* than for RANDOMSEARCH. In fact, there are functions where RANDOMSEARCH is *guaranteed* to perform better than the (1+1) EA.

Nature-inspired Algorithms 29 May 2017 2 / 24

spired Algorithms 29 May 2017 3 / 24

Initialization

Recall from Project 1: ONEMAX: $\{0,1\}^n \to \mathbb{R}, x \mapsto |x|$;

How good is the initial solution?

Let X count the number of 1-bits in the initial solution. E(X) = n/2.

How likely to get exactly n/2?

$$\Pr(X = n/2) = \binom{n}{n/2} \frac{1}{2^{n/2}} \left(1 - \frac{1}{2}\right)^{n/2} = \binom{n}{n/2} 2^{-n}.$$

For n = 100, $Pr(X = 50) \approx 0.0796$

Nature-inspired Algorithm

29 May 2017 4

Initialization (Tail Inequalities)

Let $X_1, X_2, \dots X_n$ be independent Poisson trials each with probability p_i ; For $X = \sum_{i=1}^n X_i$, the expectation is $E(X) = \sum_{i=1}^{p_i} .$

Chernoff Bounds

- $for 0 \le \delta \le 1, \Pr(X \le (1 \delta)E(X)) \le e^{\frac{-E(x)\delta^2}{2}}.$
- $\bullet \text{ for } \delta > 0, \Pr(X > (1+\delta)E(X)) \le \left(\frac{e^{\delta}}{(1+\delta)^{(1+\delta)}}\right)^{E(X)}.$

E.g., $p_i = 1/2$, E(X) = n/2, fix $\delta = 1/2 \to (1+\delta)E(X) = (3/4)n$,

$$\Pr(X > (3/4)n) \le \left(\frac{e^{1/2}}{(3/2)^{(3/2)}}\right)^{n/2} = c^{-n/2}.$$

Initialization (Tail Inequalities)

How likely is the initial solution no worse than (3/4)n?

Markov's Inequality

Let X be a random variable with P(X < 0) = 0. For all a > 0 we have

$$\Pr(X \ge a) \le \frac{E(X)}{a}.$$

$$E(X) = n/2$$
; then $\Pr(X \ge (3/4)n) \le \frac{E(X)}{(3/4)n} \le 2/3$

Nature-inspired Algorithms

29 May 2017 5

Initialization (Tail Inequalities):

A simple example

Let n = 100. How likely is the initial solution no worse than OneMax(x) = 75?

 $Pr(X_i) = 1/2$ and E(X) = 100/2 = 50.

Markov: $\Pr(X \ge 75) \le \frac{50}{75} = \frac{2}{3}$.

Chernoff: $\Pr(X \ge (1 + 1/2)50) \le \left(\frac{\sqrt{e}}{(3/2)^{(3/2)}}\right)^{50} < 0.0054.$

In reality, $\Pr(X \ge 75) = \sum_{i=75}^{100} \binom{100}{i} 2^{-100} \approx 0.0000002818141.$

Nature-inspired Algorithm

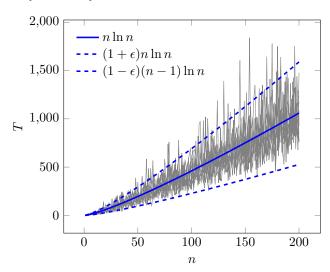
29 May 2017 6 / 2

Nature-inspired Algorithm

29 May 2017 7 / 24

Runtime analysis – RLS on ONEMAX

10 trials of $n \in \{1, \dots, 200\}$.

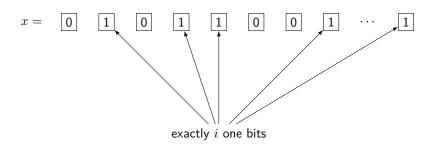


We want to rigorously understand this behavior.

29 May 2017 8 / 24

Runtime analysis – RLS on ONEMAX

Let's suppose: during the execution of RLS the current string x looks like this:



Let's look into

- \blacksquare p_i : probability that RLS makes an improving move from x
- \blacksquare T_i : time until RLS makes an improving move from x

Runtime analysis – RLS on ONEMAX

$$\begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 1 & 2 & 3 \end{bmatrix}$$

$$p_0 = \frac{6}{6}$$
 $E(T_0) = \frac{6}{6}$

$$p_1 = \frac{5}{6}$$
 $E(T_1) = \frac{6}{5}$

$$p_2 = \frac{4}{6}$$
 $E(T_2) = \frac{6}{4}$

$$p_3 = \frac{3}{6}$$
 $E(T_3) = \frac{6}{3}$

$$p_4 = \frac{2}{6}$$
 $E(T_4) = \frac{6}{2}$

$$p_5 = \frac{1}{6}$$
 $E(T_5) = \frac{6}{1}$

Runtime analysis – RLS on ONEMAX

Runtime

T is the random variable that counts the number of steps (function evaluations) taken by RLS until the optimum is generated.

$$E(T) = E(T_0) + E(T_1) + \dots + E(T_5)$$

$$= 1/p_0 + 1/p_1 + \dots + 1/p_5$$

$$= \sum_{i=0}^{5} \frac{1}{p_i} = \sum_{i=0}^{5} \frac{6}{i+1} = 6 \sum_{i=1}^{6} \frac{1}{i} = 6 \cdot 2.45 = 14.7$$

29 May 2017 10 / 24

29 May 2017 11 / 24

Runtime analysis – RLS on ONEMAX









$$\begin{bmatrix} \mathsf{0} \\ n \end{bmatrix}$$

$$p_0 = \frac{n}{n} \qquad E(T_0) = \frac{n}{n}$$

$$\begin{array}{c|cccc}
\hline
0 & \boxed{1} & \boxed{0} & \cdots & \boxed{0} \\
1 & 2 & 3 & \cdots & n
\end{array}
\qquad p_1 = \frac{n-1}{n} \qquad E(T_1) = \frac{n}{n-1}$$

$$\frac{n-1}{n} \qquad E(T_1) = \frac{n}{n-1}$$

$$p_2 = \frac{n-1}{n}$$

$$p_2 = \frac{n-2}{n} \qquad E(T_2) = \frac{n}{n-2}$$

$$n_{n-1} =$$

$$\begin{array}{c|ccccc}
\hline
\mathbf{0} & \boxed{1} & \boxed{1} & \cdots & \boxed{1} \\
\hline
\mathbf{1} & 2 & 3 & n
\end{array}
\qquad p_{n-1} = \frac{1}{n} \qquad E(T_{n-1}) = \frac{n}{1}$$

remaining zero

Nature-inspired Algorithms

29 May 2017 12 / 24

Coupon collector process: concentration bounds What is the probability that $T > n \ln n + O(n)$?

Theorem (Coupon collector upper bound)

Let T be the number of trials until all n coupons are collected. Then

$$\Pr(T \ge (1+\epsilon)n \ln n) \le n^{-\epsilon}$$

Proof.

Probability of choosing a specific coupon: 1/n.

Probability of not choosing a specific coupon: 1-1/n.

Probability of not choosing a specific coupon for t rounds: $(1-1/n)^t$

Probability that one of the n coupons is not chosen in t rounds: $n \cdot (1 - 1/n)^t$ (union bound)

Let $t = cn \ln n$.

$$\Pr(T > cn \ln n) < n(1 - 1/n)^{cn \ln n} < ne^{-c \ln n} = n \cdot n^{-c} = n^{-c+1}$$

Coupon collector process

Suppose there are n different kinds of coupons. We must collect all ncoupons during a series of trials.

In each trial, exactly one of the n coupons is drawn, each one equally likely. We must keep drawing in each trial until we have collected each coupon at least once.

Starting with zero coupons, what is the exact number of trials needed before we have all n coupons?

Theorem (Coupon collector theorem)

Let T be the number of trials until all n coupons are collected. Then

$$E(T) = \sum_{i=0}^{n-1} \frac{1}{p_{i+1}} = \sum_{i=0}^{n-1} \frac{n}{n-i} = n \sum_{i=0}^{n-1} \frac{1}{i}$$
$$= n \cdot H_n = n(\log n + \Theta(1)) = n \log n + O(n)$$

29 May 2017

Coupon collector process: concentration bounds

Theorem (Coupon collector lower bound) (Doerr, 2011)

Let T be the number of trials until all n coupons are collected. Then

$$\Pr(T < (1 - \epsilon)(n - 1)\ln n) \le e^{-n^{\epsilon}}$$

Corollary

Let T be the time for RLS to optimize ONEMAX. Then,

$$E(T) = \Theta(n \log n)$$

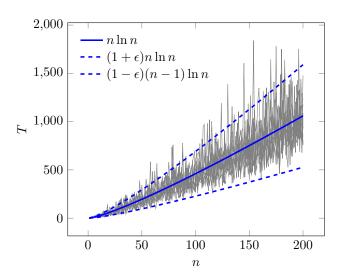
$$\Pr(T > (1+\epsilon)n \ln n) < n^{-\epsilon}$$

$$\Pr(T < (1 - \epsilon)(n - 1) \ln n) \le e^{-n^{-\epsilon}}$$

29 May 2017

29 May 2017 15 / 24

Runtime analysis – RLS on One Max



What about (1+1) EA? Can we use Coupon Collector? Why/why not?

Nature-inspired Algorithms

29 May 2017 16

Fitness levels

Observation: fitness during optimization is always monotone increasing

Idea: partition the search space $\{0,1\}^n$ into m sets $A_1, \ldots A_m$ such that

- 1. $\forall i \neq j$: $A_i \cap A_j = \emptyset$
- 2. $\bigcup_{i=1}^{m} A_i = \{0,1\}^n$
- 3. for all points $a \in A_i$ and $b \in A_j$, f(a) < f(b) if i < j

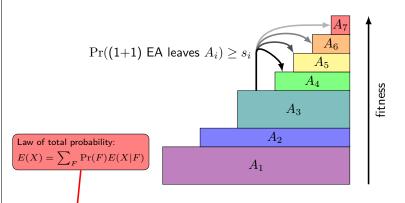
We require A_m to contain *only* optimal search points

Procedure: for each *level* A_i , bound the probability of leaving a level A_i for a higher level A_i , j > i.

Nature-inspired Algorithm

29 May 2017 17 / 24

Fitness levels



- lacksquare $p(A_i)$ be the probability that a random chosen point belongs to A_i
- \blacksquare s_i be the probability to leave level A_i for level A_j with j > i

$$E(T) \stackrel{\oint}{\leq} \sum_{i=1}^{m-1} p(A_i) \cdot \left(\frac{1}{s_i} + \dots + \frac{1}{s_{m-1}}\right) \leq \left(\frac{1}{s_1} + \dots + \frac{1}{s_{m-1}}\right) = \sum_{i=1}^{m-1} \frac{1}{s_i}$$

Figure adapted from D. Sudholt, Tutorial 2011

Nature-inspired Algorit

29 May 2017 18 / 24

Runtime analysis – (1+1) EA on ONEMAX

Theorem

The expected runtime of the (1+1) EA on ONEMAX is $O(n \log n)$.

Proof

We partition $\{0,1\}^n$ into disjoint sets A_0,A_1,\ldots,A_n where x is in A_i if and only if it has i zeros (n-i) ones).

To escape A_i , it suffices to flip a single zero and leave all other bits unchanged.

Thus,
$$s_i \ge \frac{i}{n} \left(1 - \frac{1}{n}\right)^{n-1} \ge \frac{i}{en}$$
, and $\frac{1}{s_i} \le \frac{en}{i}$.

We conclude

$$E(T) \le \sum_{i=1}^{m-1} \frac{1}{s_i} \le \sum_{i=1}^n \frac{en}{i} = en \cdot H_n = O(n \log n).$$

Nature-inspired Algorithms

29 May 2017 19 / 2

Runtime analysis – (1+1) EA on ONEMAX

This gives only an upper bound. Maybe the (1+1) EA can be much quicker. For example it could be O(n) or even something like $O(n \log \log n)$.

Nature-inspired Algorithms

29 May 2017 20 / 2

Runtime analysis – (1+1) EA on ONEMAX Proof of Lemma.

The initial solution has at most n/2 one bits with probability at least 1/2.

There is a constant probability that in $(n-1)\ln n$ steps one of the remaining zero bits does not flip:

- Probability a particular bit doesn't flip in t steps: $(1-1/n)^t$
- Probability it flips at least once in t steps: $1 (1 1/n)^t$
- Probability n/2 bits flip at least once in t steps: $(1-(1-1/n)^t)^{n/2}$
- Probability at least one of the n/2 bits does not flip in t steps: $1-[1-(1-1/n)^t]^{n/2}$.

Set $t = (n-1) \ln n$. Then

$$1 - [1 - (1 - 1/n)^t]^{n/2} = 1 - [1 - (1 - 1/n)^{(n-1)\ln n}]^{n/2}$$

$$\geq 1 - [1 - (1/e)^{\ln n}]^{n/2}$$

$$= 1 - [1 - 1/n]^{n/2}$$

$$= 1 - [1 - 1/n]^{n \cdot 1/2} \geq (1 - (2e))^{-1/2} = c.$$

Runtime analysis – (1+1) EA on ONEMAX

Theorem (Droste, Jansen, Wegener 2002)

The expected runtime of the (1+1) EA on ONEMAX is $\Omega(n \log n)$.

Lemma

The probability that the (1+1) EA needs at least $(n-1)\ln n$ steps is at least a constant c.

Nature-inspired Algorithm

29 May 2017 21 / 24

Runtime analysis – (1+1) EA on ONEMAX

Theorem (Droste, Jansen, Wegener 2002)

The expected runtime of the (1+1) EA on ONEMAX is $\Omega(n \log n)$.

Proof

Expected runtime:

$$E(T) = \sum_{t=1}^{\infty} t \Pr(T=t) \ge (n-1) \ln n \cdot \Pr(T \ge (n-1) \ln n)$$

$$\ge (n-1) \ln n \cdot c = \Omega(n \log n).$$

by previous lemma

Upper bound given by fitness levels is tight.

Nature-inspired Algorith

29 May 2017 22

Nature-inspired Algorithms

29 May 2017 23 / 24

Fitness levels			
There are several more advanced results that use the fitness levels technique:			
Expected runtime of the (1+ λ) EA on LeadingOnes is $O(\lambda n + n^2)$ (Jansen et al., 2005)			
Expected runtime of the ($\mu+1$) EA on LeadingOnes is $O(\mu n \log n + n^2)$ (Witt, 2006)			
Fitness levels for proving lower bounds (Sudholt, 2010).			
Non-elitist populations (Lehre, 2011).			
Nature-inspired Algorithms 29 May 2017 24 / 24			
	1		