# Multilayer Perceptron Architecture Design using Genetic Algorithm

# Ilia Grigorev

Innopolis University, Beijing Institute of Technology Computer Science and Technology School il.grigorev@innopolis.university

### I. INTRODUCTION

Multilayer Perceptron (MLP), or Dense Neural Network (DNN), is a generalization concept of the classical Machine Learning (ML) approaches. The key idea is to assemble multiple regressors together in a net with the result of the weighted sum of each component. For more flexibility, nonlinearity is introduced via the concept of activation functions.

The problem arises with deciding which architecture of the MLP to take for a specific problem. In particular, the following parameters are the most relevant: the number of hidden layers, the activation functions of each layer, and the number of neurons on each layer.

In this paper, I provide a genetic algorithm approach for hyperparameter tuning. The genetic algorithm is part of evolutionary algorithms that quickly converge to a suboptimal solution. Although the implemented search produces less promising results compared to the grid search [1], the method is still powerful and needs to be further tuned to achieve better performance.

# II. METHOD

### A. MLP

To design, train and test the performance of DNNs, I used the Keras framework based on the Python programming language. The framework provides different methods for assembling layers of an MLP: sequential (using keras.Sequential(), functional (using keras.layers one after another), and sub-class (inheritance from keras.Model patterns.

# B. Genetic Algorithm

The genetic algorithm is a nature-inspired optimization algorithm that has the following stages: selection, crossover, and mutation. Other extensions such as elitism are possible. The first key point of the algorithm is to determine the representation of a solution as a chromosome that is the vector or string of values. The second is to define the fitness function to compare chromosomes.

- 1) Representation: In this research, I decided to adjust the classical approach and defined the chromosome as DNN class with the list of hidden layers and the output layer.
- 2) Fitness: The fitness score determines how close a solution is to the desired one (optimum). I used the accuracy score on the test dataset as the fitness function for the algorithm.

- 3) Selection: During selection, individuals are chosen for further actions. Selection mainly depends on the fitness of the individual. In this project, I used the tournament selection, where two individuals are chosen from the population proportionally to their fitness, and the fittest from them remains.
- 4) Crossover: Crossover is the variadic operator that combines chromosomes of several individuals. The combination used in the project is the following: each layer of the first individual may be replaced by a randomly selected layer from the second individual with 50% chance. The result of a combination is another individual, referred as a *child*.
- 5) Mutation: Mutation is another variadic operator that changes the state of a chromosome. In my case, four types of mutations are performed: changing activation function for each layer with probability \_PACT, removing a layer if their number is greater than or equal to upper\_bound with probability \_PREM, adding a layer if their number is less than or equal lower\_bound with probability \_PADD, and adding a dropout layer if there are at least lower\_bound number of layers with probability \_PDROP.
- 6) Pipeline: The following algorithm is used to perform the steps above:

```
population := initiate population of size N
M := number of generations
for i in 1..M do
    evaluate fitness of population
    apply crossover to create N/2 children
    apply mutation on children
    evaluate children
    save best individual information
    population := select N individuals from
        current population and children
endfor
```

# C. Dataset

To evaluate the performance of models, Fashion-MNIST [2] and iris [3] datasets were used. The first dataset consists of numerous images of clothes that need to be classified to 10 classes. To load this dataset, I used keras framework. The features were normalized, and the labels were transformed from categorical type to binary categories. The second dataset consists of information about three types iris flowers with four features.

### D. Source code

The following notebook contains the source code of the genetic algorithm pipeline for the hyperparameter tuning.

### III. RESULTS

# A. Parameters setup

The proposed model itself requires some parameters to set up. In Table 1, Table 2, and Table 3, values used for the experiment are presented.

TABLE I SEARCH SPACE FOR GA

Parameter name	Value
Hidden layers number range	[1, 8]
Activation functions	['relu', 'sigmoid',
	'tanh', 'softplus', 'leaky_relu', 'linear']
Layer size range	[8, 128]

TABLE II OPTIMIZER CONFIGURATION

Parameter name	Value
batch size	128
epochs	20
validation split	0.1
loss	'categorical_crossentropy'
optimizer	'adam'
metrics	['accuracy']

TABLE III PARAMETERS OF GA

Parameter name	Value
Population size	10
Number of generations	10
_PACT	0.2
_PADD	0.6
_PREM	0.6
_PDROP	0.25
lower_bound	2
upper_bound	5

# B. Performance and Best Architecture

The proposed pipeline is time-consuming due to large number of calculations. The possible limitations are the following: the dataset consists of many records, the calculations were performed on the CPU, and the high-level approach programming without significant performance optimizations was used.

Table 4 reveals the logs of finding the best parameters of the Fashion-MNIST model using the proposed genetic algorithm.

The architecture of best individual for the Fashion-MNIST classification after the search is present in Table 5. The individual achieved around 89.08% accuracy on the test set. The bootstrap confidence interval for the test accuracy is (0.8849, 0.8908).

TABLE IV
FASHION-MNIST RESULTS OF GENERATIONS

Generation 1			
Avg	Min	Max	
0.8697	0.8586	0.8860	
G	eneration		
Avg	Min	Max	
0.8791	0.8625	0.8860	
G	eneration		
Avg	Min	Max	
0.8842	0.8798	0.8860	
G	Generation 4		
Avg	Min	Max	
0.8854	0.8834	0.8860	
G	Generation 5		
Avg	Min	Max	
0.8864	0.8856	0.8886	
G	Generation 6		
Avg	Min	Max	
0.8867	0.8856	0.8886	
G	eneration		
Avg	Min	Max	
0.8872	0.8858	0.8886	
G	Generation 8		
Avg	Min	Max	
0.8697	0.8586	0.8860	
Generation 9			
Avg	Min	Max	
0.8877	0.8860	0.8886	
Generation 10			
Avg	Min	Max	
0.8887	0.8817	0.8908	

TABLE V FASHION-MNIST LAYERS DESCRIPTION

Layer Size	Activation Function
127	tanh
127	relu
127	relu
44	leaky_relu

Likewise, Table 6 and Table 7 demonstrate the statistics of different generations and the best model for the iris dataset classification, respectively.

TABLE VI IRIS RESULTS OF GENERATIONS

G	Generation 1		
Avg			
0.7956	0.6222	0.9778	
	Generation 2		
Avg	Min	Max	
0.9089	0.6889	0.9778	
G	Generation 3		
Avg	Min	Max	
0.9533	0.9111	0.9778	
G	eneration	4	
Avg	Min	Max	
0.9444	0.7333	0.9778	
G	eneration	5	
Avg	Min	Max	
0.9644	0.8667	0.9778	
G	Generation 6		
Avg	Min	Max	
0.9667	0.8889	0.9778	
G	Generation 7		
Avg	Min	Max	
0.9733	0.9333	0.9778	
G	Generation 8		
Avg	Min	Max	
0.9800	0.9778	1.0	
Generation 9			
Avg	Min	Max	
0.9578	0.7556	1.0	
Generation 10			
Avg	Min	Max	
0.9622	0.7778	1.0	

TABLE VII IRIS LAYERS DESCRIPTION

Layer Size	Activation Function
28	linear
69	tanh
85	linear
85	dropout(0.19)
69	tanh
69	dropout(0.19)
69	linear

# C. Model patterns

In this section, the obtained model architecture is implemented using three keras approaches.

1) keras. Sequential () Pattern: (code snippet)

```
)
model_sequential.summary()
```

### 2) Functional Pattern: (code snippet)

### D. Sub-class Pattern

(code snippet)

```
import keras
import keras.layers as layers
class DNN(keras.Model):
   def __init__(self, input_dim=784):
      super().__init__()
      self.dense1 = layers.Dense(127,
         activation='tanh',
         input_shape=(input_dim,))
      self.dense2 = layers.Dense(127,
         activation='relu')
      self.dense3 = layers.Dense(127,
         activation='relu')
      self.dense4 = layers.Dense(44,
         activation='leaky_relu')
      self.dense5 = layers.Dense(10,
         activation='softmax')
   def build(self, input_shape):
      self.densel.build(input_shape)
      input_shape =
         self.densel.compute_output_shape(input_shape)
      self.dense2.build(input_shape)
      input_shape =
         self.dense2.compute_output_shape(input_shape)
      self.dense3.build(input_shape)
      input_shape =
         self.dense3.compute_output_shape(input_shape)
      self.dense4.build(input_shape)
      input_shape =
         self.dense4.compute_output_shape(input_shape)
      self.dense5.build(input_shape)
      input_shape =
         self.dense5.compute_output_shape(input_shape)
```

```
self.built = True

def call(self, inputs):
    x = self.densel(inputs)
    x = self.dense2(x)
    x = self.dense3(x)
    x = self.dense4(x)
    x = self.dense5(x)
    return x
model_class = DNN()
model_class.summary()
```

### IV. DISCUSSION

The proposed GA approach demonstrated promising results by finding a suboptimal but quite accurate solution in a specified search space. Compared to the results in [4], the performance of the resulted MLP for Fashion-MNIST dataset is slightly better (1% - 2%).

For both datasets, the MLP architecture was comprised of layers with mostly 'relu', 'leaky\_relu', 'tanh', and 'linear' activation functions. The lack of 'softplus', and 'sigmoid' functions suggests that these activations are less relevant for those problems. Additionally, the presence of 'linear' function in the iris dataset problem, suggests that the dependency can be described linearly.

The proposed approach has significant limitations that include lack of performance optimizations and rigorous analysis of variadic operations. Further research should study different crossover and mutation method to achieve faster convergence and better results. Moreover, optimizations need to be introduced to increase usability of the method.

# CONCLUSION

Overall, the proposed method demonstrated promising results that could be enhanced further by elaborating more rigorous approaches of the genetic algorithms.

### REFERENCES

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