

core idea

HUỲNH KHÁNH HÒA

September 2025

1 ERL flow

Algorithm 1 Algorithm ERL flow

```
1:  $D_0 \leftarrow \{0 \mid i \in \{1, \dots, N_{dist}\}\}$ 
2:  $P_0 \leftarrow \{x_i \sim U(b_{low}, b_{up}) \mid i \in \{1, \dots, N_{pop}\}\}$ 
3:  $P_{0,fitness} \leftarrow \text{Fitness}(P_0)$ 
4:  $P_{0,i,best} \leftarrow x_i$                                  $\triangleright$  This will clone new
5:  $g_{best} \leftarrow \text{Best}(P_{0,best})$                  $\triangleright$  This will clone new
6: while  $t \in \{1, \dots, T\}$  do
7:   if  $t \bmod m == 0$  then                          $\triangleright$  This modify directly on  $x_i$ 
8:     Run RL with  $\text{Best}(P_{t-1,best})$             $\triangleright$  it different with  $g_{best}$ 
9:   end if
10:   $D_t \leftarrow \text{Dist}(D_{t-1}, P_{t-1}, g_{best})$ 
11:   $P_t \leftarrow \text{Select}(P_{t-1})$ 
12:   $P_t \leftarrow \text{Crossover}(P_t)$ 
13:   $P_t \leftarrow \text{Mutation}(P_t, D_t)$ 
14:   $P_{t,fitness} \leftarrow \text{Fitness}(P_t)$ 
15:   $P_{t,i,best} \leftarrow \text{Best}([x_i, P_{t,i,best}])$ 
16:   $g_{best} \leftarrow \text{Best}(P_{t,best})$ 
17: end while
```

Algorithm 2 Fitness Evaluation

```
1: for  $x_i \in P$  do
2:    $F_i \leftarrow f(x_i)$ 
3: end for
4: return  $F$ 
```

Algorithm 3 Calculate weight with Rank base

Require: P

- 1: $r \leftarrow \{\text{rank}(x_{i,fitness}) \mid \forall x \in P\}$
 - 2: $z_i \leftarrow \frac{\tau \cdot (r_i - \mu_r)}{\sigma_r}$ ▷ Z-score
 - 3: $w_i \leftarrow \frac{e^{\beta z_i}}{\sum_{j=1}^{|P|} e^{\beta z_j}}$ ▷ Soft max
 - 4: **return** w
-

Algorithm 4 Selection Operator (Soft Winner Tournament Selection)

- 1: $P_{\text{selected}} \leftarrow \emptyset$
 - 2: **while** $|P_{\text{selected}}| < |P|$ **do**
 - 3: $T \leftarrow \text{Sample}_{\mathcal{U}}(P, k)$
 - 4: $w \leftarrow \text{RankWeight}(T)$
 - 5: $x_{\text{soft}} \leftarrow \sum_{i=1}^k w_i \cdot x_i$
 - 6: $P_{\text{selected}} \leftarrow P_{\text{selected}} \cup x_{\text{soft}}$
 - 7: **end while**
 - 8: **return** P_{selected}
-

Algorithm 5 Distribution (Particle Swarm Optimization)

- 1: $D \leftarrow \{0, D_1, \dots, D_{N-1} \mid i \in \{1, \dots, N_{\text{dist}}\}\}$
 - 2: $w_{\text{per}} \leftarrow \text{RankWeight}(P)$
 - 3: $w_{\text{cog}} \leftarrow \text{RankWeight}(P_{\text{best}})$
 - 4: $D_0 \leftarrow \sum_{i=1}^{|P|} \phi_{\text{per}} \cdot w_{\text{per},i} \cdot x_i + \phi_{\text{cog}} \cdot w_{\text{cog},i} \cdot x_{i,\text{best}} + \phi_{\text{soc}} \cdot g_{\text{best}}$
 - 5: **return** D
-

Algorithm 6 Estimate Eta Factor

Require: $x \in \mathbb{R}^d$

- 1: **if** $d == 1$ **or** $\max(x) \geq 1$ **then**
 - 2: $x' \leftarrow 1$
 - 3: **else**
 - 4: $x' \leftarrow \log_{10}(\max(|x|))$
 - 5: $x'_i \leftarrow \begin{cases} 0 & \text{if } x'_i \rightarrow \infty \\ x'_i & \text{otherwise} \end{cases}$
 - 6: $x' \leftarrow [x']$
 - 7: $x' \leftarrow \frac{x'}{10^{x'}}$
 - 8: **end if**
 - 9: **return** x'
-

Algorithm 7 Crossover Operator (Simulated Binary Crossover with Bounds)

```
1:  $P_{\text{offspring}} \leftarrow \emptyset$ 
2: while  $|P_{\text{offspring}}| < |P|$  do
3:    $x_1, x_2 \leftarrow \text{Sample}_{\mathcal{U}}(P, 2)$ 
4:
5:    $x_{\min} \leftarrow \min(x_1, x_2), x_{\max} \leftarrow \max(x_1, x_2)$ 
6:    $u \sim \mathcal{U}(0, 1)$ 
7:    $\eta_c \leftarrow \eta_{cx} \cdot \text{EstimateEtaFractor}(JSD(x_1, x_2))$ 
8:   for  $b \in \{L, U\}$  do
9:      $\alpha_b \leftarrow \begin{cases} 2 - (1 + 2 \cdot \frac{x_{\min} - L}{x_{\max} - x_{\min}})^{-(\eta_c + 1)} & \text{if } b = L \\ 2 - (1 + 2 \cdot \frac{U - x_{\max}}{x_{\max} - x_{\min}})^{-(\eta_c + 1)} & \text{if } b = U \end{cases}$ 
10:     $\beta_{q,b} \leftarrow \begin{cases} (u \cdot \alpha_b)^{\frac{1}{\eta_c + 1}} & \text{if } u \leq \frac{1}{\alpha_b} \\ \left(\frac{1}{2 - u \cdot \alpha_b}\right)^{\frac{1}{\eta_c + 1}} & \text{otherwise} \end{cases}$ 
11:     $c_b \leftarrow \begin{cases} 0.5 [(1 + \beta_{q,b}) \cdot x_1 + (1 - \beta_{q,b}) \cdot x_2] & \text{if } b = L \\ 0.5 [(1 - \beta_{q,b}) \cdot x_1 + (1 + \beta_{q,b}) \cdot x_2] & \text{if } b = U \end{cases}$ 
12:     $c_b \leftarrow \min(\max(c_b, L), U)$ 
13:   end for
14:    $P_{\text{offspring}} \leftarrow P_{\text{offspring}} \cup \begin{cases} \{c_U, c_L\} & \text{if } \mathcal{U}(0, 1) \leq 0.5 \\ \{c_L, c_U\} & \text{otherwise} \end{cases}$ 
15: end while
16: return  $P_{\text{offspring}}$ 
```

Algorithm 8 Mutation Operator (Polynomial Mutation with Bounds)

```

1:  $P_{\text{offspring}} \leftarrow \emptyset$ 
2:  $w_d \leftarrow \text{RankWeight}(|D|, \dots, 1)$             $\triangleright$  RankWeight with decrease at line 1
3:  $d \leftarrow \sum_{i=1}^{|D|} w_{d,i} \cdot D_i$ 
4:  $jsd_P \leftarrow JSD(P)$ 
5:  $jsd_D \leftarrow JSD(D)$             $\triangleright$  w apply in JSD for calc M similar with  $w_d$ 
6:  $jsd_{DP} \leftarrow \mathcal{U}(0, 1) \cdot \text{mean}(jsd_D, jsd_P)$ 
7: for  $x_i \in P$  do
8:
    
$$\delta_1 \leftarrow \frac{x_i - L}{U - L}, \delta_2 \leftarrow \frac{U - x_i}{U - L}$$

9:    $u \sim \mathcal{U}(0, 1)$ 
10:   $\eta_m \leftarrow \eta_{\text{mut}} \cdot \text{EstimateEtaFractor}(\text{mean}(JSD(x_i, d), jsd_D, jsd_P))$ 
11:  
$$\delta_q \leftarrow \begin{cases} [2u + (1 - 2u) \cdot (1 - \delta_1)^{\eta_m+1}]^{\frac{1}{\eta_m+1}} - 1 & \text{if } u \leq 0.5 \\ 1 - [2(1 - u) + 2(u - 0.5) \cdot (1 - \delta_2)^{\eta_m+1}]^{\frac{1}{\eta_m+1}} & \text{otherwise} \end{cases}$$

12:   $x'_i \leftarrow x_i + \delta_q \cdot (U - L)$ 
13:   $x'_i \leftarrow \min(\max(x'_i, L), U)$ 
14:   $x'_i \leftarrow (1 - jsd_{DP}) \cdot x'_i + jsd_{DP} \cdot d$ 
15:   $P_{\text{offspring}} \leftarrow P_{\text{offspring}} \cup x'_i$ 
16: end for
17: return  $P_{\text{offspring}}$ 

```

Note:

- in compute D: $\phi_{per} + \phi_{cog} + \phi_{soc} = 1$, similar with velocity in PSO: $v_{i,d} \leftarrow wv_{i,d} + \phi_p r_p(p_{i,d} - x_{i,d}) + \phi_g r_g(g_d - x_{i,d})$ but using $v_{i,d}$ without recursive, init with 0, and same v for all (computed with the contribute follow the RankWeight), d in line 3 of mut op can understand as v with sliding window not over the time

- in compute JSD(X): x^d will be scaled into $[0,1]$ & sum(X) = 1; w if don't have any comment mean using uniform distribution as default

- $f(x)$ is the rewards in this paper <https://openreview.net/forum?id=N0I2RtD8je>. But different with the paper is not only use vec in env for training in SAC but also use the img too & using SigLIP2 instead CLIP.

- The NN using from this paper <https://arxiv.org/abs/1703.01513>

- Both arch & model params use same in EA flow but with some different:

- + model params x have search space $[min(x) + \mathcal{U}(-0.001, 0.001), max(x) + \mathcal{U}(-0.001, 0.001)]$
- + arch have search space $[0,1]$ and in the end of operators use output as probation $\sim \mathcal{B}(x)$ to get back $\{0,1\}$