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Comparing Lamarckian and Baldwinian Approaches in Memetic Optimization

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Introduction

Optimization

People optimize:

- Finding the best outcome with limited resources
- Obtaining the best education
- Securing the most decent job
- Finding the most desirable partner, etc.

Real-life problems:

- Optimization problems
- Complexity
- Often with only approximate solutions

Common optimization algorithms:

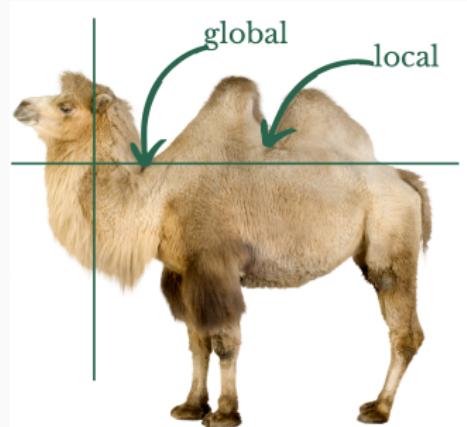
- Artificial Neural Networks(ANNs)
- Swarm Intelligence
- Numerical Optimization
- Evolutionary Algorithms, etc.

Continuous Optimization Problem

General Continuous Optimization Problem

$$\min_{x \in \mathbb{R}^n} f(x)$$

- **Local Minimum:** x^* in D where $f(x^*) \leq f(x)$ in a small neighborhood.
- **Global Minimum:** x^* in D where $f(x^*) \leq f(x)$ for all x in the domain D .



Genetic algorithm

Genetic Algorithm:

- Population-based optimization method
- Inspired by Darwinian theory of evolution
- Stochastic in nature
- Utilizes 3 principal bio-inspired operators



Selection



Crossover



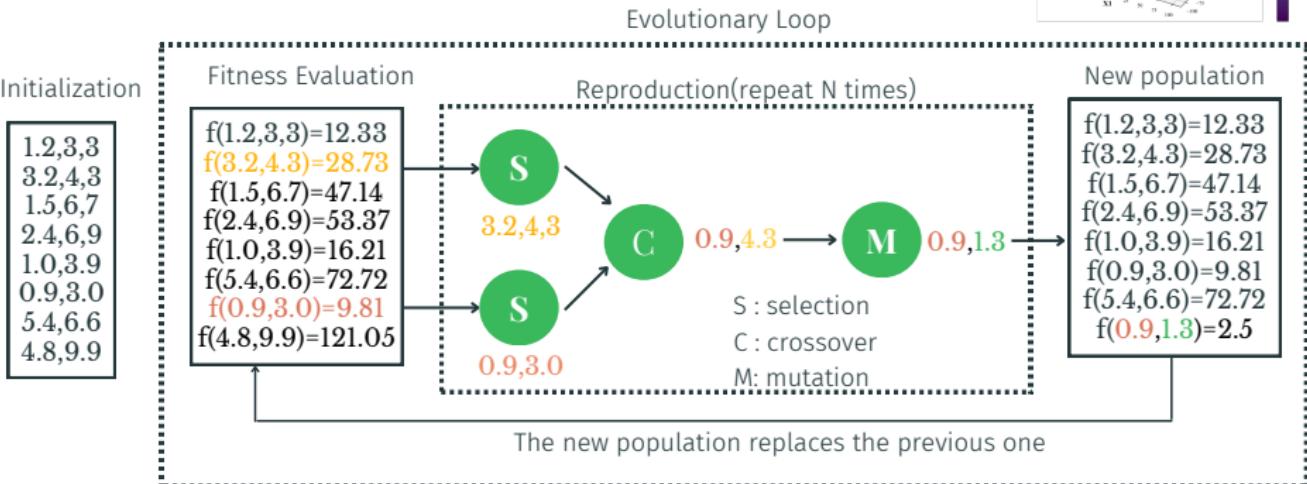
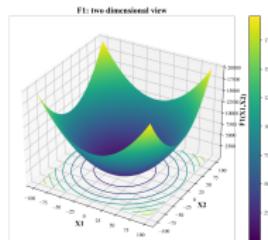
Mutation



Genetic Algorithm



Each individual has DNA. DNA(genotype) is a vector.
Each vector x is a candidate solution to a function.



Memetic Algorithm

Memetic algorithm = Genetic algorithm + Local search procedure

- Individuals are capable of learning
- Learning from the local environment
- Learning leads to self-improvement
- Phenotype = Genotype + Local search procedure(learning)

Baldwinian Evolution

- "What is learned" passed on through genotypes to offspring
- Biological plausibility is questionable

Lamarckian Evolution

- "What is learned" passed on through phenotypes to offspring
- Biological plausibility is questionable

Why hybridize?

Genetic Algorithms

- Explore large, rough search spaces
- Difficulties with fine-tuning

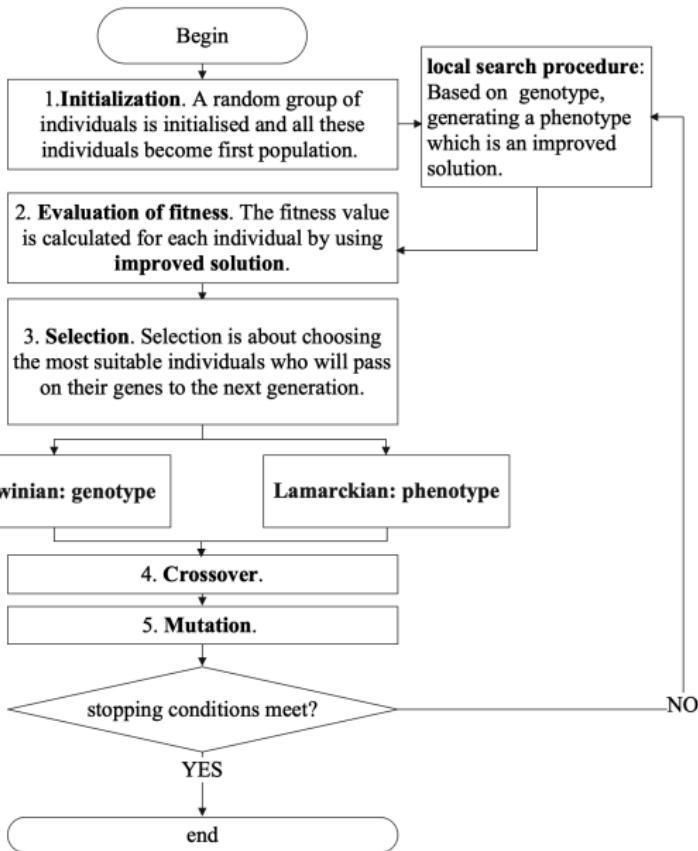
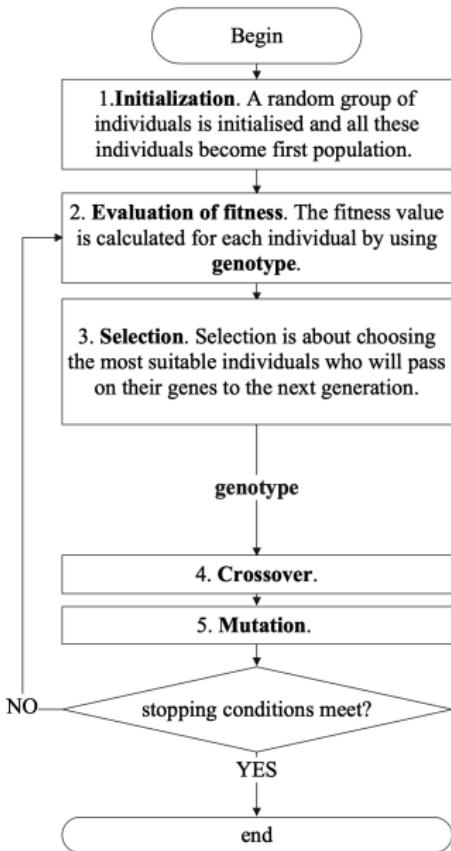
Local search techniques

- Optimize/converge fast
- Get stuck in local optima

Disadvantages

- There are costs of the learning
- The learning is not always good

Flowchart



Contribution of this Work

Contribution 1

Evaluate the effectiveness of local search procedures

Contribution 2

Provide a comprehensive analysis of Baldwinian and Lamarckian algorithms using benchmark functions CEC-BC-2017

Methods

Selection Operators

Selection operators perform the following operations:

1. Select the best one or a fixed-percentage of individuals and classify them as **eligible**.
2. Remove an **equal** number of worst individuals and classify them as **non-eligible**.
3. The remaining individuals are considered **partners**.
4. Use the **eligible** individuals and **partners** to generate an **equal** number of new individuals.

Four selection operators are implemented:

- Steady State Genetic Algorithm
- Sorted Selection Part
- Sorted Selection All
- Roulette Wheel Selection

Crossover Operators

Single Point Crossover

$$\begin{aligned} Child_1 &= [P_1[1 : c], P_2[c + 1 : D]] \\ Child_2 &= [P_2[1 : c], P_1[c + 1 : D]] \end{aligned} \tag{1}$$

Two Point Crossover

$$\begin{aligned} Child_1 &= [P_1[1 : c_1], P_2[c_1 + 1 : c_2], P_1[c_2 + 1 : D]] \\ Child_2 &= [P_2[1 : c_1], P_1[c_1 + 1 : c_2], P_2[c_2 + 1 : D]] \end{aligned} \tag{2}$$

Probabilistic Crossover

$$Child_i = \begin{cases} P_1[i], & \text{if } r[i] \leq C_r \\ P_2[i], & \text{otherwise} \end{cases} \tag{3}$$

Linear Combination Crossover

$$Child_i = C_r \cdot P_1[i] + (1 - C_r) \cdot P_2[i] \tag{4}$$

Mutation Operators and Local Search Operators

Mutation Operators:

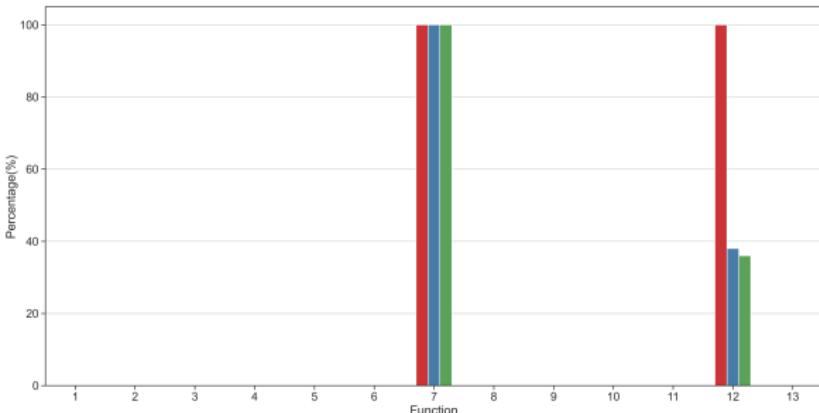
- Uniform Mutation:
 - **Iterate** over each gene in a solution
 - $\text{NewGene} = \text{OldGene} + U(-3 \cdot STD, 3 \cdot STD)$ (**Controlled by** M_r)
 - $STD = R \cdot \text{Domain}$, where *Domain* is the domain of a test function
 - R is a parameter controls the range of STD
 - A new solution is generated after each **complete iteration**
- Normal Mutation:
 - $\text{NewGene} = \text{OldGene} + N(0, STD^2)$

Local Search Operators:

- Generate a new solution using the mutation operator.
- If the new solution is better than the current solution, replace the current solution.
- Repeat this process multiple times.
- Return the best solution as the phenotype.

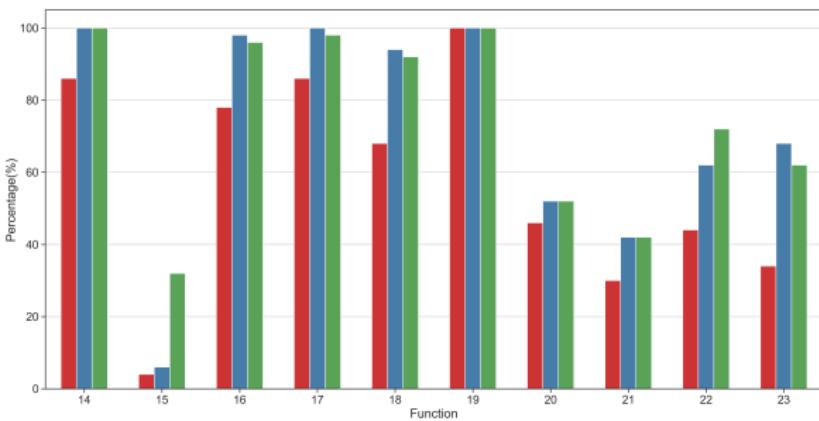
Results

Success Rates in Finding the Global Optimum

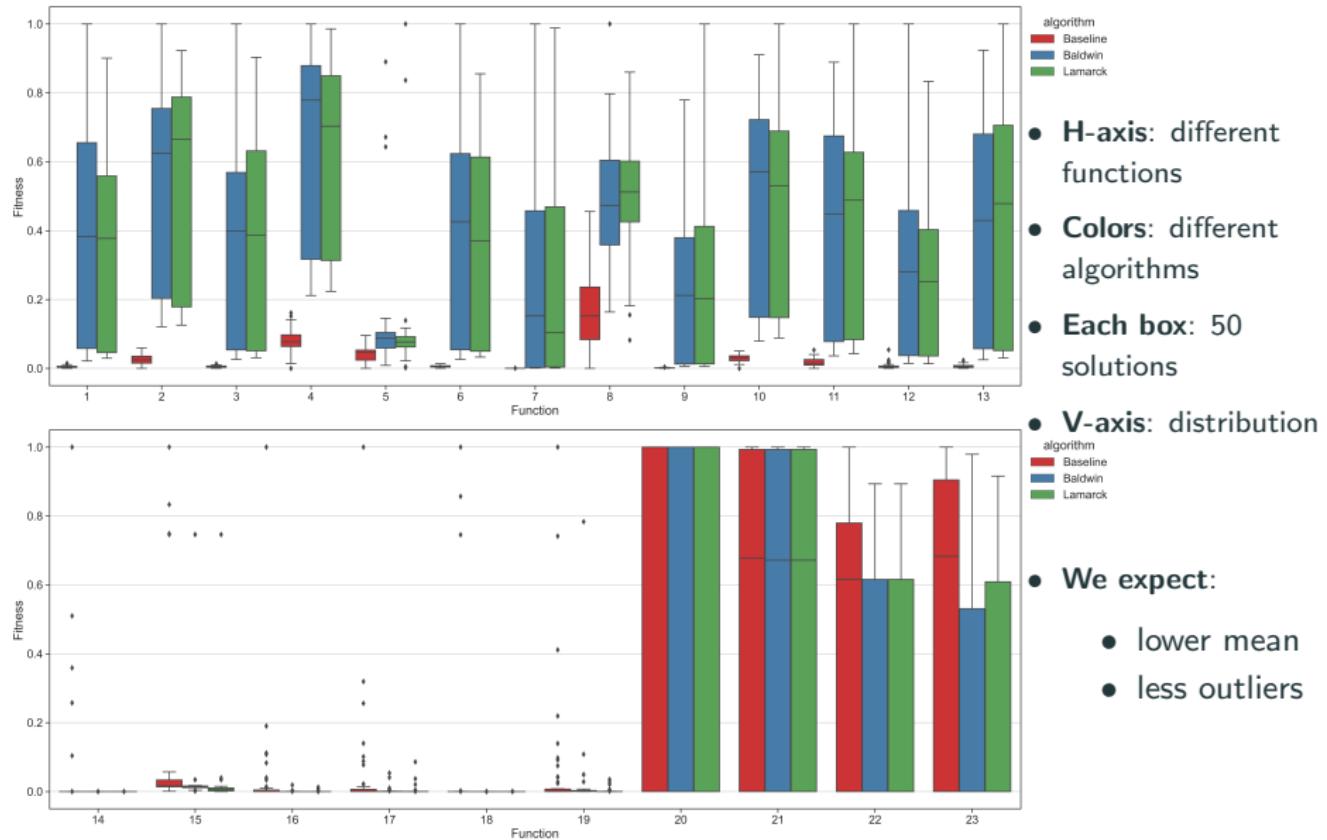


algorithm
Baseline
Baldwin
Lamarck

- **H-axis:** different functions
- **Colors:** different algorithms
- **Each bar:** 50 solutions
- **Criterion:** $|s - F(x^*)| \leq 0.0001$
- **V-axis:** percentage of success
- **Function Group:**
 - F1-F7: unimodal functions
 - F8-F13: multimodal functions
 - F14-F23: multimodal functions with fixed dimensions



Distribution of Best Solutions Found



Conclusions

Conclusion 1

Local search procedures

- The baseline algorithm outperformed the Baldwinian and Lamarckian algorithms on function F12.
- All three algorithms achieved a success rate of 100 percent on function F7.
- None of the three algorithms were able to find the global minimum on functions F1-F6 and F8-F13 (success rate: 0 percent).
- The Baldwinian and Lamarckian algorithms outperformed the baseline algorithm on functions F14-F23.

Conclusion 1

Local search procedures were found to be effective.

Conclusion 2

Baldwinian vs. Lamarckian

- From the perspective of success rates:
 - The Lamarckian algorithm outperformed the Baldwinian algorithm on functions F15 and F22.
 - The Baldwinian algorithm outperformed the Lamarckian algorithm on functions F12, F16, F17, F18, and F23.
- From the distribution of results:
 - The Baldwinian algorithm outperformed the Lamarckian algorithm on functions F2, F3, F7, F9, F13, and F23.
 - The Lamarckian algorithm outperformed the Baldwinian algorithm on functions F1, F4, F5, F6, and F10-F12.

Conclusion 2

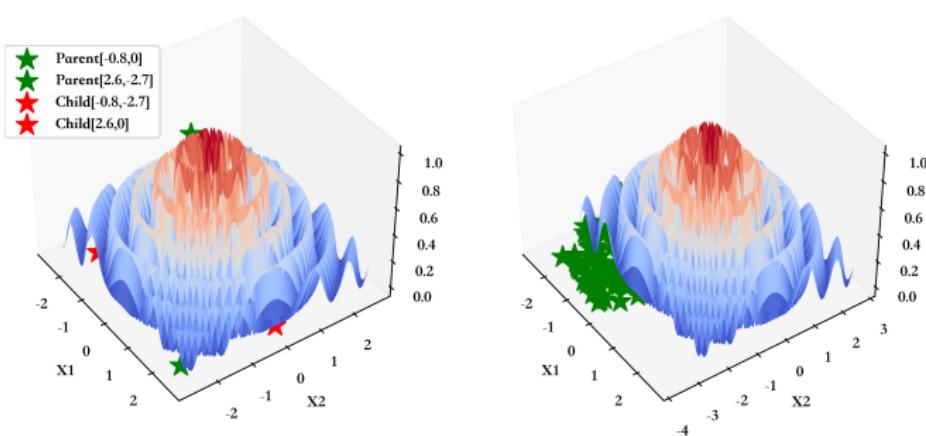
There is no clear winner between the Baldwinian and Lamarckian algorithms.

Future Direction

- Explore novel local search procedures
- Investigate algorithm parameter tuning, reduce number of evaluations
- Conduct comparative studies with other metaheuristic algorithms
- Validate the practical use through real-world case studies.

Future Direction: Make a jump

- At first, crossover allows you to jump
- As the evolution goes, everyone becomes more and more similar
- Then the population will stuck in a local minimum
- In this case, **crossover won't help you, local search won't help you....**
- Mutation can help you but with a **very low** probability



Maybe try to make a jump..... when stuck in local minimum?

Questions?

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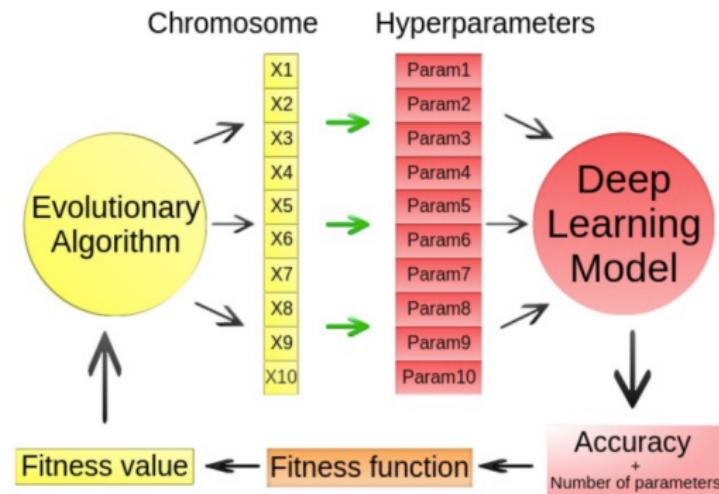
Backup slides: Network Routing Optimization

- **Problem:** Optimize data routing in communication networks.
- **Chromosome Representation:** Genes represent route paths (nodes and links).
- **Fitness Function:** Evaluate routes based on latency, bandwidth utilization, and packet loss.
- **Genetic Operations:** Apply crossover and mutation to discover efficient routing solutions.

Backup slides: Evolutionary NNs

Hyperparameter optimization of neural networks

- Structure parameters: Number of neurons, Number of layers, Types of layers, Number of convolution kernels
- Backpropagation parameters: Learning rate, Momentum
- Regularization parameters: Dropout probability, L1/L2 regularization



Backup slides: Basic concepts

- **Gene:** functional entity that encodes a specific feature/property of the individual (e.g. hair color)
- **Allele:** value of gene (e.g. blonde)
- **Genotype:** the specific combination of alleles carried by an individual(DNA)
- **Phenotype:** the physical makeup of an organism(Body)
- **Locus:** position of the gene within the chromosome
- **Individual:** chromosome, represents a candidate solution for the problem
- **Population:** collection of individuals currently alive
- **Fitness value:** the individuals are evaluated according to some criterion how good solution they can provide to the given problem
- **Meme:** meme = unit of cultural transmission (the "genes" of cultural evolution) (Dawkins: The selfish gene, 1976)
- **mimema:** imitation
- **Local search:** lifelong learning

Backup slides: Local search

Local search

- **global workspace:** current node with its small environment
- **searching rule:** in each step the current node is exchanged for better child
- **control strategy:** use an evalution(objective, fitness, heuristic) function to select a better child

Example of local search: Hill climbing method(implementation is easy), some improvements:

- several current nodes(local beam search)
- several attempts(random-restart search)
- give up the greedy strategy(simulated annealing)
- recognize smaller cycles(tabu search)

When is local search worth using? There is no chance to find a solution without strong heuristics.