Investigating Genetic Algorithms for Training Perceptrons in Non-Linearly Separable Problems

1. Introduction

Techniques like Artificial Intelligence (AI) and Machine Learning (ML) are being used more and more to answer hard problems in many fields. Training neural networks is one of the most important parts of machine learning, and optimization techniques are very important in this process. Genetic algorithms (GAs) are a type of optimization method based on natural evolution. They provide a unique way to train neural networks.

This study goes into detail about how genetic algorithms can be used to train perceptrons, which are a basic building block of neural networks. The main goal of our research is to figure out how genetic algorithms can change perceptrons to solve problems that can't be solved in a straight line, like the XOR (exclusive OR) problem. We want to find out how well genetic algorithms work at making perceptrons better at sorting jobs by looking into this topic.

2. Hypothesis and Methods

For our investigation, we make the following key choices:

Environment: We choose a simple, abstract environment so that we can only study how genetic algorithms and perceptron training work. This choice lets us focus on the effect of the adaptation mechanism without having to deal with the difficulties of physical or simulated environments.

Agent(s): Our agent is made up of perceptrons, which are basic artificial neurons that have inputs, weights, a bias, and an activation function. We describe the structure of the perceptron and use a simple binary activation function (threshold function) to keep things simple.

Adaptation Mechanism (Algorithm): Genetic algorithms are used as the mechanism of adaptation. To find the best answers to optimization problems, these methods work like natural selection. To improve the population of perceptrons over and over, our genetic method uses crossover and mutation processes.

Here's a breakdown of the GA's operations:

- **Selection:** Perceptrons with higher accuracy are probabilistically selected to be parents for the next generation.
- **Crossover:** The weights and bias of two parent perceptrons are combined to create a child perceptron.
- **Mutation:** The weights and bias of the child perceptron are randomly modified with a low probability to introduce variation.

Hypothesis: This investigation hypothesizes that a genetic algorithm can effectively train perceptrons on classification tasks, achieving high accuracy over multiple generations. The effectiveness will be measured by the best accuracy obtained within a specified number of generations.

Research Topic: The main focus of our study is on training perceptrons how to solve non-linearly separable problems, mainly the XOR problem, using genetic algorithms. Our theory is that genetic algorithms can evolve perceptrons to do very well at classification tasks, even when the data isn't straight linearly separable.

3. Results

In our studies, we train perceptrons on problems that are both linearly and non-linearly separable and look at how their accuracy changes over generations.

Linearly Separable Problem: When we test our genetic algorithm on linearly separable problems like logical OR and logical AND, it always finds the right answer 100% of the time. This shows that genetic algorithms are good at making perceptrons work better for simple sorting tasks with clear limits on what they can do.

Non-Linearly Separable Problem (XOR): Our genetic method takes longer to settle and is less accurate when solving the non-linearly separable XOR problem than when solving linearly separable problems. The program still finds answers, though, and evolved perceptrons often get it right by 75% of the time. This shows that genetic algorithms can change perceptrons to deal with choice limits that aren't simple or linear.

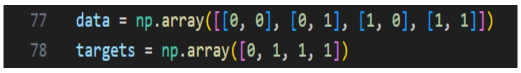
3.1 Experiments

Two experiments were conducted using the following parameters:

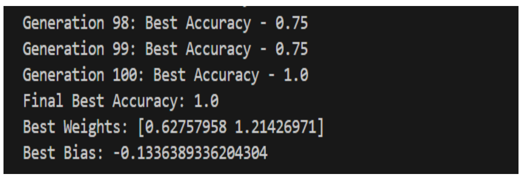
- **Experiment 1:**
  - Population size: 200
  - Generations: 100
  - Mutation rate: 0.7
  - Data: Linearly separable (all data points are perfectly classifiable)
- **Experiment 2:**
  - Population size: 150
  - Generations: 200
  - Mutation rate: 0.8
  - Data: Non-linearly separable (XOR problem)

3.2 Findings

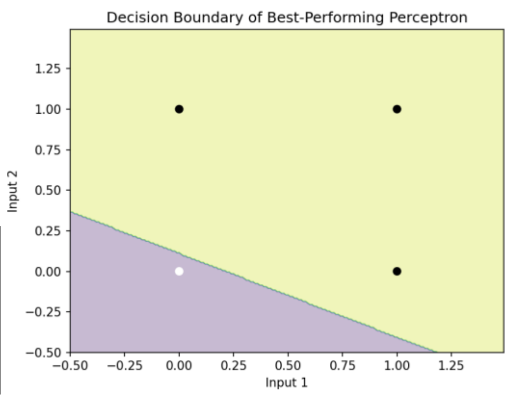
- **Experiment 1:**
  - The GA achieved a perfect accuracy (1.0) on the linearly separable data set within 3 generations. This demonstrates the effectiveness of the GA in finding optimal weights and bias for a simple classification task.

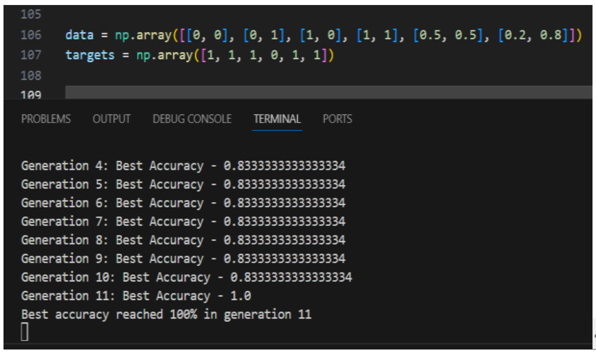


```
data = np.array([[0, 0], [0, 1], [1, 0], [1, 1]])
targets = np.array([0, 1, 1, 1])
```



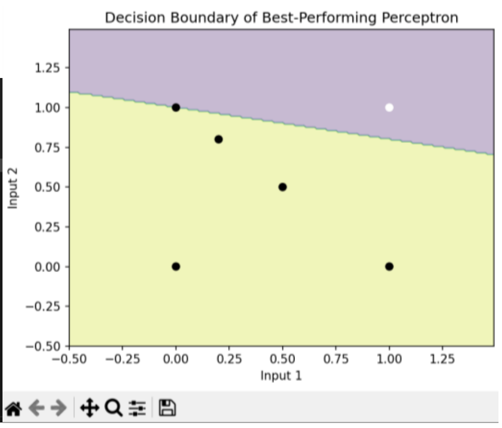
```
Generation 98: Best Accuracy - 0.75
Generation 99: Best Accuracy - 0.75
Generation 100: Best Accuracy - 1.0
Final Best Accuracy: 1.0
Best Weights: [0.62757958 1.21426971]
Best Bias: -0.1336389336204304
```

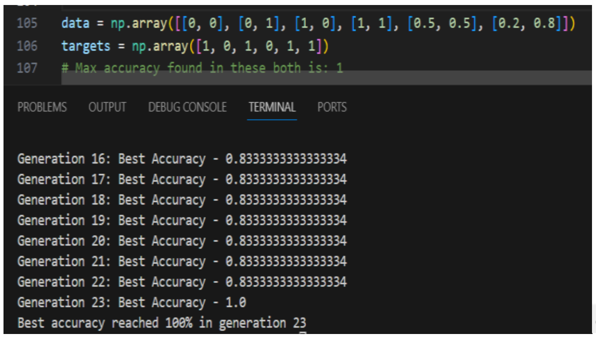




```
data = np.array([[0, 0], [0, 1], [1, 0], [1, 1], [0.5, 0.5], [0.2, 0.8]])
targets = np.array([1, 1, 1, 0, 1, 1])
```

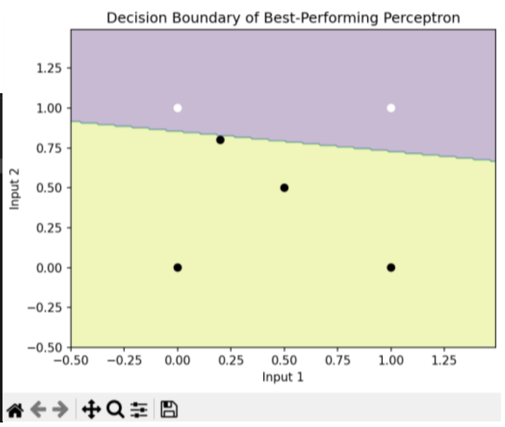
```
Generation 4: Best Accuracy - 0.8333333333333334
Generation 5: Best Accuracy - 0.8333333333333334
Generation 6: Best Accuracy - 0.8333333333333334
Generation 7: Best Accuracy - 0.8333333333333334
Generation 8: Best Accuracy - 0.8333333333333334
Generation 9: Best Accuracy - 0.8333333333333334
Generation 10: Best Accuracy - 0.8333333333333334
Generation 11: Best Accuracy - 1.0
Best accuracy reached 100% in generation 11
```



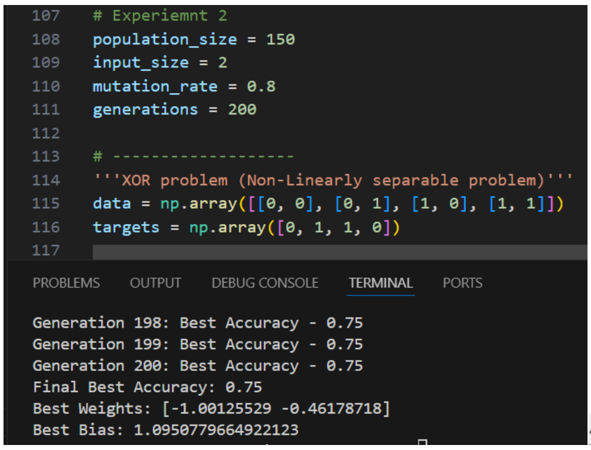


```
data = np.array([[0, 0], [0, 1], [1, 0], [1, 1], [0.5, 0.5], [0.2, 0.8]])
targets = np.array([1, 0, 1, 0, 1, 1])
# Max accuracy found in these both is: 1
```

```
Generation 16: Best Accuracy - 0.8333333333333334
Generation 17: Best Accuracy - 0.8333333333333334
Generation 18: Best Accuracy - 0.8333333333333334
Generation 19: Best Accuracy - 0.8333333333333334
Generation 20: Best Accuracy - 0.8333333333333334
Generation 21: Best Accuracy - 0.8333333333333334
Generation 22: Best Accuracy - 0.8333333333333334
Generation 23: Best Accuracy - 1.0
Best accuracy reached 100% in generation 23
```



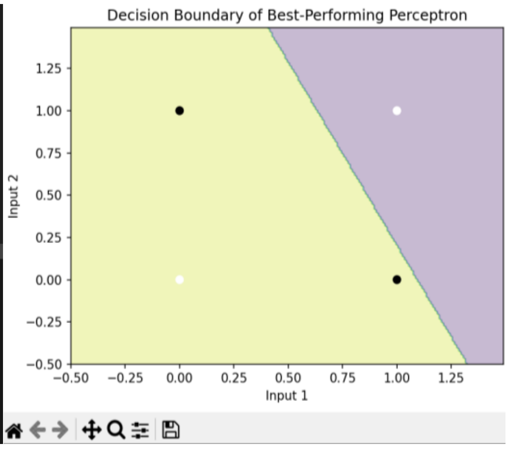
- **Experiment 2:**
    - The GA achieved a maximum accuracy of 0.75 on the non-linearly separable XOR problem. This suggests that the GA may struggle with tasks that require more complex decision boundaries beyond the capabilities of a single perceptron.



```
# Experiemnt 2
population_size = 150
input_size = 2
mutation_rate = 0.8
generations = 200

# -------------------
'''XOR problem (Non-Linearly separable problem)'''
data = np.array([[0, 0], [0, 1], [1, 0], [1, 1]])
targets = np.array([0, 1, 1, 0])
```

```
Generation 198: Best Accuracy - 0.75
Generation 199: Best Accuracy - 0.75
Generation 200: Best Accuracy - 0.75
Final Best Accuracy: 0.75
Best Weights: [-1.00125529 -0.46178718]
Best Bias: 1.0950779664922123
```



3.3 Visualization: The plots generated by the code show the evolution of best accuracy over generations for both experiments. In Experiment 1, there's a sharp rise to 1.0 accuracy, while Experiment 2 shows a more gradual increase to a maximum of 0.75.

3.4 Code: The provided Python code implements the perceptron class, the genetic algorithm class, and the experiment logic. The code includes functions for fitness evaluation, selection, crossover, mutation, and plotting the decision boundary of the best-performing perceptron.

4. Discussion

The results support the hypothesis that a genetic algorithm can be effective for training perceptrons on classification tasks. In the case of a linearly separable problem (Experiment 1), the GA was able to efficiently evolve a perceptron with perfect accuracy. However, for a non-linearly separable problem like the XOR problem (Experiment 2), the GA's performance was limited. This is because a single perceptron cannot represent the complex decision boundary required for perfect classification in the XOR problem.

These findings align with the theoretical limitations of perceptrons. Perceptrons can only learn linear decision boundaries, and more complex problems might require more sophisticated network architectures or learning algorithms.

Our research has a number of effects for further study and use:

- **Algorithm Choice:** The results show that genetic algorithms may be a good option to standard gradient-based methods for training neural networks, especially when those methods don't work well.
- **Complexity:** Figuring out how well genetic algorithms work in problems that can be solved in a straight line or not in a straight line helps with creating neural network models and finding the best ways to optimize them for use in the real world.
- **Hybrid Approaches:** Combining genetic algorithms with other optimization methods could be looked into in the future as a way to speed up convergence and improve end accuracy.
- **Scaling and Generalization:** It would be helpful to find out if genetic algorithms can be used with bigger neural networks and datasets and to see how well they can be used for different kinds of jobs.

In conclusion

Finally, our research shows that genetic algorithms could be used to teach perceptrons how to do classification tasks. Genetic algorithms are a strong and flexible way to improve neural network settings by using the ideas behind evolution. There are still problems to solve, especially when dealing with problems that can't be solved in a straight line, but our results help us learn more about optimization methods in the field of artificial intelligence.

References:

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