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IIDLE: Immunological Inspired Distributed Learning Environment

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Overview

1. Conceptualisation of the Immune System
2. Design Goals for IIDLE
3. Implementation of IIDLE
4. Summary of Experimentation
5. Future for IIDLE

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Conceptual Immune System – Top-down

- External Stimulation
- Continuous Surveillance (*always on*)
- Situated (*adaptation to local conditions*)
- Learning & Memory
- Consistent Defence
- Robustness & Resilience

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Conceptual Immune System – Bottom-up

- Triggered Adaptation
- Diversity (*heterogeneous and spatially distributed*)
- Mobility (*lymphocyte recirculation*)
- Localised Processes (*decentralised*)
- Redundancy

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IIDLE – Immunological Design Goals

- Context Specific Learning
- Self-Regulated Resource Maintenance
- Decentralised Control
- Triggered Adaptation
- Robustness & Fault Tolerance

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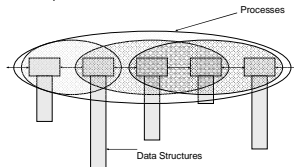
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IIDLE – Additional Design Goals

- Distributedness
- Simple & Lightweight
- Modular & Extensible
- Scalable
- Configurable (*Tuneable*)

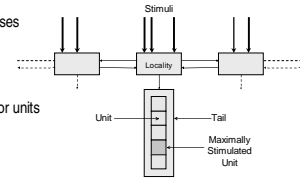
IIDLE – Architecture & Processes

- **Architecture** (*data structures*)
 - Interchangeable modular implementation
 - Independent structures with connectivity
 - Population based (discrete)
- **Processes** (*behaviour*)
 - Active component
 - Operate upon data
 - Variably scoped



IIDLE – Architecture

- **Locality** (*interface*)
 - Control over local processes
- **Tail** (*local data structure*)
 - Data storage and recall for units
- **Unit** (*information packet*)
 - Substrate for system affect and learning



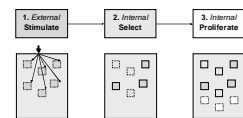
IIDLE – Processes

- **Decay Process** (*resource maintenance*)
 - Facilitate bounds on space complexity & efficiency
- **Movement Process** (*migration*)
 - Facilitate unit redundancy and information sharing
- **Expansion Process** (*adaptation and learning*)
 - Facilitate adaptive learning



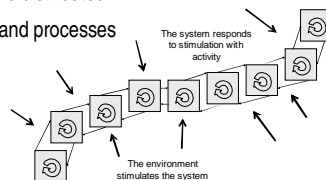
IIDLE – Expansion Process

- **Stimulation** (*triggering event*)
 - External, allocation of resource, available data
- **Selection** (*useful units*)
 - Matching, evaluation scoring
- **Proliferation** (*replicate and vary*)
 - Adapt units towards some end



Summary of IIDLE (*a pause for breath*)

- Spatially distributed population
- Lightweight adaptive learning framework
- Modularised clonal selection algorithm
- Decentralised and distributed
- Data structures and processes



Parallel Hybrid Search – Concept

- Modular learning process (*interchangeable components*)
- Replace learning process
- Mix-and match components

	CSA	GA	Pop-ACO	PSO
Stimulation	cost function	cost function	cost function	cost function
Selection	n-best	tournament	all	n-nearest
Proliferation	clone, mutate	crossover, mutate	step-wise construction	updated position

Parallel Hybrid Search – Experiment

■ Representation

- consistent for all chosen algorithms

■ Configuration

- Partitioned
- Mixed

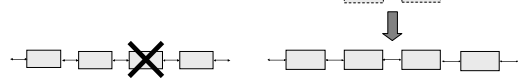
■ Results

- Interesting niching behaviour in the partitioned configuration
- Better results when combining the search techniques

Dynamic Structural Changes

- Investigate the robustness of the system

- Add & Delete localities from the system



■ Results

- Better performance on optimisation with consolidated stimulation

Static	Added (x increased to y)	Removed (x decreased to y)
50→50	10→50	50→40
40→40	20→50	50→30
30→30	30→50	50→20
20→20	40→50	50→10
10→10	-	-

Multiple Objective – Experiment

- Stimulation as evaluation by a cost function

- Varying the cost function across localities

■ Configuration

- Partitioned
- Mixed

■ Results

- Implicit niching effects with the partitioned configuration, much like in the case of hybrid search

IIDLE – Future Research

■ To-do

- Benchmarking & analytical models of process

■ Augmentations

- Memory cells?
- Lymphocyte homing / pathways (intelligent movement)

■ Future Application?

- Interactive & collaborative search
- Collaborative Filtering? Dynamic optimisation?

The End – Questions?

- IIDLE Java software & reports available online

- <http://www.it.swin.edu.au/personal/jbrownlee/>

