## 24- Evolution Strategy: individual and population versions.

Single individual metaheuristic **X**  $\in$  **I** evolving by mutation only

Metaheuristic for continuous optimization 5 CRd

# (1+1) ALGORITHM -> 1 parent and 1 child

- The child is produced by a gaussian mutation of the parent: X' = X(t) + |V(t)|X' is the child, X(t) the parent, and X(t) is the mutation

  The mutation follows a normal distribution

  The child is only accepted if its fitness is better than the parents

  The XE A which means is also a vector X' = X(t) + |V(t)| X' = X(
- → 0 = (0, 02, ..., 0d)
- → Each dimension can have a different U
- → (1+1)-ES is much like a random walk search with hill climbing strategy
- ightharpoonup If we are accepting too many children, we increase  $\mathcal{T}$  , to make larger jumps
- → If we accept too few children, we decrease 🎢
- → We should want to be around 1/5 acceptance rate

### **POPULATION ALGORITHM**

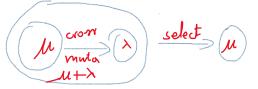
The size of the population (nb of solutions) is denoted  ${\cal M}$ 

Each individual is represented as  $(Y^i, o^i)$   $i=1, ..., \mathcal{M}$ 

 $\times^{i} \in \mathbb{C}$   $\theta^{-i}$  Is the associated mutation parameter

There are 2 variants of the population approach:

 $(M+\lambda)$ -ES:  $\lambda$  children generated from M parents



 $(\mu,\lambda)$ -ES: in this case  $\lambda$   $\mu$  children are generated from the  $\mu$  parents,  $\mu$  are selected

This last selection is deterministic, we choose the  $\mathcal{M}$ 

best individuals



#### **CHILDREN GENERATION**

**MUTATION** 

- → Choose 2 parents among the M possible parents
- Apply mutation to that child
- → Repeat > times to generate >

children
$$\begin{cases} x' = x + N(0, \delta) \\ \delta' = \delta + e^{N(0, \Delta \delta)} \\ \delta = 1/\sqrt{2} \end{cases}$$

The aussover is performed both on X and o

one can also use the arithmetic obssover. Let us consider

$$(x^{ckild}, \sigma^{ckild}) = \frac{1}{2}(x^i, \sigma^i) + \frac{1}{2}(x^j, \sigma^i)$$