Genetic algorithm

Python for AI

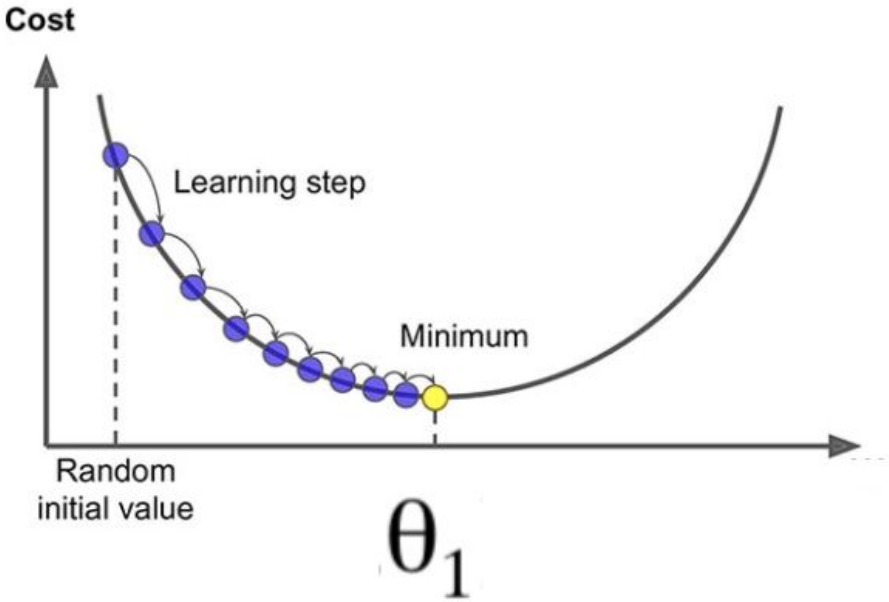
Optimizer: Gradient Descent

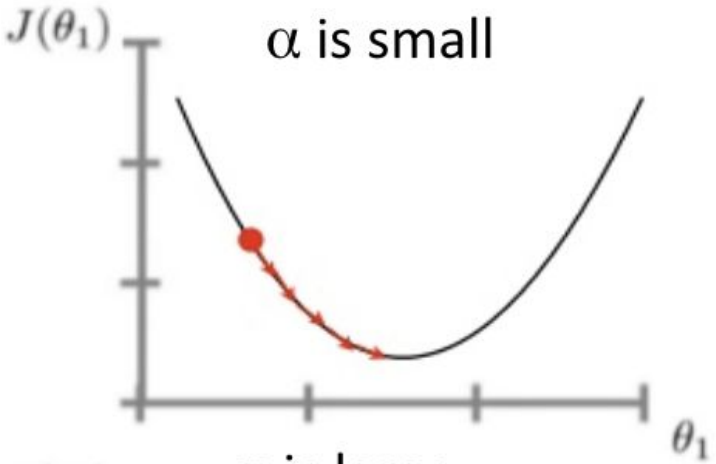
repeat until convergence {

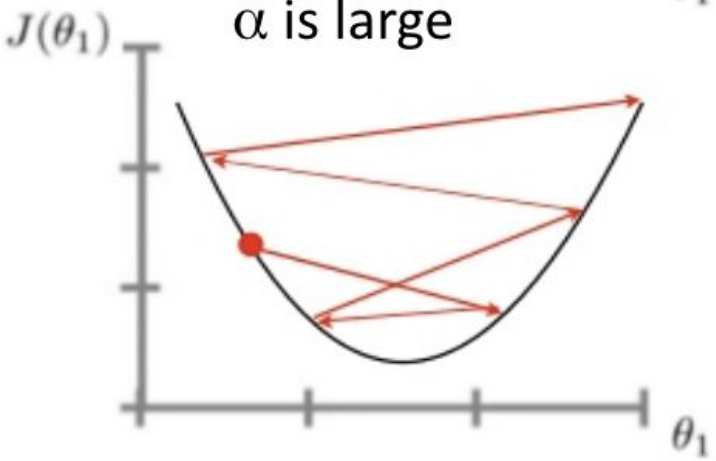
$$\theta_j := \theta_j - \alpha \frac{\partial}{\partial \theta_j} J(\theta_0, \theta_1)$$

(for $j = 1$ and $j = 0$)

}







Optimization

- Derivative-based Optimization
  - Descent Methods
  - The Method of Steepest Descent
  - Classical Newton's Method
  - Step Size Determination
- Derivative-free Optimization
  - Genetic Algorithms
  - Simulated Annealing
  - Random Search
  - Downhill Simplex Search

Example: *n*-queens

- Put *n* queens on an *n* x *n* board with no two queens on the same row, column, or diagonal
  - Note different search space… all states have N queens

- Is it a satisfaction problem or optimization?

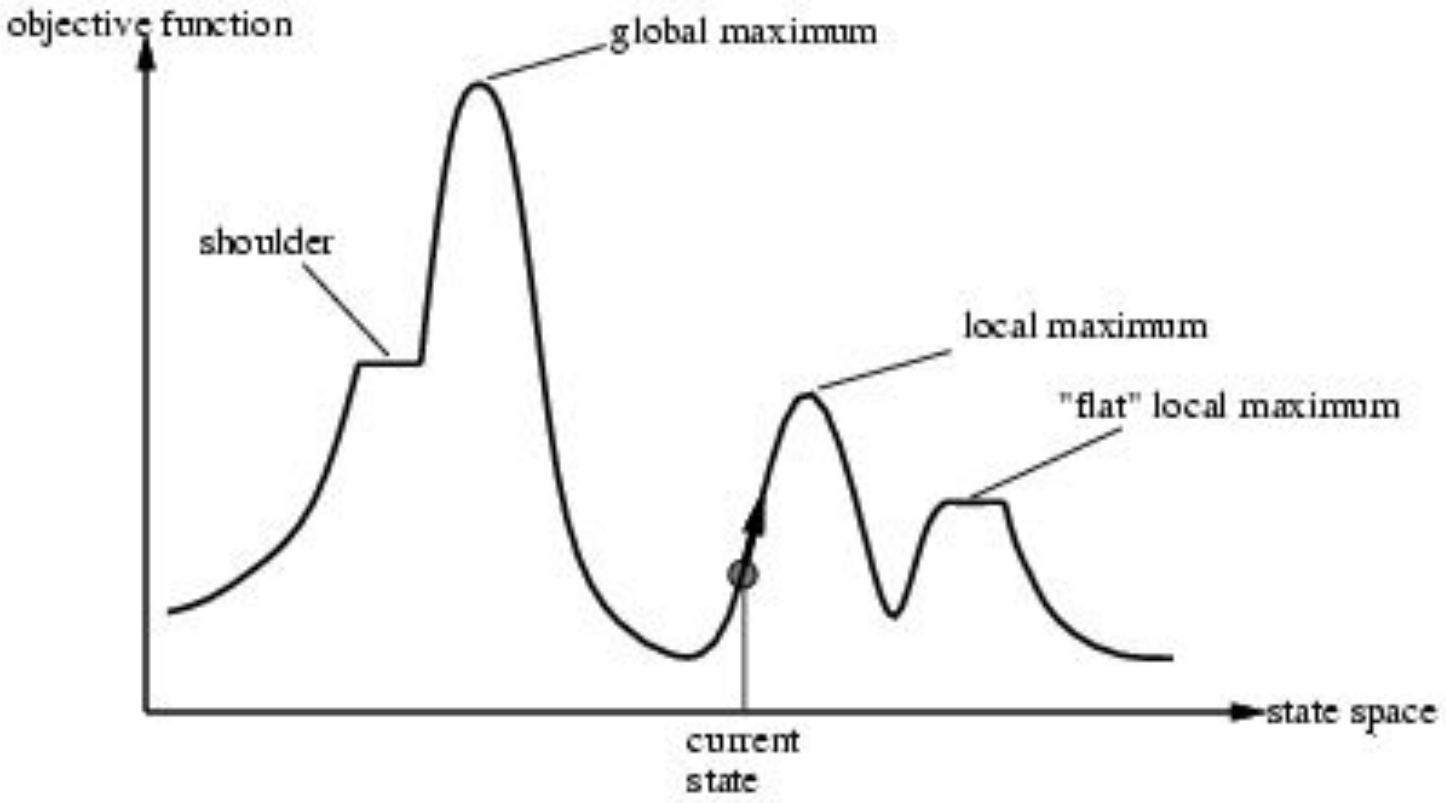
8-queens problem

- Need heuristic function
  - Convert to an optimization problem
- *h* = number of ***pairs*** of queens attacking each other
- *h = 17* for the above state

Search Space Recap

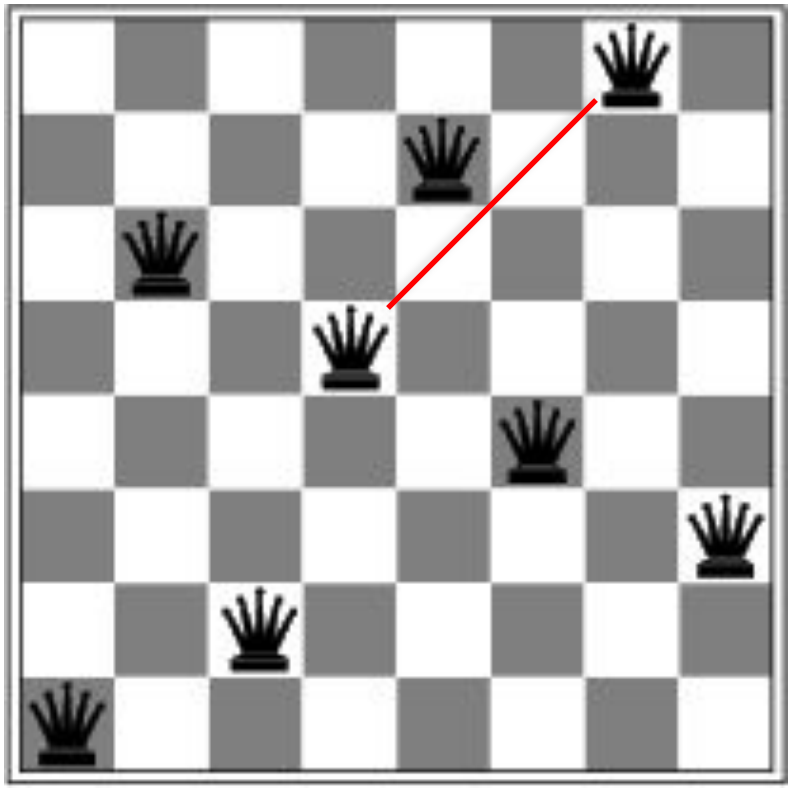
- State
  - All N queens on the board in some configuration
- Successor function
  - Move single queen to another square in same column.
- Example of a heuristic function *h(n)*:
  - the # of queens-pairs that are attacking each other
  - (we want to minimize this)

Hill climbing



Hill Climbing gets stuck in local maxima

Hill-climbing search: 8-queens problem



- Is this a solution?
- What is h?
- Is any successor better?

Hill-climbing on 8-queens

- Randomly generated 8-queens starting states…
- 14% the time it solves the problem
- 86% of the time it get stuck at a local minimum

- However…
  - Takes only 4 steps on average when it succeeds
  - And 3 on average when it gets stuck
  - (for a state space with 8^8 =~17 million states)

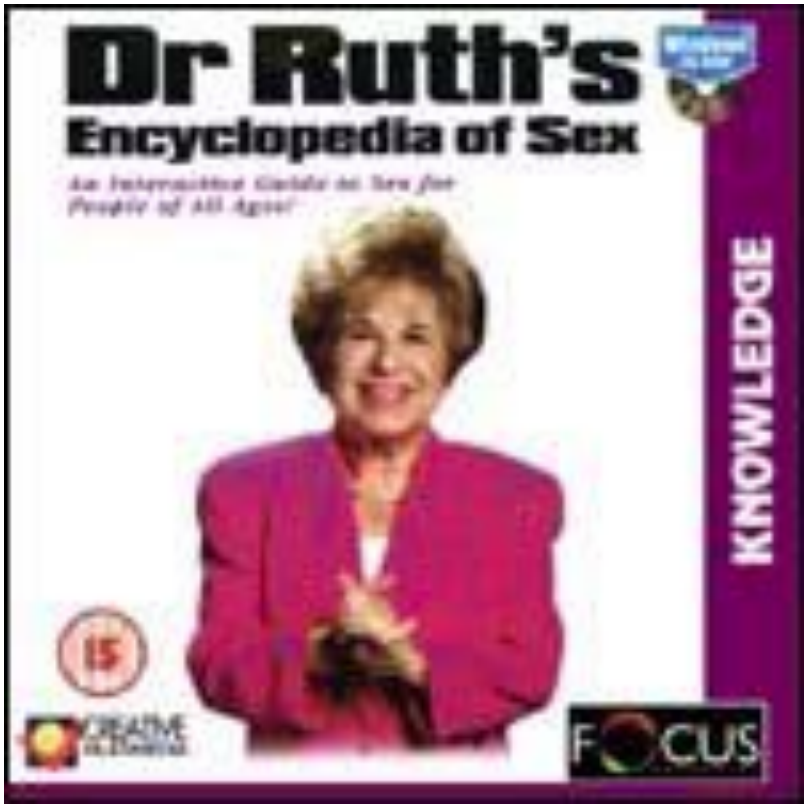
Hill-climbing with random restarts

- If at first you don't succeed, try, try again!
- Different variations
  - For each restart: run until termination vs. run for a fixed time
  - Run a fixed number of restarts or run indefinitely
- Analysis
  - Say each search has probability p of success
    - E.g., for 8-queens, p = 0.14 with no sideways moves
  - Expected number of restarts?

Use this algorithm!

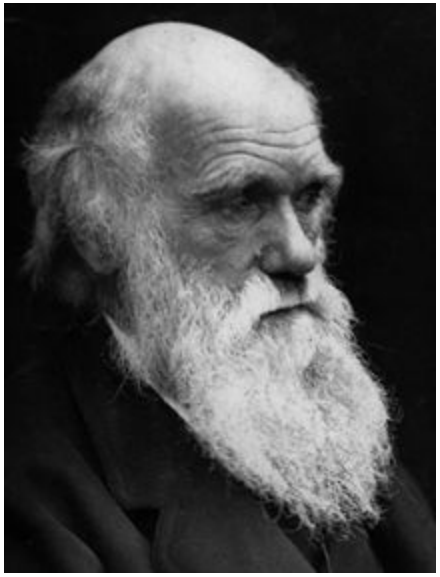
Restarts	0	2	4	8	16	32	64
Success?	14%	36%	53%	74%	92%	99%	99.994%

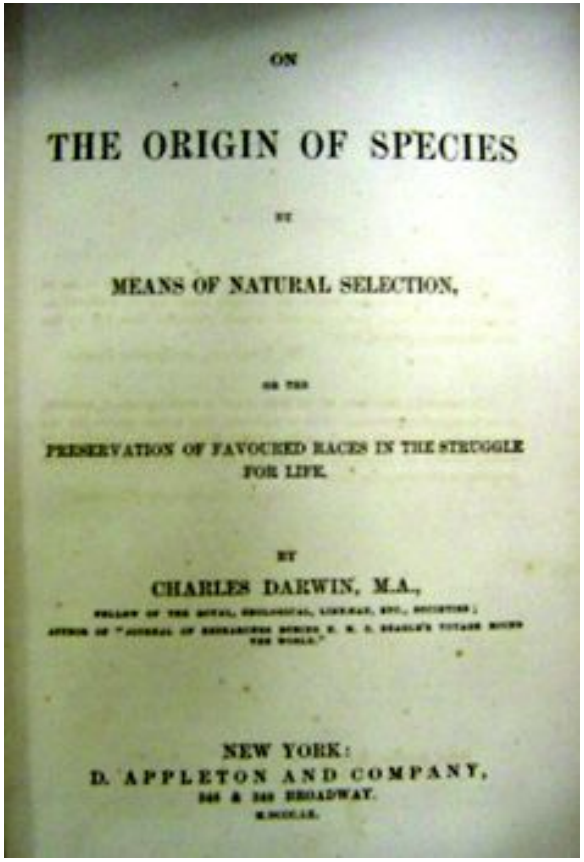
  - Expected number of steps taken?



Hey! Perhaps sex can improve search?

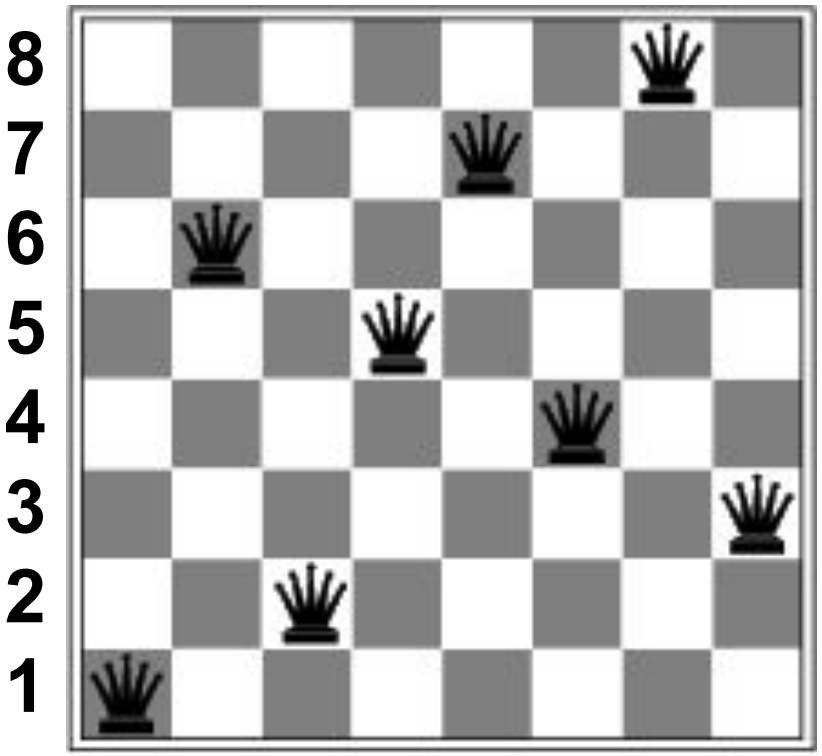
Sure! Check out ye book.





Genetic algorithms

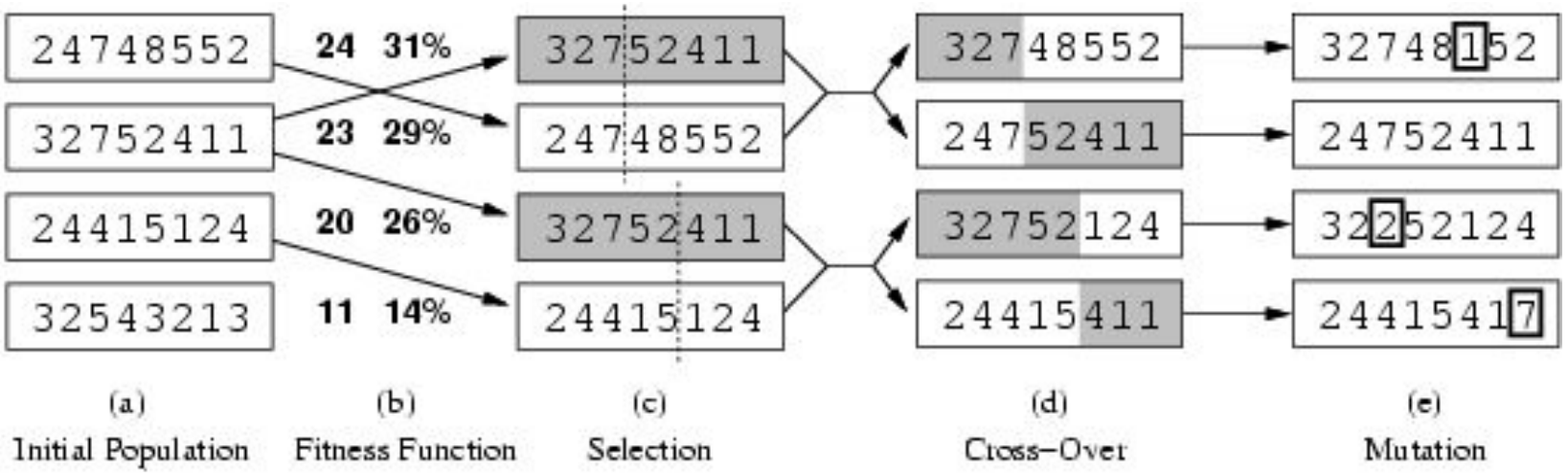
- Twist on Local Search: successor is generated by combining two parent states
- A state is represented as a string over a finite alphabet (e.g. binary)
  - 8-queens
    - State = position of 8 queens each in a column
- Start with *k* randomly generated states (population)
- Evaluation function (fitness function):
  - Higher values for better states.
  - Opposite to heuristic function, e.g., # non-attacking pairs in 8-queens
- Produce the next generation of states by "simulated evolution"
  - Random selection
  - Crossover
  - Random mutation



String representation
16257483

Can we evolve 8-queens through genetic algorithms?

Genetic algorithms



4 states for 8-queens problem

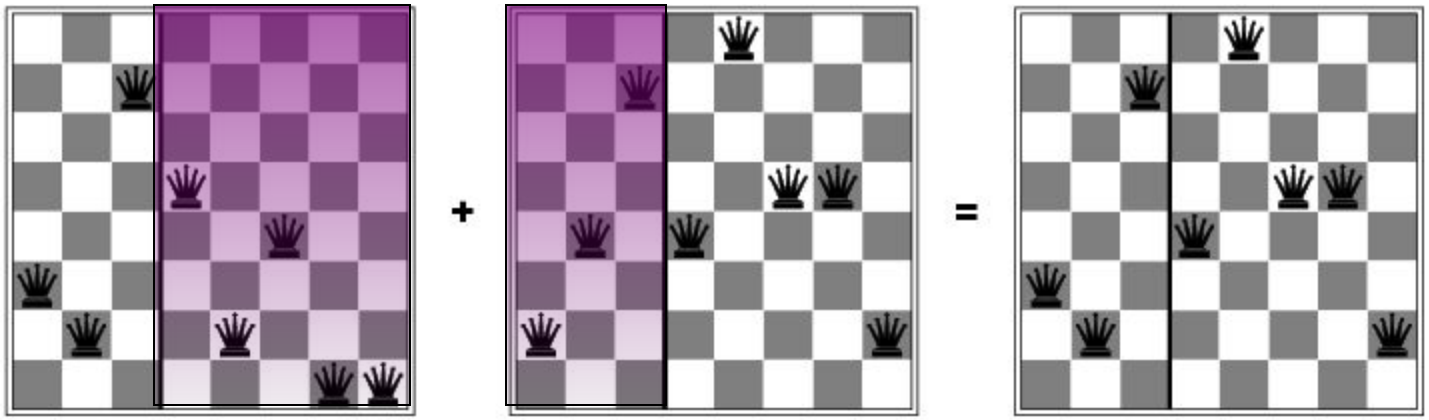
2 pairs of 2 states randomly selected based on fitness. Random crossover points selected

New states after crossover

Random mutation applied

- Fitness function: number of non-attacking pairs of queens (min = 0, max = $8 \times 7/2 = 28$)
- 24/(24+23+20+11) = 31%
- 23/(24+23+20+11) = 29% etc

Genetic algorithms



Has the effect of "jumping" to a completely different new part of the search space (quite non-local)

Example and code

- Download code in the classroom
- On class: follow a step by step tutorial