

Video Lectures On Artificial Intelligence

Lecture 16

Population Based Methods for Optimization

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Department of Computer Science
IIT Madras



OPTIMIZATION \rightarrow Population based

OPTIMIZATION → Population based

↓
Evolutionary / Genetic Algorithms — Bottom up / Emergent Systems



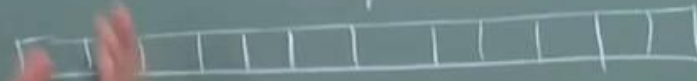
↓
Evolutionary / Genetic Algorithms
Candidate solutions
↓ components




Evolutionary / Genetic Algorithms — Be

Candidate solutions

↓ Components



Evolutionary / G

→ chromosome 

ON → Population based

many / Genetic Algorithms

— Bottom up / Emergent Systems

Candidate solutions

↓ Components



Genetic → Phenotypic

N → Population based

ery / Genetic Algorithms — Bottom up / Emergent Systems

Candidate solution

↓ Components



Recombination

↓
Genotype

Selection

↓
Phenotype



Recombination

Genotype

Selection

Phenotype



OPTIMIZATION → Population. On each

Iteration / Genetic Algorithms

Candidate solutions

↓ Components

some



- Bottom up / Emergent Systems

Recombinations
↓
Genotype → Phenotype

Selection
↓

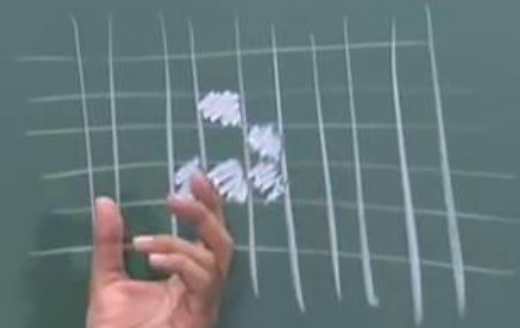
Conway - Game of Life
Cellular automata

- Bottom up / Emergent Systems

Recombinations

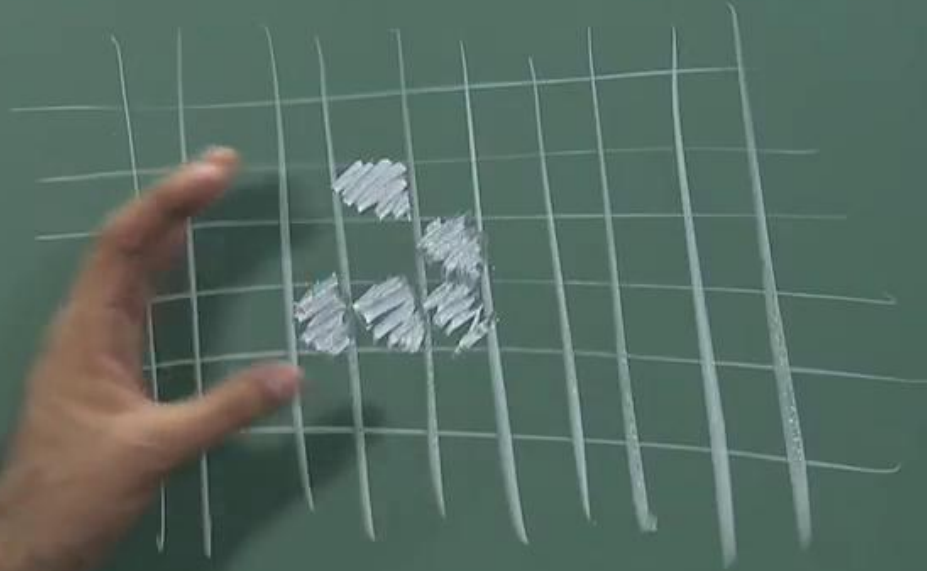
↓
Genotype →

Conway - Game of Life
cellular automata



Conway - Game of Life

Cellular automata



Bottom up / Emergent Systems

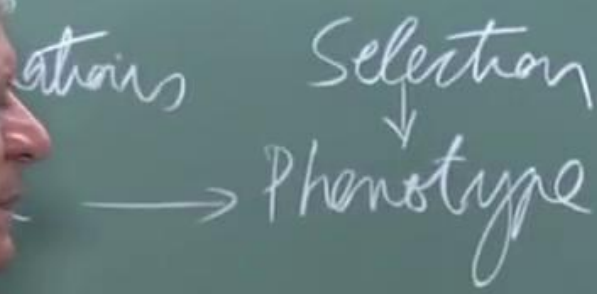
Recombination
↓
Genotype → Phenotype

Selection
↓
Phenotype

Conway - Game of Life
Cellular automata



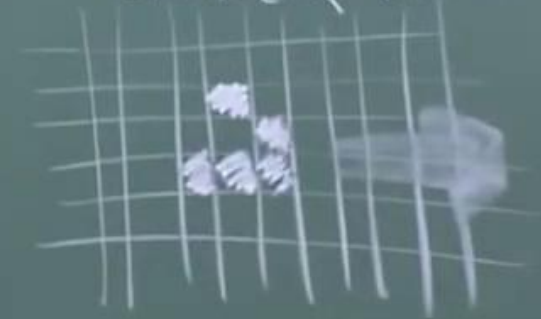
Bottom-up / Emergent Systems



Conway - Game of Life


Cellular automaton

GLIDER GUN



- Bottom up / Emergent Systems
Variation, Selection
→ Phenotype

Conway - Game of Life
Cellular automata
GLIDER GUN



— Bottom up / Emergent Systems

Recombining
↓
Genotype

Selection
↓
Phenotype

Conway - Game of Life
Cellular automata

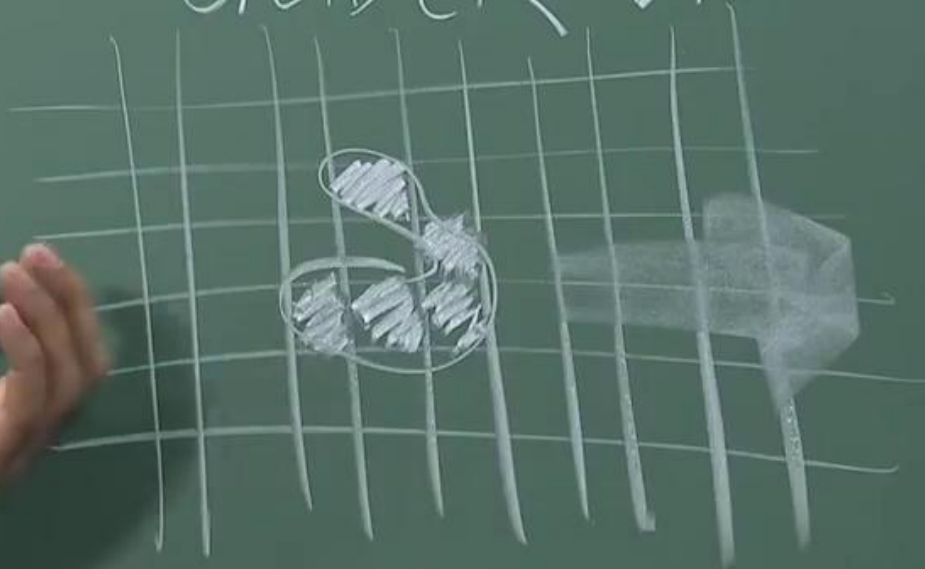
GLIDER GUN



Conway - Game of Life

Cellular automata

GLIDER GUN



Bottom up / Emergent Systems

Genotype → Phenotype
Selection

Conway - Game of Life
Cellular automata

GLIDER GUN



Multi agent - Simulations

— Bottom up / Emergent Systems

Recombination
↓
Genotype

Selection
↓
Phenotype

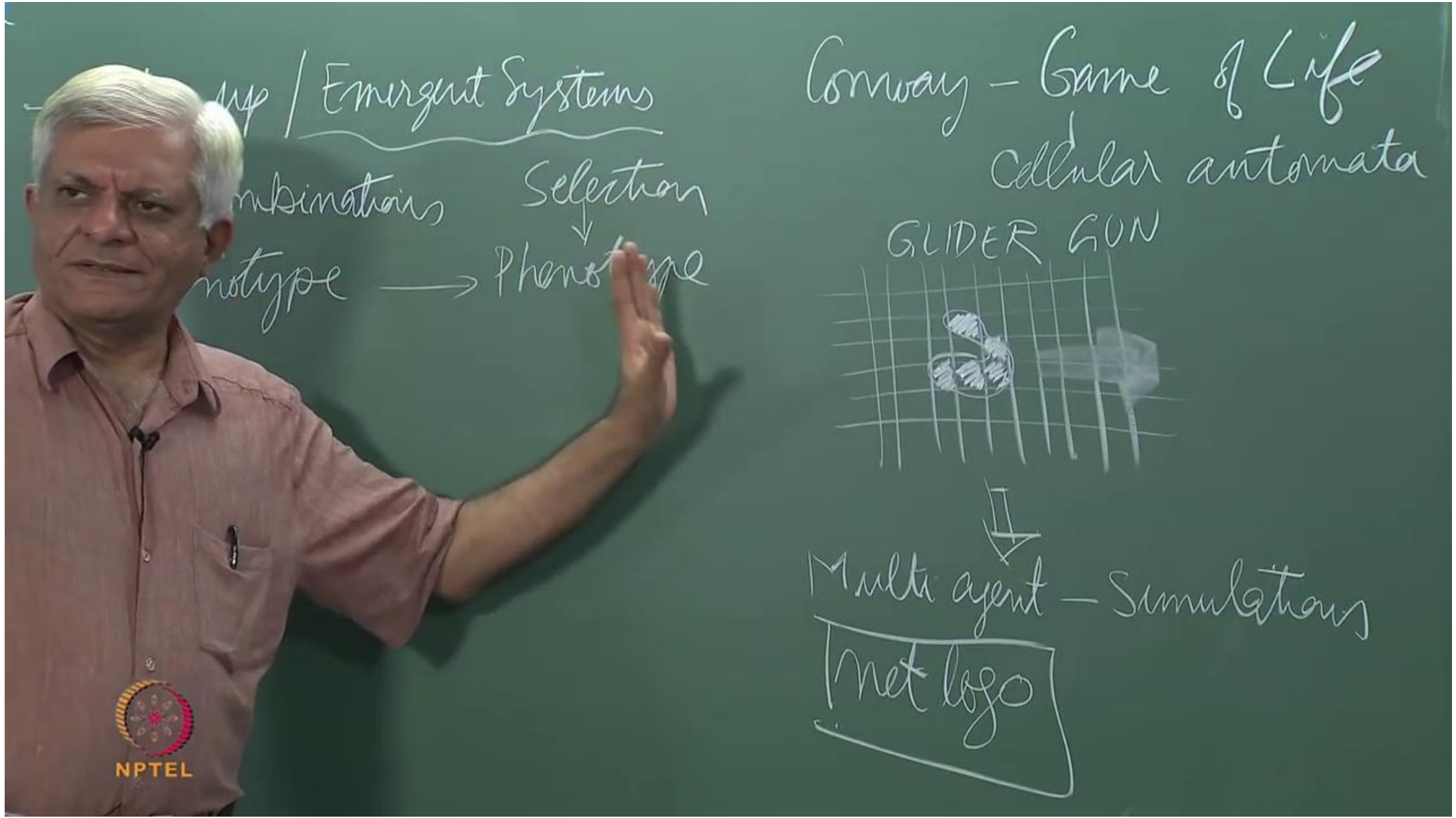
Conway - Game of Life
Cellular automata

GLIDER GUN



Multi agent - Simulations

Net logo



up / Emergent Systems

combinations Selection
 ↓
Genotype → Phenotype

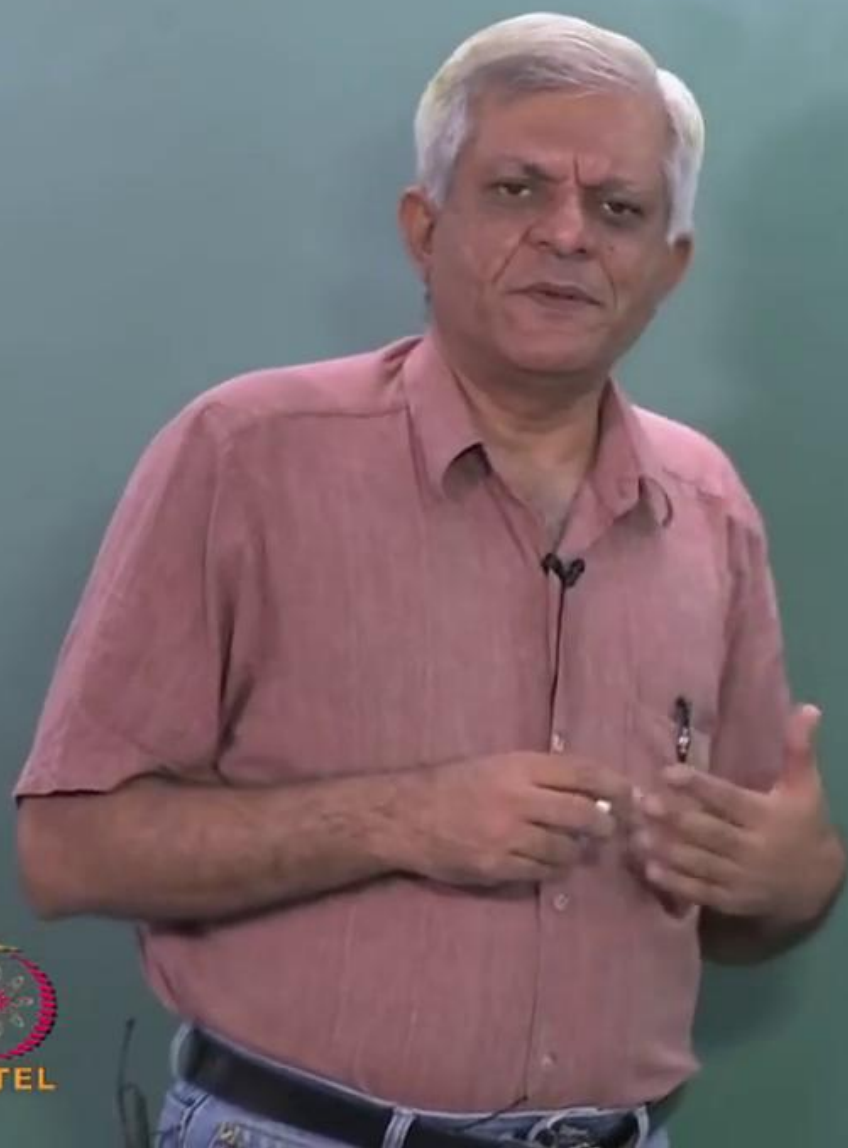
Conway - Game of Life
Cellular automata


GLIDER GUN

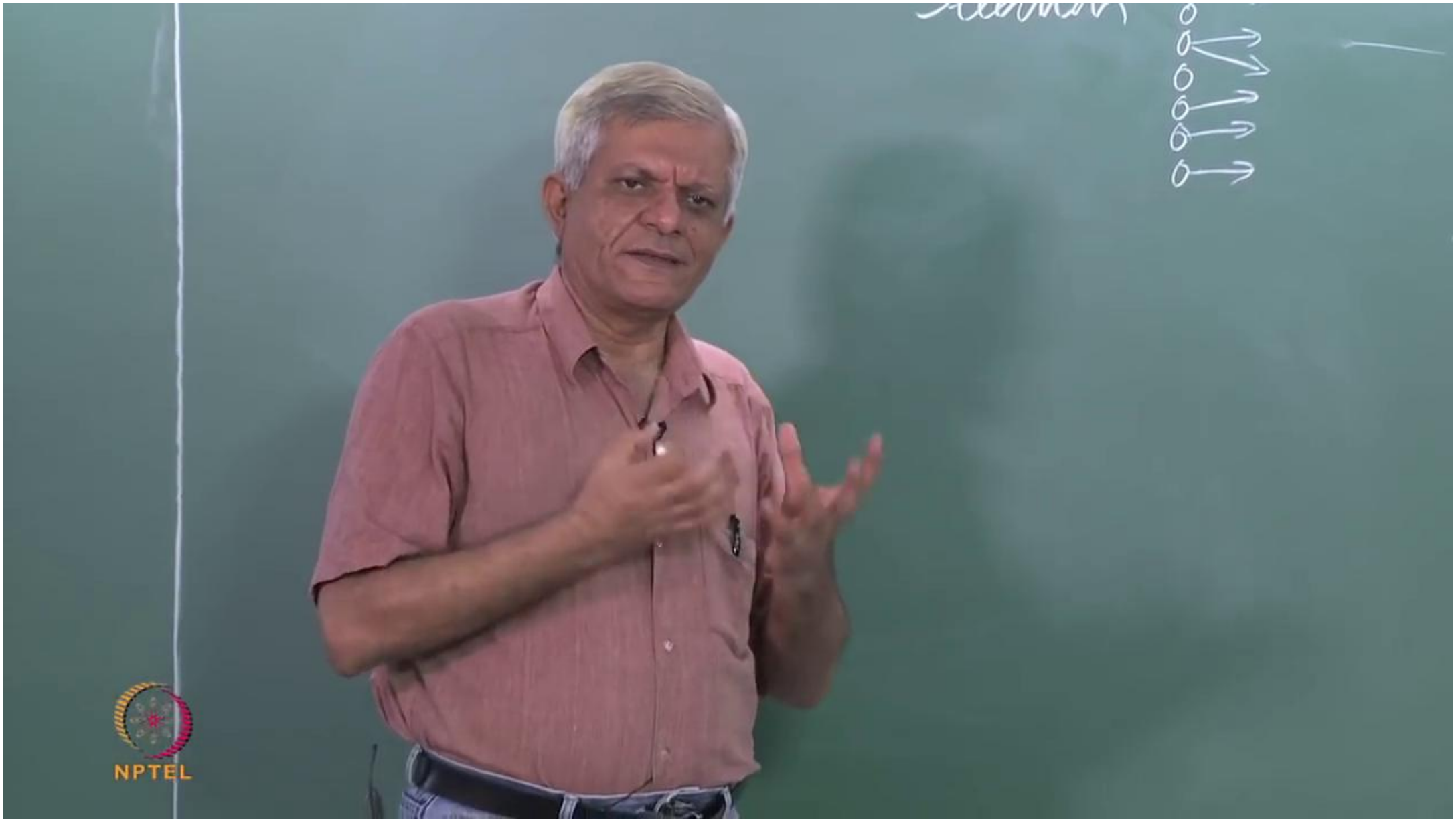


Multi agent - Simulations

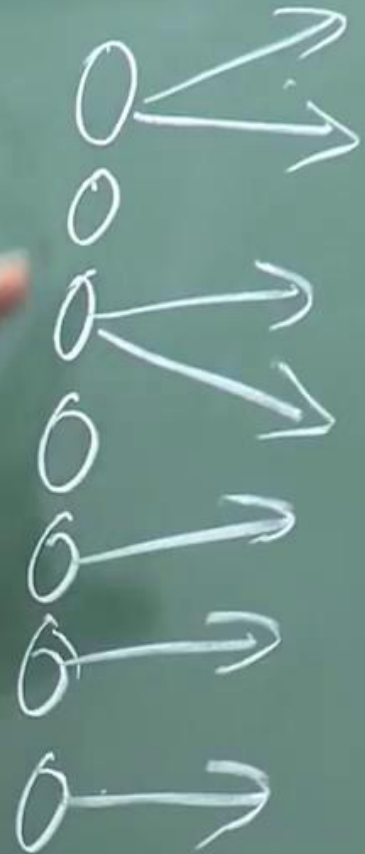
Net logo



Evolutionary / Genetic
Cancer
→ chromosome 



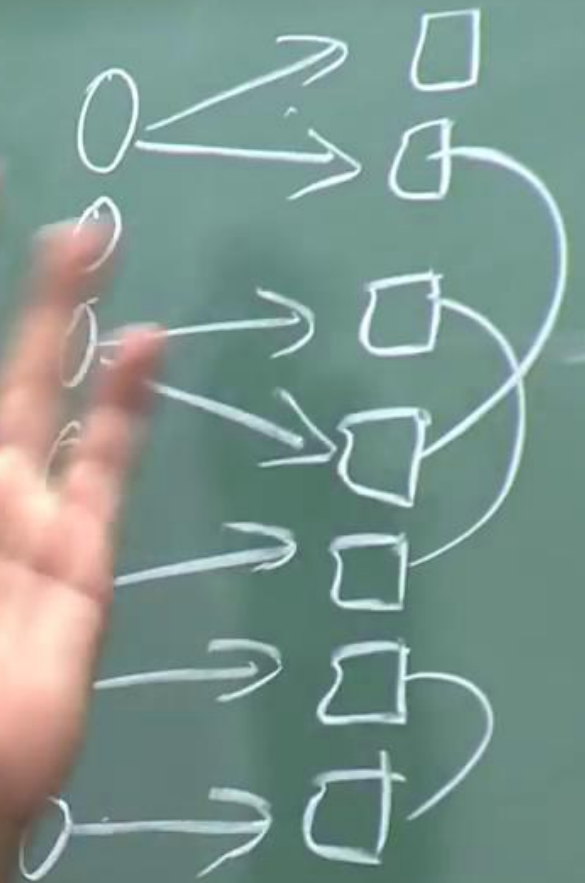
Selection



Selection
Crossover

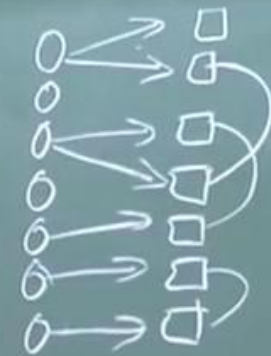


Selection
Crossover





Selection
Crossover



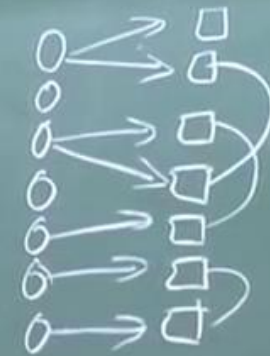
OPTIM

t





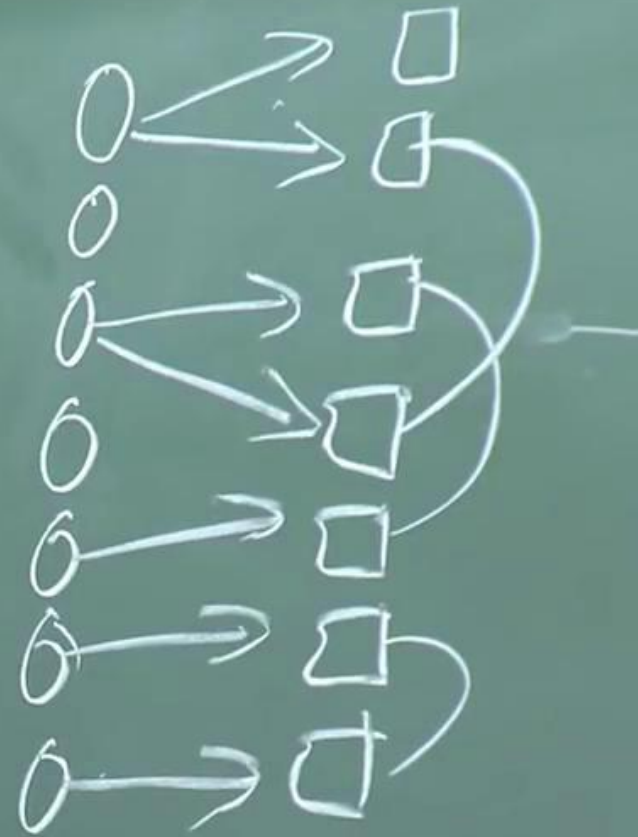
Selection
Crossover
Mutation



OPTI



Selection
Crossover
Mutation



Holland - Goldberg



Selection
Crossover
Mutation

0
0
0
0
0
0

Holland

Goldberg



NPTEL

1	01101
2	11000
3	01000
4	10011

Hollman
Goldberg



$$f(x) = x^2$$

Select
Crosson
Mantooth

1101	13
1000	24
01000	8
10011	19

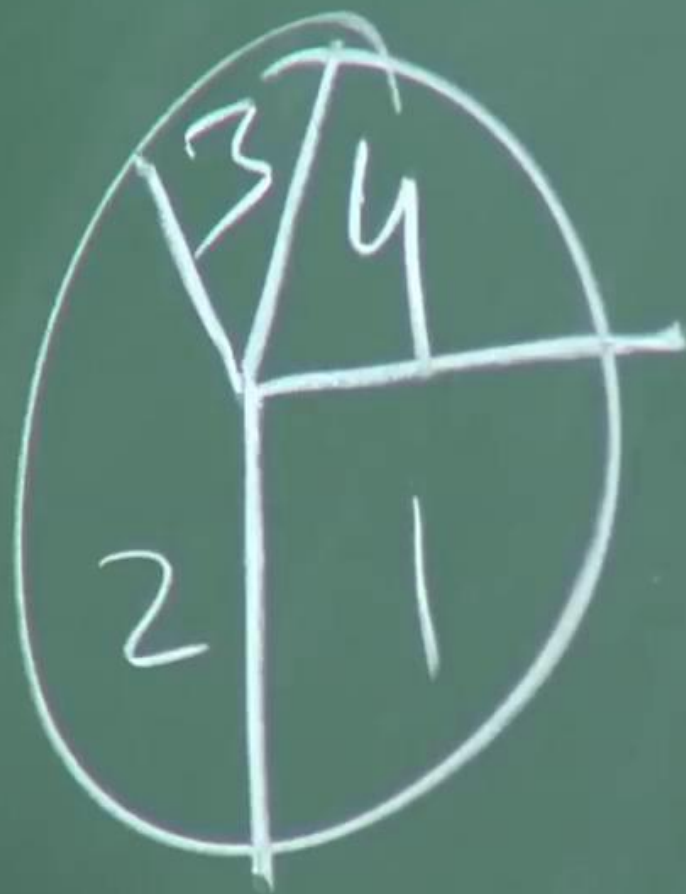
Goldberg



$$f(x) = x^2$$

Cre
Mm

01101	13	169
11000	24	576
01000	8	64
0011	19	361

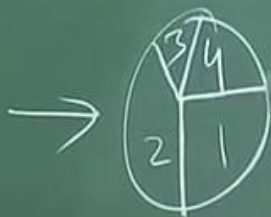


Selection
Crossover
Mutation

χ

Problem

Goldberg



x

$$f(x) = x^2$$

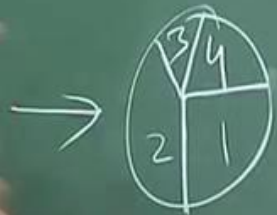
P

Selection
Crossover
Mutation



1	01101	13	169	
2	11000	24	576	0.14
3	01000		64	0.49
4		19	361	0.06
				0.31

Goldberg



x

$$f(x) = x^2$$

P

Selection
Crossover
Mutation



01101	13	169	
11000	24	576	0.14
01000	8	64	0.49
10011	19	361	0.06
			0.31

Holland
Goldberg



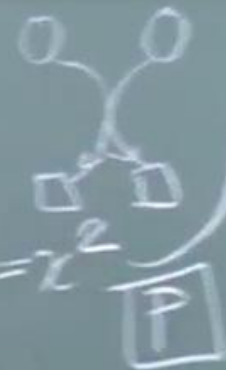
1	01101	13
2	11000	24
3	01000	8
4	10011	19

$f(x) = x^2$

Selection
Crossover
Mutation

169	0.14	0.58	→
576	0.49	1.97	→
64	0.06	0.22	→
361	0.31	1.23	→

Holland
Goldberg



$$f(x) = x^2$$

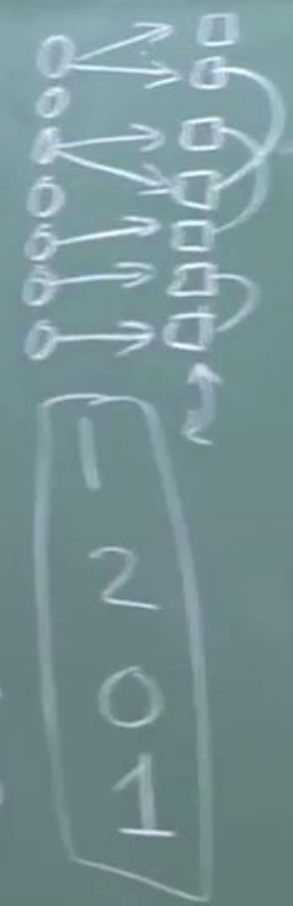
Selection
Crossover
Mutation
[E]

1
2
3

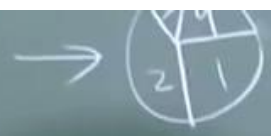
13
24
8
19

169
576
64
361

0.14 - 0.58 →
0.49 - 1.97 →
0.06 - 0.22 →
0.31 - 1.23 →



OP



x $f(x) = x^2$

Mutation
 [E]

01101
 11000
 01000
 10011

13
 24
 8
 1

169
 576
 64
 361

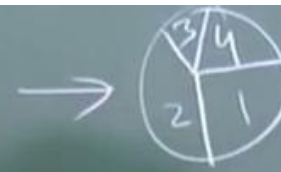
0.14 - 0.58 →
 0.49 - 1.97 →
 0.06 - 0.22 →
 0.31 - 1.23 →

0 →
 0 →
 0 →
 1
 2
 0
 1

01101
 11000
 11000
 10011

→

	x	$f(x) = x^2$	P	Mutation	E
1	01101	13	169	$0.14 - 0.58 \rightarrow$ $0.49 - 1.97 \rightarrow$ $0.06 - 0.22 \rightarrow$ $0.31 - 1.23 \rightarrow$	
2	11000	24	576		
3	01000	8	64		
4	10011	19	361		



x $f(x) = x^2$

\boxed{P}

1	01101	13	169	0.14
2	11000	24	576	0.49
3	01000	8	64	0.06
	10011	19	361	0.31
AVERAGE			293	

[01101
11000
11000

19	361
AVERAGE	293

0.06 - 0.22 →
0.31 - 1.23 →


0
1

Avg 439

$$f(x) = x^2$$

[01101
11000
11000
10011]

01100 - 12 - 144
⇒ 11001 - 25 - 625
11011 - 27 - 729
10000 - 16 - 256



$f(x) = x^2$

13	169
24	576
8	64
19	361
Average	293

Monte Carlo

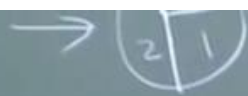
0.14 - 0.58
0.49 - 1.97
0.06 - 0.22
0.31 - 1.23

1
2
0
1

1101
11000
11000
10011

\Rightarrow

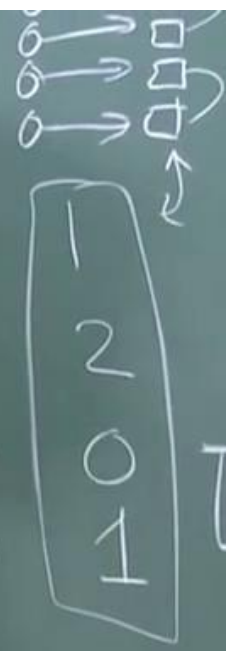
01100 - 12
11001 - 25
11011 - 27
10000 - 16



$f(x) = x^2$

1	01101	13	169
2	11000	24	576
3	01000	8	64
4	10011	19	
		AVERAGE	

Station
 58 →
 1.97 →
 0.22 →
 23 →



ENCODE
 → Chromosome

Avg 439
 $f(x) = x^2$
 P

12 144 —
 1001 — 25 — 625 —
 11011 — 27 — 729 —
 10000 — 16 — 256 —

8	64	0.49 - 1.97 →	2
19	361	0.06 - 0.22 →	0
AVERAGE	293	0.31 - 1.23 →	1

avg 439

$$f(x) = x^2$$

P

∈

01101
11000
11000
10011

01100	-12	-144	0.08	0.32
11001	-25	-625	0.35	1.4
11011	-27	-729	0.426	1.66
10000	-16	-256	0.145	0.58



NPTEL

$\frac{3}{4}$
 $\frac{2}{1}$

$f(x)$

1101	13	16
1000	24	57
1000	8	
0011		

Crossover
 Mutation
 [E]

$1 - 0.58 \rightarrow$
 $99 - 1.97 \rightarrow$
 $0.22 \rightarrow$
 1.23

Evolutionary / Genetic
 Encoding
 Chromosome

ENCODE
 Eval
 Avg 439
 $f(x) = x^2$

	P	E
1100	-12 - 144	0.08 0.32
11001	-25 - 625	0.35 1.4
<u>11011</u>	-27 - 729	0.426 1.66
10000	-16 - 256	0.145 0.58

Goldberg

x

01101 13

11000 24

01000 8

00011 3

Avg 293

$f(x) = x^2$

169
576
64
361
9
Avg 293

Selection

Crossover

Mutation

P

E

0.14 - 0.58 →

0.49 - 1.97 →

0.06 - 0.22 →

0.31 - 1.23 →

1

2

0

1

Eval

Avg 439

$f(x) = x^2$

01101

11000

11000

10011

01100 - 12 - 144

11001 - 25 - 625

11011 - 27 - 729

10000 - 16 - 256

Mutation

E

- 0.58 →

- 1.97 →

- 0.22 →

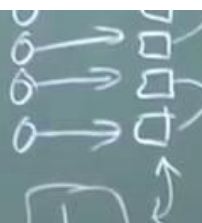
- 1.23 →

01100

⇒ 11001

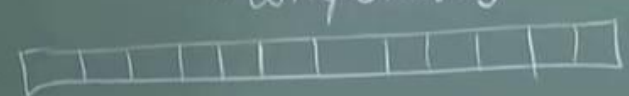
11011

00000



Candidate solutions

↓ components



NPTEL

