# **Assignment 3**

### **Assignment 3: Evolutionary Algorithms**

**Goal**: Get familiar with evolutionary algorithms by implementing it and applying it to a given non-differentiable optimization task.

In this assignment, we are going to learn about evolutionary algorithms (EAs). The goal is to implement components of an evolutionary algorithm: a recombination operator, a mutation operator, and selection mechanisms, and analyze their behavior. This assignment is open to any choice of the aforementioned components as long as they are well motivated.

We are interested in optimizing a given **black-box** function that could be queried (i.e., it returns a value of the objective for given input values), but the gradient wrt the input cannot be calculated. The input to the system is a vector:

$$\mathbf{x} = [\alpha_0, n, \beta, lpha]^{ op} \in [-2, 10] \times [0, 10] \times [-5, 20] \times [500, 2500].$$

The optimized function is based on the gene repressilator model. For details, please see Section 4.2 in HERE.

## 1. Understanding the problem

class Repressilator(object):

super(). init ()

def init (self, y real, params):

self.y real = y real.copy()

The considered problem is about finding parameter values of a model widely used in biology, namely, the gene repressilator model. This model represents a simple network in which a gene (mRNA) is produced by a protein, and then this gene is used to produce another protein. Altogether, there are 3 genes and 3 proteins that are connected as follows:  $m_1 \to p_1$ ,  $p_1 \to m_2$ ,  $m_2 \to p_2$ ,  $p_2 \to m_3$ ,  $m_3 \to p_3$ ,  $p_3 \to m_1$ .

Please run the code below and spend a while on analyzing the signals in the model. Think of the osscilatory character of the signals.

If any code line is unclear to you, please read on that in numpy or matplotlib docs.

```
In [1]: import copy
import pickle

import matplotlib.pyplot as plt
import numpy as np
from scipy.integrate import solve_ivp

EPS = 1.0e-7

In [2]: # PLEASE DO NOT REMOVE!
# This is the main class for the gene repressilator model.
# There is no need to understand how it works! You can treat it as a black-box.
# It is important to realize that we can always ask this object to give us
# an evaluation of given parameter values.
```

```
self.params = params.copy()
# The definition of the gene repressilator model as a system of ODEs.
def repressilator model(self, t, y):
    m1, m2, m3, p1, p2, p3 = y[0], y[1], y[2], y[3], y[4], y[5]
   alpha0 = self.params["alpha0"]
    n = self.params["n"]
   beta = self.params["beta"]
    alpha = self.params["alpha"]
    dm1 dt = -m1 + alpha / (1.0 + p3**n) + alpha0
    dp1 dt = -beta * (p1 - m1)
    dm2 dt = -m2 + alpha / (1.0 + p1**n) + alpha0
    dp2 dt = -beta * (p2 - m2)
    dm3 dt = -m3 + alpha / (1.0 + p2**n) + alpha0
    dp3 dt = -beta * (p3 - m3)
    return dm1 dt, dm2 dt, dm3 dt, dp1 dt, dp2 dt, dp3 dt
# A numerial solver for the model (here we use Runge-Kutta 4.5)
def solve repressilator(self):
    # we need to use lambda function if we want to pass some parameters
    solution = solve ivp(
       lambda t, y: self.repressilator model(t, y),
        t span=(self.params["t0"], self.params["t1"]),
       y0=self.params["y0"],
       method="RK45",
        t eval=self.params["t points"],
    y points = np.asarray(solution.y)
    return self.params["t points"], y points
# An auxiliary function: setting parameters.
def set params(self, x):
   self.params["alpha0"] = x[0]
    self.params["n"] = x[1]
   self.params["beta"] = x[2]
    self.params["alpha"] = x[3]
# Calculating the objective function.
# Here, we use the Euclidean distance between the real data and the synthetic data.
@staticmethod
def loss(y real, y model):
    # we assume only m's are observed!
   y r = y real[0:3]
    y m = y model[0:3]
    if y r.shape[1] == y m.shape[1]:
        return np.mean(np.sqrt(np.sum((y r - y m) ** 2, 0)))
    else:
       return np.infty
def objective(self, x):
    if len(x.shape) > 1:
        objective values = []
        for i in range(x.shape[0]):
            xi = x[i]
            self.set params(xi)
            , y model = self.solve repressilator()
            objective values.append(self.loss(self.y real, y model))
        objective values = np.asarray(objective values)
    else:
        self.set params(x)
```

```
return objective values
In [3]: # PLEASE DO NOT REMOVE!
         # Initialize the problem.
         # Here we set the real parameters and generate "real" data. To make the problem
        # more realistic, we add a small Gaussian noise.
        params = {}
        params["alpha0"] = 1.1
        params["n"] = 2.9
        params["beta"] = 5.5
        params["alpha"] = 500
        params["t0"] = 0.0
        params["t1"] = 60.5
        params["t points"] = np.arange(0, 60, 0.5)
        params["x0"] = np.asarray([[5.64167522, 2.07180539, 3.56690274, 7.0015145]])
        params["y0"] = np.asarray([0.0, 0.0, 0.0, 2.0, 1.0, 3.0])
        # Generate "real" data
        r = Repressilator([0], params)
         , y real = r.solve repressilator()
        del r # we remove the object, just in case
        y real = y real + np.random.randn(*y real.shape) * 5.0 # add noise!
In [4]: # PLEASE DO NOT REMOVE
         # Here, we plot all signals in the model.
        # Note that later on, we assume that only gene expression (i.e., m1, m2, m3)
         # are observed (blue plots) and proteins (i.e. p1, p2, p3) are unobserved (in red).
        t = params["t points"]
        fig_data, axs = plt.subplots(2, 3, figsize=(20, 4))
        fig data.tight layout()
        for i in range(2):
            for j in range(3):
                if i == 0:
                    title = "m"
                    color = "b"
                else:
                    title = "p"
                    color = "r"
                axs[i, j].plot(t, y real[2 * i + j], color)
                axs[i, j].set title(title + str(j + 1))
```

, y model = self.solve repressilator()

objective values = self.loss(self.y real, y model)

# 2. Evolutionary Algorithms

In this assignment, you are asked to implement an evolutionary algorithm (EA). Please take a look at the class below and fill in the missing parts. Please keep in mind that you are free to choose any operations as lons as they are appropriate for evolutionary algorithms.

NOTE: Please pay attention to the inputs and outputs of each function.

**Question 1 (0-0.5pt):** Do you use a mutation operator? If yes, please explain in detail your choice. If not, please explain why not.

**Answer:** Yes, I use a mutation operator. I use Random Perturbation with Uniform Distribution. We sample random values from pdf of Uniform Distribution :  $y \sim p(x)$  and then perturb the point: x' = x + y.

**Question 2 (0-0.5pt):** Do you use a cross-over operator? If yes, please explain in detail your choice. If not, please explain why not.

**Answer:** Yes, I use Uniform Recombination as a cross-over operator. Each parent is randomly selected from parents. First, children population is initialized. Two parents are selected randomly for each child. For each child a random r is generated and compared with value 0.5 uniformly, according to r being greater or smaller than 0.5, recombination is done with parent 1 or parent 2. Uniform recombination is used when creating children population. Then we return children population.

**Question 3 (0-0.5pt):** What kind of selection mechanism do you use? Please explain in detail and motivation your choice.

**Answer:** For parent selection, Proportional selection is used. I sampled according to the normalized fitness value. Fitness values are calculated by dividing each to sum of fitness values. This is actually a normalization process. I applied Tournament implementation to select parents according to probabilities. The algorithm selects participants randomly. Then the algorithm selects parents by comparing the value with parent's probability. Proportional parent selection is used as it selects parents by checking their fitnesses. So the most fit parents have children.

For survivor selection, Fitness Based Replacement is used with  $(\mu, \lambda)$  selection. First old population and children gets concatanated with fitness values. According to fitness values, the population is sorted. The first  $\lambda$  children gets selected for the new population. In other words, we create  $\lambda$  children from  $\mu$  s.t.  $\lambda > \mu$ . And  $\mu$  best children constitute a new population. The method returns new population with their fitness values. Fitness based survivor selection is used as it selects fittest survivors. Hence, the fittest offsprings are produced and the algorithm converges to the optimal solution.

Question 4 (0-0.5pt): Do you use any other operation? If yes, please explain and motivate your choice.

**Answer:** No. I don't use any other operation.

**Question 5 (0-0.5-1pt):** Please provide a pseudo-code for your evolutionary algorithm. Please try to be as formal as possible!

### Answer:

parent\_selection(x\_old, f\_old):

```
x_parents = x_old
f_parents = f_old
prob_parents = np.exp(-f_old)/ np.sum(np.exp(-f_old))
new_x, new_f = tournament_selection()
x_parents.append(new_x)
f_parents.append(new_f)
return x_parents, f_parents
```

```
recombination(x_parents, f_parents):
            x children = []
            for i in range(self.pop_size):
                parent 1, parent 2 = np.random(num parents)
                 child 1 = np.zeros(len(parent 1))
                 child 2 = np.zeros(len(parent 2))
                 for j until len(parent 1):
                      r = random number
                      if r > 0.5:
                          child_1 has gene from parent 1
                          child 2 has gene from parent 2
                      else:
                          child 1 has gene from parent 2
                          child 2 has gene from parent 1
                 x children add(child 1)
                 x children add(child 2)
            return x children
         mutation(x_children):
                y = np.random.uniform(lower, upper, size =x_children.shape) # random
            sample from uniform distribution
                x_children = x_children + y # perturbation
                return x children
         survivor_selection(x_old, x_children, f_old, f_children):
            x = concatanate(x old, x children)
            f = concatanate(f_old, f_children)
            mu = length of x_old
            indices = argsort(f)
            x , f = sort according to indices
            x = select first mu children from x
            f = select firt mu children from f
            return selected x and f
         step(x_old, f_old):
                x parents, f parents = parent selection(x old, f old)
                x_children = recombination(x_parents, f_parents)
                x_children = mutation(x_children)
                f children = evaluate(x children)
                x, f = survivor_selection(x_old, x_children, f_old, f_children)
In [116... | # =======
         # GRADING:
```

# 0.5 pt if code works but some functions are incorrect and it is badly explained

# 1.0 pt if code works but some functions are incorrect

```
# 2.0 pt if code works but it does not correspond to the description above and it is bad
# 2.5 pt if code works and it is well explained, but it does not correspond to the descr
# 3.0 pt if code works and it is aligned with the description about, but it is badly exp
# 3.5 pt if code works and it is aligned with the description about, and it is well expl
# 4.0 pt if code works, it is as it was described, it is well explained, and the propose
# Implement the Evolutionary Algorithm (EA) algorithm.
# It is equivalent to implementing the step function.
class EA(object):
   def init (self, repressilator, pop size, bounds min=None, bounds max=None):
       self.repressilator = repressilator
       self.pop size = pop size
       self.bounds min = bounds min
       self.bounds max = bounds max
        # -----
        # PLEASE FILL IN
        # all necessary hyperparameters come here
    # -----
    # PLEASE FILL IN
    # all necessary operations (e.g., mutation, selection) must come here.
   def parent selection(self, x old, f old):
        # Proportional selection with fitness values is used. Sampled according to the n
        # Tournament implementation is used for selection
        # Tournament selection: Pick k individuals randomly (with or without replacement
        # Pick the best one and add it to the matching pool.
        # Repeat
       x parents = x old
       f parents = f old
        # normalize fitness values and compute sum
       prob parents = np.exp(-f old) / np.sum(np.exp(-f old))
       x parents = []
       f parents = []
       mu = 2*self.pop size
       for i in range(mu):
           \# select parents with tournament selection with k=2
           participants = np.random.choice(len(x old), k, replace=False)
           best = np.argmin(f old[participants])
           x parents.append(x old[participants[best]])
            f parents.append(f old[participants[best]])
       x parents = np.asarray(x parents)
        f parents = np.asarray(f parents)
       return x parents, f parents
    def recombination(self, x parents, f parents):
        # For recombination, Uniform Recombination is used.
        # children population is initialized.
        # two parents are selected randomly.
        # for each child a random r is generated and compared with value 0.5 uniformly
        \# according to r being greater or smaller than 0.5, recombination is done with p
        # uniform recombination is used when creating children.
        # empty list to store children
       x children = []
       for i in range(self.pop size):
            num parents = x parents.shape[0]
            # two parents are selected randomly.
           parent 1 = x parents[(np.floor(np.random.uniform(0, num parents))).astype(in
           parent 2 = x parents[(np.floor(np.random.uniform(0, num parents))).astype(in
            child 1 = np.zeros(len(parent 1))
            child 2 = np.zeros(len(parent 2))
```

```
for j in range(len(parent 1)):
            r = np.random.uniform(0, 1)
            # according to r being greater or smaller than 0.5, recombination is don
            if r>0.5:
                child 1[j] = parent 1[j]
                child 2[j] = parent 2[j]
                child 1[j] = parent 2[j]
                child 2[j] = parent 1[j]
        x children.append(child 1)
        x children.append(child 2)
    x children = np.asarray(x children)
    return x children
def mutation(self, x children):
    # For mutation, Random Perturbation with uniform distribution between -1 and 1 i
    # Upper and lower bounds are selected for uniform distribution.
    # we sample values from pdf of uniform distribution: y \sim p(x)
    # then we perturb: x' = x + y
    # lower and upper range for uniform distribution
    lower = -1
    upper = 1
    # a random number is generated from uniform distribution
    y = np.random.uniform(lower, upper, x children.shape)
    x children = x children + y # perturbation
    return x children
def survivor selection (self, x old, x children, f old, f children):
    # For survivor selection, Fitness Based Replacement is used with (\mu, \lambda) selection
    # We create \lambda children from \mu s.t. \lambda > \mu. And \mu best children constitute a new p
    # mu variable is the number of children that will be selected
    # merge parent and child populations
    x = np.concatenate([x old, x children])
    f = np.concatenate([f old, f children])
    # give a value to mu variable
   mu = len(x old)
   #sort by fitness values
   indices = np.argsort(f)
   x = x[indices]
   f = f[indices]
    # select \mu best children and they constitute a new population, (\mu, \lambda) selection
    x = x[:mu]
   f = f[:mu]
   return x, f
# Evaluation step: DO NOT REMOVE!
def evaluate(self, x):
    return self.repressilator.objective(x)
def step(self, x old, f old):
   # -----
    # PLEASE FILL IN
    # NOTE: This function must return x, f
    # where x - population
    # f - fitness values of the population
    x parents, f parents = self.parent selection(x old, f old)
    x children = self.recombination(x parents, f parents)
    x children = self.mutation(x children)
```

```
f_children = self.evaluate(x_children)

x, f = self.survivor_selection(x_old, x_children, f_old, f_children)

return x, f
```

#### NOTE 1

Since this assignment allows you implementing your own operations, this is difficult to prepare a code for that. Therefore, please use the code below to find the best set of your hyperparameters in a separate file, and then present your analysis for the best values of the hyperparameters here.

#### NOTE 2

Additionally, please do try various population sizes (25, 50, 100, ...). You will be asked about it later.

```
In [121... # PLEASE DO NOT REMOVE!
         num generations = 50 # if necessary, please increase the number of generations
         pop size = 100
         bounds min = [-2.0, 0.0, -5.0, 0.0]
         bounds \max = [10.0, 10.0, 20.0, 2500.0]
         # PLEASE FILL IN!
         # Your hyperparams go here.
          # PLEASE USE THE VALUES OF THE HYPERPARAMETERS FOR WHICH YOU OBTAINED THE BEST RESULTS.
          # DO NOT ITERATE OVER THEM!
          # Initialize the repressilator
         repressilator = Repressilator(y real, params)
         # -----
          # PLEASE FILL IN!
          # Your object goes here:
         ea = EA(repressilator, pop size)
         # Init the population
         x = np.random.uniform(low=bounds min, high=bounds max, size=(pop size, 4))
         f = ea.evaluate(x)
          # We want to gather populations and values of the best candidates to further
          # analyze the algorithm.
         populations = []
         populations.append(x)
         f best = [f.min()]
          # Run the EA.
         for i in range(num generations):
             if i % int(num generations * 0.1) == 0:
                 print("Generation: {}, best fitness: {:.2f}".format(i, f.min()))
             x, f = ea.step(x, f)
             populations.append(x)
             if f.min() < f best[-1]:</pre>
                 f best.append(f.min())
             else:
                 f best.append(f best[-1])
         print("FINISHED!")
```

/var/folders/0m/4f8p309n38dgcm6s7hjkbtx00000gn/T/ipykernel 36484/2419548718.py:21: Runti

/var/folders/0m/4f8p309n38dgcm6s7hjkbtx00000gn/T/ipykernel 36484/2419548718.py:23: Runti

meWarning: invalid value encountered in double scalars

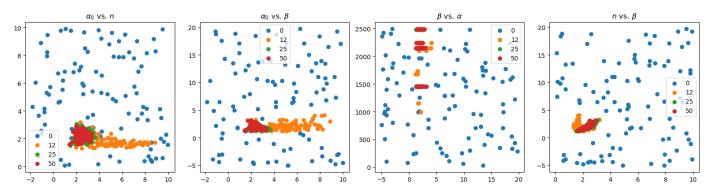
dm1 dt = -m1 + alpha / (1.0 + p3\*\*n) + alpha0

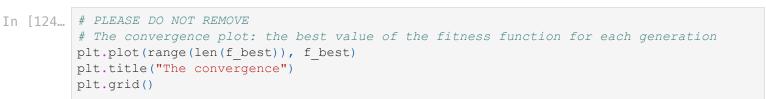
```
dm2 dt = -m2 + alpha / (1.0 + p1**n) + alpha0
         /var/folders/0m/4f8p309n38dgcm6s7hjkbtx00000gn/T/ipykernel 36484/2419548718.py:25: Runti
         meWarning: invalid value encountered in double scalars
           dm3 dt = -m3 + alpha / (1.0 + p2**n) + alpha0
         Generation: 0, best fitness: 45.91
         Generation: 5, best fitness: 22.34
         Generation: 10, best fitness: 19.57
         Generation: 15, best fitness: 15.70
         Generation: 20, best fitness: 15.05
         Generation: 25, best fitness: 13.80
         Generation: 30, best fitness: 13.80
         Generation: 35, best fitness: 13.80
         Generation: 40, best fitness: 11.56
         Generation: 45, best fitness: 11.56
         FINISHED!
In [122... # PLEASE DO NOT REMOVE
          # Generate signals for the best performing parameter values
         repressilator.set params (
             x[f.argmin()],
         t, y best = repressilator.solve repressilator()
          # Create plots
         fig ea, axs = plt.subplots(2, 3, figsize=(20, 4))
         fig ea.tight layout()
         for i in range(2):
              for j in range(3):
                 if i == 0:
                      title = "m"
                      color = "b"
                      color m = "m"
                 else:
                     title = "p"
                     color = "r"
                     color m = "c"
                 axs[i, j].plot(t, y real[2 * i + j], color, label="Data")
                 axs[i, j].plot(t, y best[2 * i + j], color m, label="EA")
                 axs[i, j].set title(title + str(j + 1))
                 axs[i, j].legend()
In [123... # PLEASE DO NOT REMOVE
          # Generate scatterplots for the populations
         gens = [0, num generations // 4, num_generations // 2, num_generations]
         fig ea pops, axs = plt.subplots(1, 4, figsize=(16, 4))
         fig ea pops.tight layout()
         for i in range(len(gens)):
             pop i = populations[gens[i]]
             axs[0].scatter(pop i[:, 0], pop i[:, 1], label=str(gens[i]))
              axs[1].scatter(pop i[:, 0], pop i[:, 2], label=str(gens[i]))
              axs[2].scatter(pop_i[:, 2], pop_i[:, 3], label=str(gens[i]))
```

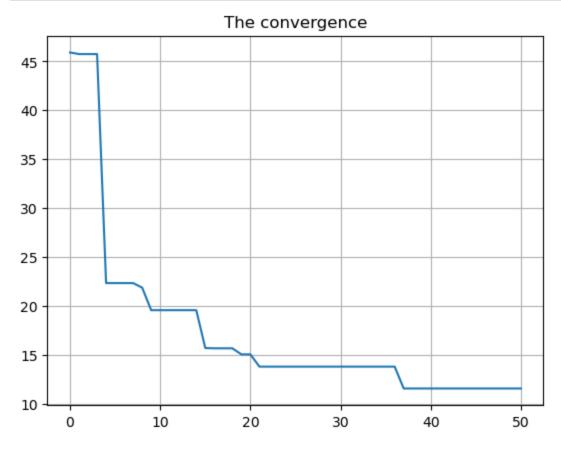
meWarning: invalid value encountered in double scalars

```
axs[3].scatter(pop_i[:, 1], pop_i[:, 2], label=str(gens[i]))
axs[0].legend(), axs[1].legend(), axs[2].legend(), axs[3].legend()
axs[0].set_title(r"$\alpha_0$ vs. $n$")
axs[1].set_title(r"$\alpha_0$ vs. $\beta$")
axs[2].set_title(r"$\beta$ vs. $\alpha$")
axs[3].set_title(r"$n$ vs. $\beta$")
```

Out[123]: Text(0.5, 1.0, '\$n\$ vs. \$\\beta\$')







## 4. Final remarks: Analysis

Eventually, please answer the following last questions that will allow you to conclude the assignment.

**Question 6 (0-0.5pt)**: After analyzing the results, do you think your algorithm discovered the real values of the parameters? Why? Please indicate which plots indicate that? If not, what is a potential explanation?

**Answer**: After analyzing the results, I think my algorithm discovered the real values of the parameters. Observing the results, the scatterplots of the populations and the convergence graph, and especially from the data and EA graphs, we see that results converge to the real values. First plots indicate the similarity of real data to the outputs of the evolutionary algorithms. Second plots show the scatterplots of distributions of solutions in populations at different generations. The third graph shows the convergence of evolutionary algorithm within generations.

**Question 7 (0-0.5pt)**: How the population influences the performance of evolutionary algorithms? What population sizes did you use?

**Answer**: I ran my algorithm with different population sizes. I ran it with population size 25, 50, 75 and 100 and observed the convergence. Larger populations gave better solutions but it took more time to converge to the optimal solution. With bigger population sizes the algorithm performed better, had better results.

**Question 8 (0-0.5pt)**: What are the advantages of your approach?

**Answer**: I think my algorithm discovered very similar values to real values of the parameters. Random perturbation with uniform distribution as mutation operator is helpful for spreading distributions the same way to the space. Uniform recombination is good in a way that children have traits from both parents. Proportional parent selection is favorable as it selects parents by checking their fitnesses. So the most fit parents have children. Also, fitness based survivor selection selects fittest survivors. Hence, the fittest offsprings are produced and the algorithm converges to the optimal solution.

**Question 9 (0-0.5pt)**: What are the drawbacks of your approach?

**Answer**: I guess the main drawback in my algorithm is that the population is not that diverse. It is because of the selected approaches in mutation and recombination parts. I used Random Perturbation with uniform distribution for mutation and Uniform Recombination. These were not that successful at generating different children. Maybe the diverseness could be checked in each generation and could be improved accordingly before going to the next generation. Also, maybe the convergence speed could be higher, it took some time to converge to optimal solution.

**Question 10 (0-0.5pt)**: How could you improve convergence speed of your algorithm? Please provide very specific answer, ideally supported with literature and mathematical formulas.

**Answer**: I could improve convergence speed by increasing population size. Large populations create more diverse individuals which affects the convergence speed. By running the algorithm with different population sizes, I observed that in larger populations, the convergence is faster and it gives better results overall.

**Question 11 (0-0.5pt)**: How does an EA compares with the Metropolis-Hastings algorithm? What are the similarities? What are the differences?

**Answer**: Both are optimization algorithms. They both use randomness of points. Evolution algorithms use evolutionary ways, different from Metropolis Hastings, it uses mutation and recombination and creates diversity also makes use of selection approaches. Evolutionary algorithms use a population whereas Metropolis-Hastings uses one solution. Evolutionary algorithms tries to converge to a solution. However, Metropolis-Hastings algorithms samples from a distribution.