

HSEA-2023 Assignment2

2023/10/24

背景

• 在第一次大作业中,同学们了解了基本的启发式搜索算法,并 且设计了启发式算法用于玩Pacman游戏



- 最近几次课程,同学们了解了演化算法的基本概念
- 本次作业要求大家使用演化算法求解子模优化这一应用问题

任务背景

• 本次作业来自于演化计算重要国际会议 ACM GECCO的竞赛



• Evolutionary submodular optimization 演化子模优化

任务背景

子模优化:"边际效应递减"

$$\forall X \subseteq Y \subseteq V, v \notin Y: f(X \cup \{v\}) - f(X) \ge f(Y \cup \{v\}) - f(Y);$$

以一个经典的子模优化问题 Maximum coverage为例

Submodular: $\forall X \subseteq Y \subseteq V, v \notin Y$: $f(X \cup \{v\}) - f(X) \ge f(Y \cup \{v\}) - f(Y)$

$$X = \{S_1\}$$

 $Y = \{S_1, S_2\}$
 $v = S_3$

任务背景

Maximum Cut

Given an undirected weighted graph G = (V, E, w) with weights $w: E \to \mathbb{R}_{\geq 0}$ on the edges, the goal is to select a set $V_1 \subseteq V$ such that the sum of the weight of edges between V_1 and $V_2 = V \setminus V_1$ is maximal.

解

For a given search point $\mathbf{x} \in \{0,1\}^n$ where n = |V|, we have $V_1(\mathbf{x}) = \{v_i \mid x_i = 1\}$ and $V_2(\mathbf{x}) = \{v_i \mid x_i = 0\}$. Let $C(\mathbf{x}) = \{e \in E \mid e \cap V_1(\mathbf{x}) \neq \emptyset \land e \cap V_2(\mathbf{x}) \neq \emptyset\}$ be the cut of a given search point \mathbf{x} . The goal is to maximize

$$f'(\boldsymbol{x}) = \sum_{e \in C(\boldsymbol{x})} w(e).$$

目标函数

- 参考资料
 - 问题说明
 - 竞赛主页

任务一 (60pts)

实现演化算法求解子模优化问题-Maximum Cut

- 你需要实现基本的演化算法
 - 定义解的表示(至少实现0-1编码,即binary representation)
 - 实现基本的演化算子(至少实现bit-wise mutation, uniform crossover)
 - -实现种群,自然选择
- 你需要汇报相应的实验结果(随机正则图,G1-G10,详见 python framework)
 - -演化算法参数设置(种群大小,算子参数,迭代轮数)
 - -问题参数设置(规模等)
 - 如果参考了论文,请引用并标明
 - 画出以评估次数(或迭代轮数)为横轴,fitness为纵轴的曲线,以观察算法的效果

任务二 (20pts)

演化算法改进:实现并比较特定的演化算法(standard bit-wise mutation vs heavy-tailed mutation)

F. Neumann, A. Neumann, C. Qian, V.A. Do, J. de Nobel, D. Vermetten, S. S. Ahouei, F. Ye, H. Wang, T. Bäck (2023): Benchmarking Algorithms for Submodular Optimization Problems Using IOHProfiler. In: [CoRR abs/2302.01464].

- (1+1) **EA**_{>0}: The (1+1) EA_{>0} using the standard bit mutation with a static mutation rate p=1/n. The standard bit mutation samples ℓ , the number of distinct bits to be flipped, from a conditional binomial distribution Bin_{>0}(n,p).
- (1+1) fast genetic algorithm (fast GA): The (1+1) fast GA differs from the (1+1) EA by sampling ℓ from a power-law distribution with $\beta = 1.5$ [27]. The power-law distribution is a heavy-tailed distribution, and its probability of sampling large $\ell > 1$ is higher, compared to the standard bit mutation with p = 1/n.

B. Doerr, H. P. Le, R. Makhmara, and T. D. Nguyen, "Fast genetic algorithms," in Proceedings of the Genetic and Evolutionary Computation Conference, GECCO 2017. ACM, 2017, pp. 777–784. [Online]. Available: https://doi.org/10.1145/3071178.3071301

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Algorithm 2: The heavy-tailed mutation operator fmut_{\beta}.
Algorithm 1: The (1+1) EA with static mutation rate p for maxi-
mizing f: \{0,1\}^n \to \mathbb{R}.
                                                                                          1 Input: x \in \{0, 1\}^n
                                                                                          2 Output: y \in \{0,1\}^n obtained from applying standard-bit mutation to
1 Initialization: Sample x \in \{0,1\}^n uniformly at random;
                                                                                              x with mutation rate \alpha/n, where \alpha is chosen randomly according to
2 Optimization: for t = 1, 2, 3, \dots do
      Sample y \in \{0,1\}^n by flipping each bit in x with probability p;
       //mutation step
                                                                                          \mathbf{3} \ y \leftarrow x;
      if f(y) \ge f(x) then x \leftarrow y; //selection step;
                                                                                          4 Choose \alpha \in [1..n/2] randomly according to D_{n/2}^{\beta};
                                                                                          5 for j=1 to n do
                                                                                                if random([0, 1]) \cdot n \leq \alpha then
                                                                                                    y_i \leftarrow 1 - y_i;
                                                                                        \bullet 8 return y
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The discrete power-law distribution $D_{n/2}^{\beta}$: Let $\beta > 1$ be a constant. Then the discrete power-law distribution $D_{n/2}^{\beta}$ on [1..n/2] is defined as follows. If a random variable X follows the distribution $D_{n/2}^{\beta}$, then

$$\Pr[X = \alpha] = (C_{n/2}^{\beta})^{-1} \alpha^{-\beta}$$

for all $\alpha \in [1..n/2]$, where the normalization constant is $C_{n/2}^{\beta} := \sum_{i=1}^{n/2} i^{-\beta}$. Note that $C_{n/2}^{\beta}$ is asymptotically equal to $\zeta(\beta)$, the Riemann zeta function ζ evaluated at β . We have

$$\zeta(\beta) - \frac{\beta}{\beta - 1} \left(\frac{n}{2}\right)^{-\beta + 1} \le C_{n/2}^{\beta} \le \zeta(\beta)$$

for all $\beta>1$. As orientation, e.g., $\zeta(1.5)\approx 2.612,\ \zeta(2)\approx 1.645,$ and $\zeta(3)=1.202$ are some known values of the ζ function.

Algorithm 2: The heavy-tailed mutation operator $fmut_{\beta}$.

- 1 Input: $x \in \{0,1\}^n$
- 2 Output: $y \in \{0,1\}^n$ obtained from applying standard-bit mutation to x with mutation rate α/n , where α is chosen randomly according to $D_{n/2}^{\beta}$
- $\underline{\mathbf{3}} \ \underline{y} \leftarrow \underline{x};$
- 4 Choose $\alpha \in [1..n/2]$ randomly according to $D_{n/2}^{\beta}$;
- 5 for j = 1 to n do
- 6 | if random([0,1]) $\cdot n \leq \alpha$ then
- 7 | $y_j \leftarrow 1 y_j$;
- s return y

任务二 (20pts)

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- 你需要汇报相应的实验结果(随机正则图,G1-G10,详见python framework)
 - -演化算法参数设置(种群大小,算子参数,迭代轮数)
 - -问题参数设置(规模等)
 - 如果参考了论文,请引用并标明
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不限于使用(1+1)EA。

任务三 (20pts)

演化算法改进:如何设计更适合Maximum Cut问题的演化算法?

- 可能的改进方向:
 - -编码方式
 - -演化算子改进
 - -参数优化
 - 多目标化 (可参考Qian et al. Subset Selection by Pareto Optimization. Nips'15)
 - **—** . . .
- 你需要汇报相应的实验结果(随机正则图,G1-G10,详见 python framework)
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 - -问题参数设置(规模等)
 - 如果参考了论文,请引用并标明
 - 画出以评估次数(或迭代轮数)为横轴,fitness为纵轴的曲线,以观察算法的效果,与任务一中的原始算法对比

作业提交与评分

- 你需要提交一份压缩文件,以"学号_姓名"的方式命名,如 "201240001_张三.zip"
 - -文件中需要包含完整的项目代码和实验报告,在作业截止 日期(11月27日23:59) 前发送到 shanghp@lamda.nju.edu.cn,邮件标题命名和压缩文件一 致
- 作业的评分主要参考演化算法的实现、实验效果、实验报告
 - -本次作业旨在以子模优化为例让大家熟悉演化算法流程, 因此一份体现逻辑清晰的实验报告十分重要
 - -延期提交的作业会有相应分数折扣,请按时提交

Thank you!

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