



Genetic Programming Approach to Deep Neuroevolution

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1. Deep Learning

Exploring the topic

2. Genetic Programming

Why using it?

3. Deep Neuroevolution

Pros and Cons

4. Experiments

Initial experiments

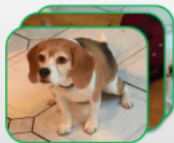
5. Conclusions

Next steps

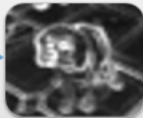
Deep Learning

Introduction

Traditional Machine Learning approach



Manual Feature Extraction

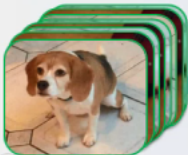


Classification

Machine Learning

Dog ✓
Boy ✗
⋮
Bicycle ✗

Deep Learning approach



Convolutional Neural Network (CNN)

Learned features



...

95%
3%
⋮
2%

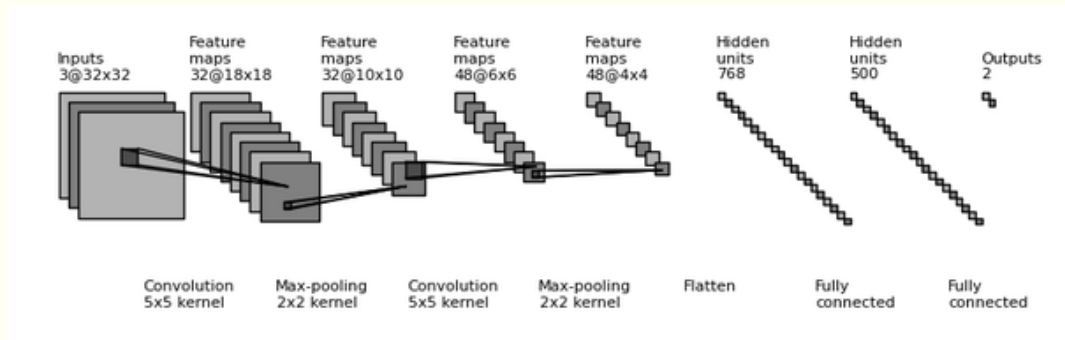
Dog ✓
Boy ✗
⋮
Bicycle ✗

Introduction

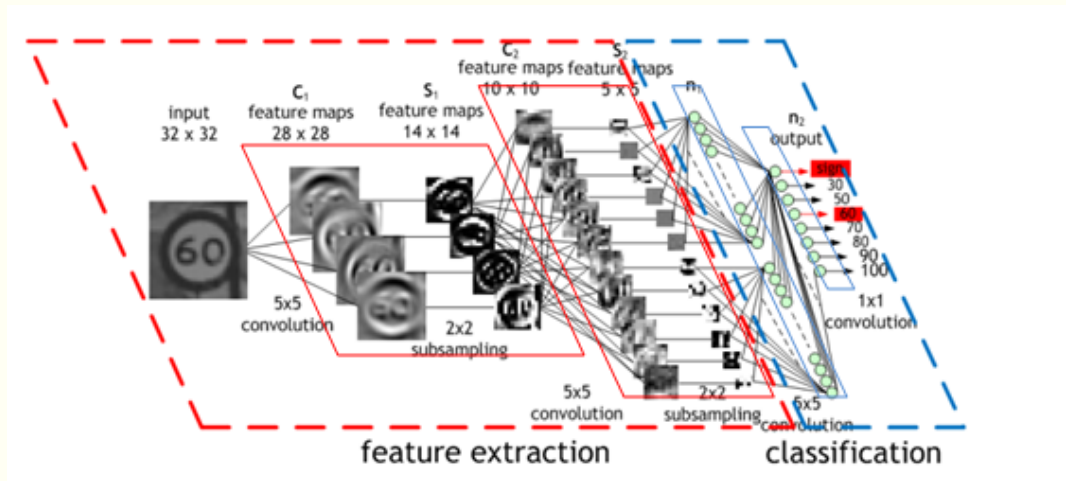
Deep Learning is a machine learning technique that can learn **useful representations** or features directly from images, text and sound

- ❖ Machine Learning approach
- ❖ Learns useful representations or features
- ❖ Reduces the use of preprocessing

Convolutional Neural Networks



Convolutional Neural Networks



Convolutional Neural Networks

- ❖ Used for image recognition
- ❖ Performs both generative and descriptive tasks
- ❖ Require large number of examples
- ❖ High number of trainable parameters
- ❖ High computational cost

Genetic Programming

Features

- ❖ Evolve programs
- ❖ Combines and modifies solutions to create new ones
- ❖ Classic Tree-based GP
- ❖ Grammatical Evolution
- ❖ Cartesian GP

Grammatical Evolution

- ❖ **BNF Grammar**

 - Define the programs structure

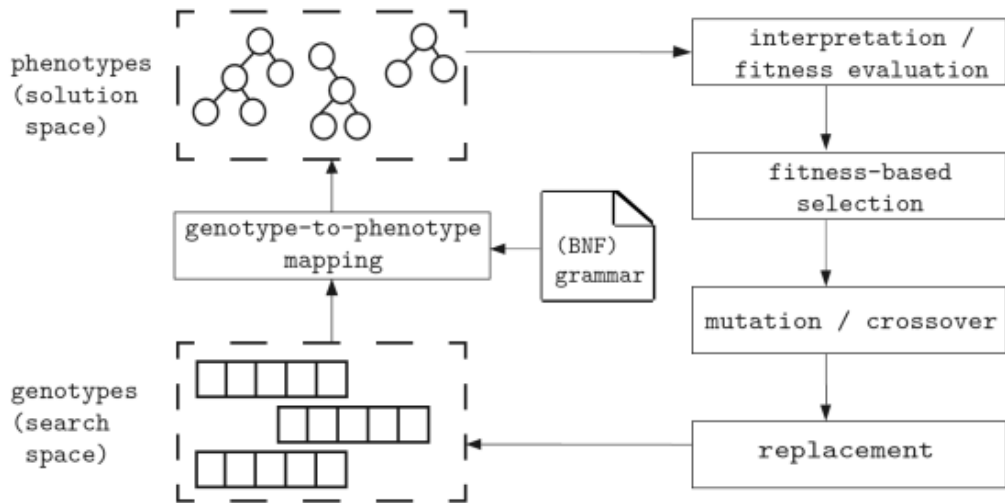
- ❖ **Mapping process**

 - Translate genotype to phenotype

- ❖ **Search Engine**

 - Genetic Algorithm

Grammatical Evolution



Deep Neuroevolution

Proposed Approach

Neuroevolution is a form of artificial intelligence that uses **evolutionary algorithms** to **generate artificial neural networks**, parameters, topology and rules. Studies on how to evolve Deep Neural Networks are called **Deep Neuroevolution**

- ❖ Fitness function

Accuracy/Error Rate

- ❖ Architecture

Define smallest/biggest valid model

Approach: Evaluating the Models

The CNNs are evaluated using the **error rate**, obtained from training and test, on well known datasets.

- ❖ Number of epochs
- ❖ Time spent
- ❖ Loss

Approach: Architecture

Smallest CNN

The smallest cnn that we can think of is:
inputs » convolution » dense » outputs

- ❖ What defines a CNN is the use of convolutions
- ❖ The NN needs a fully connected layer to process correctly the inputs

Biggest CNN

How many layers is enough? 30, 50, 100?

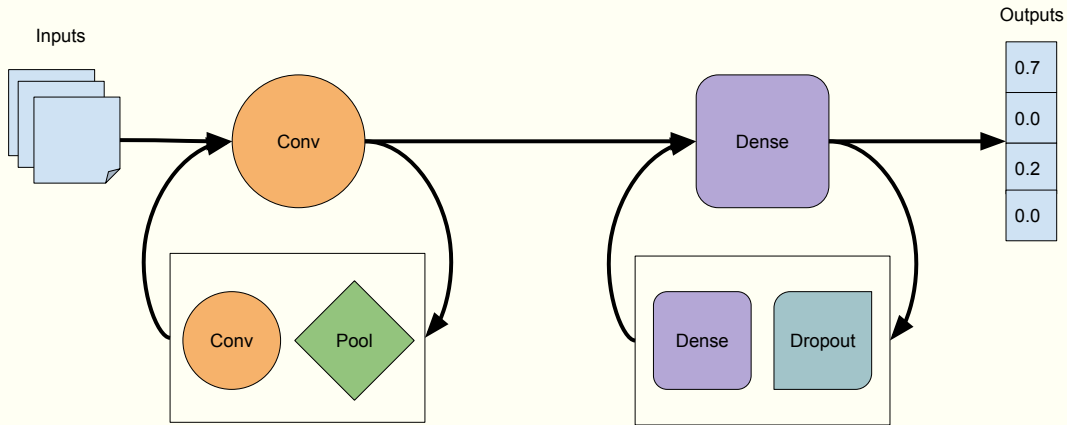
- ❖ Define a upper bound

Approach: Grammar

```
1  <cnn> ::= <conv> <c_layer> <d_layer> <dense>
2
3
4  <c_layer> ::= <c_layer> <c_layer> | <c_node> | '&'
5
6  <d_layer> ::= <d_node> <d_node> | <d_node> | '&'
7
8
9  <c_node> ::= <conv> | <maxpool> | <avgpool>
10
11 <d_node> ::= <dense> | <dropout>
12
13
14 <conv> ::= 'class_name' 'Conv2D' 'filters' <filters> 'kernel_size' <k_size> 'activation' <activation>
15
16 <dense> ::= 'class_name' 'Dense' 'units' <units>
17
18 <dropout> ::= 'class_name' 'Dropout' 'rate' <rate>
19
20 <maxpool> ::= 'class_name' 'MaxPooling2D' 'pool_size' <p_size> 'padding' <padding>
21
22 <avgpool> ::= 'class_name' 'AveragePooling2D' 'pool_size' <p_size> 'padding' <padding>
```

Figure: Part of the proposed grammar for designing CNNs

Approach: Grammar



Approach: Grammar

To avoid invalid models, some rules were created:

1. All models start with a convolution node
2. All models end with a dense node
3. The last node has the number of units set to the number of classes
4. The last node has the activation function set to 'softmax'
5. The first dense node is preceded by a 'flatten' node

Invalid models are still possible, in these cases, we penalize the solution.

Approach: CNN Parameters

- ❖ Convolution: Filters, Kernel Size, Activation
- ❖ Max/Average Pooling: Pool size, Padding
- ❖ Dense: Units, Activation
- ❖ Dropout: Drop rate
- ❖ Filters: 32, 64
- ❖ Kernel Size: (3, 3), (5, 5)
- ❖ Activation: Relu, Tahnm, Linear
- ❖ Pool size: (2, 2), (4, 4)
- ❖ Padding: Valid, Same
- ❖ Units: 32, 64
- ❖ Drop rate: [0, 1]

Approach: GE Parameters

Parameter	Method	Value
Population	-	20
Evaluations	-	400
Selection	Random	2
Crossover	One point	0.8
Mutation	Point	0.1
Prune	-	0.1
Duplication	-	0.1

Tools

- ❏ Tensorflow/Theano

Powerful tools to build and run cnns

- ❏ Keras

High level framework that make easier to build the networks that run over tensorflow/theano

- ❏ Python

Experiments

Experiments: MNIST

The MNIST dataset has 50000 for training and 10000 for validation and test. The images are 28x28 greyscale, 10 classes.

-	Run 1	Run 2	Run 3	Run 4	Run 5	Mean	Test
Fitness	0	0	0	0	0	0	0

Experiments: notMNIST

The MNIST dataset has 50000 for training and 10000 for validation and test. The images are 28x28 greyscale, 10 classes.

Run	Solution	Num Params	Test
Mean	-	0	0

Experiments: fashion MNIST

The MNIST dataset has 50000 for training and 10000 for validation and test. The images are 28x28 greyscale, 10 classes.

Experiments: CIFAR 10

The MNIST dataset has 40000 for training and 10000 for validation and test. The images are 32x32 RGB, 10 classes.

Experiments: CIFAR 100

The MNIST dataset has 50000 for training and 10000 for validation and test. The images are 32x32 RGB, 100 classes.

Conclusions

Next steps

- ❖ Optimize the Grammar
- ❖ Add other GP algorithms
 - Similar work done using Cartesian GP
- ❖ Experiments
 - Verify efficiency of approach
- ❖ Compare with similar approaches
 - CIFAR 10-100/MNIST and other well known datasets

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Thank you!

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