

## Application examples of EAs

- Nuclear reactor core reload design
- Set partitioning - airline crew scheduling
- 2-dimensional packing
- Hot water / steam turbulent nozzle
- Truss layout
- Concrete shell roof
- Dipole magnet structures
- Optical multilayer design
- Remarks

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## Nuclear reactor core reload design (1)

**Goal:** Find a cost-minimizing arrangement of fuel assemblies.

- Refueling with fresh assemblies.
- Change of position and orientation of partially burned assemblies.

Combinatorial search space size:

$$\frac{69!}{(69-48)!} \cdot 48! \cdot 4^{48} \approx 1.0 \cdot 10^{107}$$

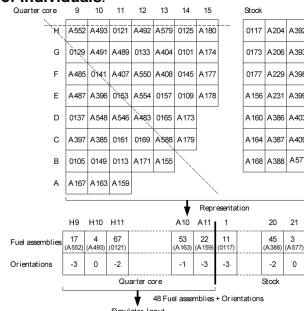
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## Nuclear reactor core reload design (2)

**Structure of individuals:**



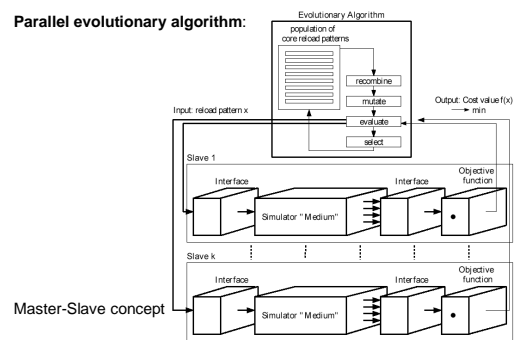
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## Nuclear reactor core reload design (3)

**Parallel evolutionary algorithm:**



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## Nuclear reactor core reload design (4)

**Simulator requirements:**

- 50 MB disk space per evaluation.
- 28 MB main memory.
- 10 min. CPU-time (SPARC 10/40)

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## Nuclear reactor core reload design (5)

**Mutation:**

- Exchange of 2 randomly chosen fuel assemblies
  - Quarter core ↔ quarter core or
  - Quarter core ↔ stock;
- Variation of orientations
  - uniformly distributed over  $\{(0, -1, -2, -3) - \text{actual orientation}\}$ ,
  - application probability  $p \approx 0.05$ .
- Symmetry-preserving mutation (assumption: 1/8-core symmetry)

**Heuristics:**

- No fresh fuel assemblies at the core's border.
- Gradient of border elements directed towards the inner core.

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## Nuclear reactor core reload design (6)

**Objective function:**

$$f = \frac{205}{a_1} + \frac{a_2}{40} + \frac{a_3}{2.8} + \frac{a_4}{2.8} + \frac{\max\{a_3, a_4\}}{1.4}$$

 $a_1, \dots, a_4$ : Results from the simulator run.

- $a_1$ : Cycle length (number of full load days).
- $a_2$ : Number of fresh fuel assemblies.
- $a_3$ : Rel. avg. FA-performance after 6 full load days.
- $a_4$ : Rel. avg. FA-performance when the relative maximum is reached.

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## Nuclear reactor core reload design (7)

**Constraint:** Cycle length:  $\underline{T} \leq a_1 \leq \bar{T}$ 

Incorporation by time-varying penalty term:

$$p(a_1) = \begin{cases} (a_1 - \bar{T}) \cdot i/c, & a_1 > \bar{T} \\ (\underline{T} - a_1) \cdot i/c, & a_1 < \underline{T} \end{cases}$$

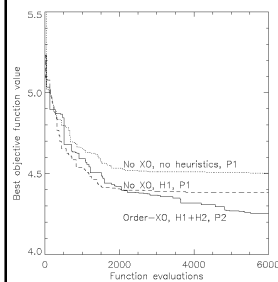
- $i$ : Number of evaluations so far
- $c$ : Constant ( $c = i_{max}$ ).

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## Nuclear reactor core reload design (8)



- Representative runs.
- Crossover, heuristics, dynamic penalty term: clear advantages.
- 1 day of computing time!
- Hand optimized expert solution: 4.16
- Best EA-solution: 4.09

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## Set partitioning problem (1)

**Problem instance:**

- Vector  $\bar{C} = (c_1, \dots, c_n)$  of costs.
- $m \times n$  matrix  $A$ ,  $a_{ij} \in \{0, 1\}$ .

**Feasible solution:**Vector  $\bar{x} \in \{0, 1\}^n$  such that  $\forall i \in \{1, \dots, m\}$ 

$$\sum_{j=1}^n a_{ij} \cdot x_j = 1$$

**Objective function:**

$$\sum_{j=1}^n c_j \cdot x_j \rightarrow \min$$

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## Set partitioning problem (3)

**Example:**

Legs	Pairings, $m = 9, n = 6$					
HH $\rightarrow$ F	1	1	0	0	1	0
F $\rightarrow$ M	0	1	0	1	0	0
F $\rightarrow$ B	0	0	1	0	1	0
B $\rightarrow$ M	0	0	1	0	1	0
M $\rightarrow$ HH	0	1	0	0	1	0
F $\rightarrow$ HH	1	0	0	0	0	1
M $\rightarrow$ F	0	0	1	1	0	0
B $\rightarrow$ F	0	0	0	0	0	1
HH $\rightarrow$ B	0	0	0	0	0	1
Costs	250	100	80	140	60	200

$$\sum_{j=1}^n a_{ij} \cdot x_j = 1$$

$$f(x) = \sum_{j=1}^n c_j \cdot x_j$$

**Some solutions:**

- Feasible:  $\bar{x}_1 = (0, 1, 1, 0, 0, 1)$ ,  $f(\bar{x}_1) = 380$ .
- Feasible:  $\bar{x}_2 = (0, 0, 0, 1, 1, 1)$ ,  $f(\bar{x}_2) = 400$ .
- Infeasible:  $\bar{x}_3 = (0, 0, 1, 1, 0, 0)$ , fails on rows (legs) 1, 5, 6, 8, 9.

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## Set partitioning problem (2)

**Airline crew scheduling:**

- Rows of  $A$ : *flight legs* (nonstop flights between city pairs).
- Columns of  $A$ : *pairings* (possible crew round trips).
- Costs  $c_j$  of pairing  $j$  may depend on: flight times, hotel costs, deadheads, waiting times, contracts, etc...

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## Set partitioning problem (4)

Objective function:

$$f(\bar{x}) = \sum_{j=1}^n c_j x_j + \sum_{i=1}^m k_i \left( \sum_{j=1}^n a_{ij} x_j - 1 \right)^2 \rightarrow \min$$

- $k_i$  are weighting factors
- if the condition

$$\sum_{j=1}^n a_{ij} \cdot x_j = 1$$

is violated:

- add *penalty term*:

$$k_i \cdot \left( \sum_{j=1}^n a_{ij} x_j - 1 \right)^2$$

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## Set partitioning problem (5)

Levine (1993) compared some strategies ( $m = 23$ ,  $n = 3068$ ):

- standard GA
- Traditional local search "row-heuristic"
- Traditional local search "unit-heuristic"
- Hybrid GA + local search "row-heuristic"
- Hybrid GA + local search "unit-heuristic"

Results:

	# runs	# feas.	# opt.	$f^*$
GA	50	0	0	—
GA + "row"	47	47	5	6678
GA + "unit"	50	50	0	8294
"row"	50	50	0	7642
"unit"	50	0	0	—

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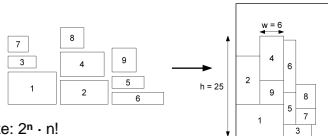
## 2-dimensional packing (1)

- Placement of advertisements on newspapers.
- Container- and truck-packing.
- Module placement in chip design.

2-dimensional packing:

Given rectangular forms  $Q_1, \dots, Q_n$  and a rectangular packing form, find a packing that maximizes total height.

Example:

Search space size:  $2^n \cdot n!$ 

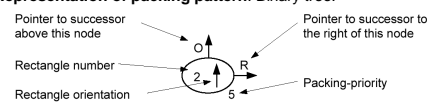
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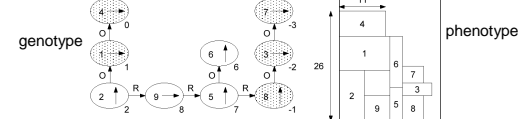
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## 2-dimensional packing (2)

Representation of packing pattern: Binary tree.



Example:



**BL-rule:** No rectangle can be shifted to the left or bottom without creating an overlapping.

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## 2-dimensional packing (3)

Mutation:

- Change a node priority.
- Change an orientation.
- Exchange node positions within the tree.

Crossover:

- Randomly determine a sub-tree of parent 1.
- Copy the sub-tree to the offspring.
- From parent 2: Visit remaining nodes in priority order. Insert them to offspring:
  - As deep as possible.
  - According to the BL-rule.
  - Take boundary constraints into account.
- Assign priorities to the nodes from parent 2 in offspring: New values, smaller than those occurring so far.

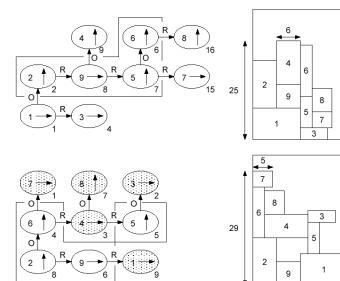
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## 2-dimensional packing (4)

Crossover example: parents



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### 2-dimensional packing (5)

**Offspring:**

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### 2-dimensional packing (6)

**Objective function:**

$$f = \frac{c}{h \cdot c + w} \rightarrow \max$$

- $c$ : a scaling integer value.
- For identical  $h$  values: prefer smaller  $w$ .

**Remarks:**

- A very challenging problem
- Traditional algorithms are not applicable for  $n > 30$
- EA requires a *decoder*: trees  $\rightarrow$  packing patterns
- EA solved problems up to  $n = 70$

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### Hot water flashing nozzle (1)

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### Hot water flashing nozzle (2)

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### Demonstration 1: the two-phase nozzle

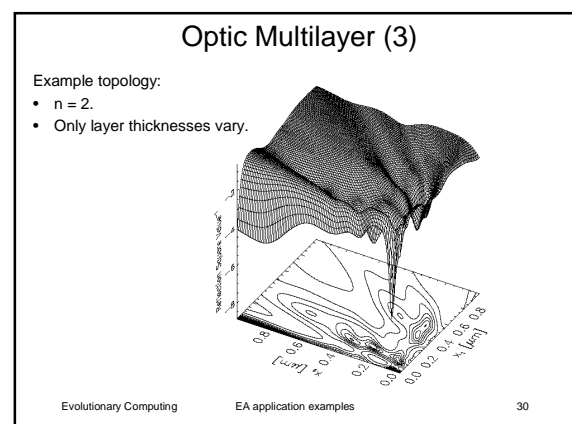
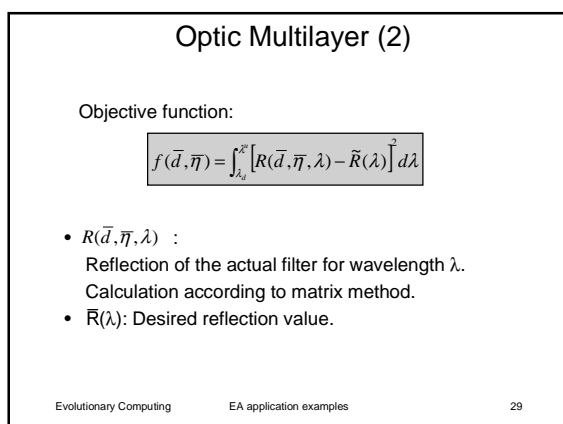
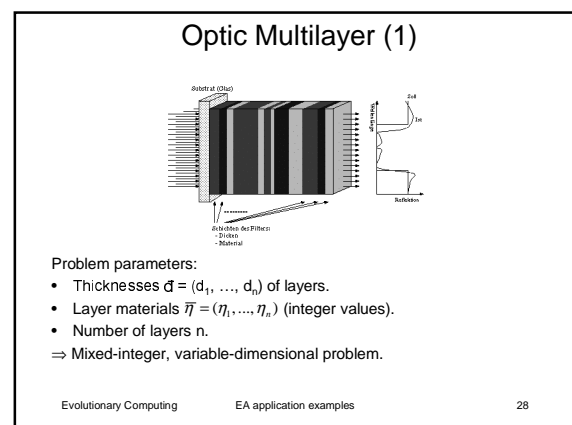
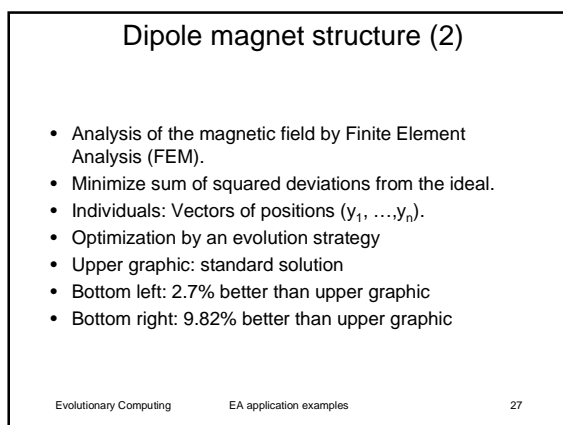
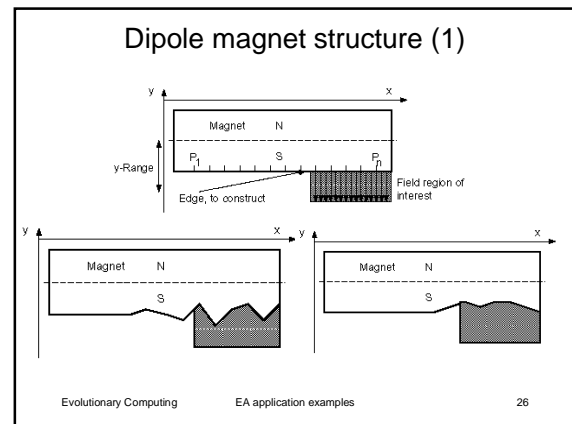
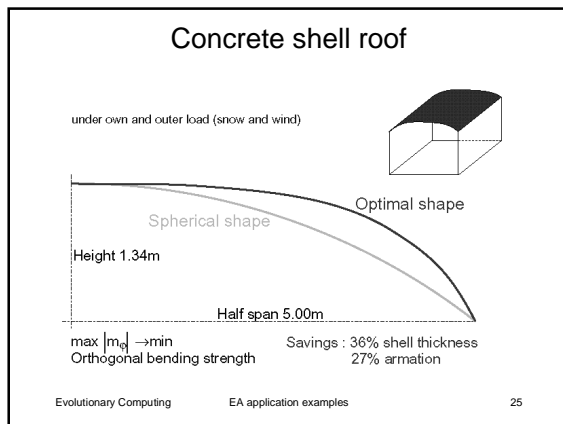
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### Minimal weight truss layout

Start  
922 kp  
(LP minimum)

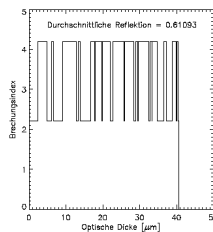
Optimum  
738 kp

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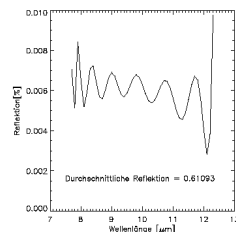


### Optic Multilayer (4)

Example structure:



Example reflection:



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### Optic Multilayer (5)

Existing Methods:

- Refinement methods:
  - Initial design constructed by an expert.
  - Local optimization of the initial design.
- Synthesis methods:
  - Without initial design (random start).
  - Automatical global optimization.

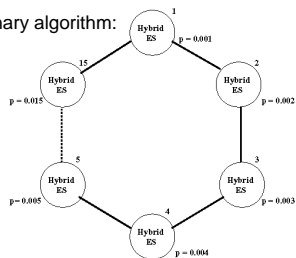
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### Optic Multilayer (6)

Parallel evolutionary algorithm:



- Per node: EA for mixed-integer representation.
- Isolation and migration of best individuals.
- Mutation of discrete variables: Fixed  $p_m$  per population.

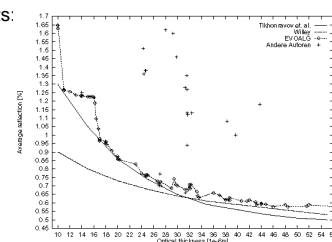
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### Optic Multilayer (7)

Reference results:



Comparison of literature results, theoretical predictions, and EA results.

⇒ Excellent algorithm for the synthesis of filters.

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### Remarks

- Complex practical problems
- Lack of (good) analytical/heuristic methods
- Hybridization with heuristics helps
- EAs can outperform well trained, experienced humans

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