

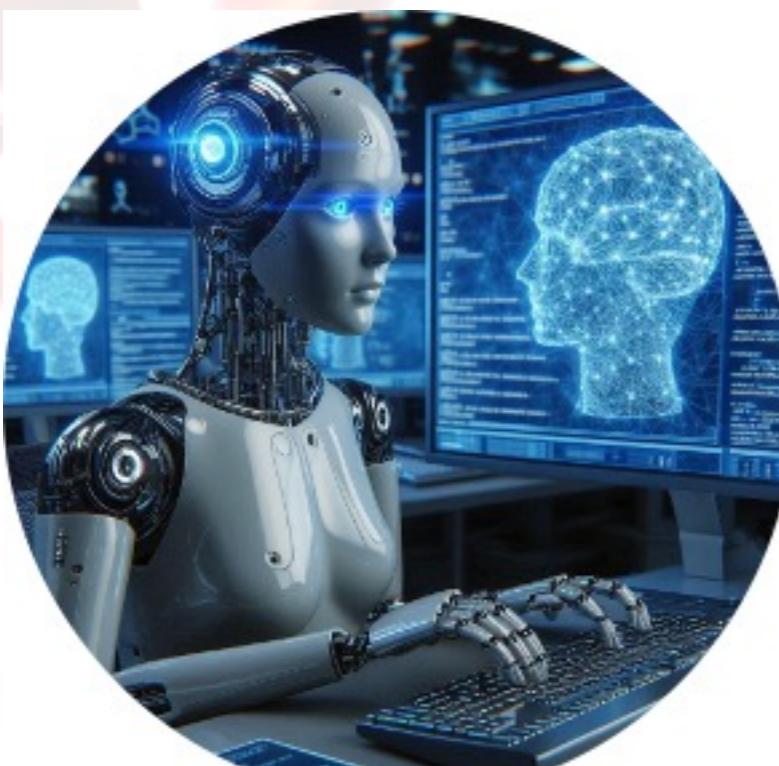
Heuristics & Metaheuristics for Optimization & Learning



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Optimization ≠ Complexity

[M. Pavone et al., "Metaheuristics for Combinatorial Optimization",
Advances in Intelligent Systems and Computing, 2021]

Every day each of us continually makes decisions during own daily activities

Decisions must be taken quickly and effectively

Making decision is very often challenging, and complex

Large number
of information

Dynamicity

Time
Constraints

Uncertainty

Optimization ≠ Complexity

[M. Pavone et al., "Metaheuristics for Combinatorial Optimization",
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Every day each of us continually makes

Making the most rational
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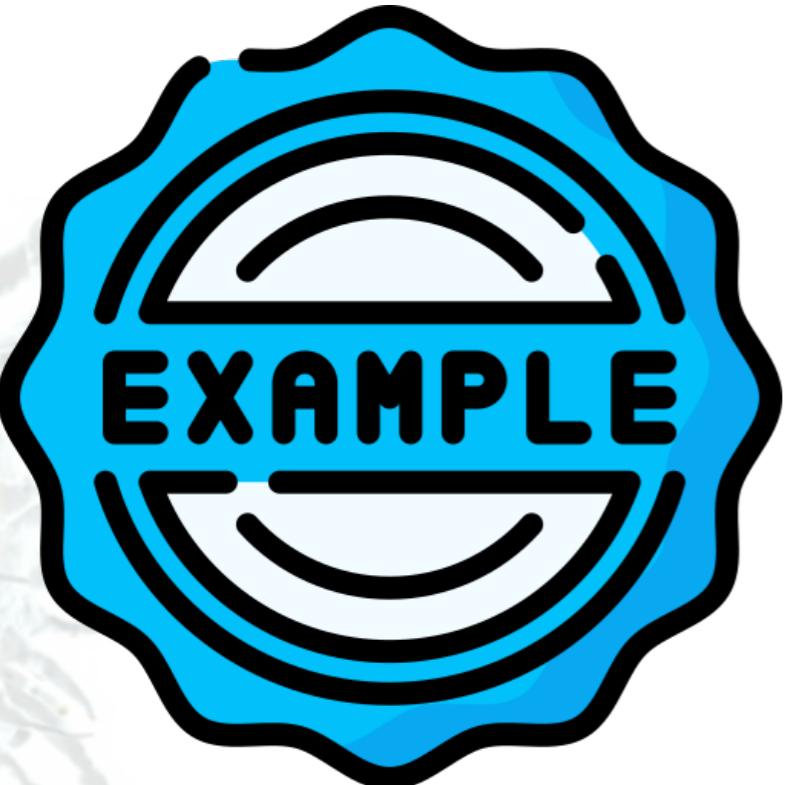
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Optimizing
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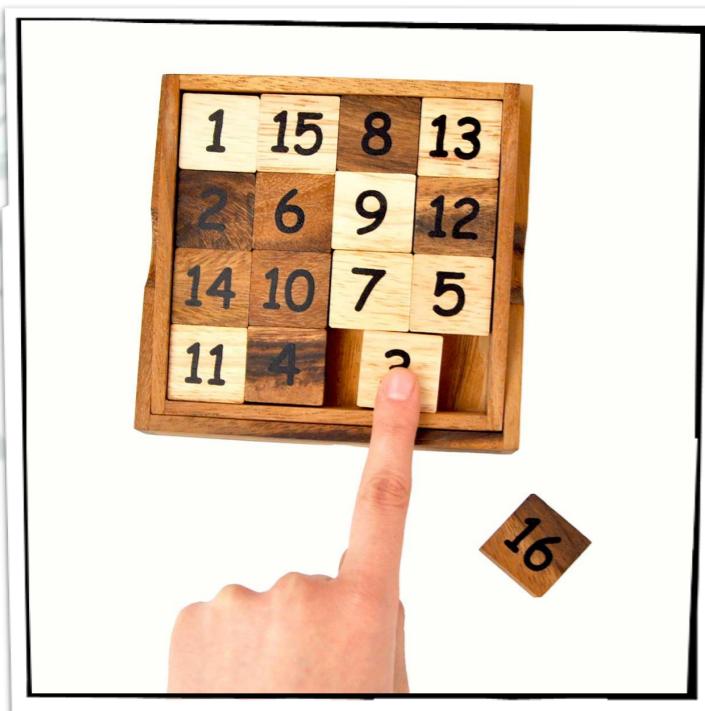
Time
Constraints



Real-Life Examples

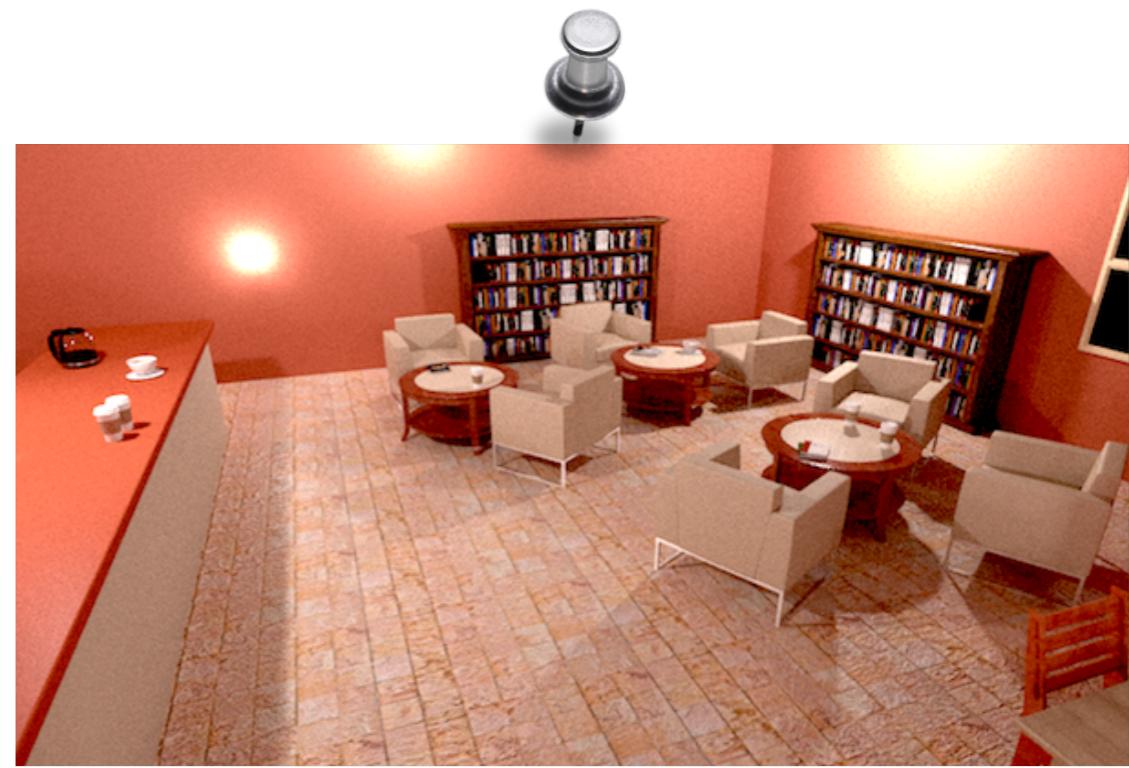


Examples

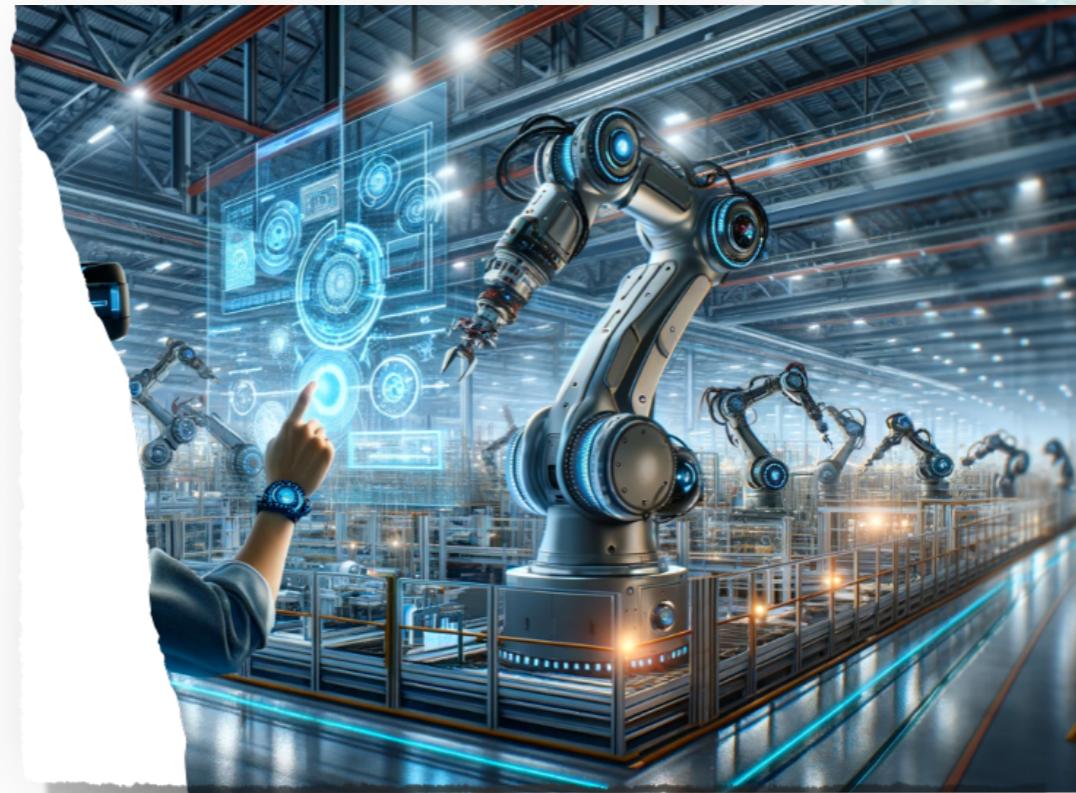


5	3			7			
6			1	9	5		
	9	8				6	
8			6				3
4		8	3				1
7			2			6	
	6			2	8		
		4	1	9			5
			8		7	9	

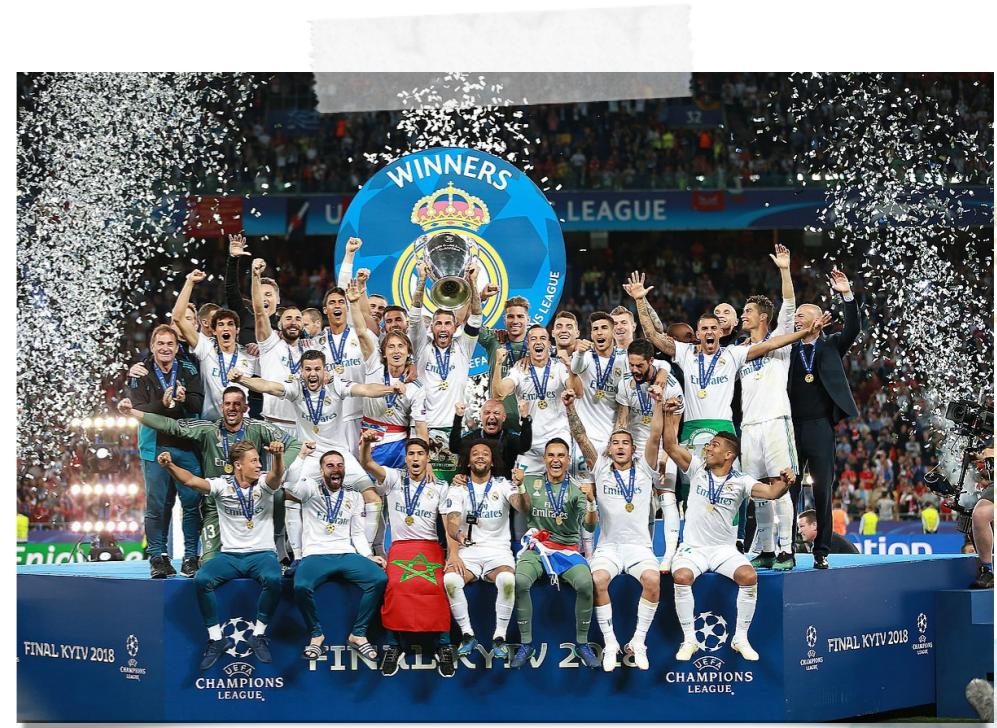
Examples



Examples



Examples



optimization: an example

The 8-puzzle problem consists of a 3×3 grid containing eight tiles, numbered one through eight.

One of the grid segments (called the "blank") is empty. A tile can be moved into the blank position from a position adjacent to it, thus creating a blank in the tile's original position.

The goal is to move from a given initial position to the final position in a minimum number of moves.

	5	2
1	8	3
4	7	6

optimization: an example

initial configuration

□	5	2
1	8	3
4	7	6

(a)

1	2	3
4	5	6
7	8	□

(b)

final configuration

a sequence of moves leading from the initial to the final configuration.

□	5	2
1	8	3
4	7	6

1	5	2
□	8	3
4	7	6

up

1	5	2
4	8	3
□	7	6

up

1	5	2
4	8	3
□	7	6

left

1	5	2
4	8	3
7	□	6

down

1	5	2
4	□	3
7	8	6

down

1	2	3
4	5	6
7	8	□

left

1	2	3
4	5	□
7	8	6

up

1	2	□
4	5	3
7	8	6

up

1	□	2
4	5	3
7	8	6

left

(c)



Last tile moved



Blank tile

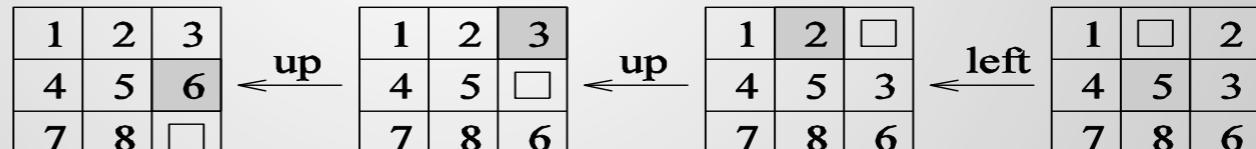
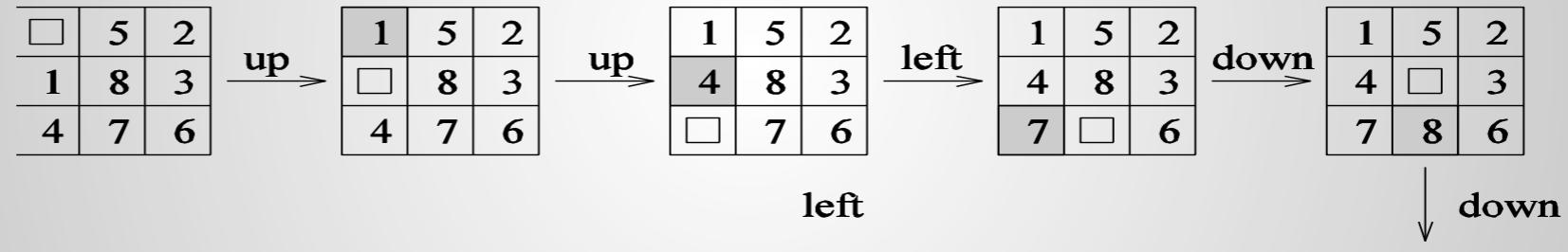
optimization: an example

□	5	2
1	8	3
4	7	6

(a)

1	2	3
4	5	6
7	8	□

(b)



The set S for this problem is the set of all sequences of moves that lead from the initial to the final configurations.



Last tile moved



Blank tile

(c)

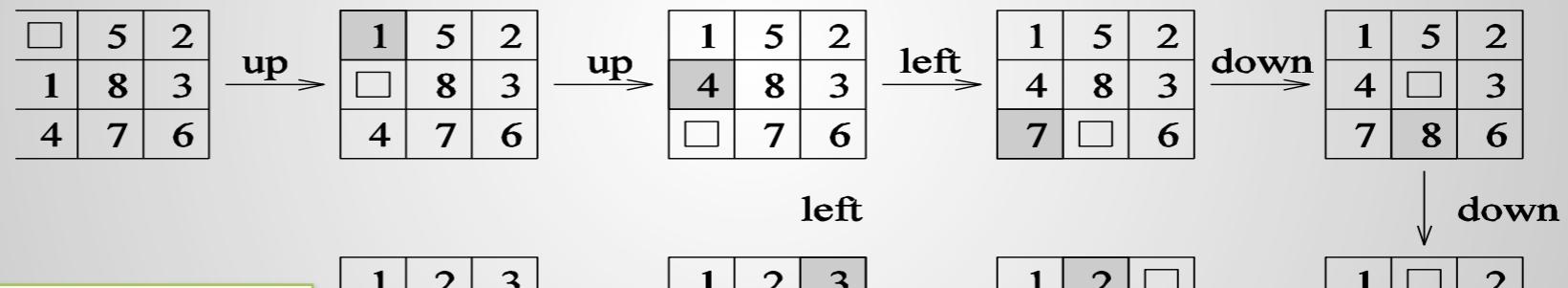
optimization: an example

□	5	2
1	8	3
4	7	6

(a)

1	2	3
4	5	6
7	8	□

(b)



The cost function f of an element in S is defined as the number of moves in the sequence.

1	2	3
4	5	6
7	8	□



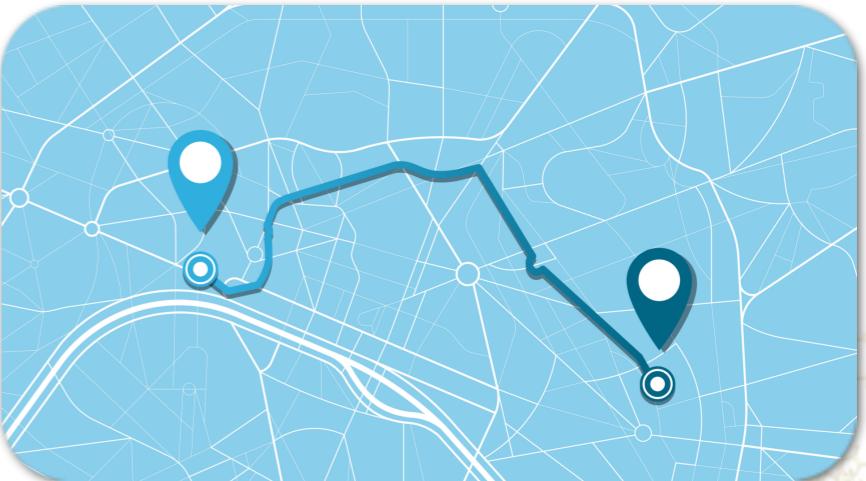
Last tile moved

1	2	□
4	5	3
7	8	6

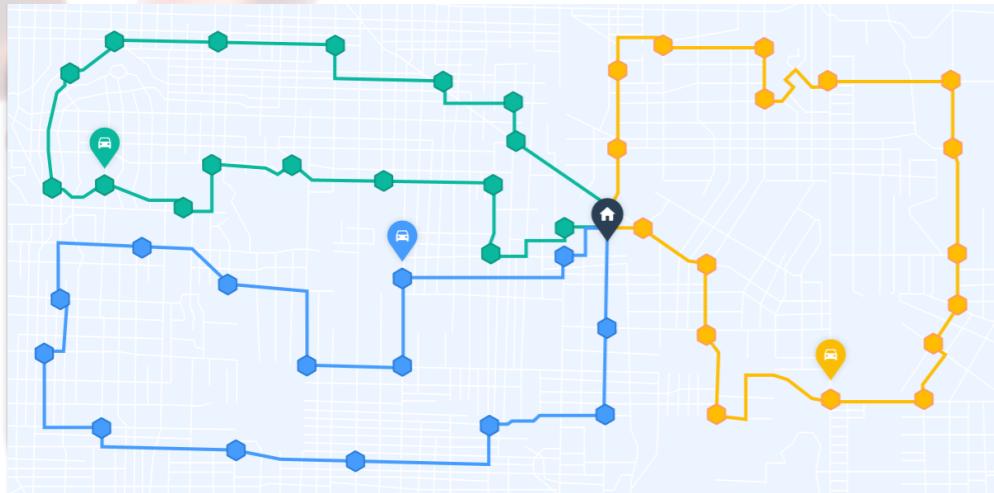


Blank tile

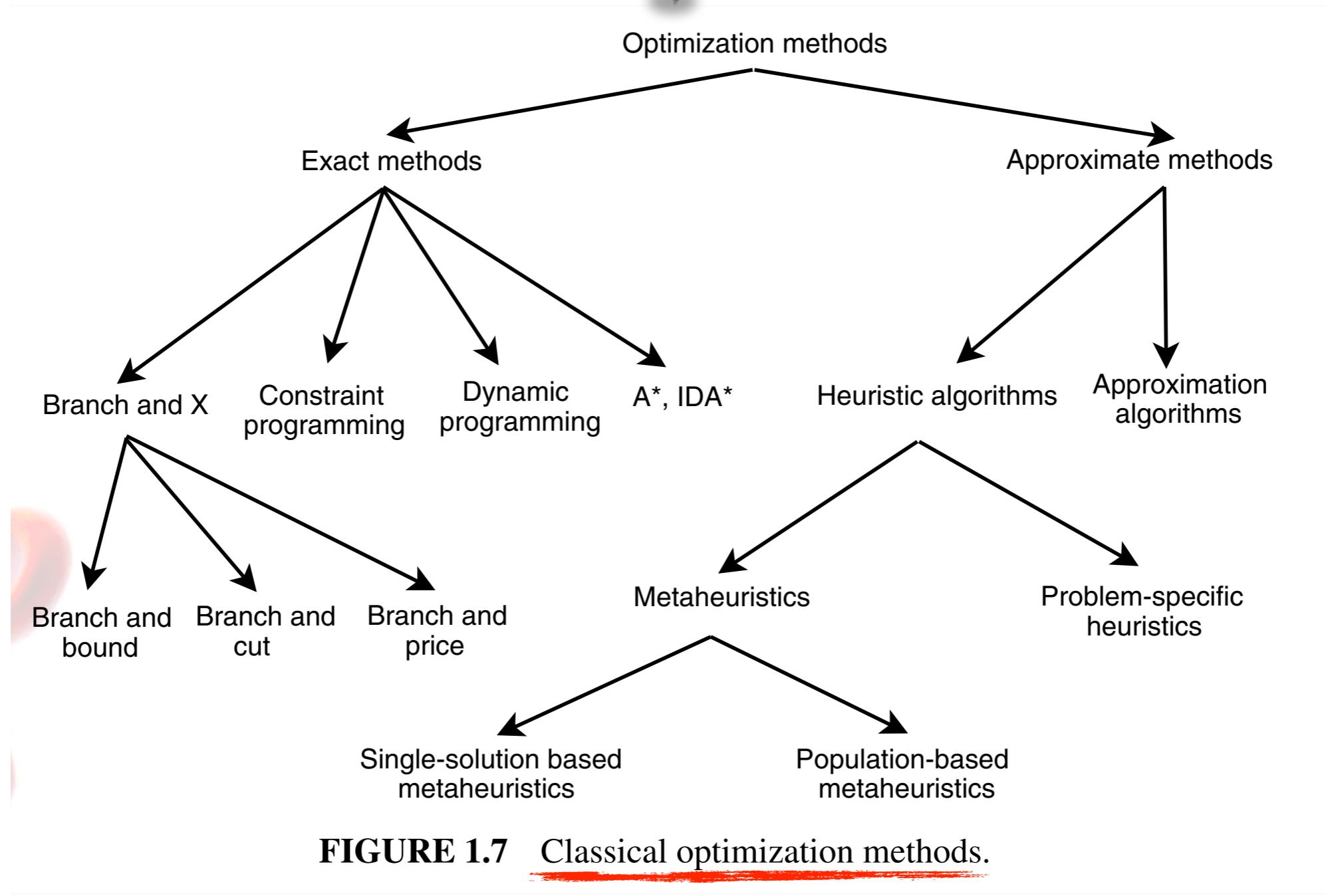
(c)



Everything around us
asks to optimize
something!



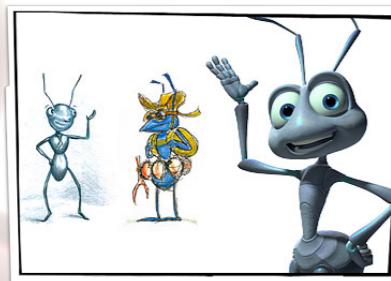
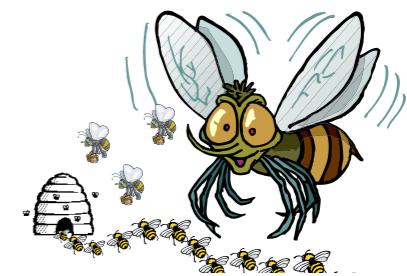
Problem-Solving Methodologies



Iterative/Stochastic vs. Greedy/Deterministic

[E.G. Talbi, "Metaheuristics: from Design to Implementation", Wiley & Sons, 2009]

Deterministic versus stochastic: A deterministic metaheuristic solves an optimization problem by making deterministic decisions (e.g., local search, tabu search). In stochastic metaheuristics, some random rules are applied during the search (e.g., simulated annealing, evolutionary algorithms). In deterministic algorithms, using the same initial solution will lead to the same final solution, whereas in stochastic metaheuristics, different final solutions may be obtained from the same initial solution. This characteristic must be taken into account in the performance evaluation of metaheuristic algorithms.



Iterative versus greedy: In iterative algorithms, we start with a complete solution (or population of solutions) and transform it at each iteration using some search operators. Greedy algorithms start from an empty solution, and at each step a decision variable of the problem is assigned until a complete solution is obtained. Most of the metaheuristics are iterative algorithms.

