Parallel Evolutionary Algorithms

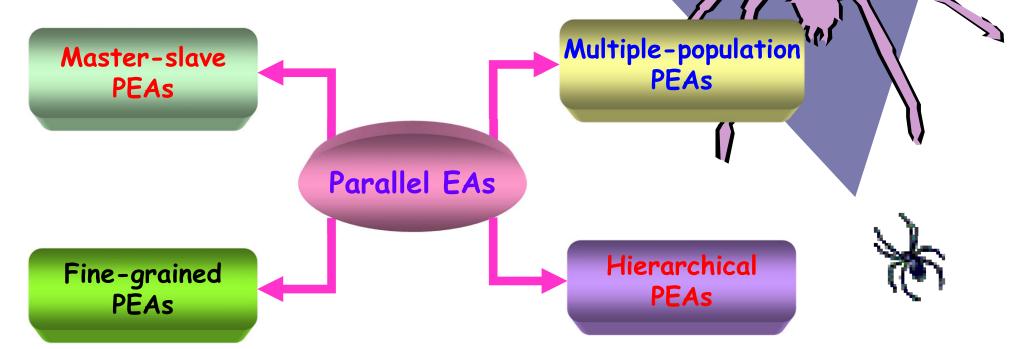


Parallel EAs (1)





- > Evolution itself is a highly parallel process
- > EAs are easy to parallelize (i.e., inherent parallelism)
- > PEAs can solve difficult problems (i.e., vast search space)
- > Parallel mechanism reduces considerably the processing this
- > There are tremendous computing resources (i.e., grid computing)

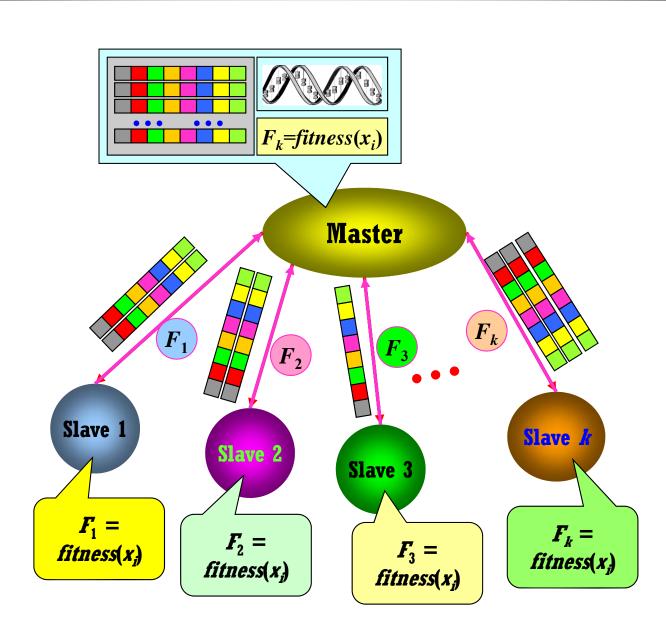




Parallel EAs (2)



Master-slave PEAs

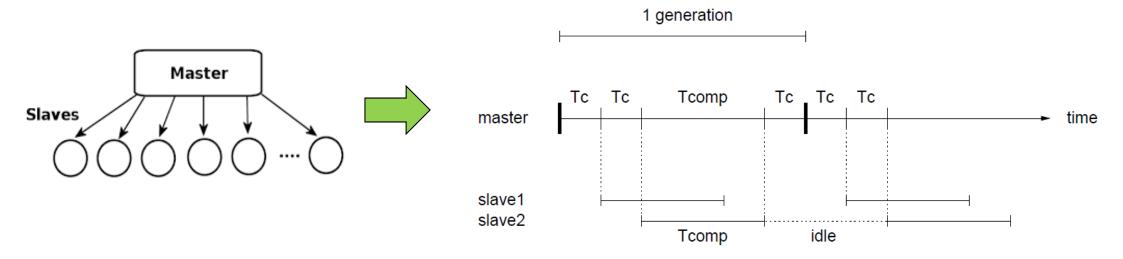




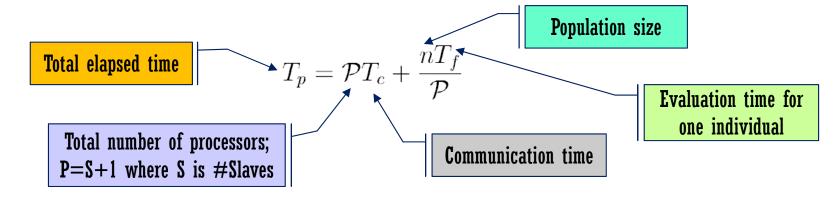
Parallel EAs (3)



- ❖ As to Master-Slave PGAs...
 - How efficient are they? How many slaves?



Considering the contribution from communication and computation, the elapsed time for one gen. can be estimated as





Parallel EAs (4)



As to Master-Slave PGAs...

$$T_p = \mathcal{P}T_c + rac{nT_f}{\mathcal{P}}$$
 To find the optimal, let $rac{\partial T_p}{\partial \mathcal{P}} = 0$ $\mathcal{P}^* = \sqrt{rac{nT_f}{T_c}}$

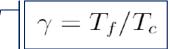
$$\frac{\partial T_p}{\partial \mathcal{P}} = 0$$



$$\mathcal{P}^* = \sqrt{\frac{nT_f}{T_c}}$$

Thus, the optimal number of slaves becomes $\mathcal{S}^* = \mathcal{P}^* - 1$

> When PGAs Faster than a simple GA?

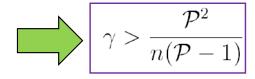


As long as the elapsed time of PGAs is shorter than that of a simple GA...

The elapsed time of a simple GA

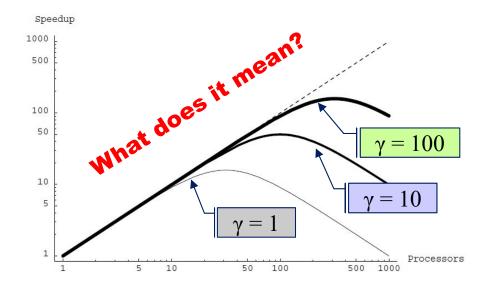
The elapsed time of PGAs

$$\frac{T_s}{T_p} = \frac{nT_f}{\frac{nT_f}{\mathcal{P}} + \mathcal{P}T_c} = \frac{n\gamma}{\frac{n\gamma}{\mathcal{P}} + \mathcal{P}} > 1$$



For the minimum number of processors (P=2), the condition is...

$$\gamma > \frac{4}{n}$$

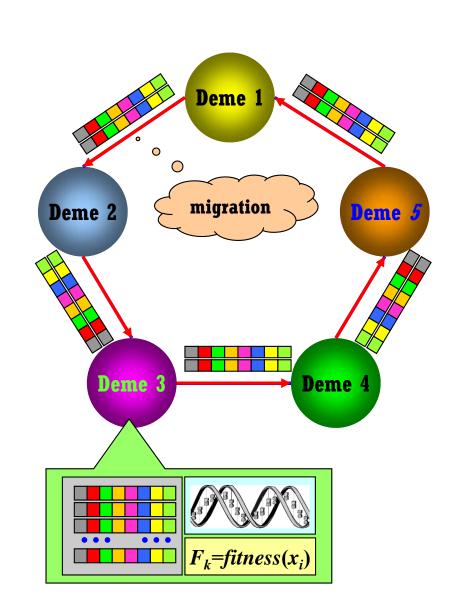




Parallel EAs (5)



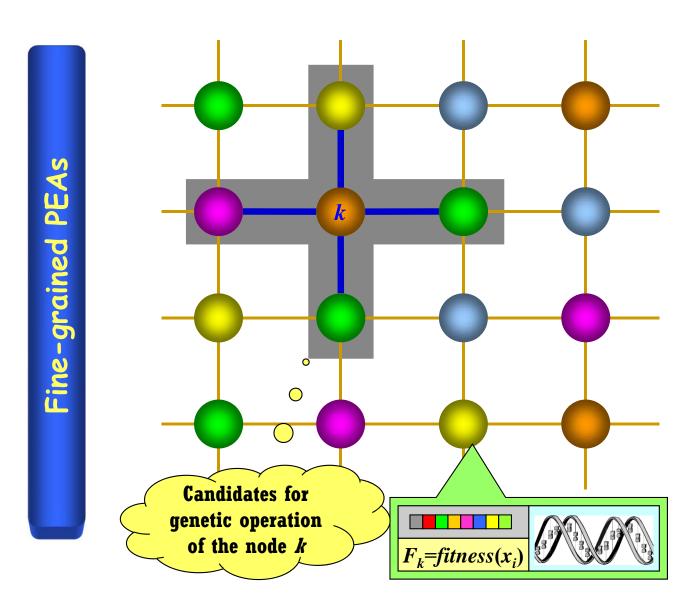
Multiple-population PEAs (a.k.a. Multi-Deme PEAs)





Parallel EAs (6)



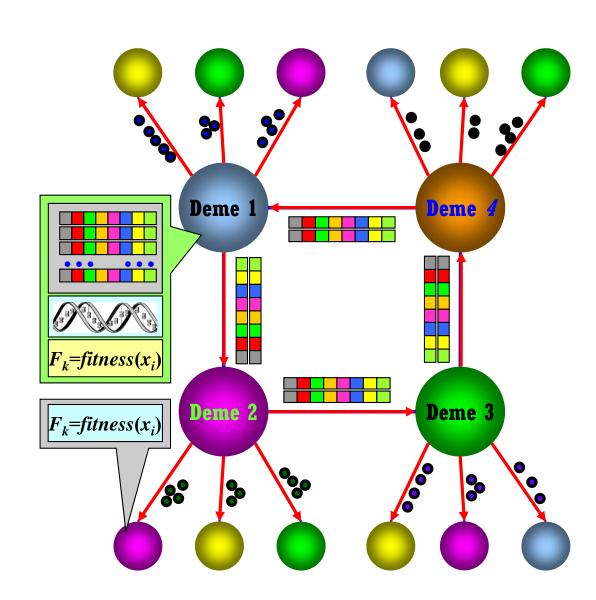




Parallel EAs (7)









Summary



- ❖ Parallel Evolutionary Algorithms (PEAs)
 - > It is natural to make EAs parallel due to their Inherent Parallelism
 - > Generally, parallel EAs outperform sequential EAs
 - → Also, the topology and the migration of PEAs are important topics in PEAs!