

Evolutionary Algorithms:

More Investigation – Crossover

April 02, 2013

Prof. Chang Wook Ahn



Sungkyunkwan **E**volutionary **A**lgorithms **L**ab.
School of Info. & Comm. Eng.
Sungkyunkwan University



Further **S**tudies on **C**rossover





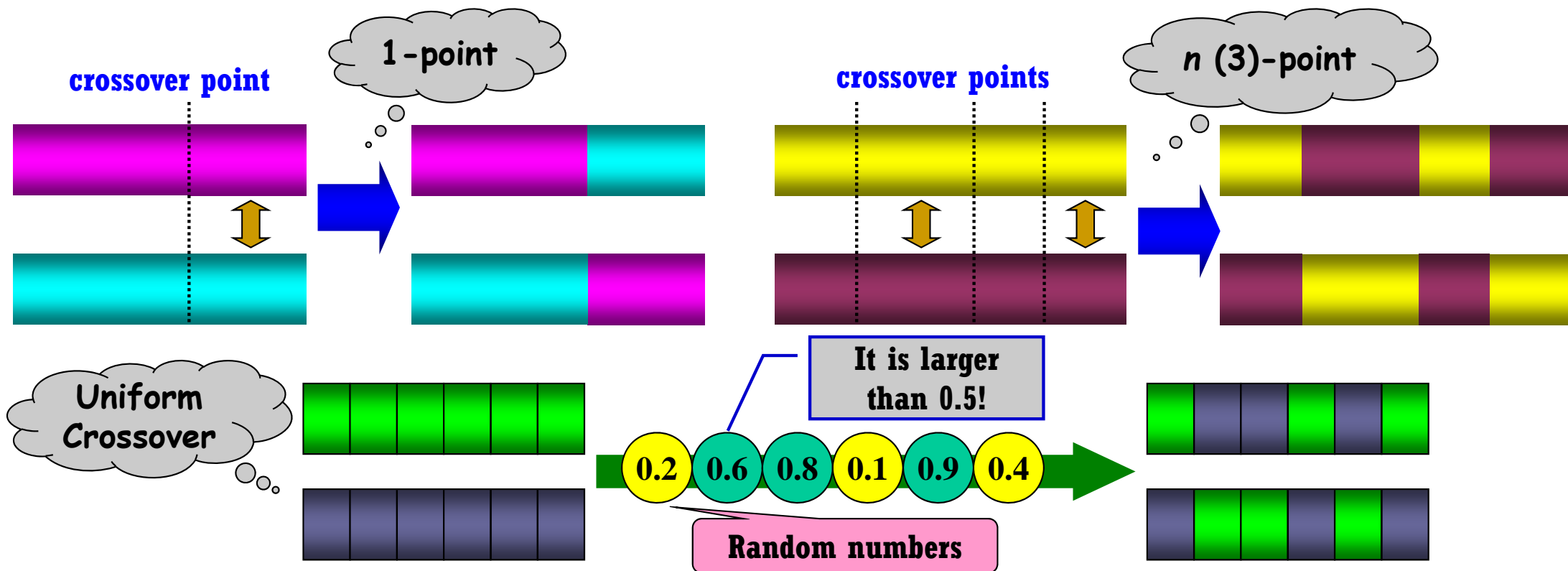
Crossover (1)



❖ Crossover (Recombination)

- Imitating the **genetic inheritance**
 - ✓ by **recombining segments** belonging to the individuals corresponding to parents
- Ensuring the **exploration** of search space
- One-point crossover, n -point crossover, Uniform crossover, etc.
- ➔ If **n increases**, the **n -point** crossover becomes the **uniform** crossover

Which one is the **Most Promising** Crossover?

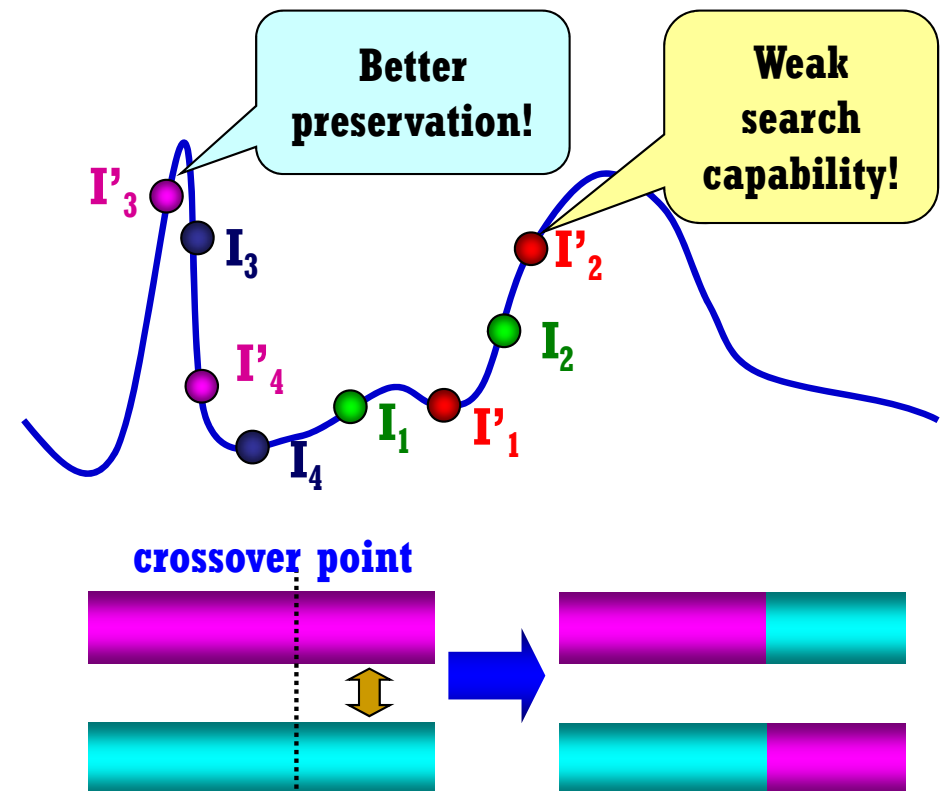
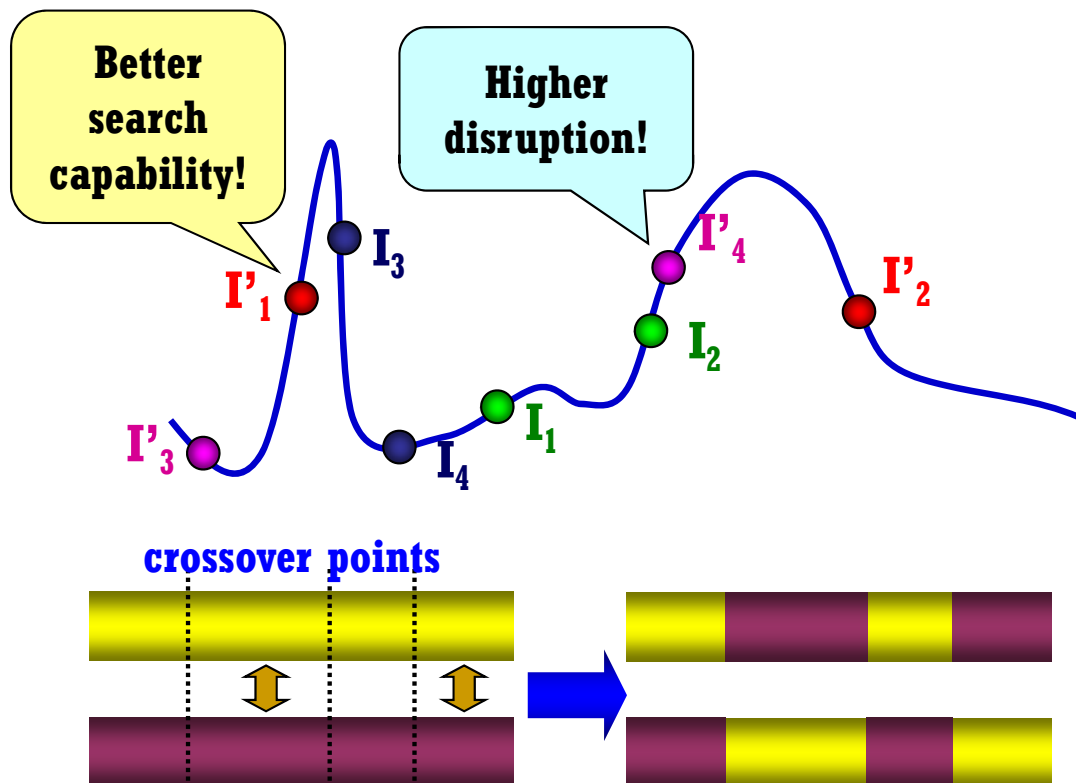




Crossover (2)

❖ Dynamics of Crossover

- As the number of **crossover points increases**,
 - ✓ Exploratory power is increased
 - ✓ Genes of each parent are more likely scrambled/disrupted
- As the number of **crossover points decreases**,
 - ✓ Exploratory power is decreased, but Genes of each parent are more likely preserved

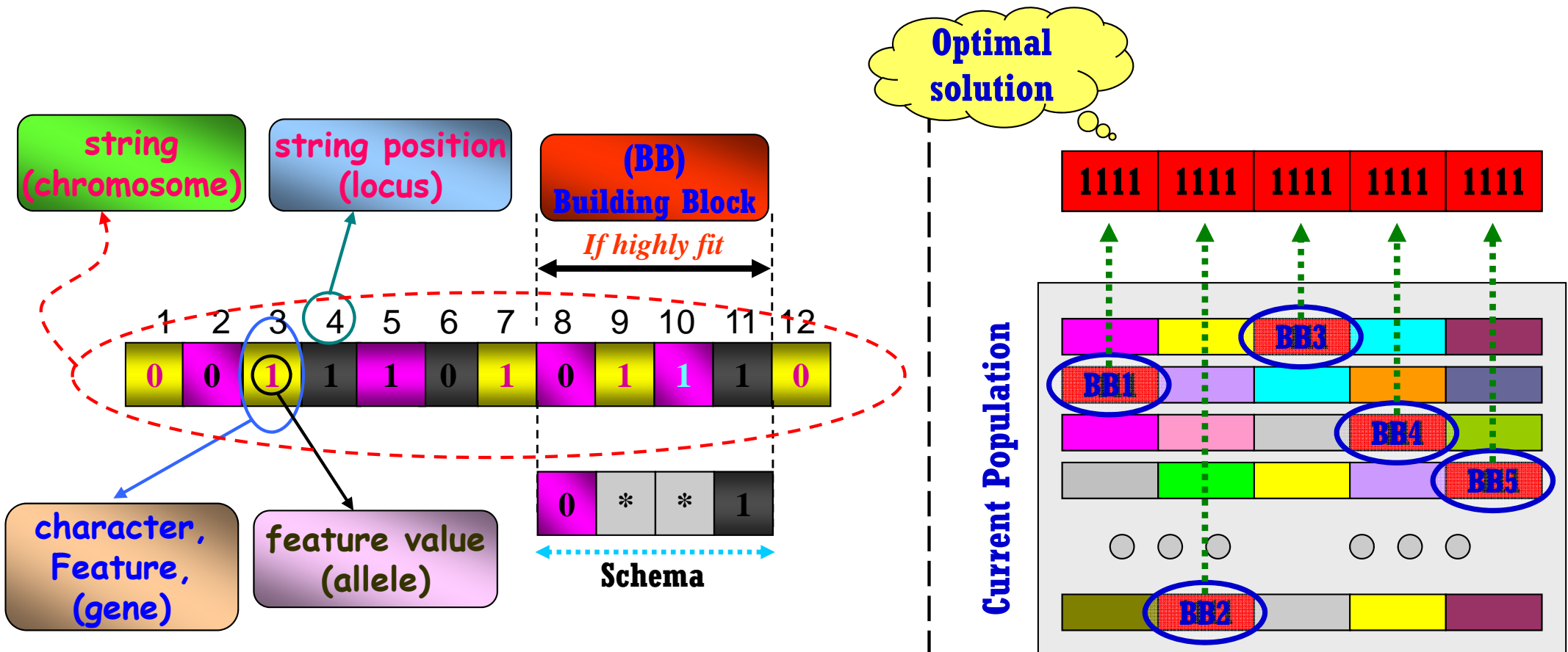




Building-Blocks: BBs (1)

❖ Building-Blocks (BBs)

- They are **partial solutions** whose **contributions to fitness are very high**
- For instance, the **global optimum** is formed by **combining a set of subsolutions**:
These subsolutions are defined as **Building-Blocks (BBs)**.
- Thus, **BBs** must be **preserved** and **bred** for reliably discovering the optimum

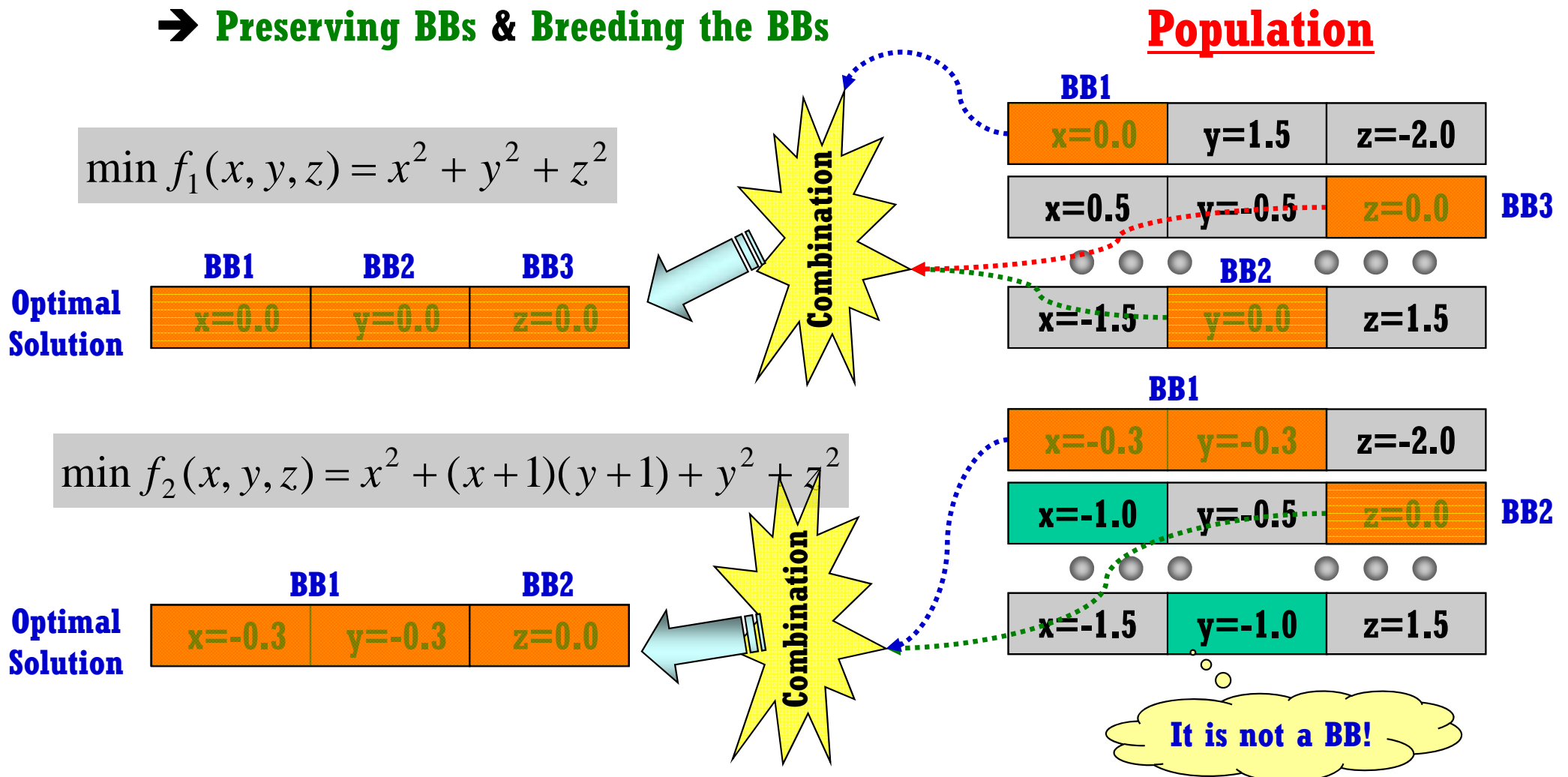




Building-Blocks: BBs (2)

❖ Building-Blocks (BBs): Example

- We can build up the optimal solution by **carefully assembling BBs**
- How to achieve this goal?
 - ➔ **Preserving BBs & Breeding the BBs**



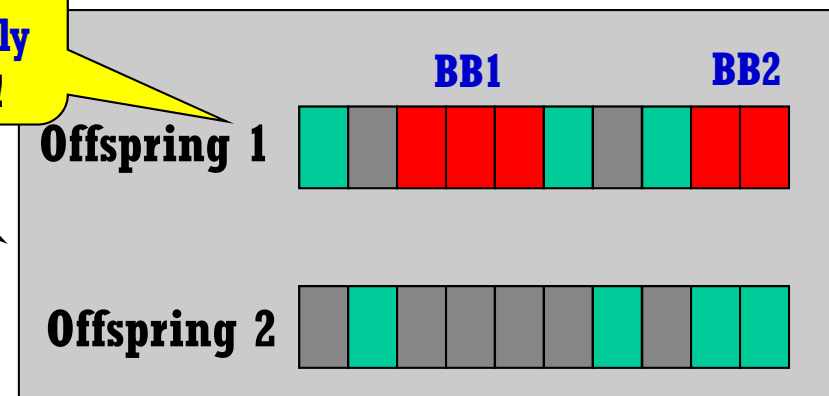
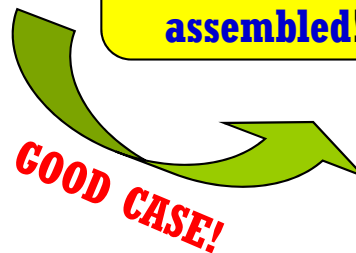
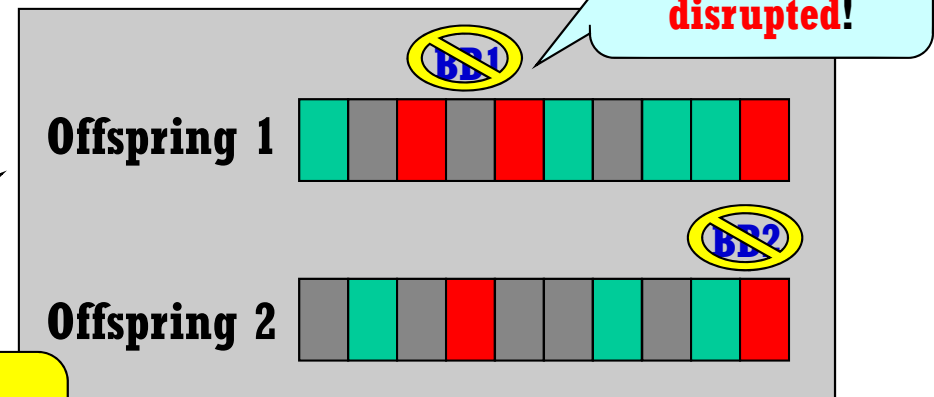
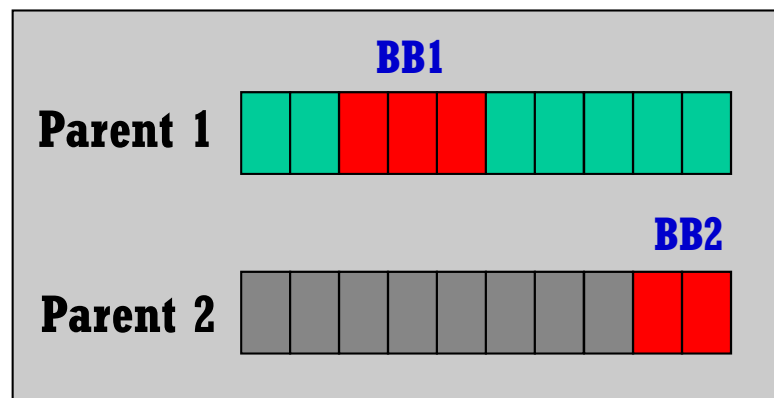




Building-Blocks: BBs (4)

❖ Effect of Crossover

- The crossover **exchanges** some genes of parents
- To find the optimum, **BBs** must be **preserved** and **combined** within an individual
- Crossover looks like Janus's two faces!
 - ✓ It assembles BBs as well as disrupt BBs by some chance



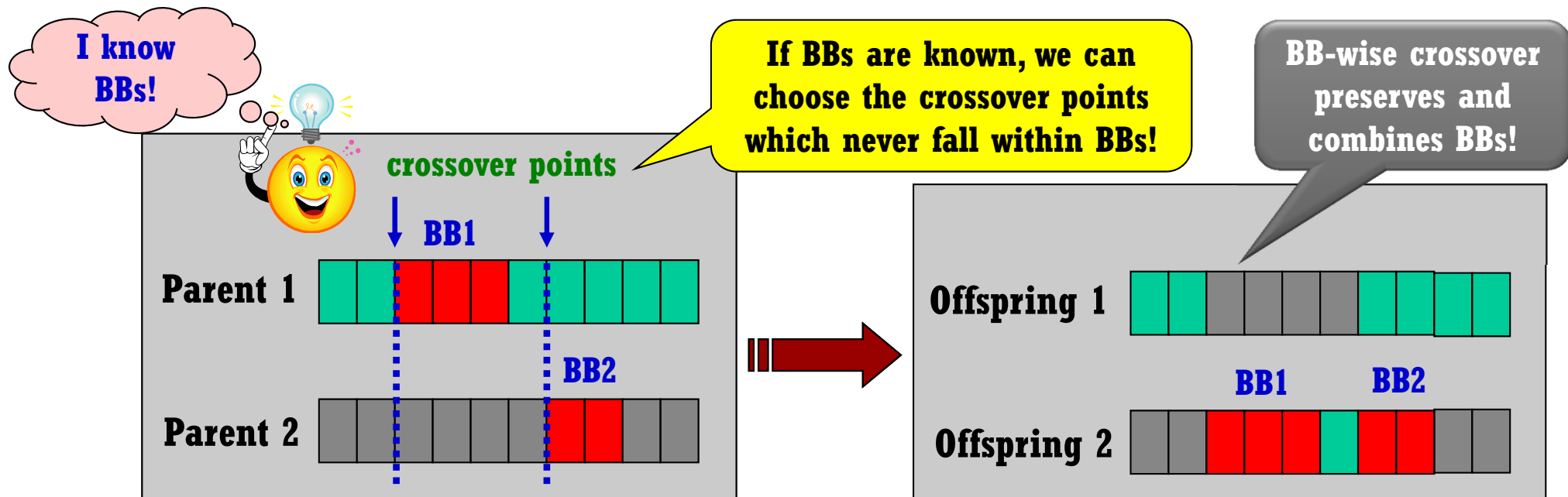


Building-Blocks: BBs (5)



❖ BB-wise Crossover

- To increase search capability, the number of crossover points must be increased
 - ➔ But increasing points brings forth higher possibility of **BB disruption**!
- To preserve BBs, the number of crossover points must be decreased
 - ➔ But decreasing points brings about **weaker search capability**!
- If BBs are known, we can perform a crossover at the level of BBs
 - ➔ It is referred to as “**BB-wise Crossover**”.



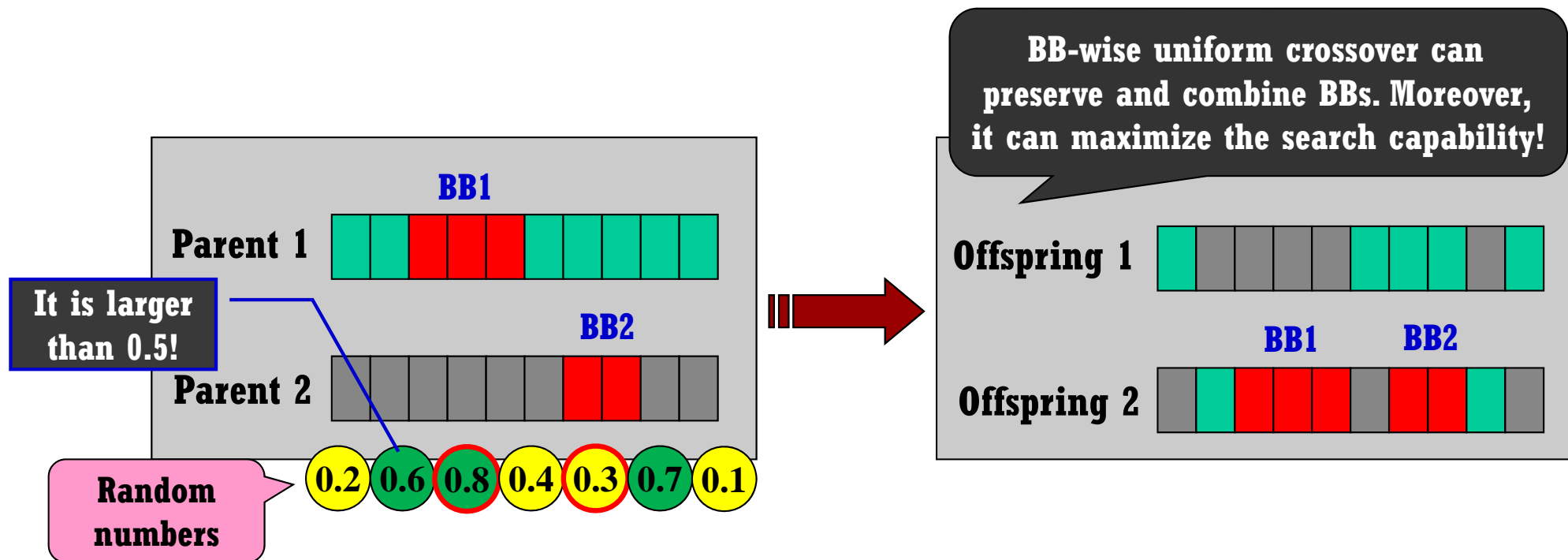


Building-Blocks: BBs (6)



❖ BB-wise Uniform Crossover

- Uniform crossover **maximizes** the mixing rate of genes (**search capability**)
 - ➔ But it also maximize **the disruption rate of BBs!**
- If BBs are known, we can apply the **uniform crossover at the level of BBs.**
 - ➔ It is so-called “**BB-wise Uniform Crossover**”
- It can **maximize the exploratory power without destroying BBs**
 - ➔ Thus, the population converges to the optimum **quickly** and **reliably!**



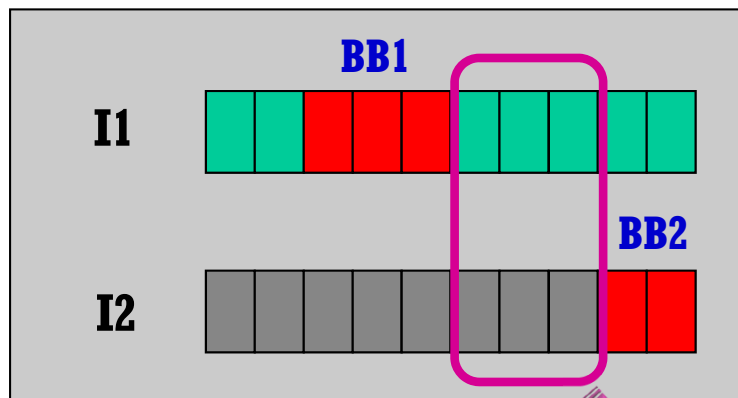


Building-Blocks: BBs (7)



❖ Why 1- or 2-point Crossover?

- BB information is not available in most problems.
 - **High-order crossover** would be **very harmful** without the knowledge of BBs
 - **BB-preservation** is more important than the increase of search capability
 - As such, a natural choice must **preserve BBs** under the **minimal search capability**
- ➔ If BBs are not known, 1- or 2-point crossover is the best choice!



Individual Description

The individual length = 10

The number of possible crossover points = 9

The size of BB1 = 3

The number of possible crossover points in BB1 = 2;

The size of BB2 = 2

The number of possible crossover points in BB2 = 1;

One-point Crossover

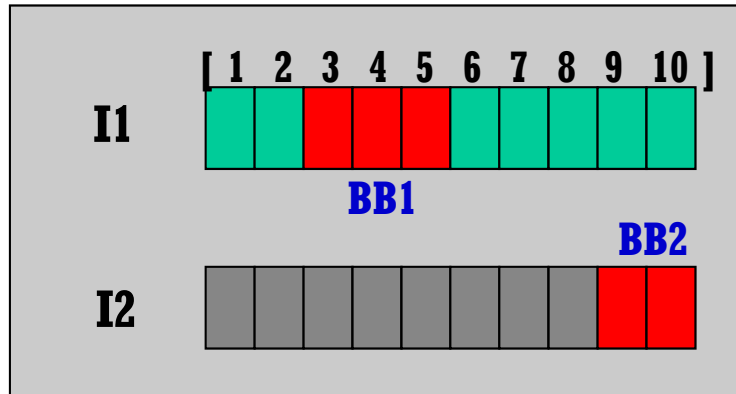
$P[\text{BB1 is preserved}] = P[\text{Crossover point does not fall at any position of BB1}] = 1 - (2/9) = 7/9$

$P[\text{BB2 is preserved}] = P[\text{Crossover point does not fall at any position of BB2}] = 1 - (1/9) = 8/9$

$P[\text{BB1 \& BB2 appear after crossover}] = P[\text{Crossover point falls at the position between BB1 and BB2}] = 4/9$



Building-Blocks: BBs (8)



Notation

$P[BB1]$ = Prob. that BB1 is preserved.

$P[BB2]$ = Prob. that BB2 is preserved.

$P[BB1 \text{ in } I1]$ = Prob. that BB1 exists in I1

$P[BB1 \text{ in } I2]$ = Prob. that BB1 exists in I2

$P[BB2 \text{ in } I1]$ = Prob. that BB2 exists in I1

$P[BB2 \text{ in } I2]$ = Prob. that BB2 exists in I2

Uniform Crossover

$$P[BB1] = P[\text{Alter } I1[3] \text{ \& } I1[4] \text{ \& } I1[5]] + P[\text{Not alter } I1[3] \text{ \& } I1[4] \text{ \& } I1[5]] = (1/2)^3 + (1/2)^3 = 1/4$$

$$P[BB2] = P[\text{Alter } I1[9] \text{ \& } I1[10]] + P[\text{Not alter } I1[9] \text{ \& } I1[10]] = (1/2)^2 + (1/2)^2 = 1/2$$

$$P[BB1 \text{ in } I1 | BB1] = P[BB1 \text{ in } I1 \cap BB1] / P[BB1] = P[BB1 \text{ in } I1] / P[BB1] = 1/2$$

$$P[BB2 \text{ in } I1 | BB2] = P[BB2 \text{ in } I1 \cap BB2] / P[BB2] = P[BB2 \text{ in } I1] / P[BB2] = 1/2$$

$$P[BB1 \text{ in } I2 | BB1] = P[BB1 \text{ in } I2 \cap BB1] / P[BB1] = P[BB1 \text{ in } I2] / P[BB1] = 1/2$$

$$P[BB2 \text{ in } I2 | BB2] = P[BB2 \text{ in } I2 \cap BB2] / P[BB2] = P[BB2 \text{ in } I2] / P[BB2] = 1/2$$

$$P[BB1 \text{ \& } BB2 \text{ appear after crossover}] = P[BB1 \text{ \& } BB2 \text{ appear in } I1] + P[BB1 \text{ \& } BB2 \text{ appear in } I2] =$$

$$P[BB1 \text{ appears in } I1] * P[BB2 \text{ appears in } I1] + P[BB1 \text{ appears in } I2] * P[BB2 \text{ appears in } I2] =$$

$$P[BB1 \text{ in } I1 | BB1]P[BB1] * P[BB2 \text{ in } I1 | BB2]P[BB2] + P[BB1 \text{ in } I2 | BB1]P[BB1] * P[BB2 \text{ in } I2 | BB2]P[BB2] =$$

$$(1/2)(1/4) * (1/2)(1/2) + (1/2)(1/4) * (1/2)(1/2) = \boxed{1/16}$$



Summary



❖ There are **Many Crossover Schemes!**



➤ **One-, two-, n-point, and uniform crossover**

(n-point crossover becomes uniform crossover as n increases)

➤ Search capability grows as **n increases** (but the disruption of BB increases)

❖ To Quickly Find the **Optimum**, **BBs** must be **Preserved** and **Bred**.

➤ Crossover must be performed **at the level of BBs**:

that is, BB-wise (n-point) crossover, BB-wise uniform crossover

❖ **BBs** are **not Known** in Most Real-world Problems

➤ Under this circumstance, the **primary importance** is the **BB preservation**

➤ To do this, the **search capability** must be offered at **the minimum level**

➤ Thus, **one- or two-point crossover** is the most promising choice!

If BBs are known, we can maximize the performance by using the BB-wise uniform crossover. But BB information is not available in general.

Thus, **knowing BB information is a very important issue of GAs. How?**