Bat Optimization on GPU

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***Abstract*—This works presents the Bat in GPU. The results show that...**

I. Introduction

The bat algorithm was introduced by Yang [1]. It uses the inspiration of micro-bats to look at their preys.

Many populational optimization algorithms can benefit from parallelization.

This work attempts to investigate the applicability of GPU parable libation on the bat algorithm. Previously some demonstrations of the bat algorithm parallelized on CPU were presented (reference reference), however, til the day of this publication no implementation of the bat algorithm was found on GPU.

It was developed two versions of the algorithm. One that runs on CPU and the other which uses CPU.

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In this work the bath algorithm used was the one proposed by [2], since it represents a concrete demonstration of how the bat metaheuristic given that the original papers lacks it.

II. Bat Design on CPU

The CPU version developed was single threaded. The random algorithm used was the mersenne twister.

A. Pseudo-code

Parameters:$n, \alpha\, \lambda$
Initialize Bats
Evaluate fitness bats
Selects best
while stop criteria false **do**
for i=1 to n **do**
$f_i = f_{min} + (f_{max} - f_{min})\beta, \in \beta[0,1]$
$\vec{v}_i^{t+1} = \vec{v}_i^t + (\vec{x}_i^t + \vec{x}_*^t) f_i$
$\vec{x}_{temp} = \vec{x}_i^t + \vec{v}_i^{t+1}$
if $rand < r_i, rand \in [0,1]$**then** local search
$\vec{x}_{temp} = \vec{x}_* + \epsilon A_m, \epsilon \in [-1,1]$ (1)
end if
Single dimension perturbation inx_{temp}
if$a < A_i^t, a \in [0,1]$
$\vec{x}_i^t = \vec{x}_{temp}$
$r_i = exp(\lambda * i)$
$A_i = A_0 * \alpha^i$
end if
Selects best
end for
end while

III. Bat Design on GPU

Since the BAT algorithm uses a population of bats, the most intuitive parallelization method to apply on it is to use each bat on a GPU core. [3] used a similar method for a GPU implementation for the PSO algorithm. For the GPU version the approach used was the split of each individual in one thread.

A. Pseudo-code GPU

1: Parameters: n,α, λ
2: Initialize bats asynchronously
3: synchronize threads
4: Evaluate fitness bats
5: Selects best
6: **while** stop criteria false **do**

TABLE I
EXPERIMENTS

Name	Function	Dimensions	Agents
E1	Ackley	100	256
E2	Ackley	100	768
E3	Griewank	100	256
E4	Griewank	100	768
E5	Rastringin	100	256
E6	Rastringin	100	768
E7	Rosenbrook	100	256
E8	Rosenbrook	100	768

TABLE II
RESULTS

Name	Fitness C	Total C	Fitness G	Total Speedup
E1	57.3774s	1.69691e-06		

for all threads **do**
$f_i = f_{min} + (f_{max} - f_{min})\beta, \in \beta[0,1]$
$\vec{v}_i^{t+1} = \vec{v}_i^t + (\vec{x}_i^t + \vec{x}_*^t)f_i$
$\vec{x}_{temp} = \vec{x}_i^t + \vec{v}_i^{t+1}$
if rand ¡ r$_i, rand \in [0,1]$**then** $localsearch$
$\vec{x}_{temp} = \vec{x}_* + \epsilon A_m, \epsilon \in [-1,1]$
end if
Single dimension perturbation in x$_{temp}$**if a** $< \mathbf{A_i^t}, \mathbf{a} \in [\mathbf{0},\mathbf{1}]$
$\vec{x}_i^t = \vec{x}_{temp}$
$\mathbf{r}_i = exp(\lambda * i)$
$\mathbf{A}_i = A_0 * \alpha^i$
end if
synchronize threads
Selects best
end for
end while

IV. EXPERIMENTS

The benchmark functions used were the following:

- Ackley
- Griewank
- Rastringin
- Rosenbrook

The experiments were executed on a machine with the following configuration:

Intel(R) Core(TM) i5-4460 CPU @ 3.20GHz
GK208 GeForce GT 720 1024 MB of vram

Each experiment runned a total of 20 times with 10 thousand iterations each.

V. RESULTS

VI. CONCLUSION

It was observed speedups with big populations. The original BAT was proposed with 40 individuals and the speedups was seen with 250 individuals. The advantages of the algorithm may be tested against a threaded CPU implementation to be fair. With this work it's clear that is possible to speedup the bat metaheuristic using GPU but the best results are only achievable on really complex problems with many dimensions.

VII. FURTHER WORKS

It may be explored the usage of blocks as representation for the dimensions in which each bat details.

REFERENCES

[1] Xin-She Yang *A New Metaheuristics Bat-Inspired Algorithm*. Department of Engineering, Cambridge, 2010.

[2] Jelson A. Cordeiro, Rafael Stubs Parpinelli Heitor Silvrio Lopes *Anlise de Sensibilidade dos Parmetros do Bat Algorithm e Comparao de Desempenho*.

[3] PSO-GPU: Accelerating Particle Swarm Optimization in CUDA-Based Graphics Processing Unit