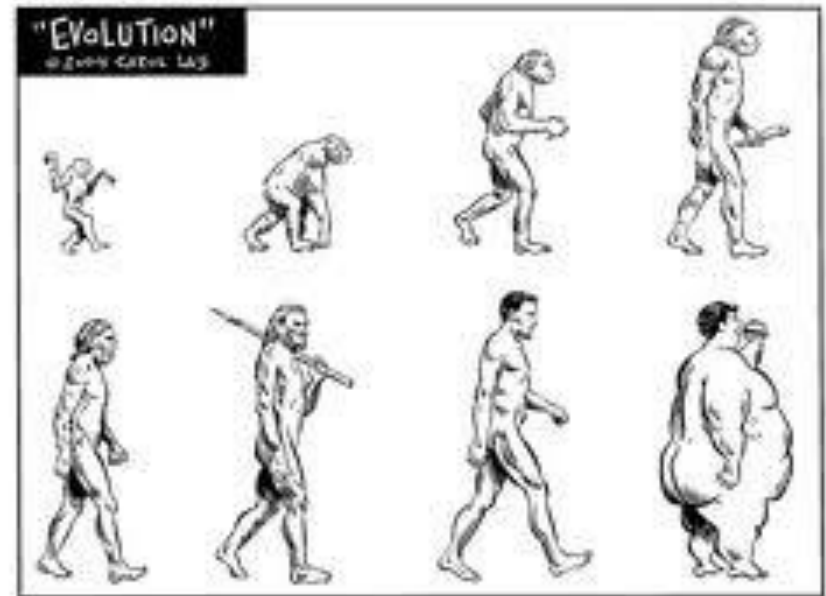
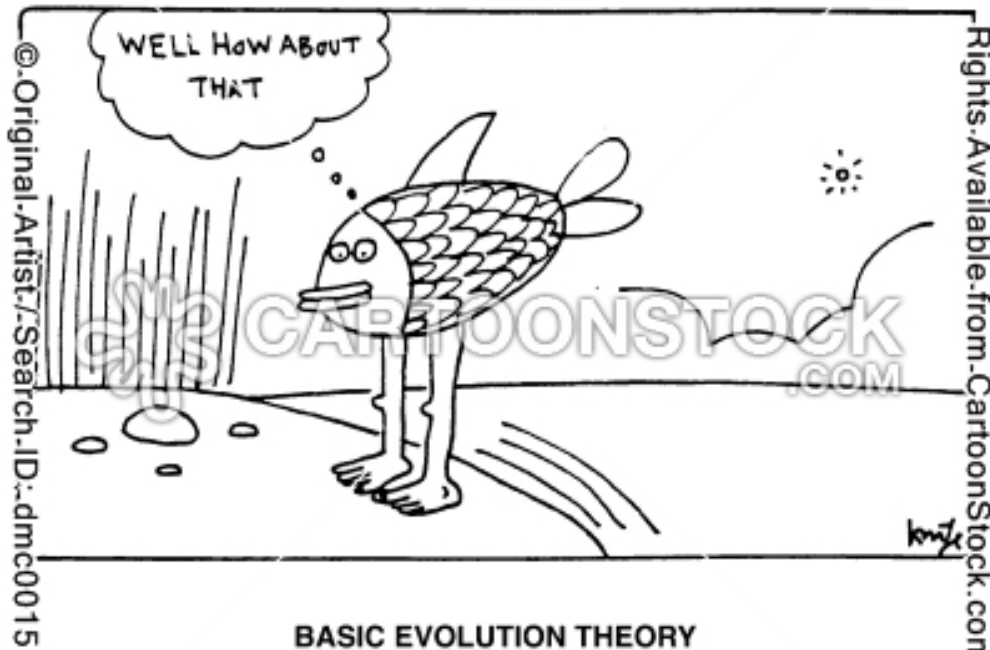


ACO



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Benefits of GA/MA



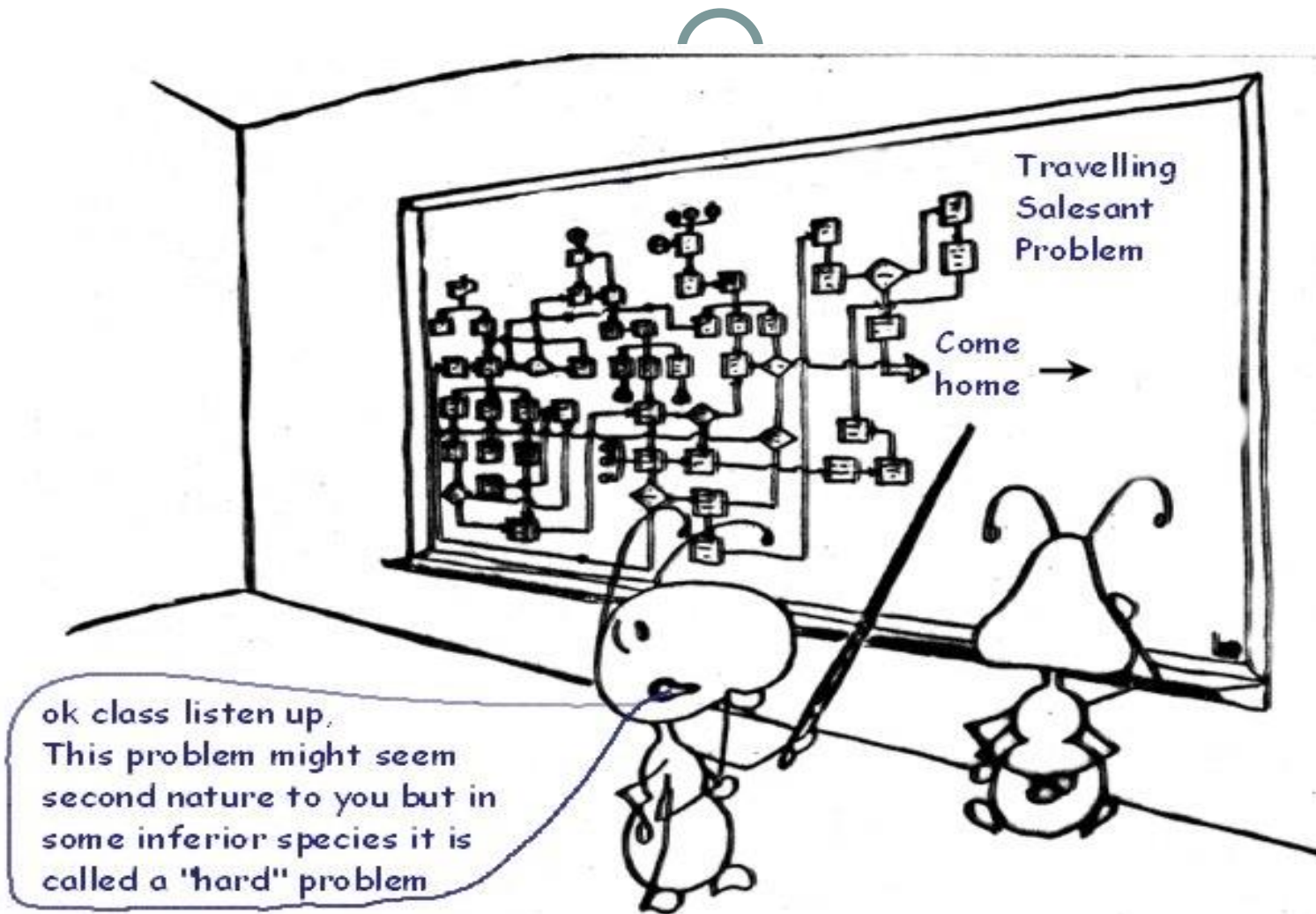
- Concept is easy to understand
- Modular, separate from application
- Supports multi-objective optimization
- Always an answer; answer gets better with time
- Inherently parallel; easily distributed
- Many ways to speed up and improve a GA/MA-based application as knowledge about problem domain is gained
- Easy to exploit previous or alternate solutions
- Flexible building blocks for hybrid applications

When to Use a GA/MA



- Alternate solutions are too slow or overly complicated
- Problem is similar to one that has already been successfully solved by using a GA/MA
- Want to hybridize with an existing solution
- Benefits of the GA/MA technology meet key problem requirements

Ant Colony Optimization

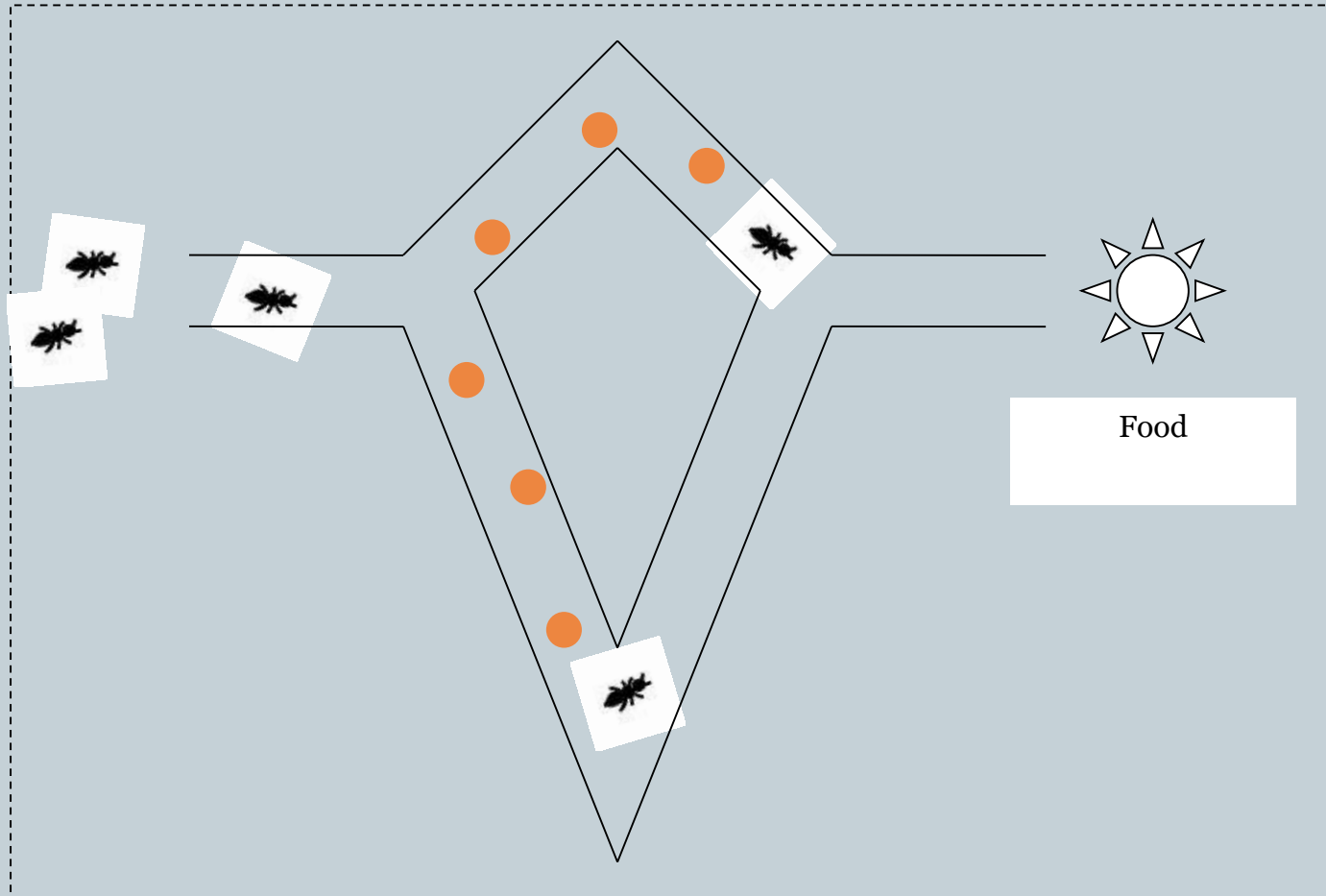


Swarm intelligence

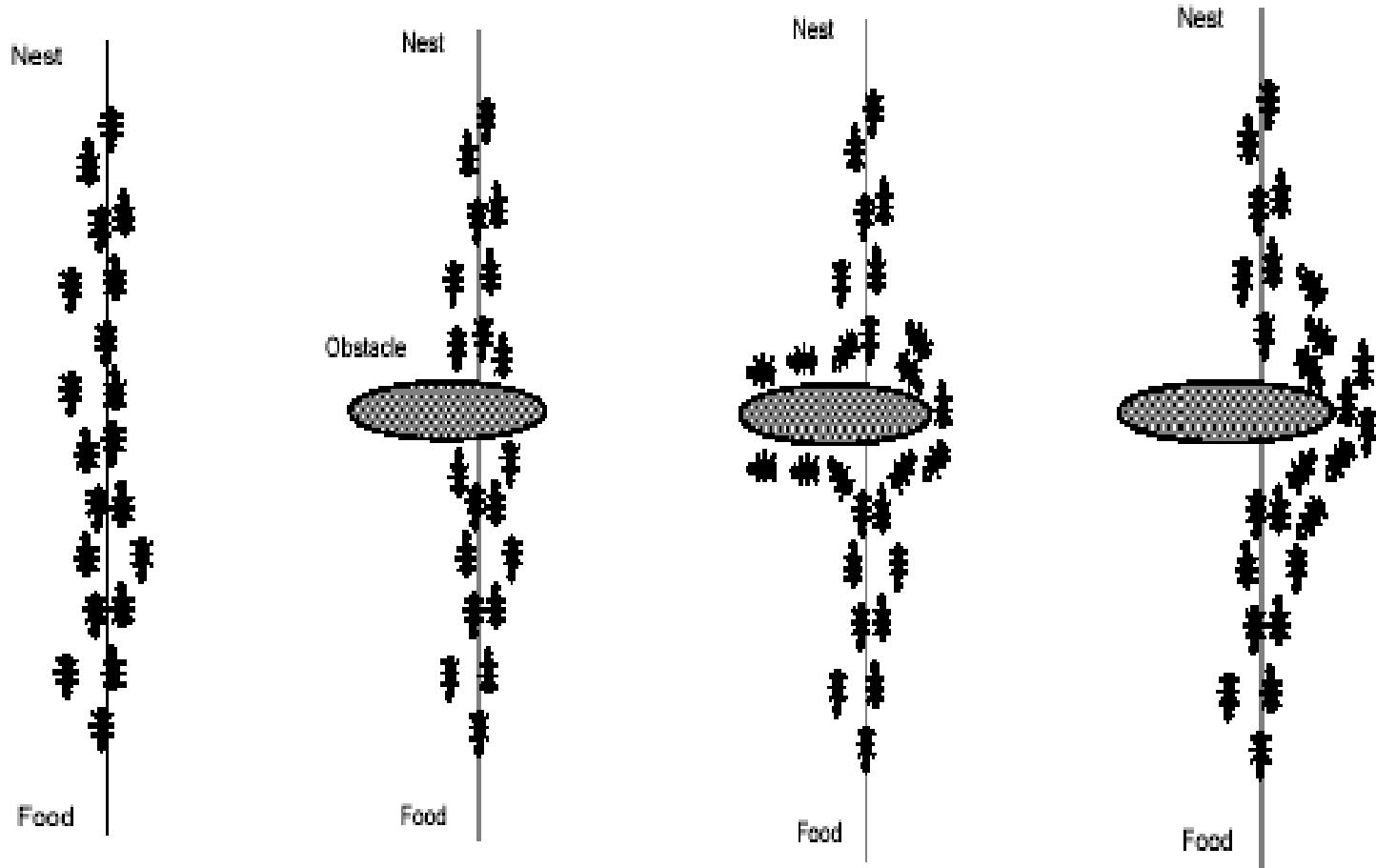


- Collective system capable of accomplishing difficult tasks in dynamic and varied environments without any external guidance or control and with no central coordination
- Achieving a collective performance which could not normally be achieved by an individual acting alone
- Constituting a natural model particularly suited to distributed problem solving

Double Bridge experiment



Natural behavior of ant



How to implement in a program



- Ants: Simple computer agents
- Move ant: Pick next component
- Pheromone: $\tau_{i,j}^k$
- Distance: η
- Next move: Use distance/probability to move ant

A simple TSP example



A

B

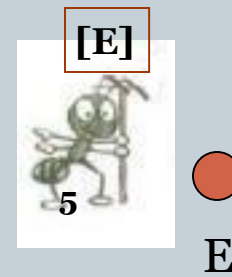
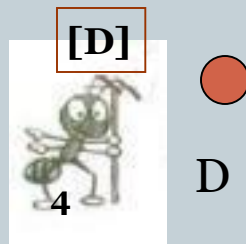
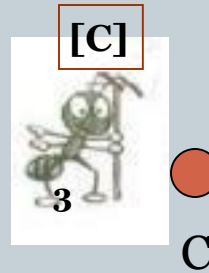
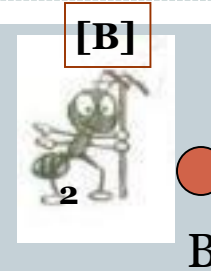
C

D

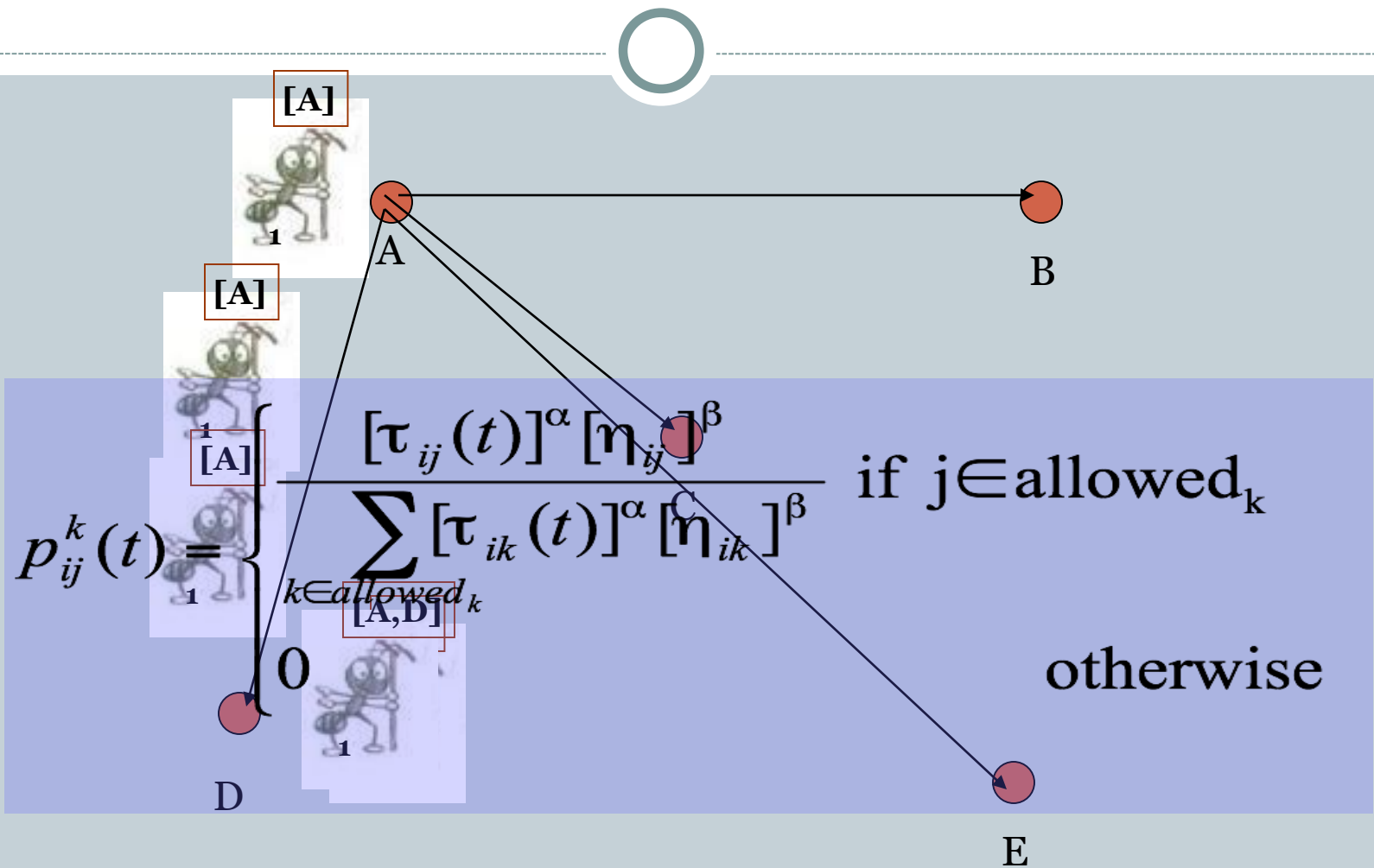
E

$d_{AB}=100; d_{BC}=60...; d_{DE}$
 $=150$

Iteration 1



How to build next sub-solution?



Iteration 2



[E,A]



[C,B]



[B,C]



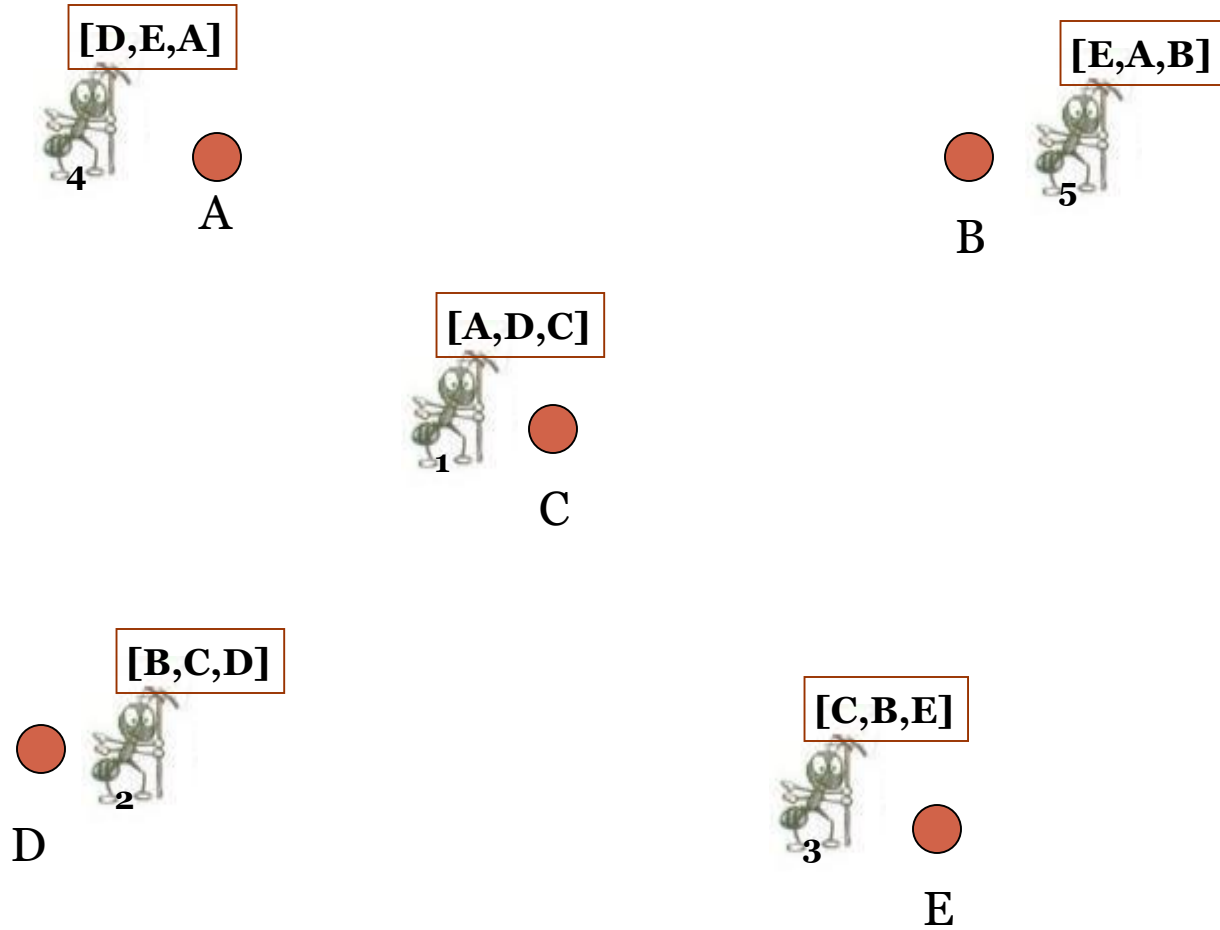
[A,D]



[D,E]




Iteration 3




Iteration 4



[B,C,D,A]




2




A

[D,E,A,B]




4




B


[E,A,B,C]



5




C




D

[C,B,E,D]




3

[A,DCE]



1



E

Iteration 5



[C,B,E,D,A]



A

[A,D,C,E,B]



B

[D,E,A,B,C]



C

[E,A,B,C,D]



D

[B,C,D,A,E]



E



[A,D,C,E,B]



$L_1 = 300$

[B,C,D,A,E]



$L_2 = 450$

[C,B,E,D,A]



$L_3 = 260$

[D,E,A,B,C]



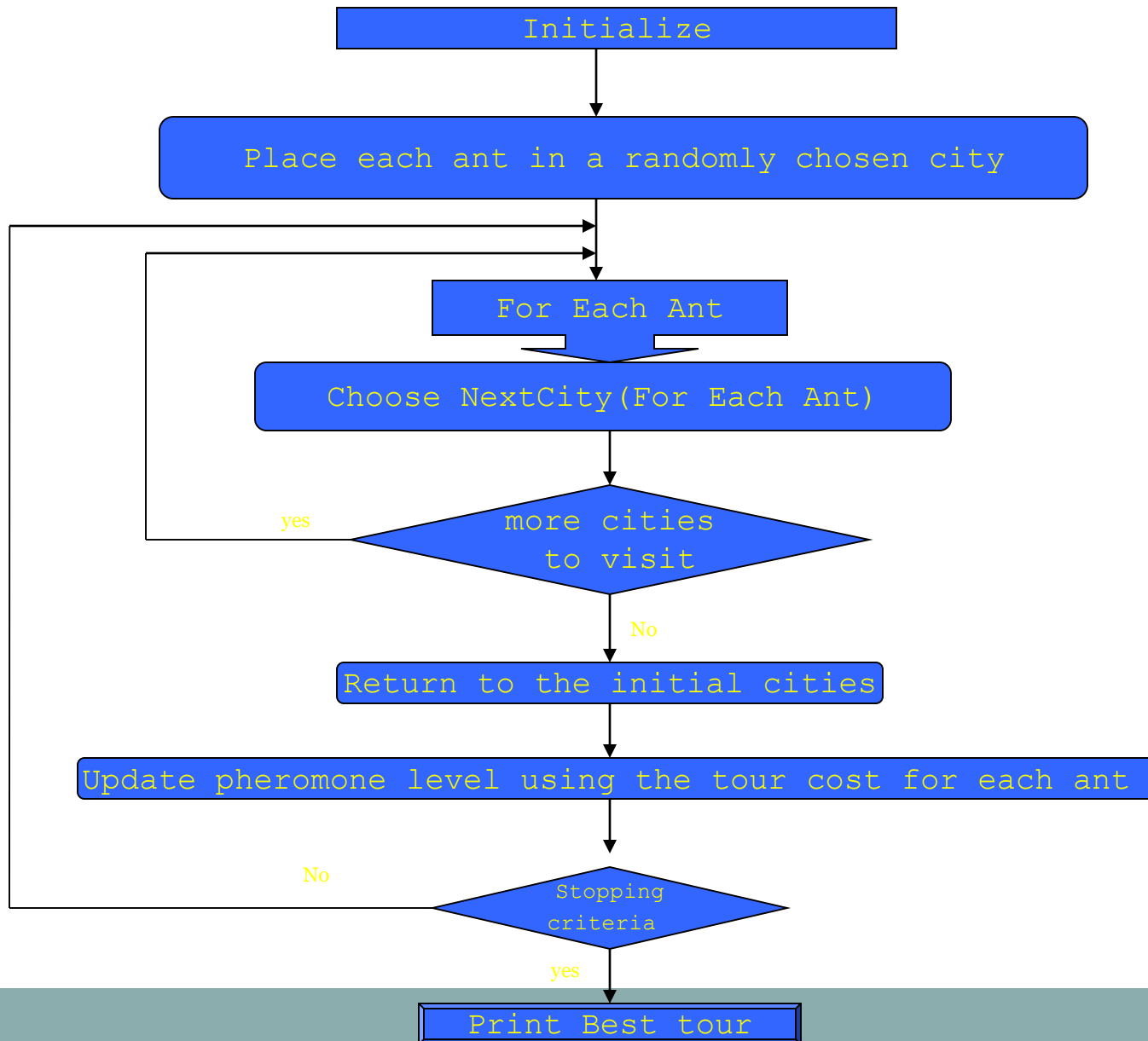
$L_4 = 280$

[E,A,B,C,D]



$L_5 = 420$

Ant Systems Algorithm for TSP



Ant Colony Algorithms

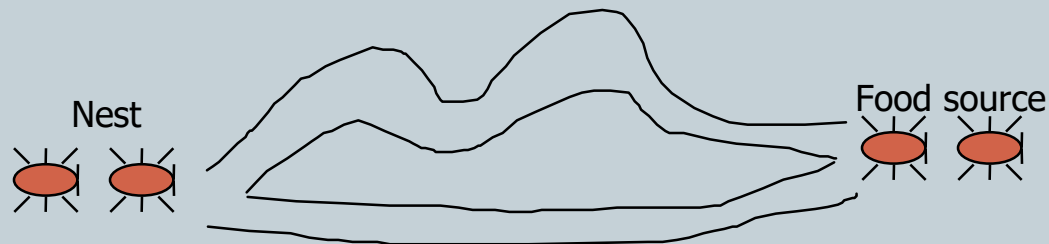


- Although one ant is capable of building a solution, it is the behavior of an ensemble of ants that exhibits the shortest path behavior.
- The behavior is induced by indirect communication (pheromone paths) without central control.

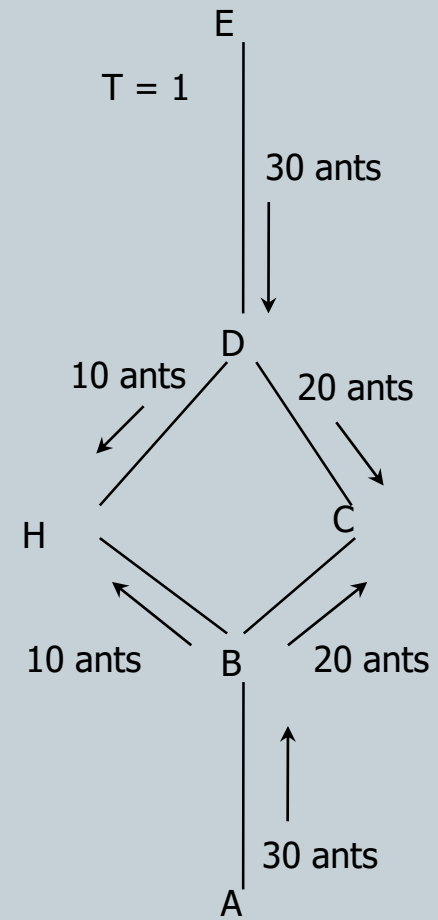
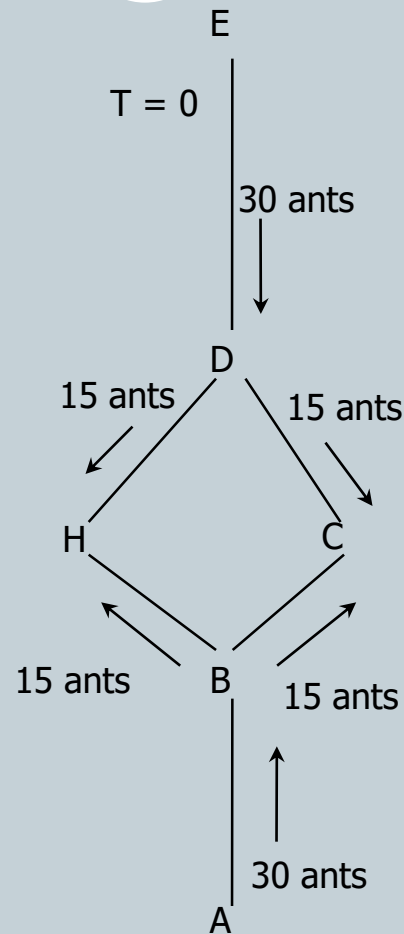
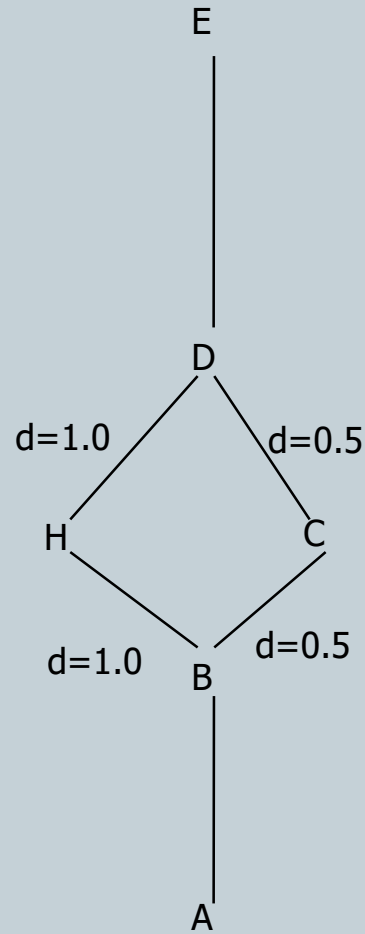
Pheromone Trails



- Species lay pheromone trails traveling from nest, to nest or possibly in both directions.
- Pheromones evaporate.
- Pheromones accumulate with multiple ants using path.



Pheromone Trails Example



Pheromone Update Rule



- In class ... on board

Ant Colony Algorithms



- Pheromone mediated “following” behavior induces the emergence of shortest paths.
- Probability of choosing a branch of a path at a certain time depends on the total amount of pheromone on the branch.
- The choice is proportional to the number of ants that have used the branches.

Next Class



- Games