EVOLUTIONARY ALGORITHMS PROJECT 3

Function Rosenbrock:

a=1,5 b=1,5
$$f(x) = (1 - x - a)^2 + 100 * (y - b - (x - a)^2)^2$$

$$Min(x,y)=(-0.5,5.5)$$

$$f(-0.5,5.5)=0$$

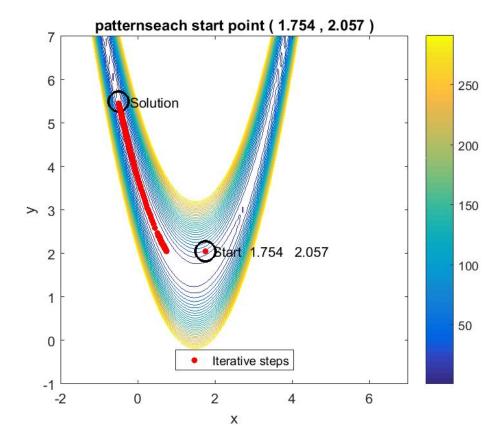
Summarize all results:

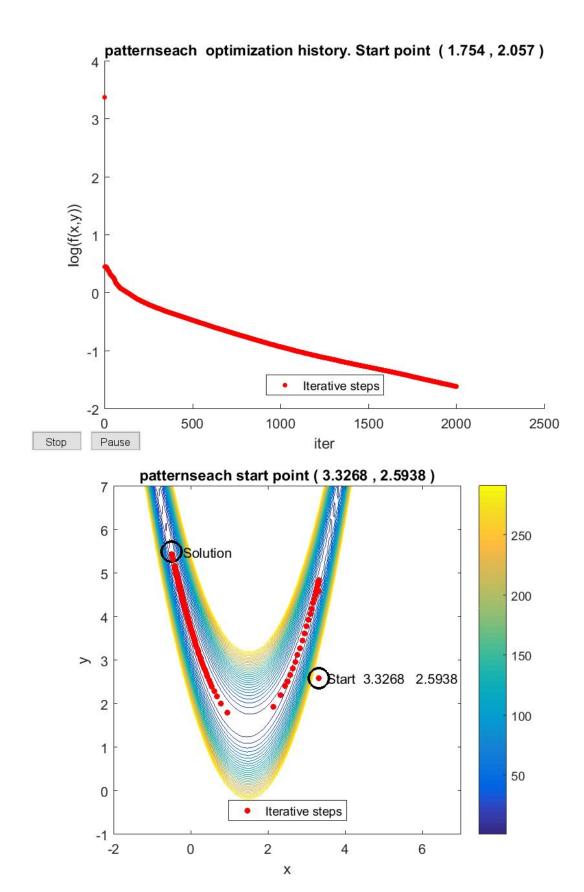
Algorithm	Х	у	Nº f	Nº solver		F min
			evaluations	iterations		
	1,753	2,056	88298	27860		7,349e-06
PatterSearch	3,326	2,593	114440	36264		3,586e-05
	2,764	3,415	49696	15262		3,057e-06
	1,695	3,429	48461	14898		2,027e-06
	Param	eters	PopulationSize	Nº solver	Total	F min
				iterations		
	1ºregu	lation	50	83	4015	1,00e-06
	1ºregu	lation	50	66	3300	1,00e-06
GA	1ºregu	lation	100	33	3300	1,00e-06
	1ºregu	lation	150	15	3000	1,00e-06
	2ºregu	lation	50	34	1520	1,00e-06
	2ºregu	lation	200	34	6800	1,00e-06
	3ºregulation		50	183	8150	1,00e-04

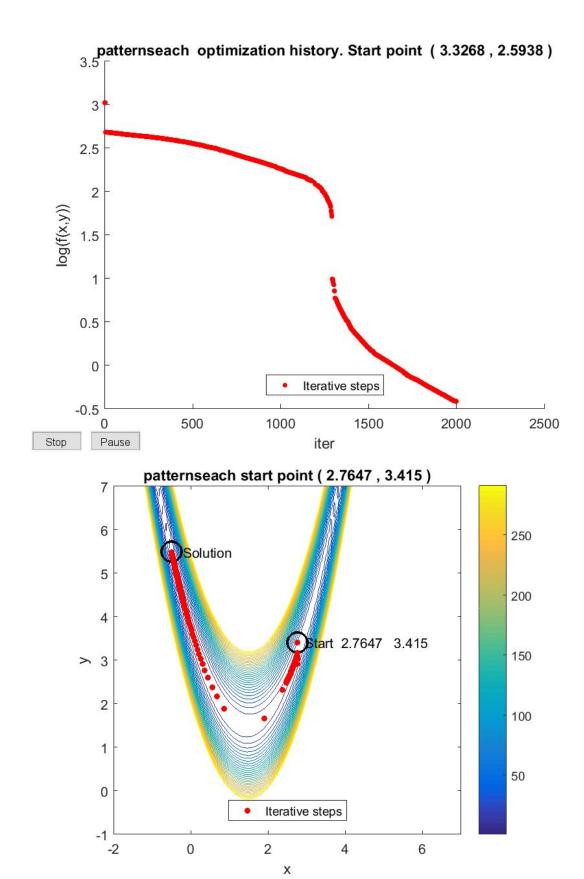
Algorithm PatterSearch

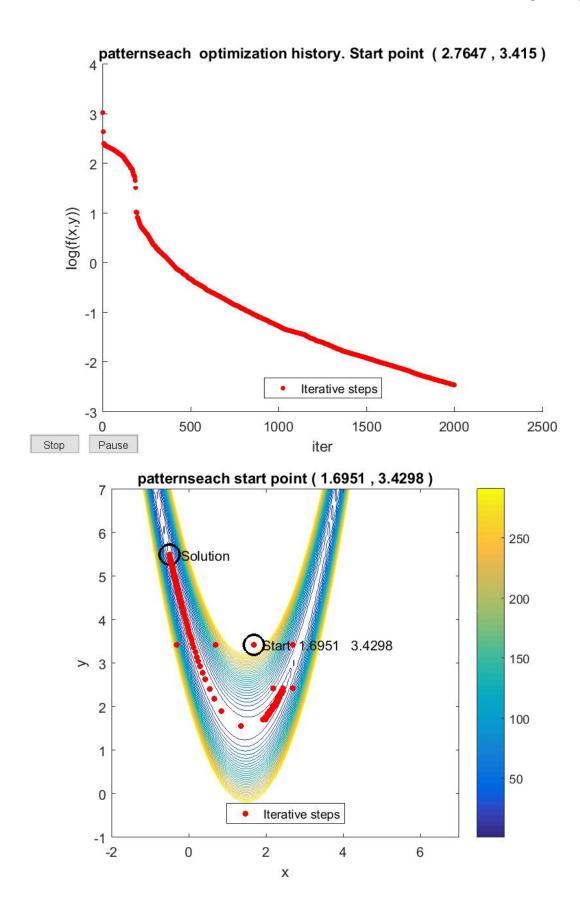
Х	у	Nº f	Nº solver	F min
		evaluations	iterations	
1,753	2,056	88298	27860	7,349e-06
3,326	2,593	114440	36264	3,586e-05
2,764	3,415	49696	15262	3,057e-06
1,695	3,429	48461	14898	2,027e-06

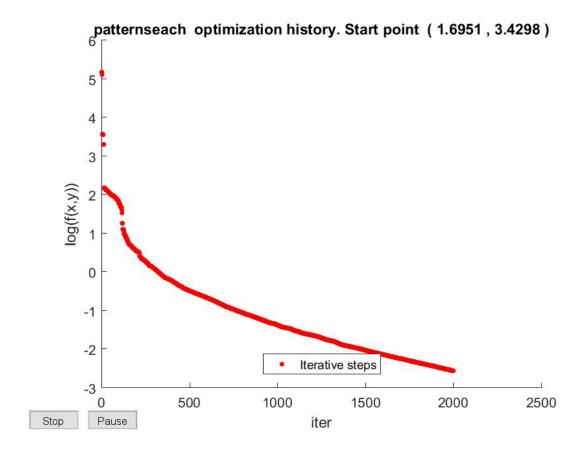
(Script OptimPatternSearch.mat)











In the previous bananaOut Plots aren't there drawn every iteration due to the heaviness of that operation, in addition for the optimization history it is just drawn till 2000 iteration for the same reason.

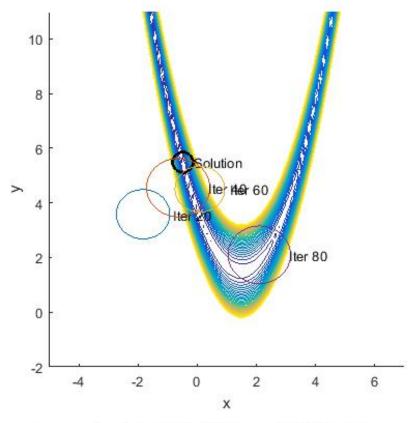
GΑ

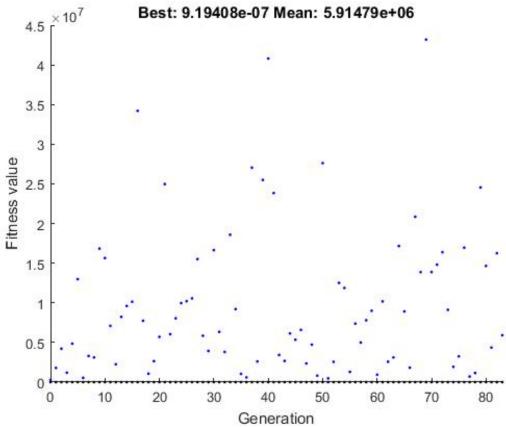
Parameters	PopulationSize	Nº solver iterations	Total	0
1ºregulation	50	83	4015	0.00001
1ºregulation	50	66	3300	0.00001
1ºregulation	100	33	3300	0.00001
1ºregulation	150	15	3000	0.00001
2ºregulation	50	34	1520	0.00001
2ºregulation	200	34	6800	0.00001
3ºregulation	50	183	8150	0.001

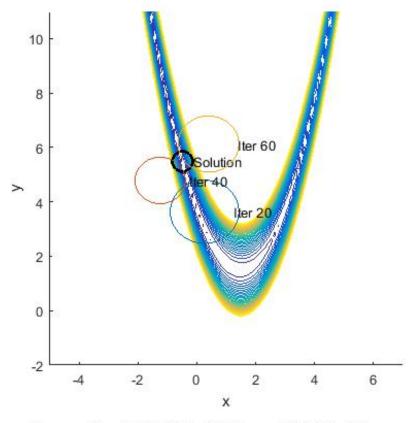
(datas optained using GA in Optimtool)

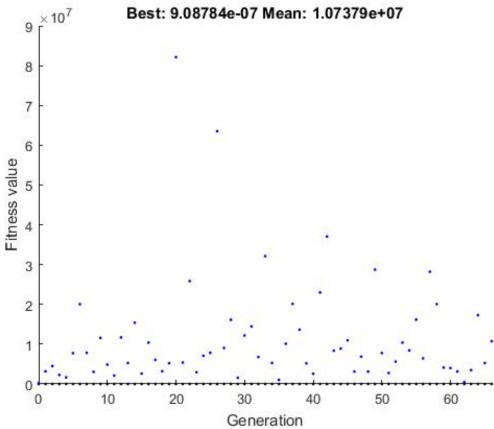
1ºregulation:

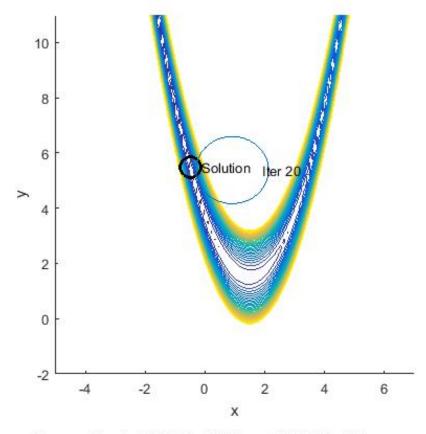
1x1 GaOptions		
Property A	Value	
EliteCount	8	
FitnessLimit	1.0000e-06	
FitnessScalingFcn	@fitscalingrank	
HybridFcn	[]	
MaxStallTime	Inf	
NonlinearConstrai	'auglag'	
SelectionFcn	@selectionstochunif	
ConstraintTolerance	1.0000e-03	
	@gacreationuniform	
CrossoverFcn	@crossoverheuristic	
CrossoverFraction	0.8000	
h Display	'off'	
FunctionTolerance	1.0000e-06	
InitialPopulation	[]	
InitialPopulationR	[-10 -10;10 10]	
InitialScoresMatrix	[]	
→ MaxGenerations	Inf	
MaxStallGeneratio	Inf	
→ MaxTime	Inf	
MutationFcn	@mutationgaussian	
OutputFcn	1x1 cell	
PlotFcn	1x2 cell	

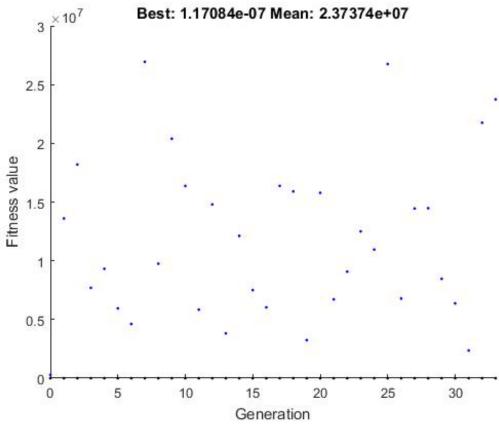


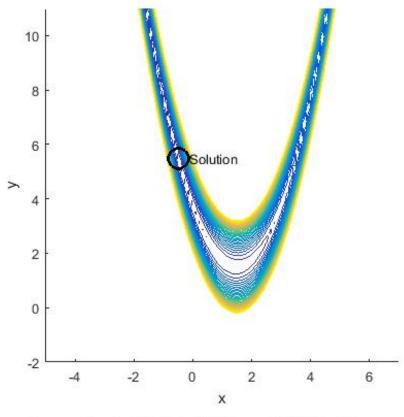


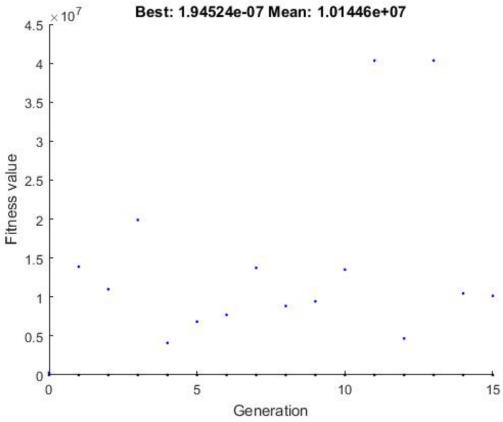




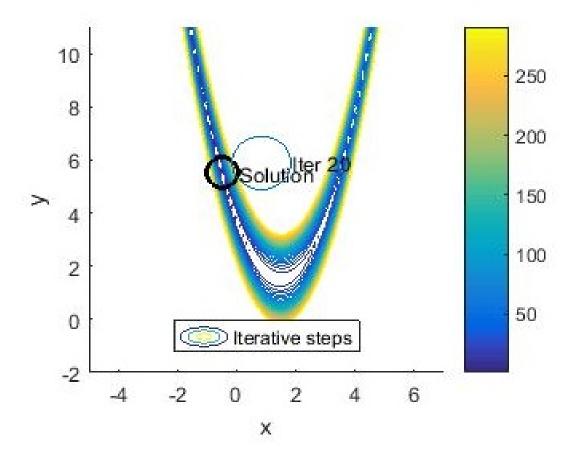


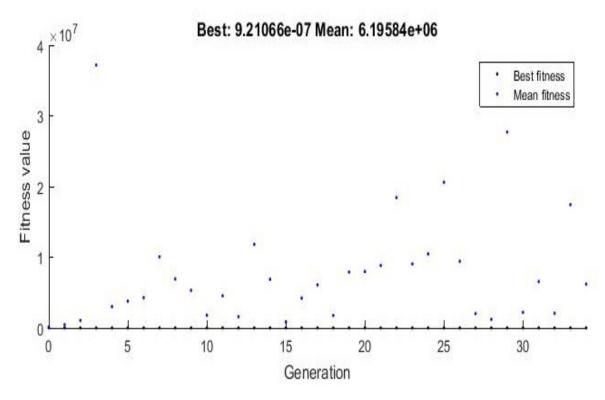


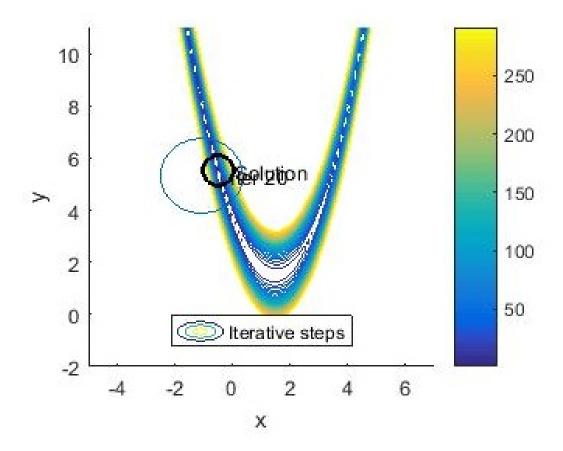


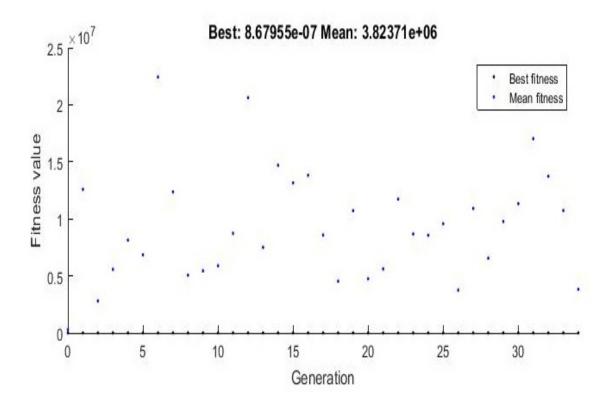


1x1 GaOptions		
Property A	Value	
EliteCount	10	
FitnessLimit	1.0000e-06	
FitnessScalingFcn	@fitscalingrank	
HybridFcn	[]	
MaxStallTime	Inf	
NonlinearConstrai	'auglag'	
SelectionFcn	@selectiontournament	
ConstraintTolerance	1.0000e-03	
CreationFcn	@gacreationuniform	
CrossoverFcn	@crossoverheuristic	
	0.8000	
h Display	'off'	
FunctionTolerance	1.0000e-06	
InitialPopulation	[]	
InitialPopulationR	[-10 -10;10 10]	
InitialScoresMatrix	[]	
MaxGenerations	Inf	
MaxStallGeneratio	Inf	
→ MaxTime	Inf	
MutationFcn	@mutationgaussian	
() OutputFcn	1x1 cell	
() PlotFcn	1x2 cell	



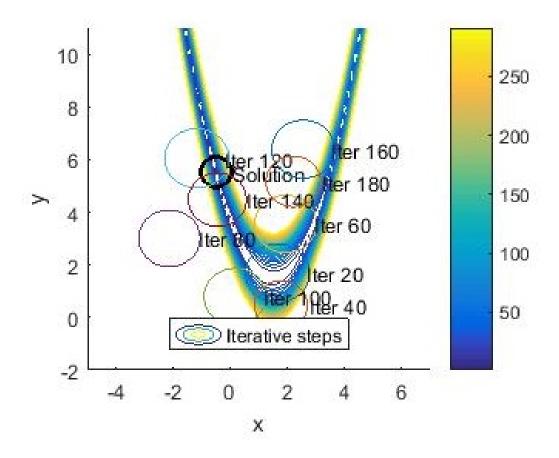


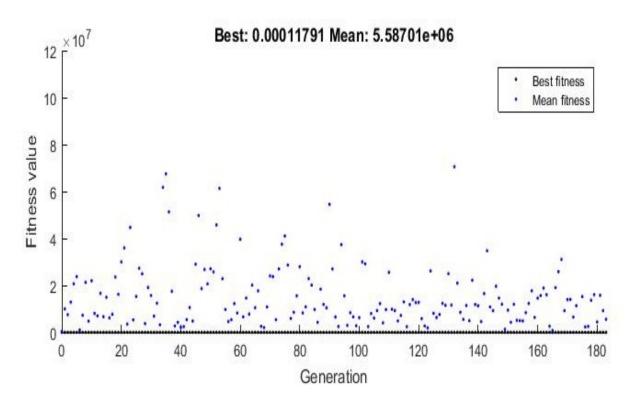




3ºRegulation

1x1 GaOptions		
Property ▼	Value	
Population Type	'doubleVector'	
PopulationSize	50	
{} PlotFcn	1x2 cell	
() OutputFcn	1x1 cell	
MutationFcn	@mutationgaussian	
→ MaxTime	Inf	
MaxStallGeneratio	Inf	
Max Generations	Inf	
InitialScoresMatrix	[]	
InitialPopulationR	[-10 -10;10 10]	
InitialPopulation	[]	
FunctionTolerance	1.0000e-06	
h Display	'off'	
CrossoverFraction	0.8000	
CrossoverFcn	@crossoverintermedi	
CreationFcn	@gacreationuniform	
ConstraintTolerance	1.0000e-03	
SelectionFcn	@selectionstochunif	
NonlinearConstrai	'auglag'	
MaxStallTime	Inf	
HybridFcn	[]	
FitnessScalingFcn	@fitscalingrank	
FitnessLimit	1.0000e-06	
EliteCount	3	





Conclusion:

How the results show, genetic algorithmic is more effective in this case. Also, it is true that to get that efficient I tried several times with different configuration, and with some configurations it never found a proper solution. So it means, that if you don't know the optimum solution it could be a really difficult tast to set the configuration of a GA. On the other hand, Pattern search is a numerical algorithm does not require the calculation of gradrient vector, it use direct search technic instead, for that reasons their calculations are lighter than the calculation of other methods.

The gradient methods such as Newton-method, quasy newton-method and so on, spent less iteration to find the solution with the addicional cost of doing more calculations, and some of them assure convergerce.

To sum up, to optimizate a function we should choose carefully the algorithm keeping in mind the function, the charasteristics of the algorithms, and what it is more important for me speed, precission...