# Evolutionary Neural Network for data classification

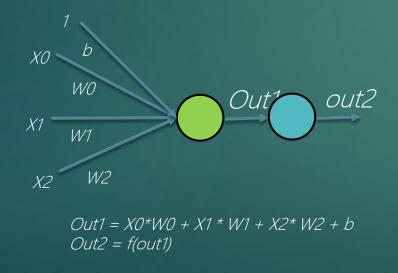
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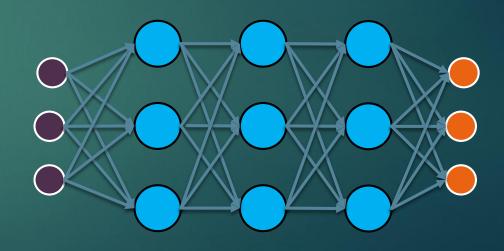
### Ev and NN

- > Evolutionary algorithm and neural networks are both inspired by computation in biological system
- Neural networks and genetic algorithms are two techniques for optimization and learning
- > We use Evolutionary algorithm to configure the neural networks

### Neural networks

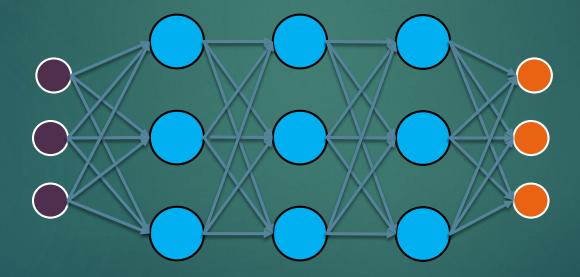
- A computational model consisting of a number of connected elements, known as neurons
- > Have input, hidden and output layers that contain many neuron in each layer
- Each of the inputs is modified by a value associated with the connection called weight
- > A neuron apply activation function to input and produce output





# EV usage in NN

- > Learning and compute the weights
- > Find the optimal number of layer and neurons per layer
- > Tune the parameters like learning rate and activation function



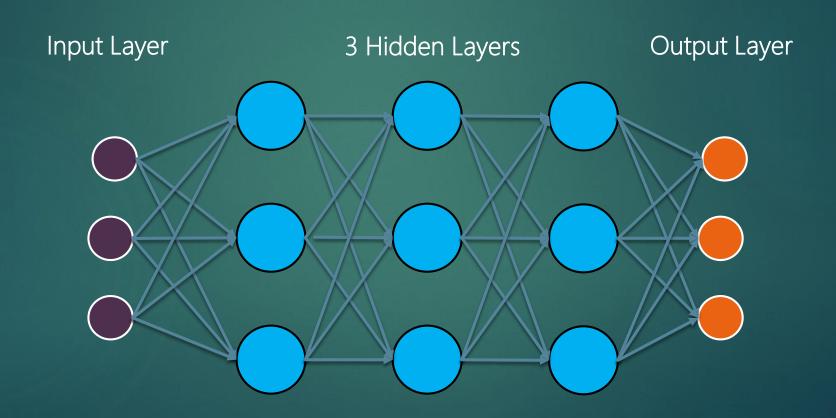
# Example

we have four parameters with five possible settings each and it takes five minutes to train and evaluate

- To try them all would take (5\*\*4) \* 5 minutes, or 3,125 minutes, or about 52 hours
- ➤ Consider we use a genetic algorithm to evolve 10 generations with a population of 20 with a plan to keep the top 25%, so ~8 per generation. in our first generation we score 20 networks (20 \* 5 = 100 minutes). Every generation after that only requires around 12 runs, That's 100 + (9 generations \* 5 minutes \* 12 networks) = 640 minutes, or 11 hours.

# Problem

How many neurons in each layer?

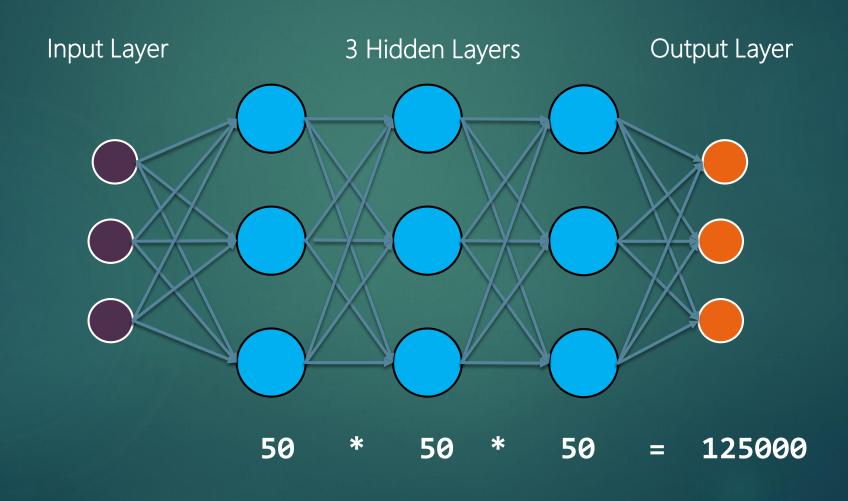


# Problem

How many neurons in each layer?

# Without Genetic Algorithm

Assume neurons for each layer is [30 ~ 80]



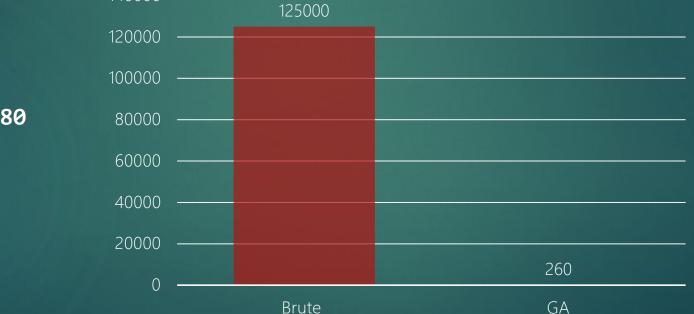
# Genetic Algorithms Approach

```
generation_num = 20
20 + generation_num * 12 = 260
```

140000

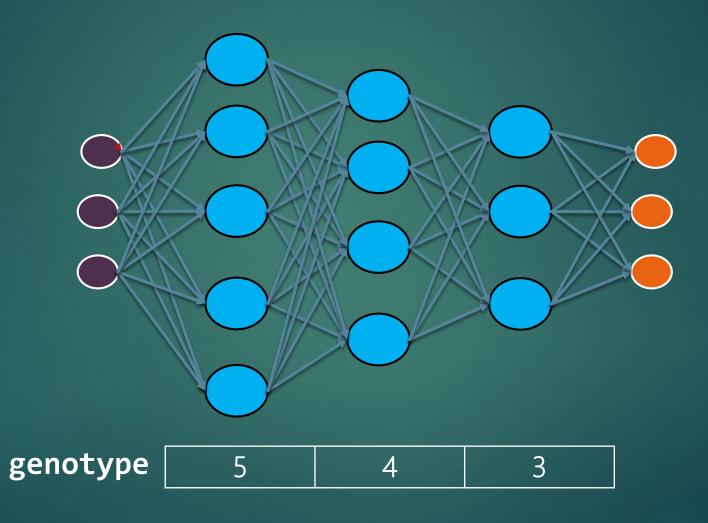
#### Number of Classification train

GA vs Brute

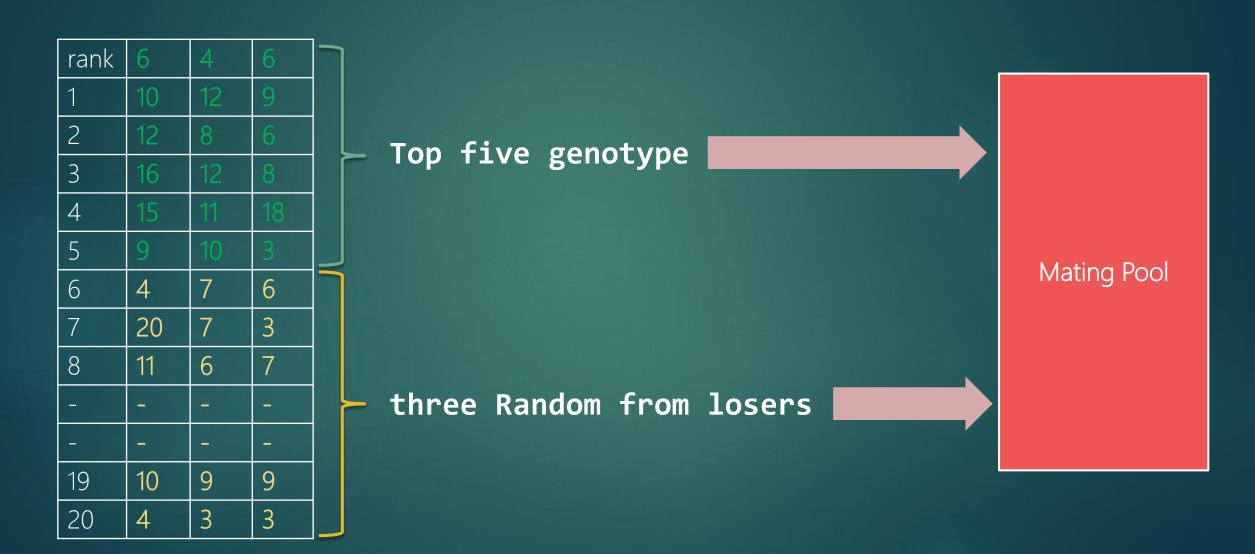


**125000/260 = 480** 

# Genetic Algorithms Representation



### Parent Selection



### 1-Point Crossover



Offspring 1	6	9	6
			ETANE.
Offspring 2	3	7	5

### Mutation





### Survivor Selection

Eight genotype from Current generation
(Top five genotype + three Random from losers)

Twelve New offsprings

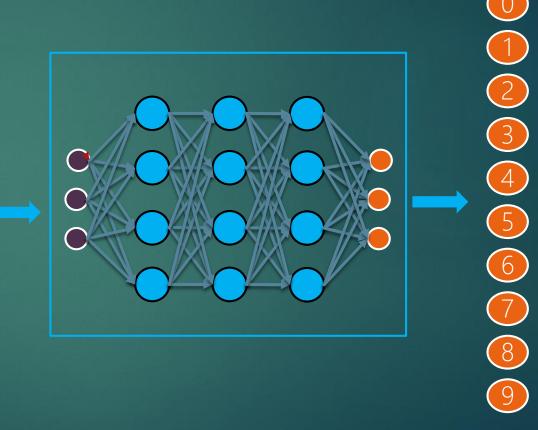
-	6	4	6
	10	12	9
	12	8	6
			_
	15	11	18
-	9	10	3
	4 20	7	3 6
	20	7	3 7
	11	6	7
Į		7	-
	-		-
	10 4	9	9
	4	3	3

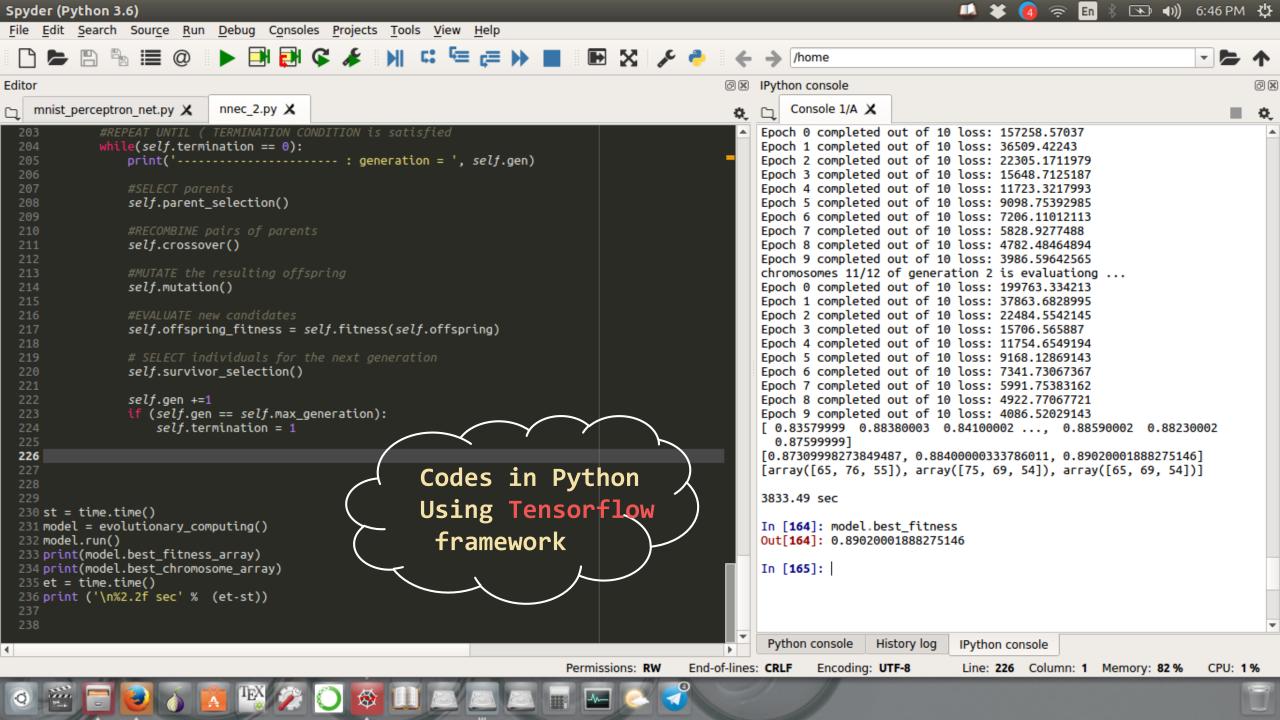
# Genetic Algorithms info

```
Representation ----- integer
Recombination ------ 1-point crossover
Recombination Probability ---- 90%
Mutation ----- gene
Mutation Probability ----- 50%
Parent Selection ------ 5 best and 3 random worst
Survivor Selection ----- (mu + lambda)
Population Size ----- 20
Number of Offspring ----- 20
Initialization ------ Random
Termination Condition ----- Affer 20 generation
```

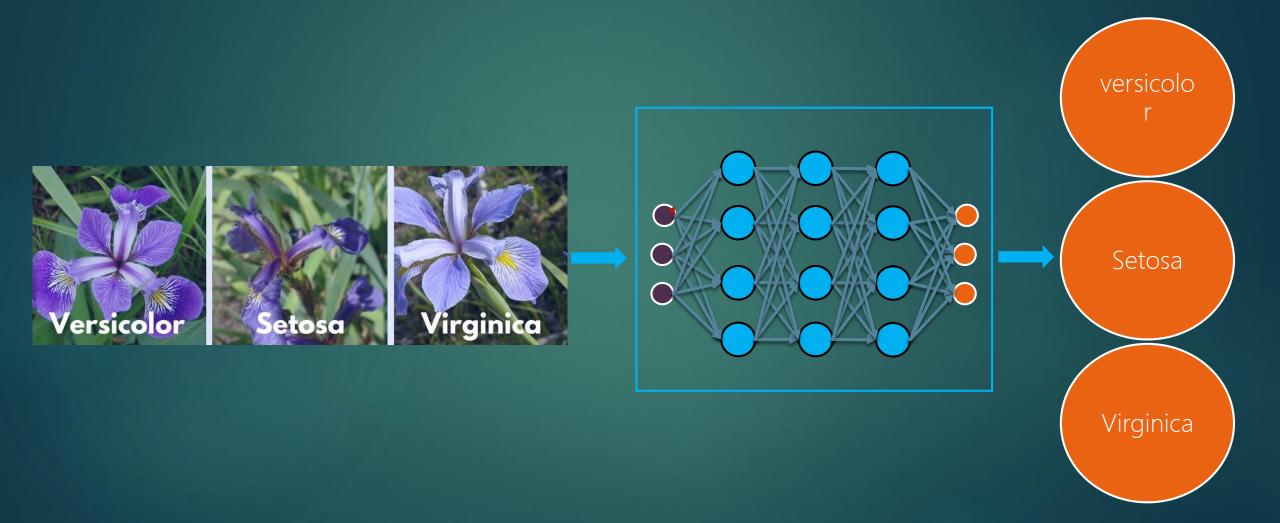
### Dataset mnist

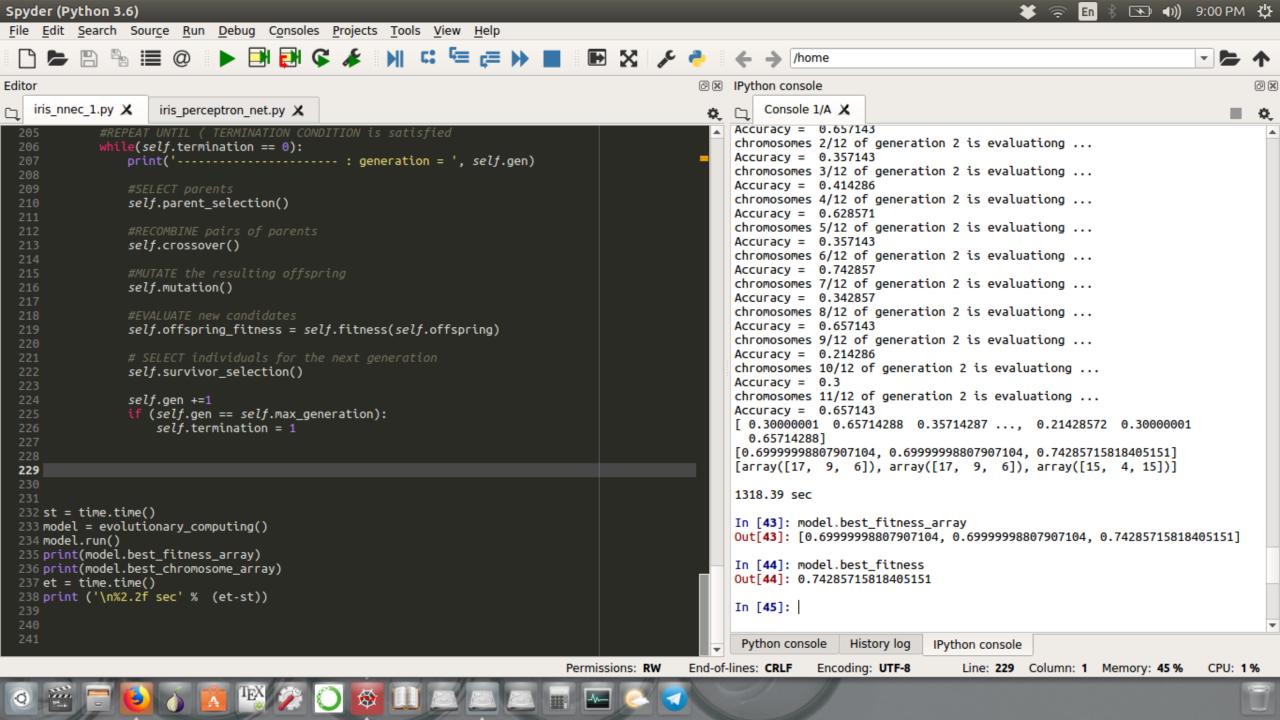






### Dataset Iris





Questions ?