Introduction to Metaheuristics Conclusions & Bonus Track

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Review: The metaheuristic framework

- given a black box function F
- define stop criteria
- while not stop do:
 - generate solutions
 - evaluate solutions
 - update global best
 - ▶ learn something about *F*
- return global best

Review: What can we learn...

- ... in local search?:
 - Gradients
 - Features of local optima
- ... in evolutionary search?:
 - Components of good solutions
- ... in swarm optimization?:
 - ► Features of the global landscape
 - Features of local optima
- ... in EDAs?:
 - Explicit models of the function

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What does this mean?

On average, there is no objectively better solution **unless** you exploit some characteristic of the problem.

Is there really no free lunch?

To formally prove no-free-lunch we need to average over **all** possible functions (mappings), the vast majority of which are not interesting (e.g., are Kolmogorov random, i.e., uncompressible).

So the practical question remains: for the set of problems that we care about, is there a best algorithm?

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If the *inductive biases* encoded in your metaheuristic are superior (more predictive of a solution's performance) than alternative biases, for most functions that your care about, then your metaheuristic is on average "better" (in terms of number of search steps).

Let's review some inductive biases

Local search:

Locality: good solutions are close to other good solutions.

Evolutionary search:

Building blocks hypothesis: good solutions are made up from good components.

Swarm intelligence:

Distributed knowledge: global structure can be predicted from local structure.

EDAs:

Modeling fit: the function can be accurately approximated by the chosen model.

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In this sense, estimation of distribution algorithms often encode more general biases than other metaheuristics, because we can generalize a specific constructivist hypothesis to a probabilistic one (e.g., from GA to PBIL).

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- ▶ It gets worse if you're comparing multiple metaheuristics.

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- Did you fine-tune all metaheuristics with the same effort?

Avoiding premature convergence

The fundamental problem in metaheuristic design is balancing exploration and exploitation.

Exploration: search steps that discover new attraction basins.

Exploitation: search steps that improve a known attraction basin best estimate.

Some metaheuristics have explicit (hyper)parameters that control this balance:

- ▶ Temperature in SA
- ► Mutation rate in EAs
- Learning rate in EDAs

Why this balance matters

- If exploration is insuficient, you will converge to suboptimal attraction basins.
- If exploitation is insuficient, you will not converge at all.

Observations:

- Most metaheuristics have an implicit search step size, i.e., the average distance between newly created solutions and their parents.
- Search step sizes tend to diminish.
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Key idea: Avoid small search steps early on.

Explicit convergence control

Thresheld Convergence:

- Introduce a step size metric (metaheuristic dependent)
- Measure the size of each search step to its parent(s)
- Reject or "push" solutions with step size smaller than some threshold
- ▶ Reduce the step size proportional to remaining FEs

This simple strategy has been shown to improve DE, PSO, and CMA-ES.

- Avoids catastrophic convergence.
- Requires knowing the search budget.

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Assume there's a deterministic function g(x) such that

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Comparing two solutions inside the metaheuristic loop now becomes comparing two distributions!

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- ▶ **Sly**: assume $\sigma \to 0$ when $x \to x^*$.
- ▶ **Clever**: evaluate f(x) incrementally to refine confidence intervals.

Multi-objective optimization

Instead of optimizing F(x), we have $F_1(x), ..., F_n(x)$.

Key ideas:

- No globally optimal solution, but a Pareto frontier of non-dominated solutions.
- Can we weight-combine the functions?
- Maintain populations of non-dominated solutions, change comparison criteria.

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Offline: with previous knowledge about the function (gray-box optimization).

- Extract features from the function:
 - Domain and image ranges
 - Global structure
 - Landmarking
- Run many hyperparameter configurations for different functions.
- Train a machine learning model to predict optimal hyperparameters.

What's next?

