

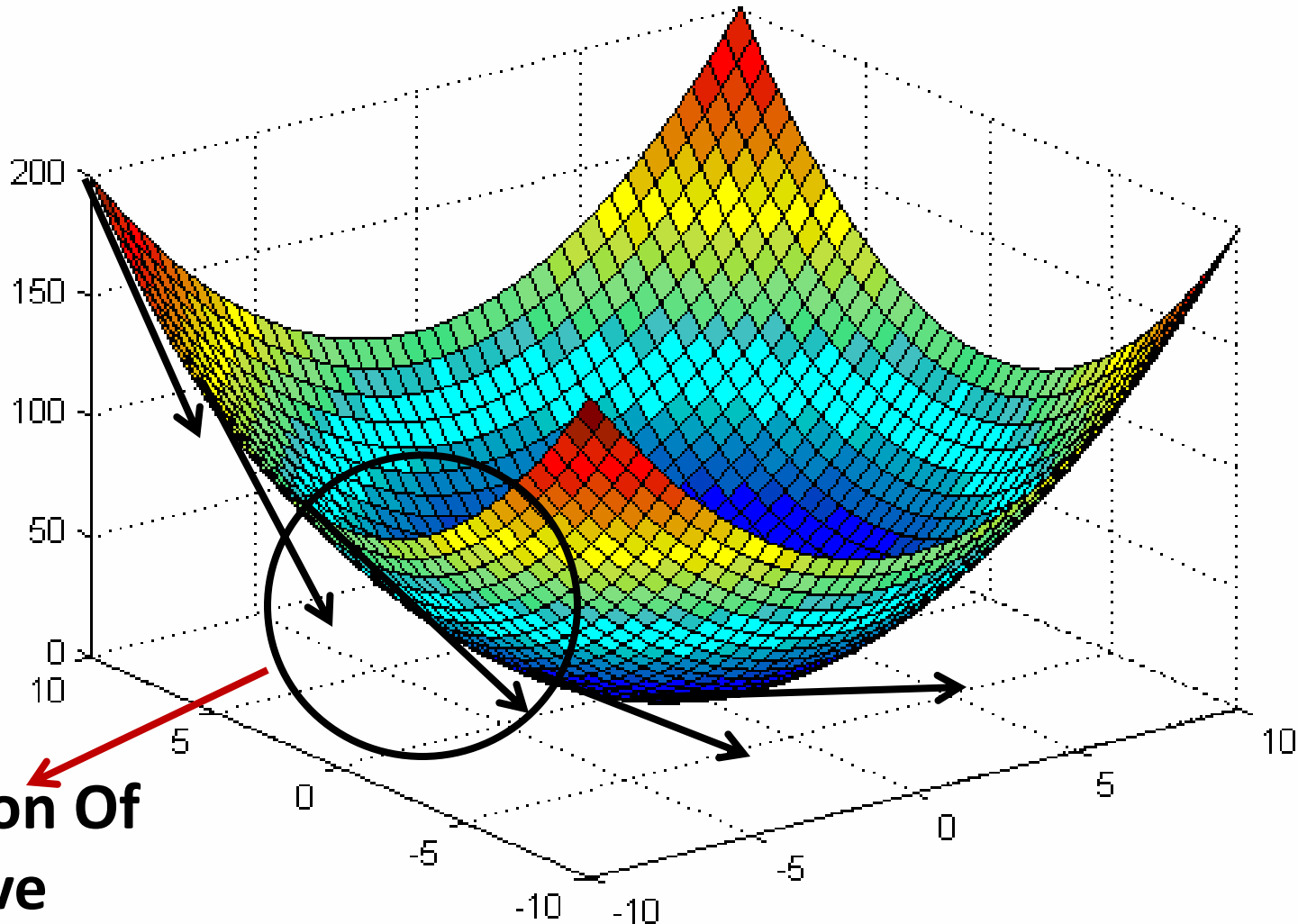
# **DIFFERENTIAL EVOLUTION (DE) : METAHEURISTIC OPTIMIZATION ALGORITHM**

# Meta-heuristics

- **A metaheuristic is a heuristic method for solving a very general class of computational problems.**
- **Usually heuristics themselves are used to solve computational problems in the hope of obtaining a more efficient or more robust procedures.**
- **The name combines the Greek prefix "meta" ("beyond", here in the sense of "higher level") and "heuristic"("to find").**

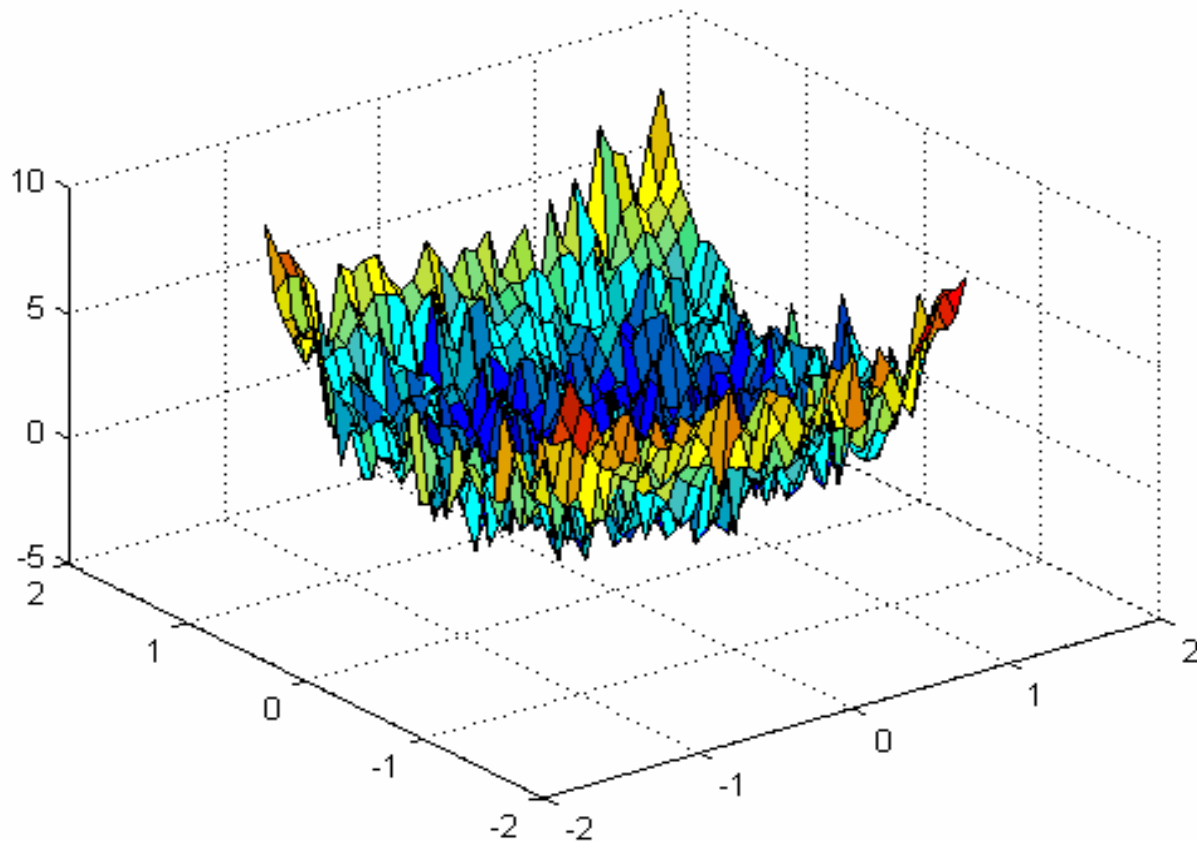
# *How a single agent can find global optima by following gradient descent?*

2-D Sphere Function



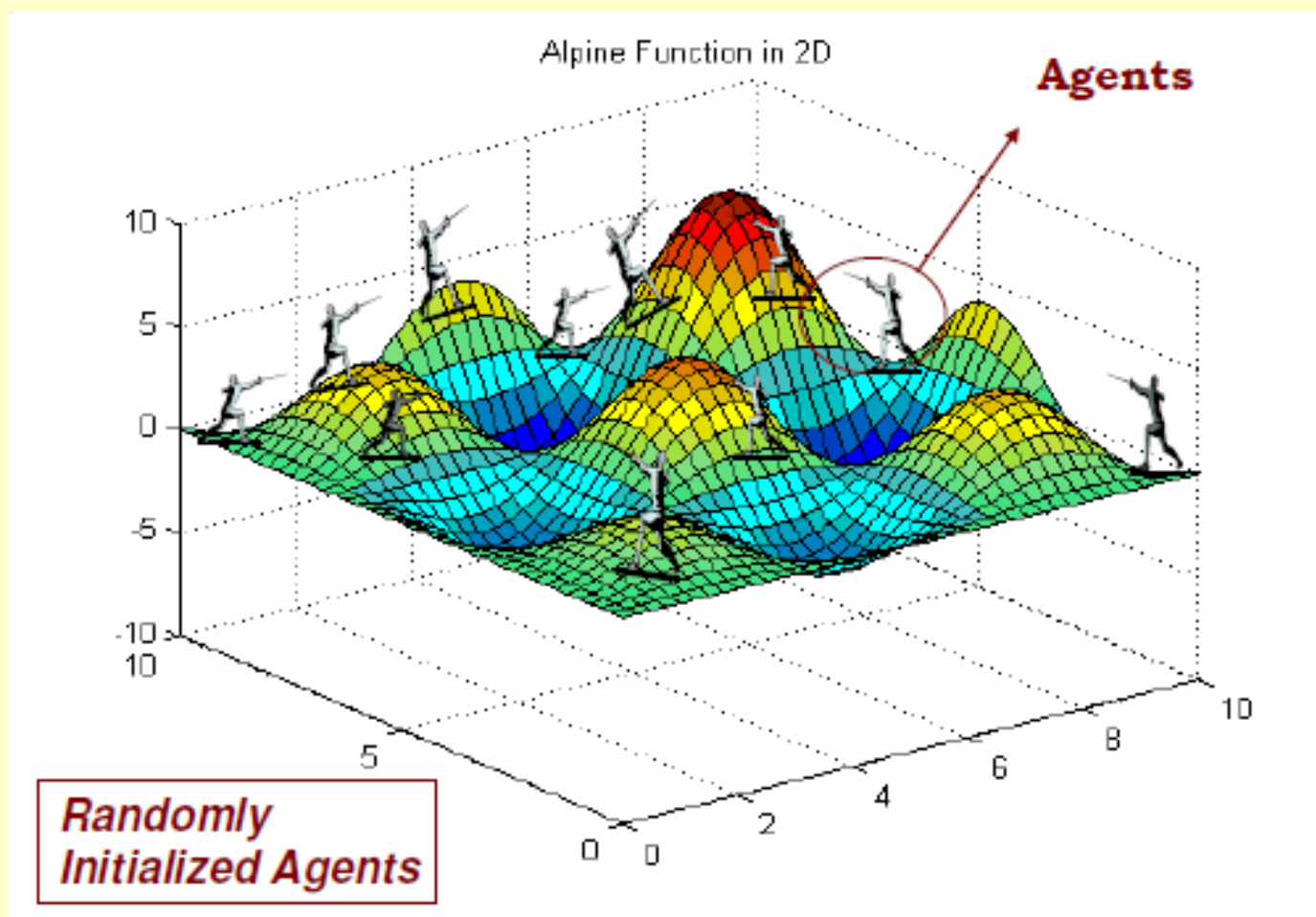
**Direction Of  
Negative  
gradient**

**But What about these multi-modal, noisy and even discontinuous functions?**

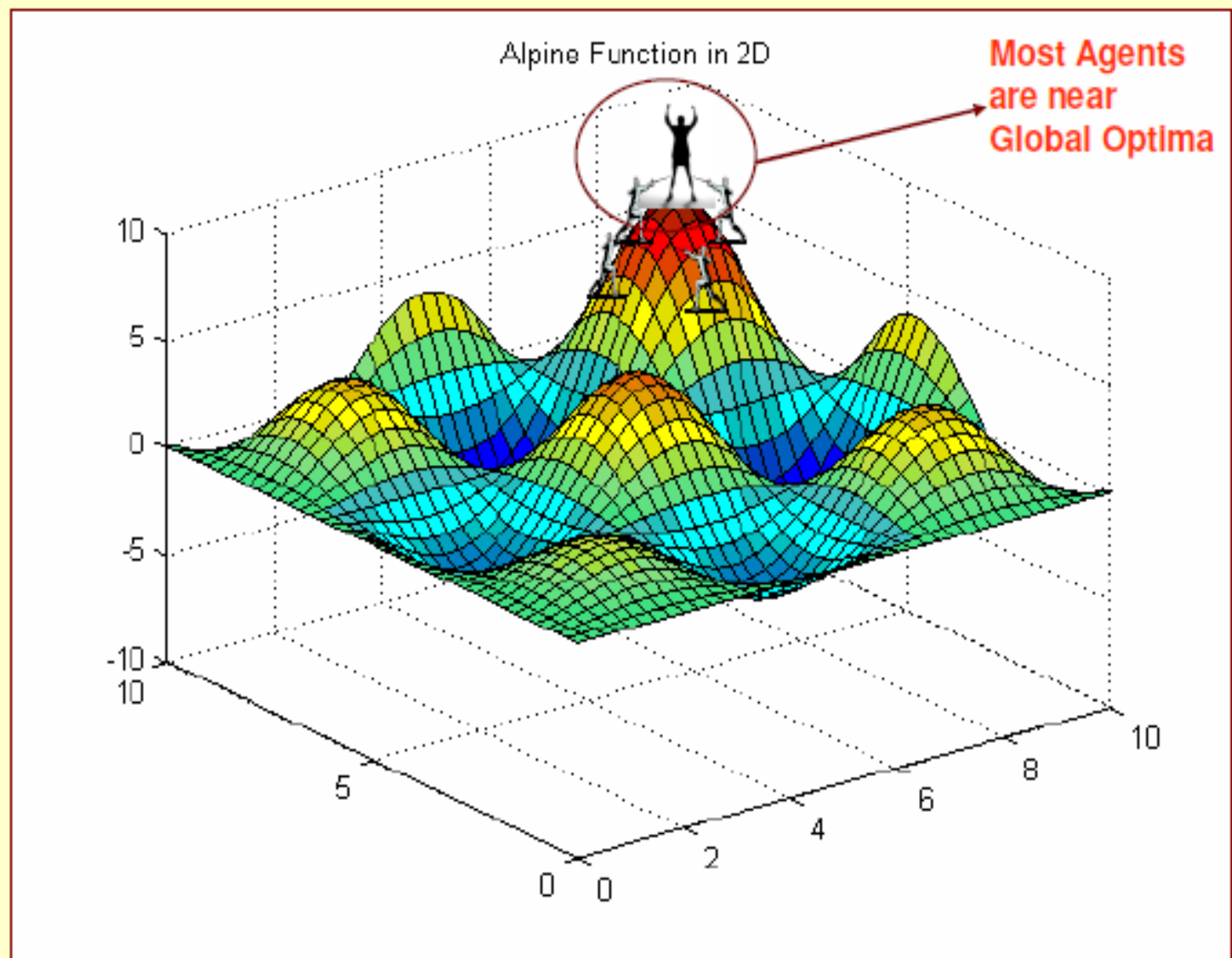


**Gradient based methods get trapped in a local minima or the Function itself may be non differentiable.**

# Multi-Agent Optimization in Continuous Space



# After Convergence



# Differential Evolution

- A stochastic **population-based** algorithm for **continuous function** optimization (Storn and Price, 1995)
- Continually exhibited remarkable performance in competitions on different kinds of optimization problems like dynamic, multi-objective, constrained, and multi-modal problems held under IEEE congress on Evolutionary Computation (CEC) conference series.
- DE is an **Evolutionary Algorithm**.

# Evolution

- The **processes** that have transformed life on earth from it's **earliest forms** to the vast **diversity** that characterizes it today.
- A **change** in the **genes!!!!!!!!**
- **Example:**

A giraffe acquired its long neck because its ancestor stretched higher and higher into the trees to reach leaves, and that the animal's increasingly lengthened neck was passed on to its offspring.



# Charles Darwin

- **Wrote in 1859:** “On the Origin of Species by Means of Natural Selection”
- **Two main points:**
  1. **Species were not created in their present form, but evolved from ancestral species.**
  2. **Proposed a mechanism for evolution:**  
**NATURAL SELECTION**

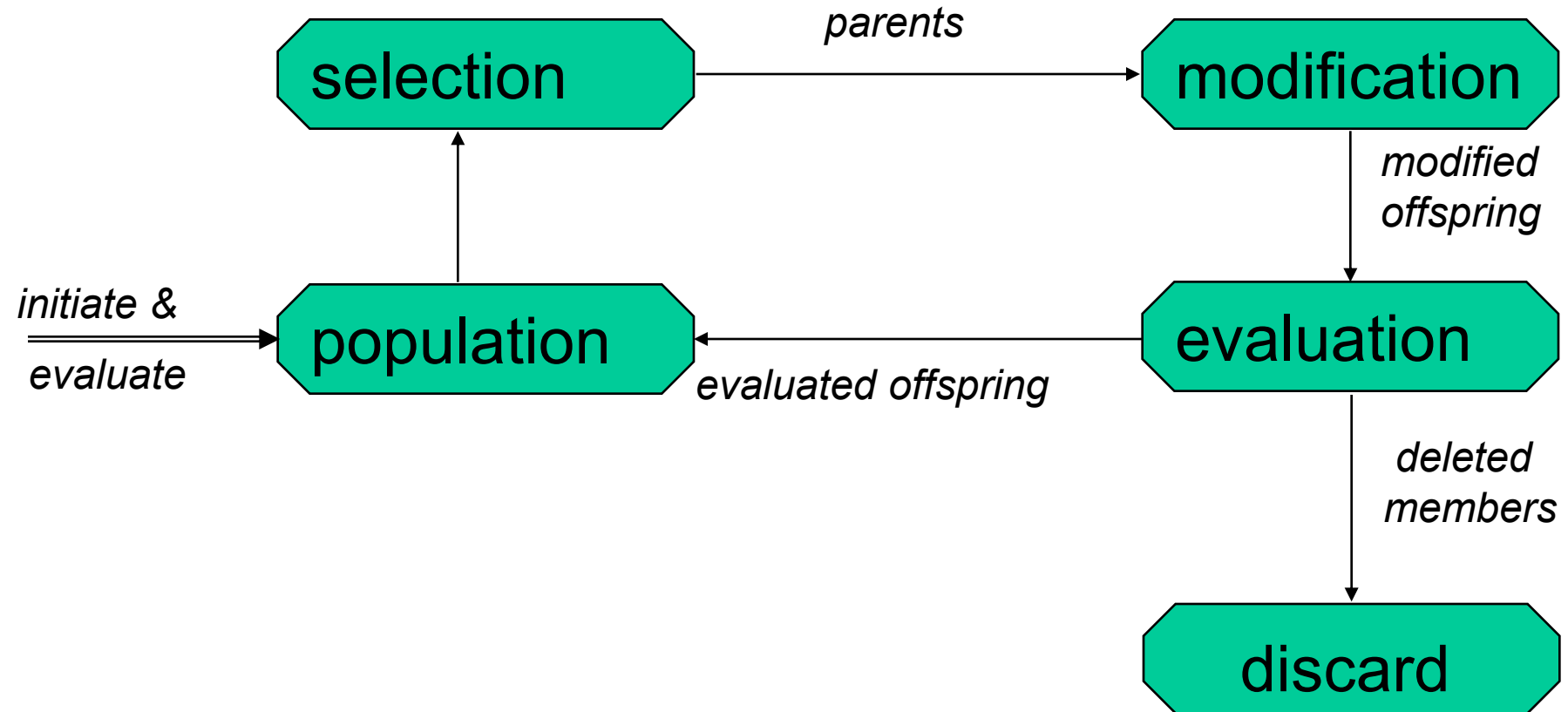
# Natural Selection

- **Individuals** with **favorable traits** are more likely to leave more offspring better suited for their **environment**.
- Also known as “**Differential Reproduction**”.
- The **science** of **genetic change** in **population**.

# Population

- A localized group of **individuals** belonging to the **same species**.
- A group of **populations** whose **individuals** have the potential to **interbreed** and produce **viable** offspring.

# The Evolutionary Cycle



# The Main Evolutionary Computing Metaphor

## EVOLUTION

Environment

Individual

Fitness



## PROBLEM SOLVING

Problem

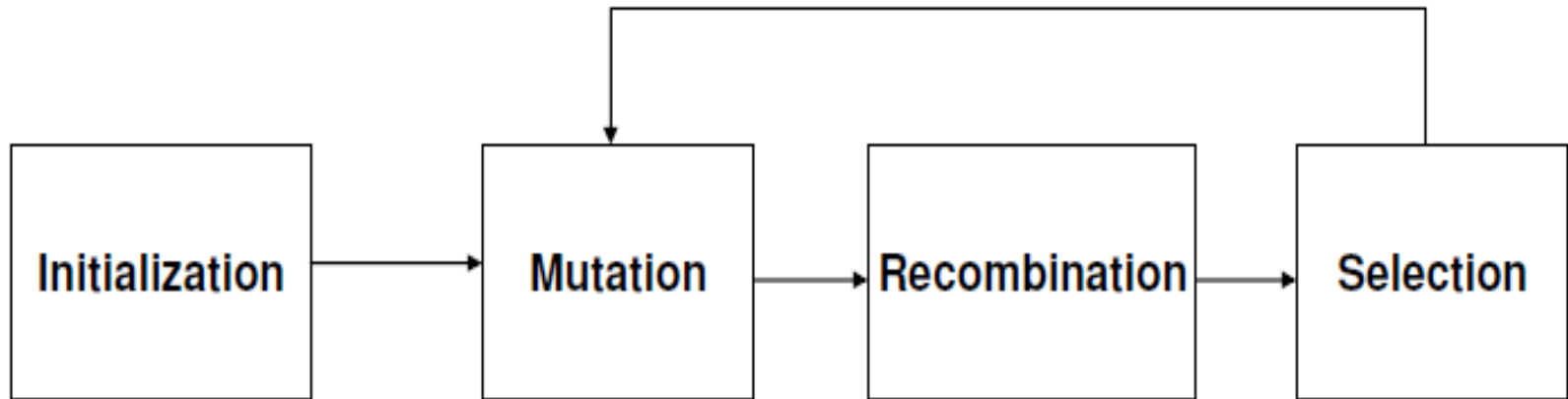
Candidate Solution

Quality

Fitness → chances for survival and reproduction

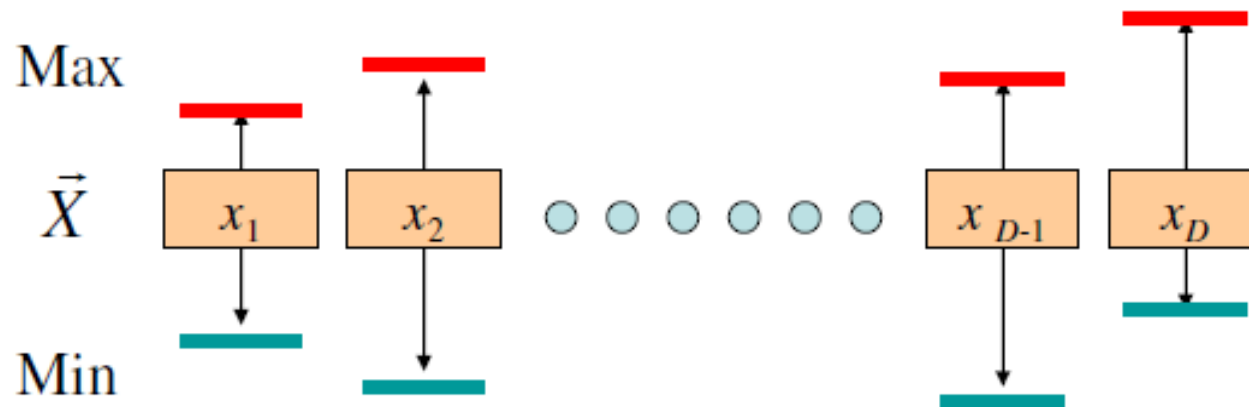
Quality → chance for seeding new solutions

# DE Based Evolutionary Algorithm



Basic steps of an Evolutionary Algorithm

# Representation

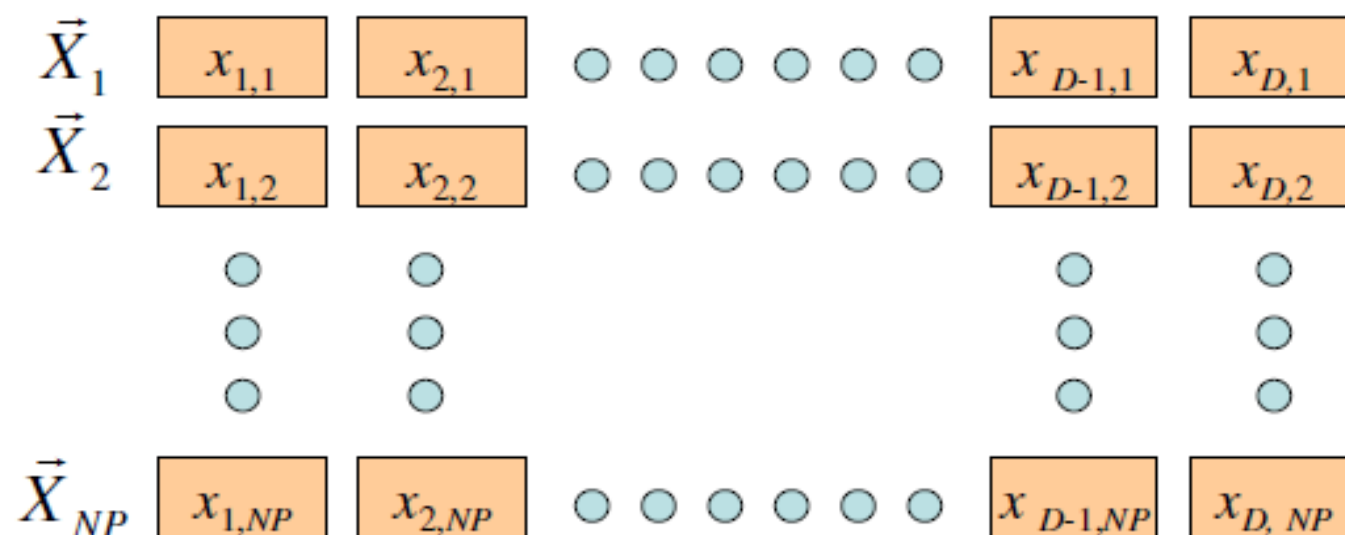


Solutions are represented as vectors of size  $D$  with each value taken from some domain.

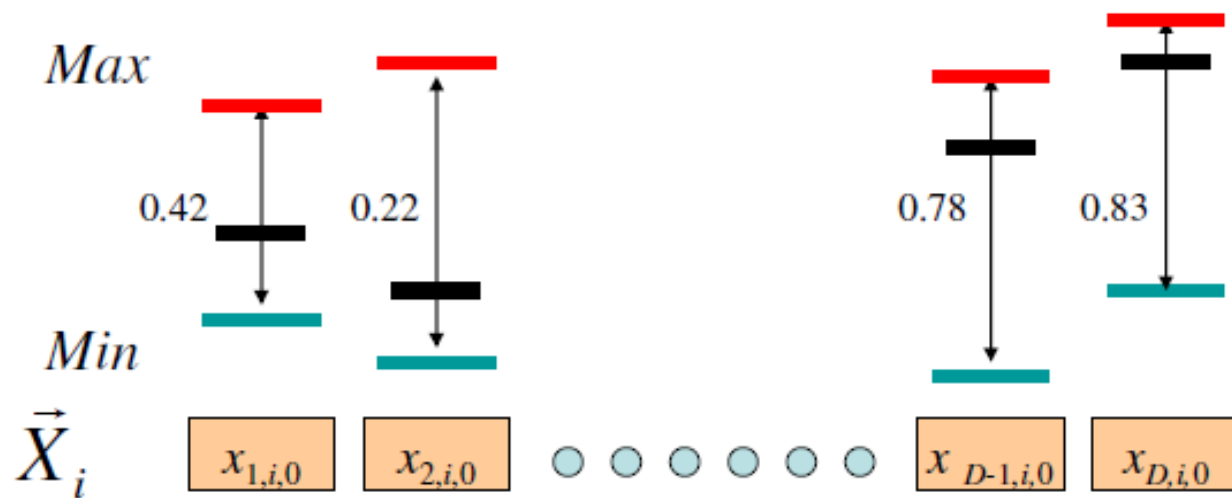
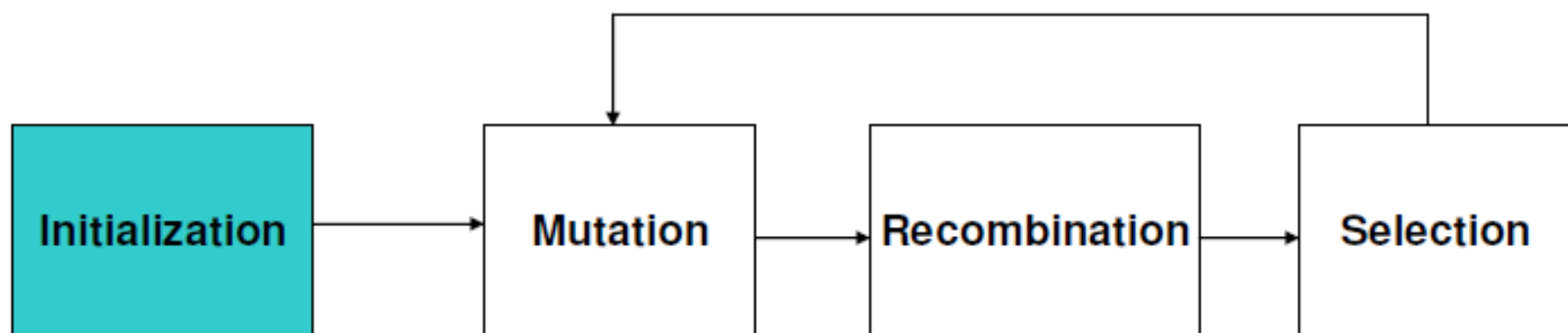
May wish to constrain the values taken in each domain  
above and below.

# Maintain Population - $NP$

We will maintain a population of size  $NP$

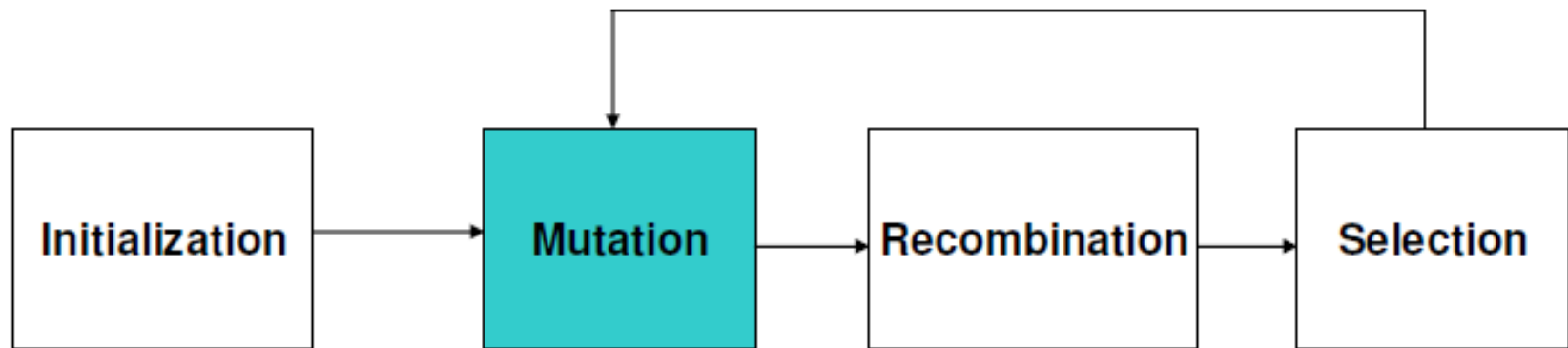






$$x_{j,i,0} = x_{j,\min} + rand_{i,j}[0,1] \cdot (x_{j,\max} - x_{j,\min})$$

Different  $rand_{i,j}[0,1]$  values are instantiated for each  $i$  and  $j$ .

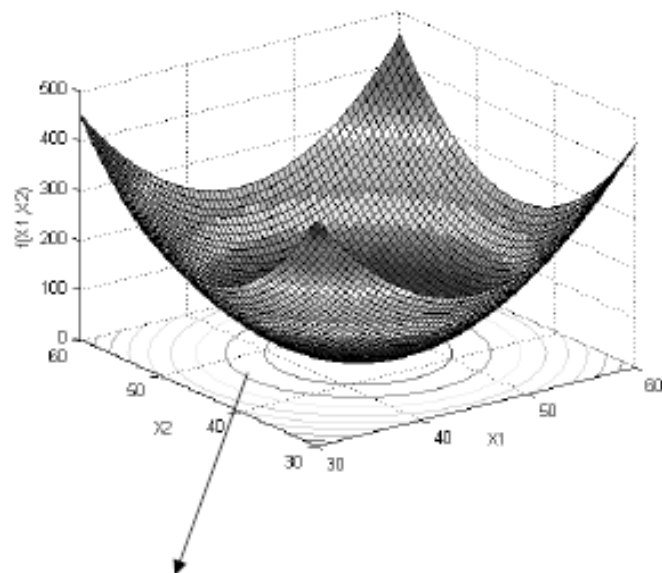


- For each vector select three other parameter vectors randomly.
- Add the weighted difference of two of the parameter vectors to the third to form a donor vector (most commonly seen form of DE-mutation):

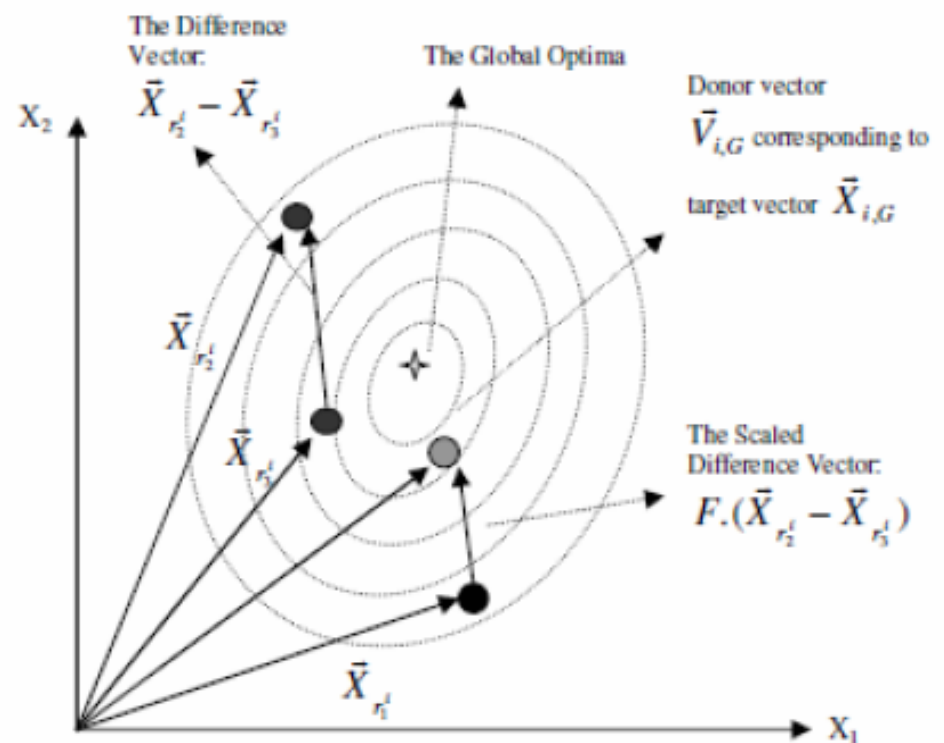
$$\vec{V}_{i,G} = \vec{X}_{r_1^i,G} + F \cdot (\vec{X}_{r_2^i,G} - \vec{X}_{r_3^i,G}).$$

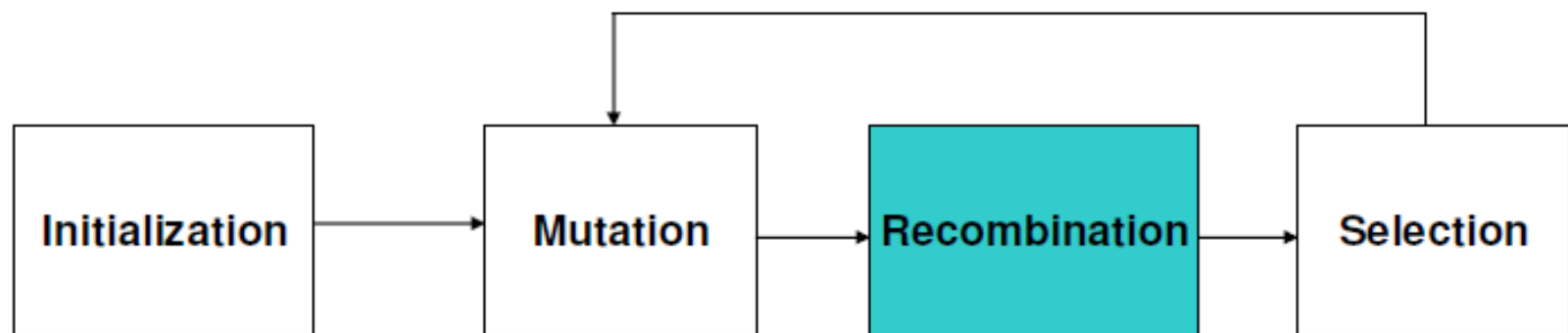
- The scaling factor  $F$  is a constant from  $(0, 2)$

## Example of formation of donor vector over two-dimensional constant cost contours



Constant cost contours of  
Sphere function



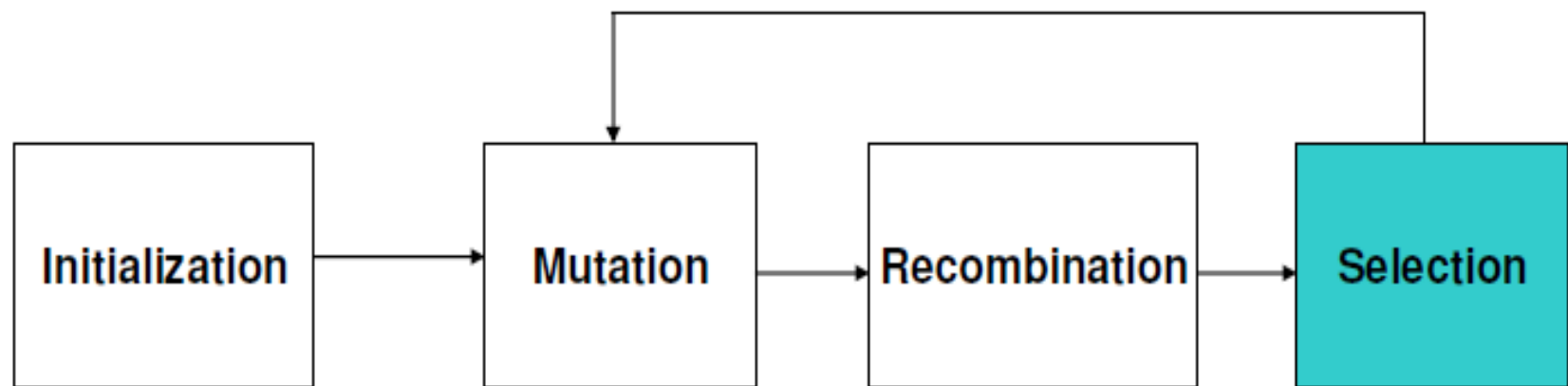


**Binomial (Uniform) Crossover:**

**Components of the donor vector enter into the trial offspring vector in the following way:**

**Let  $j_{rand}$  be a randomly chosen integer between  $1,...,D$ .**

$$u_{j,i,G} = \begin{cases} v_{j,i,G} , & \text{if } ( rand_{i,j}[0,1) \leq Cr \text{ or } j = j_{rand} ) \\ x_{j,i,G} , & \text{otherwise,} \end{cases}$$



➤ “Survival of the fittest” principle in selection: The trial offspring vector is compared with the target vector and that one with a better fitness is admitted to the next generation.

$$\begin{aligned}\vec{X}_{i,G+1} &= \vec{U}_{i,G}, \quad \text{if } f(\vec{U}_{i,G}) \leq f(\vec{X}_{i,G}) \\ &= \vec{X}_{i,G}, \quad \text{if } f(\vec{U}_{i,G}) > f(\vec{X}_{i,G})\end{aligned}$$

# An Example of Optimization by DE

Consider the following two-dimensional function

$$f(x, y) = x^2 + y^2 \quad \text{The minima is at } (0, 0)$$

Let's start with a population of 5 candidate solutions randomly initiated in the range (-10, 10)

$$X_{1,0} = [2, -1] \quad X_{2,0} = [6, 1] \quad X_{3,0} = [-3, 5] \quad X_{4,0} = [-2, 6] \\ X_{5,0} = [6, -7]$$

For the first vector  $X_1$ , randomly select three other vectors say  $X_2$ ,  $X_4$  and  $X_5$

Now form the donor vector as,  $V_{1,0} = X_{2,0} + F \cdot (X_{4,0} - X_{5,0})$

$$V_{1,0} = \begin{bmatrix} 6 \\ 1 \end{bmatrix} + 0.8 \times \left\{ \begin{bmatrix} -2 \\ 6 \end{bmatrix} - \begin{bmatrix} 6 \\ -7 \end{bmatrix} \right\} = \begin{bmatrix} -0.4 \\ 10.4 \end{bmatrix}$$

Now we form the trial offspring vector by exchanging components of  $V_{1,0}$  with the target vector  $X_{1,0}$

Let  $rand[0, 1) = 0.6$ . If we set  $Cr = 0.9$ , since  $0.6 < 0.9$ ,  $u_{1,1,0} = V_{1,1,0} = -0.4$

Again next time let  $rand[0, 1) = 0.95 > Cr$   
Hence  $u_{1,2,0} = x_{1,2,0} = -1$

So, finally the offspring is  $U_{1,0} = \begin{bmatrix} -0.4 \\ -1 \end{bmatrix}$

**Fitness of parent:**

$$f(2, -1) = 2^2 + (-1)^2 = 5$$

**Fitness of offspring**

$$f(-0.4, -1) = (-0.4)^2 + (-1)^2 = 1.16$$

Hence the parent is replaced by offspring at  $G = 1$

Population at $G = 0$	Fitness at $G = 0$	Donor vector at $G = 0$	Offspring Vector at $G = 0$	Fitness of offspring at $G = 1$	Evolved population at $G = 1$
$X_{1,0} =$ [2, -1]	5	$V_{1,0}$ =[-0.4, 10.4]	$U_{1,0}$ =[-0.4, -1]	1.16	$X_{1,1}$ =[-0.4, -1]
$X_{2,0} =$ [6, 1]	37	$V_{2,0}$ =[1.2, -0.2]	$U_{2,0}$ =[1.2, 1]	2.44	$X_{2,1}$ =[1.2, 1]
$X_{3,0} =$ [-3, 5]	34	$V_{3,0}$ =[-4.4, -0.2]	$U_{3,0}$ =[-4.4, -0.2]	19.4	$X_{3,1}$ =[-4.4, -0.2]
$X_{4,0} =$ [-2, 6]	40	$V_{4,0}$ =[9.2, -4.2]	$U_{4,0}$ =[9.2, 6]	120.64	$X_{4,1}$ =[-2, 6]
$X_{5,0} =$ [6, 7]	85	$V_{5,0}$ =[5.2, 0.2]	$U_{5,0}$ =[6, 0.2]	36.04	$X_{5,1}$ =[6, 0.2]