

A Study of Evolutionary Algorithms and their applications in statistics

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Evolutionary Algorithms

- ▶ Evolutionary algorithms are used to optimize functions by simulating natural evolution in a "Population" of candidate solutions.
- ▶ Suppose we want to find $\mathbf{x} \in R^n$ to maximize $f : R^n \rightarrow R$.
- ▶ We initialize a "Population" $\mathbf{x}_1, \mathbf{x}_2, \dots, \mathbf{x}_N$ where each $\mathbf{x}_i \in R^n$ called an "individual" having "fitness" $f(\mathbf{x}_i)$
- ▶ These individuals are allowed to reproduce and mutate with a Selection Scheme that mimics the evolutionary concept of "survival of the fittest"
- ▶ After many generations, the optimal fitness (the function maximum) may be reached.
- ▶ Claim to fame is an ability to find a global maximum in presence of local maximum; Computations do not require derivatives or convexity but still can be intensive.

Simulation Study 1: Robust Regression

- ▶ We want to fit a *Gompertz* model for sigmoidal growth, as discussed by Lawrence and Arthur (1990):

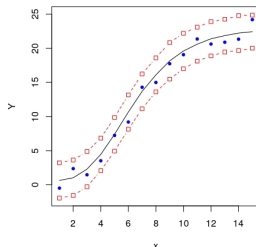
$$Y_i = \alpha \exp[-\exp(\beta - \gamma x_i)] + \epsilon_i$$

for $i = 1, \dots, 15$; Where α, β and γ are parameters to fit, and errors are independent double-exponential.

- ▶ The maximum likelihood estimator for parameters minimizes:

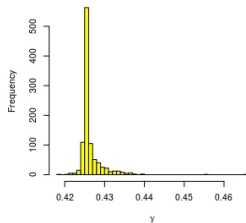
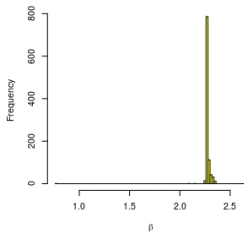
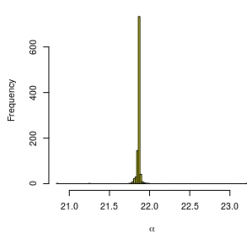
$$-\sum_{i=1}^{15} |Y_i - \alpha \exp[-\exp(\beta - \gamma x_i)]|$$

- ▶ Best fit parameters are known to be :
 $\hat{\alpha} = 22.37, \hat{\beta} = 2.14$ and $\hat{\gamma} = 0.395$



Implementation

- ▶ **Initialization and Evaluation:** Initial population with $N=200$ and randomly chosen with bounds of $(15,30)$, $(0,5)$ and $(0,1)$
- ▶ **Selection Scheme:** A version of tournament selection is implemented. The fitness of i th individual is compared to that of $i+N/2$, for $i=1,2,\dots,N/2$ and the i th individual is replaced by the more fit of the two.
- ▶ **Recombination:** Two parents randomly selected after selection :
$$x_{bi} = \frac{x_{mi} - x_{dj}}{2} + C \frac{x_{mi} - x_{dj}}{2}, \quad C \text{ is a truncated Cauchy random variate.}$$
- ▶ With 1000 implementation of algorithm for 100 generations at each implementation

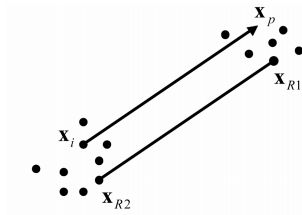


A Markov Chain Monte Carlo Version of Evolutionary Algorithm: Differential Evolution Markov Chain

- ▶ Differential evolution (DE) is a simple genetic algorithm. Assuming $N > 4$, the default proposal for i th member x_i in DE is:

$$x_p = x_{R0} + \gamma(x_{R1} - x_{R2})$$

- ▶ The idea is to instead of running the chains independently as a way to check convergence N chains are run in parallel and the jumps for a current chain are derived from the remaining $N-1$ chains.
- ▶ In order to turn DE into a Markov chain for drawing samples from a target distribution, the proposal and acceptance scheme must be such that there is detailed balance with respect to $\pi(\cdot)$



pseudocode

- ▶ for ($s \leq N_{generations}$) cycle through generations
- ▶ for ($i \leq N$) cycle through members of population
Randomly select R_1 and R_2 unequal to i
proposal : for ($j \leq N_{dimensions}$) {

$$x_p[j] = X[i][j] + \gamma(X[R_1][j] - X[R_2][j]) + e$$

$r = \text{fitness}(x_p) / \text{fitness}(X[i])$

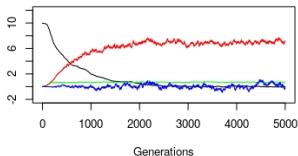
selection: accept if Metropolis ratio $> \text{unif}[0,1]$

- ▶ *end cycle through members of population*
- ▶ Record(X)
- ▶ *end cycle through generations*

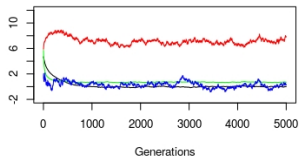
Simulation Study 2: Sampling from multivariate normal

- ▶ We want to obtain samples from a $d=100$ dimensional normal distribution, centered around zero.
- ▶ The covariance matrix was set such that the variance of the j th variable was equal to j and all pairwise covariances was 0.5 and $\gamma = 2.38/\sqrt{2d}$ (Mean, sd1, sd2, cov)

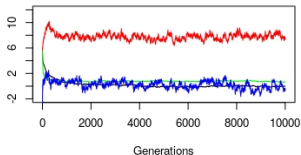
N=200 d=100, init X=[9.9,10]



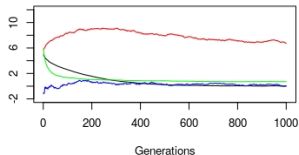
N=200 d=100, init X=[-5,15]



N=101 d=100, init X=[-5,15]



N=1000 d=100, init X=[-5,15]



Comparison

Estimates	Mean	Sd1	Sd2	Cov
N=200,d=100	1.2581	0.6826077	5.985286	0.04945786
N=200,d=100	0.1837391	0.7643289	7.16684	0.2938345
N=101,d=100	0.2123698	0.8023778	7.791788	0.2385019
N=1000,d=100	0.7951775	0.9771417	7.866672	0.3077599

MCMCse	Mean	Sd1	Sd2	Cov
N=200,d=100	0.2672871	0.01099185	0.2086255	0.03255739
N=200,d=100	0.07257392	0.0291917	0.06084573	0.04823261
N=101,d=100	0.05331377	0.01651616	0.04199969	0.05117855
N=1000,d=100	0.195024	0.08997991	0.1336287	0.04075231