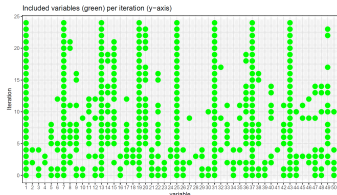


Optimization in Machine Learning

Evolutionary Algorithms

GA / Bit Strings



Learning goals

- Recombination
- Mutation
- Simple examples

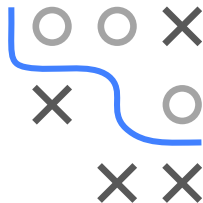
BINARY ENCODING

- In theory: Each problem can be encoded binary
- In practice: Binary not always best representation (e.g., if values are numeric, trees or programs)

We typically encode problems with **binary decision variables** in binary representation.

Examples:

- Scheduling problems
- Integer / binary linear programming
- Feature selection
- ...



RECOMBINATION FOR BIT STRINGS

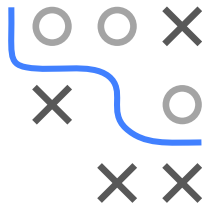
Two individuals $\mathbf{x}, \tilde{\mathbf{x}} \in \{0, 1\}^d$ encoded as bit strings can be recombined as follows:

- **1-point crossover:** Select crossover $k \in \{1, \dots, d - 1\}$ randomly. Take first k bits from parent 1 and last $d - k$ bits from parent 2.

$$\begin{array}{ccc} 1 & 1 & 1 \\ 0 & 0 & 0 \\ \hline 0 & 1 & \Rightarrow 1 \\ 1 & 1 & 1 \\ 1 & 0 & 0 \end{array}$$

- **Uniform crossover:** Select bit j with probability p from parent 1 and $1 - p$ from parent 2.

$$\begin{array}{ccc} 1 & 0 & 1 \\ 0 & 0 & 0 \\ 0 & 1 & \Rightarrow 1 \\ 0 & 1 & 1 \\ 1 & 0 & 1 \end{array}$$

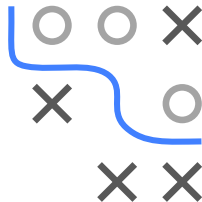


MUTATION FOR BIT STRINGS

Offspring $\mathbf{x} \in \{0, 1\}^d$ encoded as a bit string can be mutated as follows:

- **Bitflip:** Each bit j is flipped with probability $p \in (0, 1)$.

1		0
0		0
0	\Rightarrow	0
0		1
1		1

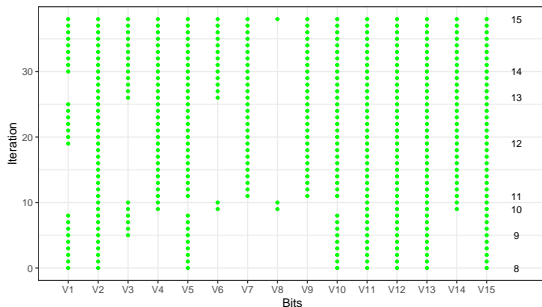
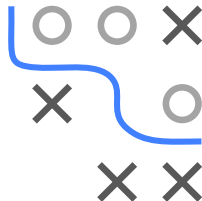


EXAMPLE 1: ONE-MAX EXAMPLE

$\mathbf{x} \in \{0, 1\}^d$, $d = 15$ bit vector representation.

Goal: Find the vector with the maximum number of 1's.

- Fitness: $f(\mathbf{x}) = \sum_{i=1}^d x_i$
- $\mu = 15$, $\lambda = 5$, $(\mu + \lambda)$ -strategy, bitflip mutation, no recombination



Green: Representation of best individual per iteration. Right scale shows fitness.

