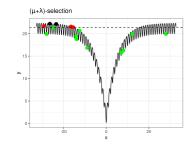
Optimization in Machine Learning

Evolutionary Algorithms ES / Numerical Encodings





Learning goals

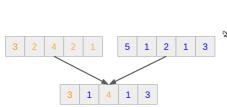
- Recombination
- Mutation
- A few simple examples

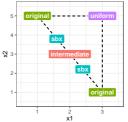
RECOMBINATION FOR NUMERIC

Options for recombination of two individuals $\mathbf{x}, \tilde{\mathbf{x}} \in \mathbb{R}^d$:

- **Uniform crossover**: Choose gene j of parent 1 with probability p and of parent 2 with probability 1 p
- Intermediate recombination: Offspring is created from mean of two parents: $\frac{1}{2}(\mathbf{x} + \tilde{\mathbf{x}})$
- Simulated Binary Crossover (SBX): generate two offspring

$$\bar{\mathbf{x}} \pm \frac{1}{2}\beta(\tilde{\mathbf{x}} - \mathbf{x}), \ \bar{\mathbf{x}} = \frac{1}{2}(\mathbf{x} + \tilde{\mathbf{x}}), \ \beta \in [0, 1]$$
 uniformly at random







MUTATION FOR NUMERIC

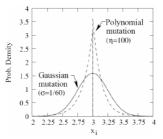
Mutation: Individuals get modified

Example for $\mathbf{x} \in \mathbb{R}^d$:

• **Uniform mutation:** Select random gene x_j and replace it by uniformly distributed value (within feasible range).

• Gauss mutation: $\mathbf{x} \pm \mathcal{N}(\mathbf{0}, \sigma \mathbf{I})$

• Polynomial mutation: Use a different distribution instead of normal distribution

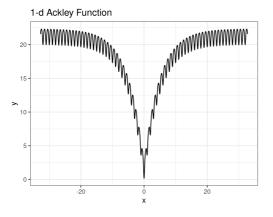


Source: K. Deb, D. Deb. Analysing mutation schemes for real-parameter genetic algorithms, 2014



EXAMPLE OF AN EVOLUTIONARY ALGORITHM

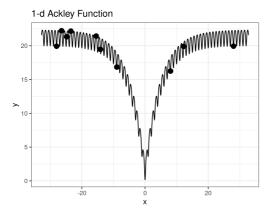
(Simple) EA on 1-dim Ackley function on [-30, 30]. Usually, for optimizing a function $f: \mathbb{R}^d \to \mathbb{R}$, individuals are encoded as real vectors $\mathbf{x} \in \mathbb{R}^d$.





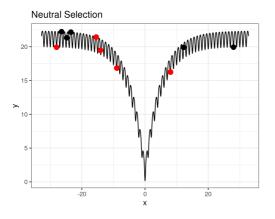
EXAMPLE OF AN EVOLUTIONARY ALGORITHM

Random initial population with size $\mu=$ 10



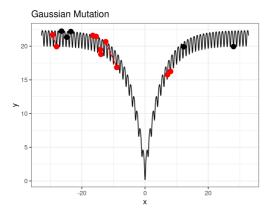


We choose $\lambda=5$ offsprings by neutral selection (red individuals).



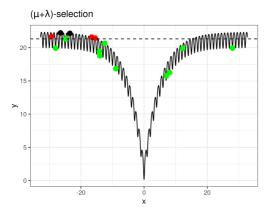


Use Gaussian mutation with $\sigma = 2$, but without recombination.



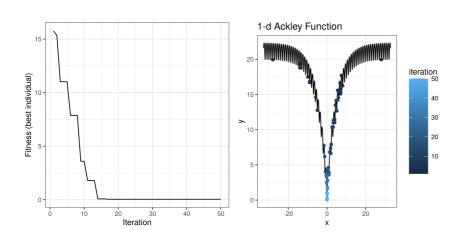


Use $(\mu + \lambda)$ selection. Selected individuals are marked in green.





After 50 iterations:





EXAMPLE 2: GRID OF BALLS

Consider a grid in which *n* balls with random radius are placed.





Aim: Find the circle with the largest possible radius in the grid that does **not** intersect with the other existing circles.

- What is the fitness function?
- How is the population defined?

Implementation: https://juliambr.shinyapps.io/balls/