

# Weight Agnostic Neural Networks

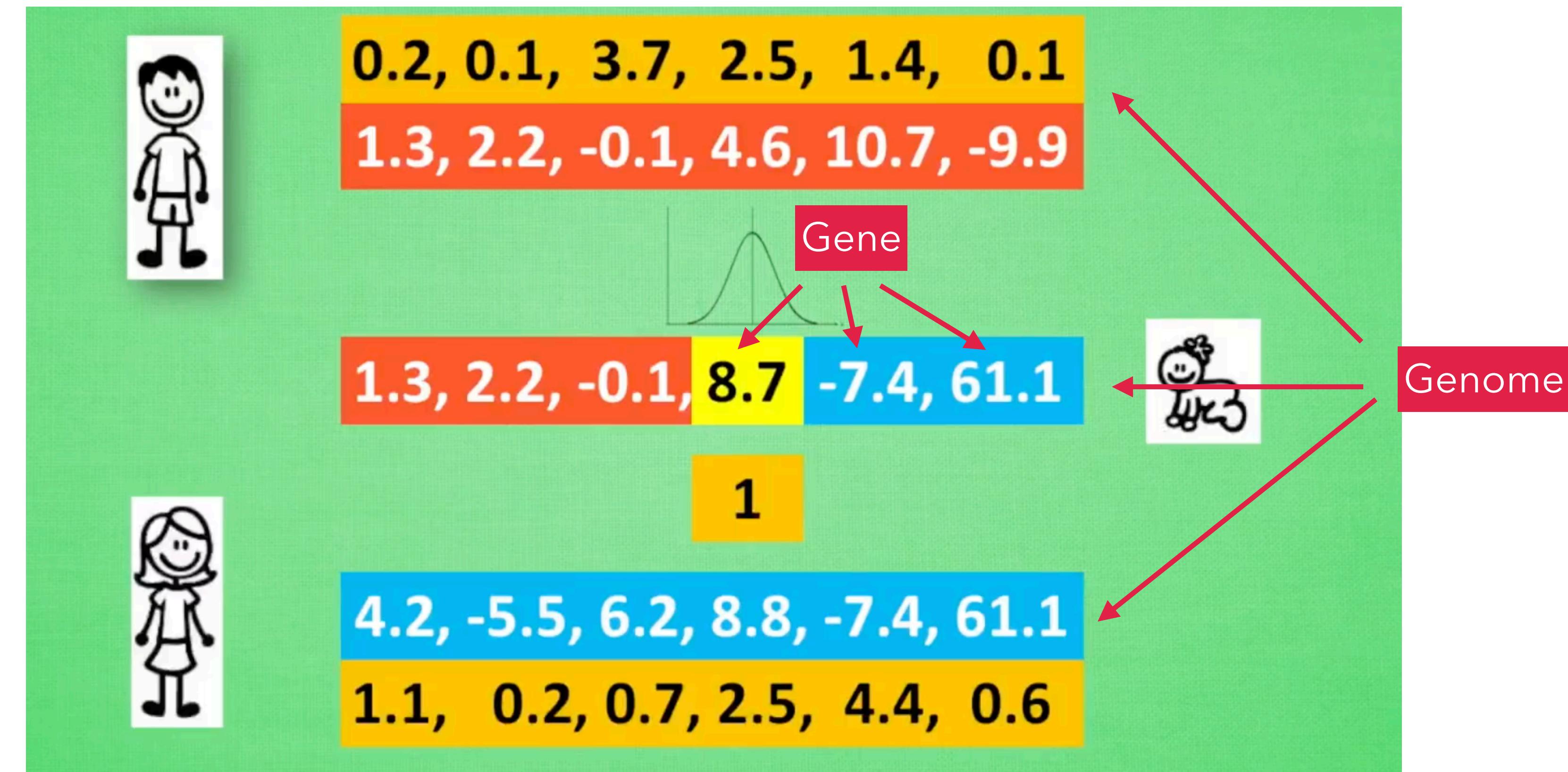
Adam Gaier, David Ha

NeurIPS 2019

Reporter: Yinghuan Zhang Sep 30th 2020

# Recall: Genetic Algorithms

- Crossover
- Mutation
- Selection



# NeuroEvolution

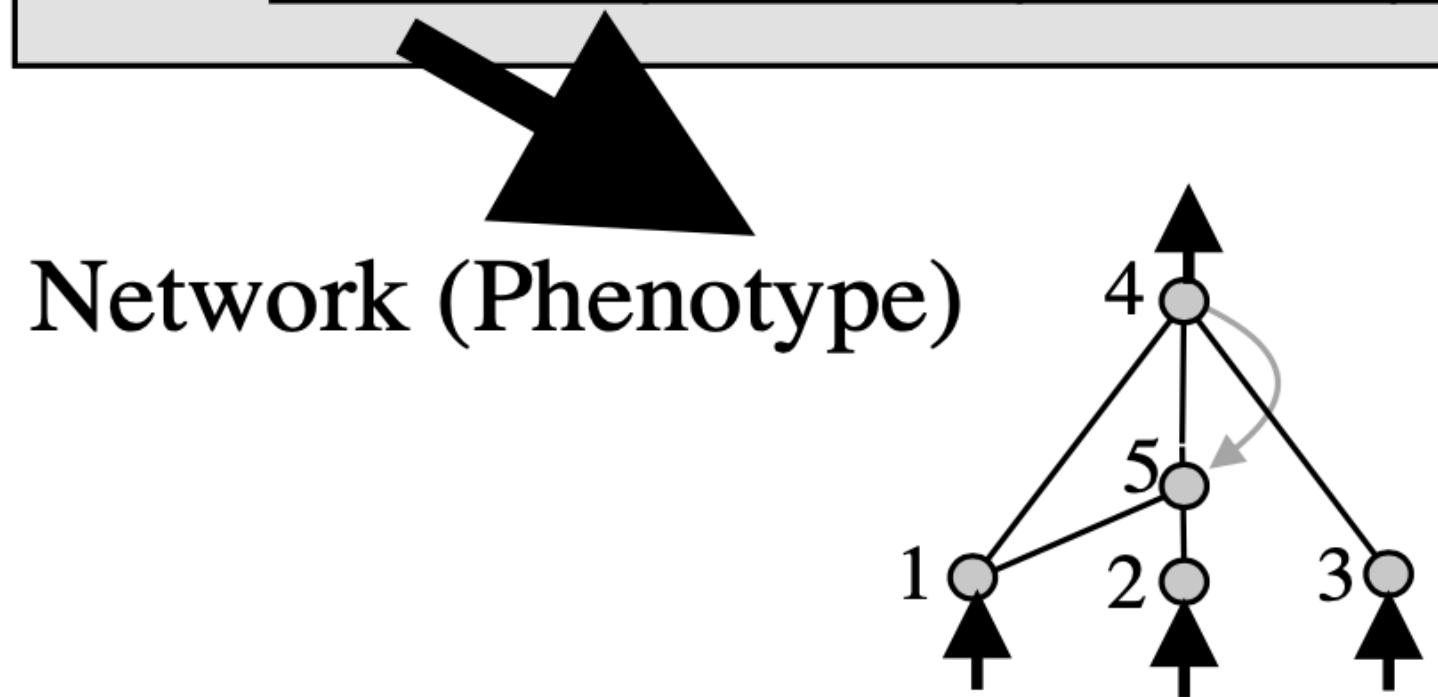
*NeuroEvolution(NE)*: the artificial evolution of neural networks using genetic algorithms.

- Topology evolved before the experiment.
- Weight space explored through the **crossover** of network weight vectors & **mutation** of single networks' weights.
- Topology-fixed optimization in connection weights.

*Topology and Weight Evolving Artificial Neural Networks (TWEANNs)* : evolve both neural network topologies and weights.

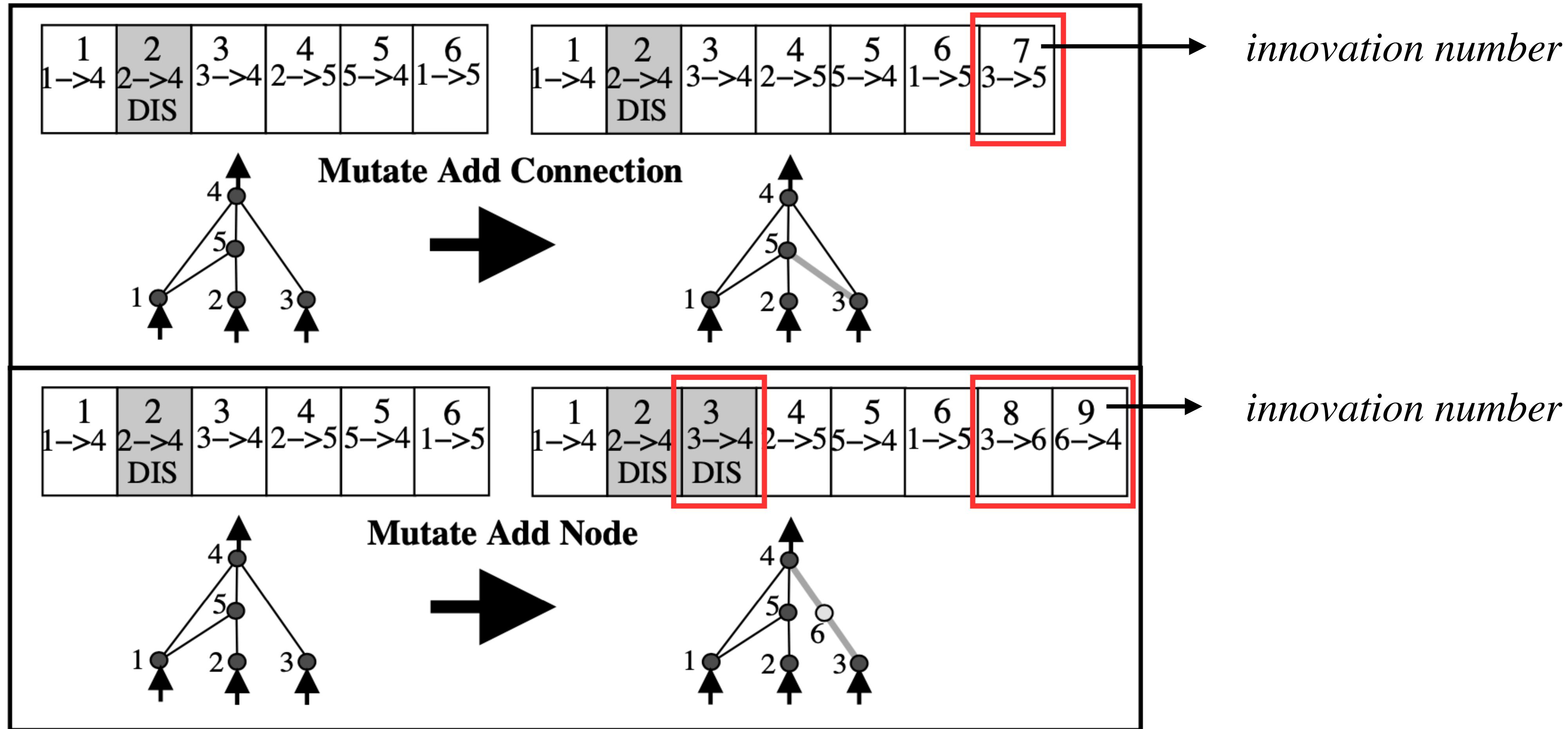
# NeuroEvolution of Augmenting Topologies (NEAT)

Genome (Genotype)							
Node Genes	Node 1 Sensor	Node 2 Sensor	Node 3 Sensor	Node 4 Output	Node 5 Hidden		
Connect. Genes	In 1 Out 4 Weight 0.7 Enabled Innov 1	In 2 Out 4 Weight -0.5 <b>DISABLED</b> Innov 2	In 3 Out 4 Weight 0.5 Enabled Innov 3	In 2 Out 5 Weight 0.2 Enabled Innov 4	In 5 Out 4 Weight 0.4 Enabled Innov 5	In 1 Out 5 Weight 0.6 Enabled Innov 6	In 4 Out 5 Weight 0.6 Enabled Innov 11

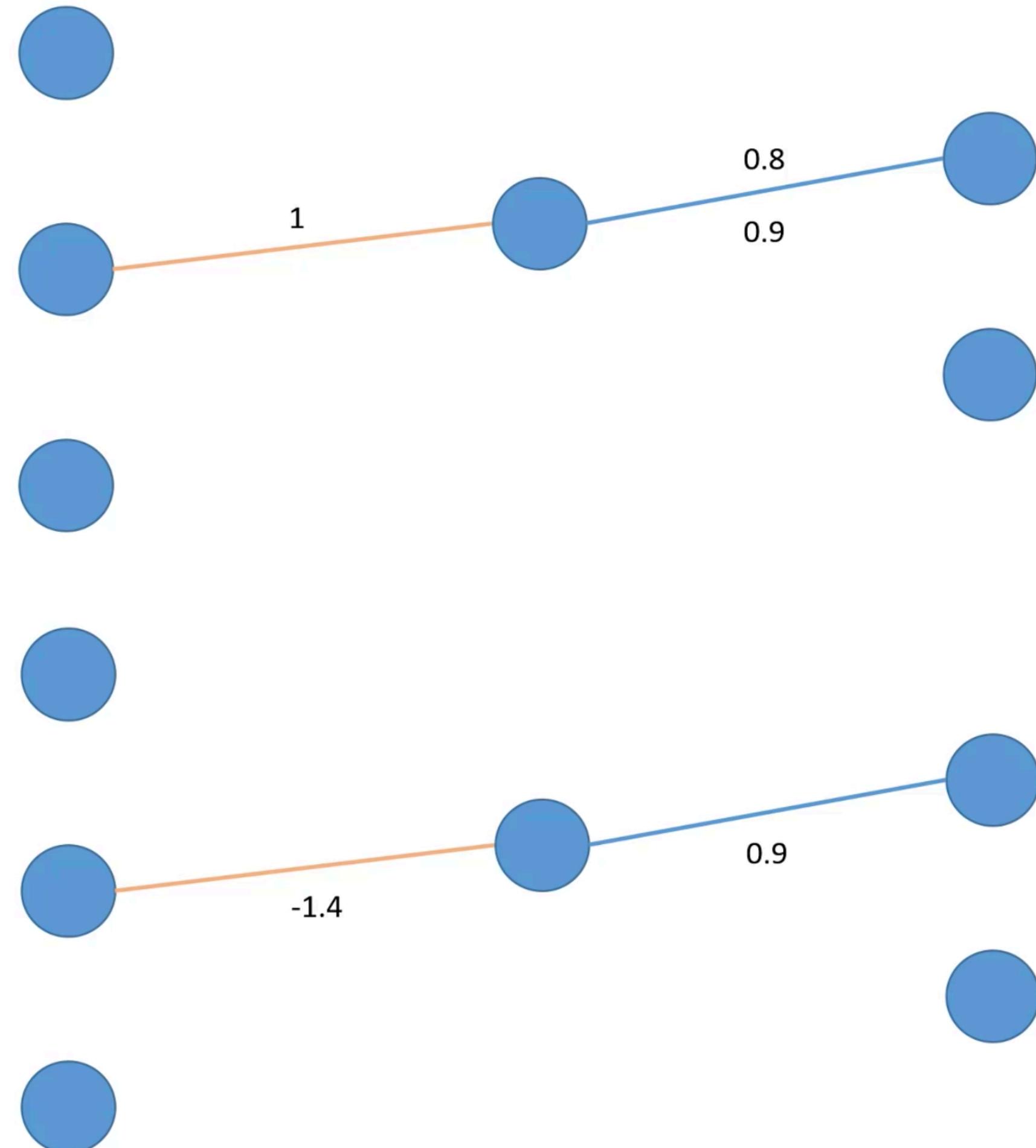


- **Node genes** provide a list of inputs, hidden nodes, and outputs that can be connected.
- Each **connection gene** specifies the in-node, the out-node, the weight of the connection, whether or not the connection gene is expressed (an enable bit), and an *innovation number*, which allows finding corresponding genes (as will be explained afterwards).

# NeuroEvolution of Augmenting Topologies (NEAT)



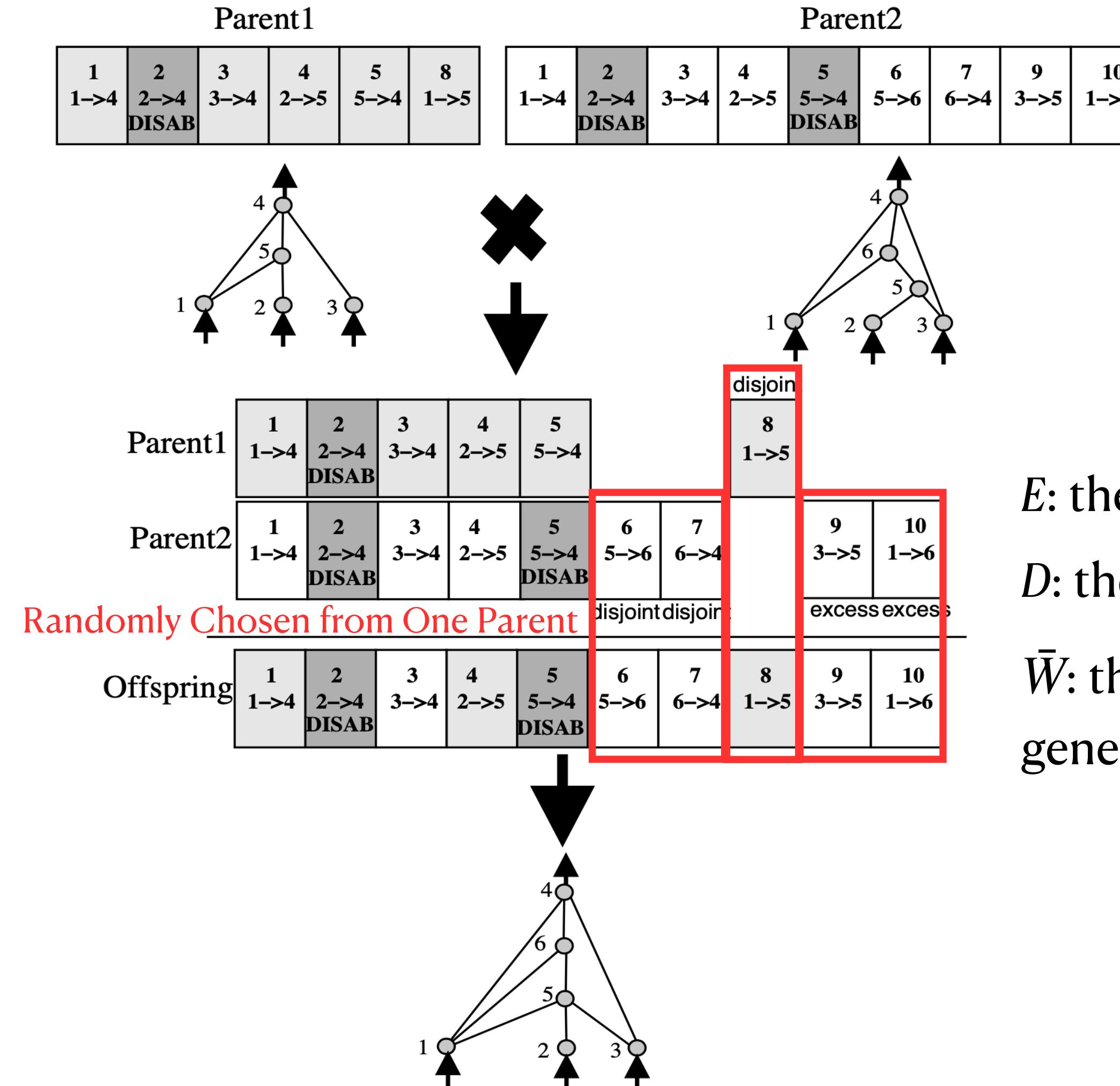
# NeuroEvolution of Augmenting Topologies (NEAT)



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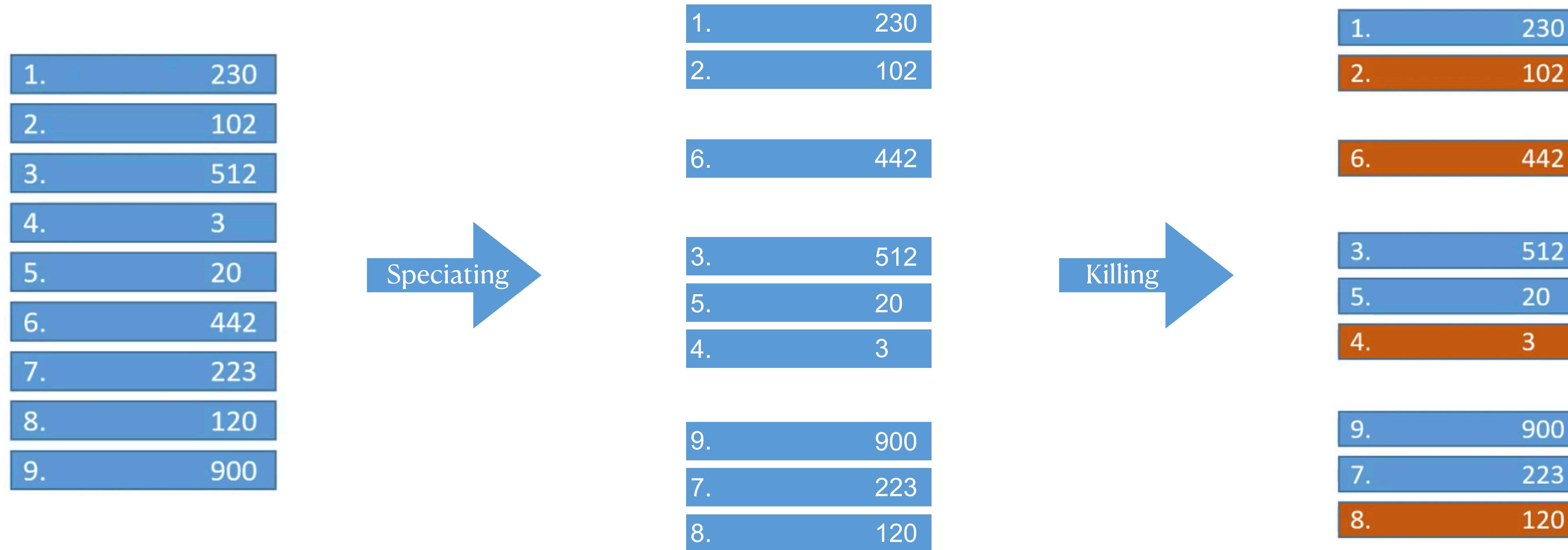
compatibility distance

$$\delta = \frac{c_1 E}{N} + \frac{c_2 D}{N} + c_3 \bar{W}$$



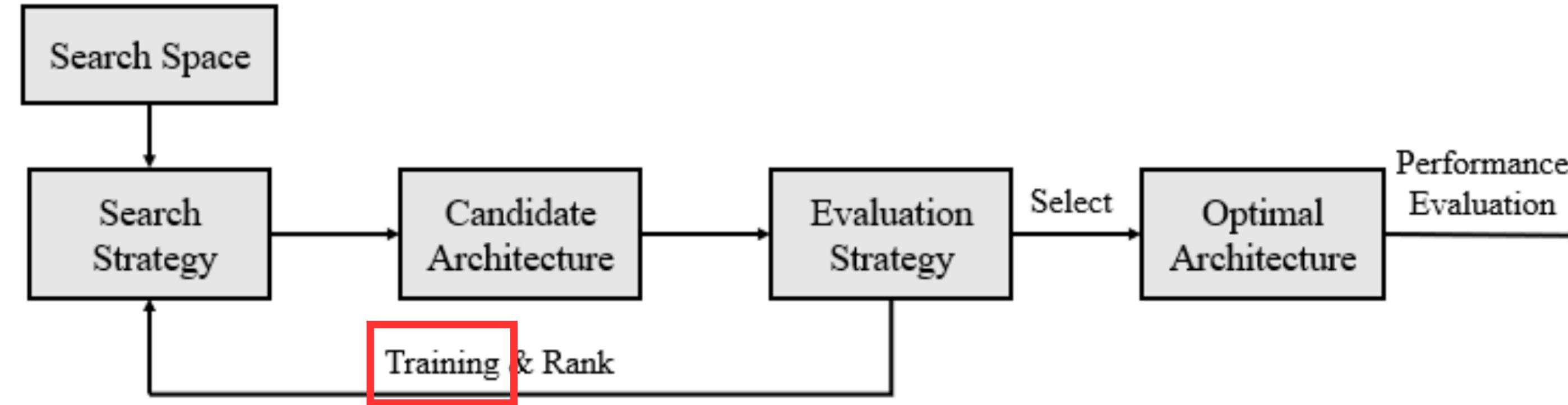
- E:** the number of excess genes
- D:** the number of disjoint genes
- $\bar{W}$ :** the average weight differences of matching genes, including disabled genes

# NeuroEvolution of Augmenting Topologies (NEAT)



compatibility distance threshold  $\delta_t$

# Neural Architecture Searching



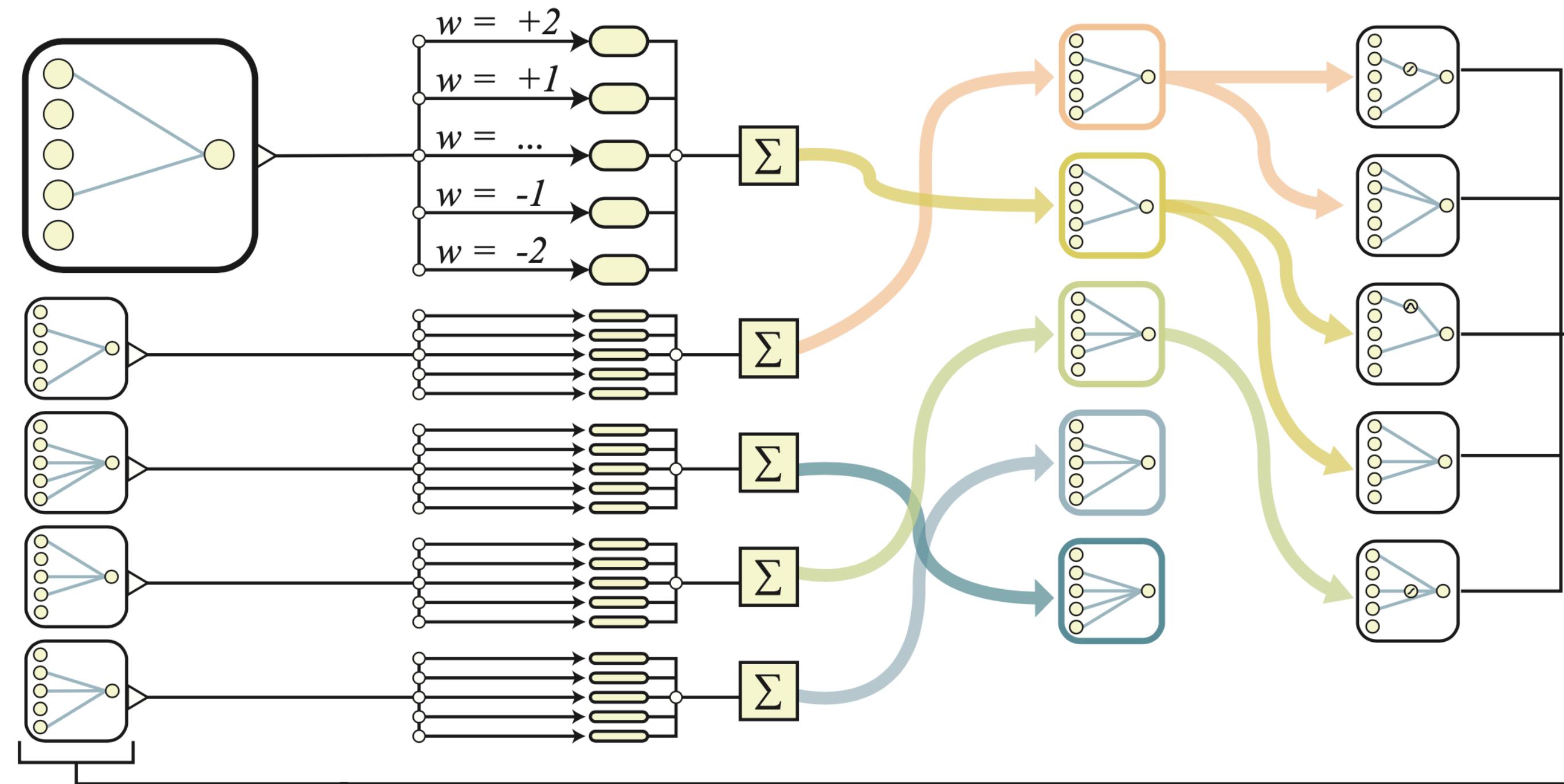
The General Framework of NAS

Before WANN: To produce architectures which, **once trained**, outperform those designed by humans.

WANN: To produce architectures that themselves encode solutions.

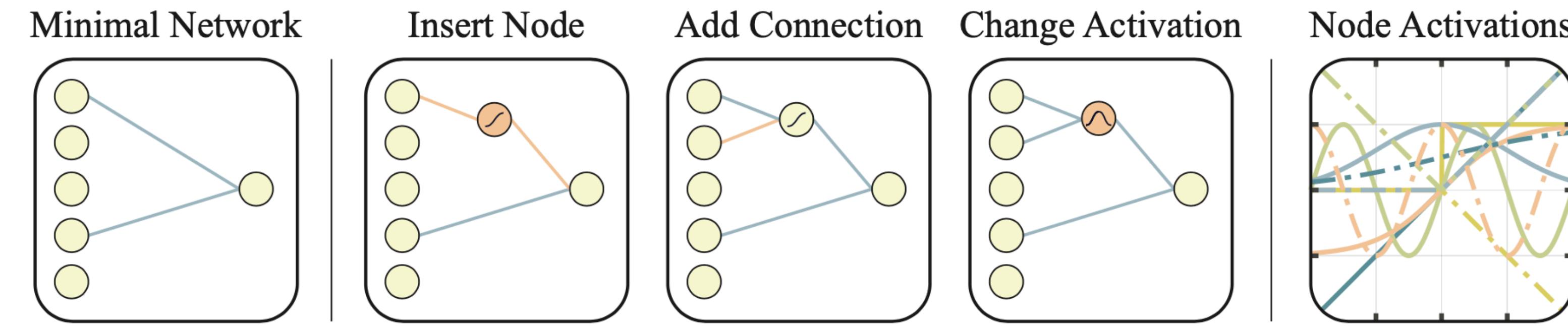
# Weight Agnostic Neural Network(WANN) Search

- 1.) Initialize**  
*Create population of minimal networks.*
- 2.) Evaluate**  
*Test with range of shared weight values.*
- 3.) Rank**  
*Rank by performance and complexity*
- 4.) Vary**  
*Create new population by varying best networks.*



Overview of Weight Agnostic Neural Network Search

# WANN Search, Topology Search

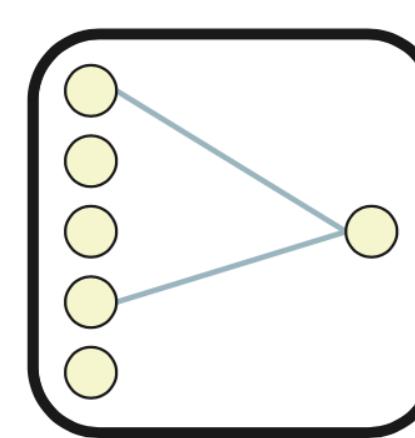


Operators for Searching the Space of Network Topologies

# Weight Agnostic Neural Network(WANN) Search

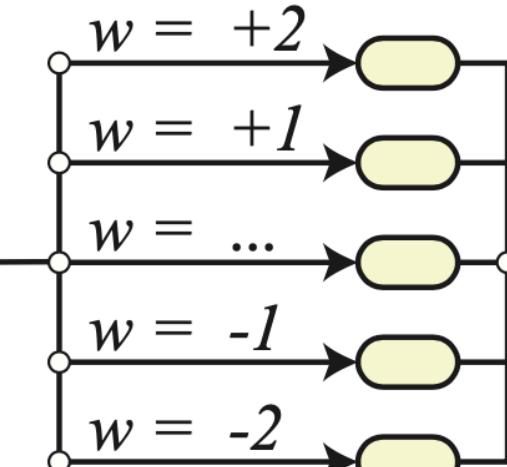
## 1.) Initialize

*Create population of minimal networks.*



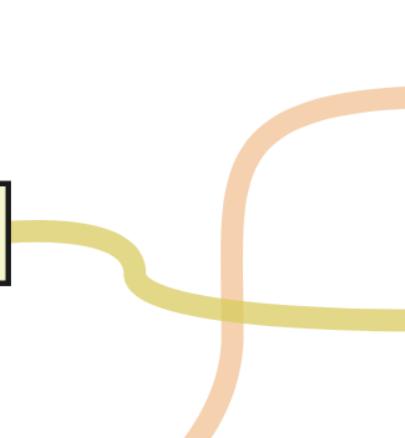
## 2.) Evaluate

*Test with range of shared weight values.*



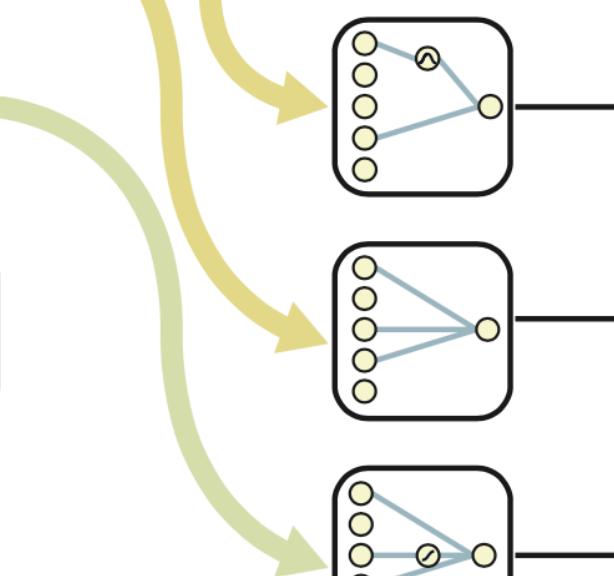
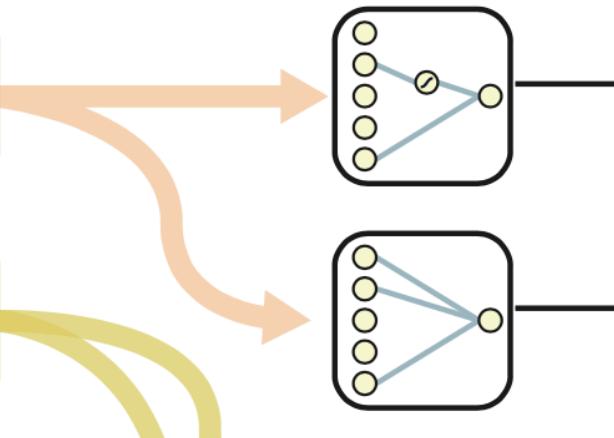
## 3.) Rank

*Rank by performance and complexity*



## 4.) Vary

*Create new population by varying best networks.*

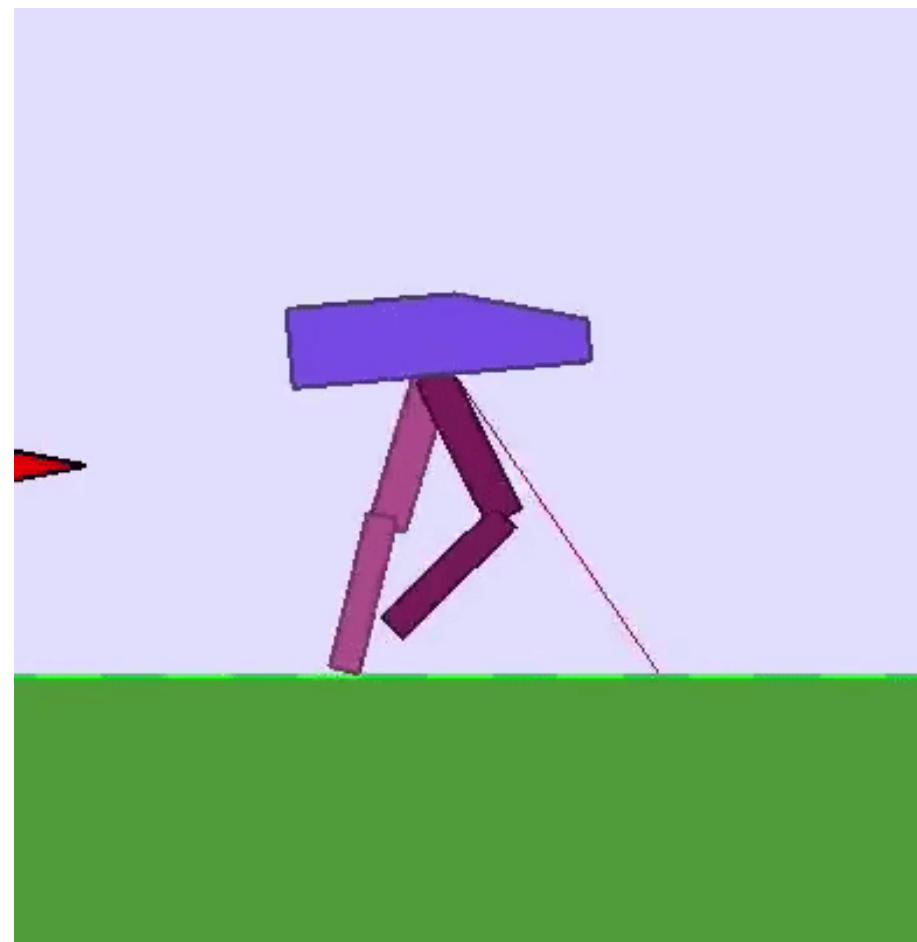


Networks topologies are judged based on three criteria

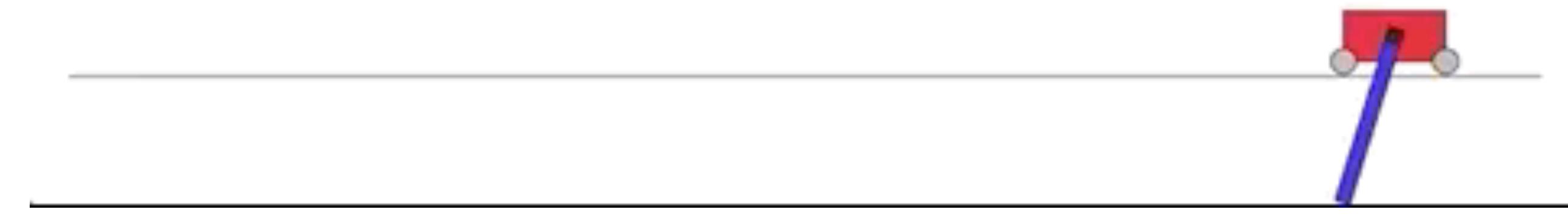
- mean performance over all weight values  
(a fixed series of weight values [-2, -1, -0.5, +0.5, +1, +2])
- max performance of the single best weight value
- the number of connections in the network

## Overview of Weight Agnostic Neural Network Search

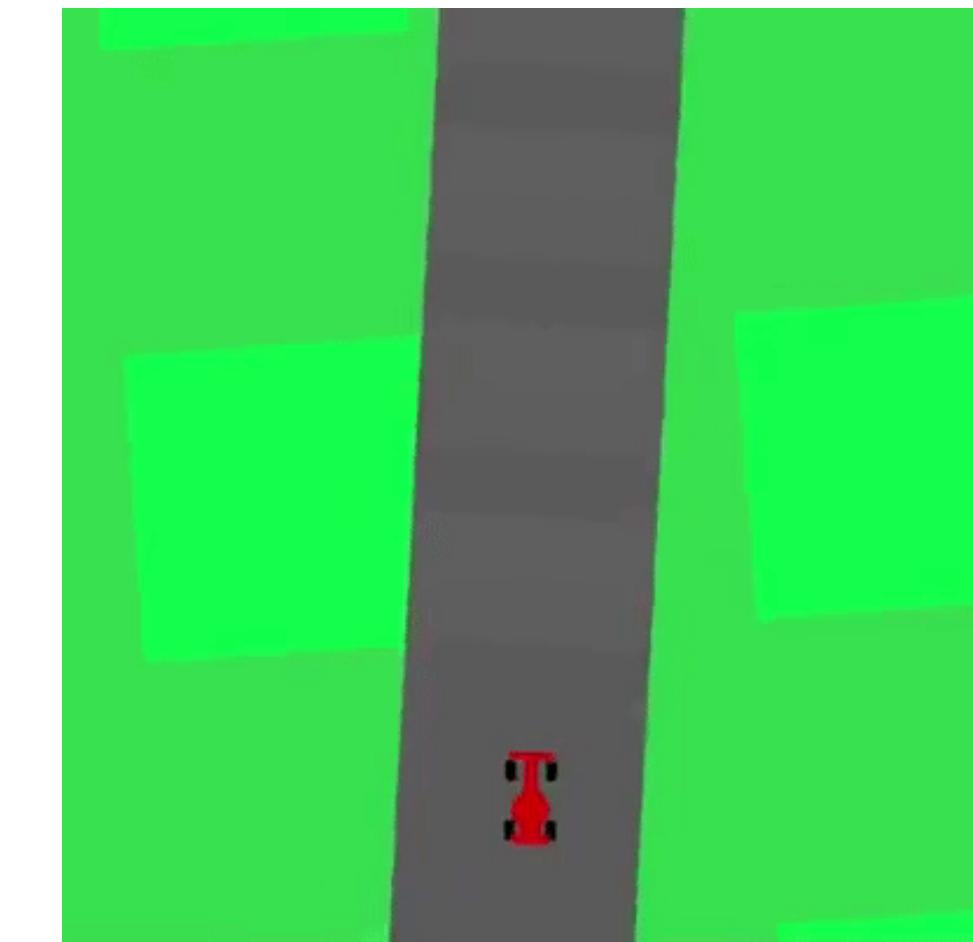
# WANNs find solutions in variety of RL tasks



BipedalWalker-v2



CartPoleSwingUp



CarRacing-v0

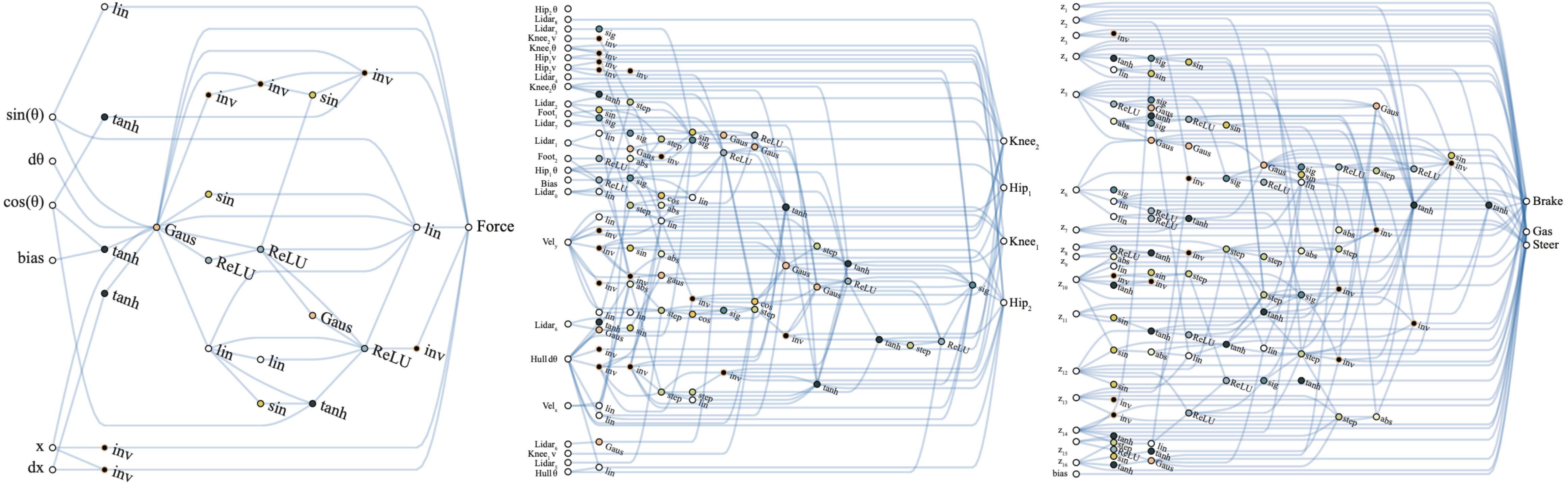
# Experiment Result

Table1: *Performance of Randomly Sampled and Trained Weights for Continuous Control Tasks*

<b>Swing Up</b>	Random Weights	Random Shared Weight	Tuned Shared Weight	Tuned Weights
WANN	<b>57 ± 121</b>	<b>515 ± 58</b>	<b>723 ± 16</b>	<b>932 ± 6</b>
Fixed Topology	21 ± 43	7 ± 2	8 ± 1	<b>918 ± 7</b>
<b>Biped</b>	Random Weights	Random Shared Weight	Tuned Shared Weight	Tuned Weights
WANN	<b>-46 ± 54</b>	<b>51 ± 108</b>	<b>261 ± 58</b>	332 ± 1
Fixed Topology	-129 ± 28	-107 ± 12	-35 ± 23	<b>347 ± 1 [38]</b>
<b>CarRacing</b>	Random Weights	Random Shared Weight	Tuned Shared Weight	Tuned Weights
WANN	<b>-69 ± 31</b>	<b>375 ± 177</b>	<b>608 ± 161</b>	893 ± 74
Fixed Topology	-82 ± 13	-85 ± 27	-37 ± 36	<b>906 ± 21 [39]</b>

1. *Random weights*: individual weights drawn from  $\mathcal{U}(-2, 2)$ ;
2. *Random shared weight*: a single shared weight drawn from  $\mathcal{U}(-2, 2)$ ;
3. *Tuned shared weight*: the highest performing shared weight value in range  $(-2, 2)$ ;
4. *Tuned weights*: individual weights tuned using population-based REINFORCE [123].

- The biped controller uses only 17 of the 25 possible inputs, ignoring many LIDAR sensors and knee speeds.
- Only 210 connections
- 2804 connections in SOTA baseline



## Champion Networks for Continuous Tasks

# Thank You!

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