

Substructural Local Search in Discrete Estimation of Distribution Algorithms

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Outline

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Optimization Problems

- Are part of our daily life.
 - Looking for the shortest route with a GPS navigator.
 - Solving Sudoku puzzles.
 - Building schedules that must obey different constraints.
- Many current challenges in science are related to some optimization problem.
 - Problems are increasing in dimension and complexity.
- Efficient methods are required to solve such problems.
 - Methods must solve problems quickly and accurately.
 - But should also scale well for larger problem instances.
- Estimation of distribution algorithms (EDAs) provide scalable optimization through probabilistic modeling.

Motivation

- EDAs can solve many challenging problems in an efficient and scalable manner.
 - Significantly outperforming other methods.
- Although effective at exploring the search space, they inherit a common drawback from traditional global search methods.
 - Slower convergence to optimal solutions when compared to appropriate local searchers.
- This observation often leads to the combination of global and local search approaches.
- EDA research lacks on methods for designing and combining competent global and local-search methods.
 - That can exploit problem decomposition.

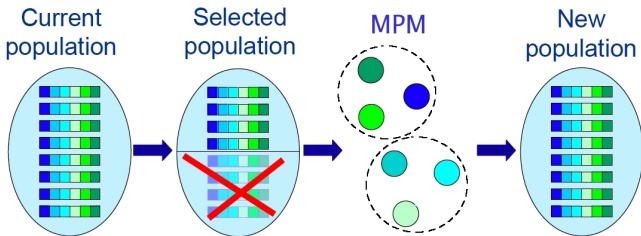
Estimation of Distribution Algorithms

EDAs

- Population-based search and optimization procedures.
- Population of promising solutions is modeled to generate new candidate solutions.
- “Similar” to genetic algorithms: replace genetic operators by building and sampling from a probabilistic model (PM).
- PMs used can range from simple univariate probability vectors to more complex Markov or Bayesian networks.
- Popular EDAs:
 - Population-based incremental learning (PBIL).
 - Extended compact genetic algorithm (ECGA).
 - Bayesian optimization algorithm (BOA).

Extended Compact Genetic Algorithm (eCGA)

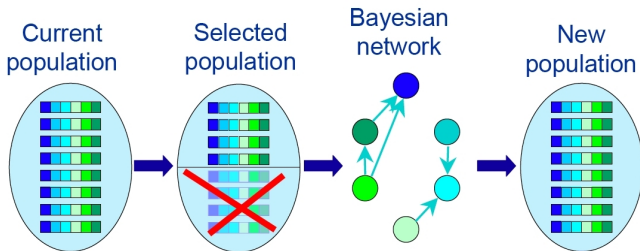
- Uses marginal product models (MPMs) to partition problem variables into non-overlapping clusters.



$$p(\mathbf{X}) = p(X_1 X_5 X_6) p(X_2 X_3 X_4)$$

Bayesian Optimization Algorithm (BOA)

- Uses Bayesian networks (BNs) to represent conditional dependencies between variables.



$$p(\mathbf{X}) = p(X_1|X_5X_6)p(X_6|X_5)p(X_5)p(X_3|X_2X_4)p(X_2)p(X_4)$$

Model Learning

- Both eCGA and BOA learn the structure of the probabilistic model at each generation.
- A simple learning algorithm is used.
 - Start with a simple model structure (no dependencies).
 - Increase model complexity while the likelihood of the model w.r.t. the data increases.
- Likelihood is quantified by a scoring metric.

EDA's great advantage over other methods

- Learned probabilistic models provide valuable information.
 - Get a better insight about the optimization problem.
 - Speedup the search process in EDAs even more.

Model-Based Efficiency Enhancement Techniques

Modeling solution quality in EDAs

- Probabilistic modeling in EDAs allow to identify patterns of good solutions.
- But association between solution components and their corresponding quality is also possible!
- The probabilistic model can also estimate the quality of solutions.
 - Saving costly function evaluations.

Induction of global neighborhoods

- The probabilistic models reveal important dependencies between variables that can be exploited in local search.

Substructural Local Search (SLS)

Traditional Local Search

- Typically neighborhood operators have fixed structure.
- Implicit tradeoff between generalization and efficiency.

SLS in EDAs

- Use substructural neighborhoods to perform local search in EDAs.
- Topology of neighborhoods is defined by the learned probabilistic models.
- Exploits underlying problem structure while not losing generality of application.

Substructural Local Search in eCGA

SLS in eCGA

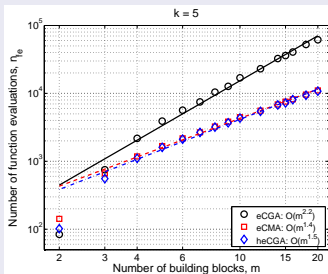
- Performed at each generation after model learning.
- Pick the best solution in the population.
- Each cluster of k variables in the probabilistic model is a substructural neighborhood.
- For each substructural neighborhood, evaluate all possible 2^k solutions and choose the best for searching the remaining neighborhoods.
- Model is updated based on the result of local search.
 - Equivalent to the insertion of the solution in the population.

Experimental Setup

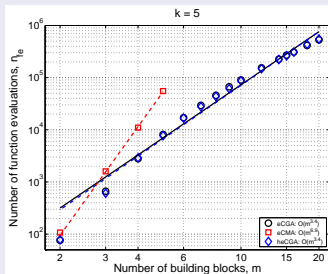
- Algorithms are tested on *adversarial problems* that represent different dimensions of problem difficulty.
 - Decomposable problems of bounded difficulty.
- Problems are composed by several subfunctions of size k .
 - Each subfunction is a very difficult problem which requires the detection and propagation of **building-blocks (BBs)**.
 - **Scaling** between different subfunctions can be uniform or exponential.
 - **Gaussian noise** is also incorporated into the problem.
- Different types of modular interaction are also considered.
 - **No interactions** between problem variables.
 - **Non-overlapping** interaction.
 - **Overlapping** interaction.
 - **Hierarchical** interaction.

Scalability Results

Problem w/ uniform scaling

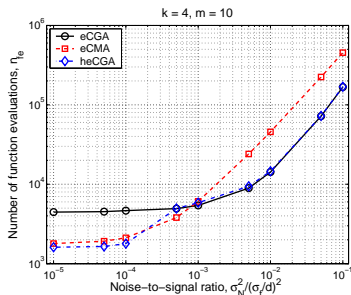
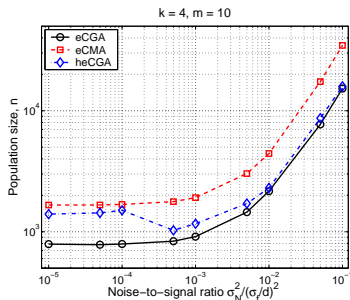


Problem w/ exponential scaling



- For uniform scaling the mutation approach works better.
- For exponential scaling recombination approach excel.
- eCGA+SLS performs well on both problems.

Results for a Noisy Problem



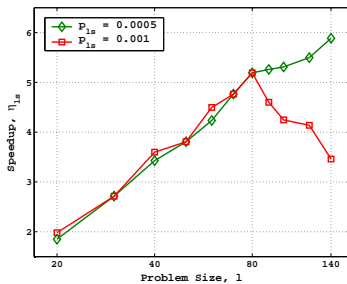
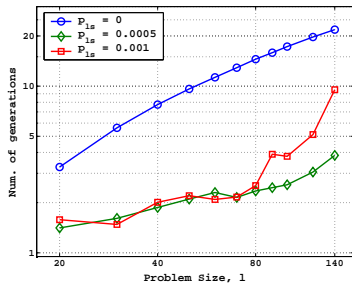
- eCGA+SLS follows the behavior of the best approach for each situation (low vs. high noise variance).
- Implicitly switches between a global and local search operator—*adaptive time continuation*.

Substructural Local Search in BOA

SLS in BOA

- Performed at each generation after model learning.
- Applied to a proportion of the population (typically small).
- Each variable and its corresponding parent variables form a substructural neighborhood—*parental neighborhood*.
- For each substructural neighborhood, choose the best configuration according to the estimated fitness.
 - BNs also incorporate fitness information.
- Order for visiting neighborhoods is defined in a way that larger neighborhoods are considered first.
 - Larger neighborhoods contain more accurate statistical information.

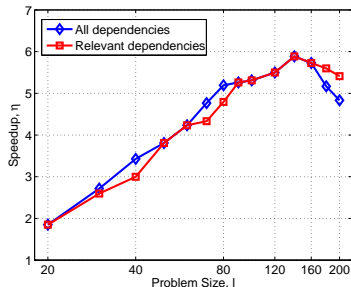
Scalability Results



- SLS in BOA reduces number of iterations required.
- Provides significant speedups in number of evaluations.
- But speedup slows down for larger problem instances...

Understanding Why?

All vs. relevant neighborhoods



- Eliminate redundant neighborhoods. Ex: $\{X_1\}$ is already included in $\{X_1 X_2\}$
- Using only relevant neighborhoods doesn't help much.
- Looking closely at model structure one can see excessive complexity \rightarrow *model overfitting*.

Model Structural Accuracy in BOA

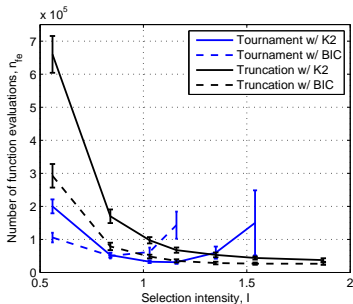
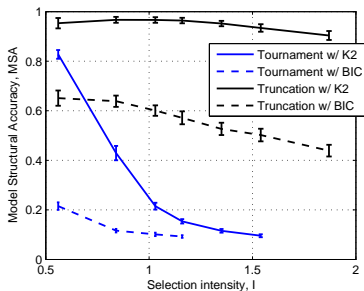
Measuring model accuracy

- **Model structural accuracy** (MSA) is defined as the ratio of correct edges over the total number of edges in the BN.
- An **edge** is **correct** if it connects two variables that are linked according to the problem definition.

Features compared

- Selection methods considered are **Tournament** and **Truncation**.
- Scoring metrics considered are **K2** and **BIC**.
- Everything else in BOA is identical.

Selection-Metric Comparison

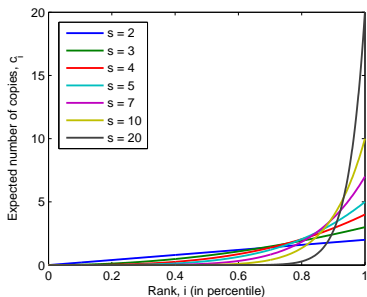


Observations

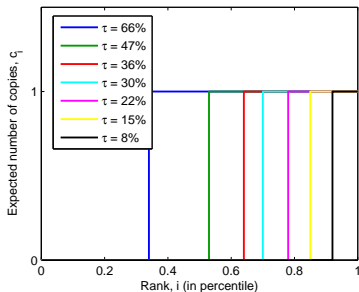
- 1 Truncation performs better than tournament selection.
- 2 K2 metric performs better than BIC metric.

Distribution of the Expected Number of Copies

Tournament selection



Truncation selection

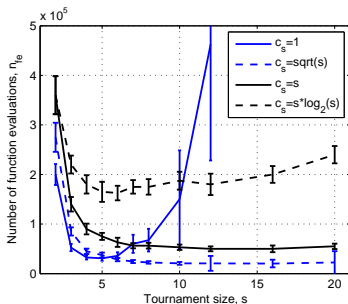
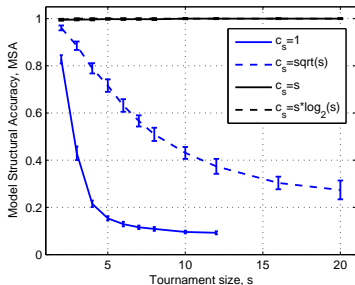


- Tournament selection generates the mating pool according to a power distribution, which leads to model overfitting.

Adaptive Scoring Metric

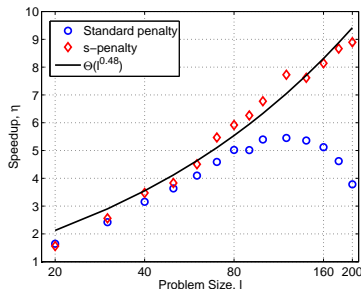
Complexity penalty for the K2 metric

$$p(B) = 2^{-0.5c_s \log_2(n) \sum_{i=1}^{\ell} |L_i|} \rightarrow c_s = \{1, \sqrt{s}, s, \text{ and } s \log_2(s)\}$$



Improved SLS in BOA

Influence of model accuracy

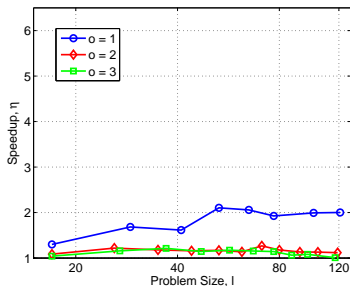


- More accurate models improve local search performance.
- Speedup consistently increases for larger l .
- Speedup obtained approaches theoretical bound of $\theta(\sqrt{l})$.
- For $l = 200$, BOA+SLS takes almost an order of magnitude less evaluations than BOA.

Overlapping Difficulty

Decomposable problems with overlapping subfunctions

- Subfunction of size $k = 5$ and overlap of $\sigma = \{1, 2, 3\}$.

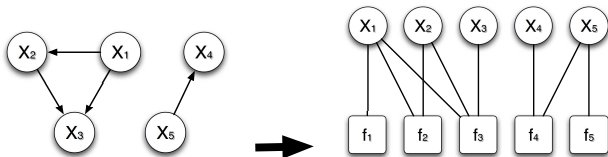


- Speedups do not carry over for problems with overlap.
- SLS does not take into account the context of overlapping interactions.
- A more general SLS method is required to tackle these problems.

Loopy Substructural Local Search in BOA

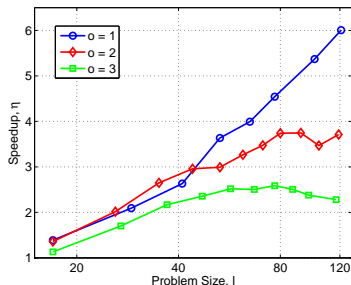
Loopy SLS

- Local search based on loopy belief propagation (LBP).
- LBP uses message-passing algorithms in graphical models (typically a factor graph).
- Exchange messages between factor nodes (squares) and variable nodes (circles) until reaching a stable situation.



Results for Loopy SLS

Problem w/ overlapping BBs



- Speedups improve significantly.
- For higher overlapping the speedup stagnates at some point.
- Overlapping effect is similar to noise which is known to be extremely hard for local search approaches.

- Even for high overlap, loopy SLS reduces the number of evaluations of BOA for less than a half.

Summary & Conclusions

- Thesis investigates SLS for discrete EDAs (eCGA, BOA).
- It is shown that incorporating SLS is advantageous for several types of boundedly-difficult problems.
- Empirical results demonstrate that SLS can substantially reduce the number of function evaluations.
 - Providing speedups superior to 10.
 - Speedup scale with problem size as $O(\sqrt{\ell})$.
- For problems where SLS does not improve the results, EDA performance is not compromised.
 - Because implicitly allows to switch between a global and a local search operator based on problem features.
- Study of model accuracy in BOA is also an important contribution to the field.