

# *Algorithmes Évolutionnaires* *(M2 MIAGE IA<sup>2</sup>)*

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# Séance 5

## Gestion des contraintes

# Handling Constraints

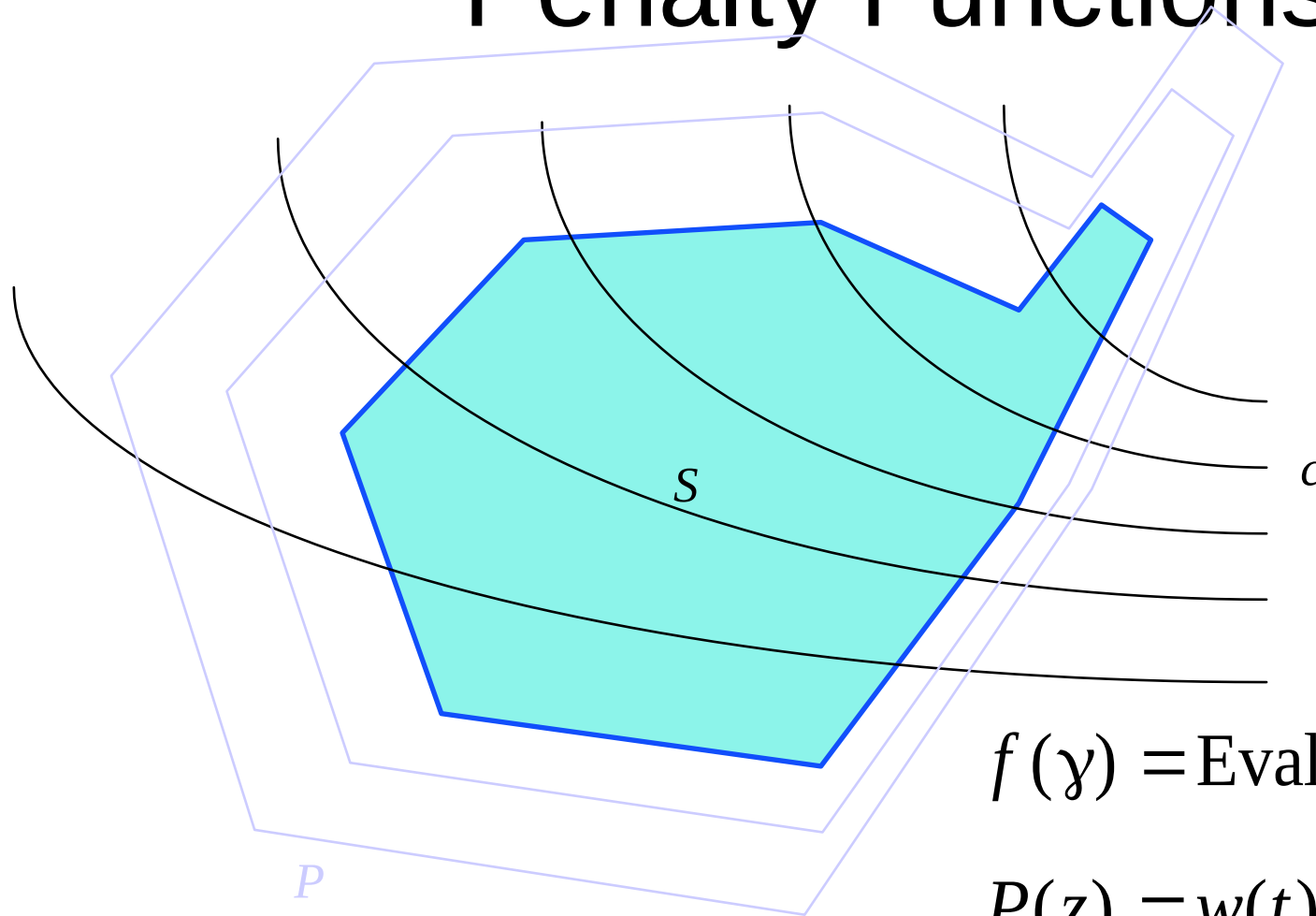
Three commonly used techniques:

- Penalty functions
- Decoders/repair algorithms
- Appropriate data structures and specialized genetic operators

# Penalty Functions

- Basic idea: turn constraints into optimization criteria

# Penalty Functions



$$f(z) = \text{Eval}(c(z)) + P(z)$$

$$P(z) = w(t) \sum_i w_i \Delta_i(z)$$

# Penalty Functions

- Basic idea: turn constraints into optimization criteria
- Caution:
  - Risk of spending most of the time evaluating unfeasible solutions, sticking with the first feasible solution found, or finding an unfeasible solution that scores better than feasible solutions

# Example: Transport Problem

- Given:
  - Set of  $n$  “factories”
  - Set of  $m$  “customers”
  - Cost of transporting one unit from each factory to each customer
- Minimize the cost of transport
- Constraints:
  - every customer should receive the amount ordered

# Killer Solution for Transport Problem

- Do not deliver anything to any customer
- Total transport cost: 0
- Excellent performance at the cost of some constraint violations



# Discussion of Penalty Functions

- Very general
- Easy to apply
- Requires a grain of salt
- Not always efficient

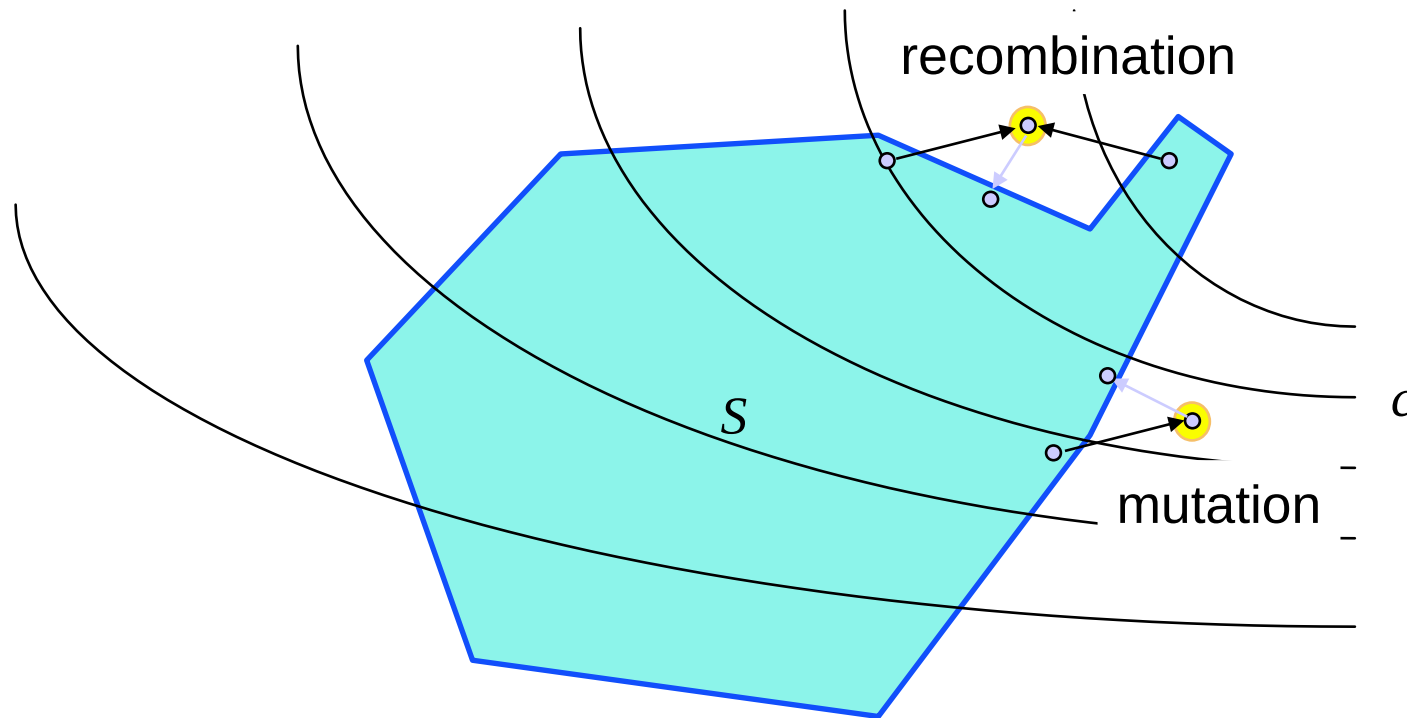
# Decoders or Repair Algorithms

- Computationally intensive
- Tailored to the particular problem/application

# Decoders or Repair Algorithms

- Basic idea:
    - genetic operators can produce infeasible solution
    - infeasible solutions are “repaired”
  - Two general approaches:
    - decoders
    - repair algorithms
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# Decoders / Repair Algorithms



# Common Assumption

- Algorithm available which is capable of transforming an infeasible solution into a feasible one
- Complexity of the algorithm is lower-order

# Decoders

- Infeasible solutions are kept in the population
- They are regarded as genotypes
- Genetic operators do not care about constraints
- Genotypes are “decoded” into feasible solutions

# Repair Algorithms

- Feasible solutions only can be part of the population
- After a genetic operator is applied, algorithm “repairs” the offspring
- Infeasible traits never get inherited

# Discussion of Decoders, Repair Algorithms

- Very interesting in principle
- Not much used in practice
- Main issue: for many hard problems, repairing an infeasible solution is almost as hard as solving the problem



# Specialized Data Structures and Operators

- All possible genotypes encode for feasible solutions
- No time at all is spent processing infeasible solutions
- Ideal state of affairs
- Not always possible

# Requirements

- All feasible solutions can be represented
- No infeasible solution can be represented, or...
- Genetic operators preserve feasibility
- Population is seeded with feasible solutions

