

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

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#### Séance 2 Théorie

## Plan

- Les AE comme processus aléatoires
- Parallélisme implicite et théorème des schémas
- L'hypothèse des « blocs de construction »
- Quand la *fitness* est trompeuse
- Convergence

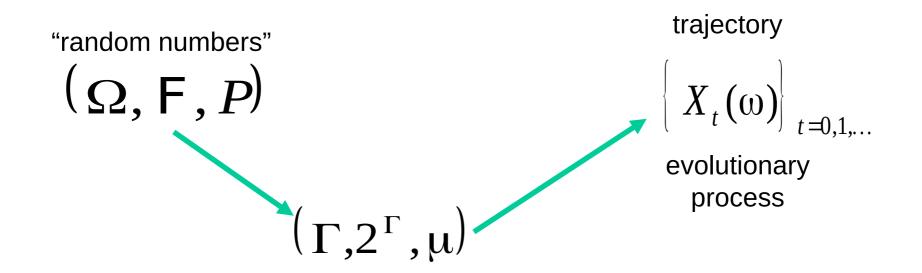
## Some notation

- Space of "genotypes" (individuals): Γ
- Space of "phenotypes" (candidate solutions): Φ
- Decoding function: M:  $\Gamma \rightarrow \Phi$
- Fitness function: f:  $\Gamma \rightarrow [0, +\infty)$ , f( $\gamma$ ) = F[c(M( $\gamma$ ))]
- For all  $\gamma, \kappa \in \Gamma, f(\gamma) > f(\kappa)$  iff  $c(M(\gamma)) > c(M(\kappa))$
- Space of populations: Γ\*
- The composition of a population is described by its share function q:  $\Gamma \rightarrow [0, 1]$
- Share of individual y in the population: q(y)



 $(\Gamma, 2^{\Gamma}, \mu)$  probability space

 $x \in \Gamma^{(n)}$  a sample of size *n* 



# The Schema Theorem

- Originally developed by Holland for simple GAs
  - Bit string representation
  - Uniform mutation
  - One-point crossover
  - Fitness-proportionate selection
- Historically the first justification of *why* EAs work
- Provides interesting insights into *how* EAs work
- Can be extended to other types of
  - Encoding
  - Genetic operators
  - Selection strategies

## **Definition of Schema**

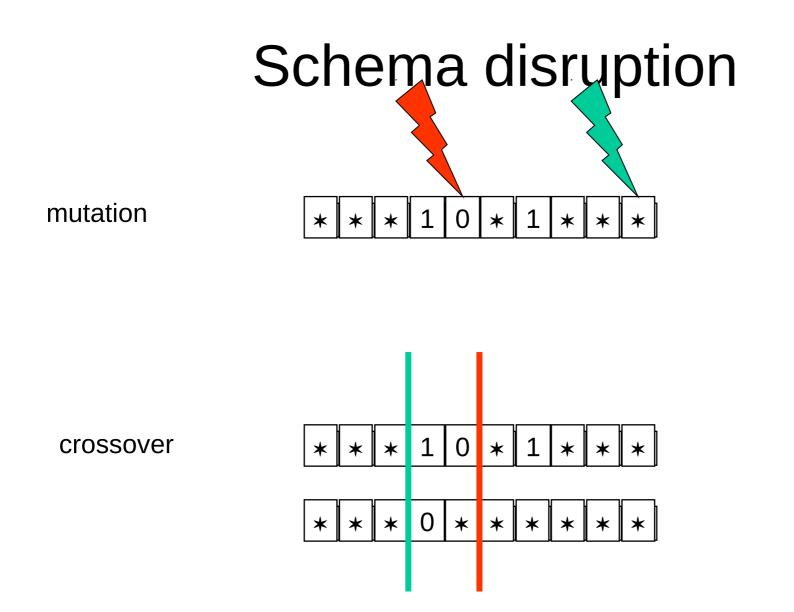
- A schema is a subset  $S \subseteq \Gamma$
- Represented by a template string
- Symbols in {0, 1, \*}

order of a schema: o(S) = # fixed positions defining length  $\delta(S) =$  distance between first and last fixed position

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## Properties of schemata

- A schema S matches 2<sup>1 o(S)</sup> distinct strings
- A string of length / is matched by 2<sup>/</sup>
  - schemata



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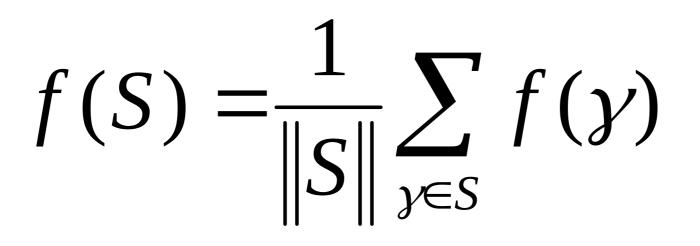
## "Implicit Parallelism"

In a population of *n* individuals of length *l*  $2^{l} \leq \#$  schemata processed  $\leq n2^{l}$  $n^{3}$  of which are processed usefully (Holland 1989)

(i.e. they are not disrupted by crossover and mutation)

## Absolute fitness of a schema

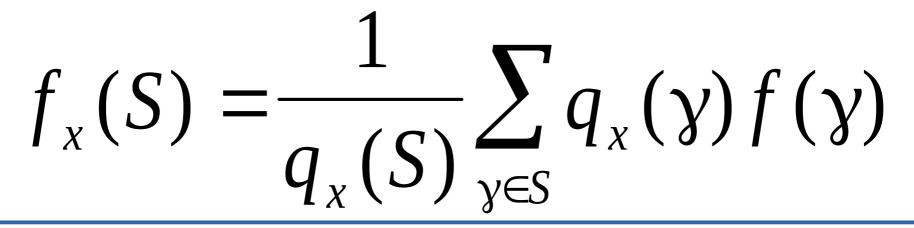
- Expected fitness for any of the matched strings
- Cannot be directly observed by the GA



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## Relative fitness of a schema

- Expected fitness of an individual in a population *x*...
- ... Given that it belongs to a schema S



#### The Schema Theorem

 ${X_t}_{t=0,1,\dots}$  populations at times *t* 

suppose that 
$$\frac{f_{X_t}(S) - f(X_t)}{f(X_t)} = c \quad \text{is constant}$$

t

$$E[q_{X_t}(S)|X_0] \ge q_{X_0}(S)(1+c)^t \left(1 - p_{cross} \frac{\delta(S)}{l-1} - o(S)p_{mut}\right)^t$$

i.e. short, low-order above-average schemata increase exponentially!

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#### The Schema Theorem (proof)

$$E[q_{X_{t}}(S)|X_{t-1}] \ge q_{X_{t-1}}(S) \frac{f_{X_{t-1}}(S)}{f(X_{t-1})} P_{surv}[S] = q_{X_{t-1}}(S)(1+c)P_{surv}[S]$$

$$P_{surv}[S] = 1 - p_{cross} \frac{\delta(S)}{1 - l} - p_{mut} o(S)$$

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## Discussion of the Schema Theorem

- Hypothesis: ratio between schema fitness and average fitness of population is constant.
- This is only true "locally", i.e., within few generations.
- Therefore, the exponential growth of aboveaverage schemata happens only locally.
- However, the growth of high-fitness schemata has an effect on the average fitness in the population.
- Soon this effect compensates and balances the growth.

## Punctuated Equilibria

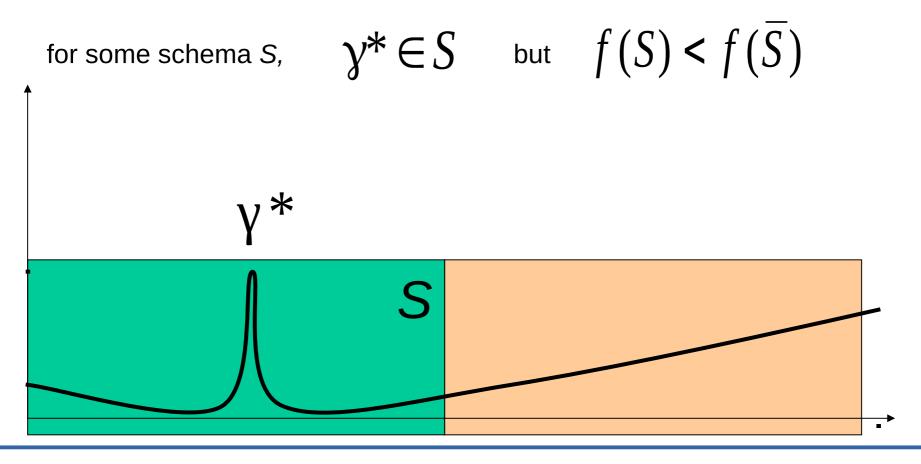
- Evolution proceeds in leaps and bounds
- Long periods of equilibrium
- Punctual events cause revolutionary changes
- Innovation
- Good match with observations of natural evolution

## The Building Blocks Hypothesis

"An evolutionary algorithm seeks nearoptimal performance through the juxtaposition of short, low-order, highperformance schemata — the building blocks"

## Deception

i.e. when the building block hypothesis does not hold:



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#### **Deception: Example**

$$S_{1} = 111^{*******}$$

$$S_{2} = ********11$$

$$S = 111^{******11}$$

$$S = 000^{*****00}$$

$$\gamma^* = 1111111111$$

$$f(S_1) = 3$$
  
 $f(S_2) = 2$   
 $f(S) = 5$   
 $f(\overline{S}) = 10$ 

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## Critical success factors

- Solution encoding
- Fitness function
- Prior knowledge of the problem (if available)
- Trial and error (otherwise)
- Rules of thumb
- Analogy with other problems

# Convergence properties of EAs

- Does my evolutionary algorithm converge to the optimal solution?
- How fast does my evolutionary algorithm find the optimal solution?

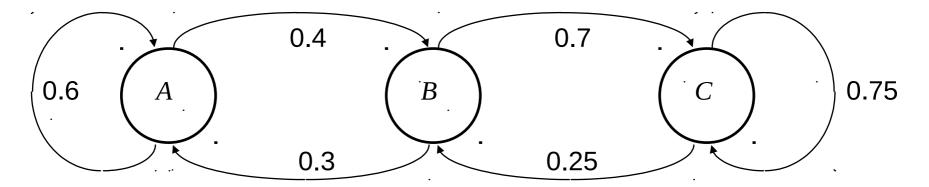
## Markov Chains

A stochastic process

 $X_t(\omega)$ 

is a Markov chain if and only if its state depends only on the previous state, i.e., for all t,

$$P[X_{t} = x | X_{0}, X_{1}, \dots, X_{t-1}] = P[X_{t} = x | X_{t-1}]$$

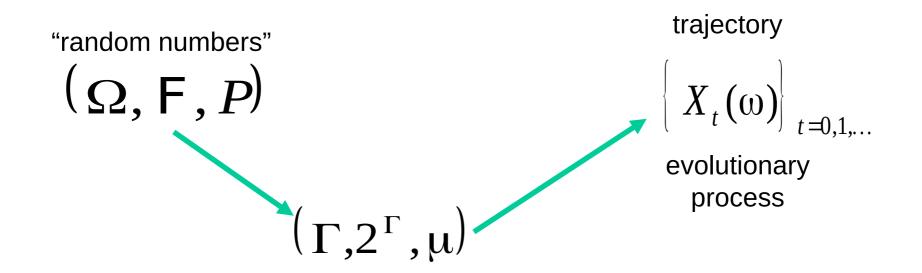


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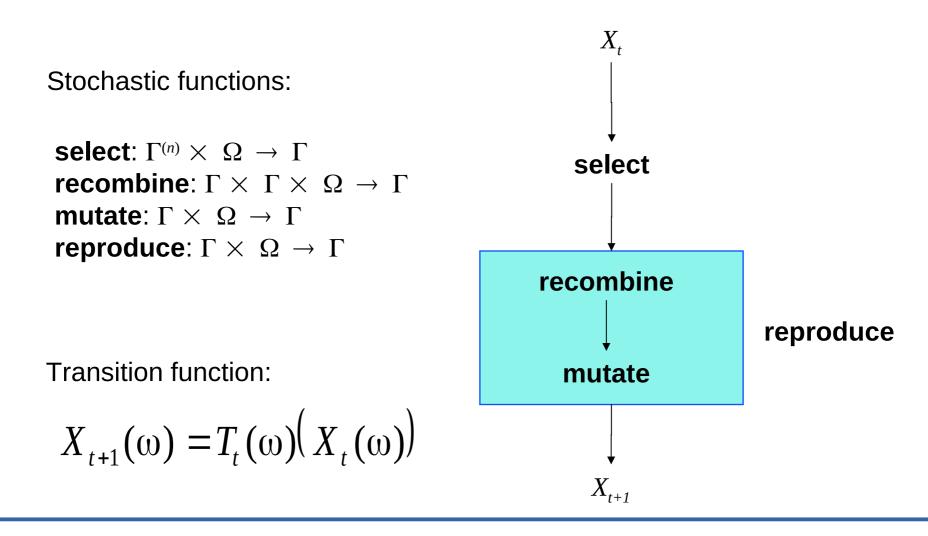


 $(\Gamma, 2^{\Gamma}, \mu)$  probability space

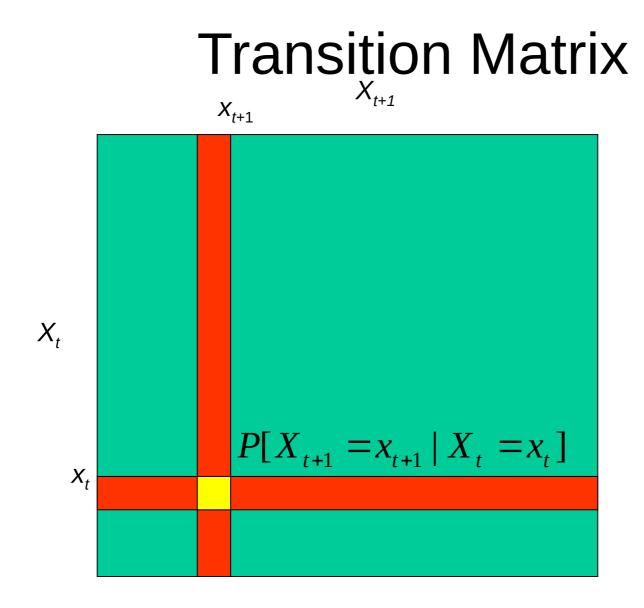
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#### Abstract Evolutionary Algorithm



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## Convergence to Optimum

**Theorem:** if  $\{X_t(\omega)\}_{t=0, 1, ...}$  is *monotone*, *homogeneous*,  $x_0$  is given,  $\forall y$  in **reach** $(x_0) \exists y \in \Gamma^{(n)}{}_O$  reachable, then

$$\lim_{t\to\infty} P[X_t \in \Gamma_O^{(n)} | X_0 = x_0] = 1.$$

**Theorem:** if **select**, **mutate** are *generous*, the neighborhood structure is *connective*, transition functions  $T_t(\omega)$ , t = 0, 1, ... are i.i.d. and *elitist*, then

$$\lim_{t\to\infty} P[X_t \in \Gamma_O^{(n)}] = 1.$$

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## Speed of Convergence

- Still an open problem
- Very difficult
- Partial attempts
- Complexity classes

