

CS4618 Artificial Intelligence I

Today: Asymmetric Mutations Crossover

Thomas Jansen

November 23rd

Announcements

Announcements

Fact some asked for a tutorial/review of CS4618
before the in-class test

Announcements

Fact some asked for a tutorial/review of CS4618
before the in-class test

Consequence open QA session

Announcements

Fact some asked for a tutorial/review of CS4618
before the in-class test

Consequence open QA session
date, time and place **to be decided**

Announcements

Fact some asked for a tutorial/review of CS4618
before the in-class test

Consequence open QA session
date, time and place **to be decided**
Doodle on course web site
if you have not done so, enter your data **'immediately'**
since I will decide **today at 3pm**

Announcements

Fact some asked for a tutorial/review of CS4618 before the in-class test

Consequence open QA session
date, time and place **to be decided**
Doodle on course web site
if you have not done so, enter your data **'immediately'**
since I will decide **today at 3pm**

Reminder in-class test next Friday

Announcements

Fact some asked for a tutorial/review of CS4618
before the in-class test

Consequence open QA session
date, time and place **to be decided**
Doodle on course web site
if you have not done so, enter your data **'immediately'**
since I will decide **today at 3pm**

Reminder in-class test next Friday
look for **sample paper** on course web site
late next Monday

Plans for Today

- ① PLATEAU
 - Reminder
 - Result for Shifted PLATEAU
- ② Crossover
 - Introduction
 - Algorithm with Crossover
- ③ 1-Point Crossover
 - Idea and Example Function
 - Result
- ④ Uniform Crossover
 - Idea and Example Function
- ⑤ Summary
 - Summary & Take Home Message

Remember: Asymmetric Mutations

Standard Bit Mutations

1. For $i \in \{1, 2, \dots, n\}$
2. With probability $1/n$
3. set $y[i] := 1 - x[i]$
4. else set $y[i] := x[i]$

(1+1) EA

Asymmetric Mutations

1. For $i \in \{1, 2, \dots, n\}$
2. If $x[i] = 1$
3. then $p_m = 1/(2|x|)$
4. else $p_m = 1/(2(n - |x|))$.
5. With probability p_m
6. set $y[i] := 1 - x[i]$
7. else set $y[i] := x[i]$

asymmetric (1+1) EA

PLATEAU

Def. PLATEAU: $\{0, 1\}^n \rightarrow \{0, 1, \dots, n + 1\}$

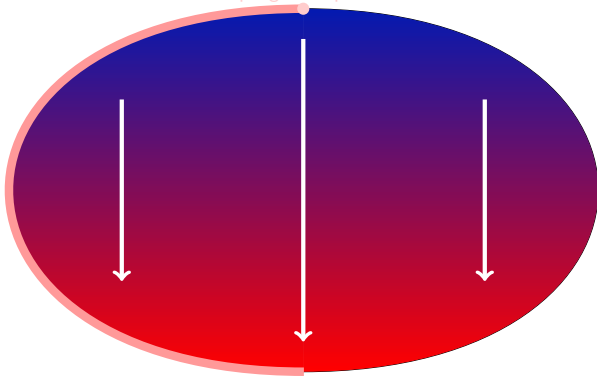
$$\text{PLATEAU}(x) = \begin{cases} n + 1 & \text{if } x = 1^n \\ n & \text{if } x = 1^i 0^{n-i}, i \in \{0, 1, \dots, n - 1\} \\ n - |x| & \text{otherwise} \end{cases}$$

PLATEAU

Def. PLATEAU: $\{0, 1\}^n \rightarrow \{0, 1, \dots, n + 1\}$

$$\text{PLATEAU}(x) = \begin{cases} n + 1 & \text{if } x = 1^n \\ n & \text{if } x = 1^i 0^{n-i}, i \in \{0, 1, \dots, n - 1\} \\ n - |x| & \text{otherwise} \end{cases}$$

unique global optimum



Remember: Results on PLATEAU

Def. PLATEAU: $\{0, 1\}^n \rightarrow \{0, 1, \dots, n + 1\}$

$$\text{PLATEAU}(x) = \begin{cases} n + 1 & \text{if } x = 1^n \\ n & \text{if } x = 1^i 0^{n-i}, i \in \{0, 1, \dots, n - 1\} \\ n - |x| & \text{otherwise} \end{cases}$$

- $E\left(T_{(1+1) \text{ EA, PLATEAU}}\right) = \Theta(n^3)$
 $\hat{=}$ **efficient**
- $\text{Prob}\left(T_{\text{asym. (1+1) EA, PLATEAU}} = n^{o(n^{1/6})}\right) = 2^{-\Omega(n^{1/6})}$
 $\hat{=}$ **completely inefficient**

Remember: Results on PLATEAU

Def. $\text{PLATEAU}: \{0, 1\}^n \rightarrow \{0, 1, \dots, n + 1\}$

$$\text{PLATEAU}(x) = \begin{cases} n + 1 & \text{if } x = 1^n \\ n & \text{if } x = 1^i 0^{n-i}, i \in \{0, 1, \dots, n - 1\} \\ n - |x| & \text{otherwise} \end{cases}$$

- $E\left(T_{(1+1) \text{ EA, PLATEAU}}\right) = \Theta(n^3)$
 $\hat{=}$ **efficient**
- $\text{Prob}\left(T_{\text{asym. (1+1) EA, PLATEAU}} = n^{o(n^{1/6})}\right) = 2^{-\Omega(n^{1/6})}$
 $\hat{=}$ **completely inefficient**

Is this only due to the slight variation bias
or more due to the plateau-structure?

Remember: Results on PLATEAU

Def. PLATEAU: $\{0, 1\}^n \rightarrow \{0, 1, \dots, n + 1\}$

$$\text{PLATEAU}(x) = \begin{cases} n + 1 & \text{if } x = 1^n \\ n & \text{if } x = 1^i 0^{n-i}, i \in \{0, 1, \dots, n - 1\} \\ n - |x| & \text{otherwise} \end{cases}$$

- $E\left(T_{(1+1) \text{ EA, PLATEAU}}\right) = \Theta(n^3)$
 $\hat{=}$ efficient
- $\text{Prob}\left(T_{\text{asym. (1+1) EA, PLATEAU}} = n^{o(n^{1/6})}\right) = 2^{-\Omega(n^{1/6})}$
 $\hat{=}$ completely inefficient

Is this only due to the slight variation bias
or more due to the plateau-structure?

Consider asymmetric (1+1) EA on $\text{PLATEAU}_{a_{10}}$
with $a_{10} = 101010 \cdots 10$

Remember: Results on PLATEAU

Def. $\text{PLATEAU}: \{0, 1\}^n \rightarrow \{0, 1, \dots, n + 1\}$

$$\text{PLATEAU}(x) = \begin{cases} n + 1 & \text{if } x = 1^n \\ n & \text{if } x = 1^i 0^{n-i}, i \in \{0, 1, \dots, n - 1\} \\ n - |x| & \text{otherwise} \end{cases}$$

- $E\left(T_{(1+1) \text{ EA, PLATEAU}}\right) = \Theta(n^3)$
 $\hat{=}$ **efficient**
- $\text{Prob}\left(T_{\text{asym. (1+1) EA, PLATEAU}} = n^{o(n^{1/6})}\right) = 2^{-\Omega(n^{1/6})}$
 $\hat{=}$ **completely inefficient**

Is this only due to the slight variation bias
or more due to the plateau-structure?

Consider asymmetric (1+1) EA on $\text{PLATEAU}_{a_{10}}$
with $a_{10} = 101010 \cdots 10$

Clear $E\left(T_{(1+1) \text{ EA, PLATEAU}_{a_{10}}}\right) = \Theta(n^3)$

Asymmetric Mutations on $\text{PLATEAU}_{a_{10}}$

Consider asymmetric (1+1) EA on $\text{PLATEAU}_{a_{10}}$
with $a_{10} = 101010 \cdots 10$

Asymmetric Mutations on $\text{PLATEAU}_{a_{10}}$

Consider asymmetric (1+1) EA on $\text{PLATEAU}_{a_{10}}$
with $a_{10} = 101010 \cdots 10$

Consider $1^i 0^{n-i} \oplus a_{10}$

Asymmetric Mutations on $\text{PLATEAU}_{a_{10}}$

Consider asymmetric (1+1) EA on $\text{PLATEAU}_{a_{10}}$
with $a_{10} = 101010 \cdots 10$

Consider $1^i 0^{n-i} \oplus a_{10} = 1^i 0^{n-i} \oplus 10101010 \cdots 1010$

Asymmetric Mutations on $\text{PLATEAU}_{a_{10}}$

Consider asymmetric (1+1) EA on $\text{PLATEAU}_{a_{10}}$
with $a_{10} = 101010 \cdots 10$

Consider $1^i 0^{n-i} \oplus a_{10} = 1^i 0^{n-i} \oplus 10101010 \cdots 1010$
 $= 010101 \cdots 1010$

Asymmetric Mutations on $\text{PLATEAU}_{a_{10}}$

Consider asymmetric (1+1) EA on $\text{PLATEAU}_{a_{10}}$
with $a_{10} = 101010 \cdots 10$

Consider $1^i 0^{n-i} \oplus a_{10} = 1^i 0^{n-i} \oplus 10101010 \cdots 1010$
 $= 010101 \cdots 1010$

Thus $\forall x = 1^i 0^{n-i}: |1^i 0^{n-i} \oplus a_{10}| = n - |1^i 0^{n-i} \oplus a_{10}| (\pm 1)$

Asymmetric Mutations on $\text{PLATEAU}_{a_{10}}$

Consider asymmetric (1+1) EA on $\text{PLATEAU}_{a_{10}}$
with $a_{10} = 101010 \cdots 10$

Consider $1^i 0^{n-i} \oplus a_{10} = 1^i 0^{n-i} \oplus 10101010 \cdots 1010$
 $= 010101 \cdots 1010$

Thus $\forall x = 1^i 0^{n-i}: |1^i 0^{n-i} \oplus a_{10}| = n - |1^i 0^{n-i} \oplus a_{10}| (\pm 1)$

Thus Prob (increase number of 1-bits | change number of 1-bits)
 \approx Prob (decrease number of 1-bits | change number of 1-bits)
everywhere on the plateau

Asymmetric Mutations on $\text{PLATEAU}_{a_{10}}$

Consider asymmetric (1+1) EA on $\text{PLATEAU}_{a_{10}}$
with $a_{10} = 101010 \cdots 10$

Consider $1^i 0^{n-i} \oplus a_{10} = 1^i 0^{n-i} \oplus 10101010 \cdots 1010$
 $= 010101 \cdots 1010$

Thus $\forall x = 1^i 0^{n-i}: |1^i 0^{n-i} \oplus a_{10}| = n - |1^i 0^{n-i} \oplus a_{10}| (\pm 1)$

Thus Prob (increase number of 1-bits | change number of 1-bits)
 \approx Prob (decrease number of 1-bits | change number of 1-bits)
everywhere on the plateau

Thus fair random walk on the plateau
for the asymmetric (1+1) EA on $\text{PLATEAU}_{a_{10}}$

Asymmetric Mutations on $\text{PLATEAU}_{a_{10}}$

Consider asymmetric (1+1) EA on $\text{PLATEAU}_{a_{10}}$
with $a_{10} = 101010 \cdots 10$

Consider $1^i 0^{n-i} \oplus a_{10} = 1^i 0^{n-i} \oplus 10101010 \cdots 1010$
 $= 010101 \cdots 1010$

Thus $\forall x = 1^i 0^{n-i}: |1^i 0^{n-i} \oplus a_{10}| = n - |1^i 0^{n-i} \oplus a_{10}| (\pm 1)$

Thus Prob (increase number of 1-bits | change number of 1-bits)
 \approx Prob (decrease number of 1-bits | change number of 1-bits)
everywhere on the plateau

Thus fair random walk on the plateau
for the asymmetric (1+1) EA on $\text{PLATEAU}_{a_{10}}$

Thus $E\left(T_{\text{asym. (1+1) EA, PLATEAU}_{a_{01}}}\right) = \Theta(n^3)$

Reminder: Crossover Operators

In general $z = \text{crossover}(x, y)$ with $x, y, z \in \{0, 1\}^n$

Reminder: Crossover Operators

In general $z = \text{crossover}(x, y)$ with $x, y, z \in \{0, 1\}^n$

Uniform Crossover

Reminder: Crossover Operators

In general $z = \text{crossover}(x, y)$ with $x, y, z \in \{0, 1\}^n$

Uniform Crossover

For $i = 1$ to n do

 With probability $1/2$

 set $z[i] = x[i]$

 else set $z[i] = y[i]$

Reminder: Crossover Operators

In general $z = \text{crossover}(x, y)$ with $x, y, z \in \{0, 1\}^n$

Uniform Crossover

For $i = 1$ to n do

 With probability $1/2$

 set $z[i] = x[i]$

 else set $z[i] = y[i]$

x	01101000111110110
y	11011100001011100

Reminder: Crossover Operators

In general $z = \text{crossover}(x, y)$ with $x, y, z \in \{0, 1\}^n$

Uniform Crossover

For $i = 1$ to n do

 With probability $1/2$

 set $z[i] = x[i]$

 else set $z[i] = y[i]$

x	01101000111110110
y	11011100001011100
<hr/>	
z	

Reminder: Crossover Operators

In general $z = \text{crossover}(x, y)$ with $x, y, z \in \{0, 1\}^n$

Uniform Crossover

For $i = 1$ to n do

With probability $1/2$

set $z[i] = x[i]$

else set $z[i] = y[i]$

x	0	1	1	0	1	0	0	0	1	1	1	1	1	0	1	1	0
y	1	1	0	1	1	1	0	0	0	0	1	0	1	1	1	0	0
z	0	1	1	0	1	0	0	0	1	1	1	1	1	0	1	1	0

Reminder: Crossover Operators

In general $z = \text{crossover}(x, y)$ with $x, y, z \in \{0, 1\}^n$

Uniform Crossover

For $i = 1$ to n do

With probability $1/2$

set $z[i] = x[i]$

else set $z[i] = y[i]$

x	0	1	1	0	1	0	0	0	1	1	1	1	0	1	1	0
y	1	1	0	1	1	1	0	0	0	0	1	0	1	1	1	0
z	0	1														

Reminder: Crossover Operators

In general $z = \text{crossover}(x, y)$ with $x, y, z \in \{0, 1\}^n$

Uniform Crossover

For $i = 1$ to n do

With probability $1/2$

set $z[i] = x[i]$

else set $z[i] = y[i]$

x	0	1	1	0	1	0	0	0	1	1	1	1	0	1	1	0
y	1	1	0	1	1	1	0	0	0	0	1	0	1	1	1	0
z	0	1	0	1	0	1	0	0	0	1	1	1	0	1	1	0

Reminder: Crossover Operators

In general $z = \text{crossover}(x, y)$ with $x, y, z \in \{0, 1\}^n$

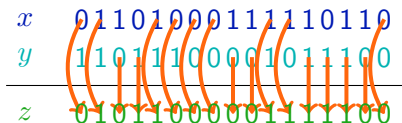
Uniform Crossover

For $i = 1$ to n do

 With probability $1/2$

 set $z[i] = x[i]$

 else set $z[i] = y[i]$



Reminder: Crossover Operators

In general $z = \text{crossover}(x, y)$ with $x, y, z \in \{0, 1\}^n$

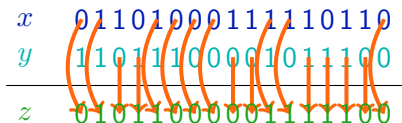
Uniform Crossover

For $i = 1$ to n do

With probability $1/2$

set $z[i] = x[i]$

else set $z[i] = y[i]$



1-Point Crossover

Reminder: Crossover Operators

In general $z = \text{crossover}(x, y)$ with $x, y, z \in \{0, 1\}^n$

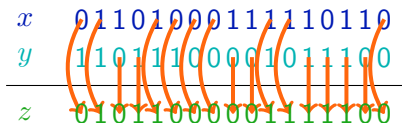
Uniform Crossover

For $i = 1$ to n do

 With probability $1/2$

 set $z[i] = x[i]$

 else set $z[i] = y[i]$



1-Point Crossover

Select $p \in \{0, 1, \dots, n\}$ u. a. r.

For $i = 1$ to p do

 Set $z[i] = x[i]$.

For $i = p + 1$ to n do

 Set $z[i] = y[i]$.

Reminder: Crossover Operators

In general $z = \text{crossover}(x, y)$ with $x, y, z \in \{0, 1\}^n$

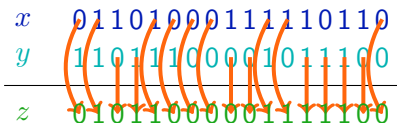
Uniform Crossover

For $i = 1$ to n do

With probability $1/2$

set $z[i] = x[i]$

else set $z[i] = y[i]$



1-Point Crossover

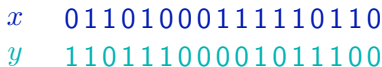
Select $p \in \{0, 1, \dots, n\}$ u. a. r.

For $i = 1$ to p do

Set $z[i] = x[i]$.

For $i = p + 1$ to n do

Set $z[i] = y[i]$.



Reminder: Crossover Operators

In general $z = \text{crossover}(x, y)$ with $x, y, z \in \{0, 1\}^n$

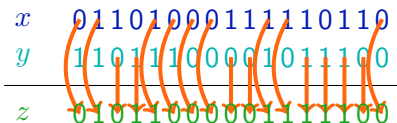
Uniform Crossover

For $i = 1$ to n do

 With probability $1/2$

 set $z[i] = x[i]$

 else set $z[i] = y[i]$



1-Point Crossover

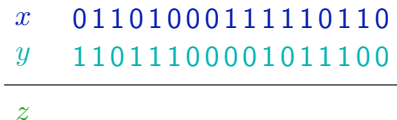
Select $p \in \{0, 1, \dots, n\}$ u. a. r.

For $i = 1$ to p do

 Set $z[i] = x[i]$.

For $i = p + 1$ to n do

 Set $z[i] = y[i]$.



Reminder: Crossover Operators

In general $z = \text{crossover}(x, y)$ with $x, y, z \in \{0, 1\}^n$

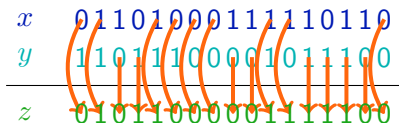
Uniform Crossover

For $i = 1$ to n do

With probability $1/2$

set $z[i] = x[i]$

else set $z[i] = y[i]$



1-Point Crossover

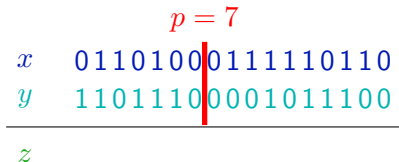
Select $p \in \{0, 1, \dots, n\}$ u. a. r.

For $i = 1$ to p do

Set $z[i] = x[i]$.

For $i = p + 1$ to n do

Set $z[i] = y[i]$.



Reminder: Crossover Operators

In general $z = \text{crossover}(x, y)$ with $x, y, z \in \{0, 1\}^n$

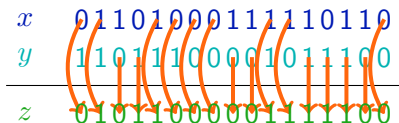
Uniform Crossover

For $i = 1$ to n do

 With probability $1/2$

 set $z[i] = x[i]$

 else set $z[i] = y[i]$



1-Point Crossover

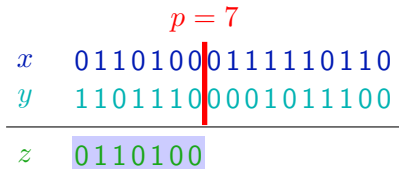
Select $p \in \{0, 1, \dots, n\}$ u. a. r.

For $i = 1$ to p do

 Set $z[i] = x[i]$.

For $i = p + 1$ to n do

 Set $z[i] = y[i]$.



Reminder: Crossover Operators

In general $z = \text{crossover}(x, y)$ with $x, y, z \in \{0, 1\}^n$

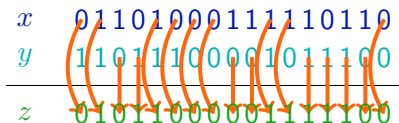
Uniform Crossover

For $i = 1$ to n do

 With probability $1/2$

 set $z[i] = x[i]$

 else set $z[i] = y[i]$



1-Point Crossover

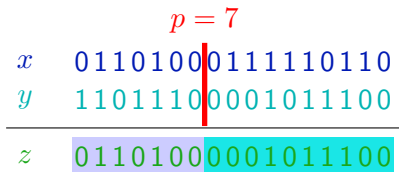
Select $p \in \{0, 1, \dots, n\}$ u. a. r.

For $i = 1$ to p do

 Set $z[i] = x[i]$.

For $i = p + 1$ to n do

 Set $z[i] = y[i]$.



On Uniform and 1-Point Crossover

On Uniform and 1-Point Crossover

Similarities

- both produce one offspring from two parents

On Uniform and 1-Point Crossover

Similarities

- both produce one offspring from two parents
- both respect parents: $\forall i: x[i] = y[i] \Rightarrow z[i] = x[i] = y[i]$

On Uniform and 1-Point Crossover

Similarities

- both produce one offspring from two parents
- both respect parents: $\forall i: x[i] = y[i] \Rightarrow z[i] = x[i] = y[i]$
- both allow for variability:
 $\forall i: x[i] \neq y[i] \Rightarrow 0 < \text{Prob}(z[i] = 0) < 1$

On Uniform and 1-Point Crossover

Similarities

- both produce one offspring from two parents
- both respect parents: $\forall i: x[i] = y[i] \Rightarrow z[i] = x[i] = y[i]$
- both allow for variability:
 $\forall i: x[i] \neq y[i] \Rightarrow 0 < \text{Prob}(z[i] = 0) < 1$

Differences

- variability in offspring
 - uniform crossover: $\forall x, y: |\{z \mid z = \text{crossover}(x, y)\}| = 2^{\text{H}(x,y)}$

On Uniform and 1-Point Crossover

Similarities

- both produce one offspring from two parents
- both respect parents: $\forall i: x[i] = y[i] \Rightarrow z[i] = x[i] = y[i]$
- both allow for variability:
 $\forall i: x[i] \neq y[i] \Rightarrow 0 < \text{Prob}(z[i] = 0) < 1$

Differences

- variability in offspring
 - uniform crossover: $\forall x, y: |\{z \mid z = \text{crossover}(x, y)\}| = 2^{\text{H}(x, y)}$
 - 1-point crossover: $\forall x, y: |\{z \mid z = \text{crossover}(x, y)\}| \leq n + 1$

On Uniform and 1-Point Crossover

Similarities

- both produce one offspring from two parents
- both respect parents: $\forall i: x[i] = y[i] \Rightarrow z[i] = x[i] = y[i]$
- both allow for variability:
 $\forall i: x[i] \neq y[i] \Rightarrow 0 < \text{Prob}(z[i] = 0) < 1$

Differences

- variability in offspring
 - uniform crossover: $\forall x, y: |\{z \mid z = \text{crossover}(x, y)\}| = 2^{H(x, y)}$
 - 1-point crossover: $\forall x, y: |\{z \mid z = \text{crossover}(x, y)\}| \leq n + 1$
- positional dependencies
 - uniform crossover: $\forall x, y, \text{permutations } \sigma: \{z \mid z = \text{crossover}(x, y)\} = \{\sigma^{-1}(z) \mid z = \text{crossover}(\sigma(x), \sigma(y))\}$

On Uniform and 1-Point Crossover

Similarities

- both produce one offspring from two parents
- both respect parents: $\forall i: x[i] = y[i] \Rightarrow z[i] = x[i] = y[i]$
- both allow for variability:
 $\forall i: x[i] \neq y[i] \Rightarrow 0 < \text{Prob}(z[i] = 0) < 1$

Differences

- variability in offspring
 - uniform crossover: $\forall x, y: |\{z \mid z = \text{crossover}(x, y)\}| = 2^{H(x, y)}$
 - 1-point crossover: $\forall x, y: |\{z \mid z = \text{crossover}(x, y)\}| \leq n + 1$
- positional dependencies
 - uniform crossover: $\forall x, y, \text{permutations } \sigma: \{z \mid z = \text{crossover}(x, y)\} = \{\sigma^{-1}(z) \mid z = \text{crossover}(\sigma(x), \sigma(y))\}$
 - 1-point crossover: $\forall x, y, \text{permutations } \sigma: \{z \mid z = \text{crossover}(x, y)\} \neq \{\sigma^{-1}(z) \mid z = \text{crossover}(\sigma(x), \sigma(y))\}$

On Uniform and 1-Point Crossover

Similarities

- both produce one offspring from two parents
- both respect parents: $\forall i: x[i] = y[i] \Rightarrow z[i] = x[i] = y[i]$
- both allow for variability:
 $\forall i: x[i] \neq y[i] \Rightarrow 0 < \text{Prob}(z[i] = 0) < 1$

Differences

- variability in offspring
 - uniform crossover: $\forall x, y: |\{z \mid z = \text{crossover}(x, y)\}| = 2^{\text{H}(x, y)}$
 - 1-point crossover: $\forall x, y: |\{z \mid z = \text{crossover}(x, y)\}| \leq n + 1$
- positional dependencies
 - uniform crossover: $\forall x, y, \text{permutations } \sigma: \{z \mid z = \text{crossover}(x, y)\} = \{\sigma^{-1}(z) \mid z = \text{crossover}(\sigma(x), \sigma(y))\}$
 - 1-point crossover: $\forall x, y, \text{permutations } \sigma: \{z \mid z = \text{crossover}(x, y)\} \neq \{\sigma^{-1}(z) \mid z = \text{crossover}(\sigma(x), \sigma(y))\}$

Goal demonstrate **understanding** of uniform and 1-point crossover by presenting appropriate examples where crossover is **essential** for efficiency

Steady State Genetic Algorithm

Steady State Genetic Algorithm

Steady State GA

1. Choose $x_1, x_2, \dots, x_\mu \in \{0, 1\}^n$ uniformly at random.

Steady State Genetic Algorithm

Steady State GA

1. Choose $x_1, x_2, \dots, x_\mu \in \{0, 1\}^n$ uniformly at random.
2. Repeat
3. With probability p_c select $z_1, z_2 \in \{x_1, x_2, \dots, x_\mu\}$ u. a. r.
 $z := \text{crossover}(z_1, z_2)$

Steady State Genetic Algorithm

Steady State GA

1. Choose $x_1, x_2, \dots, x_\mu \in \{0, 1\}^n$ uniformly at random.
2. Repeat
3. With probability p_c select $z_1, z_2 \in \{x_1, x_2, \dots, x_\mu\}$ u. a. r.
 $z := \text{crossover}(z_1, z_2)$
Else select $z \in \{x_1, x_2, \dots, x_\mu\}$ uniformly at random.

Steady State Genetic Algorithm

Steady State GA

1. Choose $x_1, x_2, \dots, x_\mu \in \{0, 1\}^n$ uniformly at random.
2. Repeat
3. With probability p_c select $z_1, z_2 \in \{x_1, x_2, \dots, x_\mu\}$ u. a. r.
 $z := \text{crossover}(z_1, z_2)$
Else select $z \in \{x_1, x_2, \dots, x_\mu\}$ uniformly at random.
4. $y := \text{standard bit mutation}(z)$

Steady State Genetic Algorithm

Steady State GA

1. Choose $x_1, x_2, \dots, x_\mu \in \{0, 1\}^n$ uniformly at random.
2. Repeat
3. With probability p_c select $z_1, z_2 \in \{x_1, x_2, \dots, x_\mu\}$ u. a. r.
 $z := \text{crossover}(z_1, z_2)$
Else select $z \in \{x_1, x_2, \dots, x_\mu\}$ uniformly at random.
4. $y := \text{standard bit mutation}(z)$
5. Select new x_1, x_2, \dots, x_μ out of best $x_1, x_2, \dots, x_\mu, y$.

Steady State Genetic Algorithm

Steady State GA

1. Choose $x_1, x_2, \dots, x_\mu \in \{0, 1\}^n$ uniformly at random.
2. Repeat
3. With probability p_c select $z_1, z_2 \in \{x_1, x_2, \dots, x_\mu\}$ u. a. r.
 $z := \text{crossover}(z_1, z_2)$
Else select $z \in \{x_1, x_2, \dots, x_\mu\}$ uniformly at random.
4. $y := \text{standard bit mutation}(z)$
5. Select new x_1, x_2, \dots, x_μ out of best $x_1, x_2, \dots, x_\mu, y$.
7. Until 'decide to stop'
8. Output x_i with $f(x_i) = \max\{f(x_j) \mid 1 \leq j \leq \mu\}$.

Steady State Genetic Algorithm

Steady State GA

1. Choose $x_1, x_2, \dots, x_\mu \in \{0, 1\}^n$ uniformly at random.
2. Repeat
3. With probability p_c select $z_1, z_2 \in \{x_1, x_2, \dots, x_\mu\}$ u. a. r.
 $z := \text{crossover}(z_1, z_2)$
Else select $z \in \{x_1, x_2, \dots, x_\mu\}$ uniformly at random.
4. $y := \text{standard bit mutation}(z)$
5. Select new x_1, x_2, \dots, x_μ out of best $x_1, x_2, \dots, x_\mu, y$.
7. Until 'decide to stop'
8. Output x_i with $f(x_i) = \max\{f(x_j) \mid 1 \leq j \leq \mu\}$.

Parameters crossover probability $p_c \in [0, 1]$
 population size $\mu \in \mathbb{N}$

Ideas for an Example Function for 1-Point Crossover

Ideas for an Example Function for 1-Point Crossover

Observation $\forall x, y: |\{z \mid z = \text{crossover}(x, y)\}| \leq n + 1$
 \Rightarrow each possible offspring occurs with good probability

Ideas for an Example Function for 1-Point Crossover

- Observation** $\forall x, y: |\{z \mid z = \text{crossover}(x, y)\}| \leq n + 1$
 \Rightarrow each possible offspring occurs with good probability
- Observation** $H(x, y)$ large $\Rightarrow \min \{H(x, z), H(y, z)\}$ may be large

Ideas for an Example Function for 1-Point Crossover

Observation $\forall x, y: |\{z \mid z = \text{crossover}(x, y)\}| \leq n + 1$
 \Rightarrow each possible offspring occurs with good probability

Observation $H(x, y)$ large $\Rightarrow \min \{H(x, z), H(y, z)\}$ may be large

Remember mutations very sensitive with respect to Hamming distance
'jumps' of size k exponentially unlikely in k
 $\text{Prob}(H(\text{mutation}(x), x) \geq k) = e^{-\Omega(k)}$

Ideas for an Example Function for 1-Point Crossover

Observation $\forall x, y: |\{z \mid z = \text{crossover}(x, y)\}| \leq n + 1$
 \Rightarrow each possible offspring occurs with good probability

Observation $H(x, y)$ large $\Rightarrow \min \{H(x, z), H(y, z)\}$ may be large

Remember mutations very sensitive with respect to Hamming distance
'jumps' of size k exponentially unlikely in k
 $\text{Prob}(H(\text{mutation}(x), x) \geq k) = e^{-\Omega(k)}$

Idea construct example function with easy to find local optima
with large Hamming distance to global optimum
where the Hamming distance is easy to bridge for crossover

Example Function for 1-Point Crossover

Example Function for 1-Point Crossover

Definition $b(x) = \max \{l \mid \exists i: x[i] = x[i + 1] = \dots = x[i + l - 1] = 1\}$
length of longest block of 1-bits in x

Example Function for 1-Point Crossover

Definition $b(x) = \max \{l \mid \exists i: x[i] = x[i+1] = \dots = x[i+l-1] = 1\}$
length of longest block of 1-bits in x

Example $n = 6$, $\text{ONEMAX}(x) = 4$

Example Function for 1-Point Crossover

Definition $b(x) = \max \{l \mid \exists i: x[i] = x[i+1] = \dots = x[i+l-1] = 1\}$
length of longest block of 1-bits in x

Example $n = 6$, $\text{ONEMAX}(x) = 4$
 $b(x) = 4$

Example Function for 1-Point Crossover

Definition $b(x) = \max \{l \mid \exists i: x[i] = x[i+1] = \dots = x[i+l-1] = 1\}$
length of longest block of 1-bits in x

Example $n = 6$, $\text{ONEMAX}(x) = 4$
 $b(x) = 4$ 001111

Example Function for 1-Point Crossover

Definition $b(x) = \max \{l \mid \exists i: x[i] = x[i + 1] = \dots = x[i + l - 1] = 1\}$
length of longest block of 1-bits in x

Example $n = 6$, $\text{ONEMAX}(x) = 4$
 $b(x) = 4$ 001111, 011110

Example Function for 1-Point Crossover

Definition $b(x) = \max \{l \mid \exists i: x[i] = x[i+1] = \dots = x[i+l-1] = 1\}$
length of longest block of 1-bits in x

Example $n = 6$, $\text{ONEMAX}(x) = 4$
 $b(x) = 4$ 001111, 011110, 111100

Example Function for 1-Point Crossover

Definition $b(x) = \max \{l \mid \exists i: x[i] = x[i+1] = \dots = x[i+l-1] = 1\}$
length of longest block of 1-bits in x

Example $n = 6$, $\text{ONEMAX}(x) = 4$
 $b(x) = 4$ 001111, 011110, 111100
 $b(x) = 3$

Example Function for 1-Point Crossover

Definition $b(x) = \max \{l \mid \exists i: x[i] = x[i+1] = \dots = x[i+l-1] = 1\}$
length of longest block of 1-bits in x

Example $n = 6$, $\text{ONEMAX}(x) = 4$
 $b(x) = 4$ 001111, 011110, 111100
 $b(x) = 3$ 010111

Example Function for 1-Point Crossover

Definition $b(x) = \max \{l \mid \exists i: x[i] = x[i+1] = \dots = x[i+l-1] = 1\}$
length of longest block of 1-bits in x

Example $n = 6$, $\text{ONEMAX}(x) = 4$
 $b(x) = 4$ 001111, 011110, 111100
 $b(x) = 3$ 010111, 011101

Example Function for 1-Point Crossover

Definition $b(x) = \max \{l \mid \exists i: x[i] = x[i+1] = \dots = x[i+l-1] = 1\}$
length of longest block of 1-bits in x

Example $n = 6$, $\text{ONEMAX}(x) = 4$
 $b(x) = 4$ 001111, 011110, 111100
 $b(x) = 3$ 010111, 011101, 100111

Example Function for 1-Point Crossover

Definition $b(x) = \max \{l \mid \exists i: x[i] = x[i+1] = \dots = x[i+l-1] = 1\}$
length of longest block of 1-bits in x

Example $n = 6$, $\text{ONEMAX}(x) = 4$

$b(x) = 4$ 001111, 011110, 111100

$b(x) = 3$ 010111, 011101, 100111, 101110

Example Function for 1-Point Crossover

Definition $b(x) = \max \{l \mid \exists i: x[i] = x[i+1] = \dots = x[i+l-1] = 1\}$
length of longest block of 1-bits in x

Example $n = 6$, $\text{ONEMAX}(x) = 4$

$b(x) = 4$ 001111, 011110, 111100

$b(x) = 3$ 010111, 011101, 100111, 101110, 111001

Example Function for 1-Point Crossover

Definition $b(x) = \max \{l \mid \exists i: x[i] = x[i+1] = \dots = x[i+l-1] = 1\}$
length of longest block of 1-bits in x

Example $n = 6$, $\text{ONEMAX}(x) = 4$

$b(x) = 4$ 001111, 011110, 111100

$b(x) = 3$ 010111, 011101, 100111, 101110, 111001, 111010

Example Function for 1-Point Crossover

Definition $b(x) = \max \{l \mid \exists i: x[i] = x[i+1] = \dots = x[i+l-1] = 1\}$
length of longest block of 1-bits in x

Example $n = 6$, $\text{ONEMAX}(x) = 4$

$b(x) = 4$ 001111, 011110, 111100

$b(x) = 3$ 010111, 011101, 100111, 101110, 111001, 111010

$b(x) = 2$

Example Function for 1-Point Crossover

Definition $b(x) = \max \{l \mid \exists i: x[i] = x[i+1] = \dots = x[i+l-1] = 1\}$
length of longest block of 1-bits in x

Example $n = 6$, $\text{ONEMAX}(x) = 4$

$b(x) = 4$ 001111, 011110, 111100

$b(x) = 3$ 010111, 011101, 100111, 101110, 111001, 111010

$b(x) = 2$ 011011

Example Function for 1-Point Crossover

Definition $b(x) = \max \{l \mid \exists i: x[i] = x[i+1] = \dots = x[i+l-1] = 1\}$
length of longest block of 1-bits in x

Example $n = 6$, $\text{ONEMAX}(x) = 4$

$b(x) = 4$ 001111, 011110, 111100

$b(x) = 3$ 010111, 011101, 100111, 101110, 111001, 111010

$b(x) = 2$ 011011, 101011

Example Function for 1-Point Crossover

Definition $b(x) = \max \{l \mid \exists i: x[i] = x[i+1] = \dots = x[i+l-1] = 1\}$
length of longest block of 1-bits in x

Example $n = 6$, $\text{ONEMAX}(x) = 4$

$b(x) = 4$ 001111, 011110, 111100

$b(x) = 3$ 010111, 011101, 100111, 101110, 111001, 111010

$b(x) = 2$ 011011, 101011, 101101

Example Function for 1-Point Crossover

Definition $b(x) = \max \{l \mid \exists i: x[i] = x[i+1] = \dots = x[i+l-1] = 1\}$
length of longest block of 1-bits in x

Example $n = 6$, $\text{ONEMAX}(x) = 4$

$b(x) = 4$ 001111, 011110, 111100

$b(x) = 3$ 010111, 011101, 100111, 101110, 111001, 111010

$b(x) = 2$ 011011, 101011, 101101, 110011

Example Function for 1-Point Crossover

Definition $b(x) = \max \{l \mid \exists i: x[i] = x[i+1] = \dots = x[i+l-1] = 1\}$
length of longest block of 1-bits in x

Example $n = 6$, $\text{ONEMAX}(x) = 4$

$b(x) = 4$ 001111, 011110, 111100

$b(x) = 3$ 010111, 011101, 100111, 101110, 111001, 111010

$b(x) = 2$ 011011, 101011, 101101, 110011, 110101

Example Function for 1-Point Crossover

Definition $b(x) = \max \{l \mid \exists i: x[i] = x[i+1] = \dots = x[i+l-1] = 1\}$
length of longest block of 1-bits in x

Example $n = 6$, $\text{ONEMAX}(x) = 4$

$b(x) = 4$ 001111, 011110, 111100

$b(x) = 3$ 010111, 011101, 100111, 101110, 111001, 111010

$b(x) = 2$ 011011, 101011, 101101, 110011, 110101, 110110

Example Function for 1-Point Crossover

Definition $b(x) = \max \{l \mid \exists i: x[i] = x[i+1] = \dots = x[i+l-1] = 1\}$
length of longest block of 1-bits in x

Example $n = 6$, $\text{ONEMAX}(x) = 4$

$b(x) = 4$ 001111, 011110, 111100

$b(x) = 3$ 010111, 011101, 100111, 101110, 111001, 111010

$b(x) = 2$ 011011, 101011, 101101, 110011, 110101, 110110

Definition $f_1: \{0, 1\}^n \rightarrow \mathbb{N}_0$ with

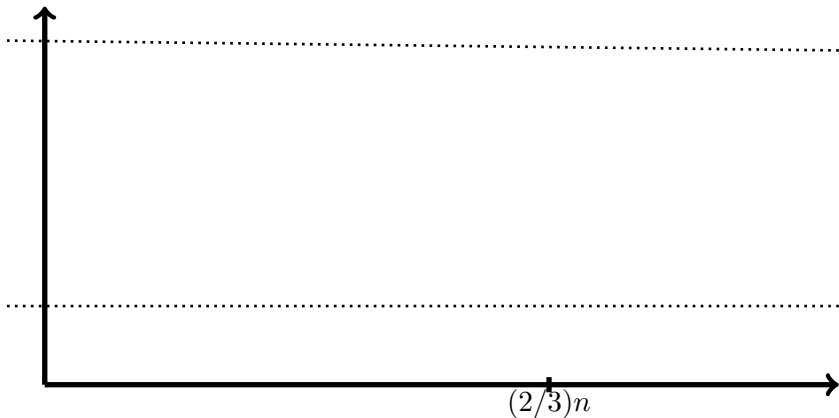
$$f_1(x) = \begin{cases} n^2 + 1 & \text{if } x = 1^n \\ n \cdot |x| + b(x) & \text{if } |x| \leq (2/3)n \\ 0 & \text{otherwise} \end{cases}$$

Example Function for 1-Point Crossover

$$f_1(x) = \begin{cases} n^2 + 1 & \text{if } x = 1^n \\ n \cdot |x| + b(x) & \text{if } |x| \leq (2/3)n \\ 0 & \text{otherwise} \end{cases}$$

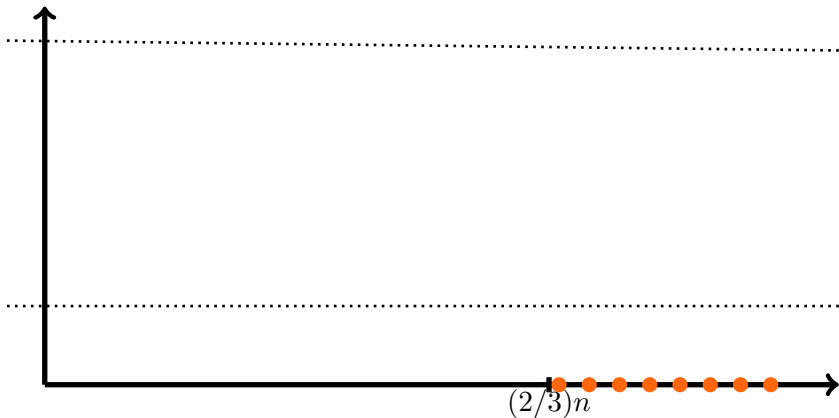
Example Function for 1-Point Crossover

$$f_1(x) = \begin{cases} n^2 + 1 & \text{if } x = 1^n \\ n \cdot |x| + b(x) & \text{if } |x| \leq (2/3)n \\ 0 & \text{otherwise} \end{cases}$$



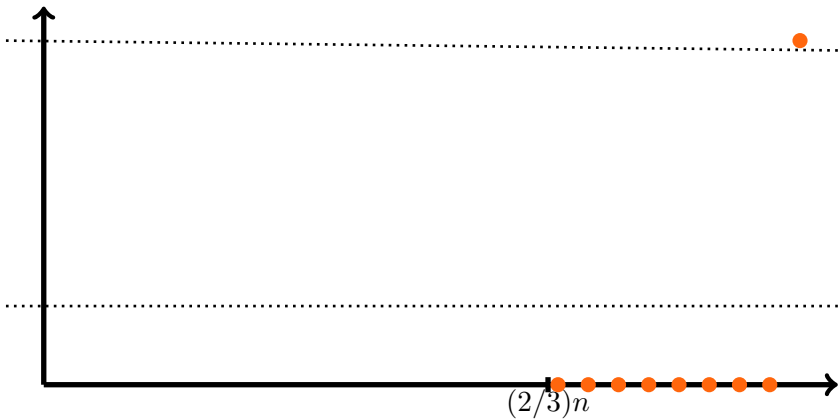
Example Function for 1-Point Crossover

$$f_1(x) = \begin{cases} n^2 + 1 & \text{if } x = 1^n \\ n \cdot |x| + b(x) & \text{if } |x| \leq (2/3)n \\ 0 & \text{otherwise} \end{cases}$$



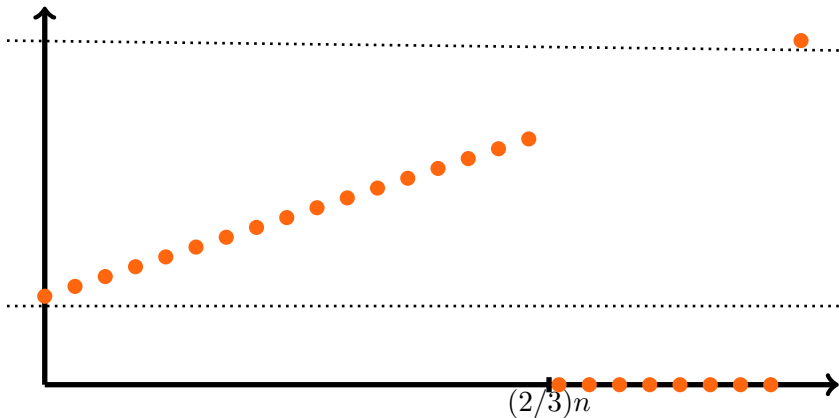
Example Function for 1-Point Crossover

$$f_1(x) = \begin{cases} n^2 + 1 & \text{if } x = 1^n \\ n \cdot |x| + b(x) & \text{if } |x| \leq (2/3)n \\ 0 & \text{otherwise} \end{cases}$$



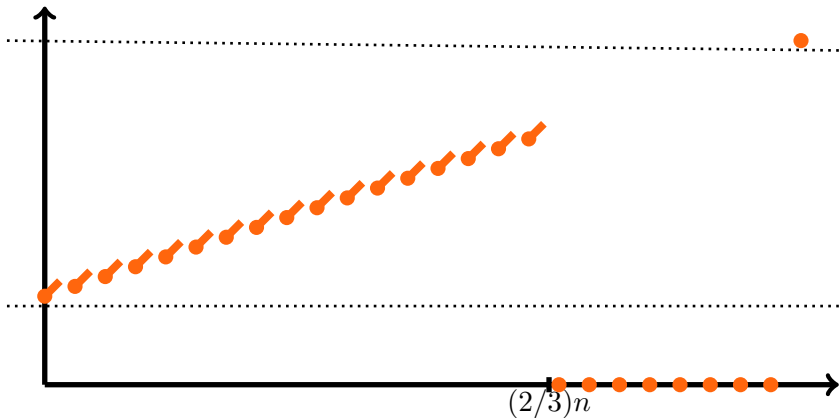
Example Function for 1-Point Crossover

$$f_1(x) = \begin{cases} n^2 + 1 & \text{if } x = 1^n \\ n \cdot |x| + b(x) & \text{if } |x| \leq (2/3)n \\ 0 & \text{otherwise} \end{cases}$$



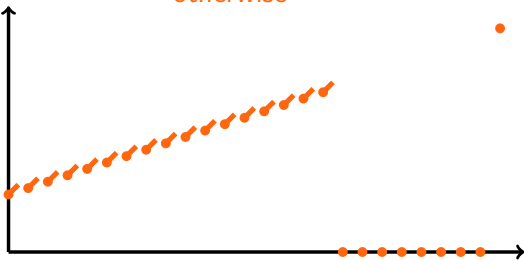
Example Function for 1-Point Crossover

$$f_1(x) = \begin{cases} n^2 + 1 & \text{if } x = 1^n \\ n \cdot |x| + b(x) & \text{if } |x| \leq (2/3)n \\ 0 & \text{otherwise} \end{cases}$$



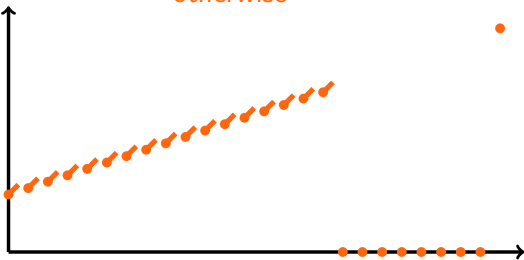
Without Crossover on f_1

$$f_1(x) = \begin{cases} n^2 + 1 & \text{if } x = 1^n \\ n \cdot |x| + b(x) & \text{if } |x| \leq (2/3)n \\ 0 & \text{otherwise} \end{cases}$$



Without Crossover on f_1

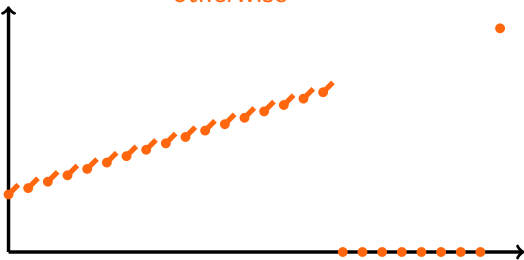
$$f_1(x) = \begin{cases} n^2 + 1 & \text{if } x = 1^n \\ n \cdot |x| + b(x) & \text{if } |x| \leq (2/3)n \\ 0 & \text{otherwise} \end{cases}$$



Remember without crossover **only mutation** remains

Without Crossover on f_1

$$f_1(x) = \begin{cases} n^2 + 1 & \text{if } x = 1^n \\ n \cdot |x| + b(x) & \text{if } |x| \leq (2/3)n \\ 0 & \text{otherwise} \end{cases}$$

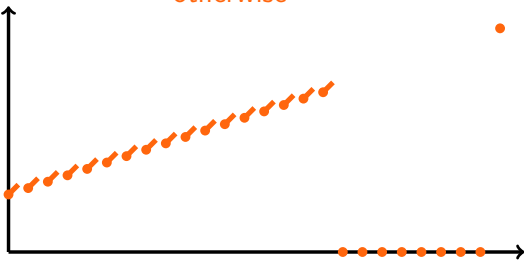


Remember without crossover **only mutation** remains
Observations

- Prob (initial population left of 'gap') = $1 - 2^{-\Omega(n)}$

Without Crossover on f_1

$$f_1(x) = \begin{cases} n^2 + 1 & \text{if } x = 1^n \\ n \cdot |x| + b(x) & \text{if } |x| \leq (2/3)n \\ 0 & \text{otherwise} \end{cases}$$



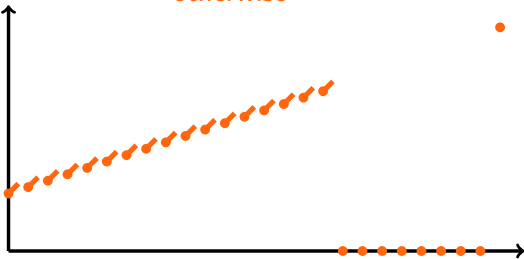
Remember without crossover **only mutation** remains

Observations

- Prob (initial population left of 'gap') = $1 - 2^{-\Omega(n)}$
- simultaneous mutation of $n/3$ bits needed

Without Crossover on f_1

$$f_1(x) = \begin{cases} n^2 + 1 & \text{if } x = 1^n \\ n \cdot |x| + b(x) & \text{if } |x| \leq (2/3)n \\ 0 & \text{otherwise} \end{cases}$$



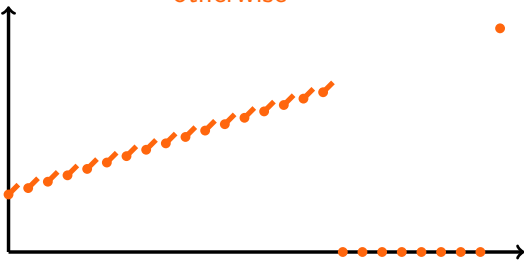
Remember without crossover **only mutation** remains

Observations

- Prob (initial population left of 'gap') = $1 - 2^{-\Omega(n)}$
- simultaneous mutation of $n/3$ bits needed
- probability for such mutations $2^{-\Omega(n)}$

Without Crossover on f_1

$$f_1(x) = \begin{cases} n^2 + 1 & \text{if } x = 1^n \\ n \cdot |x| + b(x) & \text{if } |x| \leq (2/3)n \\ 0 & \text{otherwise} \end{cases}$$



Remember without crossover **only mutation** remains

Observations

- Prob (initial population left of 'gap') = $1 - 2^{-\Omega(n)}$
- simultaneous mutation of $n/3$ bits needed
- probability for such mutations $2^{-\Omega(n)}$
- \Rightarrow exponential time with overwhelming probability

With 1-Point Crossover on f_1

$$f_1(x) = \begin{cases} n^2 + 1 & \text{if } x = 1^n \\ n \cdot |x| + b(x) & \text{if } |x| \leq (2/3)n \\ 0 & \text{otherwise} \end{cases}$$

With 1-Point Crossover on f_1

$$f_1(x) = \begin{cases} n^2 + 1 & \text{if } x = 1^n \\ n \cdot |x| + b(x) & \text{if } |x| \leq (2/3)n \\ 0 & \text{otherwise} \end{cases}$$

Theorem

Consider the steady state GA with crossover probability $p_c \leq 1 - \varepsilon$ (constant $\varepsilon > 0$) and population size $\mu > n/3$.

$$\mathbb{E}(T_{\text{GA}, f_1}) = O(\mu n^3 + \mu^2/p_c)$$

With 1-Point Crossover on f_1

$$f_1(x) = \begin{cases} n^2 + 1 & \text{if } x = 1^n \\ n \cdot |x| + b(x) & \text{if } |x| \leq (2/3)n \\ 0 & \text{otherwise} \end{cases}$$

Theorem

Consider the steady state GA with crossover probability $p_c \leq 1 - \varepsilon$ (constant $\varepsilon > 0$) and population size $\mu > n/3$.

$$E(T_{GA, f_1}) = O(\mu n^3 + \mu^2/p_c)$$

Proof

Phase 1 until all have $(2/3)n$ 1-bits

$$E(T) = O(\mu \cdot n \log n)$$

With 1-Point Crossover on f_1

$$f_1(x) = \begin{cases} n^2 + 1 & \text{if } x = 1^n \\ n \cdot |x| + b(x) & \text{if } |x| \leq (2/3)n \\ 0 & \text{otherwise} \end{cases}$$

Theorem

Consider the steady state GA with crossover probability $p_c \leq 1 - \varepsilon$ (constant $\varepsilon > 0$) and population size $\mu > n/3$.

$$E(T_{\text{GA}, f_1}) = O(\mu n^3 + \mu^2/p_c)$$

Proof

Phase 1 until all have $(2/3)n$ 1-bits

$$E(T) = O(\mu \cdot n \log n)$$

not worse than μ times ONEMAX

With 1-Point Crossover on f_1

$$f_1(x) = \begin{cases} n^2 + 1 & \text{if } x = 1^n \\ n \cdot |x| + b(x) & \text{if } |x| \leq (2/3)n \\ 0 & \text{otherwise} \end{cases}$$

Theorem

Consider the steady state GA with crossover probability $p_c \leq 1 - \varepsilon$ (constant $\varepsilon > 0$) and population size $\mu > n/3$.

$$E(T_{GA, f_1}) = O(\mu n^3 + \mu^2/p_c)$$

Proof

Phase 1 until all have $(2/3)n$ 1-bits

$$E(T) = O(\mu \cdot n \log n)$$

not worse than μ times ONEMAX

mutation suffices, no crossover with prob. $\geq \varepsilon = \Omega(1)$

At $(2/3)n$ 1-Bits

At $(2/3)n$ 1-Bits

Phase 2 until all 1-bits in one block

$$E(T) = O(\mu \cdot n^3)$$

At $(2/3)n$ 1-Bits

Phase 2 until all 1-bits in one block

$$E(T) = O(\mu \cdot n^3)$$

$$\text{prob. move a 1-bit} \geq (1/n^2)(1 - 1/n)^{n-2}$$

At $(2/3)n$ 1-Bits

Phase 2 until all 1-bits in one block

$$E(T) = O(\mu \cdot n^3)$$

prob. move a 1-bit $\geq (1/n^2)(1 - 1/n)^{n-2}$

mutation suffices, no crossover with prob. $\geq \varepsilon = \Omega(1)$

At $(2/3)n$ 1-Bits

Phase 2 until all 1-bits in one block

$$E(T) = O(\mu \cdot n^3)$$

prob. move a 1-bit $\geq (1/n^2)(1 - 1/n)^{n-2}$

mutation suffices, no crossover with prob. $\geq \varepsilon = \Omega(1)$

Phase 3 until all local optima

$$E(T) = O(\mu \cdot n^3)$$

At $(2/3)n$ 1-Bits

Phase 2 until all 1-bits in one block

$$E(T) = O(\mu \cdot n^3)$$

prob. move a 1-bit $\geq (1/n^2)(1 - 1/n)^{n-2}$

mutation suffices, no crossover with prob. $\geq \varepsilon = \Omega(1)$

Phase 3 until all local optima

$$E(T) = O(\mu \cdot n^3)$$

prob. move a block $\geq (1/n^2)(1 - 1/n)^{n-2}$

At $(2/3)n$ 1-Bits

Phase 2 until all 1-bits in one block

$$E(T) = O(\mu \cdot n^3)$$

prob. move a 1-bit $\geq (1/n^2)(1 - 1/n)^{n-2}$

mutation suffices, no crossover with prob. $\geq \varepsilon = \Omega(1)$

Phase 3 until all local optima

$$E(T) = O(\mu \cdot n^3)$$

prob. move a block $\geq (1/n^2)(1 - 1/n)^{n-2}$

mutation suffices, no crossover with prob. $\geq \varepsilon = \Omega(1)$

At $(2/3)n$ 1-Bits

Phase 2 until all 1-bits in one block

$$E(T) = O(\mu \cdot n^3)$$

prob. move a 1-bit $\geq (1/n^2)(1 - 1/n)^{n-2}$

mutation suffices, no crossover with prob. $\geq \varepsilon = \Omega(1)$

Phase 3 until all local optima

$$E(T) = O(\mu \cdot n^3)$$

prob. move a block $\geq (1/n^2)(1 - 1/n)^{n-2}$

mutation suffices, no crossover with prob. $\geq \varepsilon = \Omega(1)$

Phase 4 until global optimum

$$E(T) = O(\mu^2/p_c)$$

At $(2/3)n$ 1-Bits

Phase 2 until all 1-bits in one block

$$E(T) = O(\mu \cdot n^3)$$

prob. move a 1-bit $\geq (1/n^2)(1 - 1/n)^{n-2}$

mutation suffices, no crossover with prob. $\geq \varepsilon = \Omega(1)$

Phase 3 until all local optima

$$E(T) = O(\mu \cdot n^3)$$

prob. move a block $\geq (1/n^2)(1 - 1/n)^{n-2}$

mutation suffices, no crossover with prob. $\geq \varepsilon = \Omega(1)$

Phase 4 until global optimum

$$E(T) = O(\mu^2/p_c)$$

prob. pick two good parents and crossover $\geq (1/\mu^2)p_c(1/3)$

At $(2/3)n$ 1-Bits

Phase 2 until all 1-bits in one block

$$E(T) = O(\mu \cdot n^3)$$

prob. move a 1-bit $\geq (1/n^2)(1 - 1/n)^{n-2}$

mutation suffices, no crossover with prob. $\geq \varepsilon = \Omega(1)$

Phase 3 until all local optima

$$E(T) = O(\mu \cdot n^3)$$

prob. move a block $\geq (1/n^2)(1 - 1/n)^{n-2}$

mutation suffices, no crossover with prob. $\geq \varepsilon = \Omega(1)$

Phase 4 until global optimum

$$E(T) = O(\mu^2/p_c)$$

prob. pick two good parents and crossover $\geq (1/\mu^2)p_c(1/3)$

crossover needed

At $(2/3)n$ 1-Bits

Phase 2 until all 1-bits in one block

$$E(T) = O(\mu \cdot n^3)$$

prob. move a 1-bit $\geq (1/n^2)(1 - 1/n)^{n-2}$

mutation suffices, no crossover with prob. $\geq \varepsilon = \Omega(1)$

Phase 3 until all local optima

$$E(T) = O(\mu \cdot n^3)$$

prob. move a block $\geq (1/n^2)(1 - 1/n)^{n-2}$

mutation suffices, no crossover with prob. $\geq \varepsilon = \Omega(1)$

Phase 4 until global optimum

$$E(T) = O(\mu^2/p_c)$$

prob. pick two good parents and crossover $\geq (1/\mu^2)p_c(1/3)$

crossover needed

Thus

$$E(T_{GA,f_1}) = O(\mu n \log n + \mu n^3 + \mu^2/p_c) = O(\mu n^3 + \mu^2/p_c)$$

Ideas for an Example Function for Uniform Crossover

Ideas for an Example Function for Uniform Crossover

Observation $\forall x, y: |\{z \mid z = \text{crossover}(x, y)\}| = 2^{H(x,y)}$
 \Rightarrow probability for a specific offspring may be **tiny**

Ideas for an Example Function for Uniform Crossover

Observation $\forall x, y: |\{z \mid z = \text{crossover}(x, y)\}| = 2^{H(x,y)}$
 \Rightarrow probability for a specific offspring may be **tiny**

Observation $H(x, y)$ large $\Rightarrow \min \{H(x, z), H(y, z)\}$ may be large

Ideas for an Example Function for Uniform Crossover

Observation $\forall x, y: |\{z \mid z = \text{crossover}(x, y)\}| = 2^{H(x,y)}$
 \Rightarrow probability for a specific offspring may be **tiny**

Observation $H(x, y)$ large $\Rightarrow \min \{H(x, z), H(y, z)\}$ may be large

Remember mutations very sensitive with respect to Hamming distance
'jumps' of size k exponentially unlikely in k
 $\text{Prob}(H(\text{mutation}(x), x) \geq k) = e^{-\Omega(k)}$

Ideas for an Example Function for Uniform Crossover

Observation $\forall x, y: |\{z \mid z = \text{crossover}(x, y)\}| = 2^{H(x,y)}$
 \Rightarrow probability for a specific offspring may be **tiny**

Observation $H(x, y)$ large $\Rightarrow \min \{H(x, z), H(y, z)\}$ may be large

Remember mutations very sensitive with respect to Hamming distance
'jumps' of size k exponentially unlikely in k
 $\text{Prob}(H(\text{mutation}(x), x) \geq k) = e^{-\Omega(k)}$

Idea construct example function with easy to find local optima
with large Hamming distance to global optimum
where the Hamming distance is easy to bridge for crossover

Ideas for an Example Function for Uniform Crossover

Observation $\forall x, y: |\{z \mid z = \text{crossover}(x, y)\}| = 2^{H(x,y)}$
 \Rightarrow probability for a specific offspring may be **tiny**

Observation $H(x, y)$ large $\Rightarrow \min \{H(x, z), H(y, z)\}$ may be large

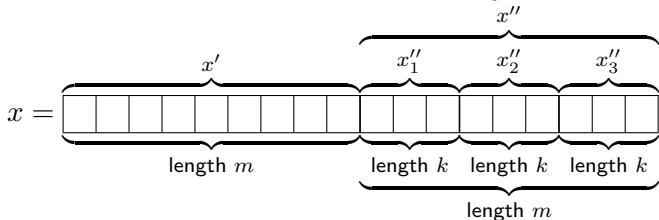
Remember mutations very sensitive with respect to Hamming distance
'jumps' of size k exponentially unlikely in k
 $\text{Prob}(H(\text{mutation}(x), x) \geq k) = e^{-\Omega(k)}$

Idea construct example function with easy to find local optima
with large Hamming distance to global optimum
where the Hamming distance is easy to bridge for crossover
 $\hat{=}$ with **large** global optimum
 $\hat{=}$ many neighbouring global optima

Preparing an Example Function for Uniform Crossover

Preparing an Example Function for Uniform Crossover

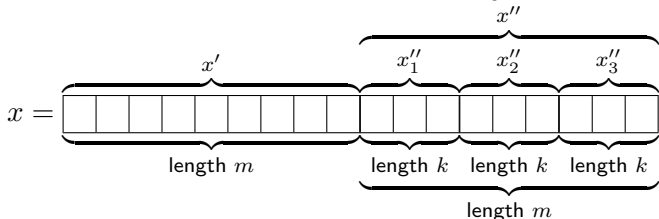
Notation **partition** bit string $x = x'x'' = x'x''_1x''_2x''_3$



$$n = 2m = m + m = m + 3k = m + k + k + k$$

Preparing an Example Function for Uniform Crossover

Notation **partition** bit string $x = x'x'' = x'x''_1x''_2x''_3$

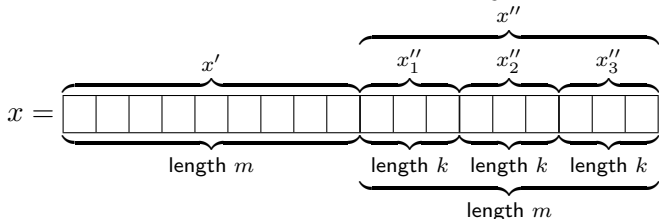


$$n = 2m = m + m = m + 3k = m + k + k + k$$

Definition **circle** $C = \{1^i 0^{m-i}, 0^i 1^{m-i} \mid i \in \{1, 2, \dots, m\}\}$

Preparing an Example Function for Uniform Crossover

Notation **partition** bit string $x = x'x'' = x'x''_1x''_2x''_3$

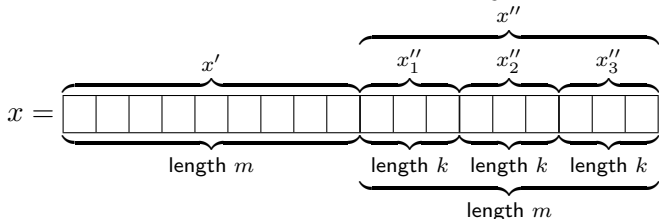


$$n = 2m = m + m = m + 3k = m + k + k + k$$

Definition **circle** $C = \{1^i 0^{m-i}, 0^i 1^{m-i} \mid i \in \{1, 2, \dots, m\}\}$
target $T = \{x''_1 x''_2 x''_3 \mid |x''_1| = |x''_2| = |x''_3| = \lfloor k/2 \rfloor\}$

Preparing an Example Function for Uniform Crossover

Notation partition bit string $x = x'x'' = x'x''_1x''_2x''_3$



$$n = 2m = m + m = m + 3k = m + k + k + k$$

Definition circle $C = \{1^i 0^{m-i}, 0^i 1^{m-i} \mid i \in \{1, 2, \dots, m\}\}$
 target $T = \{x''_1 x''_2 x''_3 \mid |x''_1| = |x''_2| = |x''_3| = \lfloor k/2 \rfloor\}$
 $H(x, A) = \min \{H(x, y) \mid y \in A\}$

Example Function for Uniform Crossover

Definition **circle** $C = \{1^i 0^{m-i}, 0^i 1^{m-i} \mid i \in \{1, 2, \dots, m\}\}$
target $T = \{x''_1 x''_2 x''_3 \mid |x''_1| = |x''_2| = |x''_3| = \lfloor k/2 \rfloor\}$
 $H(x, A) = \min \{H(x, y) \mid y \in A\}$

Example Function for Uniform Crossover

Definition **circle** $C = \{1^i 0^{m-i}, 0^i 1^{m-i} \mid i \in \{1, 2, \dots, m\}\}$
target $T = \{x''_1 x''_2 x''_3 \mid |x''_1| = |x''_2| = |x''_3| = \lfloor k/2 \rfloor\}$
 $H(x, A) = \min \{H(x, y) \mid y \in A\}$

Definition $f_2: \{0, 1\}^n \rightarrow \mathbb{N}_0$ with

$$f_2(x) = \begin{cases} n - H(x', C) & \text{if } x' \neq 0^m \text{ and } x'' \notin C \\ 2n - H(x', 0^m) & \text{if } x'' \in C \\ 0 & \text{if } x' = 0^m \text{ and } x'' \notin (C \cup T) \\ 3n & \text{if } x' = 0^m \text{ and } x'' \in T \end{cases}$$

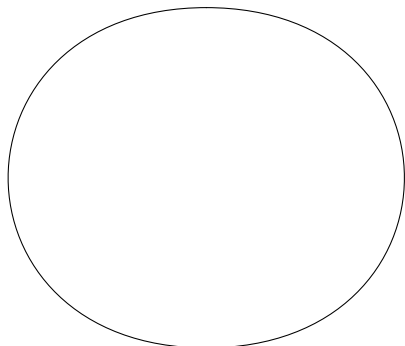
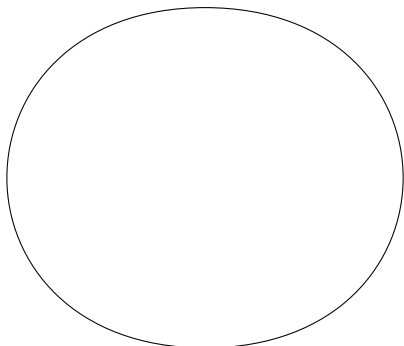
Example Function for Uniform Crossover

Definition $f_2: \{0, 1\}^n \rightarrow \mathbb{N}_0$ with

$$f_2(x) = \begin{cases} n - H(x'', C) & \text{if } x' \neq 0^m \text{ and } x'' \notin C \\ 2n - H(x', 0^m) & \text{if } x'' \in C \\ 0 & \text{if } x' = 0^m \text{ and } x'' \notin (C \cup T) \\ 3n & \text{if } x' = 0^m \text{ and } x'' \in T \end{cases}$$

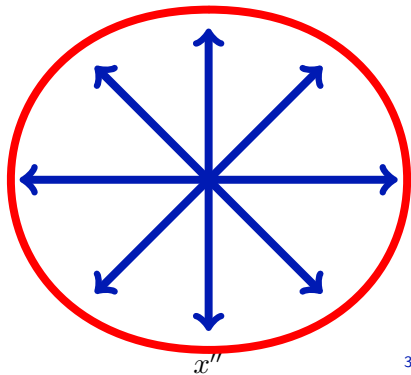
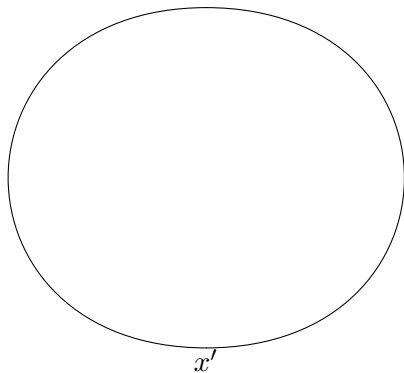
Example Function for Uniform Crossover

Definition $f_2: \{0, 1\}^n \rightarrow \mathbb{N}_0$ with

$$f_2(x) = \begin{cases} n - H(x'', C) & \text{if } x' \neq 0^m \text{ and } x'' \notin C \\ 2n - H(x', 0^m) & \text{if } x'' \in C \\ 0 & \text{if } x' = 0^m \text{ and } x'' \notin (C \cup T) \\ 3n & \text{if } x' = 0^m \text{ and } x'' \in T \end{cases}$$
 x'  x''

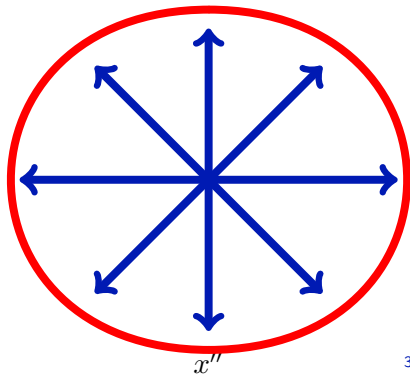
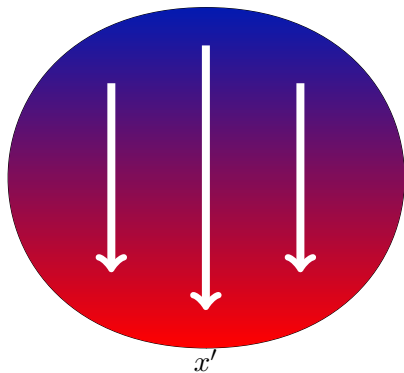
Example Function for Uniform Crossover

Definition $f_2: \{0, 1\}^n \rightarrow \mathbb{N}_0$ with

$$f_2(x) = \begin{cases} n - H(x'', C) & \text{if } x' \neq 0^m \text{ and } x'' \notin C \\ 2n - H(x', 0^m) & \text{if } x'' \in C \\ 0 & \text{if } x' = 0^m \text{ and } x'' \notin (C \cup T) \\ 3n & \text{if } x' = 0^m \text{ and } x'' \in T \end{cases}$$


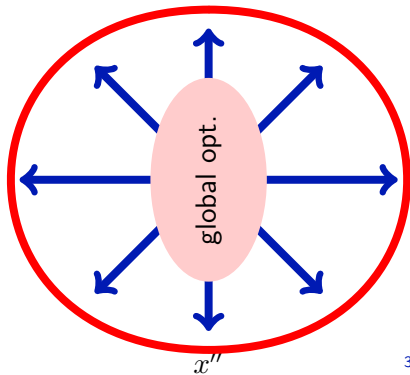
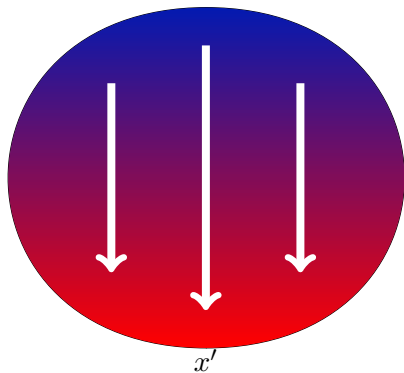
Example Function for Uniform Crossover

Definition $f_2: \{0, 1\}^n \rightarrow \mathbb{N}_0$ with

$$f_2(x) = \begin{cases} n - H(x'', C) & \text{if } x' \neq 0^m \text{ and } x'' \notin C \\ 2n - H(x', 0^m) & \text{if } x'' \in C \\ 0 & \text{if } x' = 0^m \text{ and } x'' \notin (C \cup T) \\ 3n & \text{if } x' = 0^m \text{ and } x'' \in T \end{cases}$$


Example Function for Uniform Crossover

Definition $f_2: \{0, 1\}^n \rightarrow \mathbb{N}_0$ with

$$f_2(x) = \begin{cases} n - H(x'', C) & \text{if } x' \neq 0^m \text{ and } x'' \notin C \\ 2n - H(x', 0^m) & \text{if } x'' \in C \\ 0 & \text{if } x' = 0^m \text{ and } x'' \notin (C \cup T) \\ 3n & \text{if } x' = 0^m \text{ and } x'' \in T \end{cases}$$


Summary & Take Home Message

Things to remember

Summary & Take Home Message

Things to remember

- asymmetric mutations

Summary & Take Home Message

Things to remember

- asymmetric mutations
- **carefully** biasing variation

Summary & Take Home Message

Things to remember

- asymmetric mutations
- **carefully** biasing variation
- 1-point crossover

Summary & Take Home Message

Things to remember

- asymmetric mutations
- **carefully** biasing variation
- 1-point crossover
- insights and design of appropriate example functions

Summary & Take Home Message

Things to remember

- asymmetric mutations
- **carefully** biasing variation
- 1-point crossover
- insights and design of appropriate example functions
- immense potential speed-up by crossover

Summary & Take Home Message

Things to remember

- asymmetric mutations
- **carefully** biasing variation
- 1-point crossover
- insights and design of appropriate example functions
- immense potential speed-up by crossover

Take Home Message

Summary & Take Home Message

Things to remember

- asymmetric mutations
- **carefully** biasing variation
- 1-point crossover
- insights and design of appropriate example functions
- immense potential speed-up by crossover

Take Home Message

- Incorporating domain knowledge is usually beneficial.

Summary & Take Home Message

Things to remember

- asymmetric mutations
- **carefully** biasing variation
- 1-point crossover
- insights and design of appropriate example functions
- immense potential speed-up by crossover

Take Home Message

- Incorporating domain knowledge is usually beneficial.
- Biasing variation can speed search considerably.

Summary & Take Home Message

Things to remember

- asymmetric mutations
- **carefully** biasing variation
- 1-point crossover
- insights and design of appropriate example functions
- immense potential speed-up by crossover

Take Home Message

- Incorporating domain knowledge is usually beneficial.
- Biasing variation can speed search considerably.
- Think and check what you've done.

Summary & Take Home Message

Things to remember

- asymmetric mutations
- **carefully** biasing variation
- 1-point crossover
- insights and design of appropriate example functions
- immense potential speed-up by crossover

Take Home Message

- Incorporating domain knowledge is usually beneficial.
- Biasing variation can speed search considerably.
- Think and check what you've done.
- Crossover is unique to evolutionary algorithms.

Summary & Take Home Message

Things to remember

- asymmetric mutations
- **carefully** biasing variation
- 1-point crossover
- insights and design of appropriate example functions
- immense potential speed-up by crossover

Take Home Message

- Incorporating domain knowledge is usually beneficial.
- Biasing variation can speed search considerably.
- Think and check what you've done.
- Crossover is unique to evolutionary algorithms.
- Crossover can speed-up search dramatically.

Summary & Take Home Message

Things to remember

- asymmetric mutations
- **carefully** biasing variation
- 1-point crossover
- insights and design of appropriate example functions
- immense potential speed-up by crossover

Take Home Message

- Incorporating domain knowledge is usually beneficial.
- Biasing variation can speed search considerably.
- Think and check what you've done.
- Crossover is unique to evolutionary algorithms.
- Crossover can speed-up search dramatically.
- Problem structure needs to be appropriate for crossover to work.

Summary & Take Home Message

Things to remember

- asymmetric mutations
- **carefully** biasing variation
- 1-point crossover
- insights and design of appropriate example functions
- immense potential speed-up by crossover

Take Home Message

- Incorporating domain knowledge is usually beneficial.
- Biasing variation can speed search considerably.
- Think and check what you've done.
- Crossover is unique to evolutionary algorithms.
- Crossover can speed-up search dramatically.
- Problem structure needs to be appropriate for crossover to work.
- Encoding issues become more important when using crossover.