Simulated annealing/Metropolis and genetic optimization

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Lecture 18

Nature's way to find a minimum energy

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- However, nature seems to handle the problem of the energy minimization without any trouble.
- For example, if you heat up a piece of metal and then slowly cool it i.e. anneal, then the system will reach the minimum energy state.

Simulated annealing/Metropolis algorithm

Metropolis and coworker suggested in 1953 the following heuristic algorithm based on this observation, and the Boltzmann energy distribution law.

1. set the temperature to a high value, so kT is larger then typical energy (merit) function fluctuation.
   - This requires some experiments if you do not know this a priori
2. assign a state $\vec{x}$ and calculate the energy (E) at this point
3. change, somehow, the old $\vec{x}$ to generate a new one, $\vec{x}_{new}$
   - $\vec{x}_{new}$ should be somewhat close/related to the old optimal $\vec{x}$
4. calculate the energy at the new point $E_{new} = E(\vec{x})$
5. if $E_{new} < E$ then $x = x_{new}$ and $E = E_{new}$
   - i.e., we move to the new point of the lower energy
6. otherwise, move to the new point with probability $p = exp(-(E_{new} - E)/kT)$
   - this resembles the Boltzmann energy distribution probability
7. decrease the temperature a bit, i.e., keep annealing
8. repeat from the step 3 for a given number of cycles
9. $\vec{x}$ will hold the local optimal solution

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Backpack problem with Metropolis algorithm

- The main challenge is to find a good routine to generate a new candidate for the $\vec{x}_{new}$. We do not want to randomly jump to an arbitrary position of problem space.
- Recall that $\vec{x}$ generally looks like $[0, 1, 1, 0, 1, \cdots, 0, 1, 1]$ so lets just randomly toggle/mutate some choices/bits
  - note that a random mutation could lead to the overfilled backpack
- The rest is quite straight forward, as long as we remember, that we are looking for the maximum value in the backpack, while the Metropolis algorithm is designed for the merit function minimization. So, we choose our merit function to be the negative value of all items in the backpack. Also, we need to add a big penalty for the case of the overfilled backpack.
- See the realization of the algorithm in the `backpack_metropolis.m` file.
- it will find quite a good solution for the "30 items to choose" problem within a second instead of 13 hours of combinatorial search.

Genetic algorithm

The idea is taken from nature, which usually able to find an optimal solution via natural selection.
This algorithm has many modification but the main idea is the following

1. Generate a population (set of $\{\vec{x}_i\}$)
   - it is up to you and your resources to decide how large this set should be
2. Find the fitness (merit) function for each member of the population
3. Remove from the pool all but the most fitted
   - how many should stay is up to heuristic tweaks
4. from the most fitted (parents) breed a new population (children) to the size of the original population
5. repeat several times starting from step 2
6. Chose the fittest member of your population to be the solution

How to generate children from parents

As usual, the most important question is generation of a new $\vec{x}$ from the older ones.
Let's use recipe provided by nature. We will refer to $\vec{x}$ as a chromosome or genome.

1. chose two parents randomly
2. crossover/recombine parents chromosomes i.e. take randomly gens ($\vec{x}$ components) from either parent and assign to a new child chromosome
3. mutate (change) randomly some gens

Some algorithm modifications allow parents to be in the new cycle of selection, some eliminate them (to hope away from local minima).

What to expect with genetic algorithm

- To find a good solution, you need large populations, since this lets you to explore a larger parameter space. Think microbes vs humans. But this in turn leads to longer computational time for every selection cycle.
- Algorithm is not guaranteed to find the global optimum in finite time.
- Nice feature of the genetic algorithm is that it suits the parallel computation paradigm: you can evaluate the fitness of each child on a different CPU and then compare their fitness.