





Metaheuristic Optimization 13. Differential Evolution

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- 4 Putting it Together
- 5 Reproduction II







- 2 Reproduction I
- 8 Examples
- 4 Putting it Together
- 6 Reproduction II







• Simple Evolutionary Algorithm for numerical optimization [1-8]





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- Search space: vectors of real numbers, i.e., $\mathbb{G} = \mathbb{R}^n$





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 - i.e., some local form of selection!
- The rest: same as in simple population EA



2 Reproduction I

3 Examples

4 Putting it Together

6 Reproduction II

6 Summary





• So far, we know three ways for adaptation:



Self-Adaptiation through Self-Organization



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- Only the latter two are self-adaptation methods, only they allow for an algorithm behavior that is not anticipated by the designer
- Today, we learn a fourth method: self-adaptation via self-organization without parameters!









recombination
$$DE(g_1, g_2, g_3) = g_3 + F(g_1 - g_2)$$
 (1)





• Differential Evolution uses a single ternary reproduction operation recombination DE which takes three arguments g_1 , g_2 , and g_3

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- The distances (g_1-g_2) decrease \Rightarrow the search steps get smaller, too
- Very simple way to perform self-adaptation without needing any additional parameter or operation!
- The step-width is self-organizing from the structure of the population and self-adapting along the optimization process



2 Reproduction I



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Metaheuristic Optimization

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• Population after generation 0: uniform spread, large differences




















• Population after generation 20: concentration around center



























• Population after generation 125: similar individuals in local optima



























• Population after generation 300: concentration in optima





- Population initially uniformly spread
- Large differential information in population



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- Large differential information in population
- Population then collapses to (local) optimum/optima
- As candidate solutions get closer to each other, differential information decreases
- Due to different optima, differential information still available





• Example for

recombination
$$DEbg_1g_2g_3 = g_3 + F(g_1 - g_2)$$
 (1)



• Example for

$$g_1 = (0.3, 0.45, 0.7)^T$$

$$g_2 = (0.2, 0.5, 0.7)^T$$

$$g_3 = (0.25, 0.4, 0.6)^T$$

$$F = 0.3$$



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m strength} {
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$$g' = \left(\begin{array}{cc} & & \\ & & \end{array} \right)$$



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$$g' = \begin{pmatrix} 0.25 + 0.3(0.3 - 0.2) \\ & & \end{pmatrix} = \begin{pmatrix} & & \\ & & \end{pmatrix}$$



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$$g' = \begin{pmatrix} 0.25 & +0.3(0.3 & -0.2) \\ 0.4 & +0.3(0.45 & -0.5) \\ 0.6 & +0.3(0.7 & -0.7) \end{pmatrix} = \begin{pmatrix} 0.28 \\ 0.385 \end{pmatrix}$$



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Listing: The Ternary DE Recombination Method

```
public class RnRecombineDE extends Rn implements
   ITernarySearchOperation<double[]> {
 /** the strength */
 final double F;
 public double[] recombine(final double[] g1, final double[] g2, final
     double[] g3, final Random r) {
   final double[] res = new double[g1.length];
   for (int i = res.length; (--i) \ge 0;) {
     res[i] = Math.max(this.min, Math.min(this.max, //
          (g3[i] + (this.F * (g1[i] - g2[i]))));
    }
   return res:
}
```

Differential Evolution Implementation



Listing: Implementation of the Differential Evolution Algorithm

```
public class DE<X> extends OptimizationAlgorithm<double[], X> {
 public Individual<double[], X> solve(final IObjectiveFunction<X> f) {
   Individual < double [], X> pbest, pcur;
   Individual < double [], X>[] pop, ofs;
   int i, j, k;
   pbest = new Individual <>():
   pop = new Individual [this.ps]; // the population: all elements are null
        - new Individual [this.ps]: // the set of offsprings
   ofe
   for (i = ofs.length; (--i) \ge 0;) {
     ofs[i] = pcur = new Individual <>():
     pcur.g = this.nullary.create(this.random);
   3
   for (::) {
     for (i = ofs.length: (--i) \ge 0;) {
       pcur = ofs[i]:
       pcur.x = this.gpm.gpm(pcur.g);
       pcur.v = f.compute(pcur.x);
       if ((pop[i] == null) || (pcur.v <= pop[i].v)) { // offspring better than parent?
         pop[i] = pcur:
          if (pcur.v < pbest.v) {
            pbest.assign(pcur):
       if (this.termination.shouldTerminate()) {
          return pbest:
     3
     for (i = pop.length; (--i) >= 0;) { // create offspring
       ofs[i] = pcur = new Individual (>(); // pick first parent
       do {
         j = this.random.nextInt(pop.length);
       } while (j -= i); // different parents!
       do {
         k = this.random.nextInt(pop.length);
       } while ((k -- i) || (k -- j)); // different parents!
       pcur.g = this.ternary.recombine(pop[j].g, pop[k].g, pop[i].g, this.random);
```

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recombination
$$DE(g_1, g_2, g_3) = g_3 + F(g_1 - g_2)$$
 (1)

• Modification: crossover is not applied to all genes at once



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 - binomial: For each gene in the offspring, use ternary crossover principle with probability cr and copy the corresponding value from g_3 with probability 1 cr



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- Two basic methods
 - binomial: For each gene in the offspring, use ternary crossover principle with probability cr and copy the corresponding value from g_3 with probability 1 cr
 - exponential: use ternary crossover principle for a consecutive group of genes, with a exponentially distributed length according to cr; copy the rest from g_3


Listing: The Binomial DE Recombination

```
public class RnRecombineDEBin extends RnRecombineDE {
 /** the crossover rate */
 private final double cr;
  public double[] recombine(final double[] g1, final double[] g2, final
     double[] g3, final Random r) {
    final double[] res = g1.clone();
    for (int i = res.length; (--i) \ge 0;) {
      if (r.nextDouble() < this.cr) {</pre>
        res[i] = Math.max(this.min, Math.min(this.max, //
            (g3[i] + (this.F * (g1[i] - g2[i]))));
      }
    3
    return res;
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```



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• EA for numerical optimization





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- Simple self-adaption without any parameter by ternary recombination





- EA for numerical optimization
- Simple self-adaption without any parameter by ternary recombination
- Parents compete with their children in the population





谢谢 Thank you

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