



# Metaheuristics for Smart Manufacturing

## 4. Stochastic Hill Climbing

Thomas Weise · 汤卫思

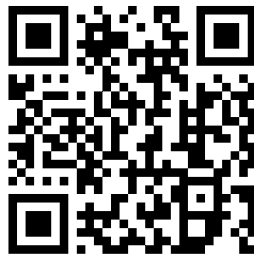
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- 1 Introduction
- 2 Algorithm Concept
- 3 Improved Algorithm Concept
- 4 Improved Algorithm Concept 2
- 5 Combining the Two Ideas

The slides are available at <http://iao.hfuu.edu.cn/155>, the book at <http://thomasweise.github.io/aitoa>, and the source code at <http://www.github.com/thomasWeise/aitoa-code>

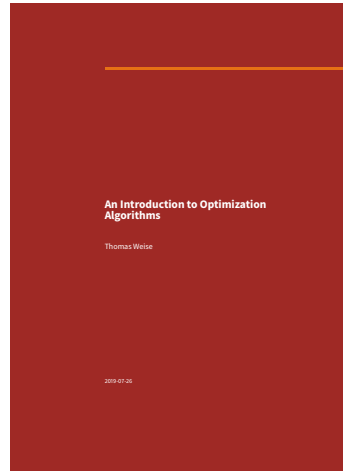


course book



course material

The contents of this course are available as free electronic book “*An Introduction to Optimization Algorithms*” <sup>[1]</sup> at <http://thomasweise.github.io/aitoa> in [pdf](#), [html](#), [azw3](#), and [epub](#) format, created with our [bookbildeR](#) tool chain.



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  - ④ go back to ② (until the time is up)

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- The idea is that if we have a good candidate solution, then there may exist similar solutions which are better.
- We hope to find one of them and then continue trying to do the same from there.

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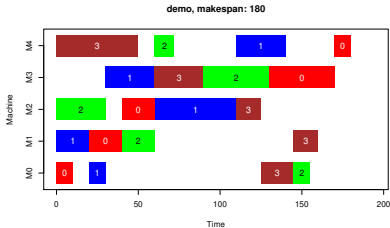
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Example on our demo Problem Instance

(2, 0, 1, 0, 1, 1, 2, 3, 2, 3,  
2, 0, 0, 1, 3, 3, 2, 3, 1, 0)

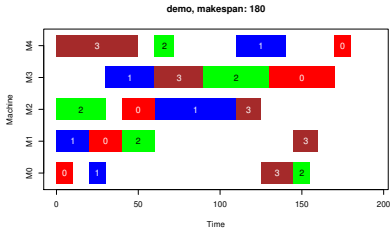
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 $\Rightarrow$ 
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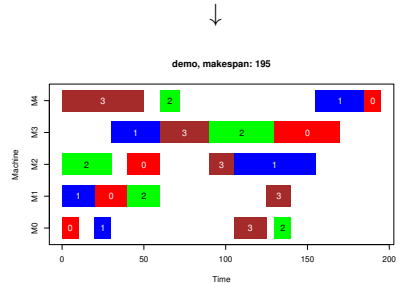
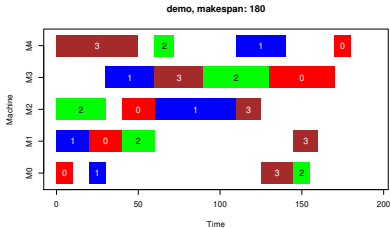


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- Many modifications will lead to worse results, but some can be improvements.

Listing: An Java interface for generating a modified copy of a solution.

```
public interface IUnarySearchOperator<X> {  
    public abstract void apply(X x, X dest, Random random);  
}
```



Listing: Swap sub-jobs of two different jobs.

```
public class JSSPUnaryOperator1Swap
    implements IUnarySearchOperator<int[]> {

    public void apply(int[] x, int[] dest, Random random) {
        System.arraycopy(x, 0, dest, 0, x.length);

        int i = random.nextInt(dest.length);
        int job_i = dest[i];

        for (;;) {
            int j = random.nextInt(dest.length);
            int job_j = dest[j];
            if (job_i != job_j) {
                dest[i] = job_j;
                dest[j] = job_i;
                return;
            }
        }
    }
}
```

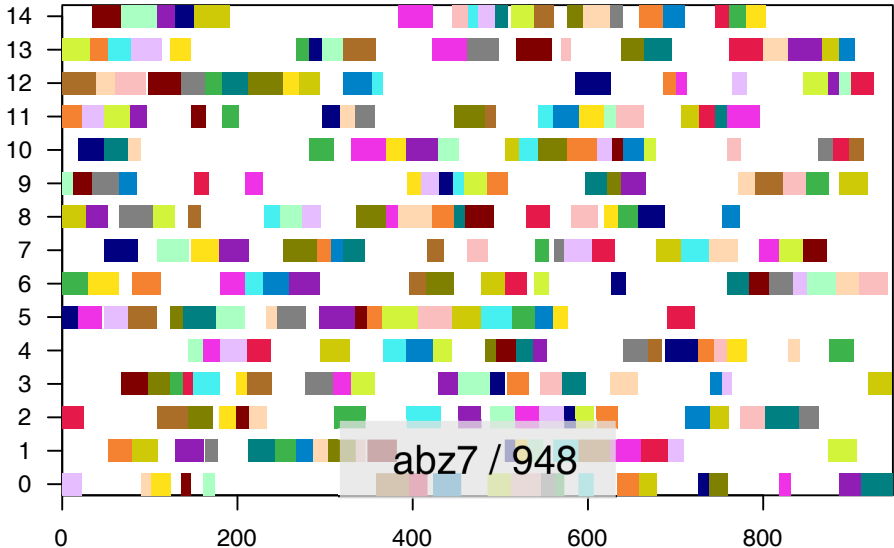
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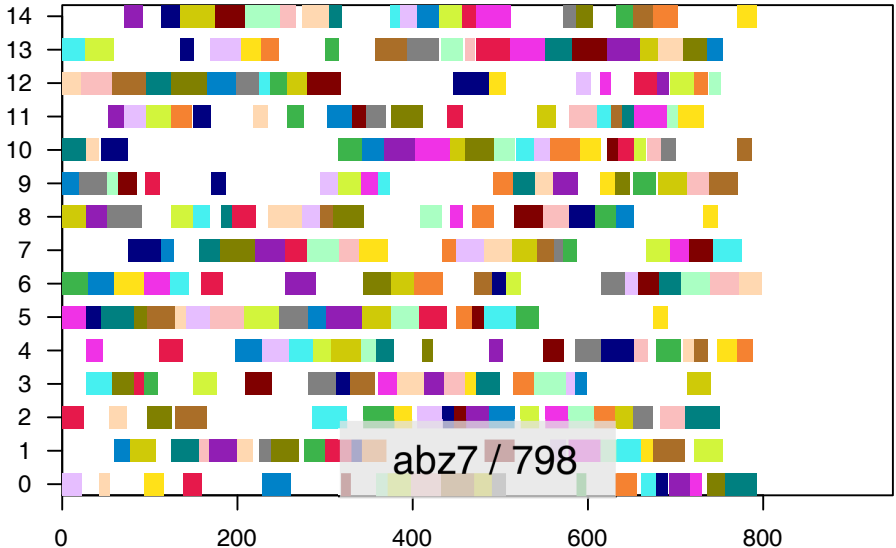
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# So what do we get?

rs: 3min of random sampling

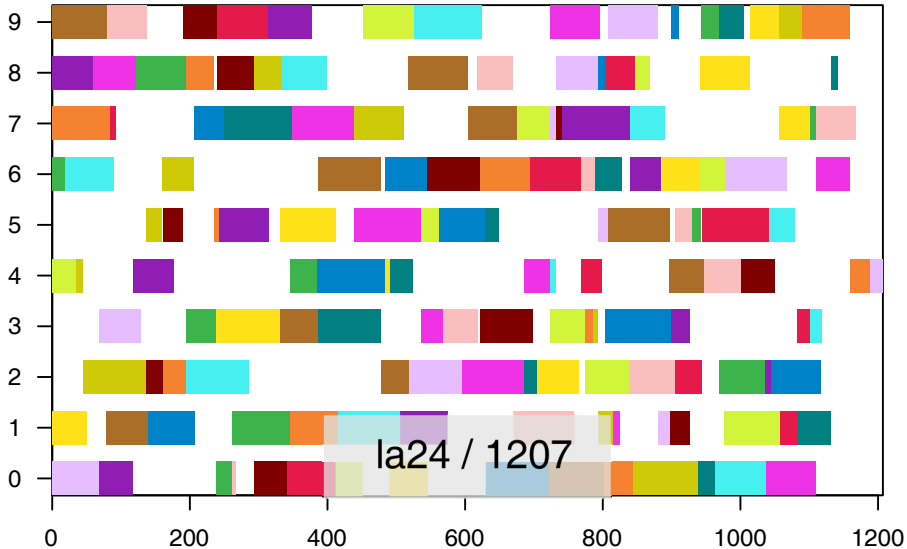


hc\_1swap: 3min of hill climber



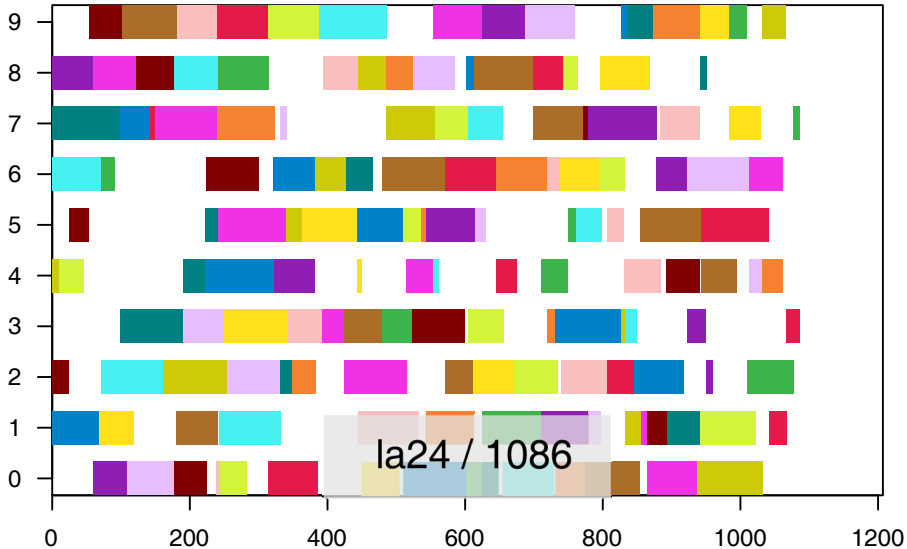
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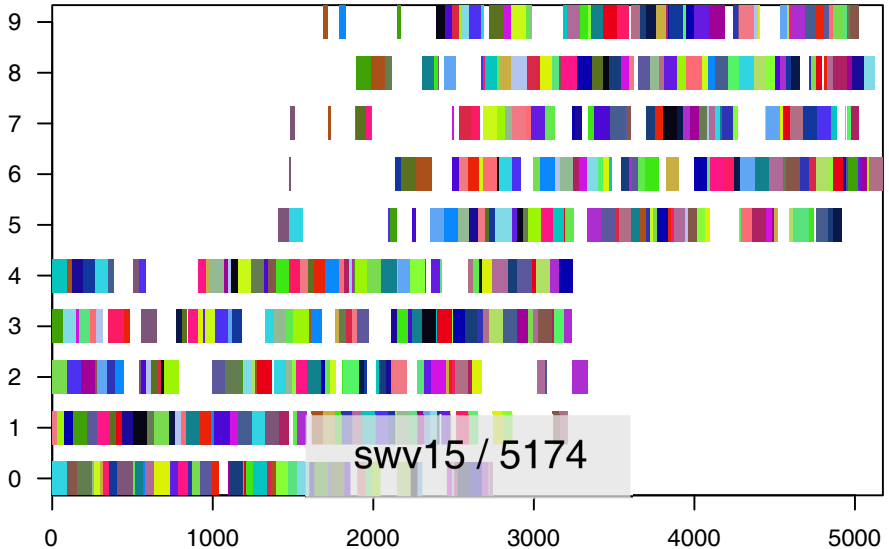
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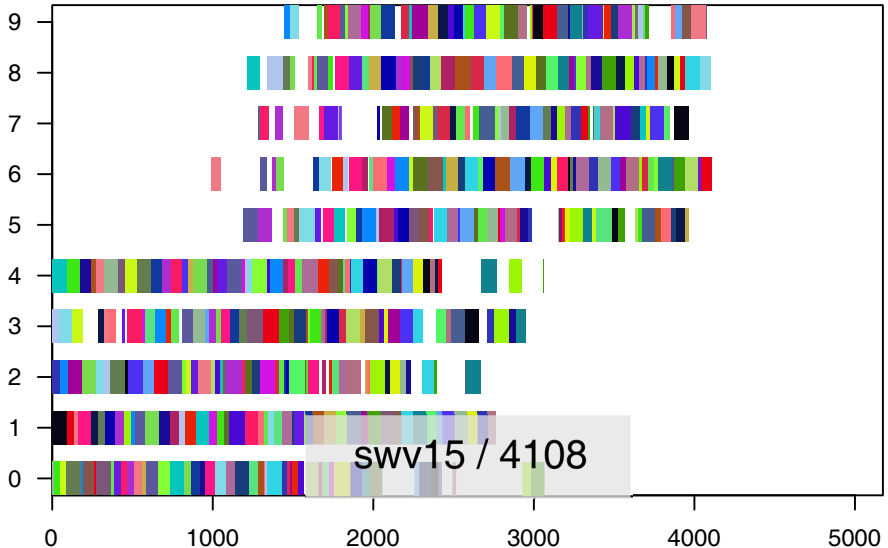
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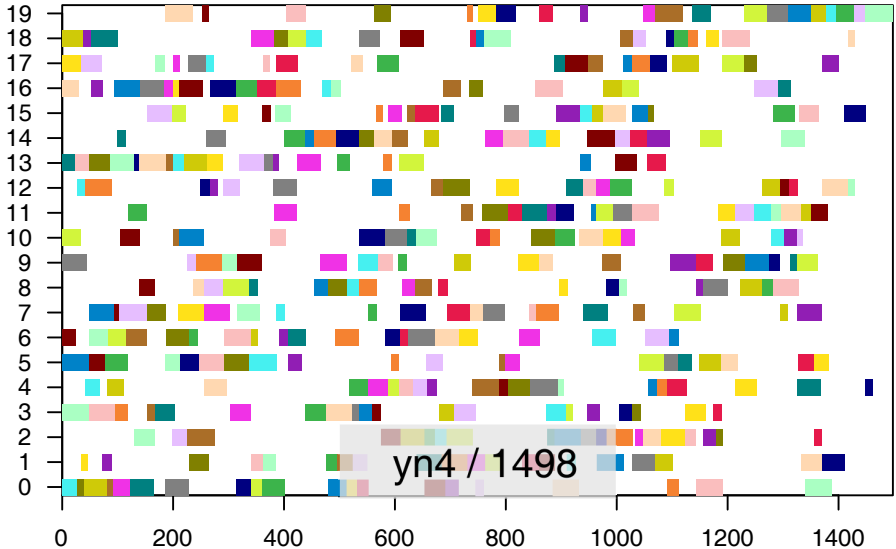
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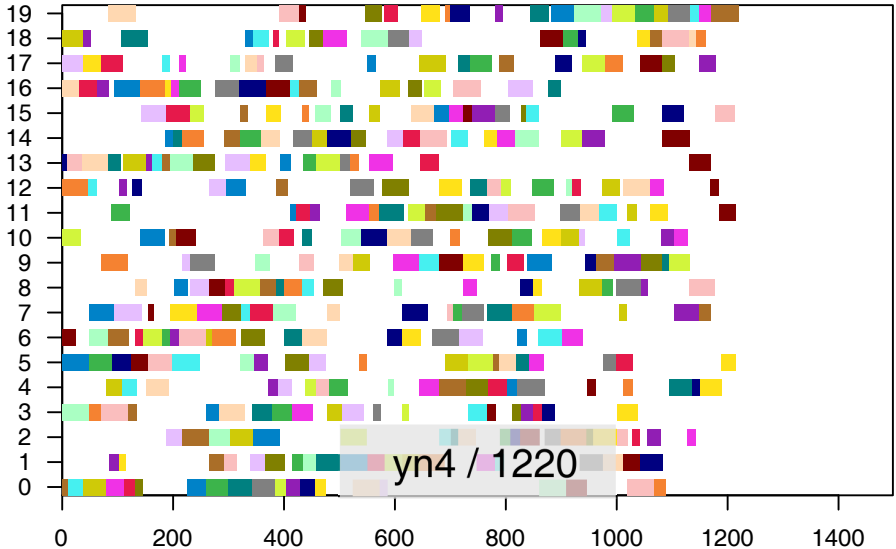
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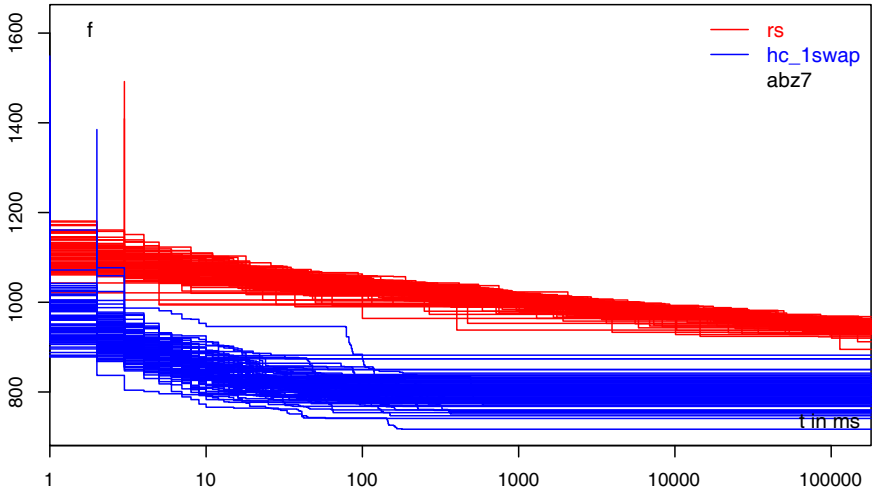
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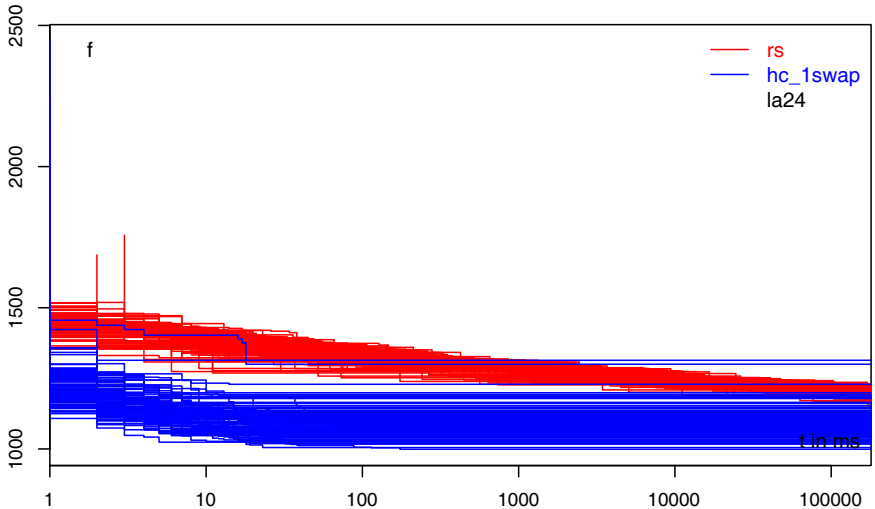


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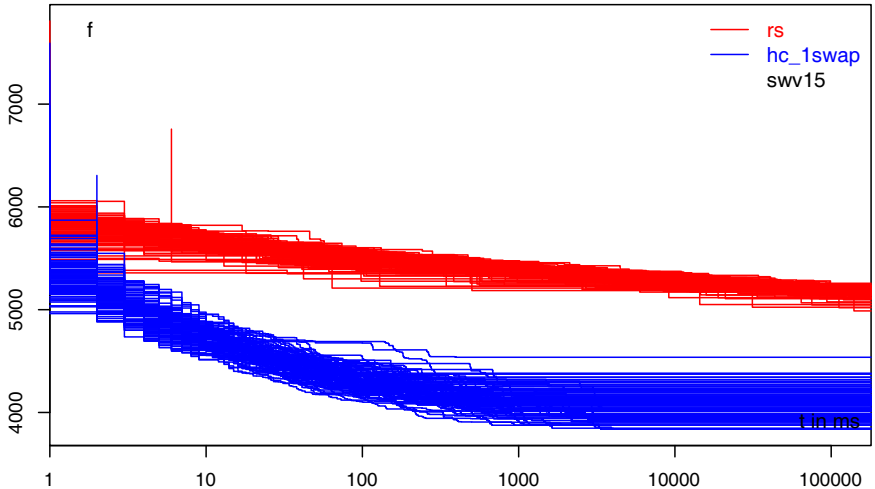
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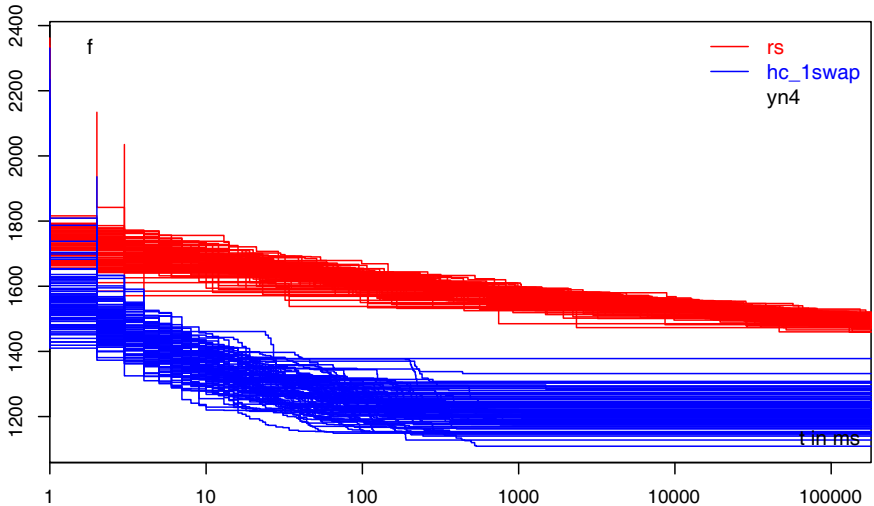
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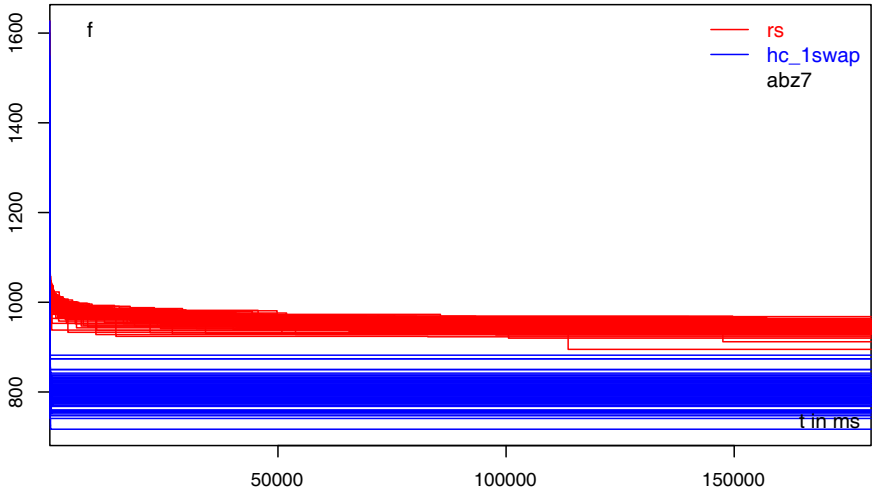




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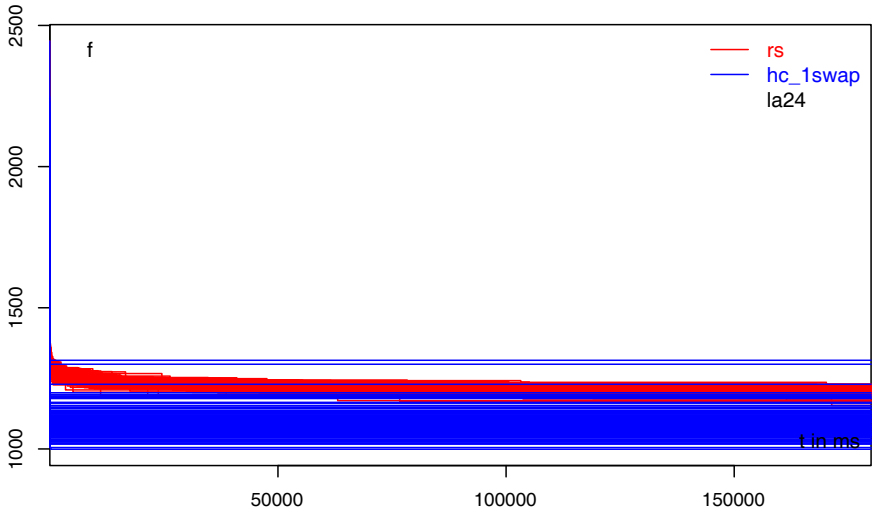
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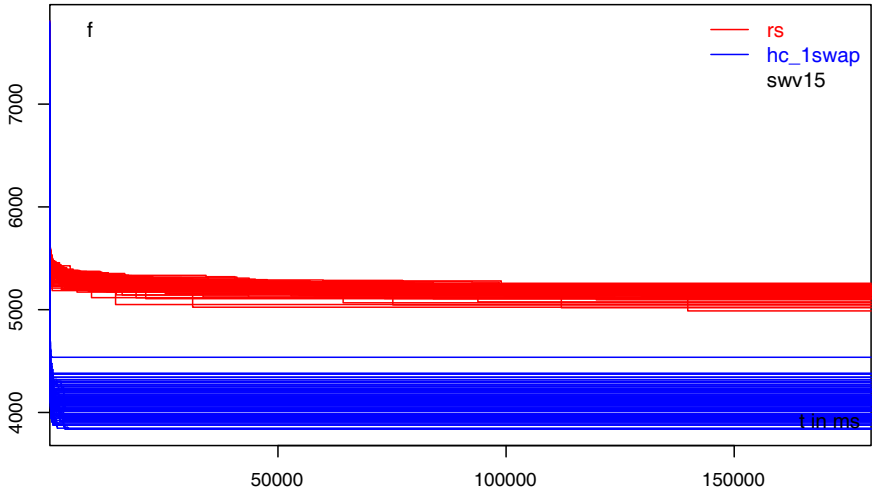
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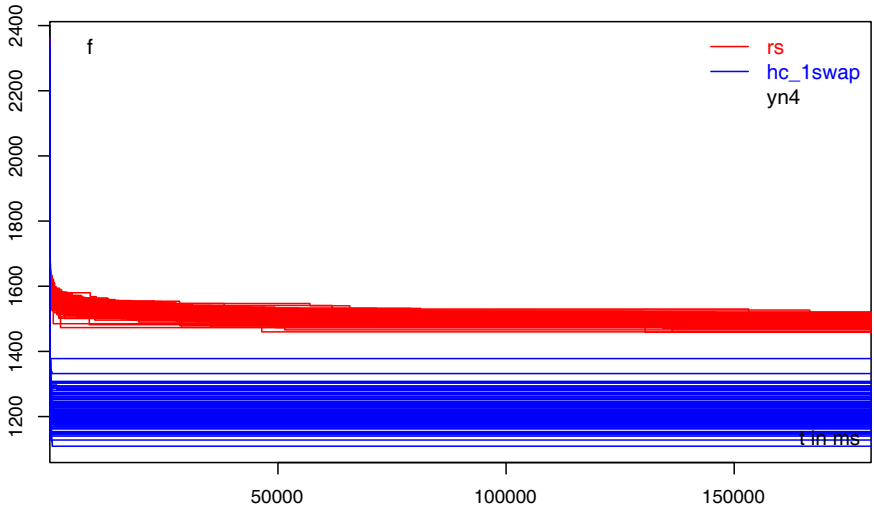
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We have 3min, but our hill climber stops improving after basically 1s!

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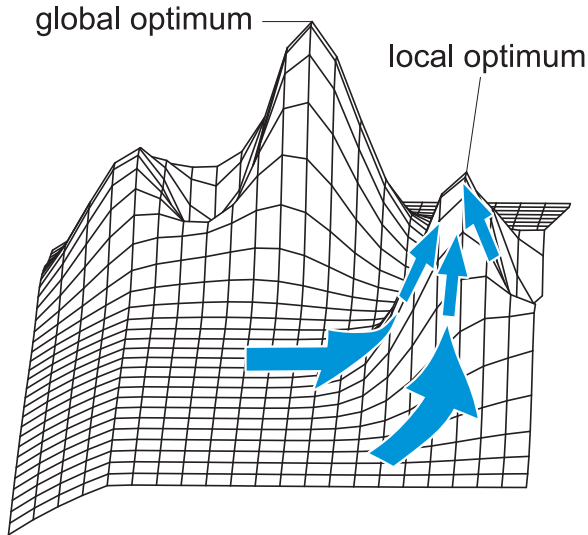
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- This is called **Premature Convergence**.<sup>[8, 9]</sup>



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- Idea: We have seen that the results of the hill climber exhibit a relatively **high standard deviation**.

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- Of course, we will always remember the overall best solution we ever had (in another variable).



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- At the same time, a single *run* of the algorithm converges quickly.
- Let us exploit this variation!
- Idea: If we did not make any progress for some time  $t$ , we simply restart at a new random solution.
- Of course, we will always remember the overall best solution we ever had (in another variable).
- Since we do not know which value of  $t$  is good, start small and increase it after each restart.

- I execute the program 101 times for each of the datasets abz7, la24, swv15, and yn4

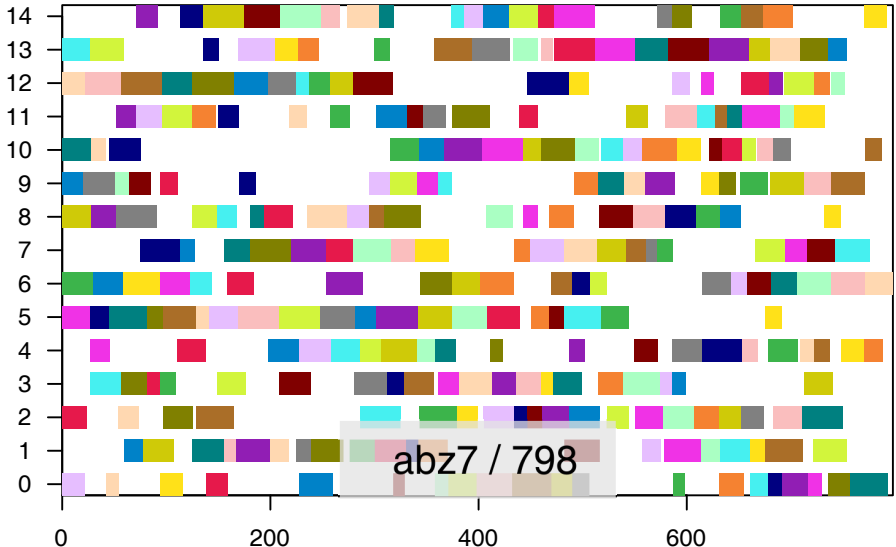
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		best	mean	med	sd	med(t)	med(FEs)
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la24	rs	1154	1206	1207	15	81s	17'287'329
	hc_1swap	999	1095	1086	56	0s	6612
	hcr_256+5%_1swap	<b>970</b>	<b>997</b>	<b>998</b>	<b>9</b>	6s	3'470'368
swv15	rs	4988	5165e	5174	49	85s	5'525'082
	hc_1swap	3837	4108	4108	137	1s	104'598
	hcr_256+5%_1swap	<b>3701</b>	<b>3850</b>	<b>3857</b>	<b>40</b>	60s	9'874'102
yn4	rs	1459	1496	1498	15	83s	6'549'694
	hc_1swap	1109	1222	1220	48	0s	31'789
	hcr_256+5%_1swap	<b>1095</b>	<b>1129</b>	<b>1130</b>	<b>14</b>	22s	4'676'669

- It is still the *same* algorithm. Restarting will not always make it better (e.g., if I restart too early) – but it will often do.

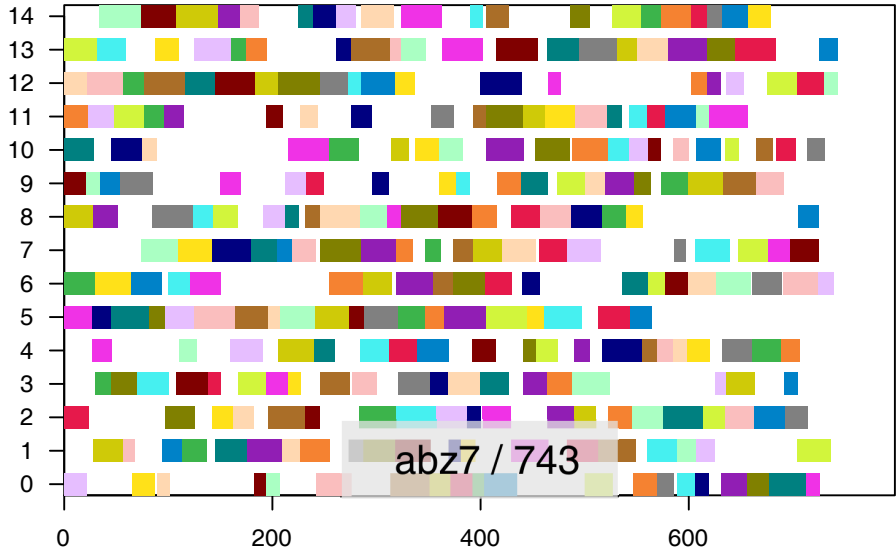
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hc\_1swap: hill climber



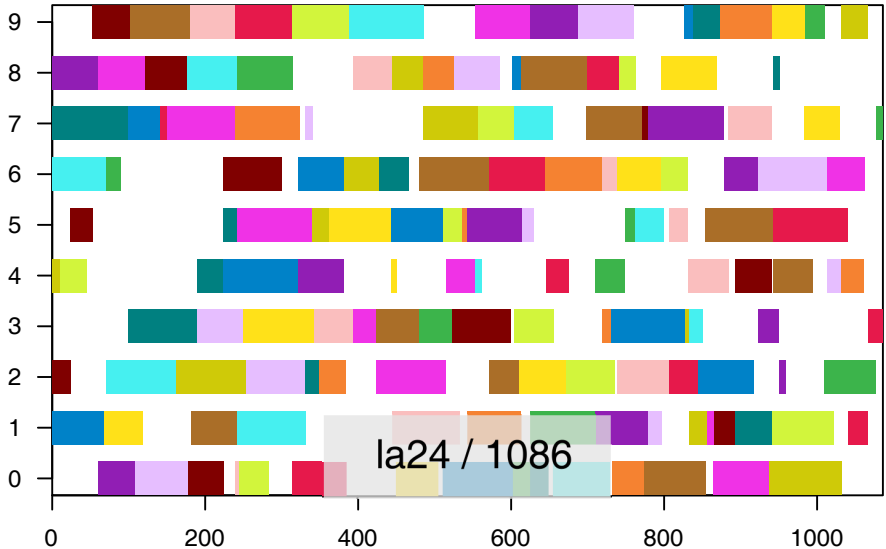
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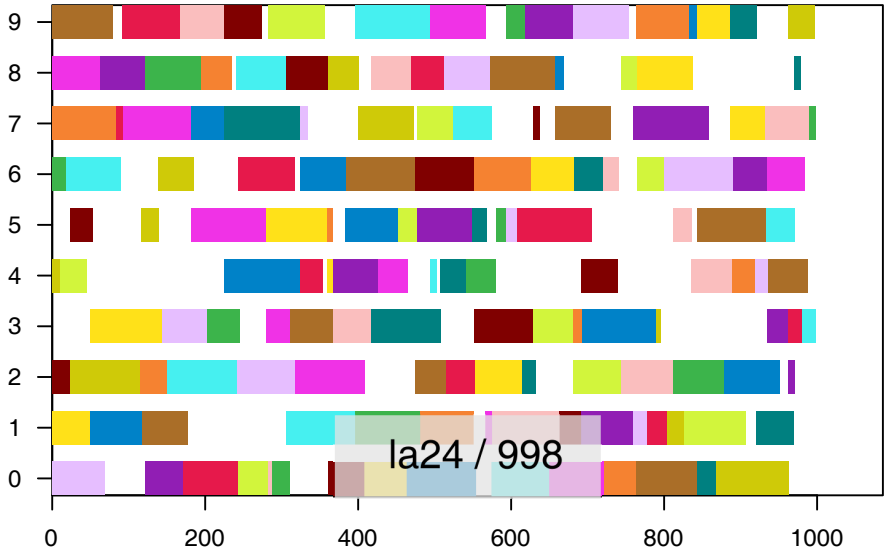
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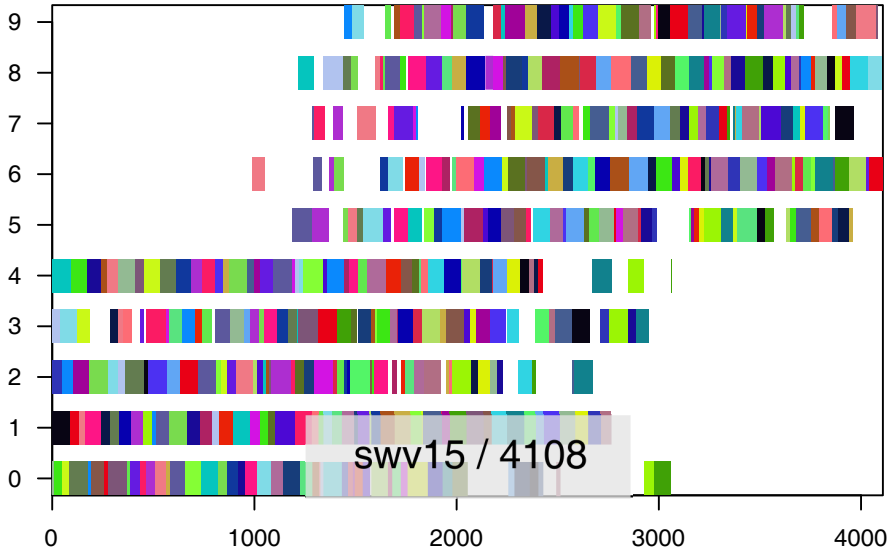
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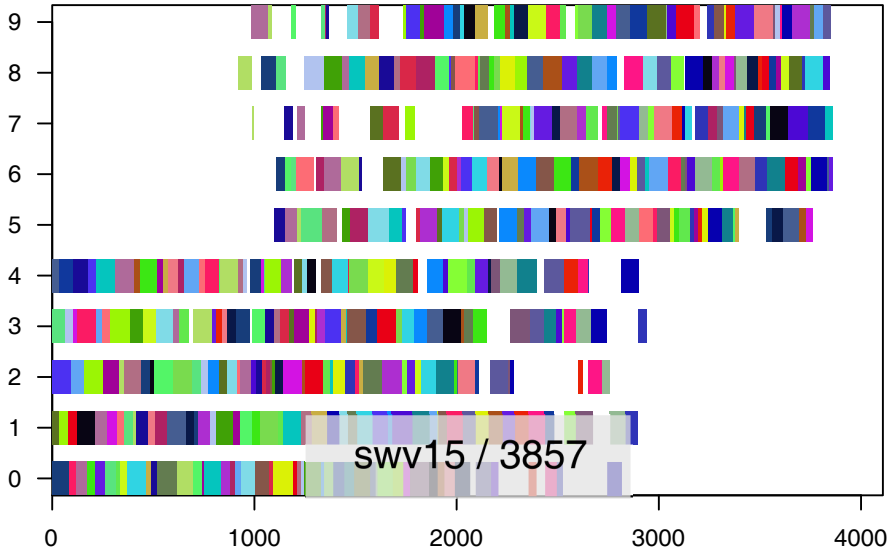
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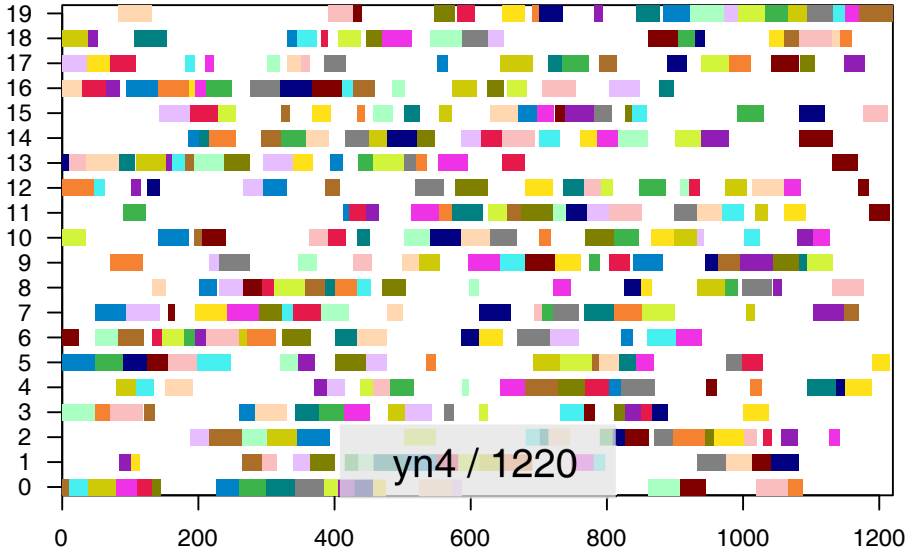
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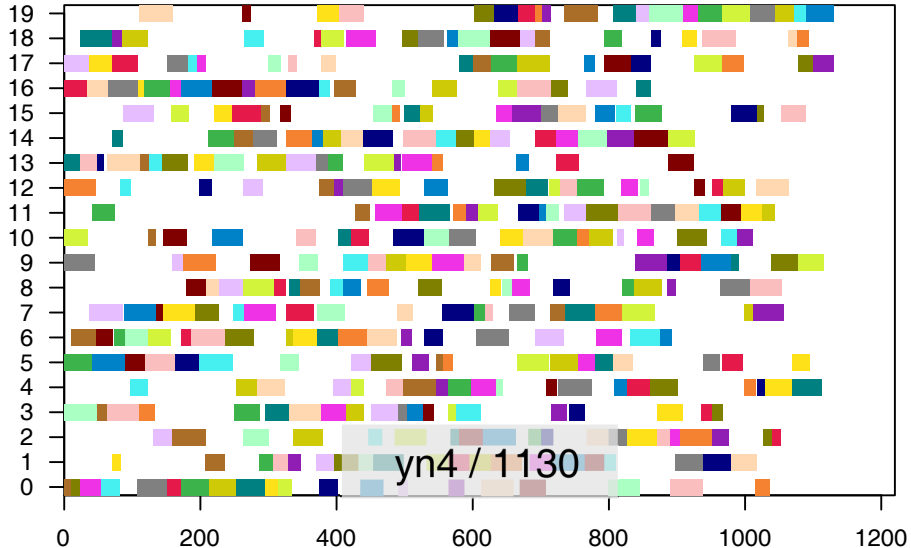
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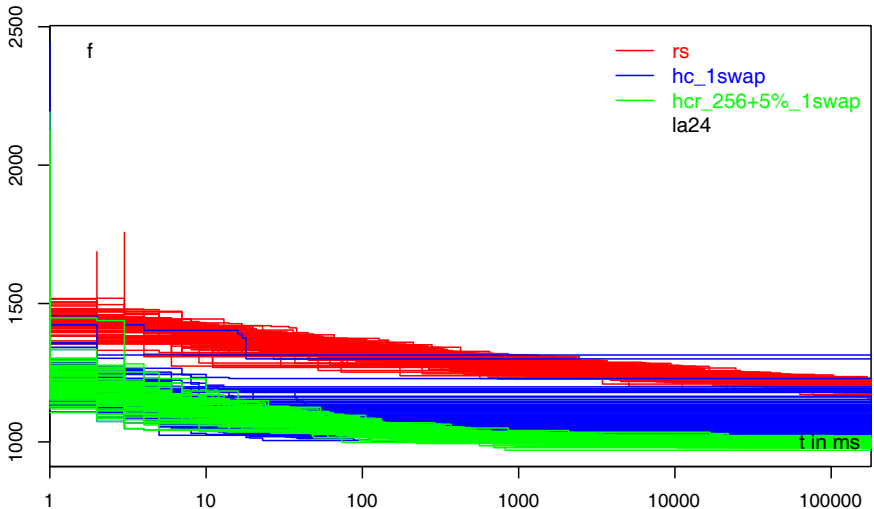
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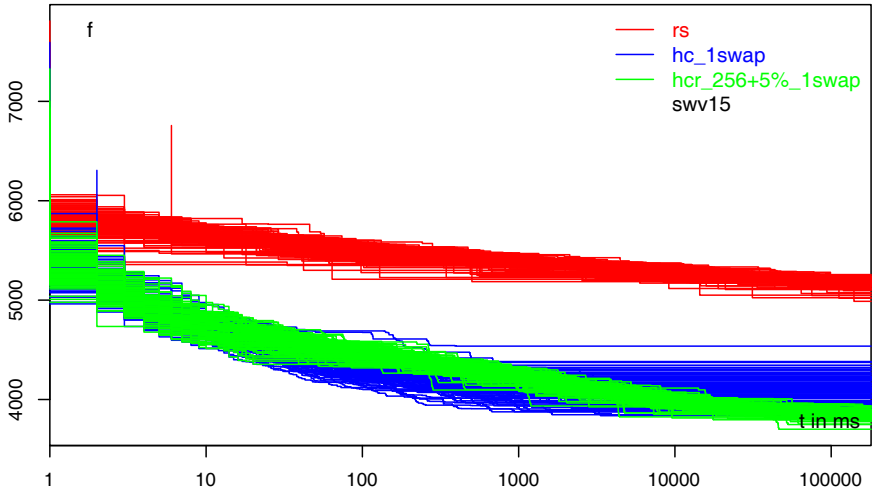


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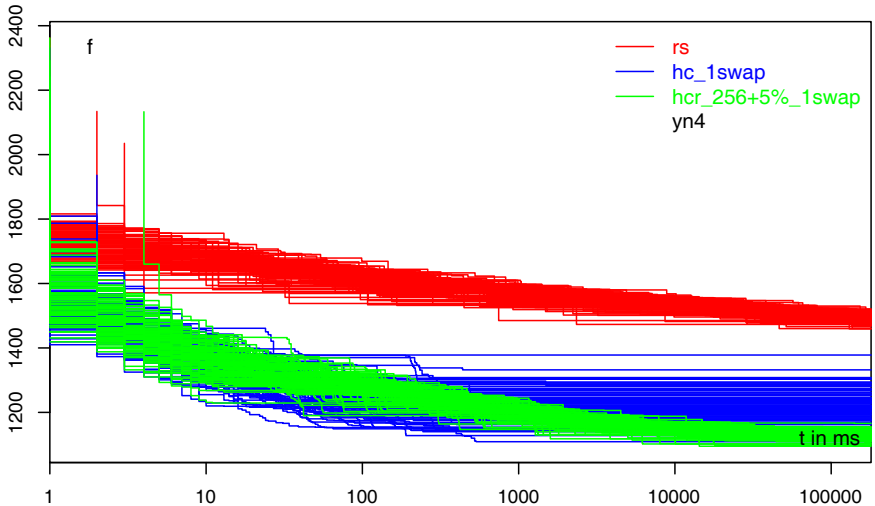
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- 1 Introduction
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- 4 Improved Algorithm Concept 2**
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- Notice: Which a local optimum is, is determined by the unary search operator!
- If we had a different operator with a bigger neighborhood, then maybe  $x^\times$  would no longer be a local optimum and we could still improve the results after reaching it. . .

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- If we just change everything always, we basically have random sampling again. . .

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- We most often make small moves, but sometimes bigger ones.
- Theoretically, we could always escape from local any optima, but the probability may sometimes be very very small.

## Listing: Swap a random number of sub-jobs.

```
public class JSSPUnaryOperatorNSwap
    implements IUnarySearchOperator<int[]> {

    public void apply(int[] x, int[] dest, Random random) {
        System.arraycopy(x, 0, dest, 0, x.length);
        int i = random.nextInt(dest.length);
        int first = dest[i];
        int last = first;

        boolean hasNext;
        do {
            hasNext = random.nextBoolean();
            inner: for (;;) {
                final int j = random.nextInt(dest.length);
                final int job_j = dest[j];
                if ((last != job_j) &&
                    (hasNext || (first != job_j))) {
                    dest[i] = job_j;
                    i = j;
                    last = job_j;
                    break inner;
                }
            }
        } while (!hasNext);
    }
}
```

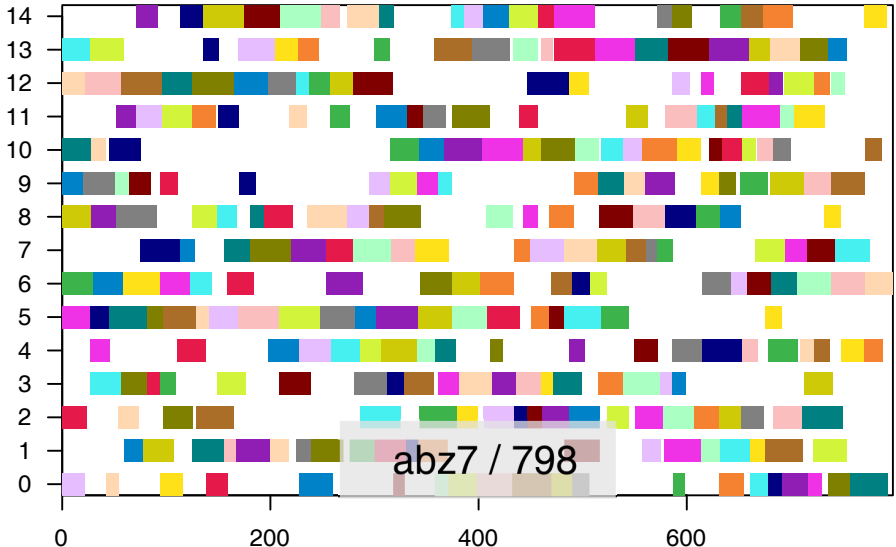
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# So what do we get?

hc\_1swap: hill climber with 1swap

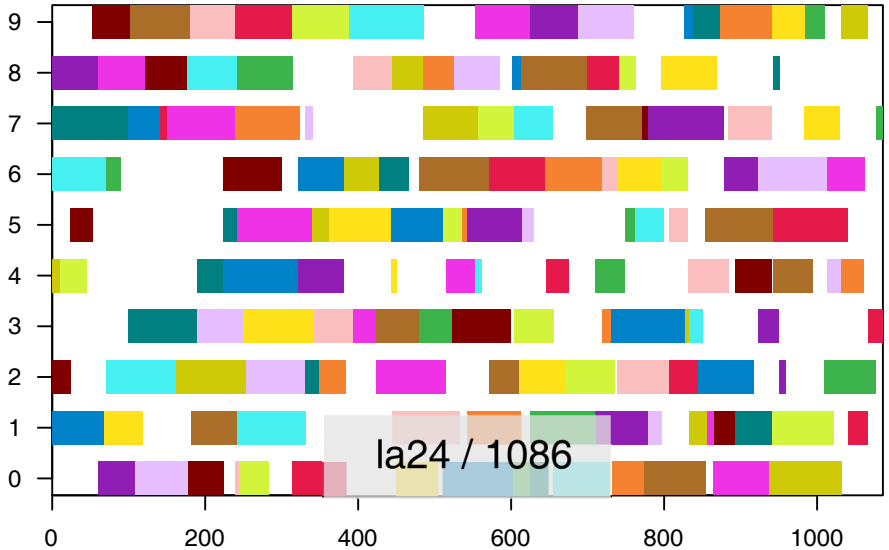


abz7 / 757



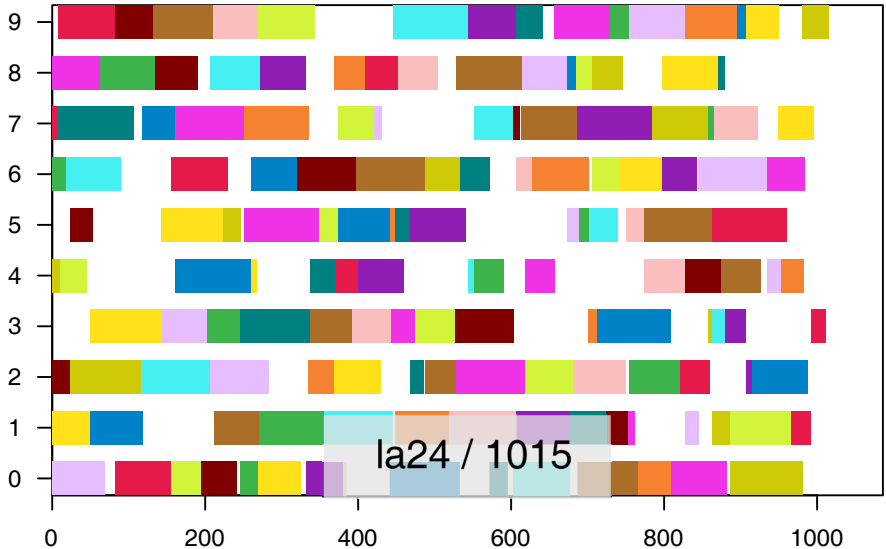


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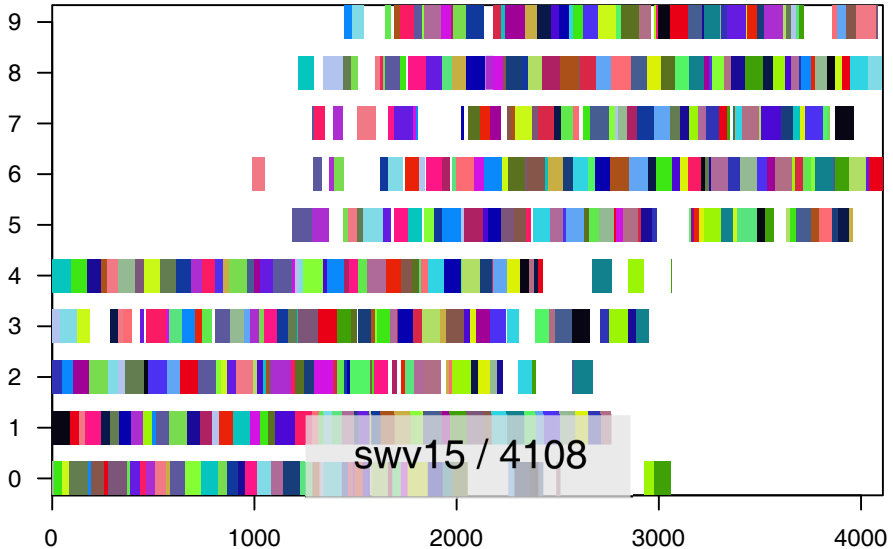
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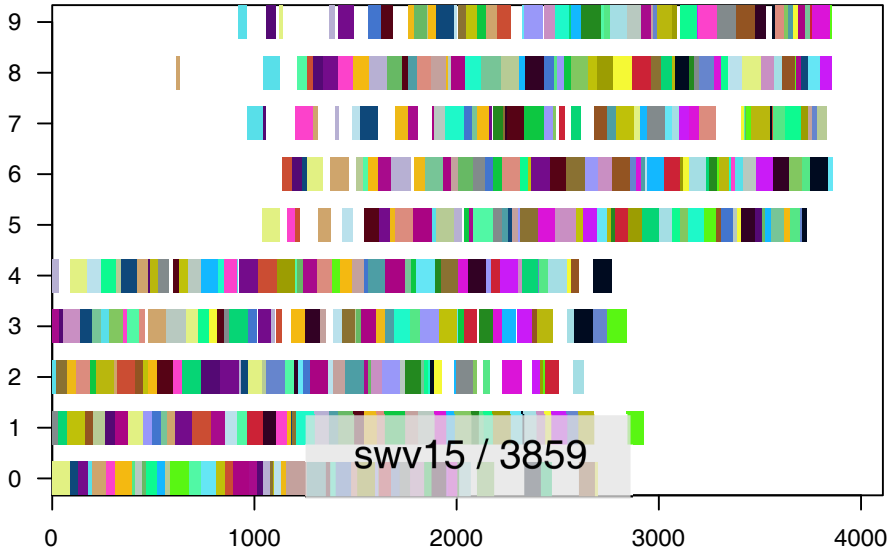
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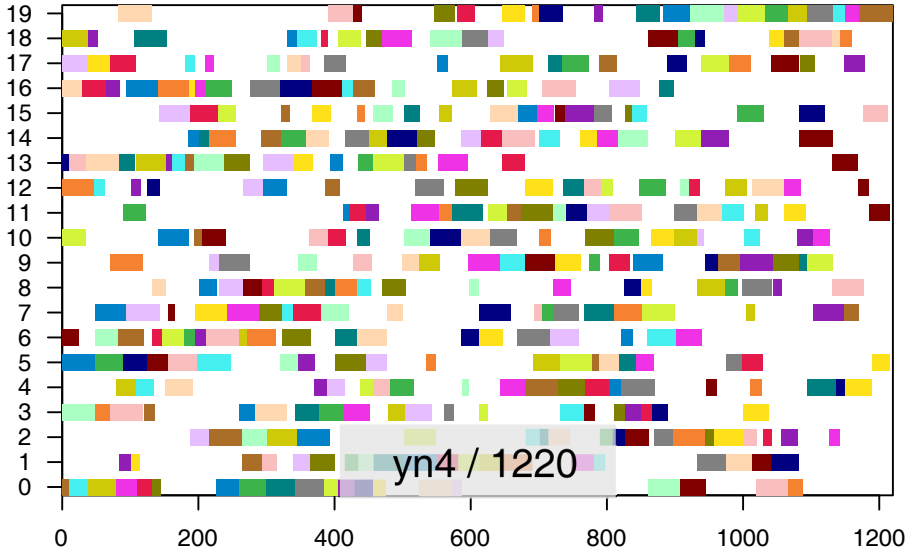
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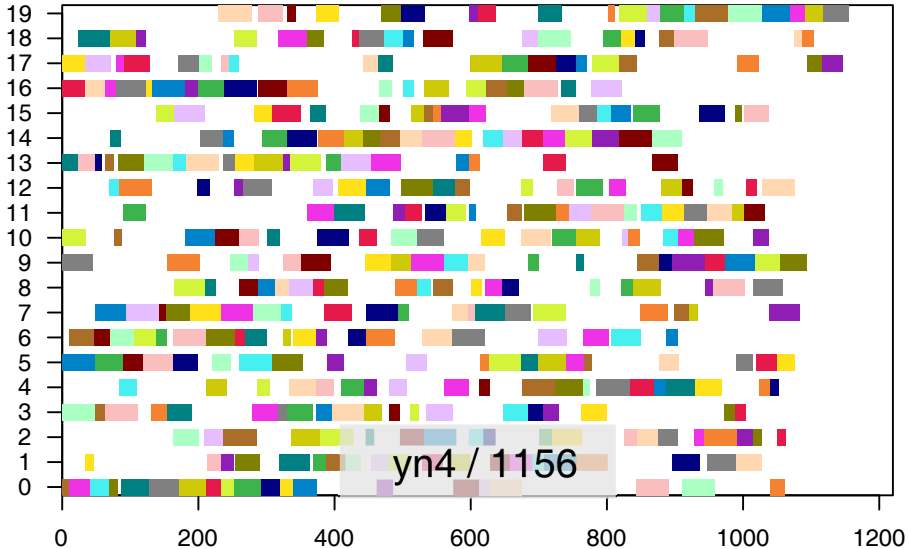
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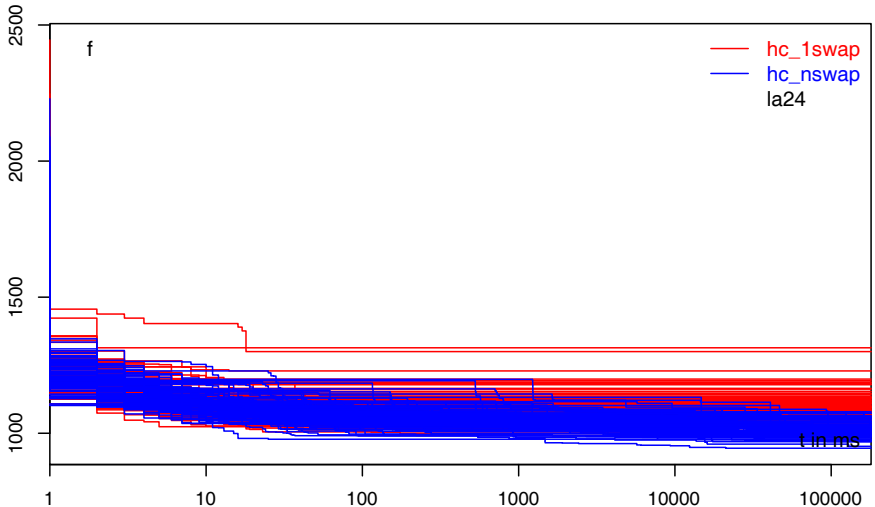
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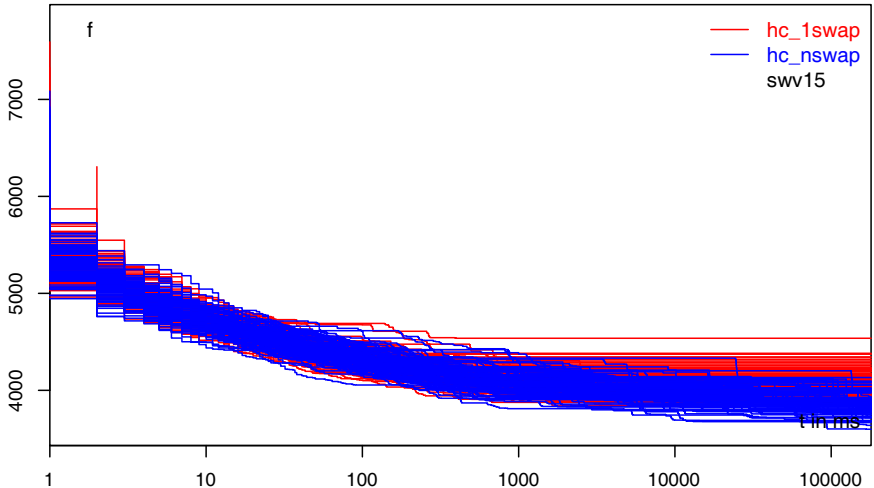
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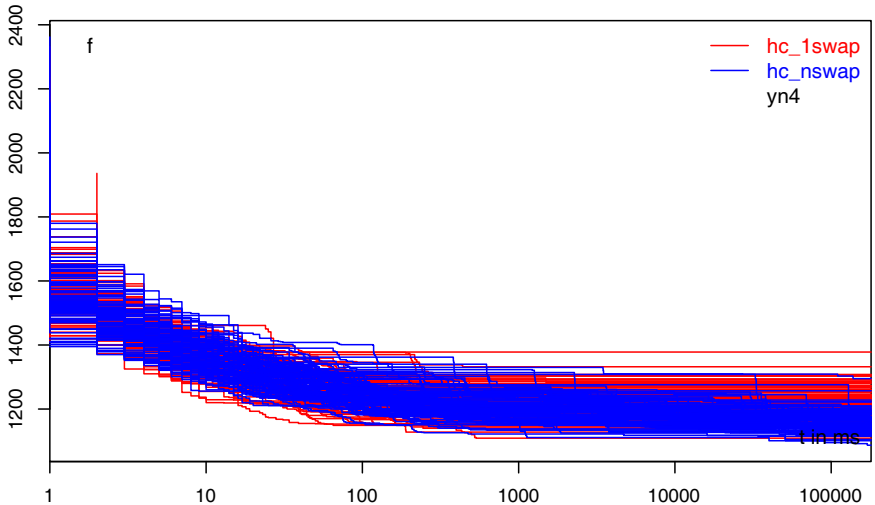




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- Let's see how they work together!

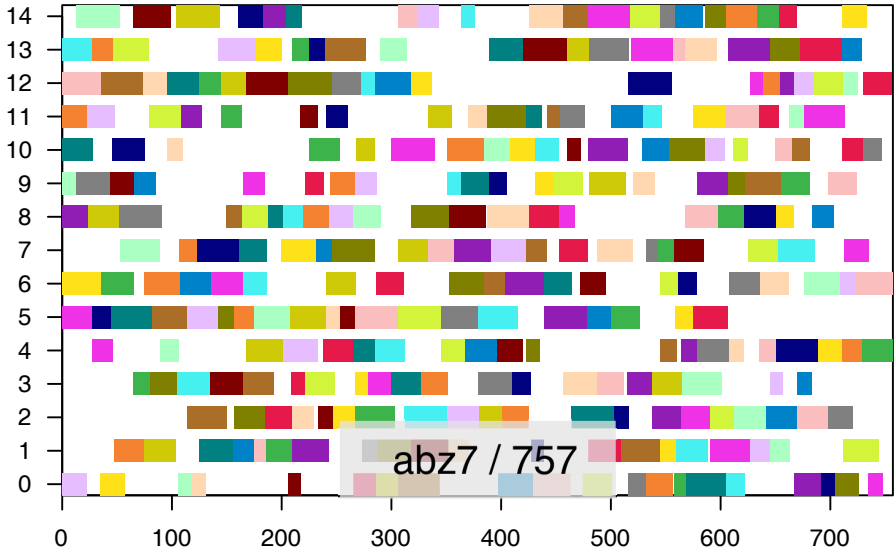
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		best	mean	med	sd	med(t)	med(FEs)
abz7	hc_1swap	717	800	798	28	0s	16978
	hcr_256+5%_1swap	723	742	743	7	21s	5681591
	hc_nswap	724	757	757	17	30s	8145596
	hcr_256+5%_nswap	707	733	734	7	64s	17293038
la24	hc_1swap	999	1095	1086	56	0s	6612
	hcr_256+5%_1swap	970	997	998	9	6s	3470368
	hc_nswap	945	1017	1015	29	21s	11123744
	hcr_256+5%_nswap	945	981	984	9	57s	29246097
swv15	hc_1swap	3837	4108	4108	137	1s	104598
	hcr_256+5%_1swap	3701	3850	3857	40	60s	9874102
	hc_nswap	3599	3867	3859	113	70s	11559667
	hcr_256+5%_nswap	3645	3804	3811	44	91s	14907737
yn4	hc_1swap	1109	1222	1220	48	0s	31789
	hcr_256+5%_1swap	1095	1129	1130	14	22s	4676669
	hc_nswap	1087	1160	1156	33	63s	13111115
	hcr_256+5%_nswap	1081	1117	1119	14	55s	11299461

# So what do we get?

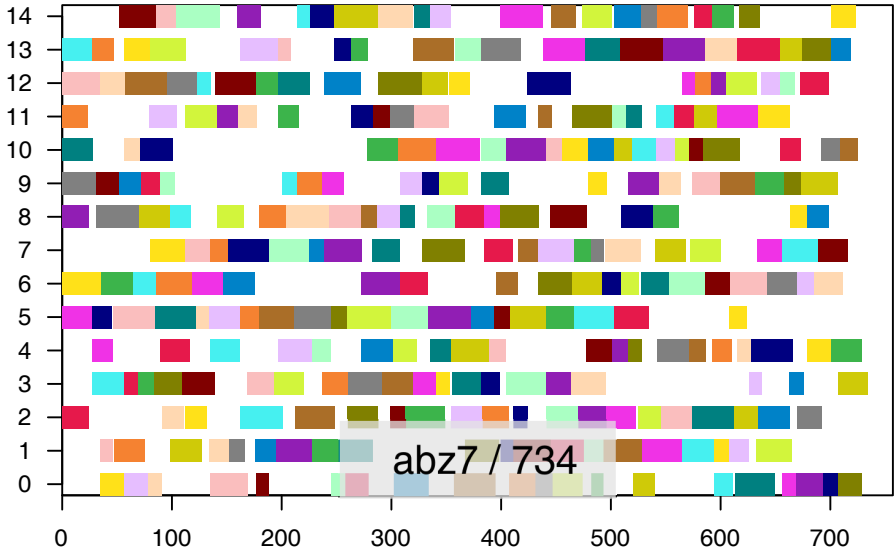
hc\_nswap: hill climber with nswap





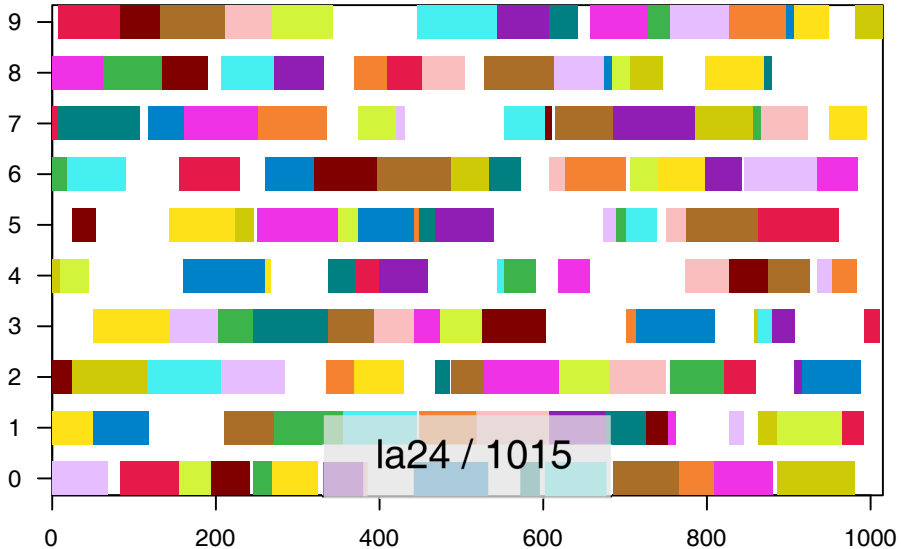
# So what do we get?

hcr\_256+5%\_nswap: restarting hill climber with nswap



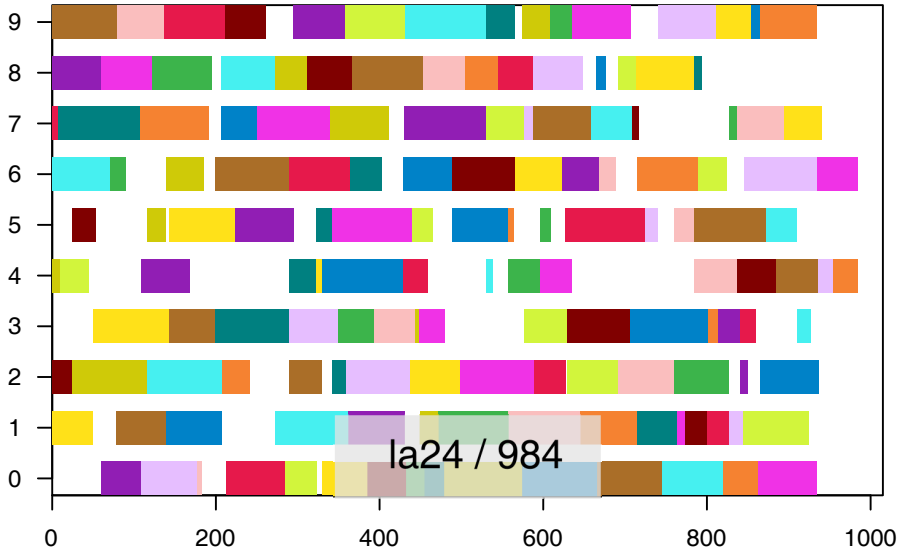
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hc\_nswap: hill climber with nswap



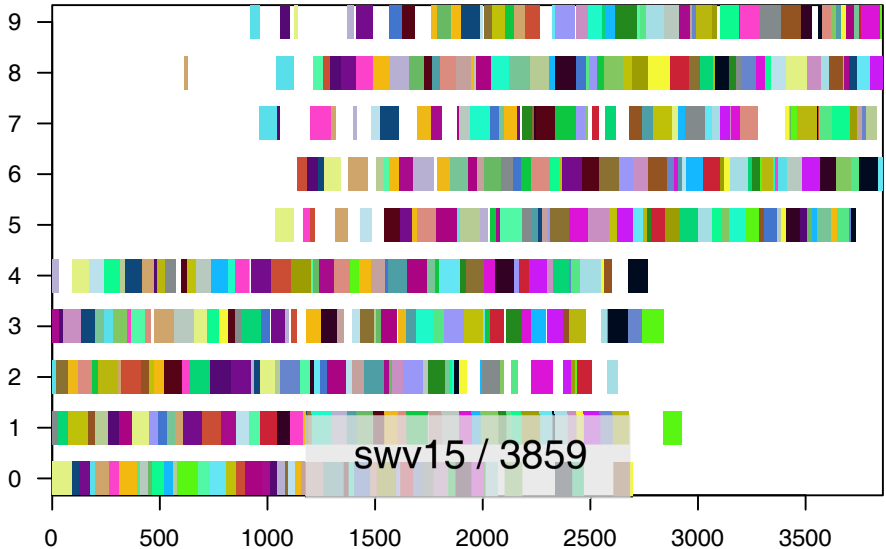
# So what do we get?

hcr\_256+5%\_nswap: restarting hill climber with nswap



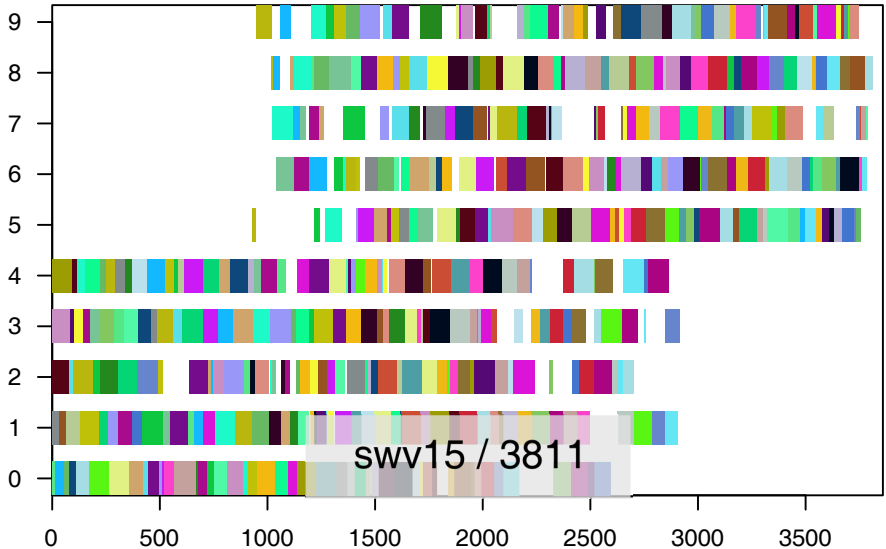
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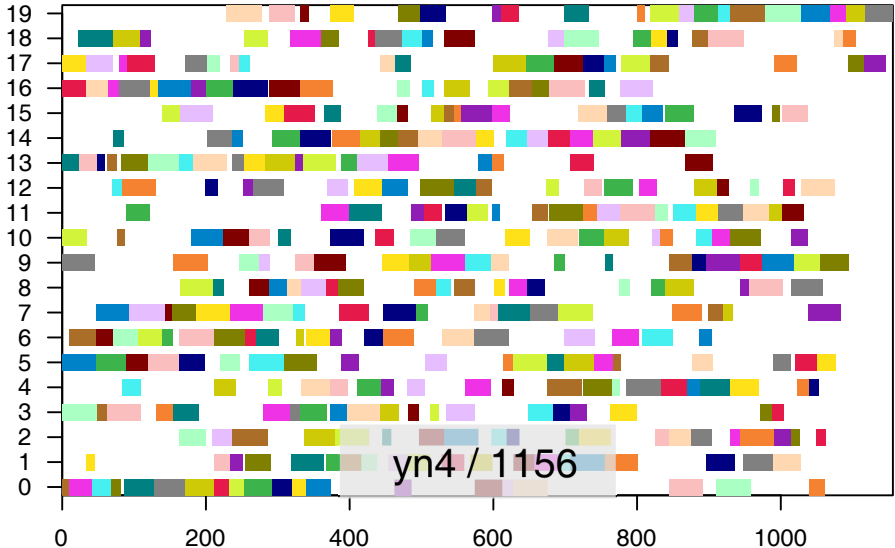
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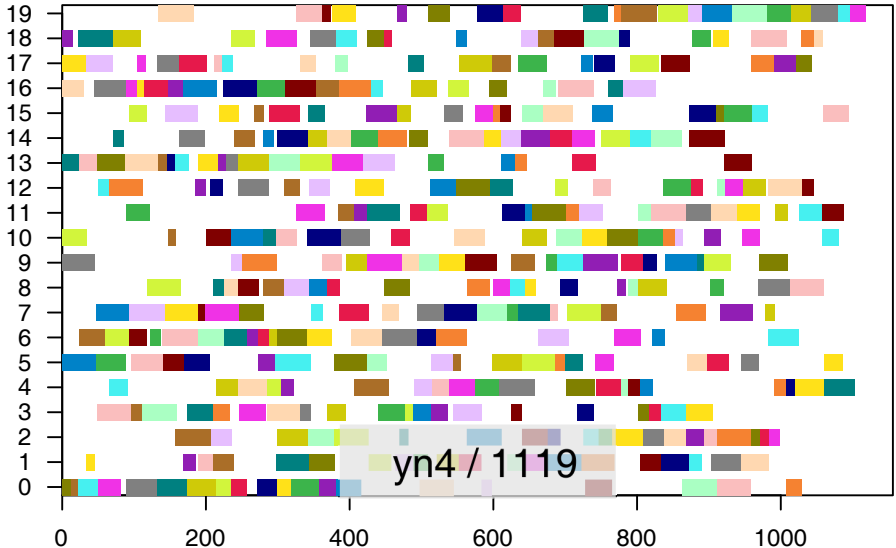
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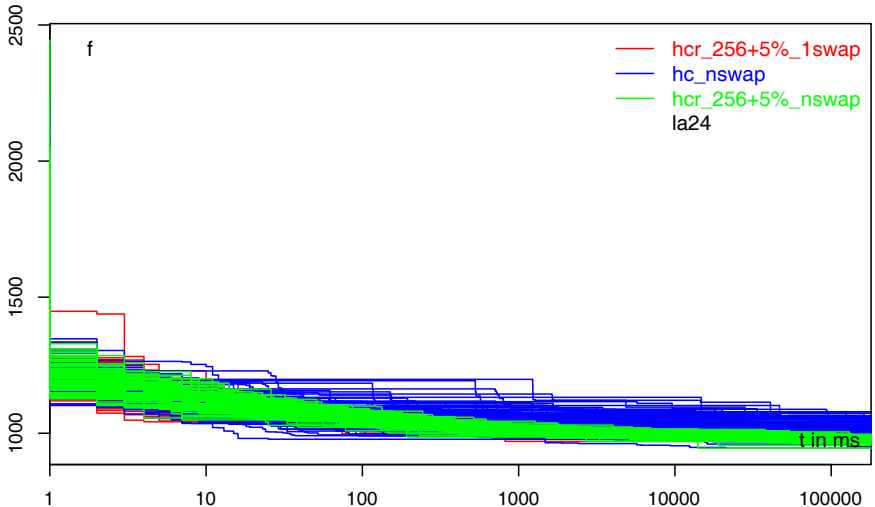
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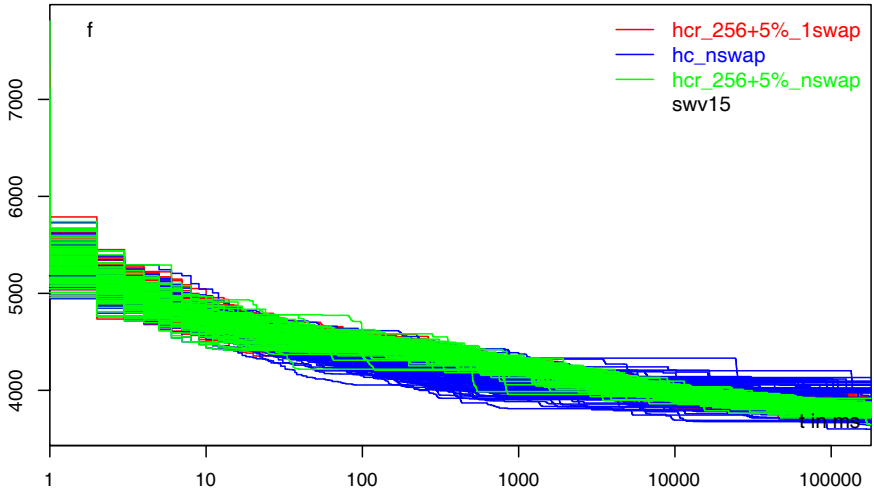
What progress does the algorithm make over time?



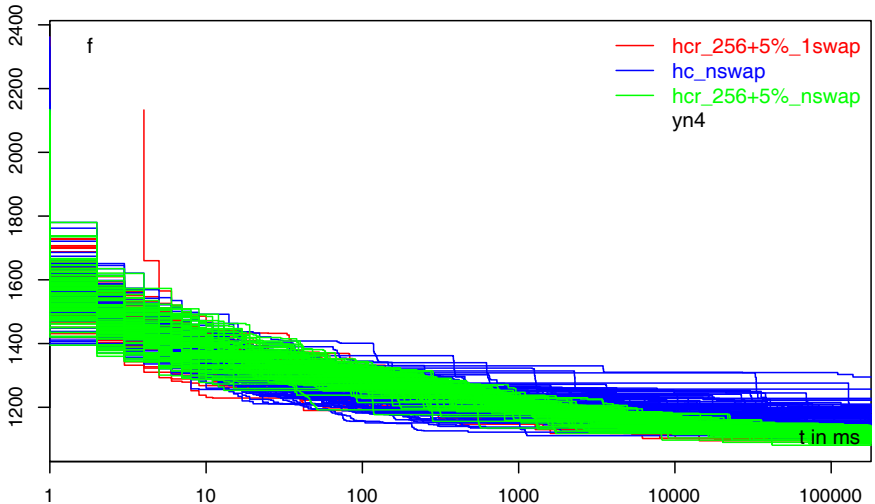
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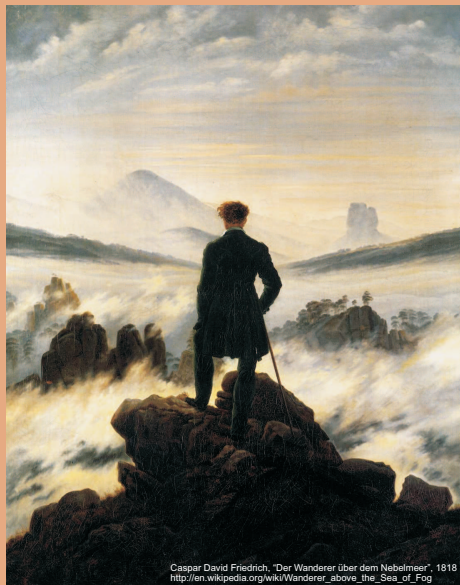
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- A hill climber can always get trapped in a local optimum, even with restarts. . . . if the basins of attraction of the local optima are larger than those of the global optimum.

# 谢谢

## Thank you

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Caspar David Friedrich, "Der Wanderer über dem Nebelmeer", 1818  
[http://en.wikipedia.org/wiki/Wanderer\\_above\\_the\\_Sea\\_of\\_Fog](http://en.wikipedia.org/wiki/Wanderer_above_the_Sea_of_Fog)



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