

# **Asynchronously Evolving Solutions with Excessively Different Evaluation Time by Reference-based Evaluation**

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# Introduction

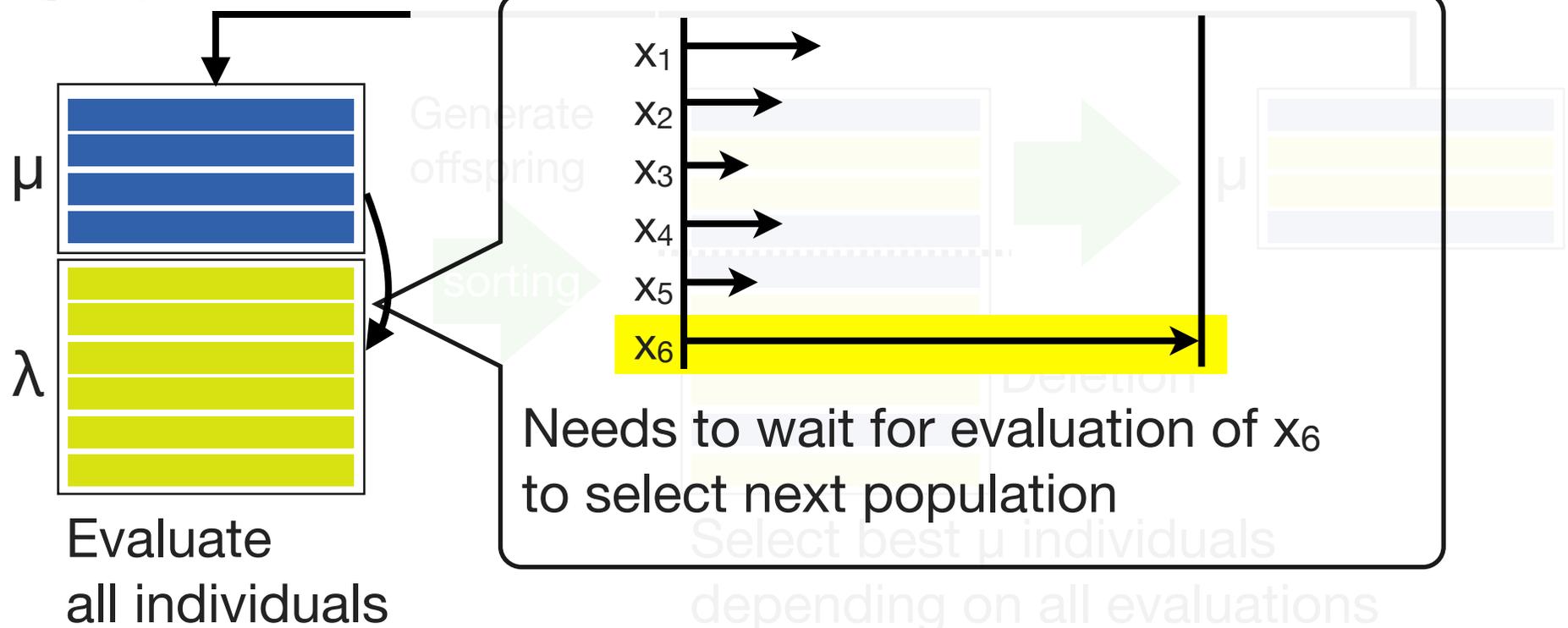
## Synchronous EA and its problem

General EA=**Synchronous** EA

evolves individuals depending on evaluations of entire population

If evaluation time of individuals **differs** from each other  
→sync. EA needs to wait for the slowest one

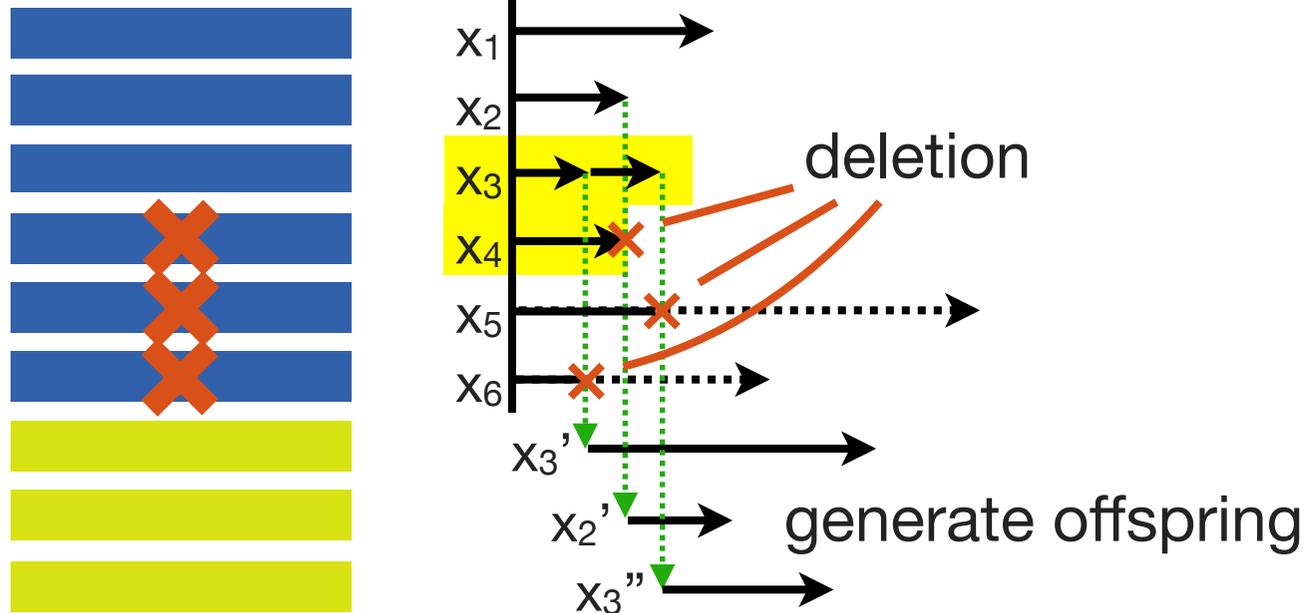
e.g.,  $(\mu+\lambda)$ -selection



# Asynchronous EA

evolves individuals independently (**asynchronously**)

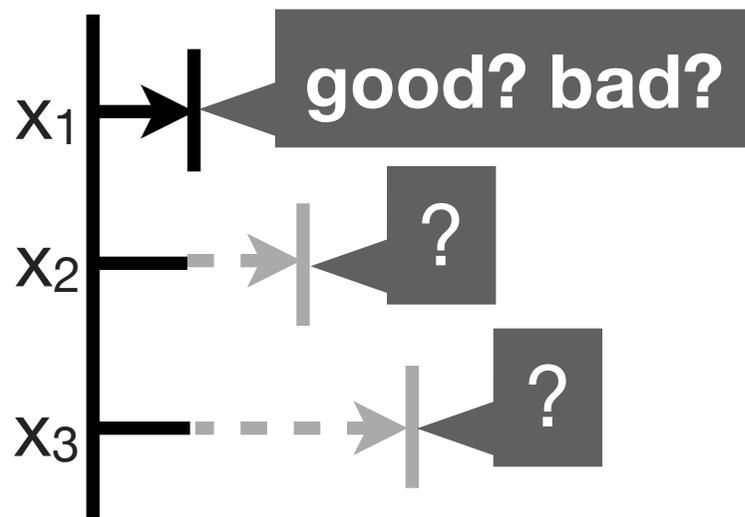
e.g., TAGP [Harada2013]



**Advantage** : Async. EA needs not to wait for other individuals  
→ can continue an evolution even in different evaluation time

# Difficulties of Async. EA

1. How to preserve **good** individuals?
2. How to delete **bad** individuals?



# Objective

To propose EA using **Asynchronous Reference-based Evaluation (ARE-EA)**

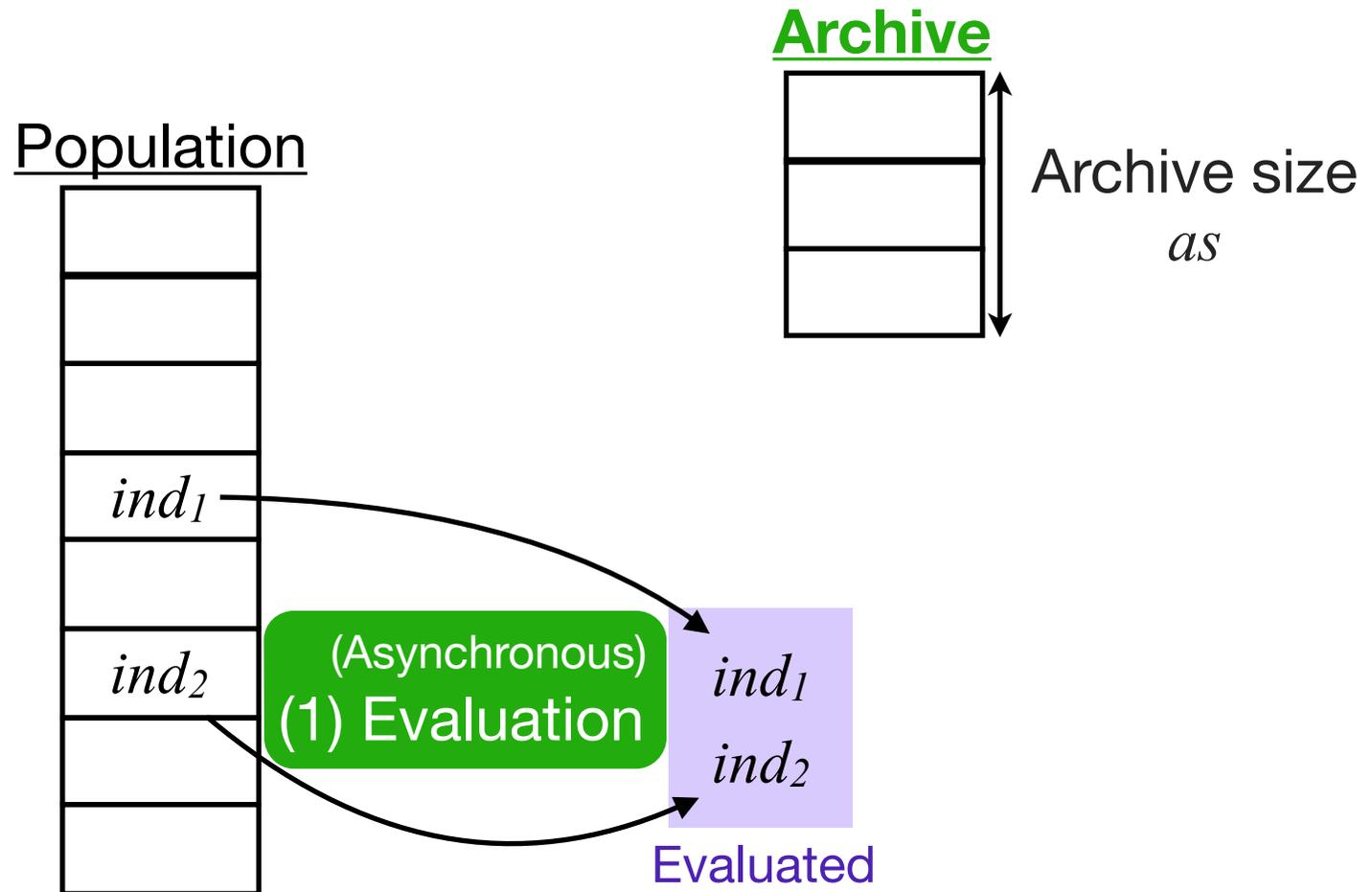
- **Archive** mechanism to preserve **good** individuals
- **Reference** individual to delete **bad** individuals

To investigate effectiveness of ARE-EA in situation where **evaluation times are excessively different**

1. Different computing speed (e.g., Difference of processing ability)
2. Evaluation failure (e.g., Infinite loop, Communication error)

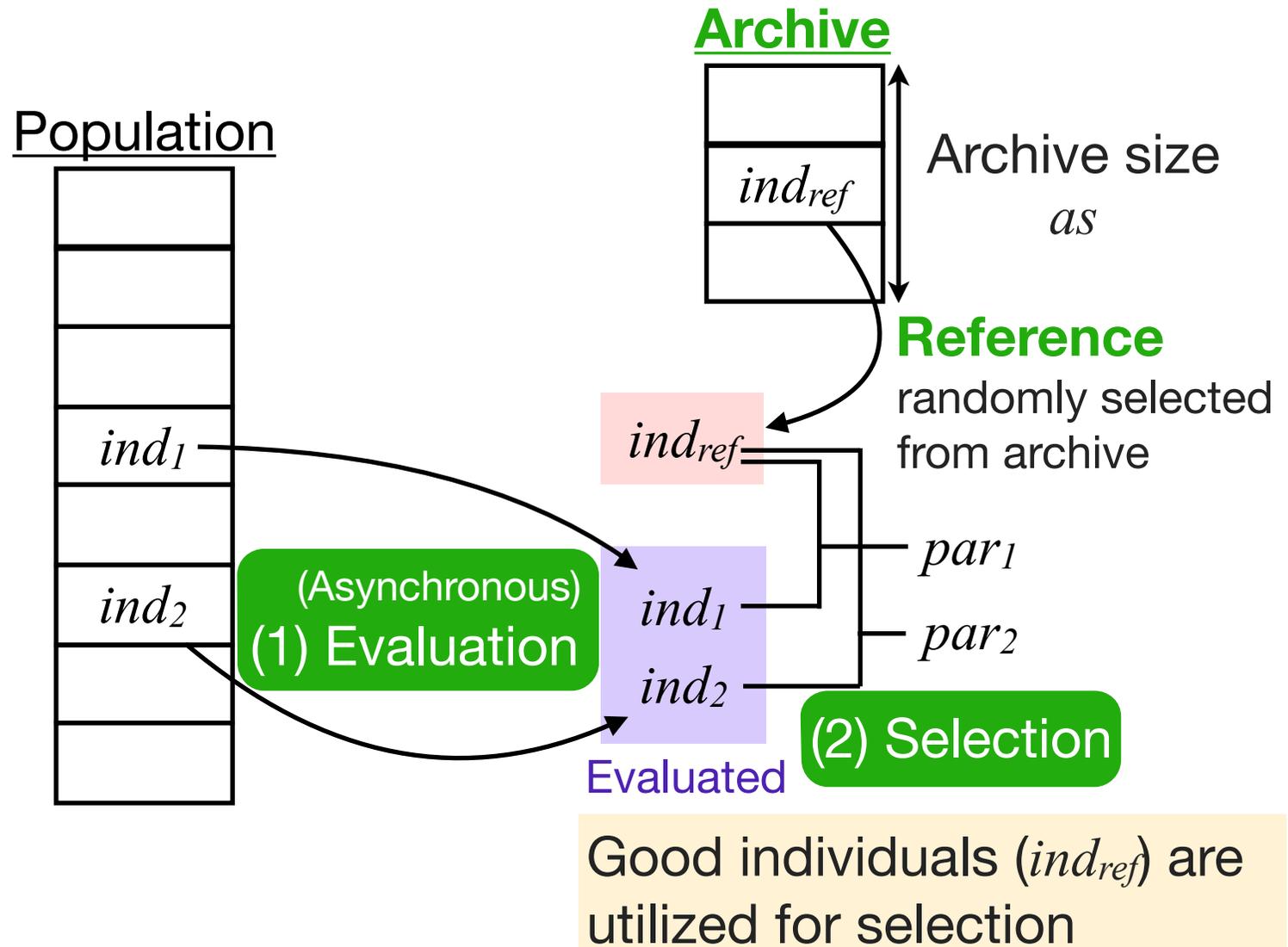
# Proposed method ARE-EA

(Asynchronous) (1) Evaluation	(2) Selection	(3) Mutation & Crossover
(4) Archiving	(5) Fitness deletion	(6) Reaper deletion



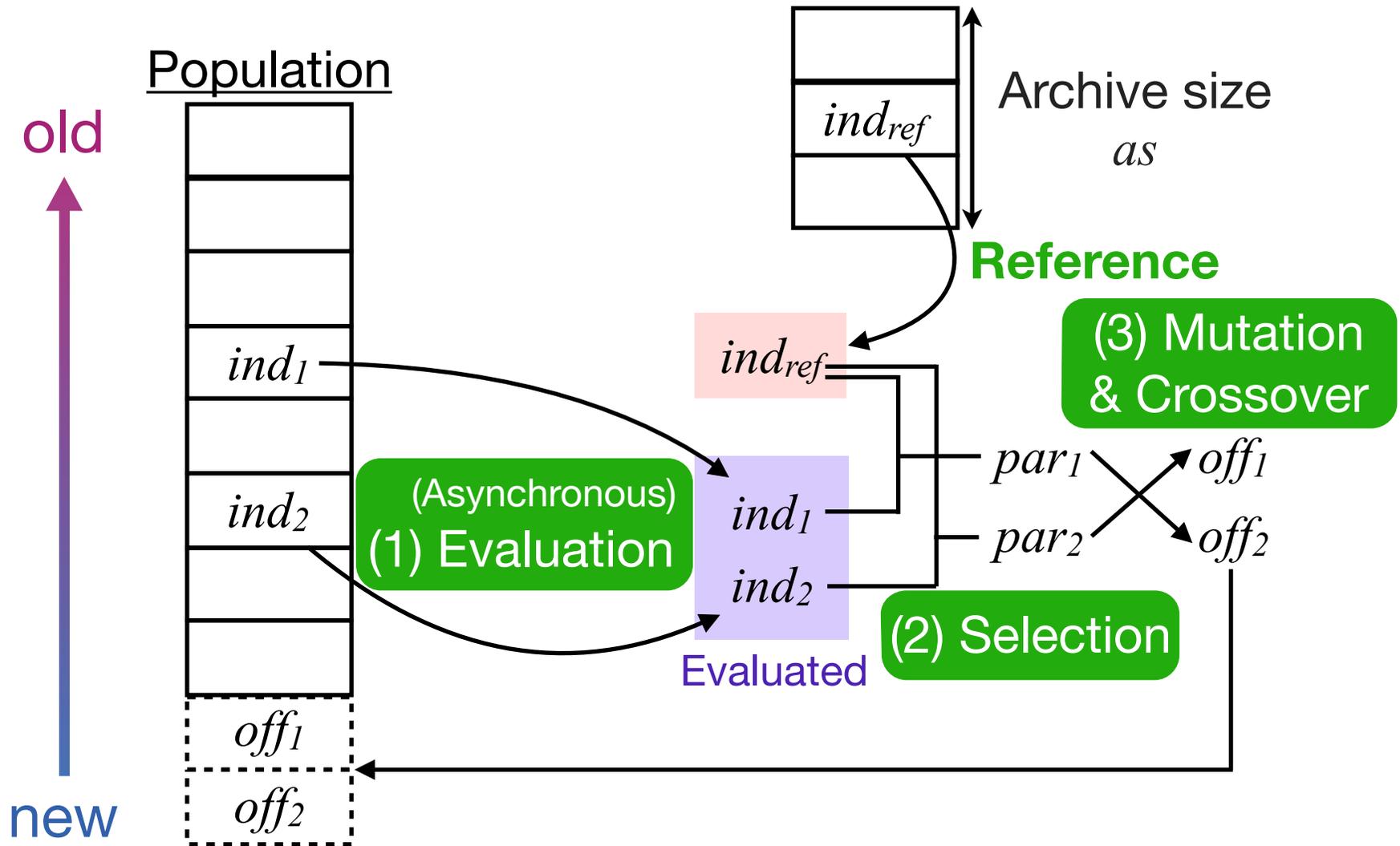
# Proposed method ARE-EA

(Asynchronous) (1) Evaluation	<b>(2) Selection</b>	(3) Mutation & Crossover
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# Proposed method ARE-EA

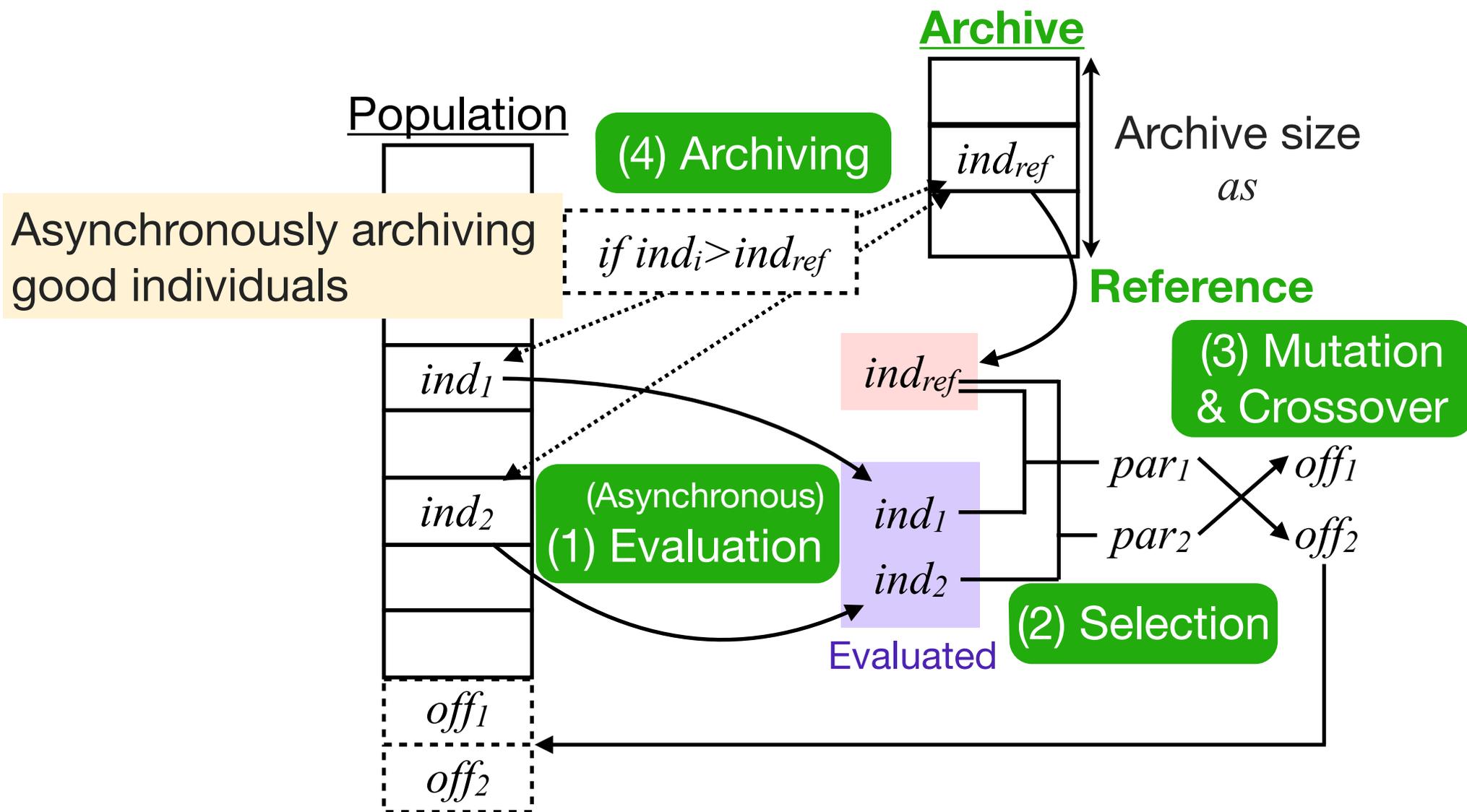
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# Proposed method

## ARE-EA

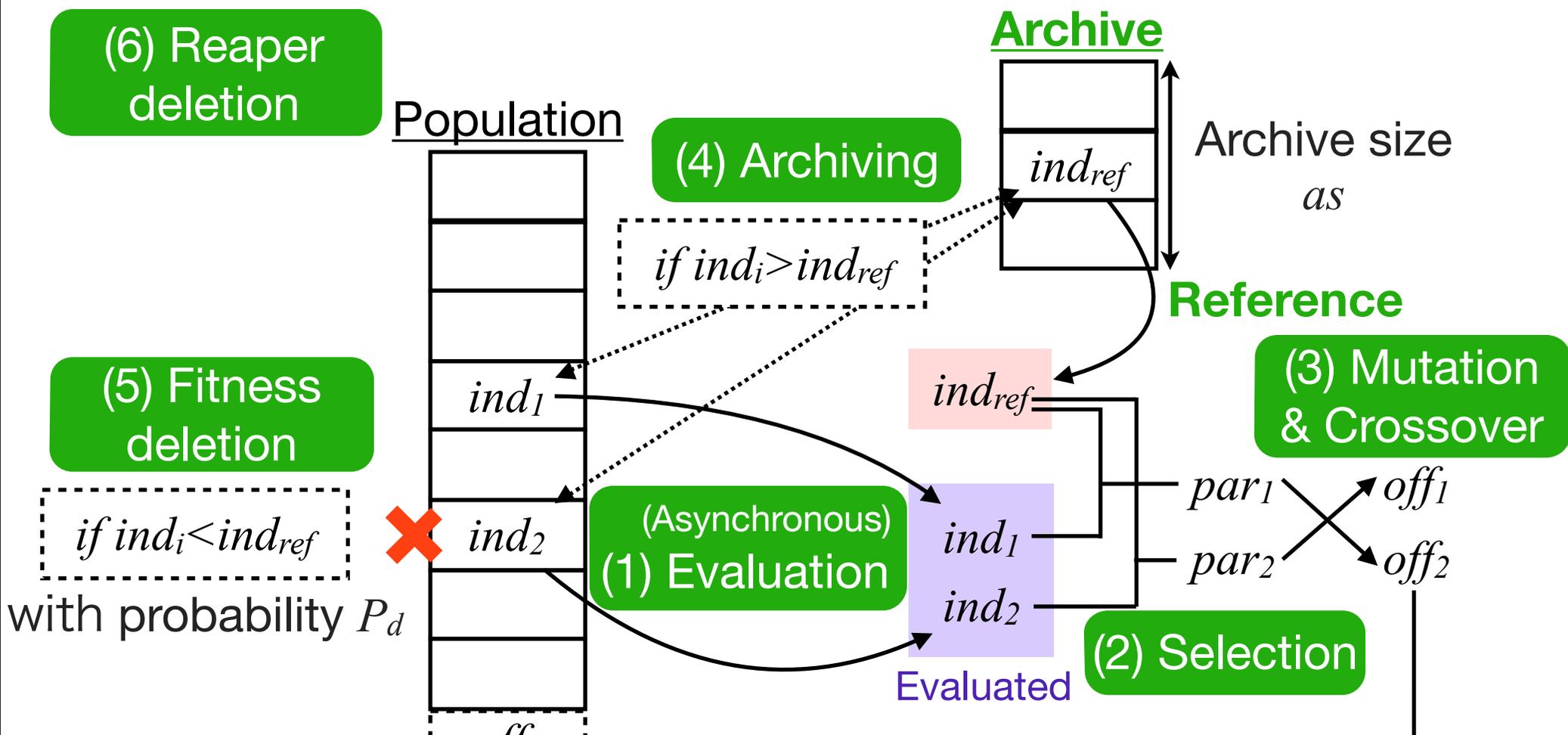
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# Proposed method

## ARE-EA

(Asynchronous) (1) Evaluation	(2) Selection	(3) Mutation & Crossover
(4) Archiving	(5) Fitness deletion	(6) Reaper deletion

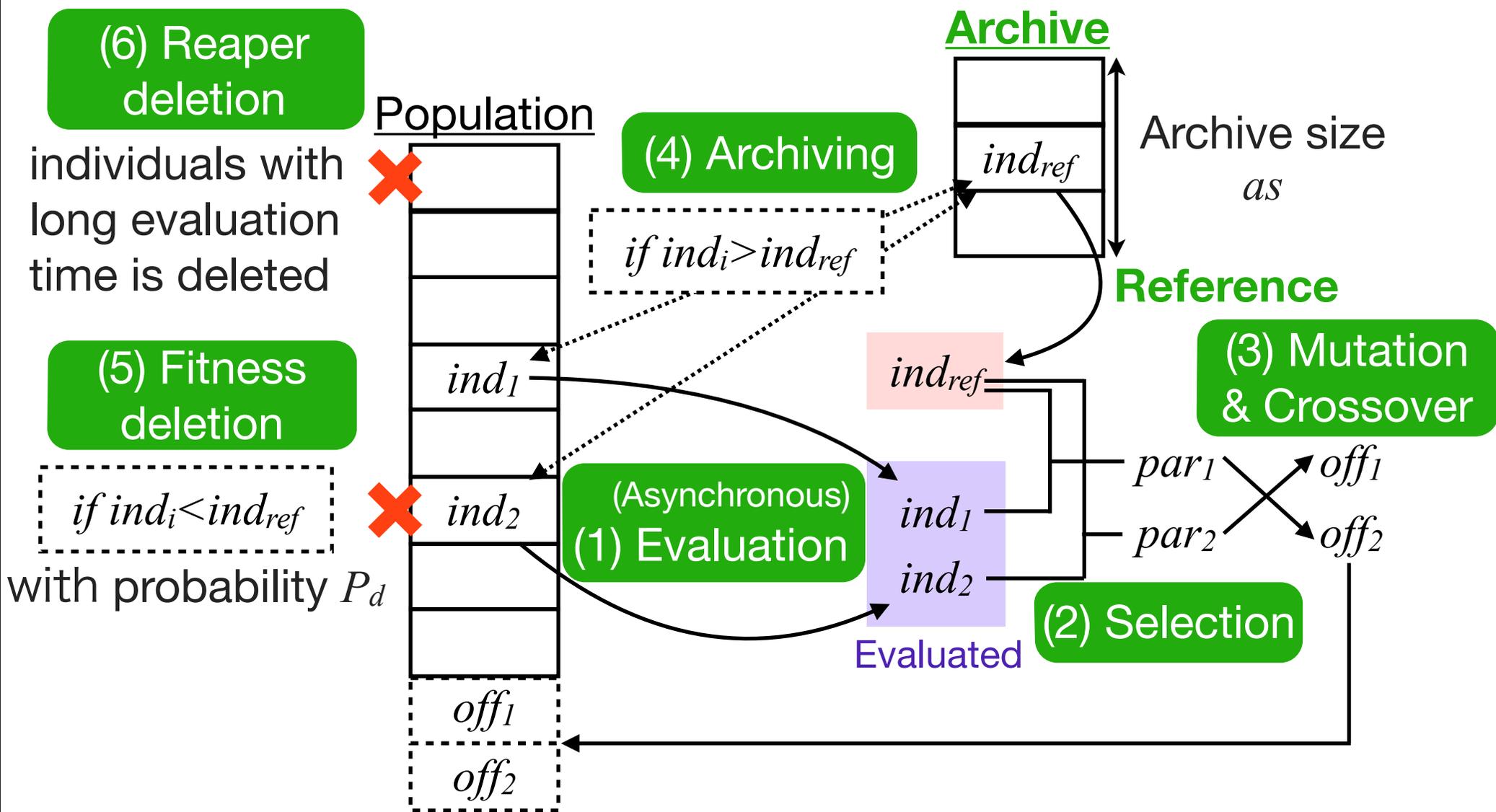


Deletion based on comparison with reference  
 → delete bad individuals

# Proposed method

## ARE-EA

(Asynchronous) (1) Evaluation	(2) Selection	(3) Mutation & Crossover
(4) Archiving	(5) Fitness deletion	(6) Reaper deletion



# Experiment

## Comparison

**ARE-GP** vs. **( $\mu+\lambda$ )-GP**

(asynchronous)      (synchronous)

in situation where evaluation times are excessively different

## Testbed problem

Employing Linear GP (LGP) testbeds

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Symbolic regression

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- 1  $f(x)=x^4+x^3+x^2+x$
  - 2  $f(x)=x^6-2x^4+x^2$
  - 3  $f(x)=\sin(x^2) \times \cos(x)-1$
  - 4  $f(x)=\ln(x+1)+\ln(x^2+1)$
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[J. McDermott, et al., 2012]

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Instruction set

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$+$ ,  $-$ ,  $\times$ ,  $/$ ,  $\sin$ ,  $\cos$ ,  $\exp$ ,  $\ln$   
 $x_0 \dots x_7$ ,  $constant=\{1, 2, \dots, 9\}$

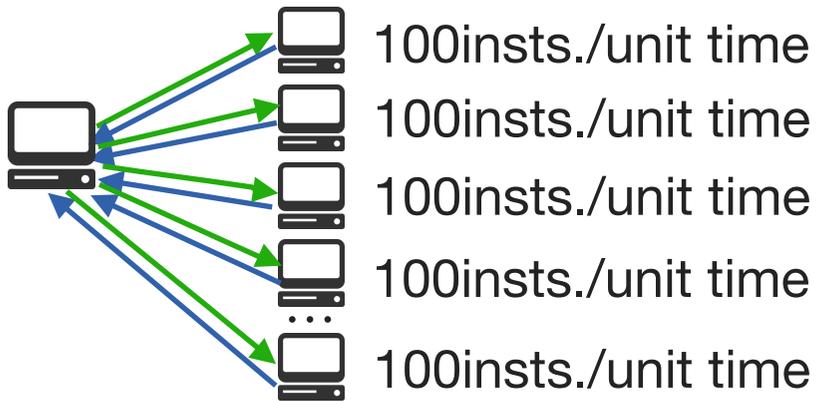
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# Settings

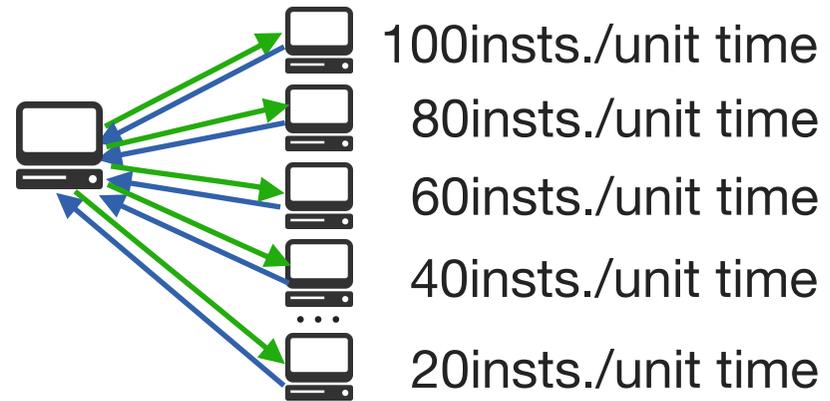
Different evaluation time situations

**(1) Different computing speed** (e.g., Difference of processing ability)

**Same**

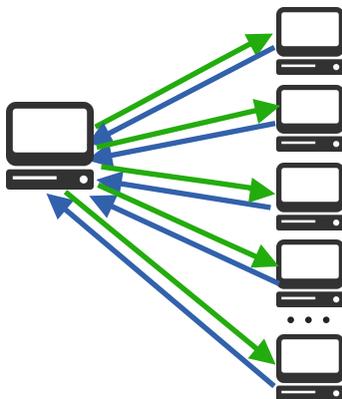


**Different**

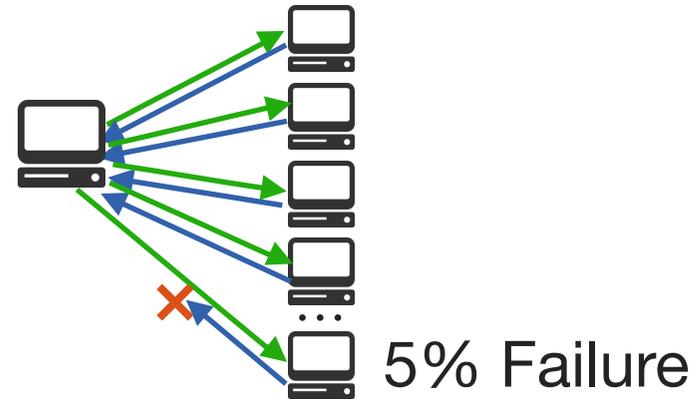


**(2) Evaluation failure** (e.g., Infinite loop, Communication error)

**No failure**



**Failure**



# Cases

Failure \ Speed	Same	Different
No failure	Case1	Case2
Failure	Case3	Case4

\* $(\mu+\lambda)$ -GP uses ideal limitation time to cut off evaluations in Cases3&4

\*ARE-GP : archive size  $as=5$ , deletion probability  $P_d=0.5$

## Evaluation Criterion 20 trials

Average *fitness* according to the **same elapsed unit time**

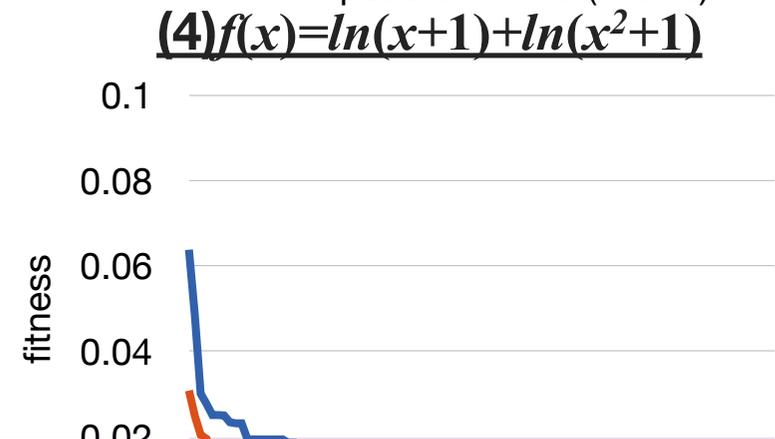
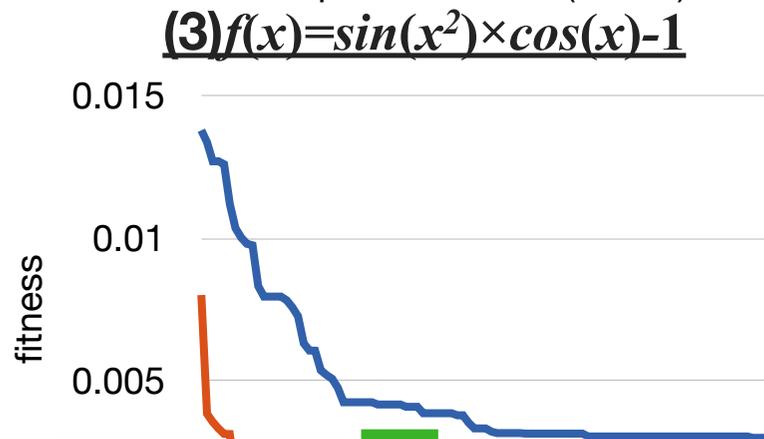
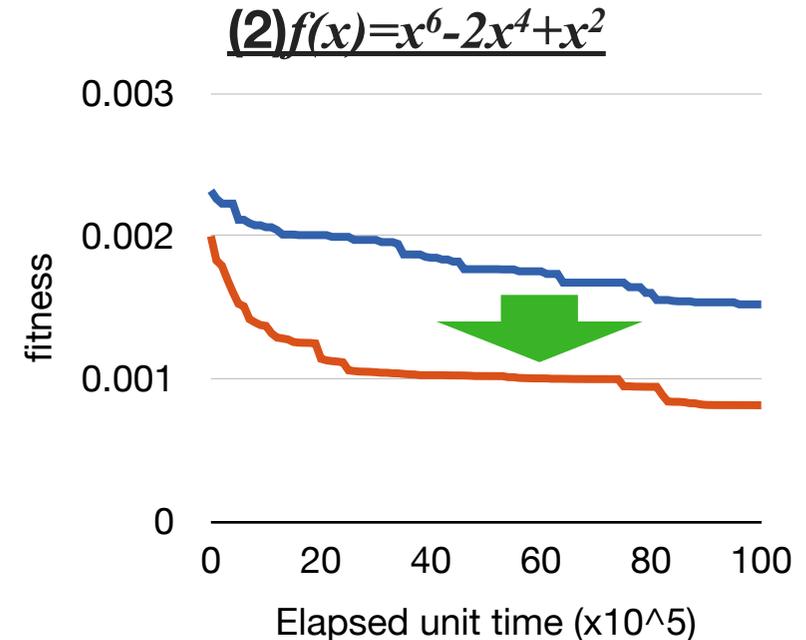
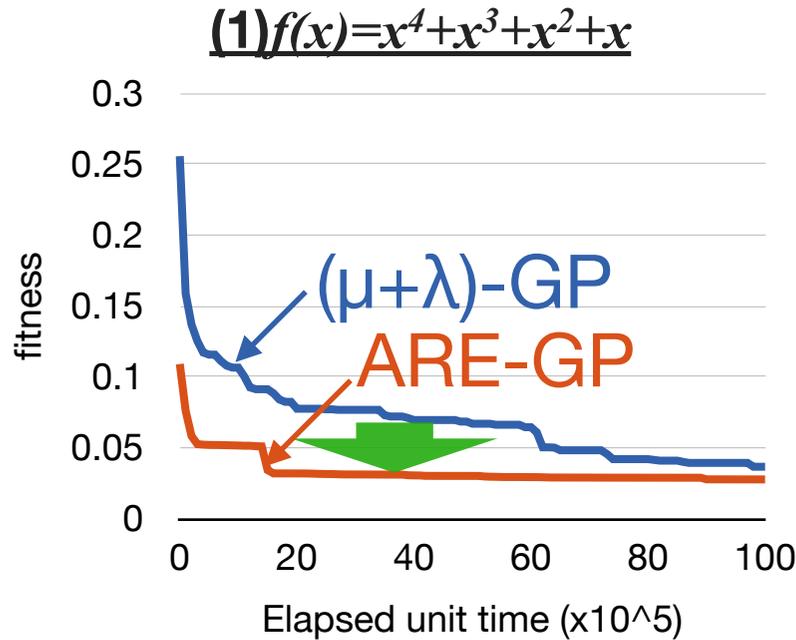
$$fitness = \frac{1}{m} \sum_{i=1}^m (\hat{y}_i - y_i^*)^2$$

$m$  : # of test data  
 $\hat{y}_i$  : output       $y_i^*$  : target value

Failure \ Speed	Same	Different
No failure	Case1	Case2
Failure	Case3	Case4

# Result : Case1

Speed	Same	Different
Failure	Case1	Case2
No failure	Case1	Case2
Failure	Case3	Case4



ARE-GP >  $(\mu+\lambda)$ -GP

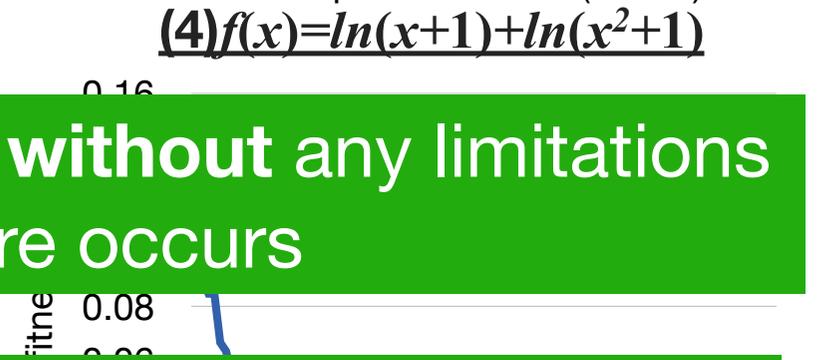
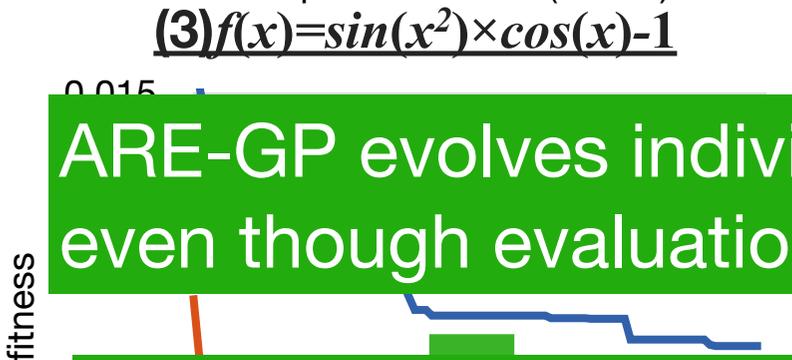
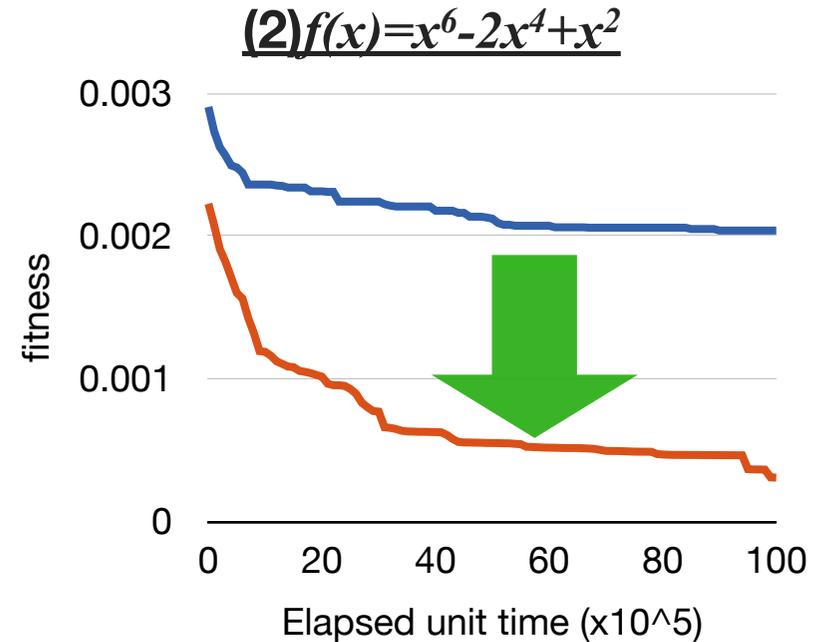
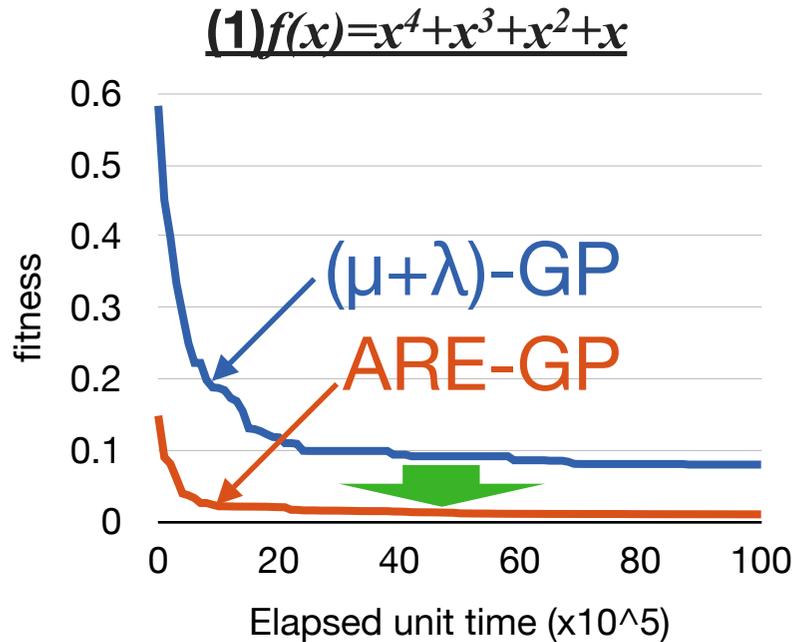
→ ARE-GP evolves individuals without waisting time

Failure \ Speed	Same	Different
No failure	Case1	Case2
Failure	Case3	Case4

# Result : Case4

Speed	Same	Different
Failure	Case1	Case2
No failure	Case1	Case2
Failure	Case3	Case4

(Ideal limitation time is used)



ARE-GP evolves individuals **without** any limitations even though evaluation failure occurs

ARE-GP >  $(\mu+\lambda)$ -GP  
 ARE-GP efficiently evolves individuals in situation where evaluation times are excessively different

# Result

**ARE-GP** > **( $\mu+\lambda$ )-GP**

in all cases and in all testbeds

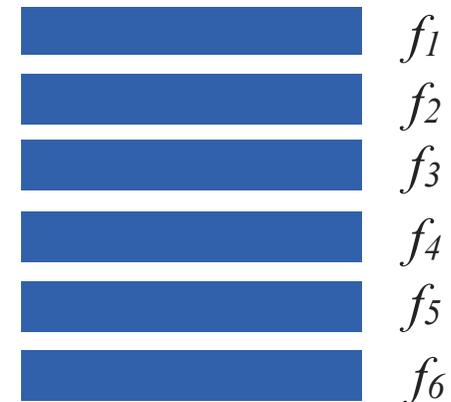
**ARE-GP**

only uses **a few** evaluations



**( $\mu+\lambda$ )-GP**

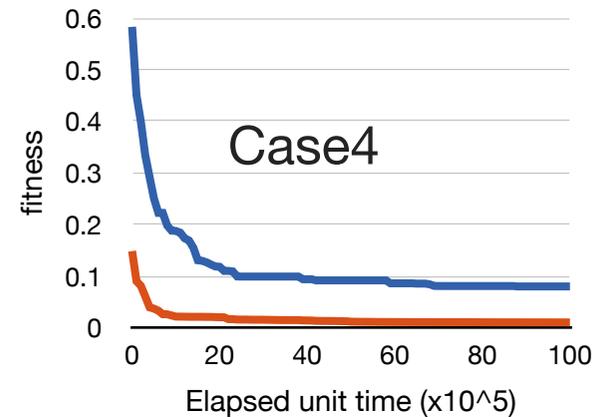
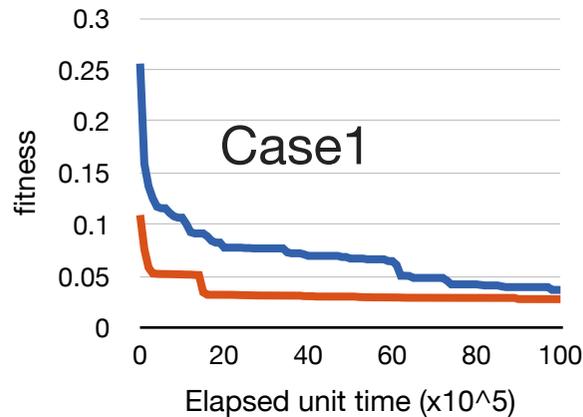
can use **all** evaluations



# Comparison of Case1&Case4

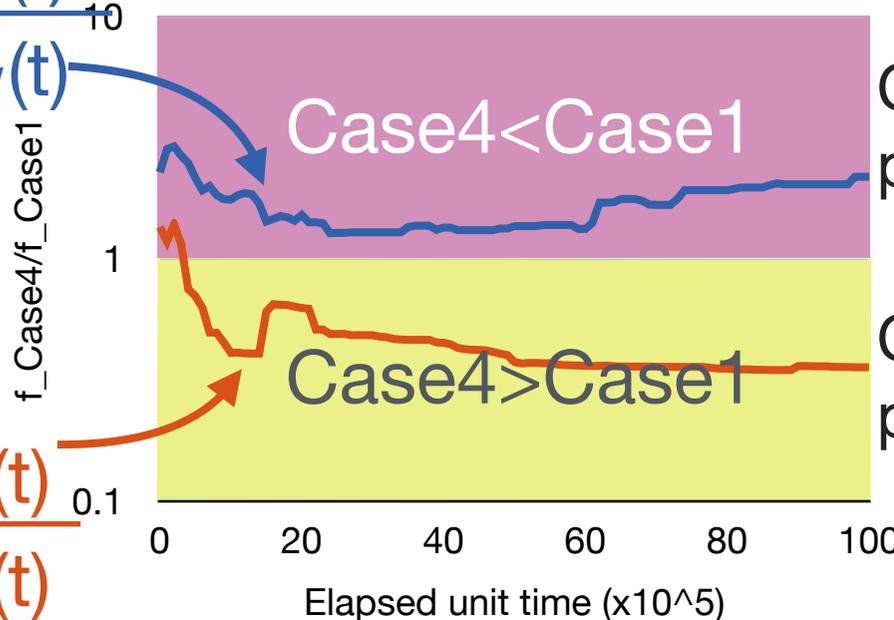
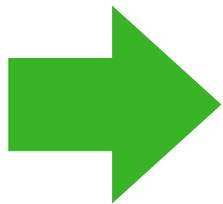
Ratio of fitness between Case1 and Case4

(1)  $f(x)=x^4+x^3+x^2+x$



$$\frac{(\mu+\lambda)\text{-GP}.f_{case4}(t)}{(\mu+\lambda)\text{-GP}.f_{case1}(t)}$$

$$\frac{ARE\text{-GP}.f_{case4}(t)}{ARE\text{-GP}.f_{case1}(t)}$$

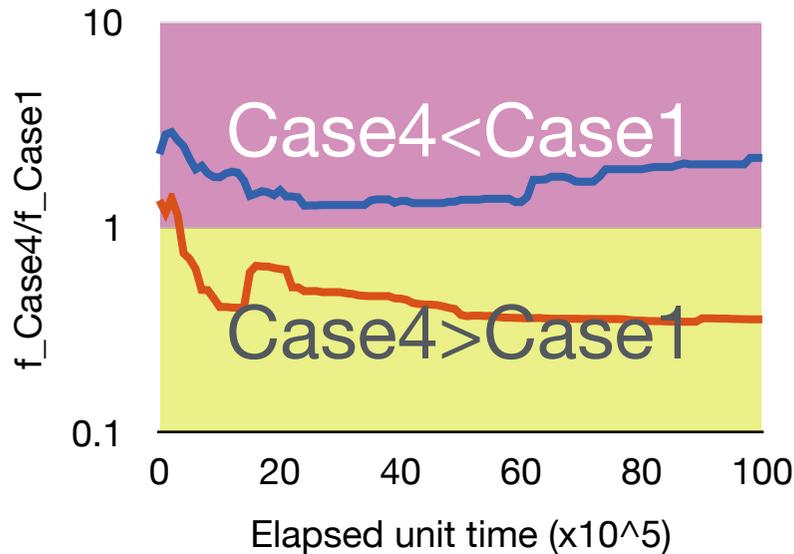


Case4 decreases performance than Case1

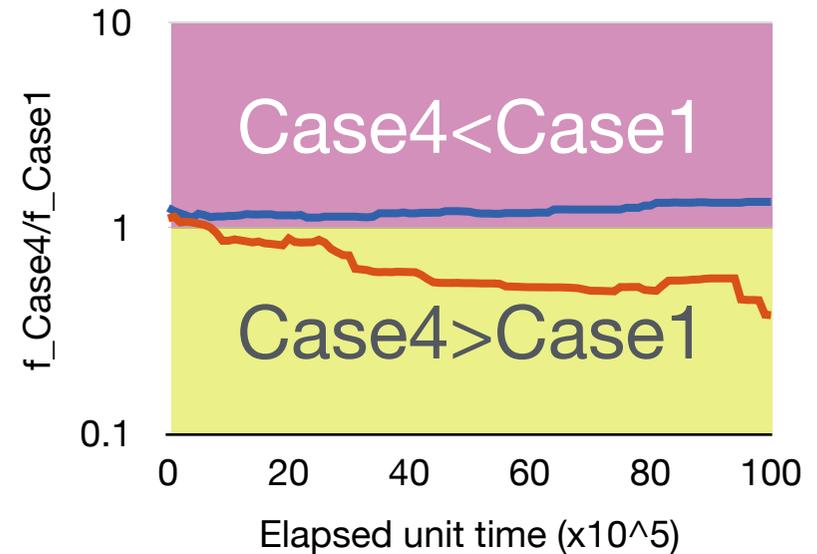
Case4 increases performance than Case1

# Comparison of Case1&Case4

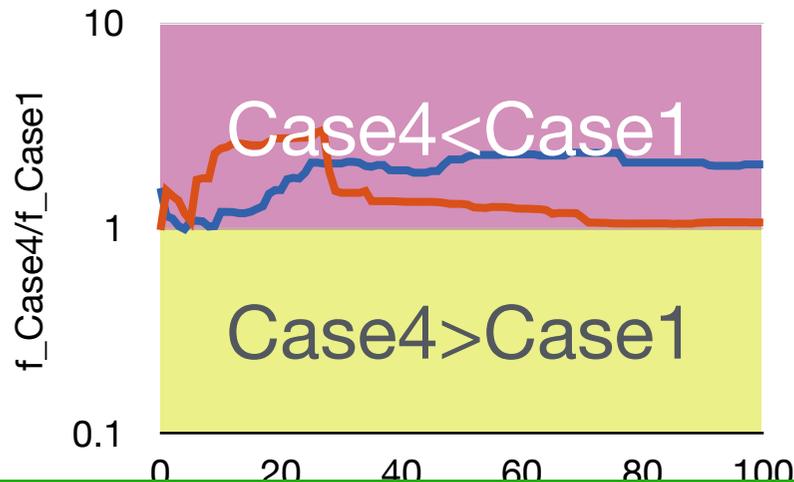
**(1)**  $f(x)=x^4+x^3+x^2+x$



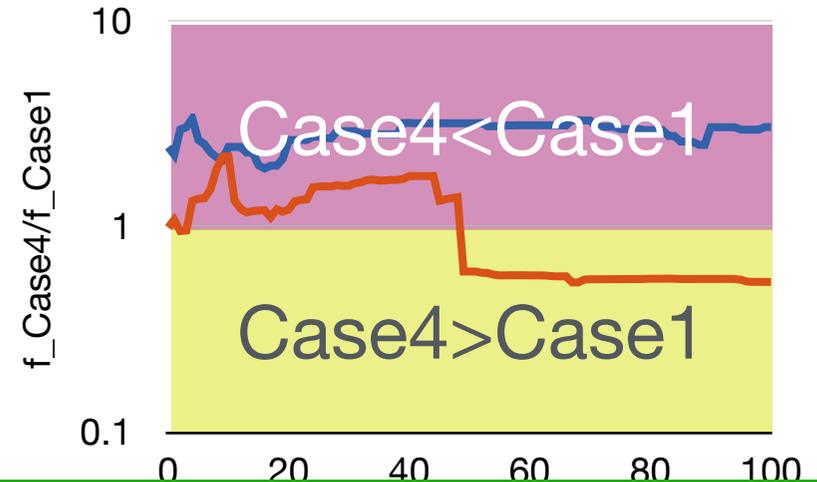
**(2)**  $f(x)=x^6-2x^4+x^2$



**(3)**  $f(x)=\sin(x^2)\times\cos(x)-1$



**(4)**  $f(x)=\ln(x+1)+\ln(x^2+1)$



ARE-GP has possibility to improve search performance in different evaluation time

# Conclusion

## Objective

- Proposing EA using **Asynchronous Reference-based Evaluation (ARE-EA)**
- Investigating effectiveness of ARE-EA in excessively different evaluation times
  - different computing speed
  - evaluation failure

## Implications

- ARE-GP  $>$   $(\mu + \lambda)$ -GP
  - in excessively different evaluation time
- ARE-GP improves performance in different evaluation time

## Future works

- Validation in parallel computing environment
- Adaptation of parameters  $P_d$  and  $as$