Standard Optimization Techniques

Peter Marwedel
Informatik 12
TU Dortmund
Germany

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Graphics: © Alexandra Nolte, Gesine Marwedel, 2003

Structure of this course

Application Knowledge

2: Specification

3: ES-hardware

4: system software (RTOS, middleware, …)

Design repository

Design

8: Test

6: Application mapping

7: Optimization

5: Validation & Evaluation (energy, cost, performance, …)

["Appendix": Standard Optimization Techniques]

Numbers denote sequence of chapters
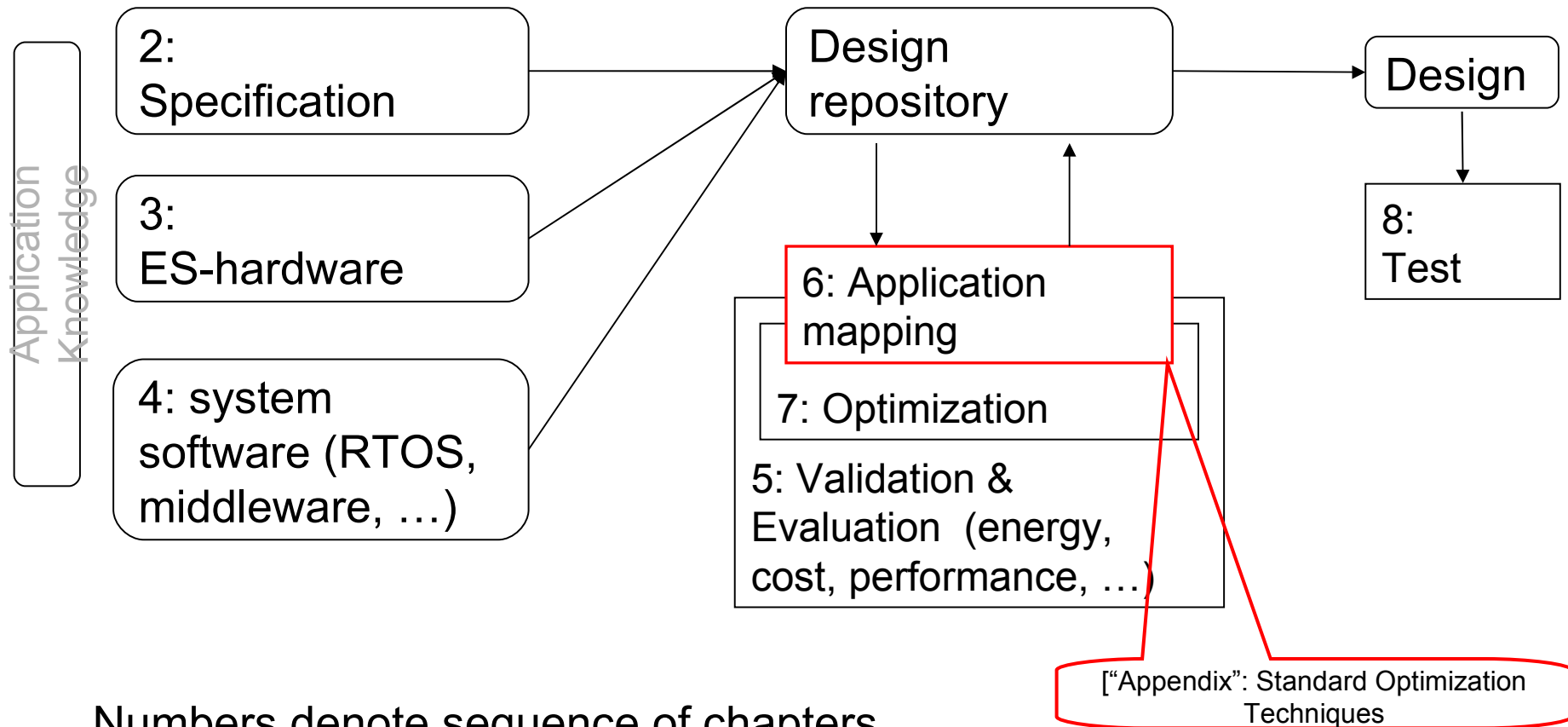
Integer (linear) programming models

Ingredients:
- **Cost function**
- **Constraints**

Involving linear expressions of integer variables from a set X

Cost function

$$C = \sum_{x_i \in X} a_i x_i \text{ with } a_i \in R, x_i \in \mathbb{N} \quad (1)$$

Constraints: $\forall j \in J : \sum_{x_i \in X} b_{i,j}\, x_i \geq c_j \text{ with } b_{i,j}, c_j \in \mathbb{R} \quad (2)$

Def.: The problem of minimizing (1) subject to the constraints (2) is called an **integer (linear) programming (ILP) problem**.

If all x_i are constrained to be either 0 or 1, the IP problem said to be a **0/1 integer (linear) programming problem**.

Example

$$C = 5x_1 + 6x_2 + 4x_3$$

$$x_1 + x_2 + x_3 \geq 2$$

$$x_1, x_2, x_3 \in \{0,1\}$$

x_1	x_2	x_3	C
0	1	1	10
1	0	1	9	← Optimal
1	1	0	11
1	1	1	15

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Remarks on integer programming

- Maximizing the cost function: just set $C'=-C$
- Integer programming is NP-complete.
- Running times depend exponentially on problem size, but problems of >1000 vars solvable with good solver (depending on the size and structure of the problem)
- The case of $x_i \in \mathbb{R}$ is called *linear programming* (LP). Polynomial complexity, but most algorithms are exponential, in practice still faster than for ILP problems.
- The case of some $x_i \in \mathbb{R}$ and some $x_i \in \mathbb{N}$ is called *mixed integer-linear programming.*
- ILP/LP models good starting point for modeling, even if heuristics are used in the end.
- Solvers: lp_solve (public), CPLEX (commercial), …

Simulated Annealing

- General method for solving combinatorial optimization problems.

- Based the model of slowly cooling crystal liquids.

- Some configuration is subject to changes.

- Special property of Simulated annealing: Changes leading to a poorer configuration (with respect to some cost function) are accepted with a certain probability.

- This probability is controlled by a temperature parameter: the probability is smaller for smaller temperatures.

Simulated Annealing Algorithm

```
procedure SimulatedAnnealing;
var i, T: integer;
 begin
  i := 0; T := MaxT;
  configuration:= <some initial configuration>;
  while not terminate(i, T) do
   begin
    while InnerLoop do
      begin NewConfig := variation(configuration);
        delta := evaluation(NewConfig,configuration);
        if delta < 0
        then configuration := NewConfig;
        else if SmallEnough(delta, T, random(0,1))
          then configuration := Newconfiguration;
      end;
   T:= NewT(i,T); i:=i+1;
 end; end;
```

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Explanation

- Initially, some random initial configuration is created.

- Current temperature is set to a large value.

- Outer loop:
  - Temperature is reduced for each iteration
  - Terminated if (temperature $\leq$ lower limit) or (number of iterations $\geq$ upper limit).

- Inner loop: For each iteration:
  - New configuration generated from current configuration
  - Accepted if (new cost $\leq$ cost of current configuration)
  - Accepted with temperature-dependent probability if (cost of new config. > cost of current configuration).

Behavior for actual functions
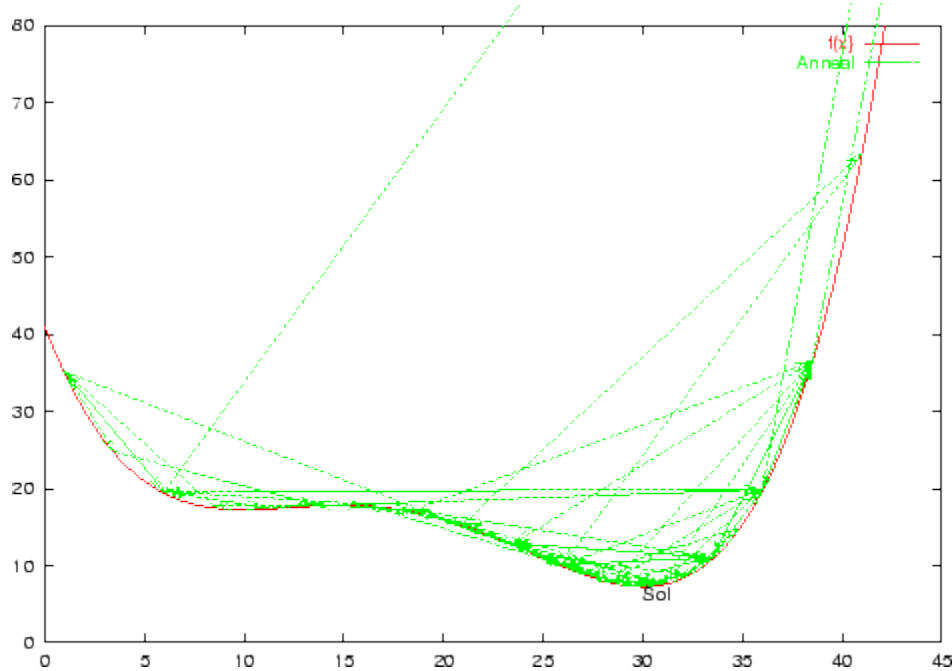
130 steps
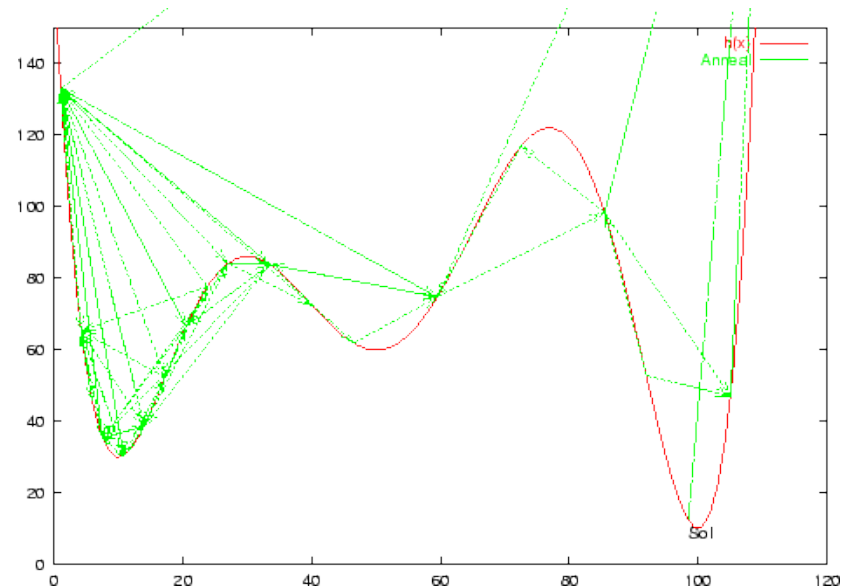
200 steps

[people.equars.com/~marco/poli/phd/node57.html]

http://foghorn.cadlab.lafayette.edu/cadapplets/fp/fpIntro.html

Performance

- This class of algorithms has been shown to outperform others in certain cases [Wegener, 2005].
- Demonstrated its excellent results in the TimberWolf layout generation package [Sechen]
- Many other applications …

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Evolutionary Algorithms (1)

- ***Evolutionary Algorithms** are based on the collective learning process within a population of individuals, each of which represents a search point in the space of potential solutions to a given problem.*
- *The population is arbitrarily initialized, and it evolves towards better and better regions of the search space by means of randomized processes of*
  - ***selection** (which is deterministic in some algorithms),*
  - ***mutation**, and*
  - ***recombination** (which is completely omitted in some algorithmic realizations).*

[Bäck, Schwefel, 1993]
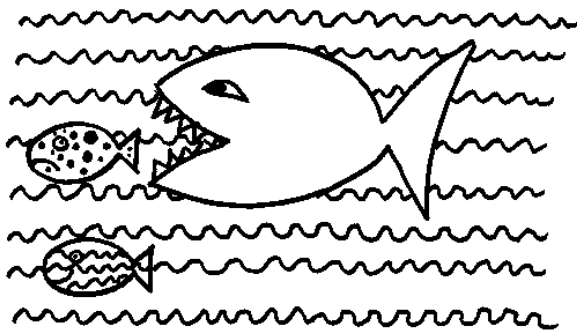
Evolutionary Algorithms (2)

- *The environment (given aim of the search) delivers a quality information (**fitness value**) of the search points, and the selection process favours those individuals of higher fitness to reproduce more often than worse individuals.*

- *The recombination mechanism allows the mixing of parental information while passing it to their descendants, and mutation introduces innovation into the population*
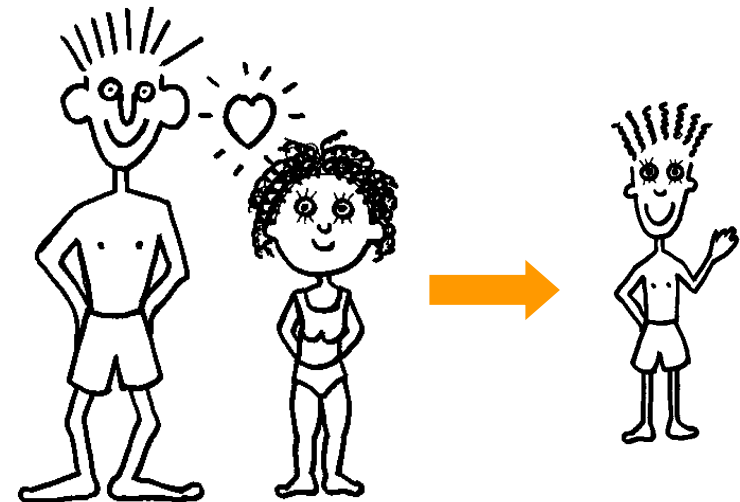
[Bäck, Schwefel, 1993]

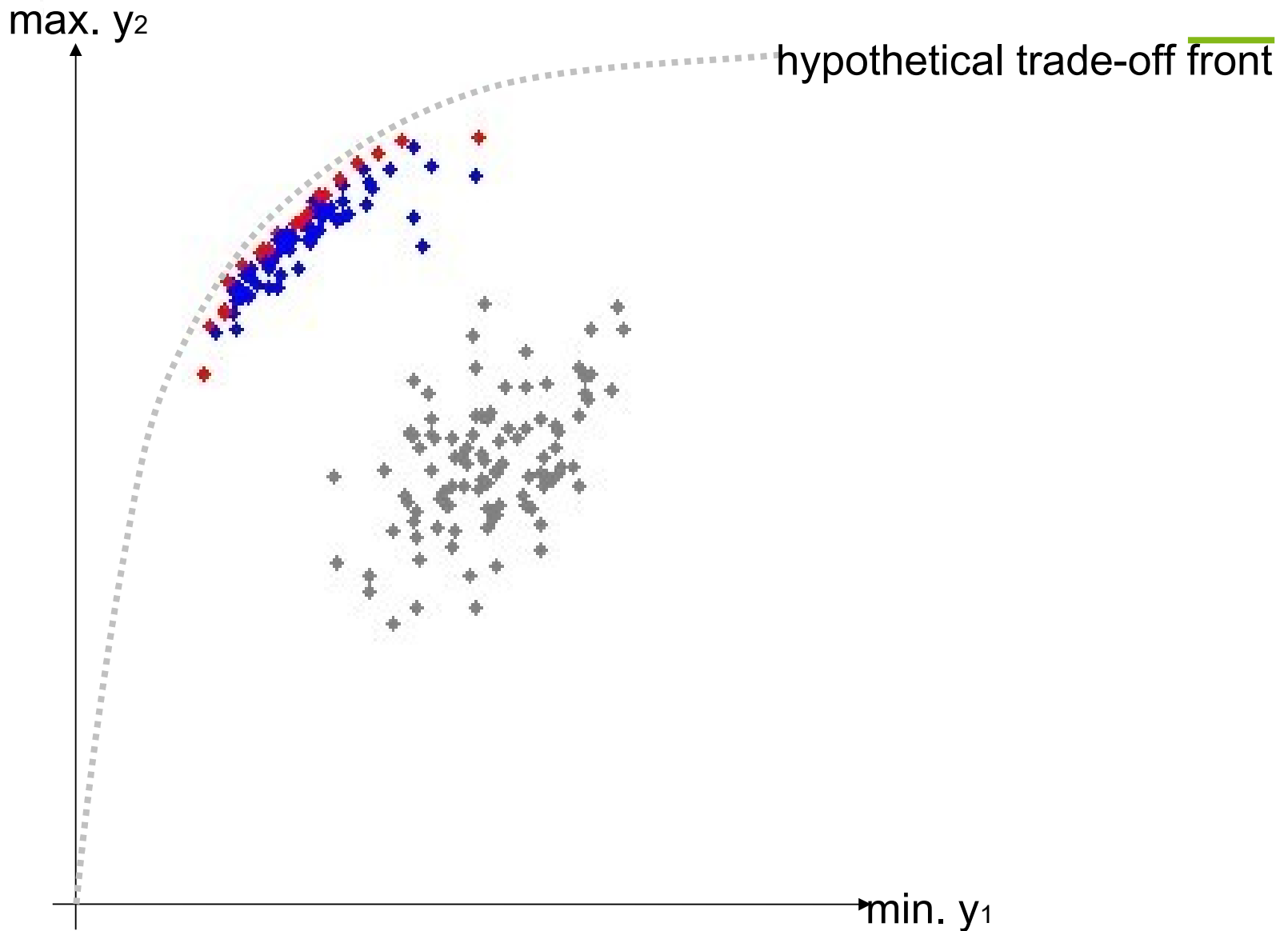# Evolutionary Algorithms
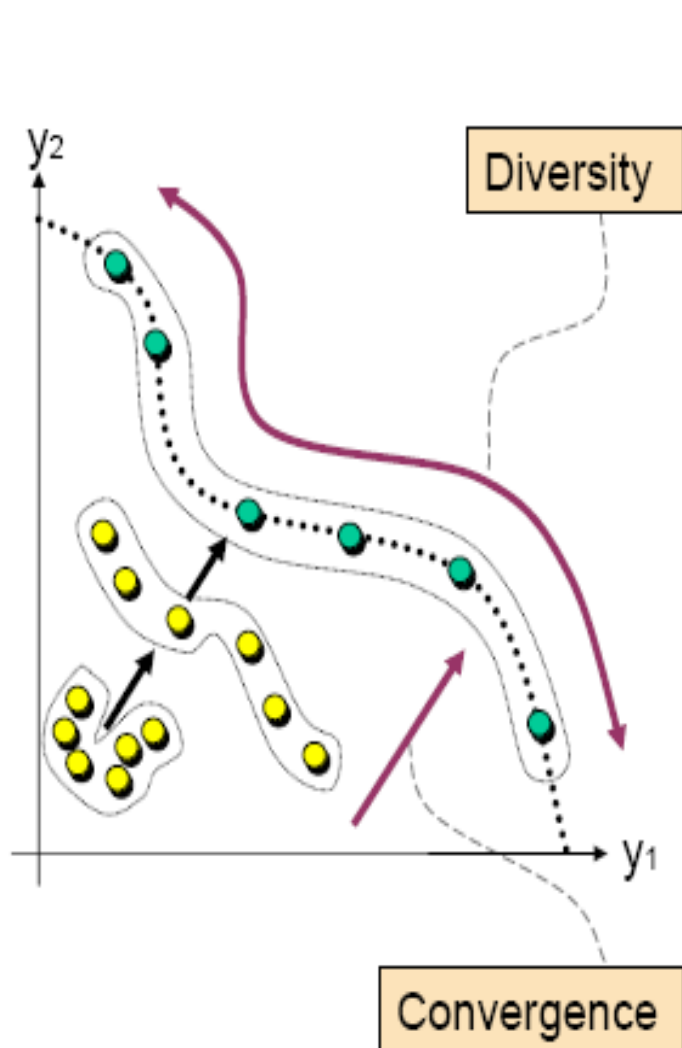
Principles of Evolution

❶ Selection

❸ Cross-over

❷ Mutation

An Evolutionary Algorithm in Action

hypothetical trade-off front

max. y_2

min. y_1

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Issues in Multi-Objective Optimization

- ▶ How to maintain a diverse Pareto set approximation?
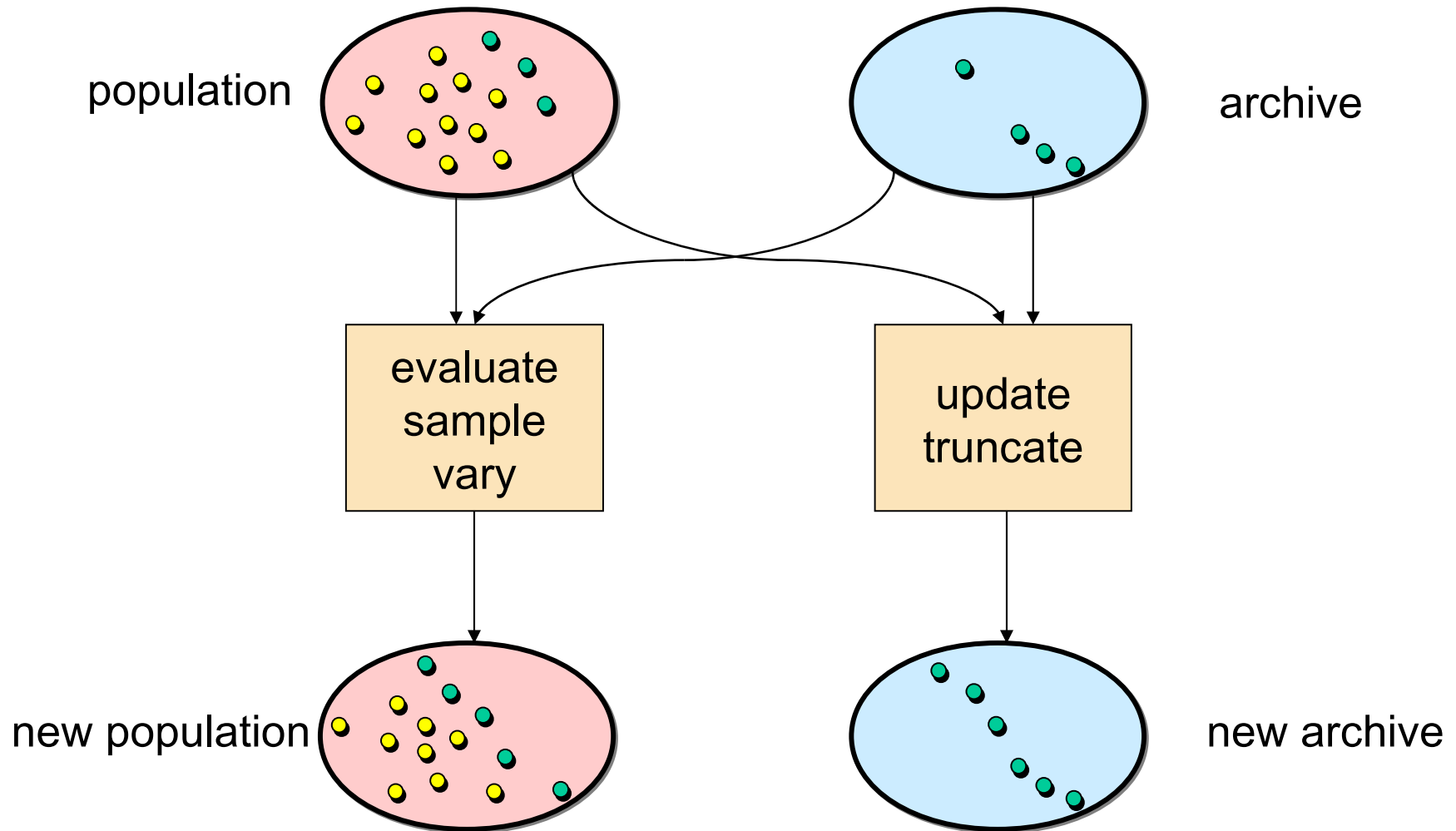
  ❷ **density estimation**

- ▶ How to prevent nondominated solutions from being lost?

  ❸ **environmental selection**

- ▶ How to guide the population towards the Pareto set?

  ❶ **fitness assignment**

A Generic Multiobjective EA

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Example: SPEA2 Algorithm

Step 1:	Generate initial population P0 and empty archive (external set) A_0. Set $t = 0$.
Step 2:	Calculate fitness values of individuals in P_t and A_t.
Step 3:	A_{t+1} = nondominated individuals in P_t and A_t. If size of $A_{t+1} > N$ then reduce A_{t+1}, else if size of $A_{t+1} < N$ then fill A_{t+1} with dominated individuals in P_t and A_t.
Step 4:	If $t > T$ then output the nondominated set of A_{t+1}. Stop.
Step 5:	Fill mating pool by binary tournament selection.
Step 6:	Apply recombination and mutation operators to the mating pool and set P_{t+1} to the resulting population. Set $t = t + 1$ and go to Step 2.

Summary

Integer (linear) programming

- Integer programming is NP-complete
- Linear programming is faster
- Good starting point even if solutions are generated with different techniques

Simulated annealing

- Modeled after cooling of liquids
- Overcomes local minima

Evolutionary algorithms

- Maintain set of solutions
- Include selection, mutation and recombination