

AMH: a Framework to Design Adaptive MetaHeuristics

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Context

Metaheuristics

- ▶ Approximation algorithms for optimisation problems
- ▶ Few assumptions about the problem (genericity)

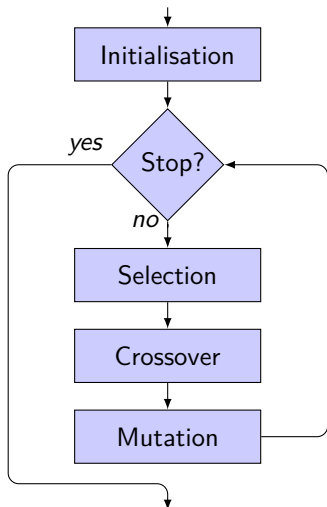
Performance

- ▶ Differs with the problem
- ▶ Differs with the instance
- ▶ Depends on its parameters

Adaptation

- ▶ Fine-tuning the parameters to the instance

Example: Genetic Algorithms



Configuration

- ▶ Initialisation?
- ▶ Selection
 - ▶ Ranking? Tournament?
- ▶ Crossover
 - ▶ Single-point? Two-point? Uniform?
 - ▶ Crossover rate?
- ▶ Mutation
 - ▶ Mutation operator?
 - ▶ Mutation rate?
- ▶ Other
 - ▶ Population size?
 - ▶ ...?

Algorithm Adaptation

What is the best configuration?

Offline Configuration

- ▶ Pre-solving external mechanism
- ▶ Find the most promising algorithm configuration
- ▶ Automatic tuning tools (e.g., irace [López-Ibáñez *et al.*, 2016], MO-ParamILS [Blot *et al.*, 2016], GGA++ [Ansótegui *et al.*, 2016])
⇒ requires versatility

Online Control

- ▶ In-solving internal mechanism
- ▶ Adapt the current parameters and strategies during the search
- ▶ Generally algorithm-specific
⇒ requires dynamic implementation

Algorithm Design Frameworks

Some Available Frameworks

- ▶ ParadisEO¹ (C++)
- ▶ jMetal² (java)

Adaptation?

- ▶ Possible offline configuration (not straightforward)
- ▶ Difficult online control

¹<http://paradiseo.gforge.inria.fr/>

²<https://jmetal.github.io/jMetal/>

Motivation

AMH: A Single Framework

- ▶ To facilitate offline configuration
 - ▶ Single implementation → multiple algorithms
- ▶ To enable online adaptation
 - ▶ Static algorithm → dynamic / adaptive algorithm
 - ▶ Generic control mechanisms

AMH Principles

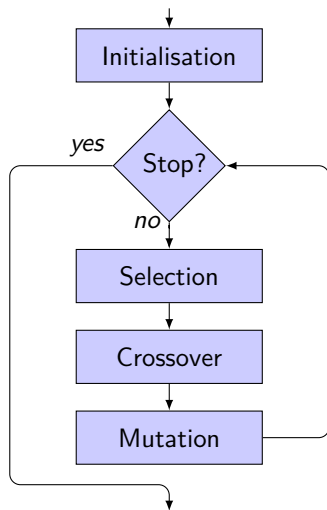
Philosophy

- ▶ Algorithm \Leftrightarrow Execution flow
- ▶ Everything is a function

Ideas

- ▶ Handle its own algorithm execution flow
- ▶ Build the algorithm at runtime
- ▶ Keep the execution flow dynamic

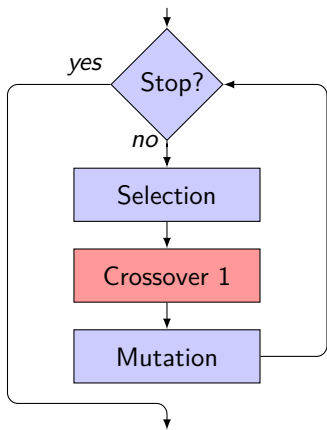
Offline Design in AMH



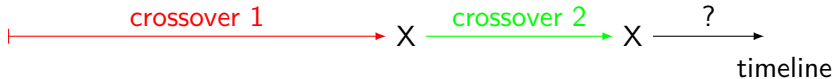
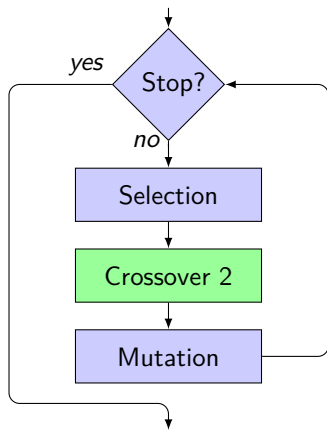
Design Process

1. Encapsulation
2. Composition
3. Integration

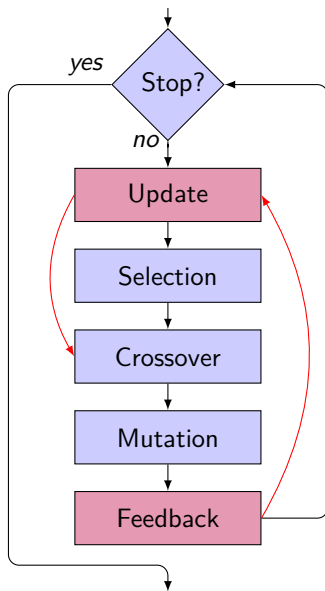
Online Design in AMH



⇒



Generic Control Mechanisms



Design Process

1. Update the component
2. Compute feedback

Proposed Control Mechanisms

- ▶ Random
- ▶ Probability matching
- ▶ Adaptive Pursuit
- ▶ Multi-armed bandit

AMH: *Adaptive MetaHeuristics*³

- ▶ Stand-alone C++ framework
- ▶ Can be used with other C++ frameworks (e.g., ParadisEO)
- ▶ Handle the algorithm execution flow
- ▶ Easy to build an algorithm from basic blocks
- ▶ Easy to modify it during the execution
- ▶ Offers generic online mechanisms

³<https://github.com/amh-framework>

Expectations

Validate Offline Configuration with AMH

- ▶ Implement a parametric algorithm using AMH
- ▶ Use it together with automatic configurators

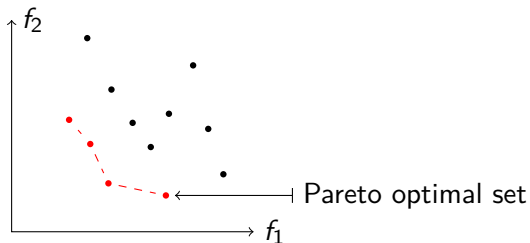
Validate Online Control with AMH

- ▶ Implement online models and mechanisms
- ▶ Use them together with static algorithms

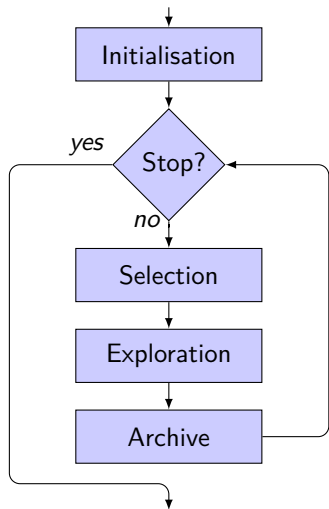
Case Study

MOLS: Multi-objective Local Search Algorithms

- ▶ Efficient metaheuristics
- ▶ Used on many problems (e.g., scheduling, routing, assignment)
- ▶ Many strategies and parameters



Case Study: Multi-objective Local Search Algorithms



Example Parameters

- ▶ Selection
 - ▶ Type and number of solutions
- ▶ Exploration
 - ▶ Neighbourhood
 - ▶ Reference point
 - ▶ Type and number of neighbours
- ▶ Archive
 - ▶ Archive size
 - ▶ Type of solutions

Protocol: Exhaustive Analysis vs Automatic Design

Permutation Flowshop Scheduling Problem

- ▶ Classical Taillard instances
- ▶ Bi-objective optimisation
 - ▶ Makespan
 - ▶ Flowtime

189 MOLS Configurations

Parameter	Parameter values
initStrat	{rand, neh, ig}
selectStrat	{all, rand, newest, oldest}
selectSize	{1, 3}
explorStrat	{all, imp, ndom}
explorRef	{pick, arch}
explorSize	{1, 3}

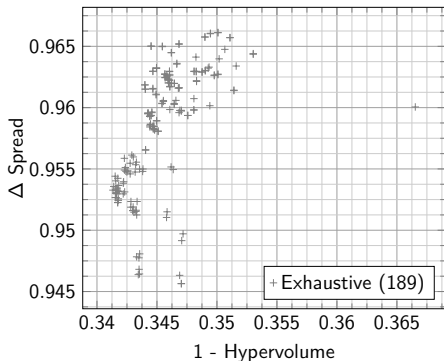
Automatic Design Tool

- ▶ MO-ParamILS
- ▶ Performance indicators
 - ▶ Convergence
 - ▶ Spread

Result: Exhaustive Analysis vs MO-ParamILS

Exhaustive computational time: 115 days ; MO-ParamILS: 7 days

PFSP Taillard instances – 50 jobs



[Blot *et al.*, GECCO 2017]

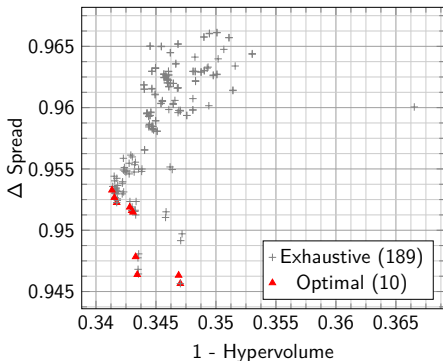
Optimal Configurations

Init	Selection	Exploration
ig	oldest 3	imp 3 pick
ig	rand 3	imp 3 pick
ig	all -	imp 1 arch
ig	newest 3	ndom 3 pick
ig	all -	all - arch
ig	rand 1	ndom 1 arch
ig	newest 3	ndom 3 arch
ig	newest 3	ndom 1 arch
ig	oldest 3	ndom 1 arch
ig	oldest 3	ndom 3 arch

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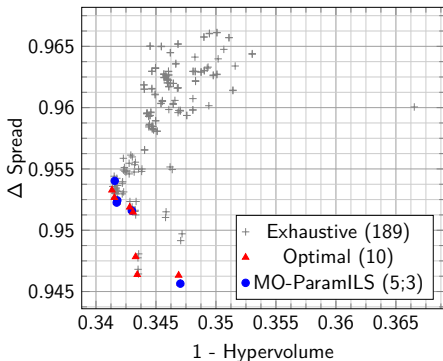
Optimal Configurations

Init	Selection	Exploration
ig	oldest 3	imp 3 pick
ig	rand 3	imp 3 pick
ig	all -	imp 1 arch
ig	newest 3	ndom 3 pick
ig	all -	all - arch
ig	rand 1	ndom 1 arch
ig	newest 3	ndom 3 arch
ig	newest 3	ndom 1 arch
ig	oldest 3	ndom 1 arch
ig	oldest 3	ndom 3 arch

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[Blot *et al.*, GECCO 2017]

Optimal Configurations

Init	Selection	Exploration	•	
ig	oldest	3 imp 3	pick	
ig	rand	3 imp 3	pick	
ig	all	- imp 1	arch	✓
ig	newest	3 ndom 3	pick	
ig	all	- all -	arch	✓
ig	rand	1 ndom 1	arch	
ig	newest	3 ndom 3	arch	
ig	newest	3 ndom 1	arch	
ig	oldest	3 ndom 1	arch	
ig	oldest	3 ndom 3	arch	✓

Next

Validate Offline Configuration with AMH

- ▶ Implement a parametric algorithm using AMH
- ▶ Use it together with automatic configurators

Validate Online Control with AMH

- ▶ Implement online models and mechanisms
- ▶ Use them together with static algorithms

Conclusion

AMH: *Adaptive MetaHeuristics*⁴

- ▶ Stand-alone C++ framework
- ▶ Tested with MOLS
- ▶ Facilitates offline configuration
- ▶ Enable online control

Take-home Message

- ▶ Keep designing alternative strategies
- ▶ Adapt automatically your algorithms

⁴<https://github.com/amh-framework>