

Artificial Neural Networks

NeuroEvolution = ANN + EA



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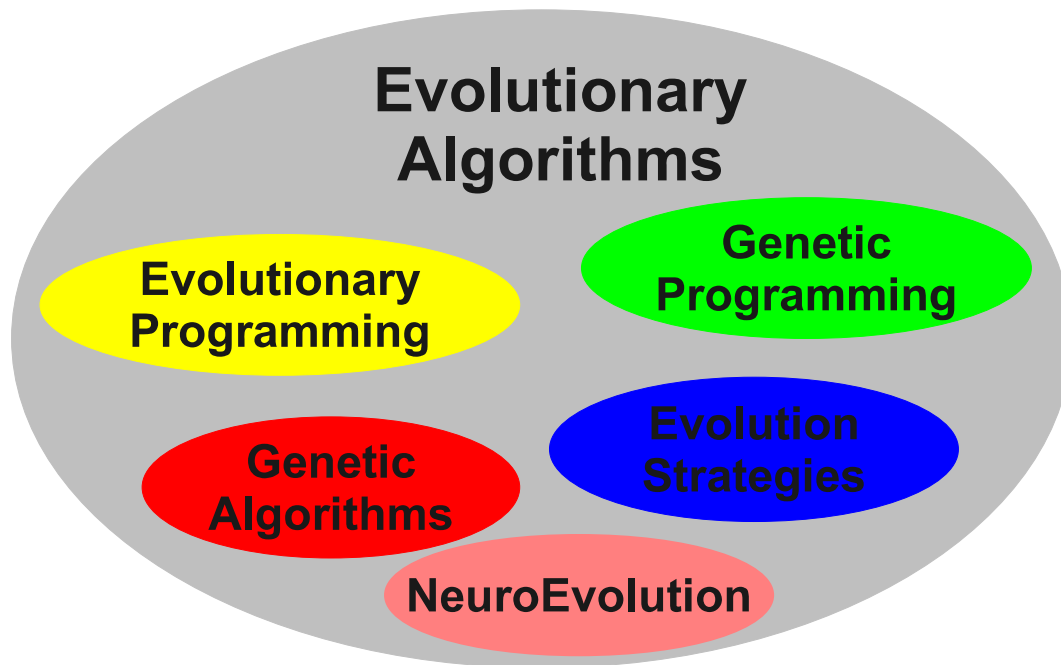
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Motivation

- Learning ANNs = optimization of weights (or potentially structure).
- Problem of local extremes → unable to learn hard task/large networks.
- Use of **Evolutionary Algorithms** → slower, but more robust than classic gradient methods like Back-Propagation.

Evolutionary Algorithms (EAs)



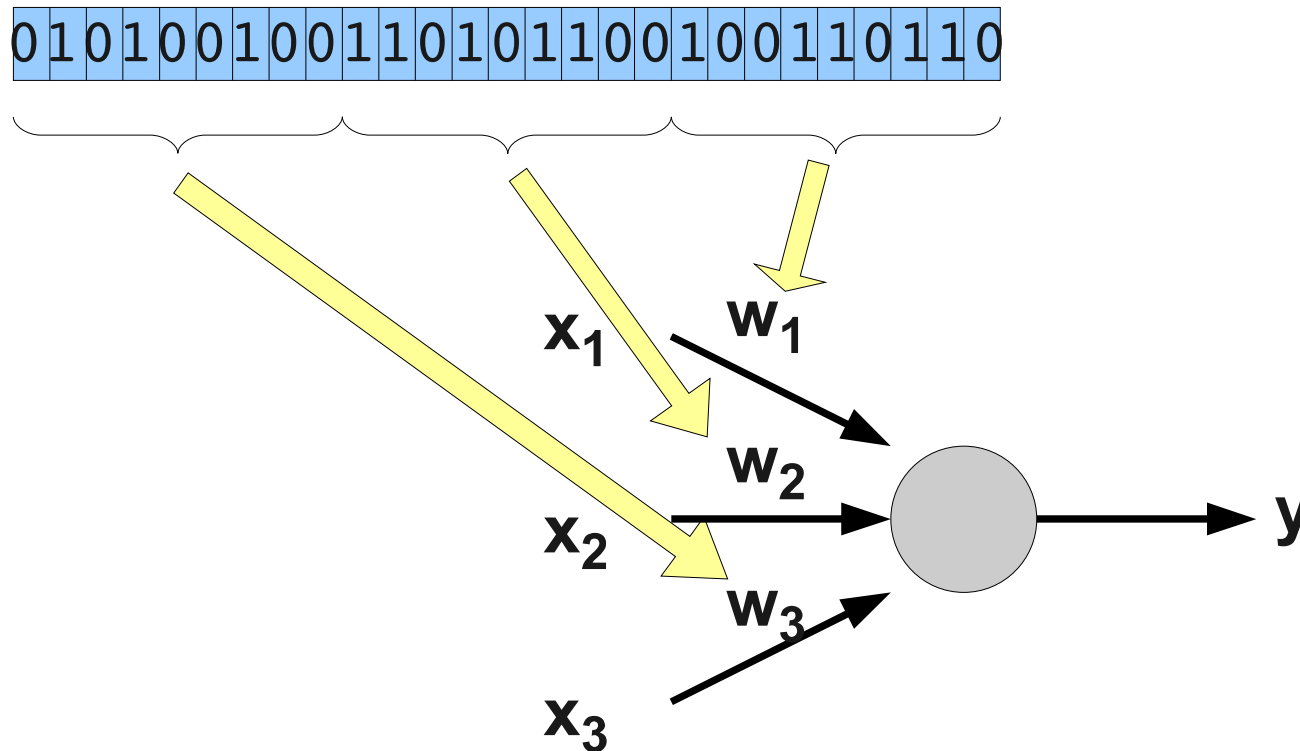
- **Genetic Algorithms:** binary strings
- **Evolutionary Strategies:** real vectors, only mutation.
- **Genetic Programming:** evolution of program trees.
- **Evolutionary Programming:** evolving FSMs.
- **NeuroEvolution**

What is Neuro Evolution?

- **Neuro-evolutionary algorithm is just another special kind of EA** → the task is to evolve (learned) neural networks.
- Both parameters (weights) and topology can be optimized by evolution.
- **But how to encode a network into a genome?** → A network with fixed topology is described by a vector of all its weights (real numbers)...

Direct Encoding of Neural Network

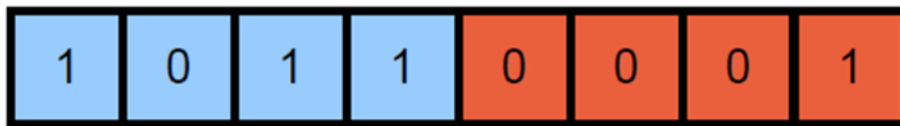
- Directly encode the weights as a bit string:



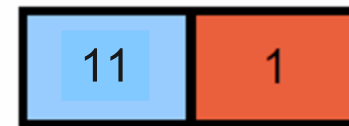
- Can we do it better? Yes.

Floating-Point Encoding

- Motivation: simplicity, precision



Binary string encodes vector of 2 numbers .

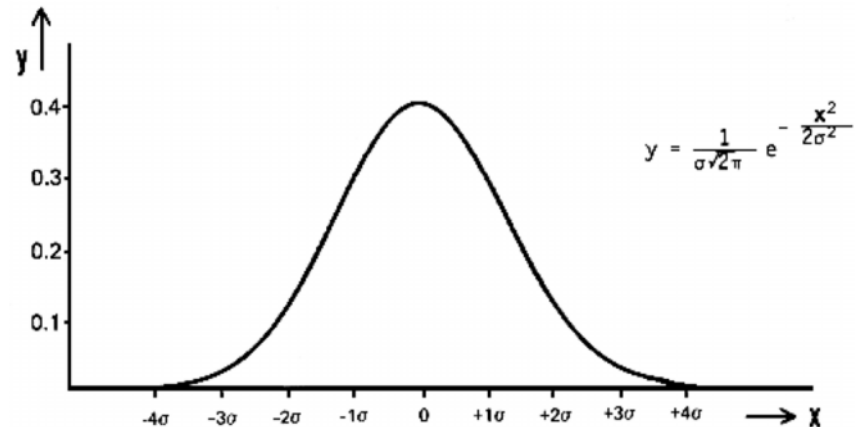


The same encoded using floating-point encoding.

What about mutation? -> Gaussian noise.

Idea:

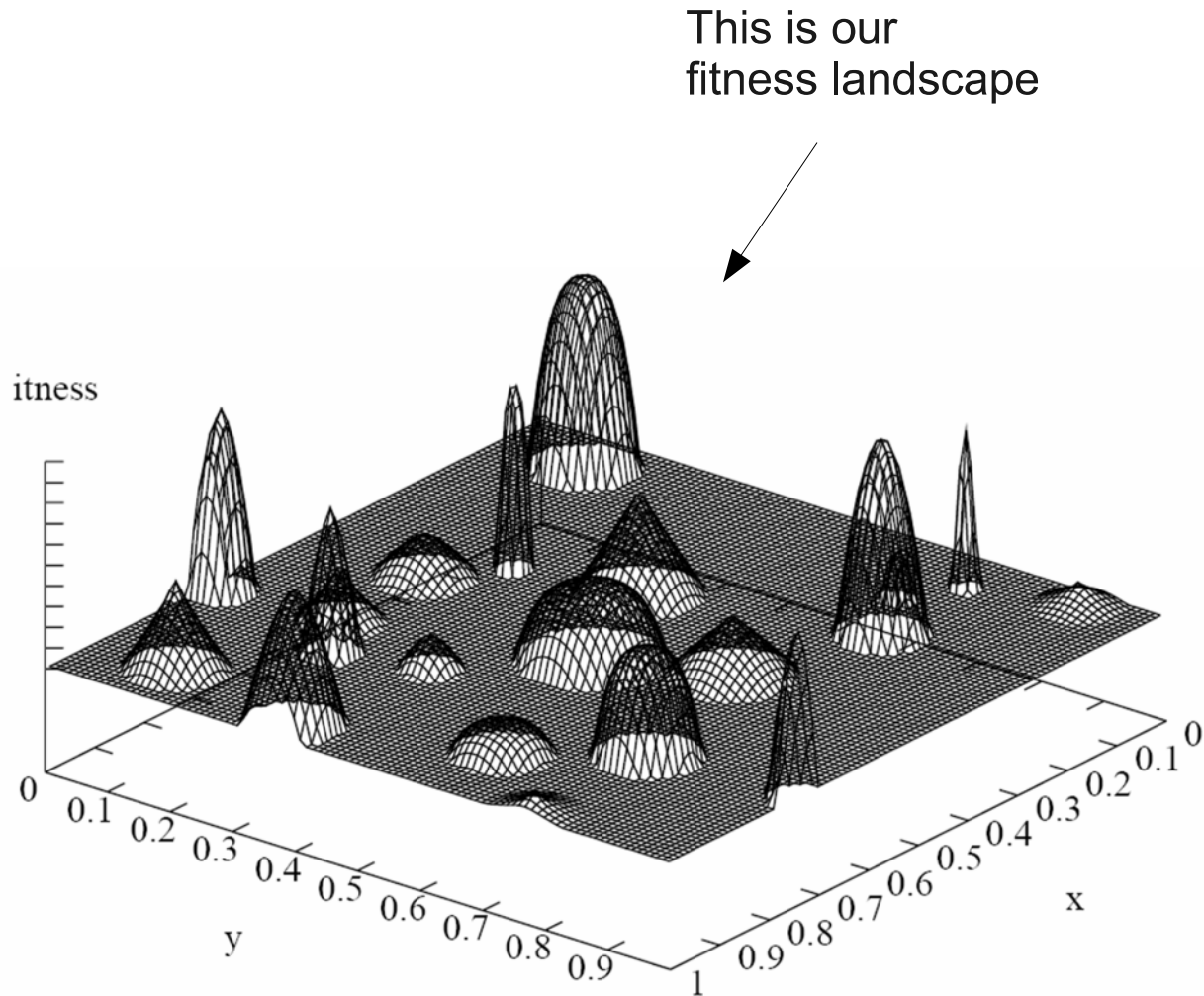
small changes with higher probability, large changes with lower.



- Useful for integers and floats ...

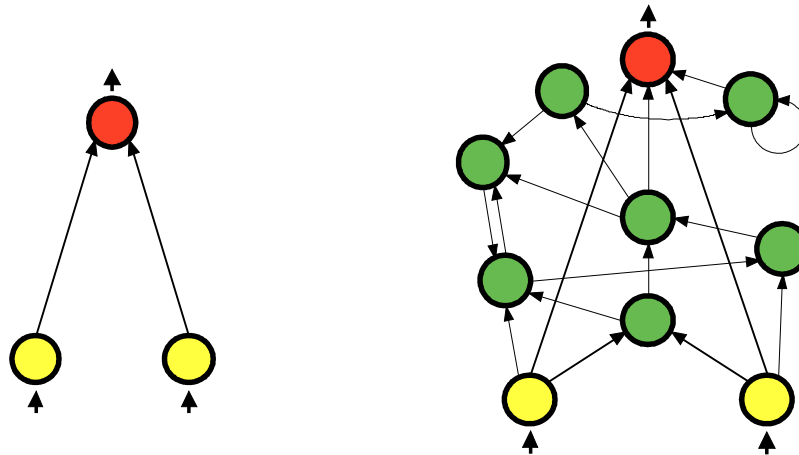
Multimodal Domains

- Multimodal functions:
 - multiple optima,
 - many local.
- Too many attractors → hard optimization :(
- ANN fitness/error landscapes look like this.



NEAT

- **NeuroEvolution of Augmenting Topologies:** Kenneth O. Stanley, 2001, The University Of Texas at Austin
- **Complexification** – start from small topologies: evolution add neurons/links as needed by task.



Kenneth O. Stanley and Risto Miikkulainen: **Evolving Neural Networks Through Augmenting Topologies**

NEAT 2

- Topology is augmented by adding neurons and links between.

→ Variable genome length.

- Mutations:

- parametric – Gaussian noise,
- structural – adding neurons & links (no pruning), switch on/off links.

Note, some newer implementations use pruning. However, it is not essential.

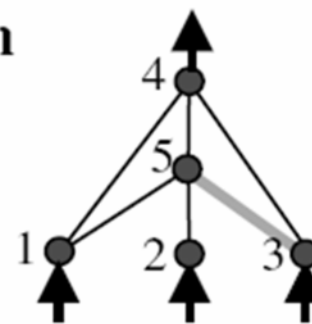
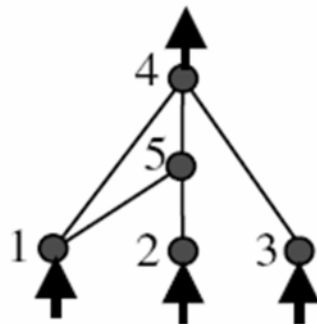


- Mating – special crossover two parents → single child.

Add Link Mutation

| | | | | | |
|------|-------------|------|------|------|------|
| 1 | 2 | 3 | 4 | 5 | 6 |
| 1->4 | 2->4 DIS | 3->4 | 2->5 | 5->4 | 1->5 |

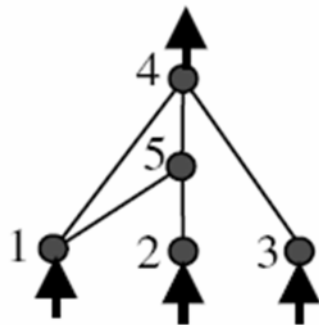
| | | | | | | |
|------|-------------|------|------|------|------|------|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 1->4 | 2->4 DIS | 3->4 | 2->5 | 5->4 | 1->5 | 3->5 |



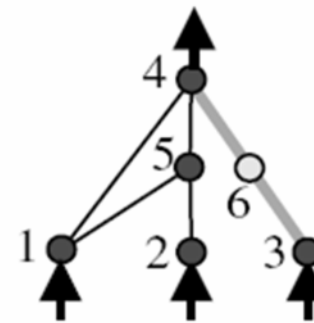
Add Neuron Mutation

| | | | | | | | | |
|------|-------------|------|------|------|------|--|--|--|
| 1 | 2 | 3 | 4 | 5 | 6 | | | |
| 1->4 | 2->4 DIS | 3->4 | 2->5 | 5->4 | 1->5 | | | |

| | | | | | | | |
|------|-------------|-------------|------|------|------|------|------|
| 1 | 2 | 3 | 4 | 5 | 6 | 8 | 9 |
| 1->4 | 2->4 DIS | 3->4 DIS | 2->5 | 5->4 | 1->5 | 3->6 | 6->4 |



Mutate Add Node



The weights of new neuron's incoming/outgoing links are set in a way which minimizes the difference between original and mutated networks.

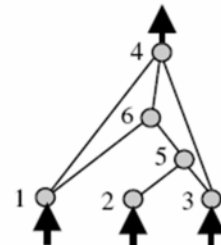
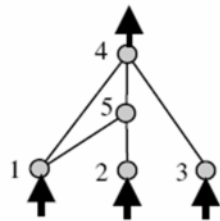
Historical Markings

- **Q:** How to *align* two genomes of different size representing two different networks?
- **A:** let's use “the creation date” of a particular gene (caused by a structural mutation) – **historical marking (innovation number)**.
- Aligning two genomes:
 - when two genes with matching HMs are found, it is likely they have similar function in the network.
- HM is a counter, the same value is assigned for the same innovation within a single generation (i.e. adding a link between neurons #3 and #4).

Mating

Let's use historical marking.

| Parent1 | | | | | | Parent2 | | | | | | | | |
|---------|---------------|------|------|------|------|---------|---------------|------|------|---------------|------|------|------|------|
| 1 | 2 | 3 | 4 | 5 | 8 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 9 | 10 |
| 1->4 | 2->4 DISAB | 3->4 | 2->5 | 5->4 | 1->5 | 1->4 | 2->4 DISAB | 3->4 | 2->5 | 5->4 DISAB | 5->6 | 6->4 | 3->5 | 1->6 |



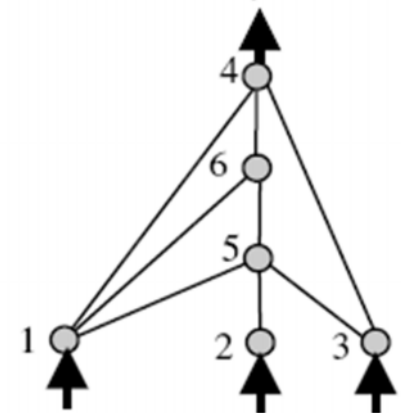
disjoint or **excess**

- inherit more fit
- if equal fitness inherit randomly

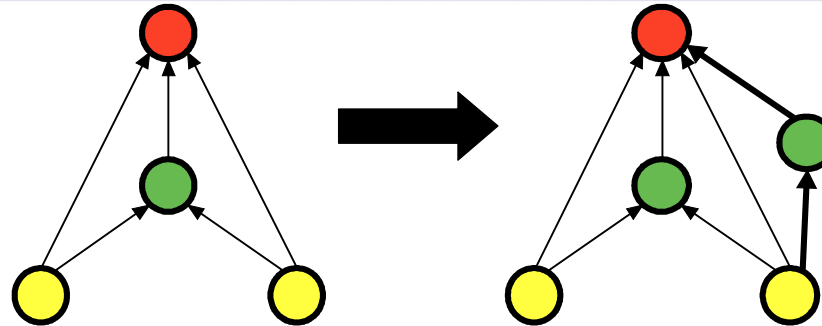
other

- inherit randomly

| | | | | | | | | | | | | | |
|-----------|-----------|--------------------|-----------|-----------|--------------------|-----------|-----------|------------------|-----------|------------|------------|--------------|--|
| Parent1 | 1 1->4 | 2 2->4 DISAB | 3 3->4 | 4 2->5 | 5 5->4 | disjoint | | 8 1->5 | | | | | |
| Parent2 | 1 1->4 | 2 2->4 DISAB | 3 3->4 | 4 2->5 | 5 5->4 DISAB | 6 5->6 | 7 6->4 | disjointdisjoint | | 9 3->5 | 10 1->6 | excessexcess | |
| Offspring | 1 1->4 | 2 2->4 DISAB | 3 3->4 | 4 2->5 | 5 5->4 DISAB | 6 5->6 | 7 6->4 | 8 1->5 | 9 3->5 | 10 1->6 | | | |



Niching



- There are networks of different sizes in the population.
- Adding a new structure:
 - likely lowers the fitness,
 - larger networks \rightarrow longer genome \rightarrow more time needed to optimize parameters.
- **New topologies must be protected** \rightarrow niching.
- Here we use Explicit Fitness Sharing:
Separate the population into species \rightarrow selection and reproduction only among similar individuals \rightarrow HMs again used to compute similarity of two genomes.

The Three Most Important Ideas Behind NEAT

- **Complexification** – start with small networks, gradually add neurons/links (reminds GMDH or GAME approaches).
- Concept of **historical markings** - cross/match only corresponding genes → **deals with competing conventions.**
- Use of **niching** - allows the survival of larger, recently structurally innovated networks → gives them time to optimize their weights and “show” that the structural innovation was beneficial.