

# Evolutionary Algorithms, Simulated Annealing, and Tabu Search: A Comparative Study

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# Talk outline

- Introduction
- Test Problem
- GA, SA, and TS
- Experimental Results

# Introduction

- General iterative Algorithms
  - » general and easy to implement
  - » approximation algorithms
  - » must be told when to stop
  - » hill-climbing
  - » convergence

# Introduction (Contd.)

- Algorithm
  - » Initialize parameters and data structures
  - » construct initial solution(s)
  - » Repeat
    - . Repeat
      - Generate new solution(s)
      - Select solution(s)
    - . Until time to adapt parameters
    - . Update parameters
  - » Until time to stop
- End

# Introduction (Contd.)

- Most popular algorithms of this class
  - » Genetic Algorithms
    - . Probabilistic algorithm inspired by evolutionary mechanisms
  - » Simulated Annealing
    - . Probabilistic algorithm inspired by the annealing of metals
  - » Tabu Search
    - . Meta-heuristic which is a generalization of local search

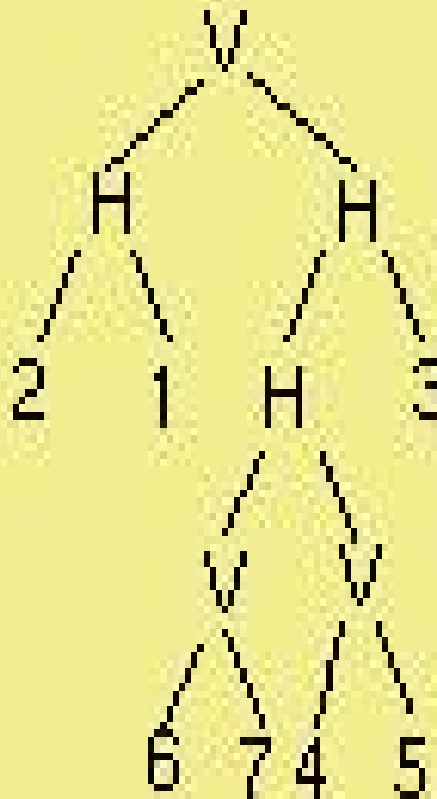
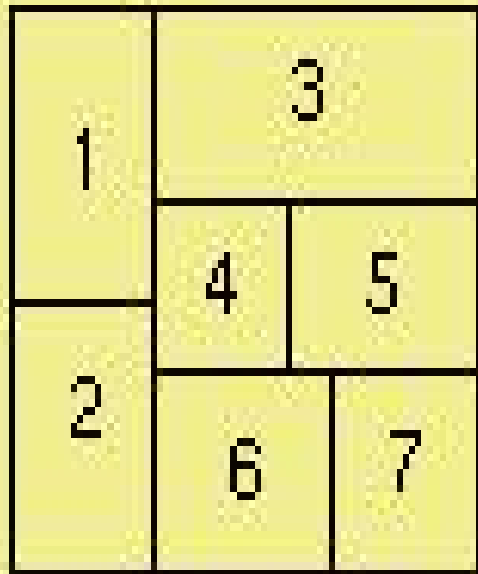
# Floorplanning

- Given
  - »  $n$  rectangular blocks
    - . area and shape constraints
  - » connectivity information
  - » performance constraints (delay)
  - » Floorplan area and shape constraints

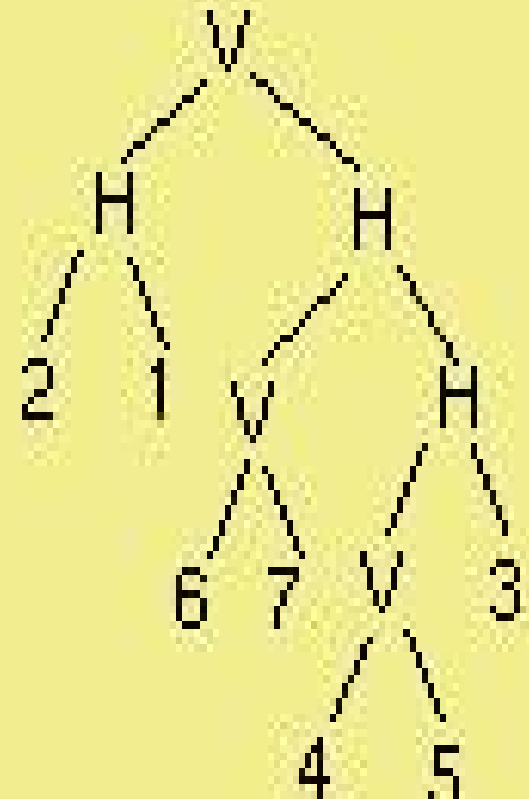
# Floorplanning

- Output
  - » each block
    - . location and dimensions
  - » meet all constraints
    - . area and shape
    - . performance

# Slicing floorplan



21H67V45VH3HV



21H67V45V3HHV



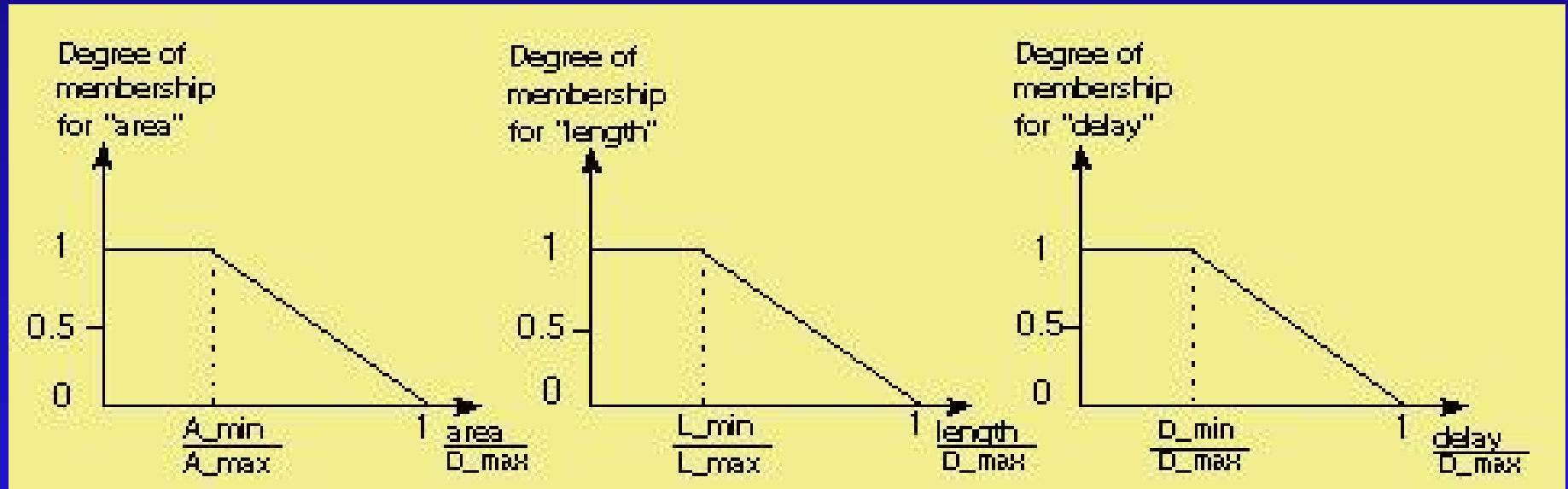
# Evaluation Function

- Evaluation function to compare solutions of successive iterations.
- Floorplanning
  - » area
  - » wire length
  - » delay
- Use of fuzzy algebra

# Fuzzy evaluation function

- Three linguistic variables
  - » Area, length, delay
- One linguistic value per linguistic variable
  - » Area --> small area
  - » Length --> short length
  - » Delay --> low delay

# Membership functions



# Fuzzy rule

- Fuzzy subset of good floorplan solutions is characterized by the following fuzzy rule
- Rule:
  - » **If** (small area) **OR** (short length) **OR** (low delay)  
**Then** good solution

# Fuzzy rule

- Rule:
  - » If (small area) **OR** (short length) **OR** (low delay)  
Then good solution
- OR-Like Ordered Weighted Averaging Operator  
combined with **concentration** and **dilation**

$$\mu_{(s)}(x) = \beta \times \max(\mu_A^{\frac{1}{2}}, \mu_L^2, \mu_D^2) + (1 - \beta) \times \frac{1}{3} (\mu_A^{\frac{1}{2}} + \mu_L^2 + \mu_D^2)$$

# Genetic Algorithms

- **Chromosomes** represent points in the search space (**Chromosome = Polish Expression**)
- Each iteration is referred to as **generation**
- New sets of strings called **offsprings** are created in each generation by **mating**
- Cost function is translated to a fitness function
- From the pool of parents and offsprings, candidates for the next generation are selected based on their **fitness**

# Requirements

- To represent solutions as strings of symbols or chromosomes
- **Operators:** To operate on parent chromosomes to generate offsprings (crossover, mutation, inversion)
- Mechanism for **choice of parents** for mating
- A **selection** mechanism
- A mechanism to efficiently compute the fitness

# Decisions to be made

- What is an **efficient chromosomal** representation?
- Probability of crossover ( $P_c$ )? Generally close to 1
- Probability of mutation ( $P_m$ ) kept very very small, 1% - 5% (Schema theorem)
- **Type of crossover and Mutation scheme?**
- **Size of the population? How to construct the initial population?**
- **What selection mechanism to use**, and the generation gap (i.e., what percentage of population to be replaced during each generation?)



# Simulated Annealing

- Most popular and well developed technique
- Inspired by the **cooling of metals**
- Based on the **Metropolis** experiment
- Accepts bad moves with a probability that is a decreasing function of **temperature**

$$\text{pr}(\text{accept}) = \exp(-\Delta E)/KT$$

- E represents energy (cost)

# The Basic Algorithm

- Start with
  - » a **random** solution
  - » a reasonably **high** value of  $T$  (dependent on application)
- Call the Metropolis function
- Update parameters
  - » Decrease temperature ( $T^* \alpha$ )
  - » Increase number of iterations in loop, i.e.,  $M$ , ( $M^* \beta$ )
- Keep doing so until **freezing**, or, out of time

# Metropolis Loop

- **Repeat**

Generate a neighbor solution;

$\Delta\text{Cost} = \text{Cost}(\text{newS}) - \text{Cost}(\text{currentS});$

**If**  $\Delta\text{Cost} < 0$  **then** accept

**else** accept only **if**  $\text{Random} < \exp(-\Delta\text{Cost}/T);$

Decrement M

- **Until**  $M=0$

# Parameters

- Also known as the cooling schedule:
  - » comprises
    - . choice of proper values of initial temperature  $T_0$
    - . decrement factor  $\alpha < 1$
    - . parameter  $\beta > 1$
    - . M (how many times the Metropolis loop is executed)
    - . stopping criterion

# Tabu Search

- Generalization of Local Search
- At each step, the local neighborhood of the current solution is explored and the best solution is selected as the next solution
- This best neighbor solution is accepted even if it is worse than the current solution (hill climbing)

# Central Idea

- Exploitation of memory structures
- Short term memory
  - » Tabu list
  - » Aspiration criterion
- Intermediate memory for intensification
  - » used to target a specific region in the space and search around it thoroughly
- Long term memory for diversification
  - » used to store information such as frequency of a move to take search into unvisited regions.

# Basic Short-Term TS

1. Start with an initial feasible solution
2. Initialize Tabu list and aspiration level
3. Generate a **subset** of neighborhood and find the best solution from the generated ones
4. If move in not in **tabu list** then accept  
else  
If move satisfies **aspiration criterion** then  
accept
5. Repeat above 2 steps until **terminating condition**

# Implementation related issues

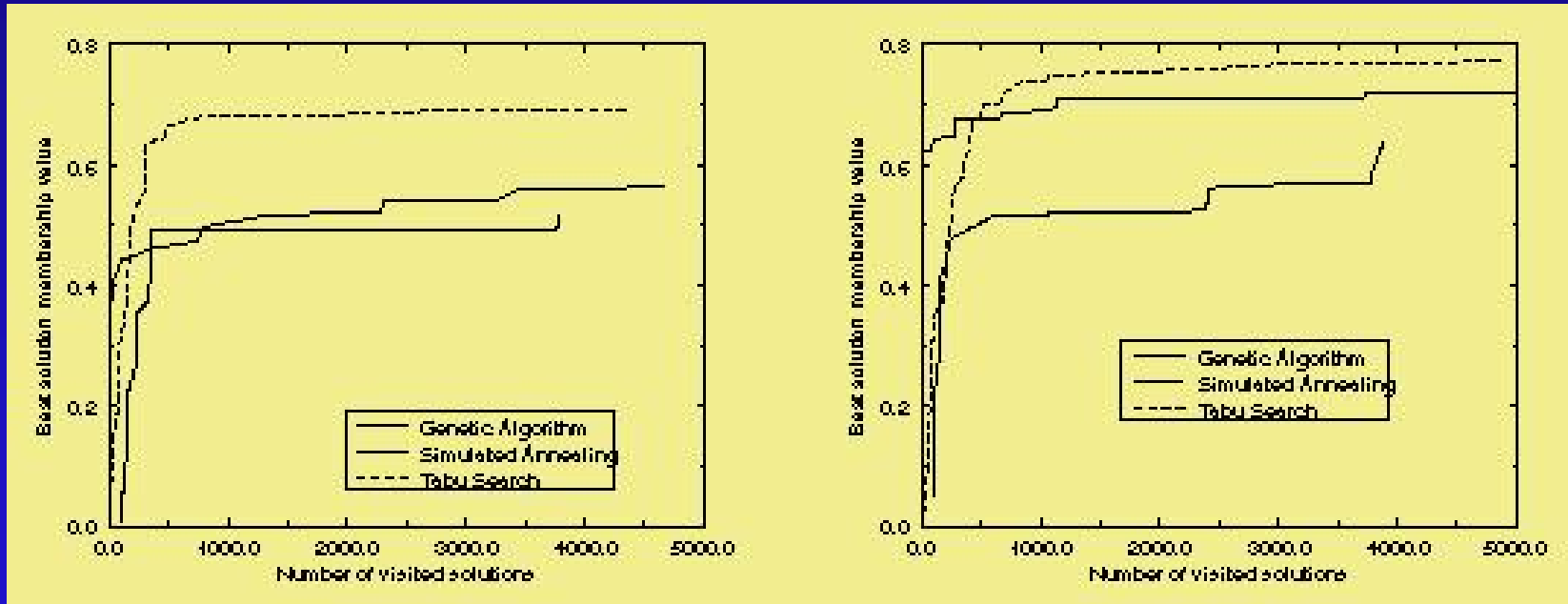
- Size of candidate list?
- Size of tabu list?
- What aspiration criterion to use?
- Fixed or dynamic tabu list?
- What intensification strategy?
- What diversification scheme to use?



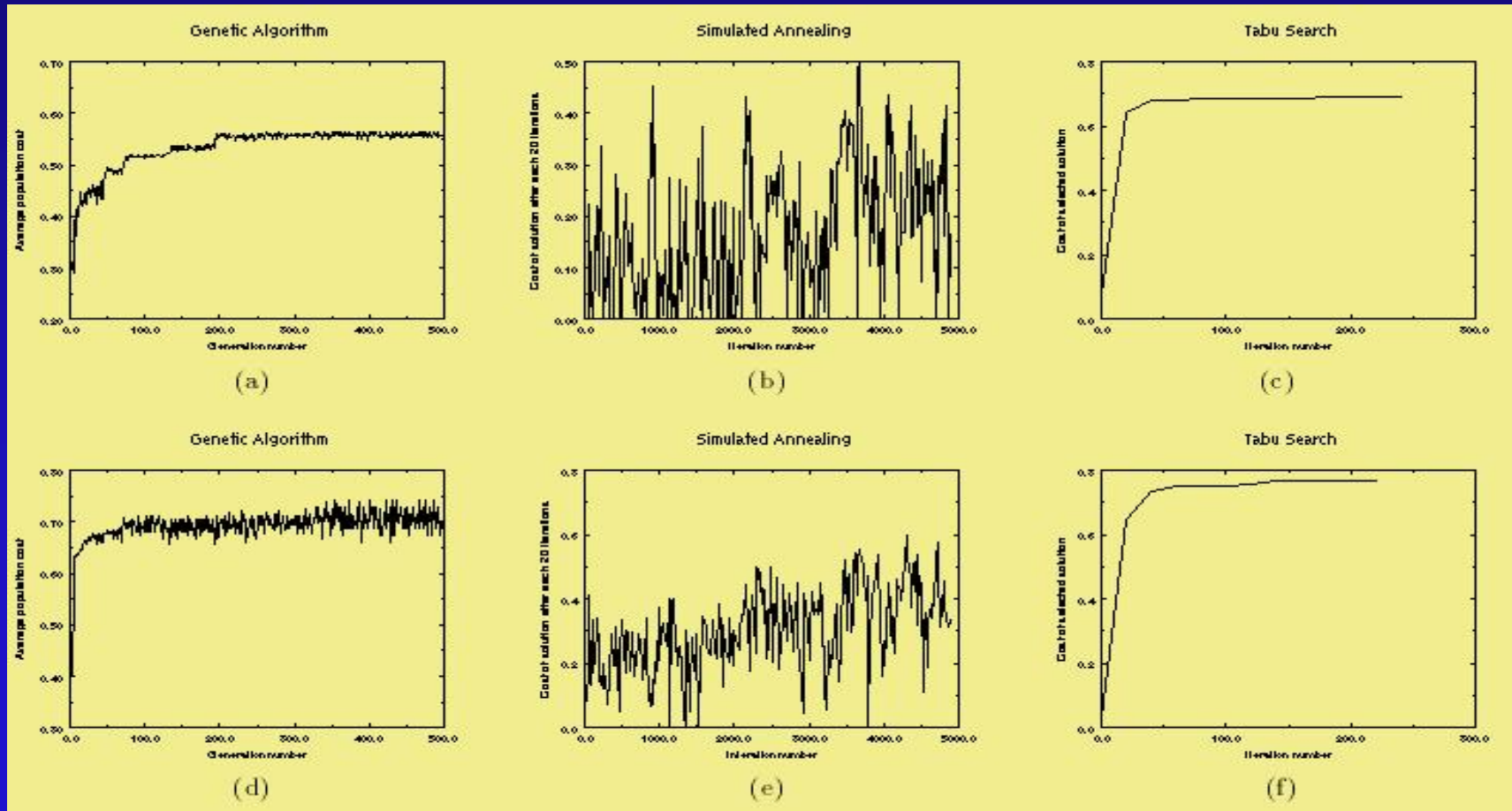
EX

- Quality of best solution
- Progress of the search until stoppage time
- Quality of solution subspaces searched

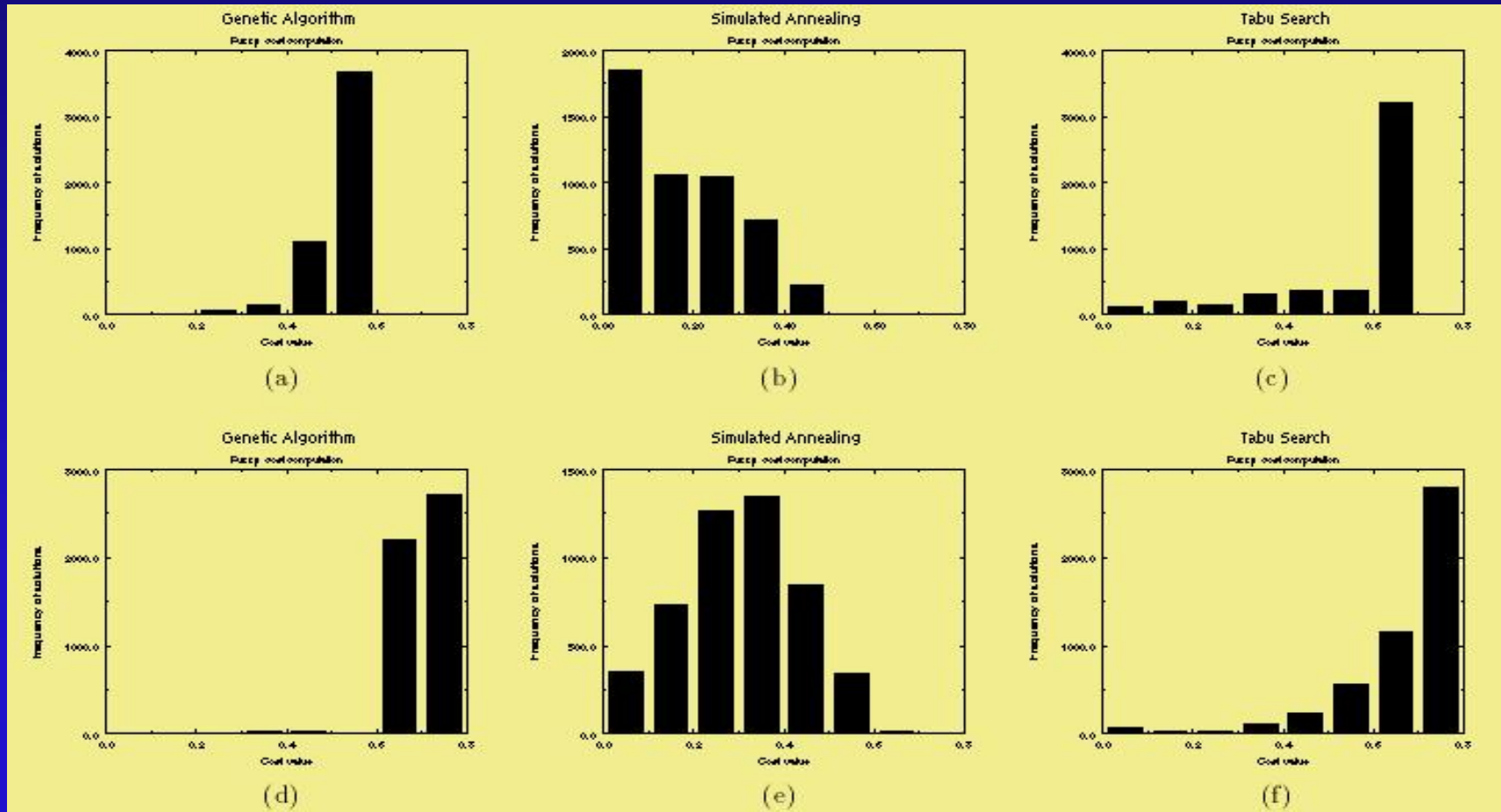
# Best solution



# Progress of the search



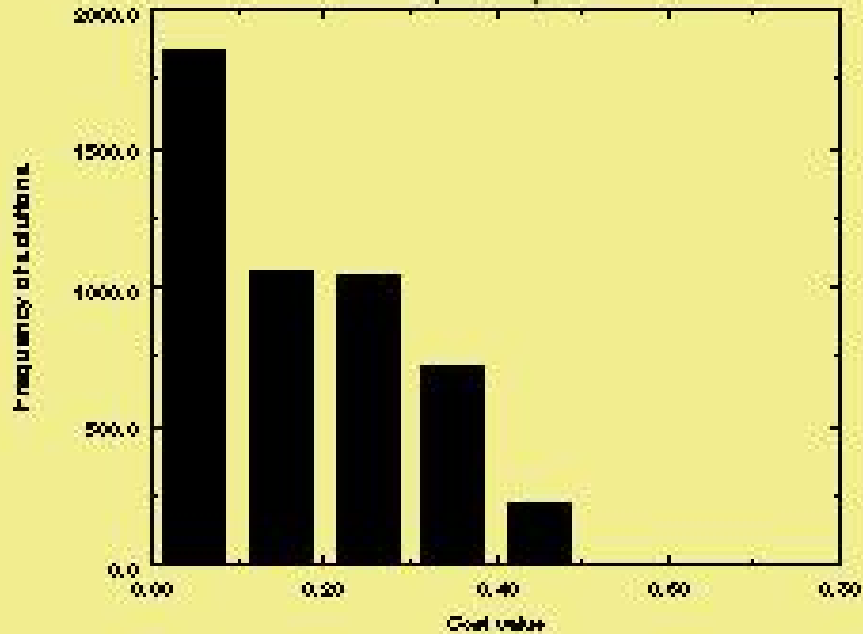
# Quality of subspaces searched



# Effect of cost inflation on SA

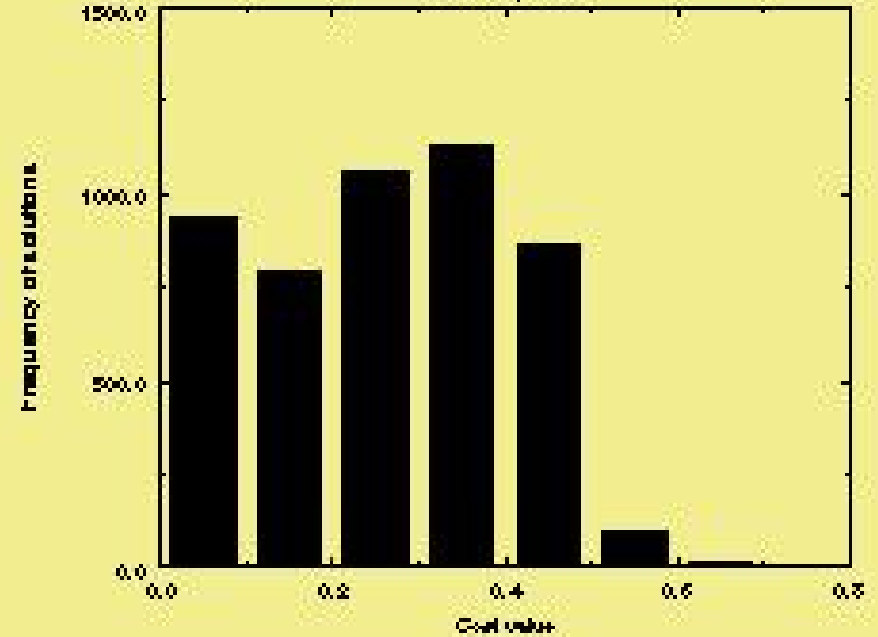
Simulated Annealing

Fixed cost computation



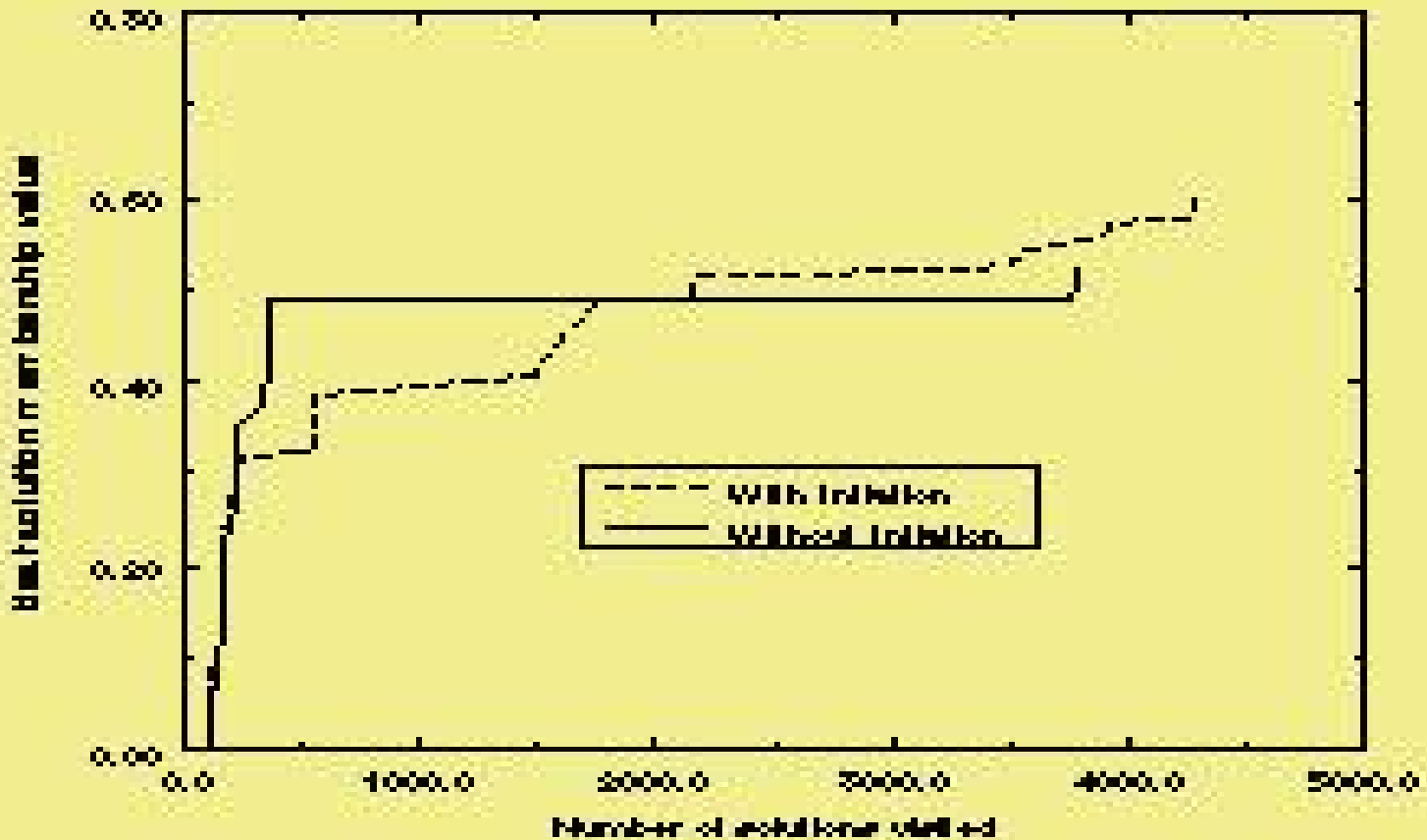
Simulated Annealing

Initial temperature

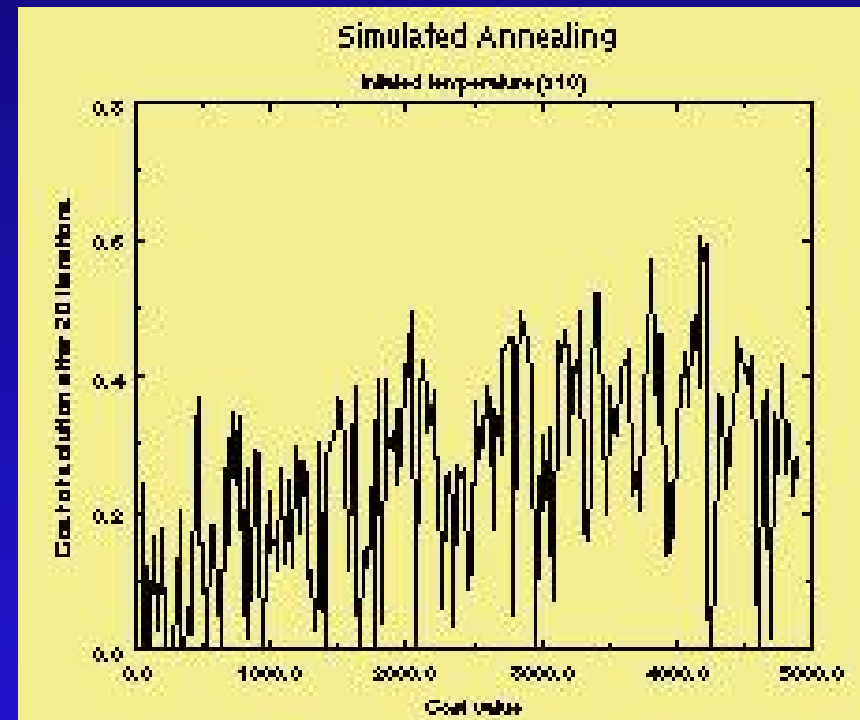
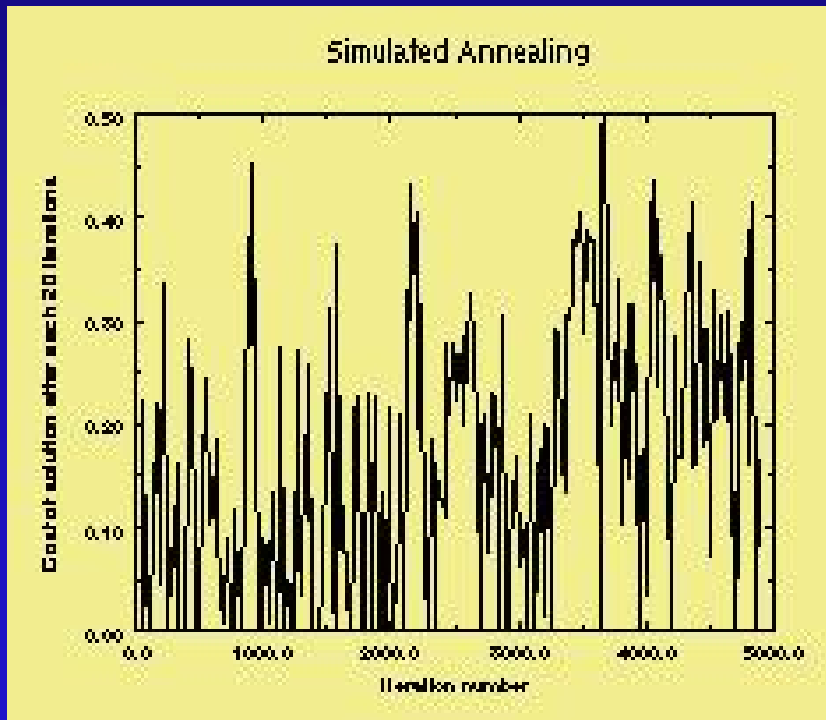


# Effect of cost inflation on SA

Simulated Annealing



# Effect of cost inflation on SA



# Questions?

