



# **Bio-inspired Computation and Optimization**

Project 1: Knapsack Problem – Part I Discussion of Task 2

#### a) Neighbourhood Function

 Define the neighbourhood function to return the set of solutions withing a Hamming distance *d* from the solution *x*.

If we denote the Hamming distance between two binary vectors as h(x, y), then we can define the neighborhood function  $N_d(x)$  as:

 $N_d(x) = \{ y \in X | h(x, y) \le d \}$ 

#### a) Proof

We have to show the following property: for any  $x \in X, d \in \mathbb{N}, d < n$ :  $N_d(x) \subset N_{d'}(x) \iff d < d'$ . We prove both directions of the equivalence separately.

**Proof for**  $N_d(x) \subset N_{d'}(x) \Leftarrow d < d'$  For d < d' and  $\forall x \in X$ :

$\forall y \in N_d\left(x\right)$	:	h	$(x, y) \leq$	$\leq d$	(definition of $N_d(x)$ )
	$\Rightarrow$	h	(x,y)	$\leq d'$	(d < d')
	⇒	y	$\in N_{d'}$	(x)	(definition of $N_d(x)$ )

This shows that  $N_d(x) \subseteq N_{d'}(x)$ . Now, we have to show that the subset is a strict subset. Because d < n, we have  $d + 1 \leq n$ . This means that there exists a bit vector z, which is created from the bit vector x by flipping d + 1bits. Thus,  $h(x, z) = d + 1 > d \Rightarrow z \notin N_d(x)$ . It follows that:

$$d < d'$$

$$\Rightarrow \quad d+1 \le d'$$

$$\Rightarrow \quad h(x,z) \le d'$$

$$\Rightarrow \quad z \in N_{d'}(x)$$

$$\Rightarrow \quad N_d(x) \subset N_{d'}(x)$$

solution of Michael Haspra, Stefan Mueller, and Timo Wuersch

**Proof for**  $N_d(x) \subset N_{d'}(x) \Rightarrow d < d'$  If we assume  $N_d(x) \subset N_{d'}(x)$ , there exists z for which holds that  $z \in N_{d'}(x)$  but  $z \notin N_d(x)$ . Thus,  $h(x, z) \leq d'$  and h(x, z) > d and so  $d < h(x, z) \leq d' \Rightarrow d < d' \Rightarrow N_d(x) \subset N_{d'}(x) \iff d < d'$ .

solution of Michael Haspra, Stefan Mueller, and Timo Wuersch

### a) Pitfalls

• Exercise care in writing

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- Do not write something like "it is obvious, that the property holds", try prooving the property.
- Proofing the property for a specific example is not sufficient.
- Show both directions! <= as well as =>

#### b) Randomized Local Search

- 1: Randomly choose an initial solution  $x_1$  from X
- 2: Calculate  $f(x_1)$
- 3: Initialize memory, i.e.,  $M = \{(x_1, f(x_1))\}$
- 4: Set iteration counter t = 0
- 5: **loop**

6: t = t + 1

- 7: Choose  $x_t \in N(x) \subseteq X$  where  $M = \{(x, f(x))\}$
- 8: Calculate  $f(x_t)$
- 9: **if**  $f(x_t) \ge f(x)$  then
- 10:  $M = \{(x_t, f(x_t))\}$
- 11: **end if**

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12: if t \ge t_{MAX} then
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- 13: Output best solution  $x^*$  stored in M
- 14: Stop
- 15: **end if**
- 16: end loop
- There is always just one solution in the memory.
- A new solution is generated by locally perturbing the current one.

Maximization problem: (X, ℜ, f, ≥)

## b) Result



### b) Select uniformly in Nd(x)

- To get a solution  $X_t \in N_d(X)$  get first the distance d' you want, then flip d' bits randomly.
- Pay attention to pick d' according to the size of the neighbourhoods!
- Example: n = 6:



- Randomly pick a number between 0 and 63. Select the highest interval, such that the according sum is greater than the number you picked.
- E.g., 15: 15 is smaller than 22 and greater equal than 7 => Flip 2 bits.
- E.g., 42: 42 is smaller than 57 and greater equal than 42 => Flip 4 bits.

### b) Pitfalls

- Take care of sampling uniformly from the neighbourhood!
- Don't forget to add a legend!
- Use a logarithmic or linear scale
- Plot 100'000 iterations!
- You should get the best results using d between 2 and 5. The

#### c) Solution space shape



### d) Metropolis Algorithm



solution of Markus Jehl and Stefan Dahinden

#### Influence of T, Influence of Neighborhoodsize

