

Using Genetic Algorithms to solve the Minimum Labeling Spanning Tree Problem

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Abstract: Genetic Algorithms (GAs) have shown themselves to be very powerful tools for combinatorial optimization. Through this project I hope to investigate GAs, develop a parallel implementation of a GA, use these techniques on the Minimum Labeling Spanning Tree Problem, and compare results with other heuristics.

Introduction to Minimum Labelling Spanning Tree Problem (MLST)

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The MLST

Genetic Algorithms

Serial GA+

Parallel GA

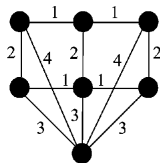
Future

- Combinatorial optimization problem first proposed in 1996 [Chang:1996]
- Connected Graph - set of vertices and edges.
- Each edge has a label
- Find the smallest set of labels which gives a connected sub-graph

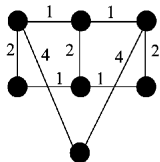
An example of a labelled spanning tree, and subgraphs

Question: What is the smallest set of labels which induces a connected (sub-) graph?

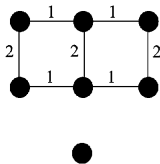
Complete Graph G



Subgraph induced by $\{1, 2, 4\}$ - Connected



Subgraph induced by $\{1, 2\}$ - Not Connected



More about MLST

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Future

- NP-complete - 'perfect' algorithm impossible (?)
- Many heuristics have been used including:
 - Variable Neighborhood Search
 - Simulated Annealing
 - Pilot Method
 - Reactive Tabu Search

Introduction to Genetic Algorithms (GAs)

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Future

- Evolutionary-inspired heuristic for optimization problems

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Future

- Evolutionary-inspired heuristic for optimization problems
- Population = set of (valid) solutions
- Select, Breed, Replace

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Future

- Evolutionary-inspired heuristic for optimization problems
- Population = set of (valid) solutions
- Select, Breed, Replace
- Advantages:
 - Flexible and adaptable
 - Robust performance at global search
 - Simple to parallelize

One Parameter GA for MLST - Serial

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Future

- From Xiong, 2005
- Designed to be simple - no fine tuning
- One parameter - p , population size
- Solution: List of labels (gives connected sub-graph)
- Gene: Label in the list

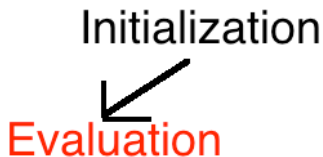
Step 1: Initialization

- Create a varied, viable population for generation 1.

Initialization

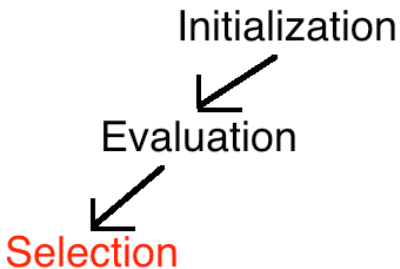
Step 2: Evaluation

- Assess how 'good' each individual in the population is.



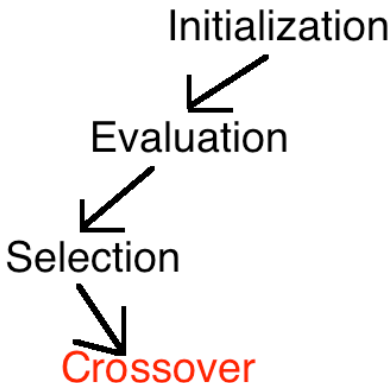
Step 3: Selection

- Choose pairs out of population to breed and create an offspring



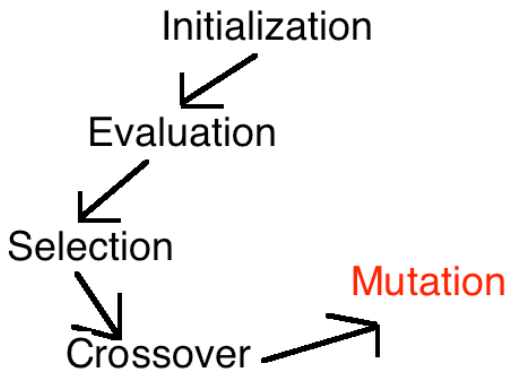
Step 4: Crossover

- Combine genes from parents to produce a viable offspring



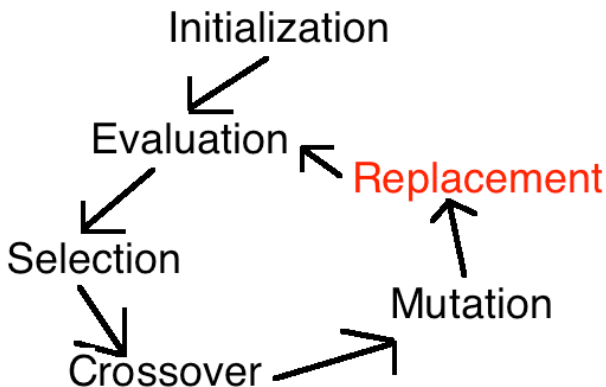
Step 5: Mutation

- Give some new genetic material to offspring



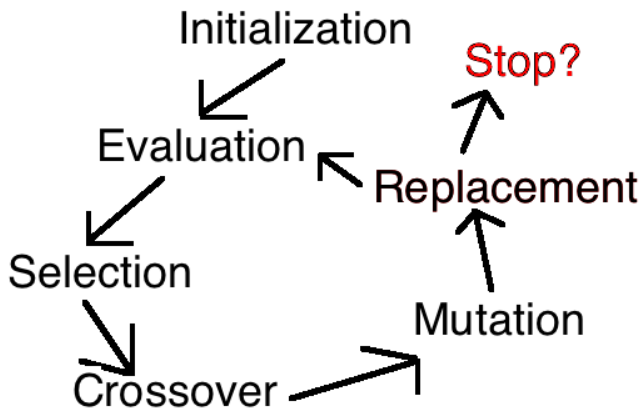
Step 6: Replacement

- When appropriate, replace parent with offspring for next generation



Step 7: Stopping Conditions

- Stop after a certain amount of time/number of generations/result is achieved...



Problems with Serial GA?

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Future

- Xiong's GA converges very quickly to local optima (not global)

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Future

- Xiong's GA converges very quickly to local optima (not global)
- Modify selection, crossover, mutation, replacement to increase diversity

GA Improvement 1: Coin toss?

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Future

- Currently - when deciding which genes to give to offspring, follow pre-determined order

GA Improvement 1: Coin toss?

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Future

- Currently - when deciding which genes to give to offspring, follow pre-determined order
- Xiong 2006: Modified Genetic Algorithm (MGA)- do neighborhood search in crossover operator

GA Improvement 1: Coin toss?

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Future

- Currently - when deciding which genes to give to offspring, follow pre-determined order
- Xiong 2006: Modified Genetic Algorithm (MGA)- do neighborhood search in crossover operator
- Make crossover/mutation stochastic. Mix up ordering

GA Improvement 2: Keep equal?

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Future

- Currently - replace offspring with parent if offspring better

GA Improvement 2: Keep equal?

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Future

- Currently - replace offspring with parent if offspring better
- Replace parent with offspring if offspring better or equal

GA Improvement 3: Favor mutation?

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Future

- Currently - in mutation introduce a random gene, treat as any other

GA Improvement 3: Favor mutation?

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Future

- Currently - in mutation introduce a random gene, treat as any other
- Treat mutation gene specially (make inclusion more likely)

Test instances

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Future

- Tested against 36 sets of instances (10 instances per set) from Cerulli et al. [2005]

Test instances

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Future

- Tested against 36 sets of instances (10 instances per set) from Cerulli et al. [2005]
- Compared with global optimum when known, best known solution (BKS) in literature otherwise

Serial GA changes - results

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Future

■ GA + variants:

Algorithm	% Above BKS	% Above Optimum (if known)	Time (s)
Original GA	6.97	3.79	129.3
Crossover Coin toss	4.7	2.3	139.8
Mutation Coin Toss	5.1	3.0	130.5
Keep Equal	8.3	5.1	123.1
Favor Mutation	5.1	2.4	130.11
Everything	3.9	2.4	139.7

Serial GA changes - results

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Everything	3.9	2.4	139.7

■ Xiong's Modified GA (MGA) + variants

Algorithm	% Above BKS	% Above Optimum (if known)	Time (s)
MGA	4.1	2.2	474.8
MGA with Everything	2.9	1.5	421.1

Dividing up the Population

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Future

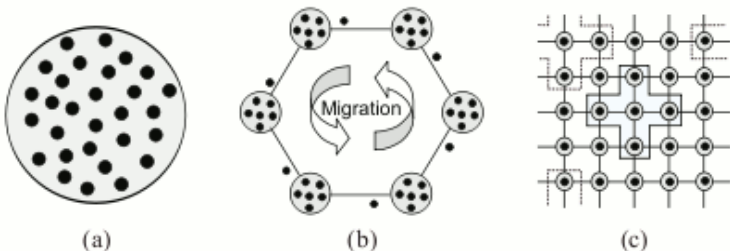


Figure: Three different types of GAs showing interaction between individuals (black dots) in the population. a) Panmictic b) Distributed c) Cellular [Alba:2008]

Distributed GA - results

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Future

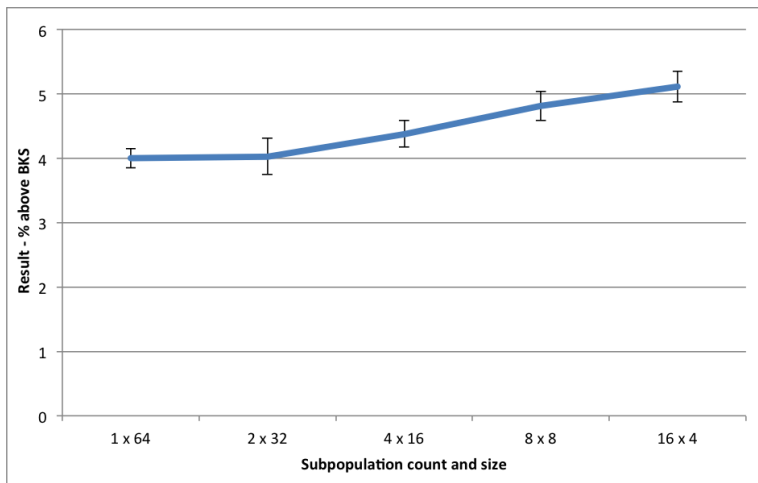


Figure: % above BKS for a variety of island sizes - no migration

Serial Genetic Algorithm – > Parallel Genetic Algorithm

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Future

- Why?
 - Speedup
 - Larger Problems

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Future

- Why?
 - Speedup
 - Larger Problems
- Allocate different subpopulations to different processors

Distributed GA - results

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Future

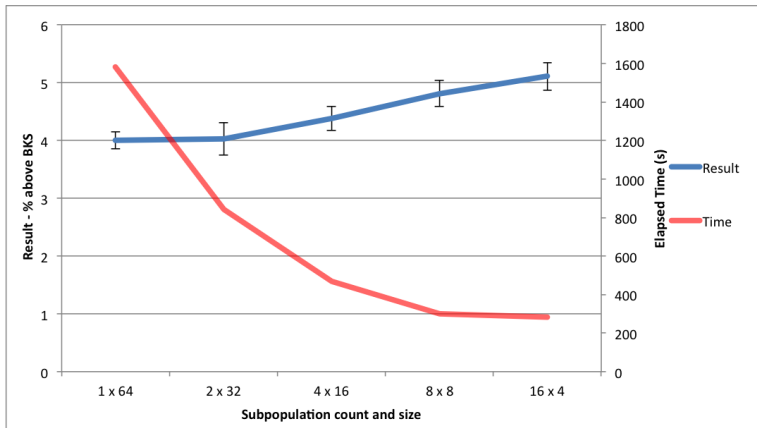


Figure: % above BKS and computational time for a variety of island sizes - no migration (run on 2.2GHz quad-core Intel Core i7)

Serial Algorithm – > Parallel Algorithm

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Future

- Why?
 - Speedup
 - Larger Problems
- Allocate different subpopulations to different processors
- Communication between subpopulations - better results?

Serial Algorithm – > Parallel Algorithm

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Future

- Why?
 - Speedup
 - Larger Problems
- Allocate different subpopulations to different processors
- Communication between subpopulations - better results?
- Master-slave versus Direct communication (Who?)
- Message Passing versus Shared Memory (How?)

Parallel Structures (Who?)

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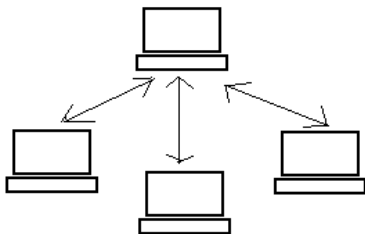
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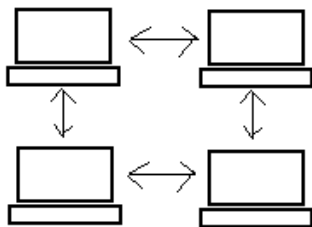
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Future



(a) Master-slave



(b) Direct communication

Figure: Different approaches to parallel programming

Communication Schemes(How?)

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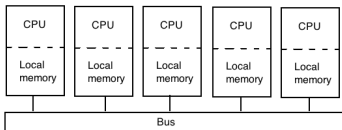
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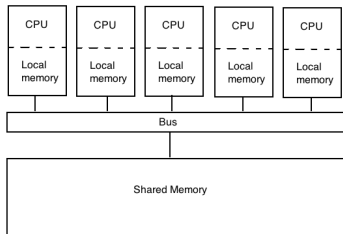
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Future



(a) Message Passing



(b) Shared Memory

Figure: Different approaches to inter-processor communication

MPI versus Pthreads

- Initially I planned on using MPI, switched to pthreads

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MPI versus Pthreads

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Future

- Initially I planned on using MPI, switched to pthreads
- MPI advantages:
 - Simpler to code (less chance of race conditions/data corruption)
 - Can run on wider variety of grids (no need for shared memory)

MPI versus Pthreads

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Future

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- MPI advantages:
 - Simpler to code (less chance of race conditions/data corruption)
 - Can run on wider variety of grids (no need for shared memory)
- Pthreads advantages:
 - Less overhead
 - GENOME cluster has shared memory
 - More flexible - share objects, access shared memory whenever

MPI versus Pthreads

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 - Can run on wider variety of grids (no need for shared memory)
- Pthreads advantages:
 - Less overhead
 - GENOME cluster has shared memory
 - More flexible - share objects, access shared memory whenever
- Pthreads allows asynchronous code (not simultaneous), more flexible communication BUT must deal with mutexes, condition variables etc.

Communication scheme 1

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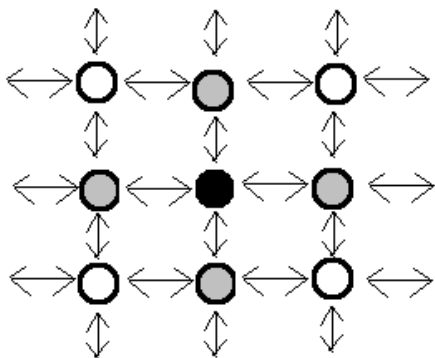
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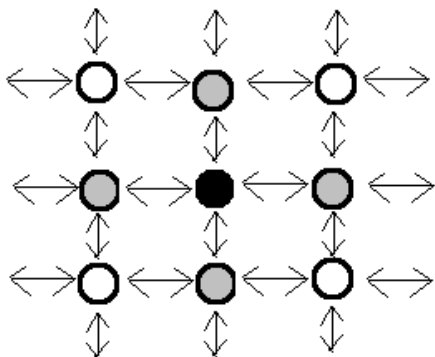
Future

- Scharrenbroich:
'CGA-inspired' distributed
GA
- Migration between
'neighboring'
subpopulations if no
improvement for 10
generations, replacing
weakest individual in
subpopulation



Communication scheme 1

- Scharrenbroich:
'CGA-inspired' distributed
GA
- Migration between
'neighboring'
subpopulations if no
improvement for 10
generations, replacing
weakest individual in
subpopulation
- Tested for 2, 4, 8 islands -
no significant difference in
results



Communication Scheme 2

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Parallel GA

Future

- Best solution from each subpopulation is copied to shared memory
- Individuals in subpopulations occasionally breed with any individuals saved in shared memory (although individuals in shared memory do not directly replace individuals in subpopulations)

Communication Scheme 2

- Best solution from each subpopulation is copied to shared memory
- Individuals in subpopulations occasionally breed with any individuals saved in shared memory (although individuals in shared memory do not directly replace individuals in subpopulations)
- Results:
 - 2 islands - no significant difference in results
 - 4, 8 islands - minor improvement

Plans: Spring 2012

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Future

- Investigate more communication/migration schemes
- Test/run on GENOME cluster at UMD

Plans: Spring 2012

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Future

- Investigate more communication/migration schemes
- Test/run on GENOME cluster at UMD
- Investigate other GAs (canonical CGA?) which are suitable for parallelization
- Final presentation and report

Summary to date

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Future

- Significant improvement on serial code (code running on each individual processor)

Summary to date

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Future

- Significant improvement on serial code (code running on each individual processor)
- Can run in parallel, significant speed up achieved

Summary to date

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Future

- Significant improvement on serial code (code running on each individual processor)
- Can run in parallel, significant speed up achieved
- Shared memory allows for effective inter-processor communication (details to be finalized...)

Bibliography

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