

Stochastic Local Search Algorithms

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UBC CS 322 - CSP 7

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Textbook §4.8

Lecture Overview



Announcements

- Recap: stochastic local search (SLS)
- Types of SLS algorithms
- Algorithm configuration
- AI in the news: Watson and Siri

Announcements & Reminders

- Assignment 2 is due next Friday, February 15, 1:00pm
 - Don't leave it to the last minute
- Reminder: midterm is Wednesday, March 6, 3:00 – 3:50pm
 - Set of short questions to be provided: subset on midterm.
- Final exam is scheduled for Thursday, April 18, 8:30am
 - Will schedule extra review session(s) after classes end, before exam

Practice exercises

- Who has used them?
- Try Exercise 5 for SLS practice in Alspace.

Lecture Overview

- Announcements

 Recap: stochastic local search (SLS)

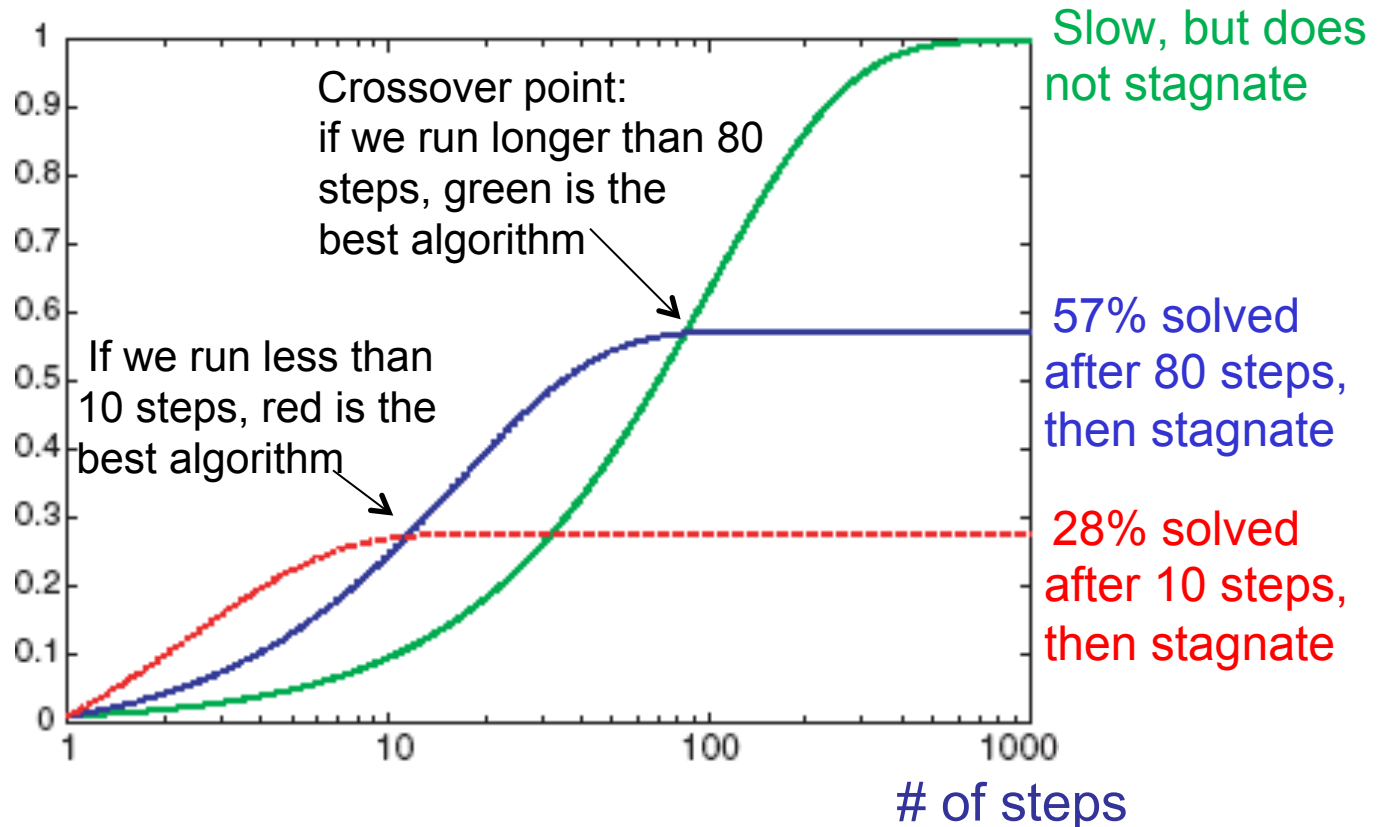
- Types of SLS algorithms
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Comparing runtime distributions

- SLS algorithms are randomized
 - The time taken until they solve a problem is a **random variable**
- Runtime distributions
 - x axis: runtime (or number of steps, typically log scale)
 - y axis: proportion (or number) of runs solved in that runtime

Fraction of solved runs, i.e.

$P(\text{solved by this time})$



Pro's and Con's of SLS

- Typically no guarantee to find a solution even if one exists
 - Most SLS algorithms can sometimes **stagnate**
 - Not clear whether problem is infeasible or the algorithm stagnates
 - Very hard to analyze theoretically
 - Some exceptions: guaranteed to find global minimum as time $\rightarrow \infty$
 - In particular random sampling and random walk:
strictly positive probability of making N lucky choices in a row
- Anytime algorithms
 - maintain the node with best h found so far (the “incumbent”)
 - given more time, can improve their incumbent
- Generality: can optimize arbitrary functions with n inputs
 - Example: constraint optimization
 - Example: RNA secondary structure design
- Generality: dynamically changing problems

SLS generality: Constraint Optimization Problems

- Constraint Satisfaction Problems
 - Hard constraints: need to satisfy all of them
 - All models are equally good
- Constraint **Optimization** Problems
 - Hard constraints: need to satisfy all of them
 - Soft constraints: need to satisfy them as well as possible
 - Can have weighted constraints
 - Minimize $h(n)$ = sum of weights of constraints unsatisfied in n
 - Hard constraints have a very large weight
 - Some soft constraints can be more important than other soft constraints → larger weight
 - All local search methods we will discuss work just as well for constraint optimization
 - all they need is an evaluation function h

Example for constraint optimization problem

Exam scheduling

- Hard constraints:
 - Cannot have an exam in too small a room
 - Cannot have multiple exams in the same room in the same time slot
 - ...
- Soft constraints
 - Student should not have to write two exams at the same time (important)
 - Students should not have multiple exams on the same day
 - It would be nice if students had their exams spread out
 - ...

SLS generality: optimization of arbitrary functions

- SLS is even more general
 - SLS's generality doesn't stop at constraint optimization
 - We can optimize arbitrary functions $f(x_1, \dots, x_n)$ that we can evaluate for any complete assignment of their n inputs
 - The function's inputs correspond to our possible worlds, i.e. to the SLS search states
- Example: RNA secondary structure design

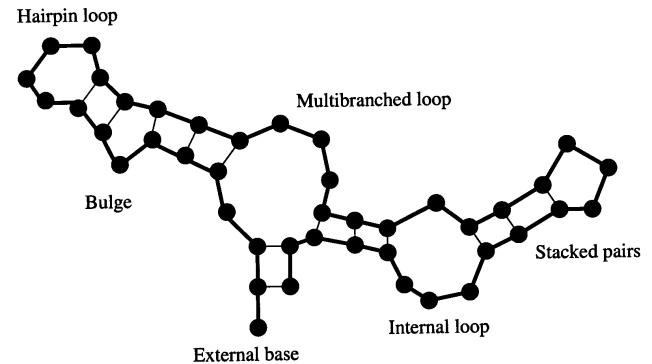
Example: SLS for RNA secondary structure design

- RNA strand made up of four bases: cytosine (C), guanine (G), adenine (A), and uracil (U)
- 2D/3D structure RNA strand folds into is important for its **function**
- Predicting structure for a strand is “easy”: $O(n^3)$
- But what if we want a strand that folds into a certain structure?
 - Local search over strands
 - Search for one that folds into the right structure
 - Evaluation function for a strand
 - Run $O(n^3)$ prediction algorithm
 - Evaluate how different the result is from our target structure
 - Only defined implicitly, but can be evaluated by running the prediction algorithm

RNA strand
GUCCCAUAGGAUGUCCCAUAGGA

↓ Easy ↑ Hard

Secondary structure



Best algorithm to date: Local search algorithm RNA-SSD **developed at UBC**
[Andronescu, Fejes, Hutter, Condon, and Hoos, Journal of Molecular Biology, 2004] 11

SLS generality: dynamically changing problems

- The problem may change over time
 - Particularly important in scheduling
 - E.g., schedule for airline:
 - Thousands of flights and thousands of personnel assignments
 - A storm can render the schedule infeasible
- Goal: Repair the schedule with **minimum number of changes**
 - Often easy for SLS starting from the current schedule
 - Other techniques usually:
 - Require more time
 - Might find solution requiring many more changes

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Types of SLS algorithms

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Many different types of local search

- There are many different SLS algorithms
 - Each could easily be a lecture by itself
 - We will only touch on each of them very briefly
 - Only need to know them on a high level
- For more details, see
 - UBC CS grad course “Empirical Algorithmics” by Holger Hoos
 - Book “Stochastic Local Search: Foundations and Applications” by Holger Hoos & Thomas Stützle, 2004 (in reading room)

Simulated Annealing

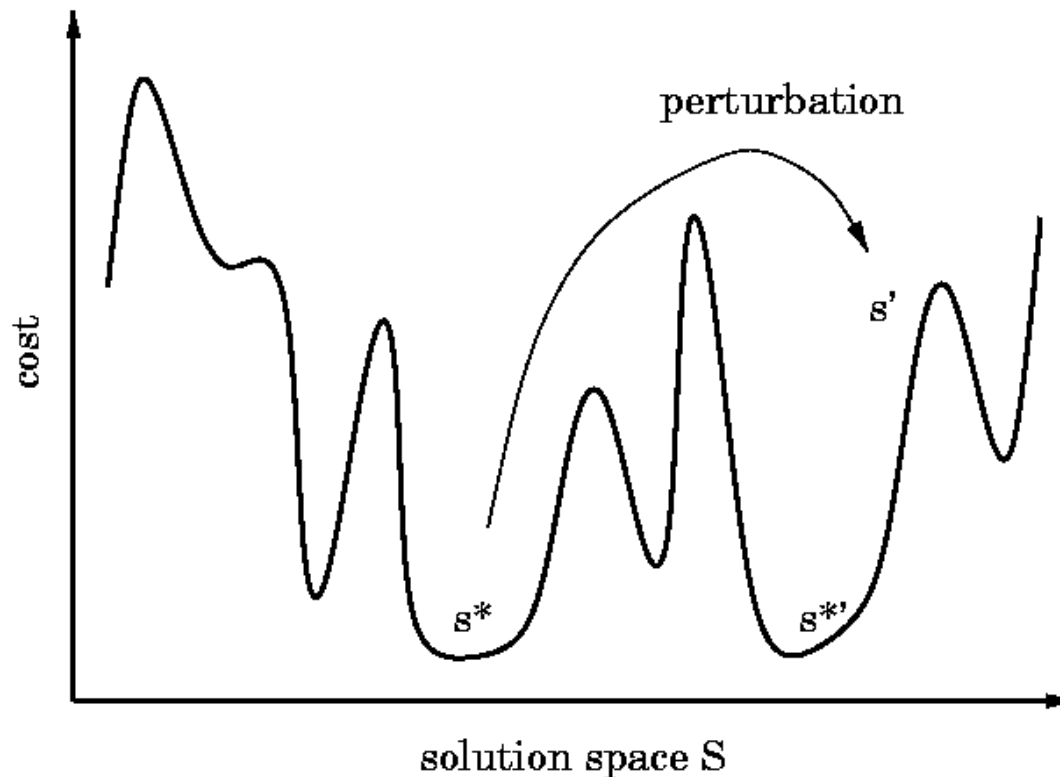
- **Annealing**: a metallurgical process where metals are hardened by being slowly cooled so settle into lowest energy state
- **Analogy**:
 - start with a high ‘temperature’: great tendency to take random steps
 - Over time, cool down: only take random steps that are not too bad
- **Details**:
 - At node n , select a random neighbour n'
 - If $h(n') < h(n)$, move to n' (i.e. accept all improving steps)
 - Otherwise, adopt it with a probability depending on
 - How much worse n' is than n
 - the current temperature T : high T tends to accept even very bad moves
 - Probability of accepting worsening move: $\exp((h(n) - h(n')) / T)$
 - Temperature reduces over time, according to an annealing schedule
 - “Finding a good annealing schedule is an art”
 - E.g. geometric cooling: every step multiply T by some constant < 1

Tabu Search

- Mark partial assignments as tabu ('taboo'= forbidden)
 - Prevents repeatedly visiting the same (or similar) local minima
 - Maintain a queue of k variable=value assignments that are tabu
 - E.g., when changing V_7 's value from 2 to 4, we cannot change V_7 back to 2 for the next k steps
 - k is a parameter that needs to be optimized empirically

Iterated Local Search

- Perform iterative best improvement to get to local minimum
- Perform perturbation step to get to different parts of the search space
 - E.g. a series of random steps (random walk)
 - Or a short tabu search



Beam Search

- Keep not just 1 assignment, but k assignments at once
 - A ‘beam’ with k different assignments (k is the ‘beam width’)
- The neighbourhood is the union of the k neighbourhoods
 - At each step, keep only the k best neighbours
 - Never backtrack
- When $k=1$, this is identical to:

Greedy descent

Breadth first search

Best first search

- Single node, always move to best neighbour: greedy descent

- When $k=\infty$, this is basically:

Greedy descent

Breadth first search

Best first search

- At step m , the beam contains all nodes m steps away from the start node
- Like breadth first search,
but expanding a whole level of the search tree at once

- The value of k lets us limit space and parallelism

Stochastic Beam Search

- Like beam search, but you probabilistically choose the k nodes at the next step ('generation')
- The probability that neighbour n is chosen depends on $h(n)$
 - Neighbours with low $h(n)$ are chosen more frequently
 - E.g. rank-based: node n with lowest $h(n)$ has highest probability
 - probability only depends on the order, not the exact differences in h
 - This maintains diversity amongst the nodes
- Biological metaphor:
 - like asexual reproduction:
each node gives its mutations and the fittest ones survive

Genetic Algorithms

- Like stochastic beam search, but pairs of nodes are combined to create the offspring
- For each generation:
 - Choose pairs of nodes n_1 and n_2 ('parents'), where nodes with low $h(n)$ are more likely to be chosen from the population
 - For each pair (n_1, n_2) , perform a cross-over: create offspring combining parts of their parents
 - Mutate some values for each offspring
 - Select from previous population and all offspring which nodes to keep in the population

Example for Crossover Operator

- Given two nodes:

$$X_1 = a_1, X_2 = a_2, \dots, X_m = a_m$$

$$X_1 = b_1; X_2 = b_2, \dots, X_m = b_m$$

- Select i at random, form two offspring:

$$X_1 = a_1, X_2 = a_2, \dots, X_i = a_i, X_{i+1} = b_{i+1}, \dots, X_m = b_m$$

$$X_1 = b_1, X_2 = b_2, \dots, X_i = b_i, X_{i+1} = a_{i+1}, \dots, X_m = a_m$$

- Many different crossover operators are possible
- Genetic algorithms is a large research field
 - Appealing biological metaphor
 - Several conferences are devoted to the topic

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Parameters in stochastic local search

- Simple SLS
 - Neighbourhoods, variable and value selection heuristics, percentages of random steps, restart probability
- Tabu Search
 - Tabu length (or interval for randomized tabu length)
- Iterated Local Search
 - Perturbation types, acceptance criteria
- Genetic algorithms
 - Population size, mating scheme, cross-over operator, mutation rate
- Hybridizations of algorithms: many more parameters

The Algorithm Configuration Problem

Definition

- Given:
 - Runnable algorithm A, its parameters and their domains
 - Benchmark set of instances B
 - Performance metric m
- Find:
 - Parameter setting ('configuration') of A optimizing m on B

UBC Ph.D. thesis (Hutter, 2009): “Automated configuration of algorithms for solving hard computational problems”

Motivation for automated algorithm configuration

Customize versatile algorithms for different application domains

- Fully automated
 - Saves valuable human time
 - Can improve performance dramatically



Solver
config 1



Solver
config 2

Generality of Algorithm Configuration

Arbitrary problems, e.g.

- SAT, MIP, Timetabling, Probabilistic Reasoning, Protein Folding, AI Planning,

Arbitrary parameterized algorithms, e.g.

- Local search
 - Neighbourhoods, restarts, perturbation types, tabu length, etc
- Genetic algorithms & evolutionary strategies
 - Population size, mating scheme, crossover operators, mutation rate, hybridizations, etc
- Systematic tree search
(advanced versions of arc consistency + domain splitting)
 - Branching heuristics, no-good learning, restart strategy, pre-processing, etc

Simple Manual Approach for Configuration

Start with some configuration

repeat

| *Modify a single parameter*

| **if** *results on benchmark set improve* **then**

| | *keep new configuration*

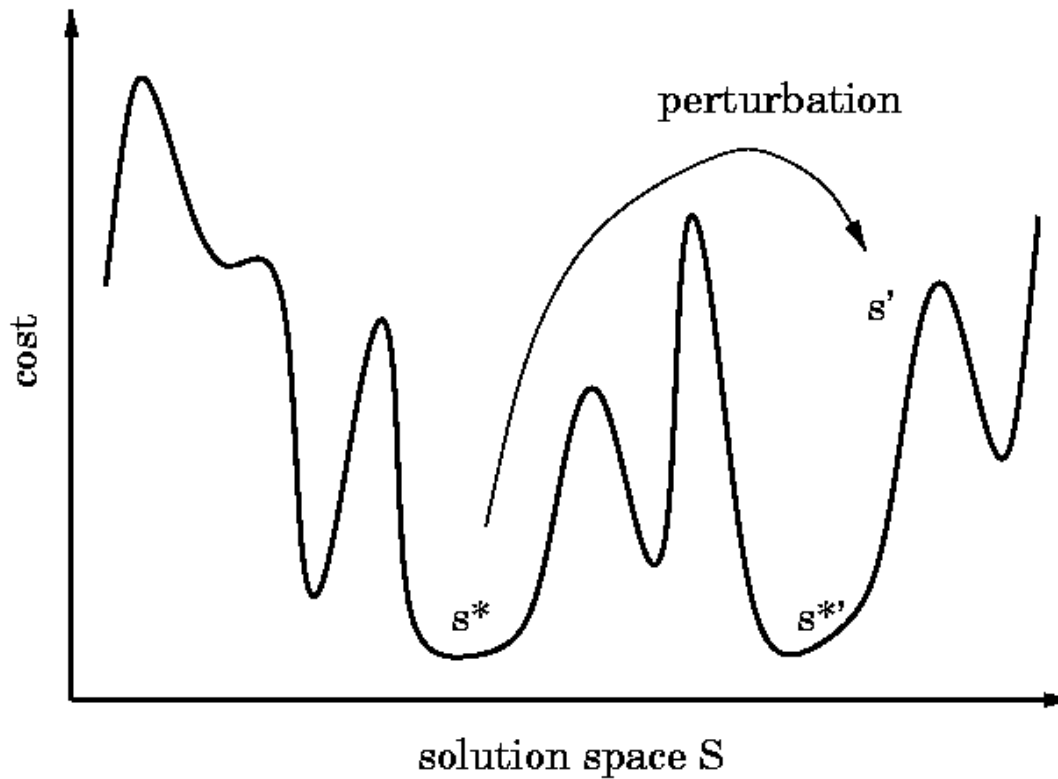
until *no more improvement possible (or “good enough”)*

→ *Manually executed local search*

The ParamILS Framework

[Hutter, Hoos & Stützle; AAI '07 & Hutter, Hoos, Leyton-Brown & Stützle; JAIR'09]

Iterated Local Search in parameter configuration space:



Example application for ParamILS: solver for mixed integer programming (MIP)

IP: NP-hard constraint optimization problem

$$\begin{aligned} \min \quad & c^T x \\ \text{s. t.} \quad & Ax \leq b \\ & x_i \in \mathbb{Z} \text{ for } i \in I \end{aligned}$$

MIP = IP with only some integer variables

Commercial state-of-the-art MIP solver IBM ILOG CPLEX:

- licensed by > 1000 universities and 1300 corporations, including 1/3 of the Global 500



Transportation/Logistics:
SNCF, United Airlines,
UPS, United States
Postal Service, ...



Supply chain
management
software:
Oracle, SAP, ...



Production planning
and optimization:
Airbus, Dell, Porsche,
Thyssen Krupp,
Toyota, Nissan, ...

Up to 50-fold speedups just by optimizing the parameters!

Learning Goals for local search

- Implement **local search** for a CSP.
 - Implement different ways to **generate neighbors**
 - Implement **scoring functions** to solve a CSP by local search through either **greedy descent** or **hill-climbing**.
- Implement SLS with
 - random steps (1-step, 2-step versions)
 - random restart
- Compare SLS algorithms with runtime distributions
- Understand principles of types of SLS algorithms

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 AI in the news: Watson and Siri

IBM's Watson

- Automated AI system participated in real *Jeopardy!*
 - Won practice round against two all-time Jeopardy champions
 - 3-day match on air February 14-16, 2011
- Jeopardy website with videos: <http://www.jeopardy.com/minisites/watson/>
- NYTimes article: “What Is I.B.M.’s Watson?”
<http://www.nytimes.com/2010/06/20/magazine/20Computer-t.html>
- Wired magazine:
“IBM’s Watson Supercomputer Wins Practice Jeopardy Round”
<http://www.wired.com/epicenter/2011/01/ibm-watson-jeopardy/#>
- More technical: AI magazine
“Building Watson: An Overview of the DeepQA Project”
<http://www.stanford.edu/class/cs124/AIMagazine-DeepQA.pdf>

IBM's Watson: some videos

- “IBM and the Jeopardy Challenge”:
<http://www.youtube.com/watch?v=FC3IryWr4c8>
- “IBM's Supercomputer Beats Miles O'Brien at Jeopardy”:
<http://www.youtube.com/watch?v=otBeCmpEKTs>
- Video of practice round:
<http://www.engadget.com/2011/01/13/ibms-watson-supercomputer-destroys-all-humans-in-jeopardy-pract/>
 - Watson won against Jeopardy champions Ken Jennings and Brad Rutter (by a small margin)
 - Including interview describing some of the underlying AI
 - But if you're really interested, see the AI magazine article
- "Doctor" Watson To Inform Medical Decisions
<http://www.medicalnewstoday.com/articles/234253.php>

Watson as an intelligent agent (see lecture 1)

Knowledge Representation Machine Learning

Mix of knowledge representations.
Machine learning to rate *confidence* from each system
Learned confidence from 10,000s example questions

prior knowledge
past experiences
goals/values
observations

Agent

Reasoning +
Decision Theory

Actions

Betting strategy!

Natural Language
Understanding

Some, fairly simple

Natural Language
Generation

+
Computer Vision
Speech Recognition

+
Robotics

+
Human Computer
/Robot
Interaction

+
Physiological Sensing
Mining of Interaction Logs

Environment

State of the art NLP components
Combination and tuning of over 100 (!) approaches.

Apple's Siri

- Original SIRI is an offshoot of the DARPA-funded project, CALO, based at SRI. It was part of DARPA's PAL initiative (Personalized Assistant that Learns).
- <http://www.apple.com/iphone/features/siri.html>
- Interact with the calendar.
- Search contacts.
- Read and write messages (text and email).
- Interact with the Maps app and location services.
- Forward search phrases to certain pre-defined data providers (Yahoo! Weather, Yahoo! Finance, Yelp, Wolfram|Alpha, or Wikipedia).
- Dick Tracy's watch next

