

Subheuristic Search and Scalability in a Hyperheuristic

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ABSTRACT

Our previous work has introduced a hyperheuristic (HH) approach based on Genetic Programming (GP). There, GP employs user-given languages where domain-specific local heuristics are used as primitives for producing specialised metaheuristics (MH). Here, we show that the GP-HH works well with simple generic languages over subheuristic primitives, dealing with increases of problem size and reduction of resources. The system produces effective and efficient MHs that deliver best results known in a chosen test domain. We also demonstrate that user-given, modest domain information allows the HH to produce an improvement over a previous best result from the literature.

Categories and Subject Descriptors Artificial Intelligence [Problem Solving, Control Methods, and Search]: Heuristic methods **General Terms** Algorithms Experimentation Languages

1. INTRODUCTION

A *hyperheuristic* is a heuristic that builds MHs that solve a given problem. In [2] we proposed a GP-HH that allows its user to define different domain-specific target languages in which the HH expresses its evolved MHs, making it a more generic solver. Here, we suggest that the GP-HH may further improve its search behaviour, by using elementary components of local heuristics, so that it evolves its MHs by also employing these basic, *subheuristic* primitives, and by using user-provided knowledge.

The GP-HH accepts the definition of a language in which it expresses MHs for D , an arbitrary domain of problems. To give such a description, one may represent search methods for D , e.g., low-level heuristics or proven MHs, as components of a grammar, G , that produces its language, $L(G)$. In this manner, $\sigma \in L(G)$ defines a MH for D . Then, any form of grammar-based GP over $L(G)$ is a HH for D . An individual MH is represented as $g \in L(G)$. T shall designate the set of terminals of G . $L(G) \subset T^*$, the set of all strings over T . We call a terminal $t \in T$ a *primitive*. Primitives may represent manually created MHs, local heuristics, or *subheuristics*, i.e., parts of local heuristics.

At the beginning of a run of the GP-HH, *initialisation* produces random sequences from T^* that have the same length. Until some termination criterion is met, selection, reproduction, and, possibly, mutation of a MH take place in an iterative fashion. A sequence $\sigma \notin L(G) \subset T^*$ is passed to *EDITING* [2] that turns it into a string from $L(G)$ before selection. A MH, M , holds an individual repetition value, ι , that determines how often an iterative primitive of M is repeated at most. The GP-HH co-evolves the population and its ι values. To that end, the used flavour of *tournament selection*

```
metaheuristic ::= NATURAL
                | NATURAL search
search        ::= heuristic
                | heuristic search
heuristic ::= 2-CHANGE
                | loop IF_2-CHANGE
                | loop IF_3-CHANGE
loop         ::= REPEAT_UNTIL_IMPROVEMENT
                | /* empty */
```

Figure 1: Description of language *Complete*.

```
heuristic ::= 2-CHANGE
                | loop IF_2-CHANGE
                | loop IF_3-CHANGE
                | SWAP_NODE
```

Figure 2: Language *Swap*. Other rules as given in Figure 1.

favours higher fitness, as usual, as well as lower ι values.

2. RESULTS

The set of travelling salesperson problems (TSP) is an appropriate domain for experiments. With n nodes of a problem given, one describes a cycle (tour) as a permutation of nodes, $p = (v_0, \dots, v_{n-1})$, over $\{0, \dots, n-1\}$. We call permutation $(0, 1, \dots, n-1)$ the *natural* cycle of the problem. The primitive NATURAL creates this cycle. For a tour, the low-level heuristic 2-CHANGE, when given two edges $(a, b), (c, d) : a \neq d, b \neq c$, replaces them with $(a, c), (b, d)$. Therefore, when a produced MH M is about to call 2-CHANGE, it randomly selects two appropriate edges as arguments for 2-CHANGE. Another primitive, IF_2-CHANGE, executes 2-CHANGE only if this will improve the tour under construction. In analogy, we also supply a heuristic that we call IF_3-CHANGE. Eventually, we give the primitive REPEAT_UNTIL_IMPROVEMENT p that executes the primitive p until this leads to a better result or until p has been executed ι_M times. A grammar, *Complete*, using primitives described above, is shown in Figure 1.

For a permutation (tour), the simplest subheuristic randomly selects a node and swaps it with one of its direct neighbours, here, its right one. We call this operator SWAP_NODE. Figure 2 shows the rule resulting from the addition of SWAP_NODE. We call the associated language *Swap*.

We consider problem eil51 from TSPLIB. Its dimension is $n = 51$ nodes, and its best high-precision solution known has a length of 428.871765 as discovered by a MH evolved by the GP-HH [2]. We summarise experimental parameters in the caption of Table 1. During the execution of a MH, we count each of its calls to a primitive and call the sum γ . We give performance results in Table 1. Search effectiveness (col. “mean best”) and reliability (“S.D.”) of the GP-HH under language *Swap* are slightly worse than under *Complete*.

Table 1: Effectiveness over *Complete* and *Swap*, 100 runs each, max. iteration value $v_{max} = 1,000$. Parameters: Popul. size 100, Genotype size 500, Offspring 100,000, Mut. prob. 0.5. P.%: Mean best or natural length in % of best low-precision result known from literature [1], $\alpha = 428.87$. Best: shortest length over all runs.

	Mean best	S.D.	Best	P.%
eil151				
Nat. length	1,313.74	n.a.	n.a.	206.26
<i>Complete</i>	428.9	0.17	428.872	0.006
<i>Swap</i>	429.98	1.29	428.872	0.26

Table 2: Effectiveness over *Swap*. Parameters: Popul. size 100; Offspring 1,000,000; Mut. prob. 0.5; v_{max} 2,000. P.%: Mean best or natural length N_{76} in % of best high-precision results known from literature: $\alpha_{76} = 544.36908$ [2]; eil101: $\alpha_{101} = 640.975$ [1]. r runs. g: genotype size

	Mean	S.D.	Best	P.%	g	r
eil						
N_{76}	1,974.71	n.a.	n.a.	262.75	n.a.	n.a.
76	545.38	1.001	α_{76}	0.19	900	100
101	645.12	1.2	641.697	0.65	1,800	32

Table 3: Efficiency regarding Table 2. ι and γ : means over ι and γ values.

<i>Swap</i>	P.%	ι	S.D.	γ	S.D.
eil76	0.19	1,371.3	491.3	43,879.3	20,570.4
eil101	0.65	1,973	0	107,429	0

Table 4: Effectiveness and efficiency over *Swap*. Parameters: Table 2, genotype size 800. P.%: Mean best in % of α_{76} . ι and γ : means over ι and γ values of those metaheuristics that find best result known.

eil76	Mean best	S.D.	Best	P.%	Runs
<i>Swap</i>	545.83	1.09	α	0.27	68
P.%	ι	S.D.	γ	S.D.	
0.27	1,354.7	485.99	39,146	18,052.2	

We explain this by the random nature of SWAP_NODE. However, top-quality MHs (“Best”) are still easily found, and effectiveness is well within 1/3% of the best result known.

Next, we consider eil76, a 76-node problem, and eil101. Parameter values and results are given in Table 2. For eil76, with genotype size $g = 900$, one sees that the best solution known and other, very good solutions are found with high reliability, so that the average best is within 1/5% of the best solution known. For eil101, we double the genotype size, while the search-space size increases by about factor 10^{48} . Still, the best solution is around 0.1% of α_{101} , the best high-precision result known, and the mean best is within 2/3% of the best solution known. We conclude that, with a comparatively modest increase of resources, effectiveness scales up favourably and stays very high. Table 3 gives results as to efficiency: the use of non-greedy SWAP_NODE does not come with unfavourable scaling of the search effort. For eil101, compared to eil76, the best evolved MH compensates for the much larger space with an effort (“ γ ”) that is but 2.4 times higher.

The GP-HH can maintain its good performance with fewer resources, as follows. We shorten the maximal genotype size from 900 to 800. Table 2 gives the other parameter values. Table 4 shows results. One sees from a comparison with Table 2 that overall effectiveness and peak effectiveness practically have not changed. Also, the constant effectiveness does not come with a loss in efficiency. This follows from a comparison of Table 4 and Table 3 that displays the efficiency under genotype size 900.

To gain another subheuristic, we break up IF_2-CHANGE. Its conditional component is generic regarding domains and some problem-specific primitive, p: if p improves a solution, execute p. We call this primitive IF_improve and use it for describing a language, *Ifi*

```

heuristic ::= 2-CHANGE
           | ifi SWAP_NODE
           | loop IF_2-CHANGE
           | loop IF_3-CHANGE
ifi       ::= IF_improve
           | /* empty */

```

Figure 3: Language *Ifi*. Other rules as given in Figure 1.

Table 5: Effectiveness over *Ifi* and *NN*. Parameters: Table 2. P.%: Mean best over all runs in % of best high-precision result known for eil176: $\alpha_{76} = 544.36908$ [2]; eil101: $\alpha_{101} = 640.975$, d198: $\alpha_{198} = 15,876.38$ [1]. g: genotype size.

Problems	Mean	S.D.	Best	P.%	g	r
76	546.85	1.14	α_{76}	0.46	900	100
101	659.68	3.70	651.250	2.9	900	100
101 _d	648.33	2.16	641.302	1.15	1,800	100
101 _d NN	640.95	0.28	640.212	-0.004	1,800	24
d198 _d NN	15,910.2	12.66	15,883.72	0.21	1,800	64

(see Figure 3). We perform experiments over this language, applying the parameter values from Table 2, using genotype size 900. Table 5 gives results. For eil76, one sees that the best solution known and other, very good solutions are found, so that the average best is within 1/2% of the best solution known. Thus, language *Ifi*, allowing for more flexibility in balancing greedy vs randomised search, still supports effectiveness of the metaheuristic search. For eil101, the mean best is within 3% of the best solution known. This is remarkable because no GP-HH parameter was changed, while the search space is significantly larger. For eil101_d, i.e., eil101 approached with doubled genotype size ($g = 1,800$), the mean best is well within 4/3% of the best solution known. The best solution is around 0.05% of the best solution known. So, here, the GP-HH, given comparatively few additional resources, produces MHs that deal very effectively with a much larger problem.

Next, we provide a *randomised nearest-neighbour* flavour R that the HH calls instead of NATURAL: randomly add a node n as first node of a permutation p under construction, add a non-added node m that is nearest to n , repeat adding step for m , and so forth, until completion of p . We call the corresponding language *NN* and the according experiment eil101_dNN (Table 5). Overall effectiveness and reliability strongly improve compared to eil101_d (language *Ifi*). In particular, one of the best evolved MHs, $\mu_{\alpha NN}$, improves over α_{101} , delivered by a hand-crafted specialised algorithm, by about 0.12%. We give this new benchmark value with high precision: $\alpha_{101 NN} = 640.211609$.

For d198 (TSPLIB), a much larger problem, with unchanged GP-HH parameter values, effectiveness is also very good. In particular, the best found solution is within 0.05% of the best result known. Thus, the provided modest domain knowledge has supported efficiency. Furthermore, on average, a MH is produced and executed in a practical amount of time.

Eventually, when the GP-HH produces competitive, real-valued solutions on a TSP problem, it may easily keep hitting the provably global, integer optimum, as we have observed. Naturally, this happens because different real solutions may represent the same integer solution.

The authors acknowledge support from EPSRC (EP/C523377/1, EP/C523385/1) and thank the anonymous reviewers.

3. REFERENCES

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