

# Improvements for mlrose applied to the Traveling Salesperson Problem

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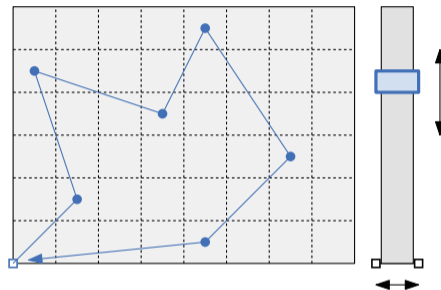
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# Motivation: Material flow in high-bay storage

## Commissioning problem

Given a finite set of object locations, what is the most efficient path to visit them all?



Mathematical model:

- ▶ Efficiency of a path is given by its length  $\ell$ .
- ▶ In a simple setting we consider Euclidean metric  $d$  on  $\mathbb{R}^2$ .
- ▶ Disparity in motion direction modeled through anisotropy in the metric  $d$  of a metric space  $(X, d)$ .

# Notation

Given a finite point set  $p_0, \dots, p_{n-1}$  in the metric space  $(X, d)$ . A tour  $\pi$  corresponds to a permutation

$$\pi: \{0, \dots, n-1\} \rightarrow \{0, \dots, n-1\}$$

over the index set  $\{0, \dots, n-1\}$  and its length  $\ell$  is defined as

$$\ell(\pi) = \sum_{i=0}^{n-1} d(p_{\pi(i)}, p_{\pi(i+1 \bmod n)}).$$

## Commissioning problem

What is the optimal tour, i.e., what is  $\arg \min_{\pi} \ell(\pi)$ ?

This is the [Traveling Salesperson Problem](#), which asks for the minimum-weight Hamiltonian cycle in an edge-weighted graph in the more general setting of graphs.

# Background

- ▶ Classical optimization problem in operations research and algorithm theory.
- ▶ Given some  $L > 0$ , deciding whether a TSP tour  $\pi$  with  $\ell(\pi) \leq L$  exists, is NP-complete. (Also in case of Euclidean metric.)

Approximation algorithms:

- ▶ Euclidean plane provides additional structure that can be exploited.
- ▶ Christofides algorithm is a 1.5-approximation that runs in  $O(n^3)$  time.
- ▶ Based on the Euclidean minimum spanning tree, which is a subgraph of the Delaunay triangulation.
- ▶ Mitchell and Arora independently found a polynomial-time approximation scheme.

TSP attracted AI research, as many NP-hard problems:

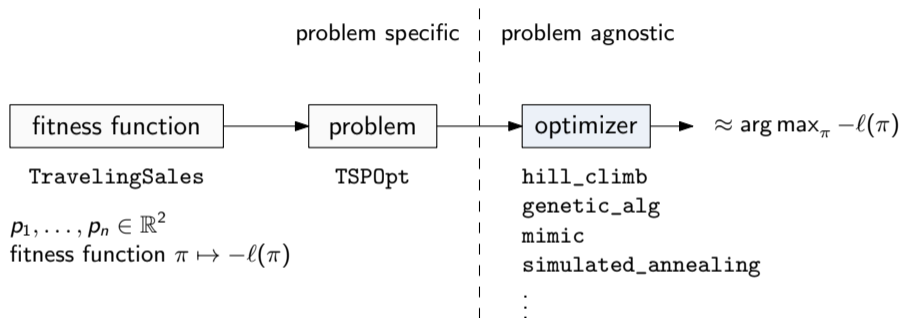
- ▶ Logic-based methods, e.g., through Singular Modulo Theories (phrased as a ILP problem).
- ▶ Machine learning and heuristic search methods, e.g., ant colony, genetic algorithms, particle swarm, simulated annealing, hill climbing, reinforcement learning, et cetera.

## Question

How can we apply AI methods from an engineering perspective?

The library `mlrose` stands for *machine learning, random optimization and search*:

- ▶ Implemented in Python, mainly by Genevieve Hayes
- ▶ Moderately active: 174 forks on github, 10 developers, but last commit from end 2019
- ▶ Provides hill climbing, simulated annealing, genetic algorithm, and MIMIC
- ▶ Various optimization problems already integrated, including TSP



In the following, we restrict investigations to two optimization methods:

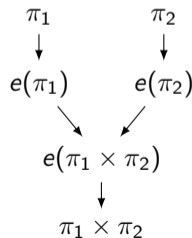
- ▶ Genetic algorithm
- ▶ Hill climbing

## Basic idea of GA is “survival of the fittest”

- ▶ Consider a **population** of individuals (TSP candidate solutions)
- ▶ Apply **two genetic operators**: (i) mutation (random alteration) and (ii) crossover (recombination of two parents) to form offsprings
- ▶ Apply a **selection** to find the fittest individuals to form a new generation of the population.

A suitable **genetic encoding**  $e(\pi)$  of  $\pi$  is paramount:

- ▶ The encoding  $e(\pi)$  is a string over some alphabet.
- ▶ Crossover: Form  $e(\pi_1 \times \pi_2)$  from  $e(\pi_1)$  and  $e(\pi_2)$ .
- ▶ **Single-point crossover**  $\pi_1 \times \pi_2$ :  
Take a random prefix of  $e(\pi_1)$  and complete it with  $e(\pi_2)$ .
- ▶ Care needs to be taken:  
 $e(\pi_1 \times \pi_2)$  needs to be a valid encoding of an individual  $\pi_1 \times \pi_2$ .



In mlrose, a tour  $\pi$  is encoded as the sequence of visited locations, i.e.,  $e(\pi) = (\pi(0), \dots, \pi(n-1))$ .

- ▶ Crossover: random prefix of  $e(\pi_1)$  concatenated with the missing locations as they occur in  $e(\pi_2)$ .
- ▶ Hence,  $e(\pi_1 \times \pi_2)$  is guaranteed to encode a permutation  $\pi_1 \times \pi_2$ .



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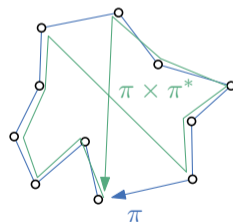
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Symmetry of TSP:

- ▶ Take a tour  $\pi$  and consider its **reversed tour**  $\pi^*$ .
- ▶ Since  $l(\pi) = l(\pi^*)$  they have equal fitness.

The crossover operator does not respect this:

- ▶ If  $\pi$  has good fitness, or is even optimal, so is  $\pi^*$ .
- ▶ But  $\pi \times \pi^*$  has most likely bad fitness.
- ▶ The offspring of fit parents has bad fitness.



# An improved crossover operator

## Essence of the problem

- ▶ We seek for a **direction-conforming** recombination, which respects “traversal direction”.
- ▶ However, there is no natural mathematical notation of such a traversal direction of a tour  $\pi$  suitable for our problem. Hence, we mathematically “factor out” the two possible traversal directions.

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We propose this crossover operator  $\otimes$ :

$$\pi_1 \otimes \pi_2 = \begin{cases} \pi_1 \times \pi_2 & \text{if } \ell(\pi_1 \times \pi_2) \leq \ell(\pi_1 \times \pi_2^*) \\ \pi_1 \times \pi_2^* & \text{otherwise} \end{cases}$$

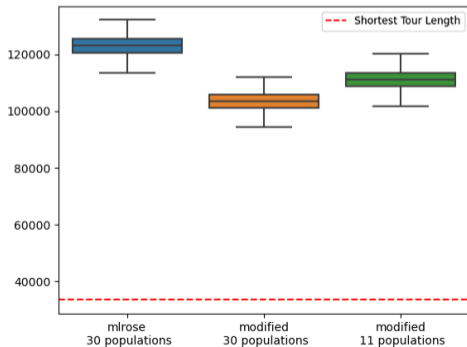
Note that  $\otimes$  is reversal-invariant, i.e.,

$$\pi_1 \otimes \pi_2 = \pi_1 \otimes \pi_2^*$$

# Experimental results

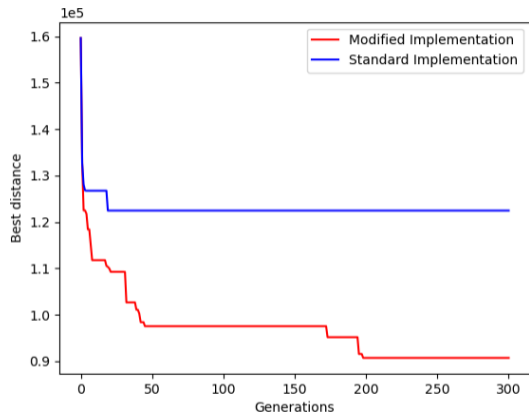
## Experimental setup

- ▶ 1000 runs to obtain TSP on the att48 dataset of TSPLIB (48 cities)
- ▶ 30 generations, population size of 200, zero mutation rate (for the sake of comparison)

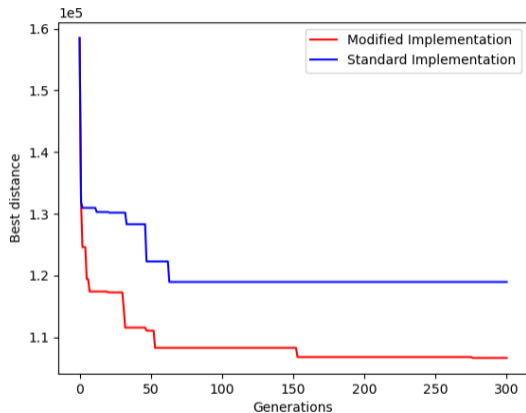


- ▶ New crossover operator leads to 16 % shorter tour lengths:  $103278 \pm 3370$  versus  $122714 \pm 4003$ .
- ▶ New crossover operator comes at higher runtime costs:  $14505 \pm 666$  ms versus  $5281 \pm 350$  ms. (Python implementation!)
- ▶ We rerun with a reduced number of generations (11) to obtain similar runtime, and still get lower tour lengths ( $110888 \pm 3689$ ).

# Experimental results



(a) Mutation rate 0.0



(b) Mutation rate 0.1

Figure: Decline of best  $\ell(\pi)$  over generations. Population size 100.

## Hypothesis

In early generations, the individuals are close to random.

- ▶ We therefore expect that  $\times$  and  $\otimes$  give similarly fit offsprings.
- ▶ The advantage of  $\otimes$  kicks in at later generations.

# Next steps for Genetic Algorithms

## Hypothesis

In early generations, the individuals are close to random.

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- ▶ The advantage of  $\otimes$  kicks in at later generations.

Let us define the **reversal discrepancy**  $\Delta$  as

$$\Delta(\pi_1, \pi_2) = |\ell(\pi_1 \times \pi_2) - \ell(\pi_1 \times \pi_2^*)|$$

## Motivation

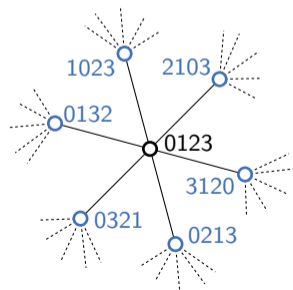
Large  $\Delta$  means  $\otimes$  is better than  $\times$ . Investigating the evolution of  $\Delta$  gives an understanding on how  $\otimes$  unfolds its advantage.

- ▶ At the first generation,  $\Delta$  it is the (absolute) difference of the random variable  $\ell(\pi)$  for random  $\pi$ .
- ▶ Hypothesis: At later generations the expectation of  $\Delta$  grows, and variance declines

## Basic idea of HC

- ▶ Consider a fitness function  $f: D \rightarrow \mathbb{R}$ . Starting at a random position, follow steepest ascent until a local maximum has been reached.
- ▶ Then possibly **restart** to find a better ascending path.

- ▶ We have fitness  $f = -\ell$ .
- ▶ The domain  $D$  is the **transposition graph**  $G = (V, E)$  with  $V$  being the set of permutations  $\pi$  and  $\{\pi, \pi'\} \in E$  if  $\pi$  and  $\pi'$  differ by a transposition.
- ▶ Each  $\pi$  has a neighborhood  $N(\pi)$  of  $\binom{n}{2}$  permutations.
- ▶ In each step, HC proceeds from  $\pi$  to the  $\ell$ -minimizing  $\pi' \in N(\pi)$ .





# Shortcomings of vanilla HC

Shortcomings have been extensively studied:

- ▶ Plateaus, regions where fitness is constant, are an issue of HC.
  - ▶ Mitigation exists, but not in mlrose.
  - ▶ However, unlikely that  $\ell$  would be constant in  $N(\pi)$  for a  $\pi$ .
- ▶ HC easily gets stuck in local optimum.
  - ▶ Restarts shall mitigate this.

## Our proposal

- ▶ We aim to prolong descending paths on the  $\ell$ -landscape over  $G$ .
- ▶ Idea: Escape “insignificant” local minima via “easy to pass” shoulders.
- ▶ Idea similar to momentum-based gradient descent optimizers.

# Escaping insignificant local optima

## Basic idea

- ▶ Allow for making one upward step when stuck in a local minimum.
- ▶ If the following step would lead us back, we terminate. Otherwise we were able to prolong the descending path.

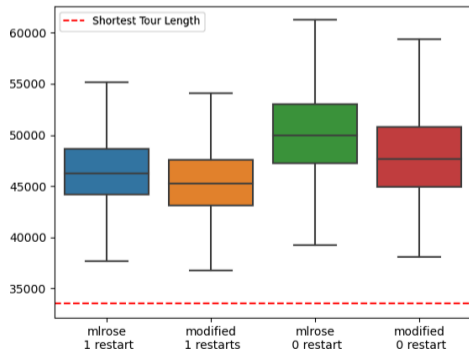
Adds another improvement en passant:

- ▶ We now need to check whether we already visited vertices of  $G$ .
- ▶ Keep this information over restarts to allow for early outs.

# Experimental results

## Experimental setup

- ▶ 1000 runs to obtain TSP on the att48 dataset of TSPLIB (48 cities)



- ▶ With 0 restarts (default), the tour length was reduced by 4.6 % to  $47944 \pm 4348$  from  $50263 \pm 4498$ .
- ▶ With 1 restart, the tour length was reduced by 2.1 % to  $45420 \pm 3340$  from  $46438 \pm 3427$ .
- ▶ Increasing restart to 1 slowed down runtime by a factor of 1.9. For 0 restarts the modified version ran in  $18273 \pm 2980$  ms, the original version in  $16701 \pm 2551$  ms.
- ▶ Summary: Modification with 0 restarts leads to similar results than original version with 1 restart, but is factor of 1.9 faster.

# Experimental results

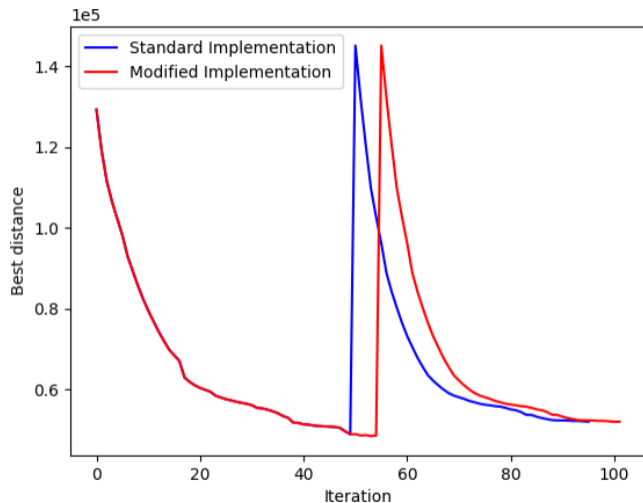


Figure: Decline of tour length with one restart.

# Next steps for Hill Climbing

## Topological interpretation

Consider 0-th persistent homology on the  $\ell$ -sub-levelset filtration over  $G$ .

- ▶ We aim to escape local optima of low persistence, e.g.,  $k \geq 1$ .
- ▶ Consider  $V_L = \{\pi \in V: \ell(\pi) \leq L\}$  with  $L$  growing from 0 to  $\infty$ .
- ▶ The topology  $V_L$  changes over time:
  - ▶ At local minima connected components are created (birth).
  - ▶ At shoulders connected components merge. Persistent homology: The “younger” component joins (death) the “older” one.
  - ▶ **Persistence** is the difference between time of death and time of birth.

## Open questions

- ▶ What is the distribution of the persistence of local minima of the  $\ell$ -landscape?
- ▶ How large are their basins in the sense of [HML18]?

## KI-Net

The KI-Net research project is about

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Central theme: Reduce access barrier to AI for SMEs.

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Reflection based on this talk:

- ▶ Methods of certain domains can be used like *fire & forget*, whereas others don't.
- ▶ For instance, software library for numerical mathematics are fire & forget solutions.
- ▶ For instance, control theory does not.

Are there inherent reasons why AI and machine learning cannot provide “fire & forget”?

Thank you

Questions?



- [HML18] Leticia Hernando, Alexander Mendiburu, and Jose A. Lozano. “Hill-Climbing Algorithm: Let’s Go for a Walk Before Finding the Optimum.” In: *2018 IEEE Congress on Evolutionary Computation (CEC)*. Rio de Janeiro: IEEE, July 2018, pp. 1–7. ISBN: 978-1-5090-6017-7. DOI: 10.1109/CEC.2018.8477836.