

A fitness landscape analysis of the Travelling Thief Problem



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Introduction

Introduction

Objectives:

- Understand the search space structure of the TTP using basic local search heuristics with Fitness Landscape Analysis;
- Distinguish the most impactful non-trivial problem features (exploring the Local Optimal Network representation);

Introduction

Motivation:

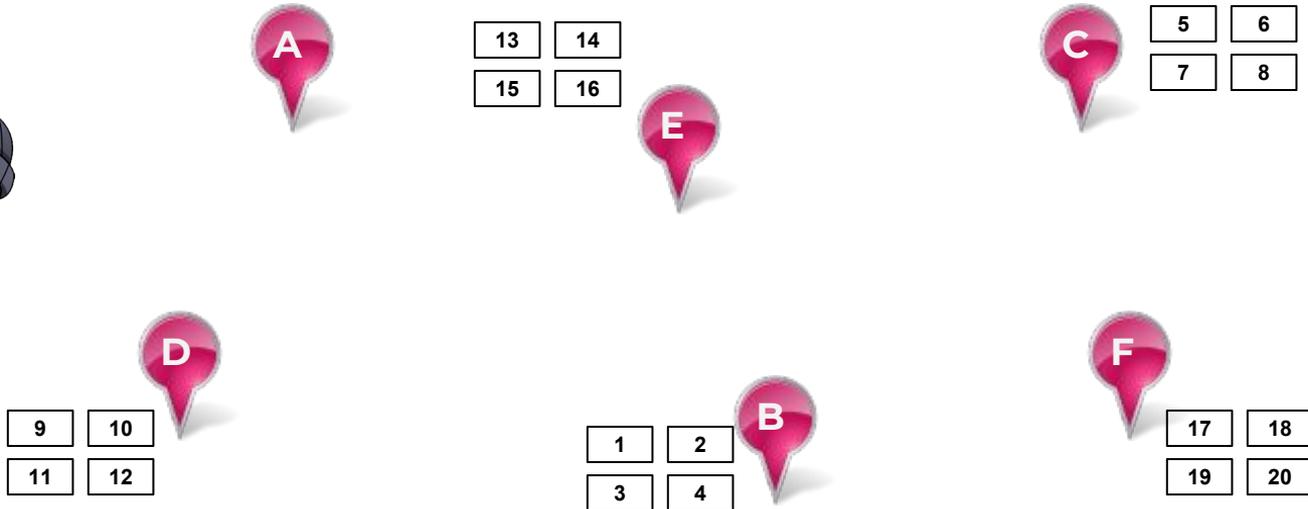
- The TTP -> important aspects found in real-world optimisation problems (composite structure, interdependencies,...);
- Only few studies have been conducted to understand the TTP complexity;
- LONs -> useful representation of the search space of combinatorial (graph theory);
- LONs -> characteristics correlate with the performance of algorithms.

Background

Background

The Traveling Thief Problem:

<<Given a set of items dispersed among a set of cities, a thief with his rented knapsack should visit all of them*, only once for each, and pick up some items. What is the **best path** and picking plan to adopt to achieve the best benefits ?>>

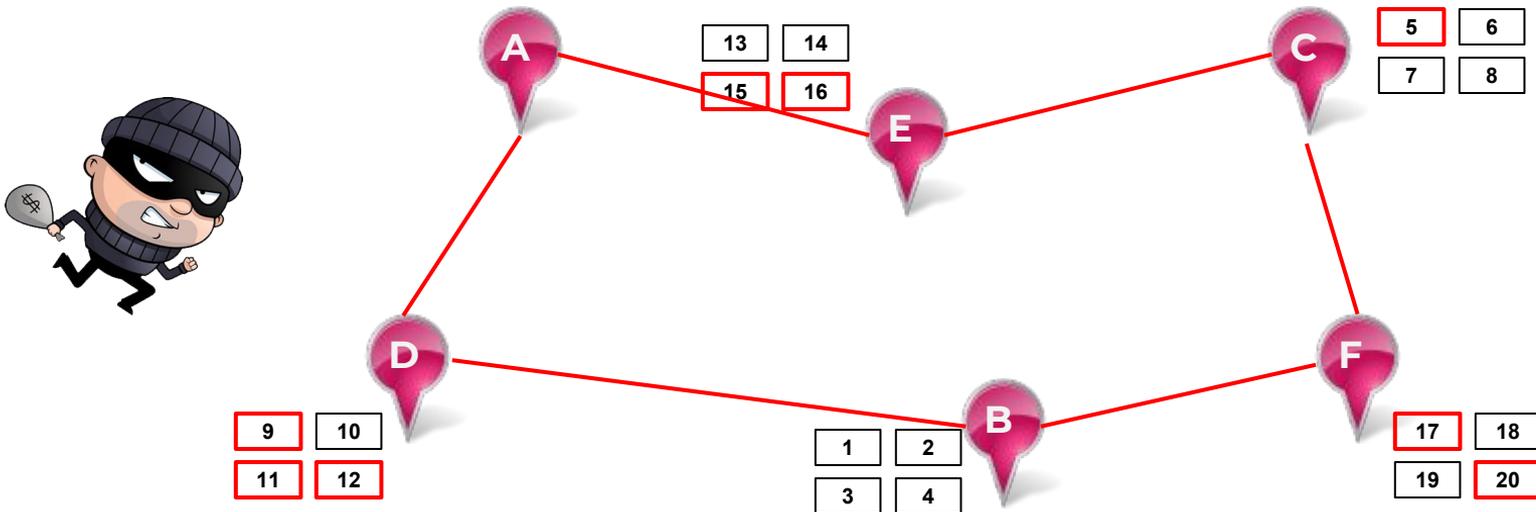


Background

The Traveling Thief Problem:

A TTP solution is represented with two components:

1. The path (eg. $x=\{A, E, C, F, B, D, A\}$)
2. The picking plan (eg. $y=\{15, 16, 5, 17, 20, 9, 11, 12\}$)



Background

The Traveling Thief Problem parameters:

- W : The Knapsack capacity
- R : The renting rate
- v_{max}/v_{min} : Maximum/Minimum Velocity

Maximize the total gain:

$$G(\mathbf{x}; \mathbf{y}) = \text{total_items_value}(\mathbf{y}) - R * \text{travel_time}(\mathbf{x}; \mathbf{y})$$

The more the knapsack gets heavier, the more the thief becomes slower:

$$\text{current_velocity} = v_{max} - \text{current_weight} * (v_{max} - v_{min}) / W$$

Background

Fitness Landscapes:

A graph $\mathbf{G}=(\mathbf{N},\mathbf{E})$ where nodes represent solutions, and edges represent the existence of a neighbourhood relation given a move operator.

- ⚠ Defining the neighbourhood matrix for \mathbf{N} can be a very expensive.
- ⚠ Hard to extract useful information about the search landscape from \mathbf{G} .

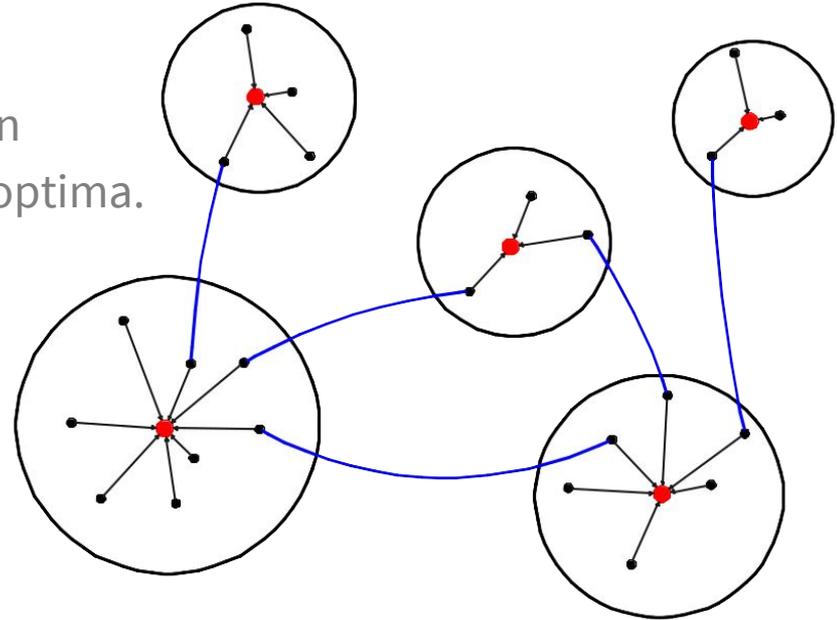
Background

Local Optima Networks:

A simplified landscape representation...

- ✓ Nodes: Local optima / Basins of attraction
- ✓ Edges: Connectivities between the local optima.

Two basins of attraction are connected if at least one solution within a basin has a neighbour solution within the other given a defined move operator.



Background

Local Optima Networks:

- A simplified landscape representation...
- Provides a very useful representation of the search space
- Exploit data by using metrics and indices from graph theory

Environment Settings

Environment Settings

Local Search Heuristics:

- Embedded neighbourhood structure
 - Generates a problem specific neighbourhood function
 - Maintains homogeneity of the TTP solutions

Algorithm 1 A basic local search heuristic framework for the TTP

```
1:  $s \leftarrow$  initial solution
2: while there is an improvement do
3:   for each  $s^* \in \mathcal{N}_{TSP}(s)$  do
4:     for each  $s^{**} \in \mathcal{N}_{KP}(s^*)$  do
5:       if  $F(s^{**}) > F(s)$  then
6:          $s \leftarrow s^{**}$ 
7:       end if
8:     end for
9:   end for
10: end while
```

Environment Settings

Local Search Heuristics:

Two local search variants:

1. **J2B**: 2-OPT move
 2. **JIB**: Insertion move
- } + One-bit-flip operator

Algorithm 1 A basic local search heuristic framework for the TTP

```
1:  $s \leftarrow$  initial solution
2: while there is an improvement do
3:   for each  $s^* \in \mathcal{N}_{TSP}(s)$  do ← 2-OPT / Insertion
4:     for each  $s^{**} \in \mathcal{N}_{KP}(s^*)$  do ← one-bit-flip
5:       if  $F(s^{**}) > F(s)$  then ← keep the best in the entire  $\mathcal{N}_{kp}$  neighborhood
6:          $s \leftarrow s^{**}$ 
7:       end if
8:     end for
9:   end for
10: end while
```

Environment Settings

- TTP classification and parameters

- Number of cities (n);
- Item Factor (F);
- Profit-value correlation (T);
- Knapsack capacity class (C);

- Instance Generation

- 27 classes of the TTP are considered;
- For each class, 100 samples are generated;

1. uncorrelated (unc)
 2. uncorrelated with similar weight (usw)
 3. bounded strongly correlated (bsc)
- $$W = \frac{C}{11} \sum_{x=2}^n \sum_{y=1}^x w_{xy}$$

Environment Settings

How we conduct our experiments to achieve the objectives?

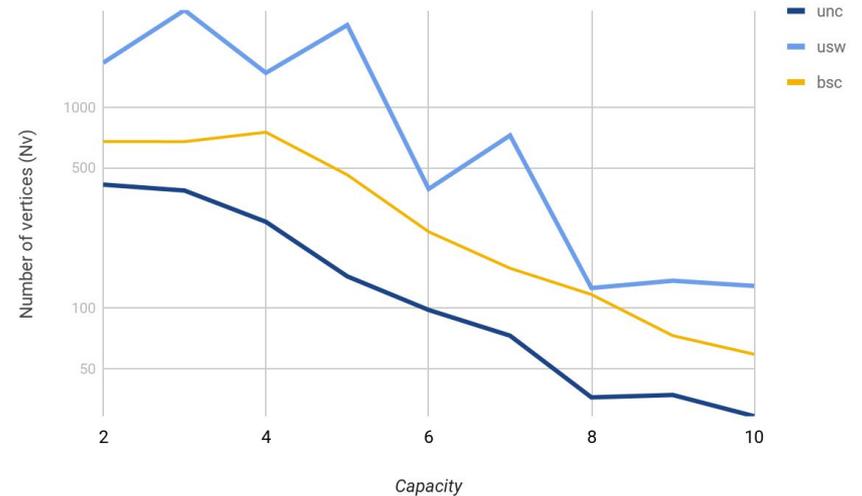
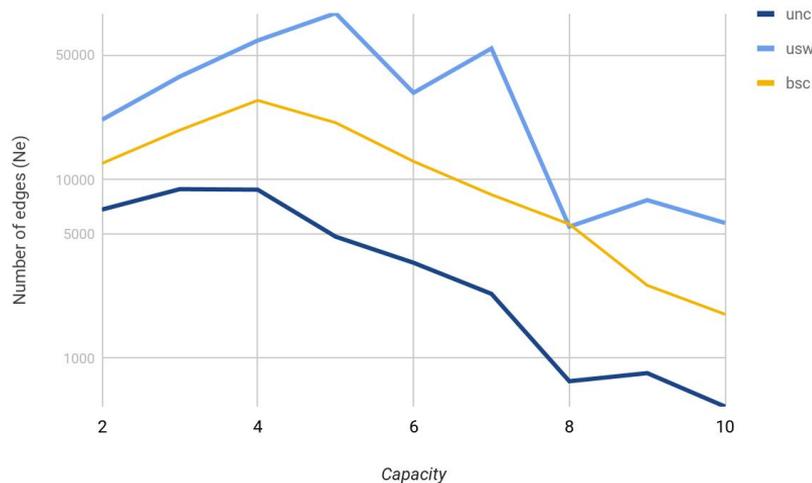
- 1 - Propose a problem classification based on knapsack capacity and the profit-weight correlation;
- 2 - Create a large set of enumerable TTP instances;
- 3- Generate a LON for each instance using two hill climbing variants;
- 4- Explore/exploit LONs using specific measures.

Results & Analysis

Topological properties of LONs

Mean number of vertices ($\overline{n_v}$) & edges ($\overline{n_e}$):

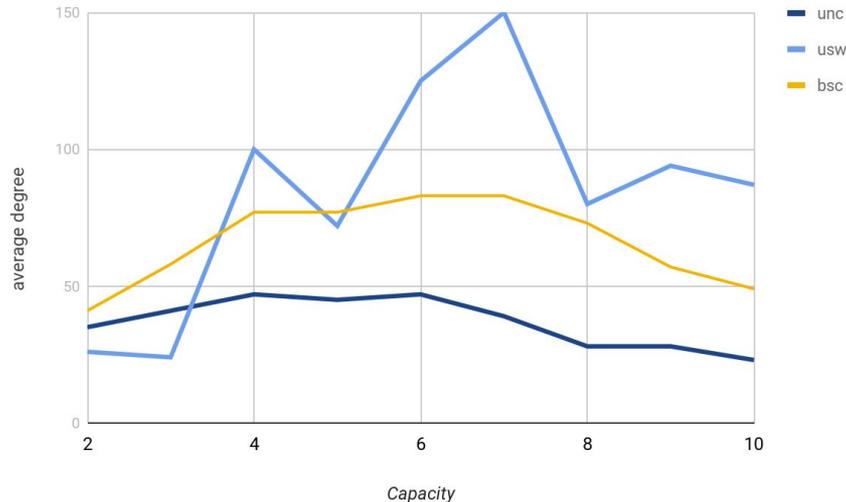
- $\overline{n_v}$ & $\overline{n_e}$ decrease by increasing the knapsack capacity.
- → **hardness of search decreases when the knapsack capacity increases**



Topological properties of LONs

Mean average degree \bar{z} :

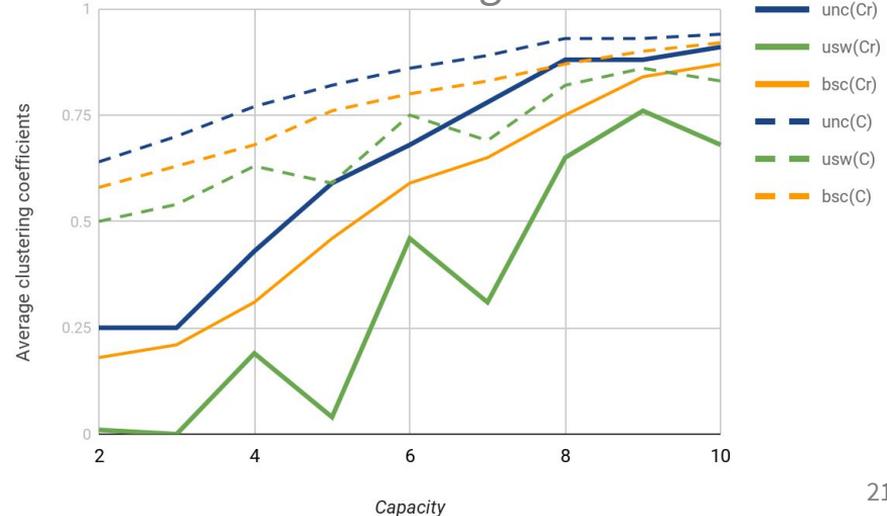
- \bar{z} increases with the capacity class
 - Decreases when the capacity class reaches 6



Topological properties of LONs

Mean average clustering coefficients :

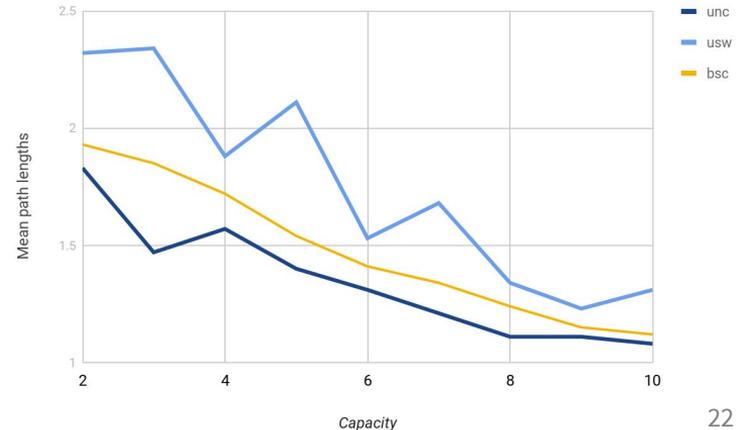
- \bar{C} : Average clustering coefficients of generated LONs
- \bar{C}_r : Average clustering coefficients of corresponding random graphs
 - Random graphs with the same number of vertices and mean degree
- Local optima are connected in two ways
 - Dense local clusters and sparse
 - Interconnections
 - Difficult to find and exploit



Topological properties of LONs

Mean path lengths : \bar{l}

- All the LONs have a small mean path length
 - Any pair of local optima can be connected by traversing only few other local optima.
- \bar{l} is proportional to $\log(n_v)$
- A sophisticated local search-based metaheuristics with exploration abilities can move from a local optima to another only in few iterations



Topological properties of LONs

Connectivity rate π / number of subgraphs : \bar{S}

- The connectivity rate shows that all the LONs generated using J2B are fully connected
- Some of the LONs generated using J1B are disconnected graphs with a significantly high number of non-connected components

Degree Distributions

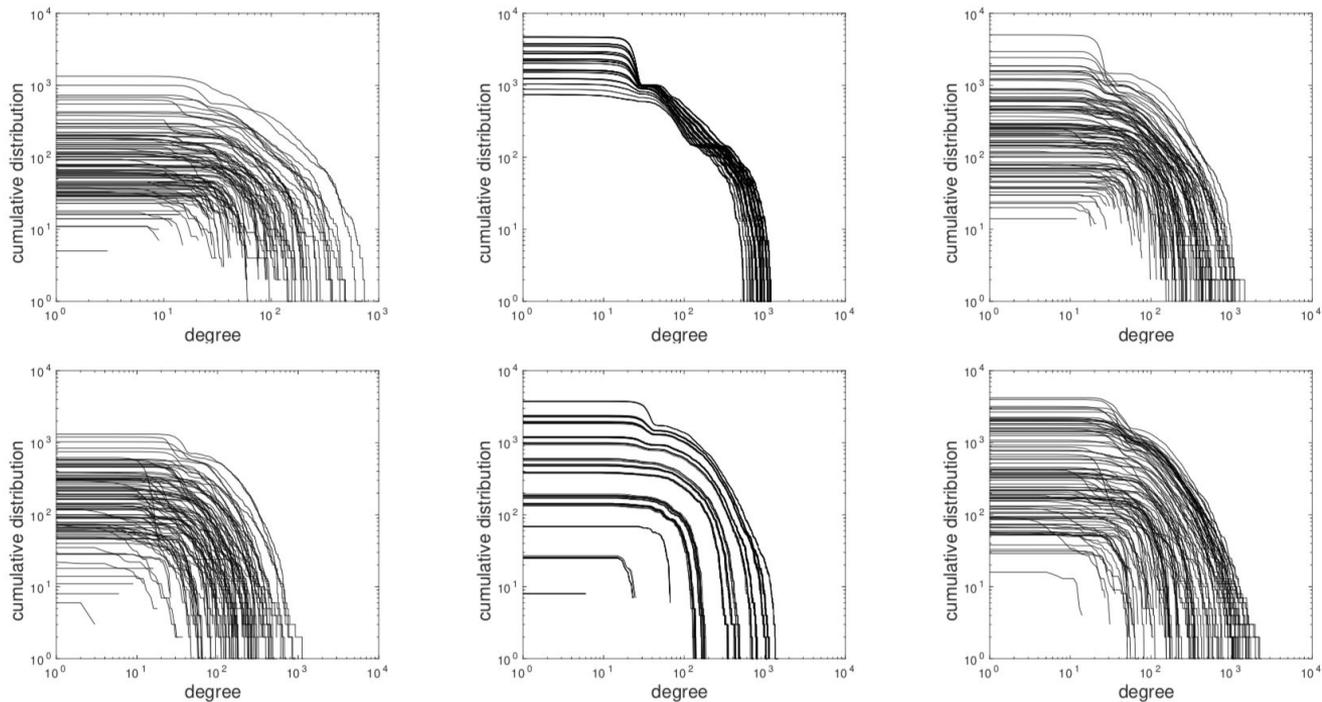
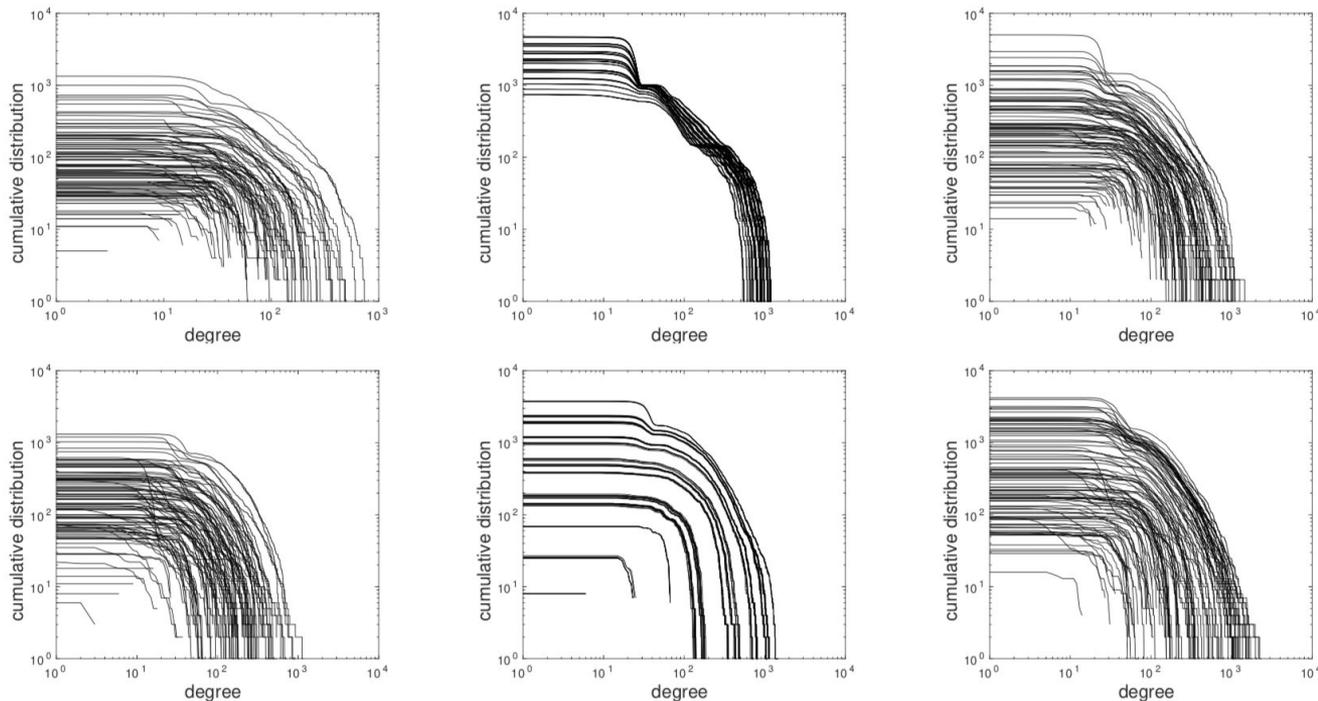


Figure 2: Cumulative degree distribution of J2B (top) and JIB (bottom) for $\mathcal{T} = unc, C = 5$ (left), $\mathcal{T} = usw, C = 5$ (middle), and $\mathcal{T} = bsc, C = 5$ (right). All curves are shown in a log-log scale.

Degree Distributions

Degree distributions decay slowly for small degrees, while their dropping rate is significantly faster for high degrees



Majority of LO have a small number of connections, while a few have a significantly higher number of connection.

Figure 2: Cumulative degree distribution of J2B (top) and JIB (bottom) for $\mathcal{T} = unc, C = 5$ (left), $\mathcal{T} = usw, C = 5$ (middle), and $\mathcal{T} = bsc, C = 5$ (right). All curves are shown in a log-log scale.

Degree Distributions

Do the distributions fit a power-law as most of the real world networks?

J2B -> A power law cannot be generalised as a plausible model to describe the degree distribution for all the landscape.

Kolmogorov-Smirnov always fails to reject the exponential distribution as a plausible model for all the samples considered.

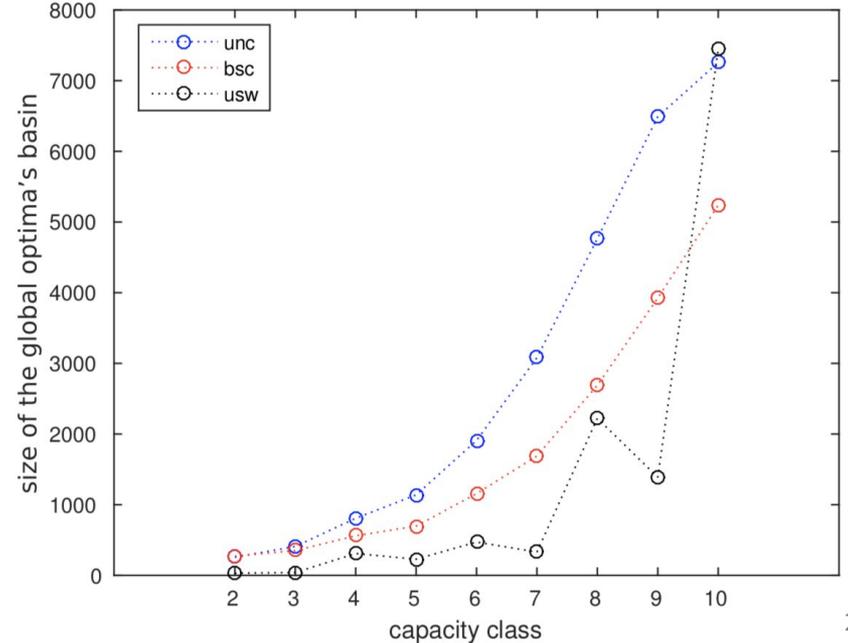
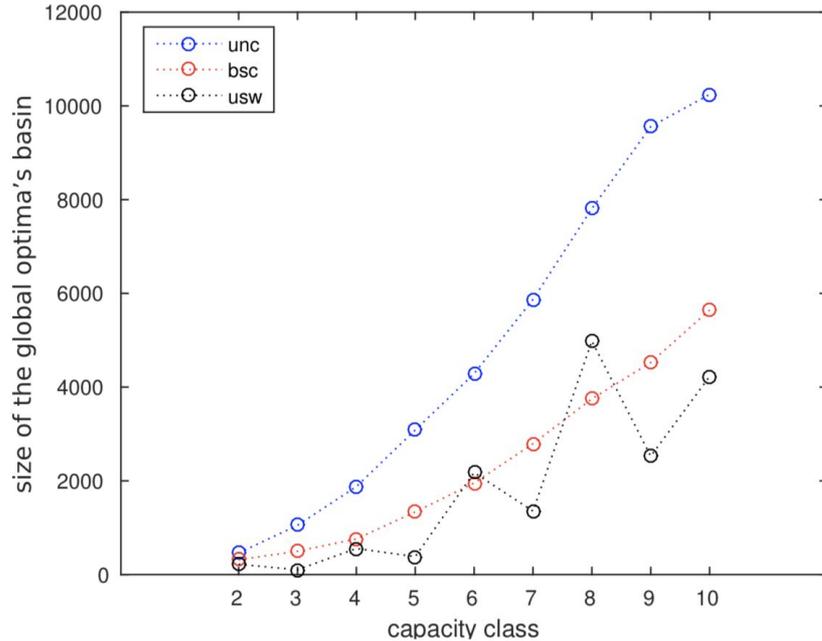
Table 3: The rates at which the Kolmogorov-Smirnov test fails to reject power-law and exponential as plausible distribution models, with a significance level of 0.1

		T=unc, C=5	T=usw, C=5	T=bsc, C=5
Power-law	J2B	0.22	1	0.53
	JIB	0.39	0.26	0.46
Exponential	J2B	1	1	1
	JIB	1	1	1

Basins of attraction

Average of the relative size of the basin corresponding to the global maximum for each capacity C over the 100 TTP instances for J2B (left) and JIB (right).

In all cases: as the capacity C gets larger, the global optima's basins get larger. (search space size per instance: 46080)

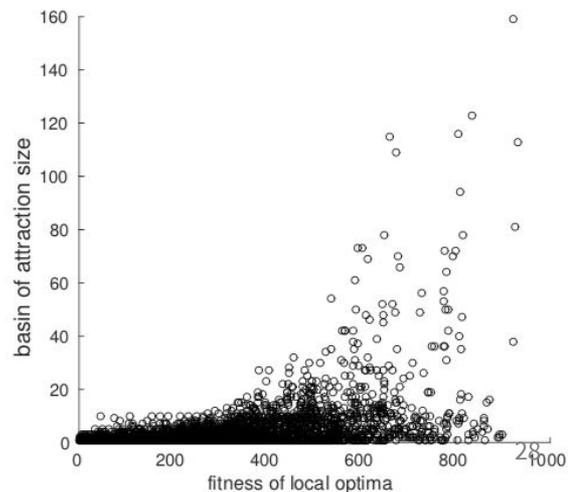
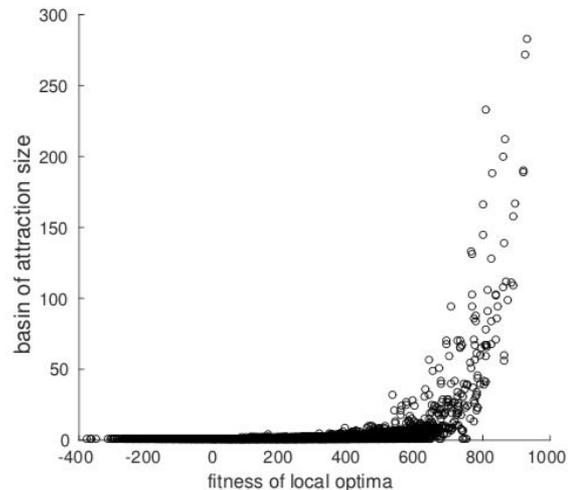


Basins of attraction

Correlation of fitness (x-axis) and basin size (y-axis);
J2B (top) and JIB (bottom).

Good correlation can be exploited: get a rough idea
(on-the-fly) about achievable performance, and based on
this restart dynamically.

[our conjecture, to be implemented]



Conclusions

Conclusions and Future Directions

- Enumerable TTP instances: local area networks created for two heuristics
- Identified characteristics for hardness:
 - Disconnected components
 - Sometimes low correlation of fitness and basin size
-> allows for fitness-based restarts?
 - Easier: large knapsack capacities (larger basins of attraction and overall smaller networks)
- Future work
 - There are (sometimes) many local optima with very small basins
-> Tabu search based on tracked paths and distances to local optima?
- Source code: <https://bitbucket.org/elkrari/ttp-fla/>

Thank you !

Source code: <https://bitbucket.org/elkrari/ttp-fla/>