

INSERTING PROBLEM-SPECIFIC KNOWLEDGE IN MULTIRECOMBINED EVOLUTIONARY ALGORITHMS

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ABSTRACT

In the restricted single-machine common due date problem the goal is to find a schedule for the n jobs which jointly minimizes the sum of earliness and tardiness penalties, while for the weighted tardiness problem the goal is to find a schedule that minimizes the tardiness penalties. Both problems, even in their simplest formulations, are an NP-Hard optimization problem [4, 14]. This presentation discusses how problem specific knowledge is inserted into the evolutionary algorithm to enhance its performance.

INTRODUCTION

New trends to enhance evolutionary algorithms introduced *multiple-crossovers-on-multiple-parents* (MCMP) [5, 6, 7] a multirecombinative approach allowing multiple crossovers on the selected pool of (more than two) parents. MCMP-SRI [13] is a novel MCMP variant, which considers the inclusion of a stud-breeding individual in a pool of random immigrant parents. Members of this mating pool subsequently undergo multiple crossover operations.

The main objective of this new recombinative method is to find an equilibrium between exploration and exploitation in the search process. An individual of the old population is selected as the stud and subsequently mated with a set of new generated individuals (immigrants). The presence of the stud ensures to retain good features of previous solutions while the immigrants, as continuous source of genetic diversity, avoid premature convergence and make unnecessary to apply mutation.

Recent results are promising and showed its potential by finding good solutions, and in some instances improving the upper bound published by the OR-Library [2].

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This presentation shows different multirecombined approaches applied on two problems of single machine scheduling. In these approaches we use two different ways to introduce problem-specific knowledge to the algorithms. Both problems and details of implementation are discussed.

1. THE SINGLE-MACHINE COMMON DUE DATE PROBLEM

In the restricted single-machine common due date problem (GWET), n jobs with deterministic processing times must be processed attempting to conform a common due date, thus minimizing penalties imposed to early and tardy jobs.

The problem can be stated as follows: A set of n jobs with deterministic processing times p_i and a common due date d is given. The jobs have to be processed on one machine. For each of the jobs an individual earliness α_i and tardiness β_i penalties are given. The goal is to find a schedule for the n jobs which jointly minimizes the sum of earliness and tardiness penalties.

Even simple in the formulation, this model leads to an optimization problem that is NP-Hard [4], and can be precisely stated as defined in [11]:

$$\min \sum_{i=1}^n (\alpha_i E_i + \beta_i T_i) \text{ where}$$

$$E_i = \max \{0, d - c_i\}, T_i = \max \{0, c_i - d\}$$

and c_i is the completion time of job j_i

An optimal schedule for GWET problem [1] is V-shaped around the due date. A chromosome contains n binary bits, each of which indicates one of two sets (the tardy job set T and the nontardy job set E) a corresponding job belongs to.

2. THE WEIGHTED TARDINESS SCHEDULING PROBLEM

The single-machine total weighted tardiness problem [3] can be stated as follows: n jobs are to be processed without interruption on a single machine that can handle no more than one job at a time. Job j ($j = 1, \dots, n$) becomes available for processing at time zero, requires an uninterrupted positive processing time p_j on the machine, has a positive weight w_j , and a due date d_j by which it should ideally be finished. For a given processing order of the jobs, the earliest completion time C_j and the tardiness $T_j = \max\{C_j - d_j, 0\}$ of job j can readily be computed. The problem is to find a processing order of the jobs with minimum total weighted tardiness,

$$\sum_{j=1}^n w_j T_j$$

Even with this simple formulation, this model also leads to an optimization problem that is NP-Hard [3]. For this problem there are heuristics which provide good solutions. We decided to use three of the best ones [14]. These heuristics are described below.

- Rachamadagu and Morton Heuristic (R&M). This heuristic provides a schedule according to the following calculation.

$$\pi_j = (w_j / p_j) [\exp\{-(S_j)^+ / k p_{av}\}]$$

where $S_j = [d_j - (p_j + Ch)]$ is the slack of job j at time Ch , and Ch is the total processing time of the jobs already scheduled, k is a parameter of the method (usually $k = 2.0$) and p_{av} is the average processing time of jobs competing for top priority. In the R&M heuristic, also called the Apparent Tardiness Cost heuristic, jobs are scheduled one at a time and every time a machine becomes free

a ranking index is computed for each remaining job. The job with the highest ranking index is then selected to be processed next.

- The Covert rule. This heuristic provides a schedule according to the following calculation.

$$\pi_j = (w_j / p_j) \{1 - (S_j)^+ / kp_j\}^+$$

Under this heuristic the WSPT (Weighted Shortest Processing Time first) rule is modified by an slack factor, and processing times different than the job being considered are not taking into account. The Covert rule works, in the case of a single resource similar to R&M.

- Modified R&M heuristic. Here a logarithmic function of the slack of the job considered and the average processing times of remaining jobs is used,

$$\pi_j = (w_j / p_j) [\ln\{-(S_j)^+ / kp_{av}\}]$$

Note that k is a free parameter and it was experimentally determined for each problem class. The seeds (schedules) provided by each heuristic were determined for each instance before the EA begins running.

3. MULTIRECOMBINED APPROACHES

In our attempt to achieve a better balance between exploration and exploitation we devised MCMP-SRI[13, 10], where a permutation based representation was adopted. Here, the process for creating offspring is performed as follows. From the old population an individual, designated the stud, is selected by means of proportional selection. The number of n_2 parents in the mating pool is completed with randomly created individuals (random immigrants). The stud mates every other parent, the couples undergo partial mapped crossover (PMX) and $2 * n_2$ offspring are created. After crossover the best of these $2 * n_2$ offspring is stored in a temporary children pool. The crossover operation is repeated n_1 times, until the children pool is completed. Finally, the best offspring created from n_2 parents and n_1 crossover is inserted in the new population. Children are not exposed to mutation because the random immigrants provide the necessary genetic diversity to the mating pool.

The idea of inserting seeds (good solutions) in evolutionary processes was originally implemented by Reeves [15] as an alternative way to introduce problem-specific knowledge to the algorithm. In his approach Reeves, inserted one seed provided by a non evolutionary heuristic, only once in the initial population, expecting that its genetic material were occasionally exchanged by means of the selection mechanism. In the weighted tardiness problem the seeds are always present in the mating pool for each new generation and consequently, because they mate the stud, their contribution is guaranteed. The latter we called MCMP-SRSI. The three seed immigrants are obtained at the beginning of the process by means of the conventional heuristics described above in section 2.

Attempting to insert problem-specific-knowledge in the *single-machine common due date problem* we decided to follow Lee and Kim [12] proposal giving rise to MCMP-V[9] and MCMP-SRI-V [8]. Regarding representation, a chromosome can suitably be represented by a binary string of n bits. Here, bit indicates one of two sets a corresponding job belongs to (1 represents the tardy job set T, and 0 represents the non-tardy job set E). Afterwards the jobs are sequenced in set E in non-increasing order of p_i / α_i and jobs in set T in non-decreasing order of p_i / β_i to form a V-shaped schedule. It is important to note that using the conventional permutation representation the algorithm is compelled to search in a problem space of size $n!$. In MCMP-V, the process for creating the new population from the old population is performed as follows. Each time an offspring is to be inserted in the new population, n_2 parents selected from the old population undergo n_1 crossover operations (Uniform Scanning Crossover). Each crossover operation generates a single offspring, which eventually undergoes mutation. The Uniform Scanning Crossover (USX) can be safely used under this representation and is performed as follows: each gene in the child is provided from any of the corresponding alleles in the parents with equal probability.

Finally, MCMP-SRI-V is combination of both previously explained approaches, using binary representation and Uniform Crossover(UX). From the recombination point of view this method is similar to MCMP-SRSI and from the representation point of view this method is similar to MCMP-V.

4. CONCLUSIONS

In the single machine common due date problem inserting problem-specific-knowledge through this representation the problem space size is reduced from $n!$ to $2n$ and consequently obtained better results than other approaches with representation based in permutation.

In weighted tardiness problem inserting seeds in the mating pool combined with random immigrants also best results are obtained.

Inserting problem specific knowledge in evolutionary algorithms, not only improve the quality of results, but also with less computational effort leads the algorithm to promising search sub-spaces avoiding a large search.

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