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R Freak – An R Package for Evolutionary Computation

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Abstract
R Freak is an R package providing a framework for evolutionary computation. By
wrapping the functionality of an evolutionary algorithm kit written in Java, it offers an
easy way to do evolutionary computation in R. In addition, application examples where an
evolutionary approach is promising in computational statistics are included and described
in this paper. The package is thus further supporting the use of evolutionary computation
in computational statistics.

Keywords: R, evolutionary algorithms, evolutionary computation, association study, robust
regression.

1. Introduction
In computational statistics like in every field of research involving computers, we are con-
fronted with problems that are very hard to compute exactly or that are not computable
at all in reasonable time. A typical approach to tackle these problems is to use heuristics.
Evolutionary computation (see e.g. De Jong 2006) is a well established search heuristic in
computer science and steadily gaining importance in computational statistics. Examples for
the application of evolutionary computation in computational statistics include evolutionary
clustering (Hruschka et al. 2006), association studies (Nunkesser et al. 2007), computation of
robust estimators (Morell et al. 2008), time series modeling (Baragona et al. 2004), and many
more.

In this paper, we describe an R (R Development Core Team 2007) interface to the Free Evo-

lutionary Algorithm Kit FrEAK (Briest et al. 2004) which also includes numerous extensions
to FrEAK. In addition, two extensive application examples from computational statistics are
integrated. FrEAK is written in Java and provides an easy-to-use framework to build evolution-
ary algorithms out of modules. The approach of FrEAK to achieve an easy construction of
evolutionary algorithms and how we integrate it in an R package is explained. Furthermore,
the application examples from genetic association studies and robust regression are briefly
discussed.

This paper is organized as follows: Section 2 gives a short introduction to the concept of evolutionary computation and how it is reflected in FrEAK. Section 3 introduces the package and illustrates its use by application examples. Section 4 concludes the paper with a discussion.

2. Evolutionary computation and FrEAK

The main idea of evolutionary computation is to mimic Darwinian evolutionary processes in order to obtain efficient search heuristics. Numerous successful applications of evolutionary computation back up its importance as a search heuristic (see e.g. Banzhaf et al. 1998 for application examples). Taking a unified view of evolutionary computation like De Jong (2006) allows us to conceive evolutionary computation as a process build up by interchangeable modules. This modular concept is utilized by FrEAK to achieve high reusability.

The main principle of Darwinian evolution is that populations of individuals evolve through variational inheritance where a concept of fitness reflects the ability to survive. Individuals may be characterized by genotypes (the genetic makeup) or phenotypes (observed qualities). Essential modules of evolutionary algorithms are therefore the fitness function that maps individuals to fitness values, the genotype search space and an optional mapping between genotype and phenotype (called “Fitness Function”, “Search Space”, and “Genotype Mapper” in FrEAK).

Roughly speaking, solving an optimization problem with an evolutionary algorithm requires the definition of genotypes or phenotypes and a fitness function in such a way, that the individuals represent possible solutions and that the “best” solutions are mapped to the best fitness values and therefore have a higher probability to survive selection.

The basic evolutionary process used by evolutionary algorithms is described by the following algorithm.

Algorithm 1 (Basic Evolutionary Algorithm)

1. Create an initial random population.
2. Perform the following steps on the current generation of individuals:
   (a) Select individuals in the population based on a selection scheme.
   (b) Adapt the selected individuals.
   (c) Evaluate the fitness value of the adapted individuals.
   (d) Select individuals for the next generation according to a selection scheme.
3. If the stopping criterion is fulfilled, then output the final population. Otherwise, set the next generation as current and go to step 2.

The apparent way to adapt this process to specific needs by using interchangeable modules is to visualize the process as a flowchart. In Fig. 1 the flowchart approach FrEAK uses is depicted (“Algorithm Graph”). This reveals some modules of FrEAK not mentioned yet. More precisely, stopping criteria and population initialization are also interchangeable modules of
Figure 1: Flowchart containing the modules used in designing an evolutionary algorithm with FrEAK. The dashed modules implicitly influence the process and are no explicit part of a FrEAK algorithm graph.

an evolutionary algorithm (called “Stopping Criteria” and “Initial Population” in FrEAK). To summarize, the interchangeable and reusable modules needed in FrEAK to design an algorithm based on evolutionary computation are: “Search Space”, “Fitness Function”, “Genotype Mapper”, “Algorithm Graph” (additionally consisting of adaption and selection modules), “Stopping Criteria”, and “Initial Population”.

3. The RFreak Package

The main function of the RFreak package is to provide an interface to use FrEAK from R with the help of the rJava package (Urbanek 2007).

3.1. Setting up an Evolutionary Algorithm

The function to build an evolutionary algorithm out of modules is called launchScheduleEditor(). When executed, it launches FrEAK’s schedule editor from R.

One of the best known schoolbook examples of evolutionary algorithms is the $(1+1)$ EA on ONEMAX described in Algorithm 2, which optimizes the fitness function

\[ \text{ONEMAX}(x) := \sum_{i=1}^{n} x_i \]

on genotypes $x \in \{0, 1\}^n$. 
Algorithm 2 \((1 + 1)\) EA

1. Choose \(x \in \{0, 1\}^n\) uniformly at random.
2. Define \(y\) in the following way. Each bit of \(x\) is flipped independently of the other bits with probability \(1/n\).
3. If \(\text{OneMax}(y) \geq \text{OneMax}(x)\), replace \(x\) by \(y\).
4. If the stopping criterion is fulfilled, then output the final population. Otherwise go to step 2.

Obviously, the main merit of this example lies in its amenability to theoretical analysis. Nevertheless, suppose as an example that we would like to run the \((1 + 1)\) EA 5 times for \(n = 30\) and stop each run after 50 generations. In FrEAK, this setting corresponds to choosing the search space module “Bit String”, the fitness function module “OneMax”, the algorithm graph \((1 + 1)\) EA already containing the necessary adaption and selection modules, the stopping criterion “Generation Count”, and the population initialization modules “Default Population Model” and “RandomInitialization”. This choices determine the algorithm, but apart from that, some simulation specific settings are needed. In “Observers and Views” the observer “Result” and the view “R Return” – which we implemented as part of the interface – are preselected. Most of the other observers and views do not make sense in an R interface and can safely be ignored. The settings for “Batches of Runs” provide an overview of the so far selected modules and the possibility to set up the number of runs and additional batches. Setting up more than one batch also does not make sense in an R interface and is therefore not supported in RFreak. After finishing the schedule editor, we obtain a file \(\text{schedule.freak}\) containing the schedule which can be started by \(\text{executeSchedule()}\). The result is an S4 object of class \(\text{FreakReturn}\):

Result obtained from FrEAK:

<table>
<thead>
<tr>
<th>Run</th>
<th>Generation</th>
<th>Objective value</th>
<th>Individual</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>50</td>
<td>26 101111101111110111111101111111</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
<td>50</td>
<td>24 111001111101111101001111111111</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
<td>50</td>
<td>22 100111100011101011111111111011</td>
</tr>
<tr>
<td>4</td>
<td>4</td>
<td>50</td>
<td>24 11011010111111010011111111111</td>
</tr>
<tr>
<td>5</td>
<td>5</td>
<td>49</td>
<td>24 0110101111111110111101111111</td>
</tr>
</tbody>
</table>

In addition to this general straight forward interface we added application examples from computational statistics to FrEAK.

3.2. Using RFreak for association studies

Single nucleotide polymorphisms (SNPs) are the most common type of genetic variations. A major goal of genetic association studies is to identify SNPs and SNP interactions that lead to a higher disease risk. Typically, individual SNPs have only a slight to moderate effect and the detection of SNP interactions is considered more important (Garte 2001; Culverhouse et al. 2002) but it is of course also computationally more demanding. GPAS (Genetic Programming for Association Studies) (Nunkesser et al. 2007) is a genetic programming algorithm
mainly designed to identify high-order interactions in genetic association studies. GPAS can additionally be employed for discrimination.

We integrated GPAS in RFreak by implementing new FrEAK modules. Using launchScheduleEditor() with the search space “Boolean Functions” offers the possibility to exchange modules and derive new genetic programming algorithms for association studies.

The two algorithms described in Nunkesser et al. (2007) are directly accessible from RFreak with the function GPASInteractions and GPASDiscrimination, respectively. An example data set data.logicfs taken from the package logicFS (Schwender 2006) is also included. A small example like

\[
\text{data(data.logicfs)} \\
\text{GPASInteractions(cl.logicfs, data.logicfs, runs = 10, occurences=4)}
\]

returns an S4 object of class GPAS (inherits from FreakReturn) and saves a GraphViz (Gansner and North 2000) graph in a file interactions.dot. Objects of class GPAS outwardly contain the same information as objects of class FreakReturn. The individuals contained are representations of multi-valued logical expressions in disjunctive normal form. An example individual from the run is

\[
\text{(SNP1==3) | ((SNP4==3) & (SNP2==1)) |} \\
\text{((SNP3==3) & (SNP5==3) & (SNP6==1))}
\]

which actually is the true model of data.logicfs. When used as a predictor in a case-control study, a patient would be classified as case if the logical expression is true, i.e. if all SNPs in at least one of the three expressions (SNP1==3), (SNP4==3) & (SNP2==1), and (SNP3==3) & (SNP5==3) & (SNP6==1) show the genotypes indicated.

The graph interactions.dot depicted in Fig. 2 reveals further interesting interactions. It is also possible to test the individuals on other data samples with the S4 method predict.

3.3. Using RFreak for robust regression

Another application example is an evolutionary algorithm for robust regression methods (Morell et al. 2008), where we concentrate on least trimmed of squares (LTS) regression (Rousseeuw 1984). Bernholt (2005) showed, that computing robust regression estimators fulfilling the exact-fit-property is NP-hard. Therefore, under the widely believed assumption that P≠NP, we cannot hope for exact algorithms with practical running times for large data sets. The implemented evolutionary algorithm is better suited to overcome local optima than other existing algorithms for this problem.

Consider the linear model \( y = x; \beta + e \). For \( n \) data points \( (y_1, x_1), \ldots, (y_n, x_n) \) and a parameter \( h \), the objective of the LTS estimator is to minimize

\[
\sum_{i=1}^{h} (r_i^2)^{\leq n}
\]

where \( (r_i^2)_{1:n} \leq \cdots \leq (r_{i:n}^2)_{n:n} \) are the ordered squared residuals \( y_i - x_i; \beta \).
Figure 2: Tree visualization of the individuals. Each path from the root to an inner node or leaf represents an interaction occurring in the final population. The first line in each node contains the literal represented by the node. The second line shows the number of cases and controls explained by the corresponding interaction. The third line consists of the number of monomials containing the corresponding interaction and the percentage of monomials consisting of the ancestral interaction that also contain the literal represented.

Like GPAS, the LTS evolutionary algorithm may be executed with the help of `launchScheduleEditor()` (search space “Subsets of Points”, fitness function “LTS”, mapper “Point Set to Bit String”) or with a specific function. This function is called `LTSevol`. The example

```r
> data(stackloss)
> LTSevol(stackloss[,4],stackloss[,1:3],adjust=TRUE)
```

Result obtained from FrEAK:

<table>
<thead>
<tr>
<th>Run</th>
<th>Generation</th>
<th>Objective value</th>
<th>Individual</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>983</td>
<td>-2.932391 000000100010000010100</td>
</tr>
</tbody>
</table>

Chosen subset:

[1] 7 17 6 11 19 5 12 9 18 10 8 15 16

Coefficients:

[1] -37.32332647 0.74092106 0.39152672 0.01113454

Criterion:

[1] 2.932391

returns an object of class `ltsEA` (inherits from `FreakReturn`). Objects of class `ltsEA` contain some additional information. The “Chosen subset” contains the $h$ points with the smallest
squared residuals. Apart from this subset, the coefficients of the fitted hyperplane and the objective value are also contained.

4. Discussion

In this paper we have illustrated the use of RFreak for evolutionary computation in R. To our knowledge, the package is the first publicly available software providing an evolutionary computation framework for R. The purpose of the interface is manifold. Analyzing evolutionary algorithms build with FrEAK empirically is a lot easier when FrEAK is integrated in R. We have also shown and implemented application examples from computational statistics that are very useful on their own and show how easy it is to extend FrEAK.

As an example, all that is needed to extend the robust regression facilities by further estimators are new fitness functions. For many other problems from computational statistics only an additional new genotype phenotype mapper or a new search space is needed. Thus, the reusability of written code is very high because of the modular layout of FrEAK.

Evolutionary computation already gained considerable importance in computational statistics and hopefully this easy-to-use framework will support that trend.

Furthermore, we are currently working on integrating more application examples and therefore more reusable modules to RFreak.

Sources, binaries, and documentation of RFreak and the extensions to FrEAK are available for download under the GNU Public License from the Comprehensive R Archive Network http://cran.r-project.org/ and http://ls2-www.cs.tu-dortmund.de/~nunkesser/#Software, respectively.

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References


