
A Novel Bald Eagle Search Variant with Enhanced Global Search Capabilities

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ABSTRACT: The use of metaheuristics is one of the most encouraging methodologies for taking care of real-life problems. Bald eagle search (BES) algorithm is the latest swarm-intelligence metaheuristic algorithm inspired by the intelligent hunting behavior of bald eagles. In recent research works,

BES algorithm has performed reasonably well over a wide range of application areas such as chemical engineering, environmental science, physics and astronomy, structural modeling, global optimization, engineering design, energy efficiency, etc. However, it still lacks adequate searching efficiency and has a tendency to stuck in local optima which affects the final outcome. This paper proposes a novel enhancement strategy addressing these issues by incorporating three key improvements:

Eagle Velocity Inspired Exploration: Inspired by Particle Swarm Optimization (PSO), this mechanism introduces momentum into the search process, allowing agents to explore further afield and escape local optima.

Levy Flights: This stochastic search mechanism, inspired by real-world foraging patterns, facilitates exploration beyond areas identified by the standard BES approach.

Random Walks: This technique introduces random jumps within the search process, helping the algorithm escape potential local optima and explore new solution regions.

The efficiency of the BES3 algorithm is initially evaluated with 29 CEC2017. In addition, the practicality of the BES3 is tested with a real-world feature selection problem and three engineering design problems. Results of the BES3 algorithm are compared against a number of classical metaheuristic algorithms using statistical metrics, convergence

analysis, and the Wilcoxon rank sum test. In the case of composite CEC2017 test functions F21-F30, BES3 wins against compared algorithms in 70% test cases, whereas for the rest of the test functions, it generates good results in 100% cases. In the case of the feature selection problem, the BES3 also showed competitiveness with the compared algorithms. Results and observations for all tested optimization problems show the superiority and robustness of the proposed BES3 over the baseline metaheuristics. It can be safely concluded that the improvements suggested in the BES3 are proved

to be effective making it competitive enough to solve a variety of optimization problems.

1 INTRODUCTION

Challenges in Optimization and Rise of Nature-Inspired Techniques

Finding optimal solutions in artificial intelligence remains a significant hurdle (Sameer et al., 2019; Tariq et al., 2018; Zaidan et al., 2017). To address this, numerous algorithms have been developed.

However, two key challenges exist:

1. Identifying both global and local optima (best solutions overall and within specific regions).
2. Maintaining these optimal solutions throughout the search process (Qu et al., 2012).

In recent years, nature-inspired computation has gained significant traction among researchers. Nature offers a treasure trove of concepts, mechanisms, and ideas for designing artificial intelligence systems that can tackle complex mathematical problems (Barhen et al., 1997).

Evolutionary Algorithms (EAs): Inspired by Natural Selection

Living organisms must adapt to their surroundings to survive and reproduce, a process known as evolution (Fogel, 1995, 2009; Fogel et al., 1965; Schwefel, 1995; Michalewicz & Attia, 1994). This principle inspires "evolutionary algorithms" (EAs), a prominent and successful category of optimization algorithms.

Several types of EAs exist, including:

- Genetic algorithms (Houck et al., 1995; Joines & Houck, 1994; Kazarlis & Petridis, 1998; Holland, 1992)
- Genetic programming (Koza, 1992)
- Evolutionary programming and evolutionary strategies (Yao et al., 1999; Rechenberg, 1994; Whitley, 2001; Yao et al., 1999b; Yao & Liu, 1997)

EAs are widely used for tackling problems like combinatorial and non-linear optimization (Fiacco & McCormick, 1968). They excel at handling diverse issues by incorporating prior knowledge into the search process, allowing for efficient exploration of the solution space.

Despite their advantages, EAs can sometimes struggle to find the absolute optimal solution. Consequently, researchers have explored merging them with other techniques for improved performance (Whitley, 2001).

Swarm Intelligence (SI): Mimicking Collective Animal Behavior

Swarm intelligence (SI) is another form of nature-inspired optimization technique. One prominent example is particle swarm optimization (PSO) (Birge, 2003; Shi & Eberhart, 1998; Kennedy & Eberhart, 1995), which mimics the flocking behavior of birds or schooling of fish (Li, 2003).

Other SI algorithms include:

- Ant colony optimization (Dorigo et al., 2006) - inspired by foraging and schooling behavior of ants
- Gravitational search (Rashedi et al., 2009)
- Grey wolf optimizer (GWO) (Mirjalili et al., 2014)

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- Artificial bee colony (Karaboga & Basturk, 2007)
 - Moth-flame optimization (Mirjalili, 2015)
 - Whale optimization (Mirjalili & Lewis, 2016)
 - Group search optimizer (He et al., 2006, 2009)
 - Ant lion optimizer algorithms (Mirjalili, 2015)
 - PSO variants like comprehensive learning particle swarm optimizer (CLPSO) (Liang et al., 2006), fitness-distance- ratio-based particle swarm optimization (FDR-PSO) (Peram et al., 2003), and ensemble particle swarm optimizer (EPSO) (Lynn & Suganthan, 2017)

SI tackles problems by simulating how animals move in search of resources. The effectiveness of this technique can be influenced by problem size and non-linearity.

While SI can achieve optimal solutions for computational and combinatorial problems, traditional analytical methods often struggle with convergence.

Advantages and Limitations of SI

SI offers several benefits:

- Individuals can improve search efficiency by moving between positions.
- The entire swarm can collectively improve by sharing information.

Unlike EAs, where weak individuals are replaced, SI allows all individuals to contribute and explore new areas, potentially leading to faster convergence towards global optima.

However, SI also has limitations:

- Collective movement can lead to premature convergence on a local optimum, hindering exploration of other regions.
- Individuals might get stuck in local optima and fail to escape.

The Potential of Combining Evolutionary and Swarm Techniques

The versatility of nature-inspired techniques, coupled with the possibility of combining EAs and SI

2 BES algorithm

2.1 Behaviour of bald eagle during hunting

Bald Eagle Hunting Strategies

Despite their name, bald eagles aren't truly bald. These opportunistic predators primarily target fish (alive or dead), especially salmon. They're skilled hunters, capable of spotting prey from vast distances. However, catching fish is challenging, with only 1 in 20 attempts succeeding.

Hunting Process:

1. **Search:** Eagles begin by searching for prey from perches or while flying. They may follow other birds to locate fish concentrations.
2. **Selection:** Once a promising area is identified (usually within 700 meters of their nest), they initiate a focused search.
3. **Attack:** Upon spotting prey, eagles dive swiftly to snatch the fish out of the water.

Efficiency:

Bald eagles prioritize energy conservation. They rest after hunting due to the high energy expenditure involved.

Additionally, they exploit wind currents to soar efficiently while searching for prey.

Key Advantages:

- Excellent eyesight allows them to spot fish from long distances.
- Binocular vision enables them to see forward and sideways simultaneously.
- Powerful eyesight surpasses human vision by four times.

This revised version condenses the original text, focusing on key points about bald eagle hunting behavior and their physical adaptations for success.

2.2 Brief description

Bald Eagle Search (BES) Algorithm

The BES algorithm mimics how Bald Eagles hunt for prey. Here's a breakdown of the three main stages:

1. Selection Stage:

- Eagles randomly choose a search area based on prey concentration.
- They update their position using Equation (1) to balance exploration (searching new areas) and exploitation (focusing on areas with more prey).

$$P_{new}, i = P_{best} + \alpha * r(P_{mean} - P_i)$$

2. Search Stage:

- Eagles fly in a spiral pattern within the chosen area, searching for the best location to attack.
- Equation (12) defines the mathematical model for this spiral flight path.

$$P_{i,new} = P_i + y(i) * (P_i - P_{i+1}) + x(i) * (P_i - P_{mean})$$
$$x(i) = \frac{xr(i)}{\max(|xr|)}, \quad y(i) = \frac{yr(i)}{\max(|yr|)} \quad (a)$$

$$xr(i) = r(i) * \sin(\theta(i)), \quad yr(i) = r(i) * \cos(\theta(i)) \quad (b)$$

3. Swooping Stage:

- Eagles dive quickly from the best-found location to capture prey.
- Other eagles in the population also move towards this best position to attack.
- Equation (14) describes how eagle positions are updated during this swooping stage.

$$P_{i,new} = rand * P_{best} + x1(i) * (P_i - c1 * P_{mean}) + y1(i) * (P_i - c2 * P_{best})$$

$$x1(i) = \frac{xr(i)}{\max(|xr|)}, \quad y1(i) = \frac{yr(i)}{\max(|yr|)}$$

$$xr(i) = r(i) * \sinh[\theta(i)], \quad yr(i) = r(i) * \cosh[\theta(i)]$$

Optimization in BES

The core idea behind optimization algorithms is to improve the performance of an algorithm in terms of factors like speed, memory usage, and reliability. BES aims to optimize these aspects by mimicking the efficient hunting behavior of Bald Eagles.

3 Proposed Algorithm

Limitations of the Classical BES Algorithm

The standard BES algorithm, while inspired by nature, has some shortcomings:

- **Potential for Local Optima:** Like many swarm-based algorithms, BES can get trapped in suboptimal solutions (local optima) and miss the truly best solution (global optimum). This is particularly problematic for complex, high-dimensional problems.
- **Slow Convergence:** The position update process relies heavily on previous positions, leading to slow convergence towards the optimal solution

To address these limitations, we propose the modified Bald Eagle Search (BES3) algorithm. This improved version aims to achieve better exploration and a better balance between exploration and exploitation, ultimately leading to finding the global optimum more effectively.

Here's a small algorithm summarizing the BES3 function:

1. Initialization:

- Create a population of nPop eagles with random positions within the search space.
- Evaluate the fitness of each eagle using the objective function (fobj).
- Initialize the best solution found so far (BestSol).

2. Main Loop (for each iteration):

a. **Selection Stage (select space function):** - Update eagle positions by drawing on the best solution and average population position. - Evaluate the fitness of these new positions. - Update BestSol if a better solution is found.

b. **Update Velocity (update velocity function):** - Calculate a velocity vector for each eagle based on: - Attraction to the best solution (social term). - Attraction to its own best position (cognitive term).

c. **Update Positions (update position function):** - Update eagle positions based on their current position and velocity.

Ensure positions stay within the search space boundaries.

update velocity based on social and cognitive components

$social\ term = c1 * rand(1,dim) .* (BestSol.pos - pop.pos(i,:));$

$cognitive\ term = c2 * rand(1,dim) .* (BestSol.pos - pop.pos(i,:));$

d. **Search Stage (search space function):** - Update eagle positions using a spiral search pattern around the average population position. - Evaluate the fitness of these new positions. - Update BestSol if a better solution is found.

e. **Swooping Stage (swoop function):** - Update eagle positions using a combination of: - Attraction to the best solution. - Attraction to a "doubled" average population position. - Levy Flights for exploration (random jumps). - Random Walk for exploration (small random steps). - Evaluate the fitness of these new positions. - Update BestSol if a better solution is found.

$levy\ jump = (sin(pi*alpha*(1 + beta)) * exp((alpha - 1)*log(v))) / (beta * power(u, (1/beta)));$

$step\ size = 0.1;$

$random\ walk = pop.pos(i,:) + step\ size * (rand(1,dim) - 0.5);$

$newsol.pos = random\ walk + levy\ jump;$

f. **Optional: Track Convergence** - Store the cost of the best solution in each iteration for analysis. - Print the cost of the best solution periodically (optional).

3. Return Results:

Return the best solution found (BestSol), convergence curve (optional), and total execution time.

BES3 Algorithm

1. *BaldEagleSearchOptimization*(nPop, MaxIt, low, high, dim, fobj)
2. Initialize BestSol with maximum possible cost
3. For every eagle in population
4. Initialize position and velocity randomly
5. Determine cost based on objective function
6. Update BestSol if current eagle has lower cost
7. End for
8. For every iteration
9. Select space for each eagle
10. Update velocity for each eagle based on best solution
11. Update position for each eagle based on velocity
12. Search and swoop in space for better solutions
13. Update Convergence_curve with BestSol
14. End for
15. Return BestSol, Convergence_curve, and total processing time
16. End
17. *SelectSpace*(fobj, pop, npop, BestSol, low, high, dim)
18. Determine mean position of population
19. For every eagle in population
20. Determine new solution based on best solution and mean position
21. Update population and BestSol if new solution has lower cost
22. End for
23. End
24. *UpdateVelocity*(pop, BestSol, w, c1, c2, npop, dim)
25. For every eagle in population
26. Determine social and cognitive terms based on best solution
27. Update velocity based on social and cognitive terms
28. End for
29. End
30. *UpdatePosition*(pop, low, high, npop)
31. For every eagle in population
32. Update position based on velocity
33. Ensure position is within defined boundaries
34. End for
35. End
36. *SearchSpace*(fobj, pop, best, npop, low, high)
37. Determine mean position of population
38. For every eagle in population
39. Determine a new solution based on current position, next position, and mean position
40. Update population and BestSol if new solution has lower cost
41. End for
42. End
43. *Swoop*(fobj, pop, best, npop, low, high, dim)
44. Determine mean position of population
45. For every eagle in population
46. Determine new solution based on a Lévy flight and a random walk
47. Update population and BestSol if new solution has lower cost
48. End for
49. End

4 Results and

Analysis

4.1. Experimental series 1: CEC 2017

Benchmark functions and Parameter settings The proposed BES is first tested on challenging CEC 2017 benchmark instances with 50 dimensions ($D = 50$). The CEC 2017 benchmark suite comprises 30 functions, which are grouped into four categories based on their characteristics. Benchmarks from 1 to 3 are unimodal, test functions from 4 to 10 are multimodal, benchmarks from 11 to 22 are hybrid functions and finally, test bed from 21 to 30 belongs to the category of composite functions. Details of these benchmark functions are given

The comparison results of all algorithms over Unimodal & Multimodal CEC2017 benchmark functions.

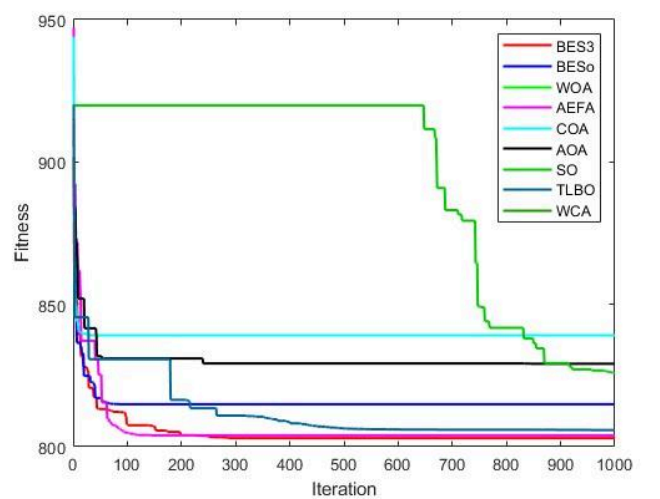
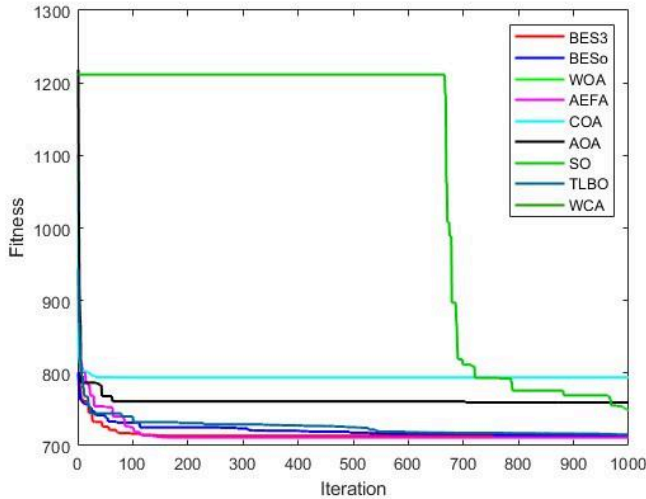
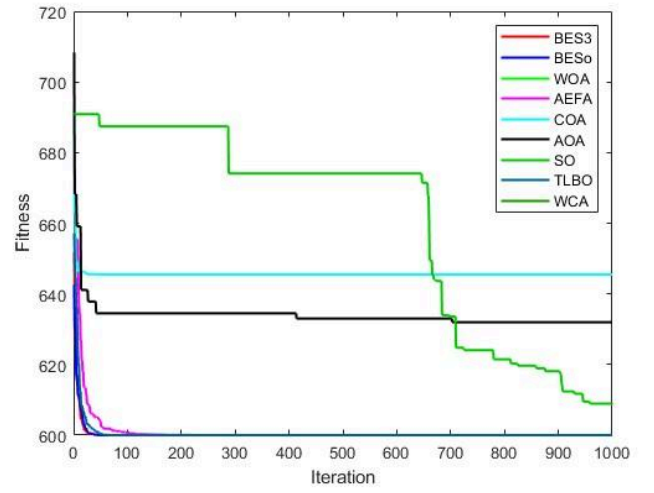
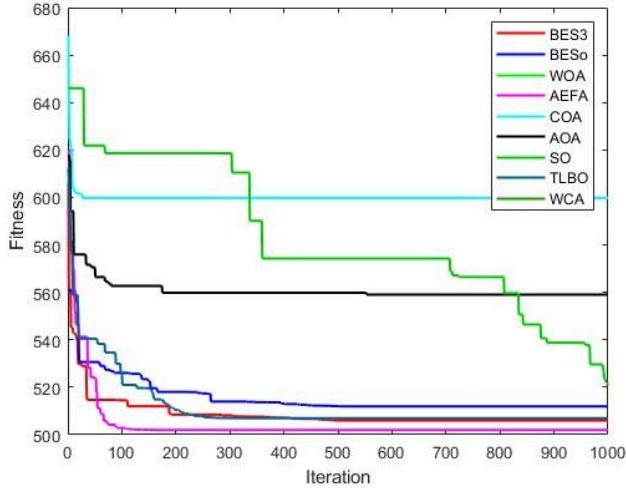
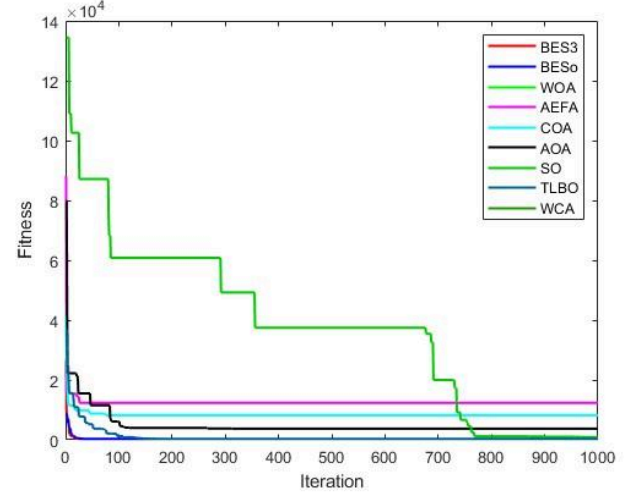
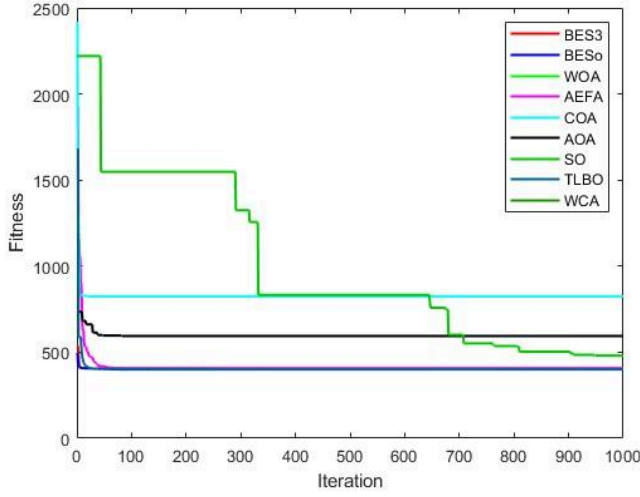
F		BES3	BES	WOA	TLBO	SO	WCA	AEFA	COA	AOA
F1	Best	1.00E + 02	1.05E + 02	3.20E + 08	1.11E + 02	2.49E + 04	1.61E + 02	3.59E + 02	3.22E + 07	4.11E + 02
	Mean	1.02E + 02	3.74E + 03	1.64E + 09	4.35E + 03	2.53E + 05	7.55E + 03	1.04E + 06	8.67E + 07	2.32E + 04
	Std	7.61E + 00	4.62E + 03	1.05E + 09	4.62E + 03	2.57E + 05	7.43E + 03	4.88E + 06	3.97E + 07	3.57E + 04
	Rank	1	2	9	3	6	4	7	8	5
F3	Best	3.00E + 02	3.00E + 02	1.51E + 05	6.09E + 03	2.70E + 04	5.61E + 02	7.75E + 04	4.32E + 04	2.55E + 04
	Mean	3.00E + 02	9.94E + 02	2.56E + 05	1.92E + 04	5.58E + 04	6.16E + 03	1.04E + 05	1.13E + 05	4.38E + 04
	Std	0.00E + 00	1.35E + 03	7.49E + 04	7.51E + 03	1.10E + 04	5.15E + 03	1.52E + 04	3.41E + 04	1.25E + 04
	Rank	1	2	9	4	6	3	7	8	5
F4	Best	4.00E + 02	4.00E + 02	6.30E + 02	4.64E + 02	4.04E + 02	4.70E + 02	4.91E + 02	5.04E + 02	4.72E + 02
	Mean	4.00E + 02	4.40E + 02	8.58E + 02	4.96E + 02	4.89E + 02	5.11E + 02	5.37E + 02	5.65E + 02	4.82E + 02
	Std	0.00E + 00	3.60E + 01	1.58E + 02	2.24E + 01	2.59E + 01	2.43E + 01	2.34E + 01	3.87E + 01	8.23E + 00
	Rank	1	2	9	5	4	6	7	8	3
F5	Best	5.01E + 02	5.95E + 02	7.17E + 02	5.63E + 02	5.57E + 02	5.62E + 02	5.68E + 02	5.81E + 02	5.78E + 02
	Mean	5.06E + 02	6.52E + 02	8.40E + 02		6.30E + 02	6.01E + 02	5.91E + 02	6.33E + 02	6.19E + 02
	Std	3.39E + 00	3.03E + 01	6.26E + 01	2.52E + 01	3.67E + 01	2.04E + 01	1.49E + 01	2.53E + 01	2.03E + 01
	Rank	1	8	9	4	6	3	2	7	5
F6	Best	6.00E + 02	6.12E + 02	6.62E + 02	6.04E + 02	6.05E + 02	6.37E + 02	6.14E + 02	6.02E + 02	6.05E + 02
	Mean	6.00E + 02	6.34E + 02	6.79E + 02	6.17E + 02	6.15E + 02	6.59E + 02	6.24E + 02	6.05E + 02	6.15E + 02
	Std	1.17E - 02	1.14E + 01	1.10E + 01	7.77E + 00	6.83E + 00	1.17E + 01	6.36E + 00	1.57E + 00	7.50E + 00
	Rank	1	7	9	5	3	8	6	2	4
F7	Best	7.10E + 02	8.59E + 02	1.09E + 03	8.15E + 02	7.90E + 02	8.28E + 02	7.51E + 02	8.50E + 02	8.05E + 02
	Mean	7.13E + 02	9.76E + 02	1.27E + 03	8.89E + 02	8.37E + 02	8.72E + 02	7.74E + 02	9.07E + 02	8.68E + 02
	Std	1.28E + 00	6.09E + 01	8.43E + 01	4.18E + 01	3.93E + 01	3.13E + 01	1.57E + 01	2.61E + 01	3.37E + 01
	Rank	1	8	9	6	3	5	2	7	4
F8	Best	8.01E + 02	8.60E + 02	9.51E + 02	8.51E + 02	8.46E + 02	9.37E + 02	8.43E + 02	8.79E + 02	8.72E + 02
	Mean	8.05E + 02	9.13E + 02	1.04E + 03	8.87E + 02	8.96E + 02	9.91E + 02	8.73E + 02	9.38E + 02	9.05E + 02
	Std	1.69E + 00	2.81E + 01	5.29E + 01	1.79E + 01	2.13E + 01	3.85E + 01	1.36E + 01	2.48E + 01	1.83E + 01
	Rank	1	6	9	3	4	8	2	7	5
F9	Best	9.00E + 02	1.74E + 03	6.11E + 03	9.68E + 02	1.27E + 03	3.48E + 03	1.11E + 03	1.67E + 03	1.25E + 03
	Mean	9.00E + 02	4.35E + 03	1.02E + 04	1.71E + 03	3.39E + 03	1.98E + 03	1.55E + 03	2.51E + 03	2.31E + 03
	Std	3.80E - 01	1.77E + 03	2.67E + 03	5.58E + 02	1.23E + 03	5.92E + 02	3.75E + 02	6.42E + 02	7.43E + 02
	Rank	1	8	9	2	7	4	3	6	5
F10	Best	1.00 + 03	3.45E + 03	5.71E + 03	7.27E + 03	3.04E + 03	4.17E + 03	3.84E + 03	4.16E + 03	3.98E + 03
	Mean	1.42E + 03	5.57E + 03	7.23E + 03	8.11E + 03	3.72E + 03	5.97E + 03	4.81E + 03	5.04E + 03	5.21E + 03
	Std	2.18E + 02	1.31E + 03	7.77E + 02	3.64E + 02	4.59E + 02	8.18E + 02	6.16E + 02	4.67E + 02	7.72E + 02
	Rank	1	6	8	9	2	7	3	4	5

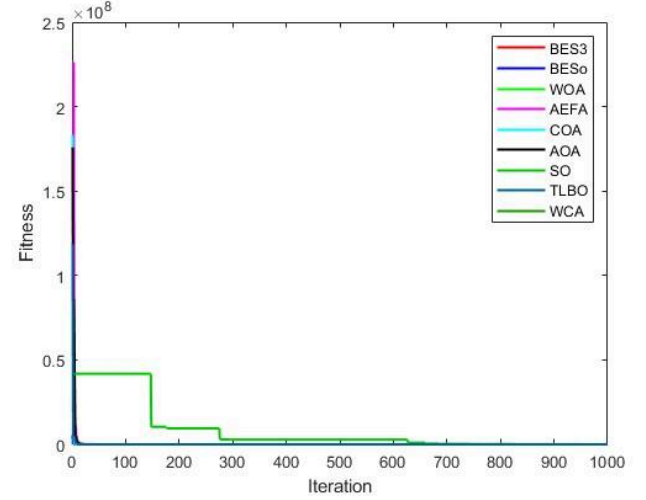
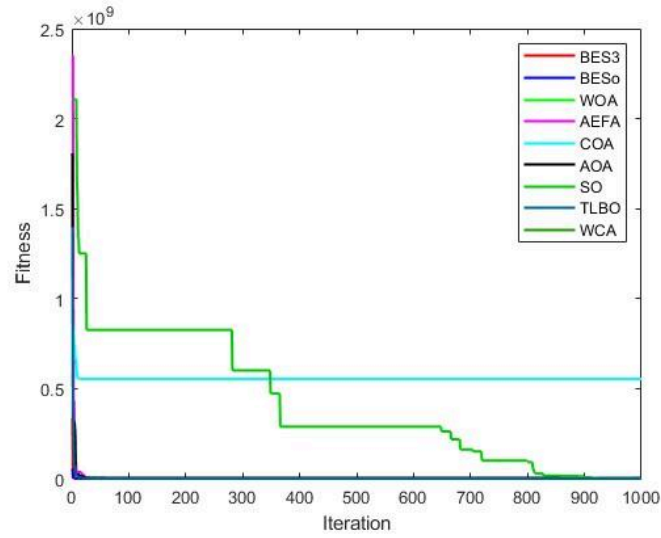
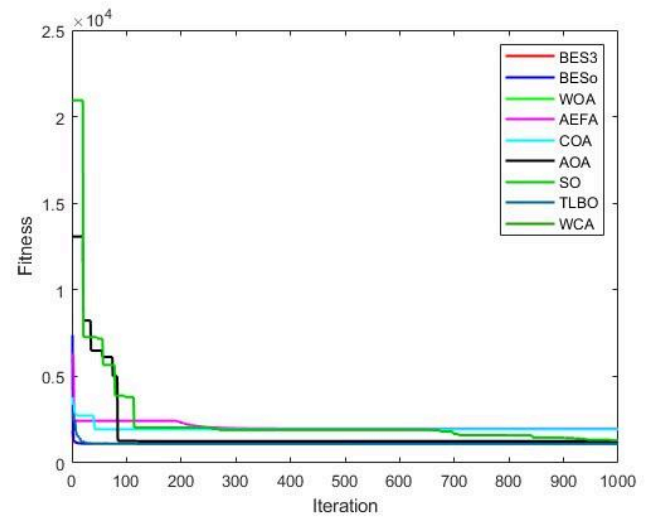
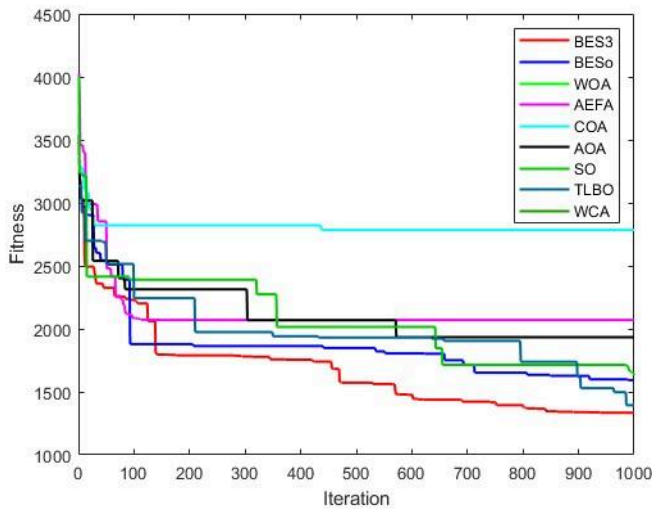
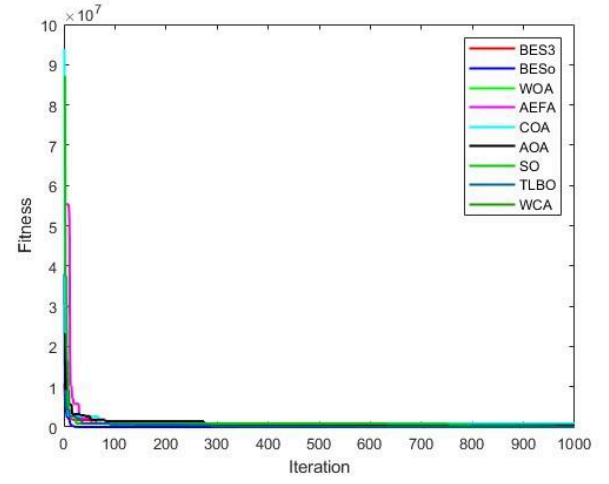
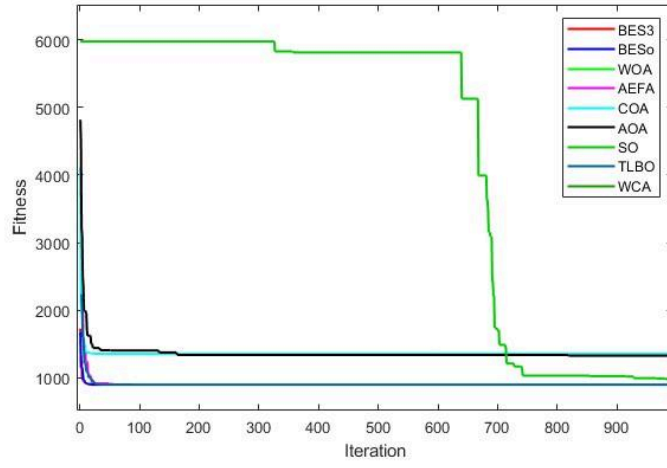
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F11	Best	1.10E + 03	1.15E + 03	1.16E + 03	1.86E + 03	1.16E + 03	1.21E + 03	3.38E + 03	1.24E + 03	1.17E + 03
	Mean	1.11E + 03	1.22E + 03	1.25E + 03	6.07E + 03	1.30E + 03	1.35E + 03	7.07E + 03	1.45E + 03	1.26E + 03

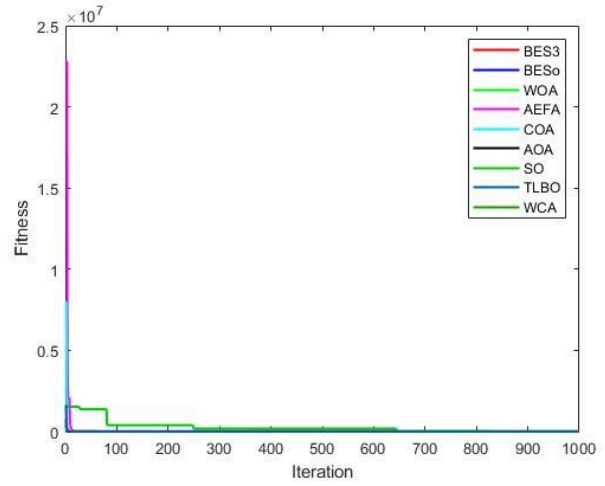
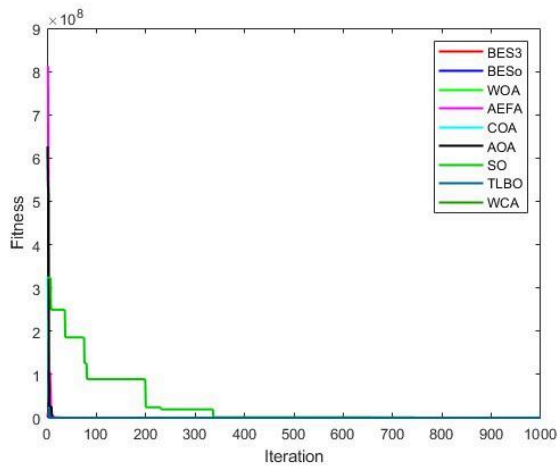
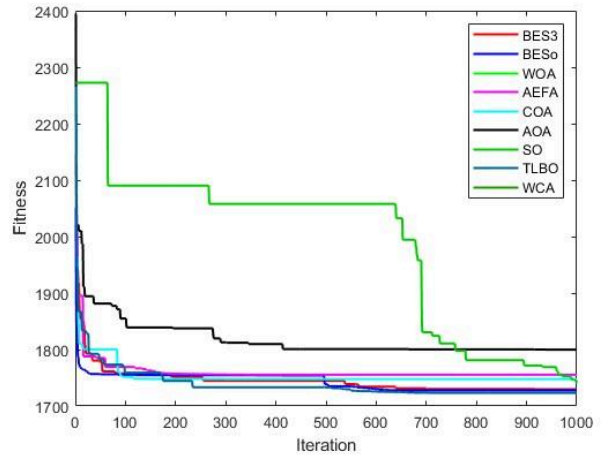
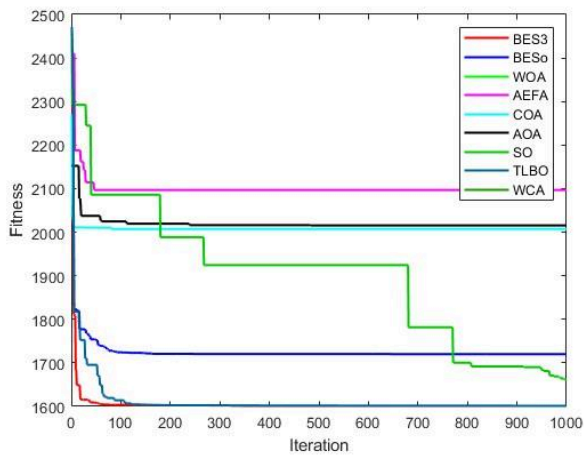
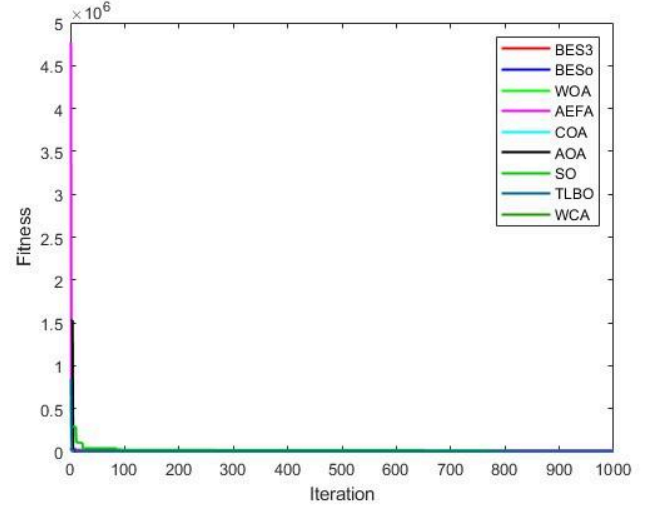
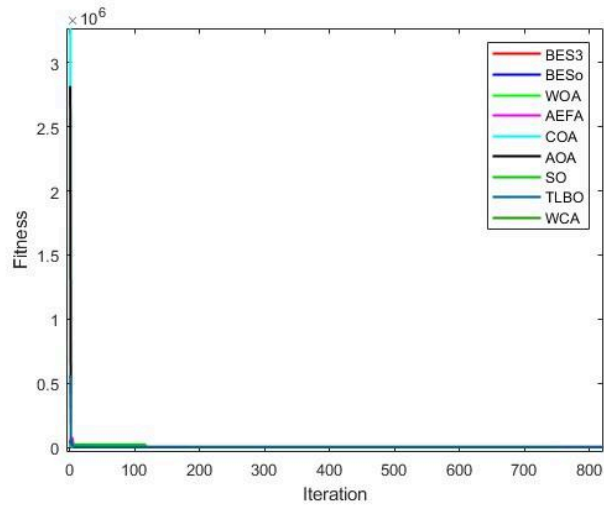
	Std	8.89E + 00	5.21E + 01	5.42E + 01	2.58E + 03	7.62E + 01	8.04E + 01	2.39E + 03	3.15E + 02	7.04E + 01
	Rank	1	2	3	8	5	6	9	7	4
F12	Best	1.44E + 03	8.87E + 03	1.26E + 04	5.56E + 07	9.75E + 04	1.28E + 05	1.51E + 06	1.75E + 06	9.63E + 04
	Mean	3.77E + 03	3.07E + 04	9.87E + 04	3.03E + 08	1.38E + 06	1.03E + 06	1.13E + 07	7.60E + 06	1.06E + 06
	Std	4.61E + 03	1.84E + 04	8.10E + 04	2.03E + 08	1.31E + 06	9.85E + 05	7.68E + 06	5.69E + 06	7.97E + 05
	Rank	1	2	3	9	6	4	8	7	5
F13	Best	1.30E + 03	1.96E + 03	2.07E + 03	2.44E + 05	6.04E + 03	5.87E + 03	9.90E + 03	5.61E + 04	1.60E + 03
	Mean	1.42E + 03	2.01E + 04	1.97E + 04	1.80E + 06	2.94E + 04	3.25E + 04	3.54E + 04	4.62E + 05	5.14E + 03
	Std	1.68E + 02	1.85E + 04	1.96E + 04	1.83E + 06	1.89E + 04	2.97E + 04	1.34E + 04	8.16E + 05	4.25E + 03
	Rank	1	4	3	9	5	6	7	8	2
F14	Best	1.40E + 03	1.53E + 03	1.89E + 03	6.45E + 04	2.69E + 03	2.02E + 03	3.02E + 05	2.39E + 03	2.37E + 03
	Mean	1.43E + 03	1.82E + 03	1.45E + 04	2.28E + 06	3.80E + 04	2.43E + 04	1.15E + 06	5.14E + 04	3.21E + 04
	Std	1.48E + 01	1.81E + 02	1.46E + 04	2.22E + 06	2.87E + 04	4.05E + 04	5.45E + 05	7.89E + 04	3.79E + 04
	Rank	1	2	3	9	6	4	8	7	5
F15	Best	1.50E + 03	1.83E + 03	1.74E + 03	7.82E + 04	2.29E + 03	2.07E + 03	6.02E + 03	2.37E + 03	1.59E + 03
	Mean	1.53E + 03	8.22E + 03	9.61E + 03	1.42E + 06	1.08E + 04	1.44E + 04	1.76E + 04	1.96E + 04	3.04E + 03
	Std	3.20E + 01	6.71E + 03	9.07E + 03	2.99E + 06	9.93E + 03	1.72E + 04	8.78E + 03	1.42E + 04	1.65E + 03
	Rank	1	3	4	9	5	6	7	8	2
F16	Best	1.60E + 03	2.02E + 03	1.78E + 03	2.93E + 03	2.05E + 03	2.20E + 03	2.24E + 03	2.21E + 03	2.25E + 03
	Mean	1.61E + 03	2.51E + 03	2.45E + 03	4.23E + 03	2.54E + 03	2.92E + 03	2.95E + 03	2.73E + 03	2.72E + 03
	Std	3.52E + 01	3.66E + 02	3.11E + 02	6.28E + 02	2.62E + 02	3.30E + 02	3.87E + 02	2.40E + 02	2.62E + 02
	Rank	1	3	2	9	4	7	8	6	5
F17	Best	1.71E + 03	1.78E + 03	1.81E + 03	2.17E + 03	1.90E + 03	2.04E + 03	1.93E + 03	1.88E + 03	1.77E + 03
	Mean	1.73E + 03	2.08E + 03	2.00E + 03	2.75E + 03	2.19E + 03	2.47E + 03	2.51E + 03	2.17E + 03	2.07E + 03
	Std	9.53E + 00	2.07E + 02	1.60E + 02	3.16E + 02	1.97E + 02	2.00E + 02	2.95E + 02	1.68E + 02	2.09E + 02
	Rank	1	4	2	9	6	7	8	5	3
F18	Best	1.81E + 03	2.85E + 03	7.81E + 04	1.99E + 05	1.01E + 05	1.74E + 04	6.62E + 04	2.26E + 04	3.22E + 04
	Mean	1.89E + 03	4.30E + 04	3.83E + 05	1.03E + 07	6.37E + 05	3.45E + 05	1.96E + 06	5.25E + 05	1.65E + 05
	Std	6.40E + 01	4.28E + 04	3.25E + 05	1.07E + 07	4.88E + 05	4.43E + 05	2.36E + 06	1.18E + 06	1.09E + 05
	Rank	1	2	5	9	7	4	8	6	3
F19	Best	1.90E + 03	2.00E + 03	2.05E + 03	1.38E + 05	2.14E + 03	2.32E + 03	7.00E + 04	2.53E + 03	2.36E + 03
	Mean	1.09E + 03	8.58E + 03	9.99E + 03	1.75E + 07	1.31E + 04	1.31E + 04	9.83E + 05	1.59E + 04	4.80E + 03
	Std	1.00E + 01	7.59E + 03	8.41E + 03	1.53E + 07	9.29E + 03	2.49E + 04	1.08E + 06	1.67E + 04	2.35E + 03
	Rank	1	3	4	8	5	4	7	6	2
F20	Best	2.00E + 03	2.24E + 03	2.14E + 03	2.36E + 03	2.20E + 03	2.27E + 03	2.28E + 03	2.15E + 03	2.21E + 03
	Mean	2.21E + 03	2.46E + 03	2.42E + 03	2.83E + 03	2.48E + 03	2.78E + 03	2.69E + 03	2.43E + 03	2.45E + 03
	Std	3.51E + 01	2.24E + 02	1.72E + 02	2.09E + 02	1.48E + 02	2.47E + 02	2.38E + 02	1.80E + 02	1.89E + 02
	Rank	1	5	2	9	6	8	7	3	4

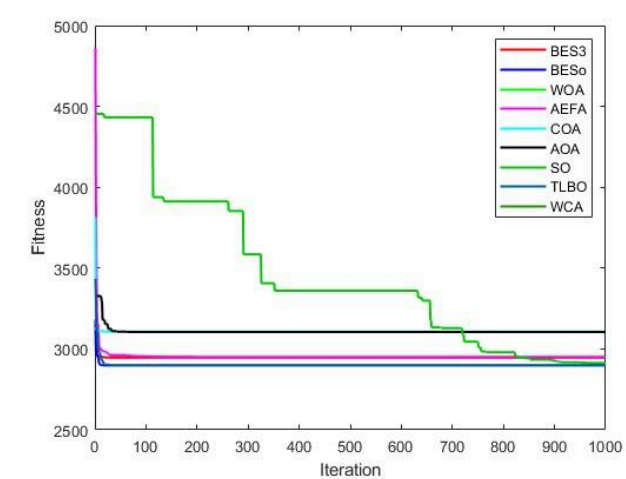
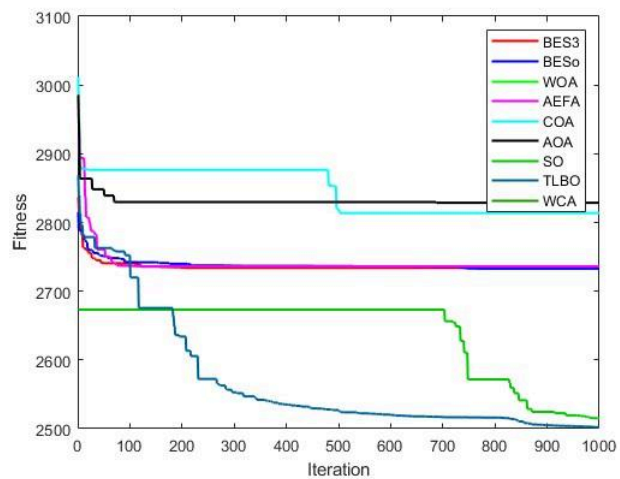
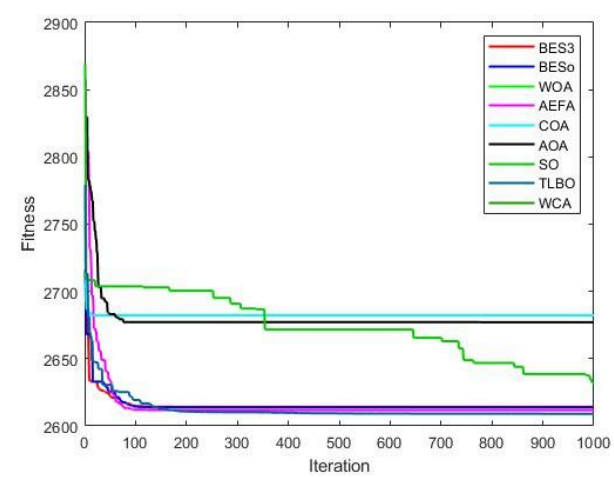
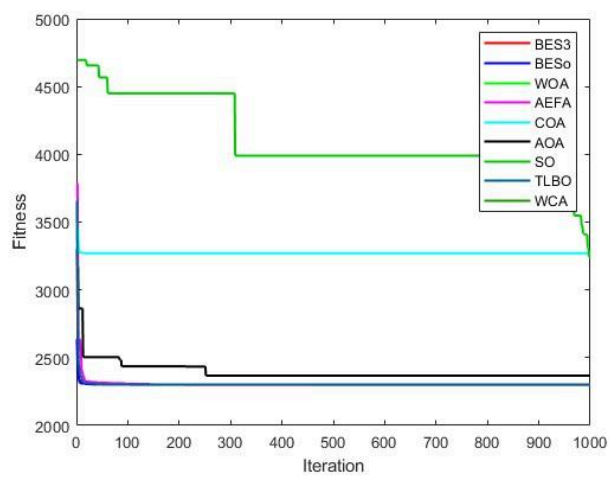
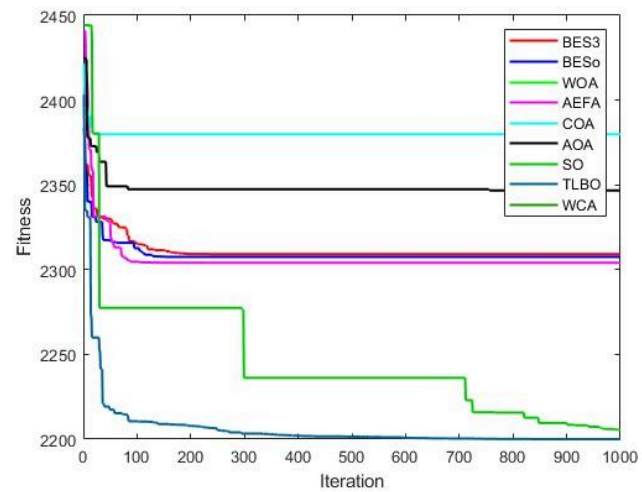
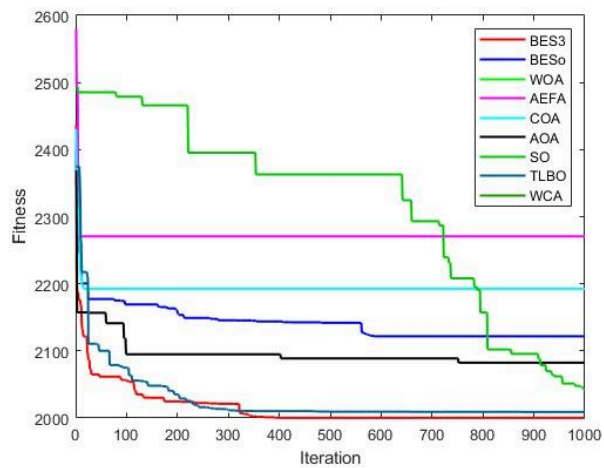
F		BES3	BES	TLBO	WOA	SO	WCA	AEFA	COA	AOA
F21	Best	2.20E + 03	2.35E + 03	2.35E + 03	2.49E + 03	2.36E + 03	2.43E + 03	2.36E + 03	2.38E + 03	2.35E + 03
	Mean	2.29E + 03	2.41E + 03	2.39E + 03	2.61E + 03	2.39E + 03	2.50E + 03	2.40E + 03	2.43E + 03	2.40E + 03
	Std	3.76E + 01	3.07E + 01	2.27E + 01	4.52E + 01	1.57E + 01	5.78E + 01	2.32E + 01	2.50E + 01	2.30E + 01
	Rank	1	6	3	9	2	8	5	7	4
F22	Best	2.20E + 03	2.30E + 03	2.30E + 03	2.69E + 03	2.30E + 03	2.30E + 03	2.30E + 03	2.35E + 03	2.30E + 03
	Mean	2.30E + 03	3.05E + 03	2.57E + 03	7.56E + 03	3.71E + 03	6.15E + 03	2.31E + 03	5.65E + 03	7.01E + 03
	Std	2.08E + 01	1.77E + 03	1.39E + 03	2.36E + 03	1.44E + 03	1.90E + 03	1.40E + 01	1.87E + 03	2.36E + 03
	Rank	1	4	3	9	5	7	2	6	8
F23	Best	2.60E + 03	2.72E + 03	2.72E + 03	2.93E + 03	2.74E + 03	2.82E + 03	2.78E + 03	2.76E + 03	2.77E + 03
	Mean	2.61E + 03	2.81E + 03	2.79E + 03	3.13E + 03	2.81E + 03	2.98E + 03	2.86E + 03	2.79E + 03	2.87E + 03
	Std	6.45E + 01	4.72E + 01	4.64E + 01	1.06E + 02	4.22E + 01	9.54E + 01	4.41E + 01	1.94E + 01	6.27E + 01
	Rank	1	5	3	9	4	8	6	2	7
F24	Best	2.50E + 03	2.87E + 03	2.91E + 03	3.08E + 03	2.88E + 03	2.94E + 03	2.88E + 03	2.92E + 03	2.91E + 03
	Mean	2.72E + 03	2.97E + 03	2.95E + 03	3.23E + 03	2.94E + 03	3.16E + 03	2.96E + 03	2.99E + 03	2.97E + 03
	Std	6.51E + 01	6.13E + 01	2.63E + 01	9.87E + 01	2.89E + 01	1.48E + 02	4.41E + 01	2.69E + 01	4.25E + 01
	Rank	1	7	3	9	2	8	5	4	6
F25	Best	2.90E + 03	2.88E + 03	2.88E + 03	3.02E + 03	2.89E + 03	2.88E + 03	2.91E + 03	2.89E + 03	2.88E + 03
	Mean	2.92E + 03	2.90E + 03	2.91E + 03	3.13E + 03	2.91E + 03	2.90E + 03	2.99E + 03	2.94E + 03	2.90E + 03
	Std	2.35E + 01	1.82E + 01	2.27E + 01	6.77E + 01	1.57E + 01	2.11E + 01	3.28E + 01	2.51E + 01	1.74E + 01
	Rank	6	2	5	9	4	3	8	7	1
F26	Best	2.90E + 03	2.90E + 03	2.80E + 03	4.68E + 03	3.56E + 03	5.73E + 03	2.80E + 03	3.50E + 03	2.80E + 03
	Mean	2.97E + 03	5.69E + 03	4.44E + 03	8.20E + 03	5.45E + 03	7.13E + 03	5.09E + 03	4.93E + 03	4.87E + 03
	Std	2.18E + 02	1.01E + 03	1.42E + 03	1.26E + 03	6.56E + 02	1.09E + 03	1.40E + 03	6.21E + 02	1.65E + 03
	Rank	1	7	2	9	6	8	5	4	3
F27	Best	3.09E + 03	3.24E + 03	3.21E + 03	3.32E + 03	3.24E + 03	3.23E + 03	3.29E + 03	3.21E + 03	3.20E + 03
	Mean	3.10E + 03	3.28E + 03	3.26E + 03	3.46E + 03	3.29E + 03	3.31E + 03	3.40E + 03	3.23E + 03	3.20E + 03
	Std	1.22E + 01	3.62E + 01	4.18E + 01	1.25E + 02	2.70E + 01	8.21E + 01	6.51E + 01	1.05E + 01	2.34E-04
	Rank	1	5	4	9	6	7	8	3	2
F28	Best	3.10E + 03	3.10E + 03	3.20E + 03	3.37E + 03	3.23E + 03	3.20E + 03	3.30E + 03	3.30E + 03	3.24E + 03
	Mean	3.25E + 03	3.16E + 03	3.23E + 03	3.56E + 03	3.30E + 03	3.23E + 03	3.35E + 03	3.34E + 03	3.30E + 03

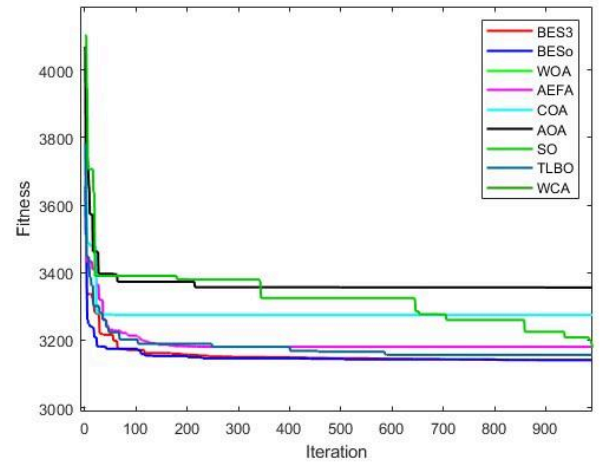
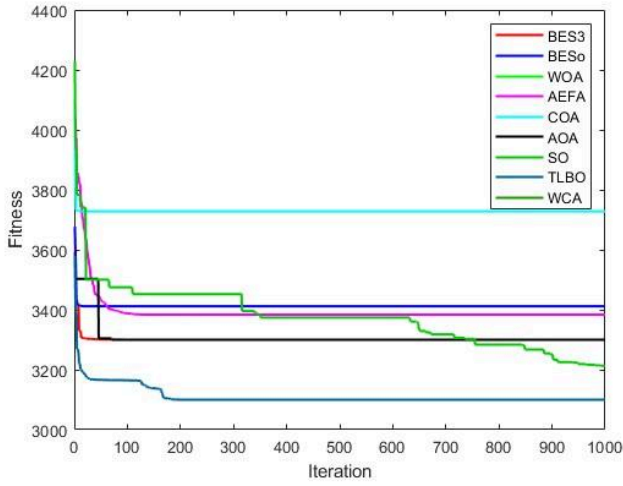
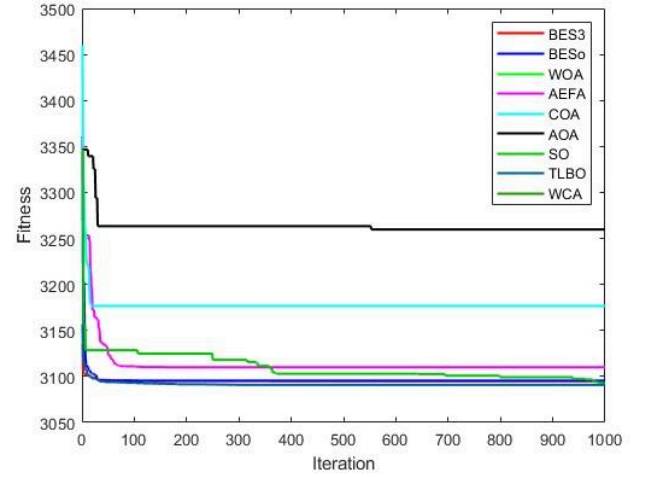
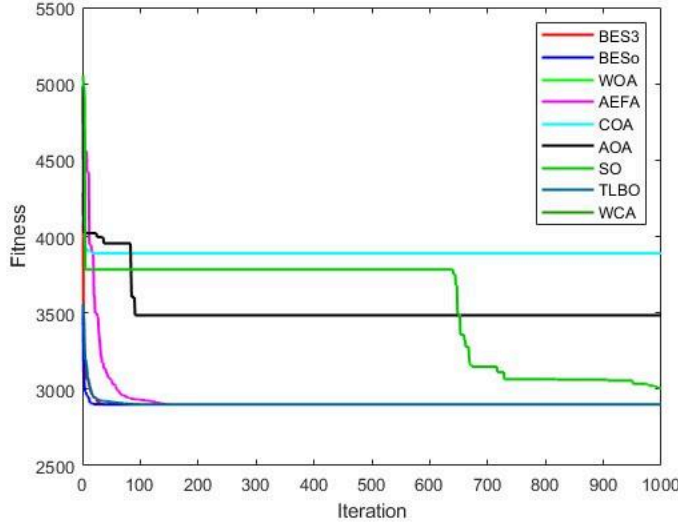
	Std	8.39E + 01	5.91E + 01	2.16E + 01	1.40E + 02	3.79E + 01	2.51E + 01	4.10E + 01	3.02E + 01	1.27E + 01
	Rank	4	1	2	9	6	3	8	7	5
F29	Best	3.13E + 03	3.49E + 03	3.45E + 03	4.00E + 03	3.63E + 03	3.67E + 03	3.89E + 03	3.52E + 03	3.31E + 03
	Mean	3.16E + 03	3.96E + 03	3.81E + 03	5.34E + 03	4.06E + 03	4.37E + 03	4.65E + 03	3.85E + 03	3.66E + 03
	Std	3.00E + 01	2.95E + 02	1.77E + 02	5.39E + 02	2.21E + 02	2.59E + 02	3.27E + 02	1.79E + 02	2.09E + 02
	Rank	1	5	3	9	6	7	8	4	2
F30	Best	3.40E + 03	5.10E + 03	5.75E + 03	2.35E + 06	9.57E + 03	7.19E + 03	1.66E + 06	9.46E + 03	3.24E + 03
	Mean	3.69E + 05	8.35E + 03	1.06E + 04	4.47E + 07	8.01E + 04	1.34E + 05	6.45E + 06	8.24E + 04	3.89E + 03
	Std	5.54E + 05	2.12E + 03	3.51E + 03	4.38E + 07	7.33E + 04	4.96E + 05	3.56E + 06	6.45E + 04	8.66E + 02
	Rank	7	2	3	9	4	6	8	5	1











4.1. Experimental series 1: CEC 2014

Benchmark functions and Parameter settings The proposed BES is first tested on challenging CEC 2017 benchmark instances with 50 dimensions ($D = 50$). The CEC 2017 benchmark suite comprises 30 functions, which are grouped into four categories based on their characteristics. Benchmarks from 1 to 3 are unimodal, test functions from 4 to 10 are multimodal, benchmarks from 11 to 22 are hybrid functions and finally, test bed from 21 to 30 belongs to the category of composite functions. Details of these benchmark functions are given

Problem	Statistics	BES	BES3
F1	Mean	$3.66E+03$	114.3195257
	STD	$3.61E+03$	48.89758384
	Best	$8.36E+01$	1.41611
F2	Winner		
	Mean	$1.40E-10$	200
	STD	$4.16E-10$	0
F3	Best	$2.84E-13$	200
	Winner		
	Mean	$2.57E-10$	300
	STD	$4.68E-10$	0
	Best	$3.41E-13$	300
	Winner		
F4	Mean	$2.31E+00$	400
	STD	$1.19E+01$	0
	Best	$5.26E-06$	400
F5	Winner		
	Mean	20.86845	519.023546
	STD	0.061067	4.00137872
F6	Best	$2.07E+01$	500
	Winner		
	Mean	23.34192	601.308452
F7	STD	3.047271	1.155524012
	Best	15.6302	600
	Winner		
F8	Mean	0.019991	700.0428002
	STD	0.018088	0.041979404
	Best	$1.25E-12$	700
F9	Winner		
	Mean	87.95414	803.5027533
	STD	23.85544	1.71702309
F10	Best	45.76804	800
	Winner		
	Mean	107.5547	904.2717902
F11	STD	19.11751	1.926395917
	Best	76.61167	900.99496
	Winner		
F12	Mean	2395.764	1398.927014
	STD	670.425	186.5272094
	Best	1313.635	1078.3118
	Winner		
	Mean	3098.091	1673.318535
	STD	492.9754	268.937779
F12	Best	2165.823	1123.5966
	Winner		
	Mean	1.319921	1200.574875
	STD	0.246955	0.138437256
	Best	$8.25E-01$	1200.2809

F13	Winner		
	Mean	<i>0.36879</i>	<i>1300.089441</i>
	STD	<i>0.073468</i>	<i>0.0199633</i>
	Best	<i>0.213096</i>	<i>1300.0474</i>
F14	Winner		
	Mean	<i>0.265301</i>	<i>1400.084178</i>

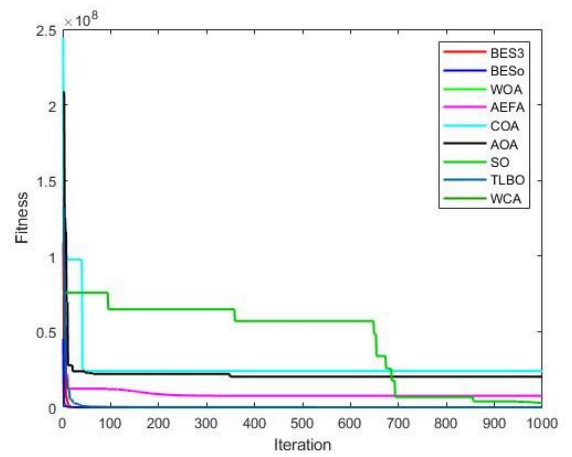
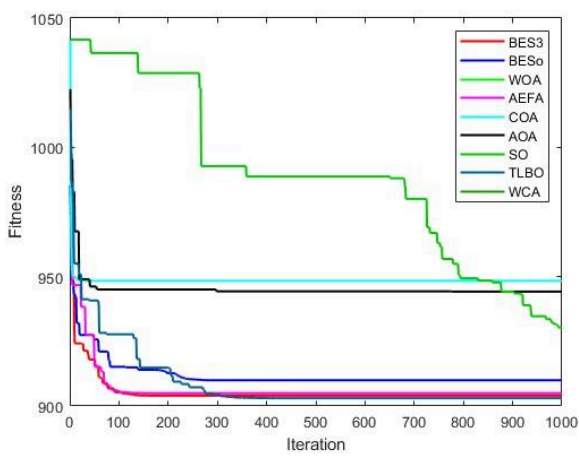
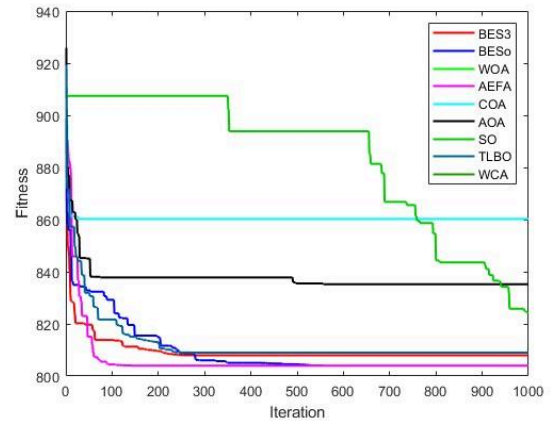
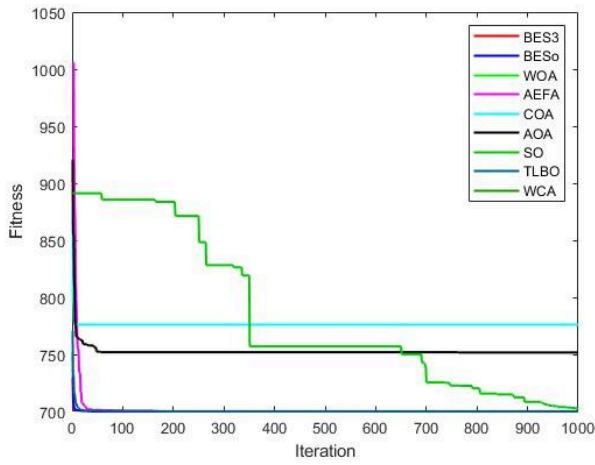
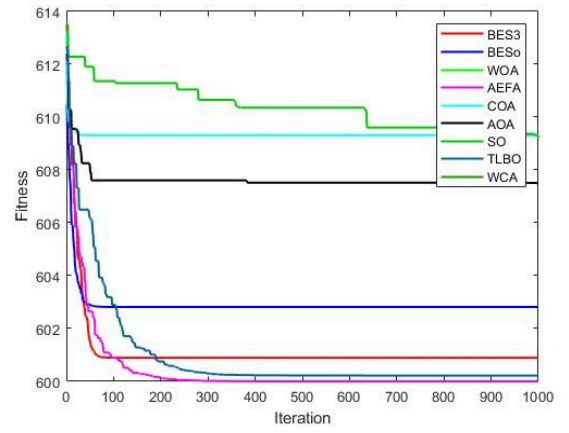
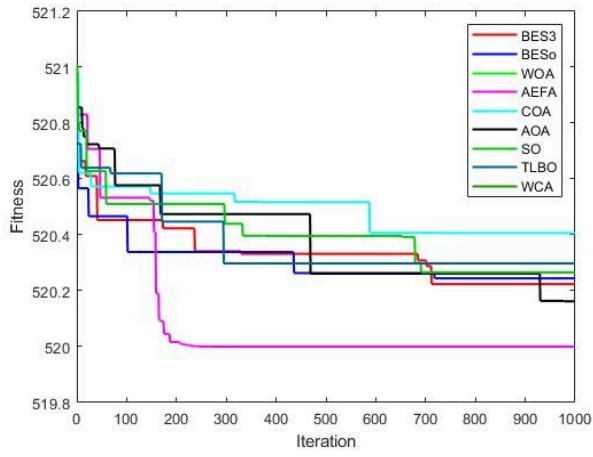
Problems	Statistics	BES	BES3
F15	STD	0.115124	0.031090794
	Best	0.154129	1400.0327
	Winner		
	Mean	16.10439	1500.768296
	STD	6.990639	0.225823386
F16	Best	6.777028	1500.3907
	Winner		
	Mean	10.82171	1602.173608
	STD	0.603008	0.481940011
	Best	9.725559	1601.1272
	Winner		

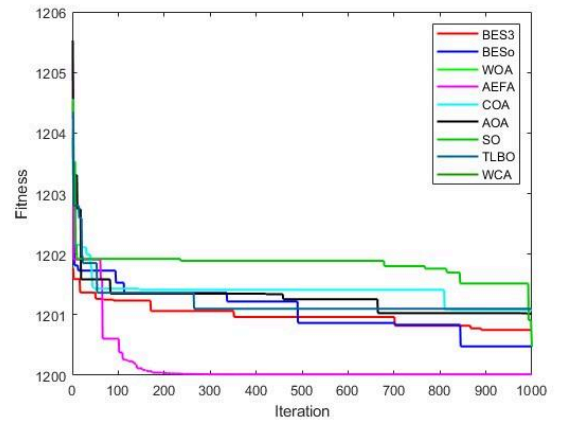
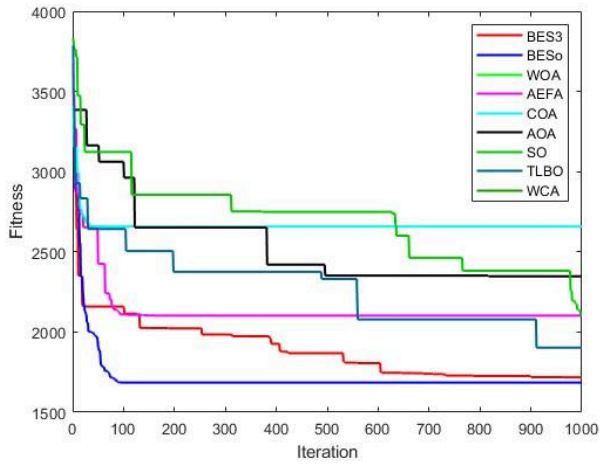
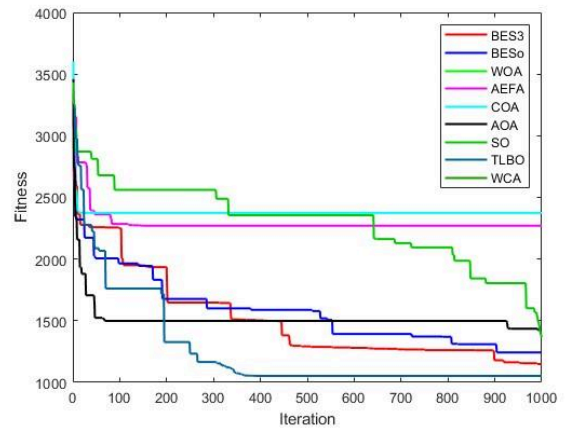
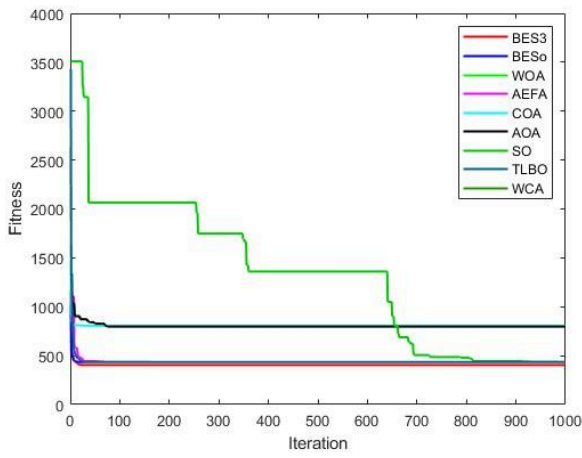
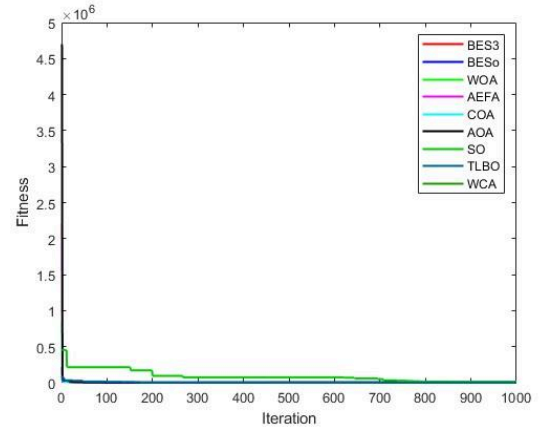
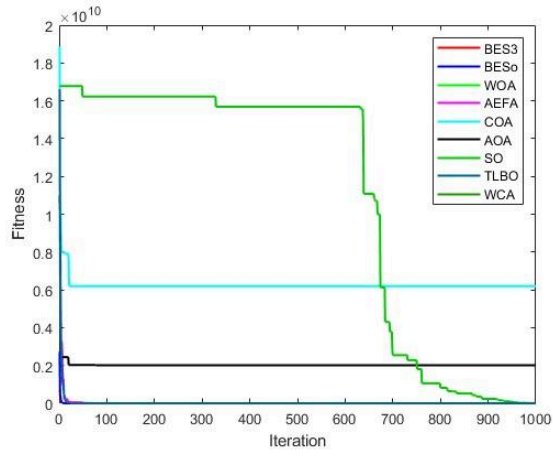
problem	Statistics	BES	BES3
F17	Mean	2210.814	1899.223063
	STD	1637.401	166.1689438
	Best	675.6954	1713.1573

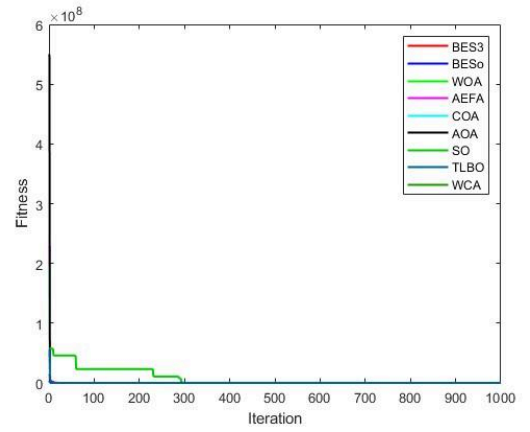
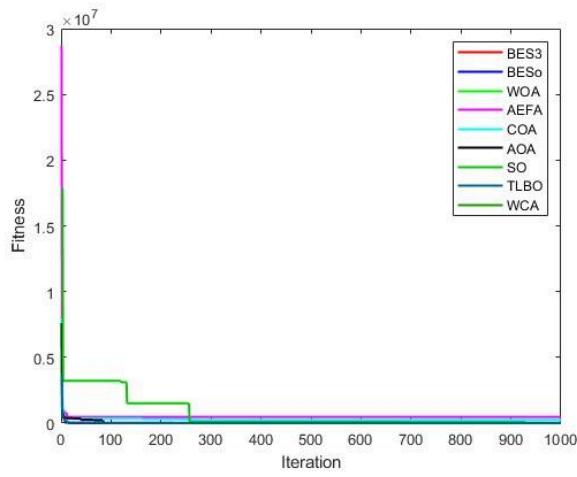
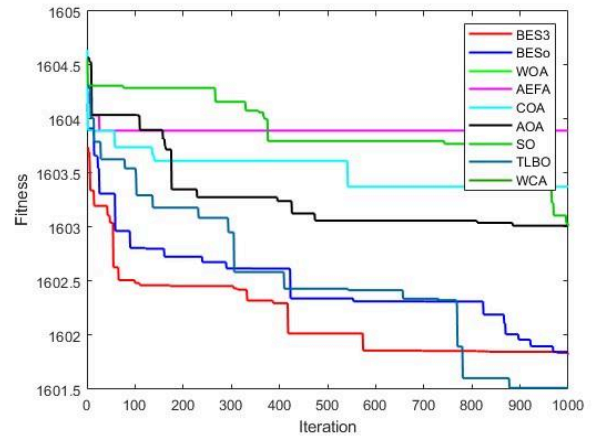
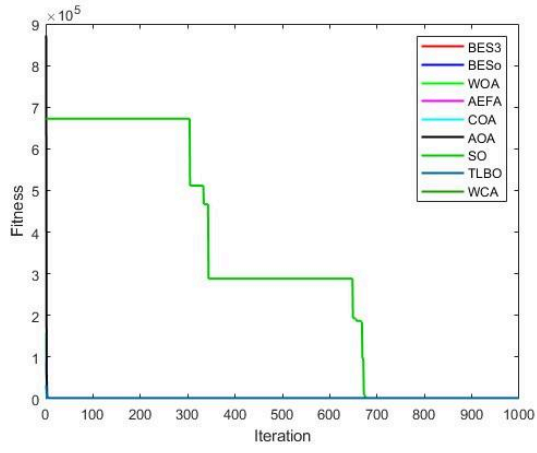
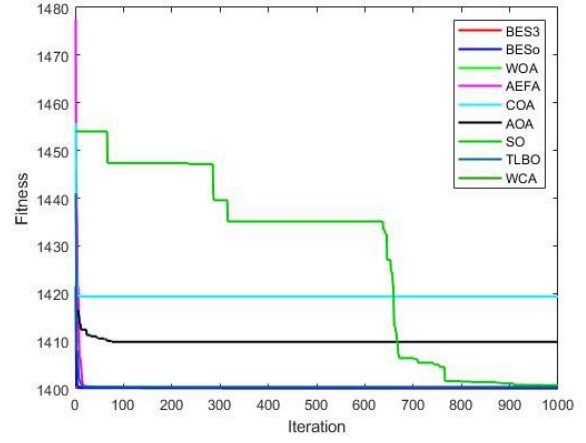
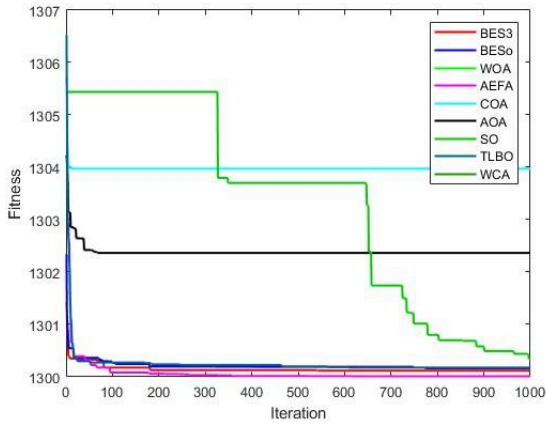
problem	Statistics	BES	BES3
F17	Mean	<i>2210.814</i>	
	STD	<i>1637.401</i>	
	Best	<i>675.6954</i>	
F18	Winner		
	Mean	<i>2608.092</i>	<i>1934.697169</i>
	STD	<i>2524.524</i>	<i>98.86049705</i>
	Best	<i>150.4415</i>	<i>1803.833</i>
F19	Winner		
	Mean	15.21444	<i>1901.101286</i>
	STD	18.90164	<i>0.90995047</i>
	Best	5.489727	<i>1900.0315</i>
F20	Winner		
	Mean	<i>220.9628</i>	<i>2014.642241</i>
	STD	<i>191.7257</i>	<i>15.99635389</i>
	Best	<i>96.52486</i>	<i>2001.006</i>
F21	Winner		
	Mean	<i>1550.811</i>	<i>2159.867386</i>
	STD	<i>839.2444</i>	<i>98.34820328</i>
	Best	<i>581.2392</i>	<i>2100.8639</i>

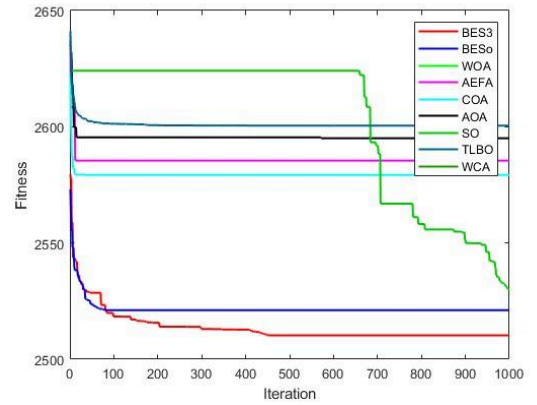
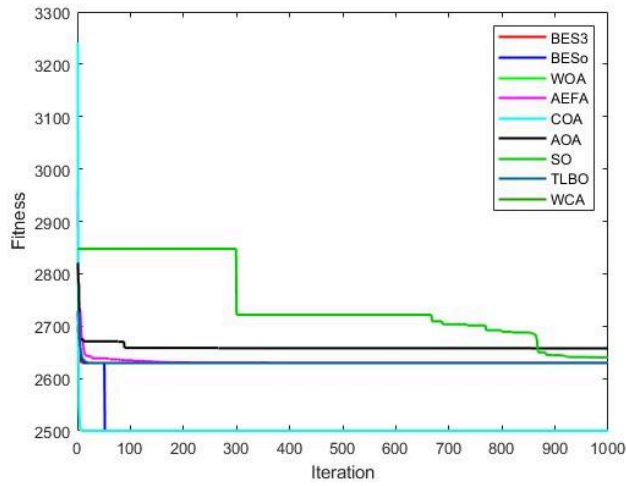
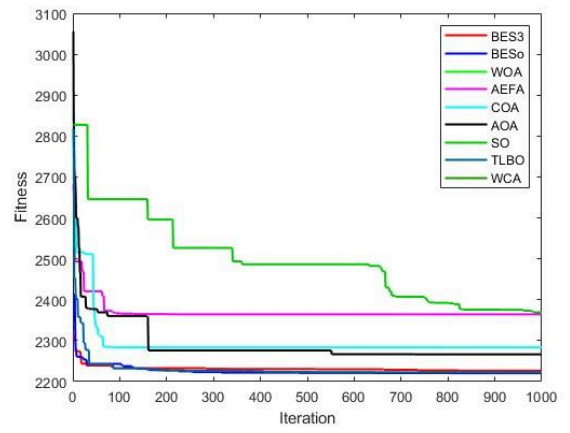
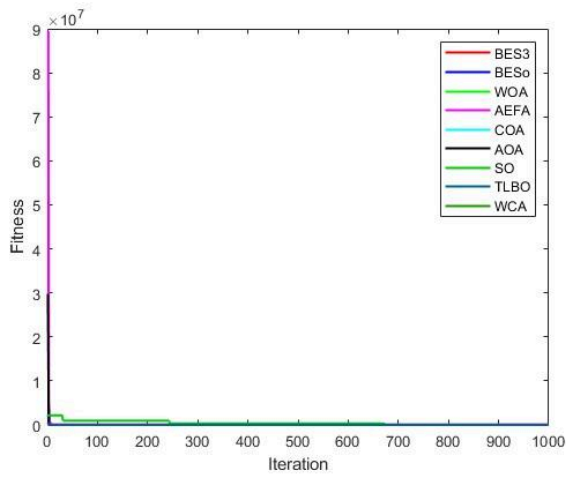
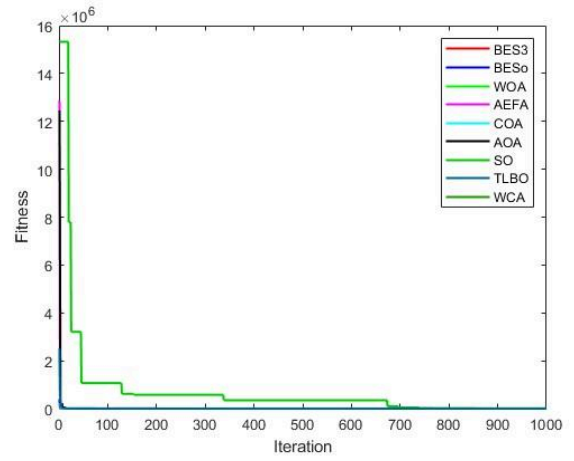
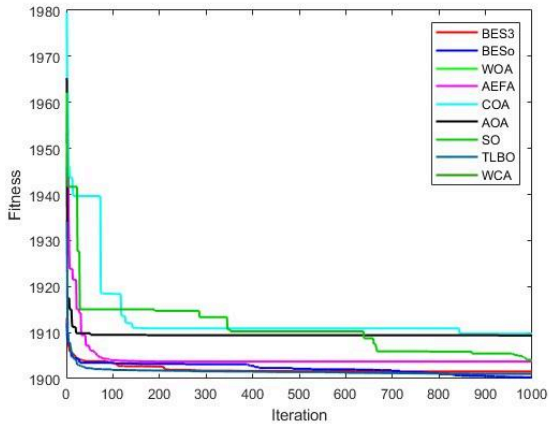
Winner

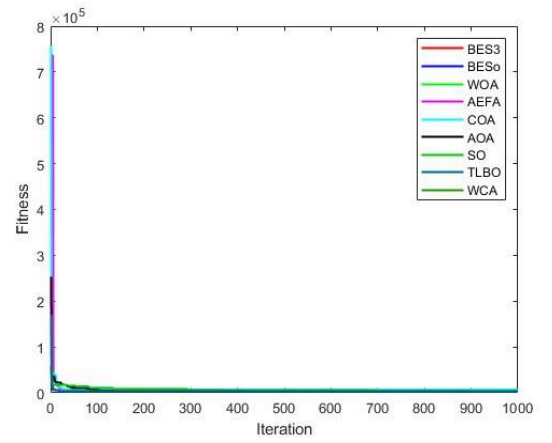
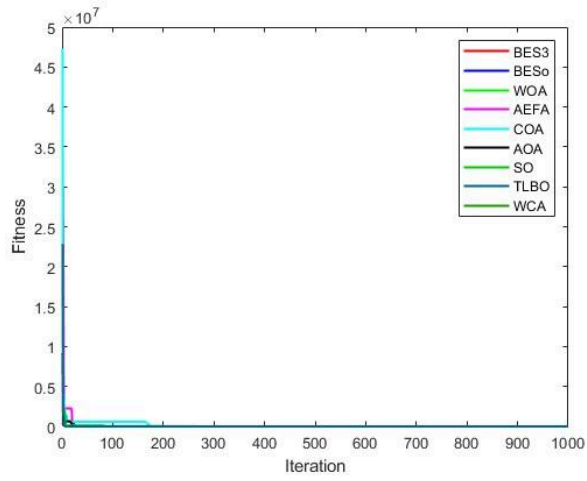
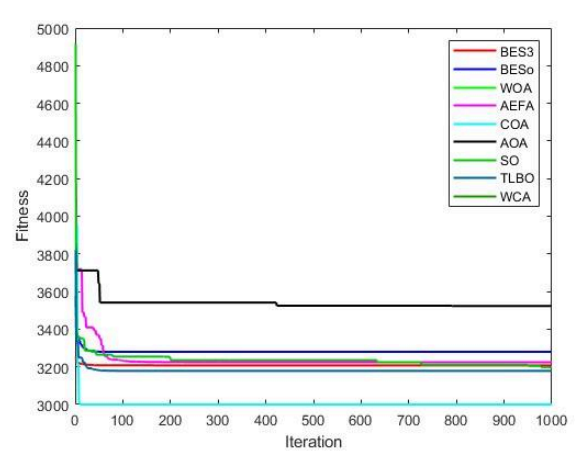
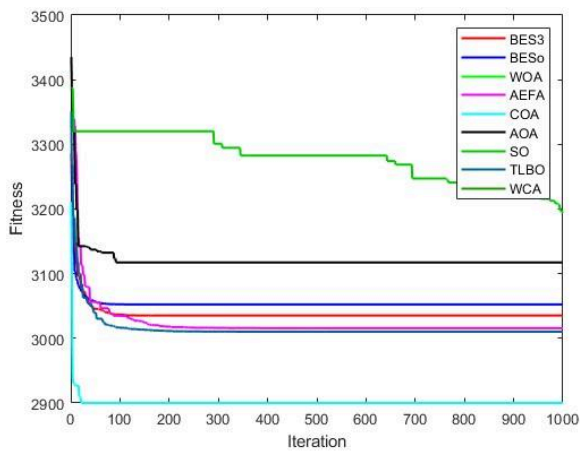
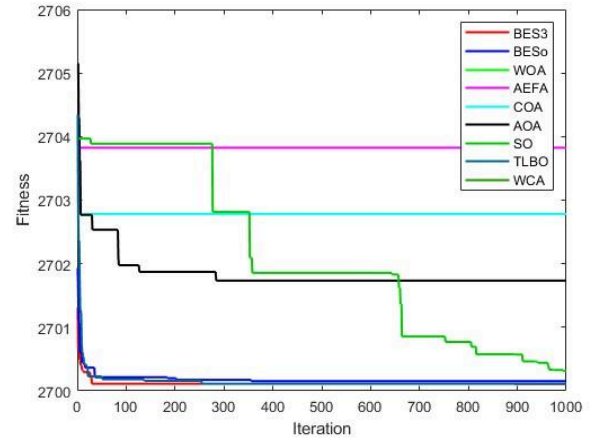
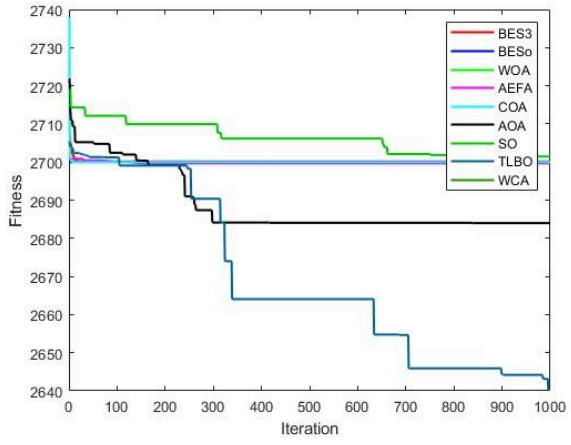
F22	Mean	333.7552	2227.802071
	STD	152.6302	24.5740428
	Best	27.01889	2204.1918
Winner			
<hr/>			
problem	Statistics	BES	BES3
F23	Mean	284.5123	2672.340257
	STD	51.83408	42.62962375
	Best	200	2591.1273
F24	Winner		
	Mean	200	2535.197292
	STD	9.41E-07	40.74913107
	Best	200	2506.2875
F25	Winner		
	Mean	200	2692.044214
	STD	0	20.27851838
	Best	200	2631.8265
F26	Winner		
	Mean	156.8014	2700.12512
	STD	50.24401	0.029995934
	Best	100.2133	2700.0722
F27	Winner		
	Mean	811.2298	3047.774104
	STD	208.9184	81.75399375
	Best	401.2241	2702.778
F28	Winner		
	Mean	1503.785	3155.220504
	STD	326.2962	38.00693342
	Best	1006.089	3134.4714
F29	Winner		
	Mean	289,353.1	4370.369114
	STD	1,578,238	8836.31387
	Best	738.8932	3113.1563
F30	Winner		
	Mean	2376.079	3349.101442
	STD	881.5484	78.93046155
	Best	1069.026	3261.9516
Winner			











4.1. Experimental series : Engineering

4.3.1. Pressure vessel design The 1st constrained engineering problem in this study known as pressure vessel design which aims to find the minimal production cost of material & cylindrical vessel welding. This problem has 4 different parameters and its mathematical model is described below

$$\begin{array}{ll}\text{Consider} & \vec{x} = [x_1 x_2 x_3 x_4], \\ \text{Minimize} & f(\vec{x}) = 0.6224x_1 x_3 x_4 + 1.7781x_2 x_3^2 + 3.1661x_1^2 x_4 + 19.84x_1^2 x_3, \\ \text{Subject to} & g_1(x) = -x_1 + 0.0193x_3 \leq 0, \\ & g_2(x) = -x_2 + 0.00954x_3 \leq 0, \\ & g_3(x) = -\pi x_3^2 x_4 - \frac{4}{3}\pi x_3^3 + 1,296,000 \leq 0, \\ & g_4(x) = x_4 - 240 \leq 0, \\ \text{Variable range} & 0 \leq x_1, x_2 \leq 100 \text{ and } 10 \leq x_3, x_4 \leq 200\end{array}$$

4.3.3. Tension/compression spring design Tension/Compression spring design is one of the most famous and well-known constrained problem. The aim of this problem is to select the best values for parameter to minimize weight. This problem has three design variables and its mathematical formulation is described follows:

$$\begin{array}{ll}\text{Consider} & \vec{x} = [x_1 x_2 x_3] = [dDN], \\ \text{Minimize} & f(\vec{x}) = (x_3 + 2)x_2 x_1^2, \\ \text{Subject to} & g_1(\vec{x}) = 1 - \frac{x_2^3 x_3}{71785x_1^4} \leq 0, \\ & g_2(\vec{x}) = \frac{4x_2^2 - x_1 x_2}{12566(x_2 x_1^3 - x_1^4)} + \frac{1}{5108x_1^2} \leq 0, \\ & g_3(\vec{x}) = 1 - \frac{140.45x_1}{x_2^2 x_3} \leq 0, \\ & g_4(\vec{x}) = \frac{x_1 + x_2}{1.5} - 1 \leq 0, \\ \text{Variable range} & 0.05 \leq x_1 \leq 2 \\ & 0.25 \leq x_2 \leq 1.30 \\ & 2.00 \leq x_3 \leq 15\end{array}$$

4.3.4. Cantilever Beam The objective of this optimization task is to achieve minimization of the weight of a cantilever beam, which is constructed from hollow square blocks. The structure consists of five such blocks, with the first block being fixed in position

Consider:

$$\vec{x} = [x_1 x_2 x_3 x_4 x_5].$$

Minimize:

$$f(\vec{x}) = 0.6224(x_1 + x_2 + x_3 + x_4 + x_5).$$

Subject to:

$$g(\vec{x}) = \frac{61}{x_1^3} + \frac{27}{x_2^3} + \frac{19}{x_3^3} + \frac{7}{x_4^3} + \frac{1}{x_5^3} - 1 \leq 0.$$

Variable range:

$$0.01 \leq x_1, x_2, x_3, x_4, x_5 \leq 100.$$

Results of BES3 versus other metaheuristics on Tension compression spring design.

	Best	x1	x2	x3
BES3	0.012665	0.051689	0.356718	11.28897
BES	0.012665	0.051689	0.356718	11.28897
TLBO	0.012665	0.05173	0.357711	11.23098
WOA	0.012688	0.050587	0.330782	12.98892
SO	0.012665	0.051572	0.353908	11.45562
WCA	0.01267	0.052205	0.369246	10.59057
AEFA	0.012704	0.051165	0.343921	12.11018
COA	0.013026	0.05	0.316659	14.45492
AOA	0.012665	0.051803	0.359477	11.12903

Statistical results of BES3 versus other metaheuristics on Tension compression spring design.

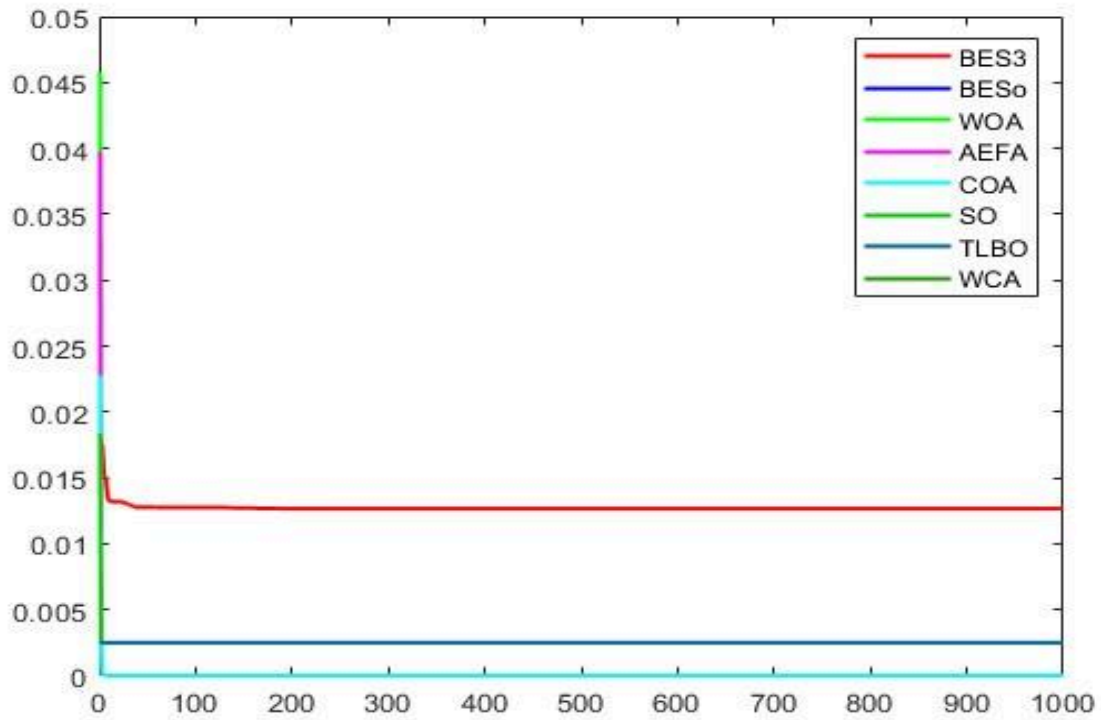
Algorithms	min	max	mean	STD	Rank
BES3	0.012665		0.012665	8.56E-07	2
BES	0.012665	0.012671	0.012665	3.14E-08	1
TLBO	0.012665	0.012665	0.01268	1.39E-05	3
WOA	0.012688	0.012712	7604.013	41648.82	9
SO	0.012665	228120	0.013063	0.000421	5
WCA	0.01267	0.013958	0.01409	0.002113	6
AEFA	0.012704	0.017773	0.017661	0.025293	8
COA	0.013026	0.151567	0.015977	0.004743	7
AOA	0.012665	0.029548	0.013044	0.000507	4
		0.014318			

Results of BES3 versus other metaheuristics on Pressure vessel design problem.

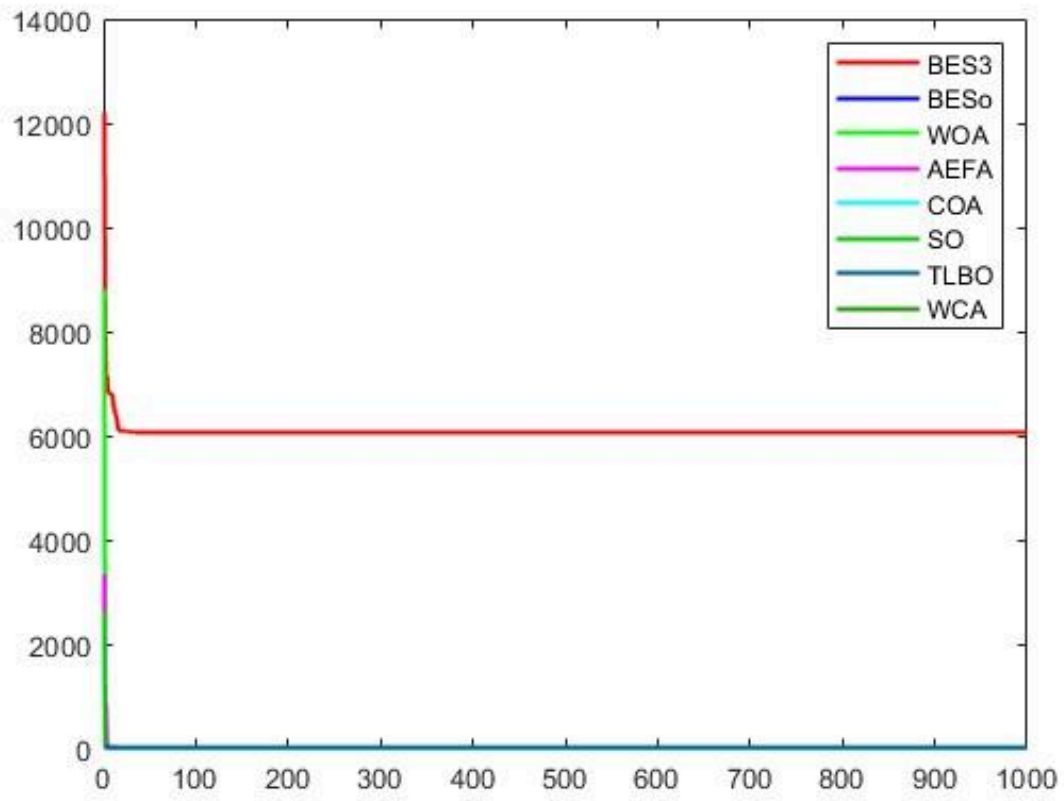
	Best	x1	x2	x3	x4
BES3	6059.267	12.6681	6.7224	42.0984	176.6366
BES	6090.5262	13.8641	7.036	45.3368	140.2538
TLBO	6059.714335	0.75	0.375	38.86	221.37
WOA	7505.418	1.189947	0.604413	56.61231	53.23316
SO	5870.124	0.774549	0.383204	40.31962	199.2918
WCA	5916.0914	1.7958	0.3933	43.2310	187.6901
AEFA	6769.697	0.902527	0.445849	46.93715	146.8159
COA	5893.1336	0.783194	0.3874305	40.5794	196.3323
AOA	6048.7844	0.8303737	0.4162057	42.75127	169.3454

Results of BES3 versus other metaheuristics on Cantilever design problem.

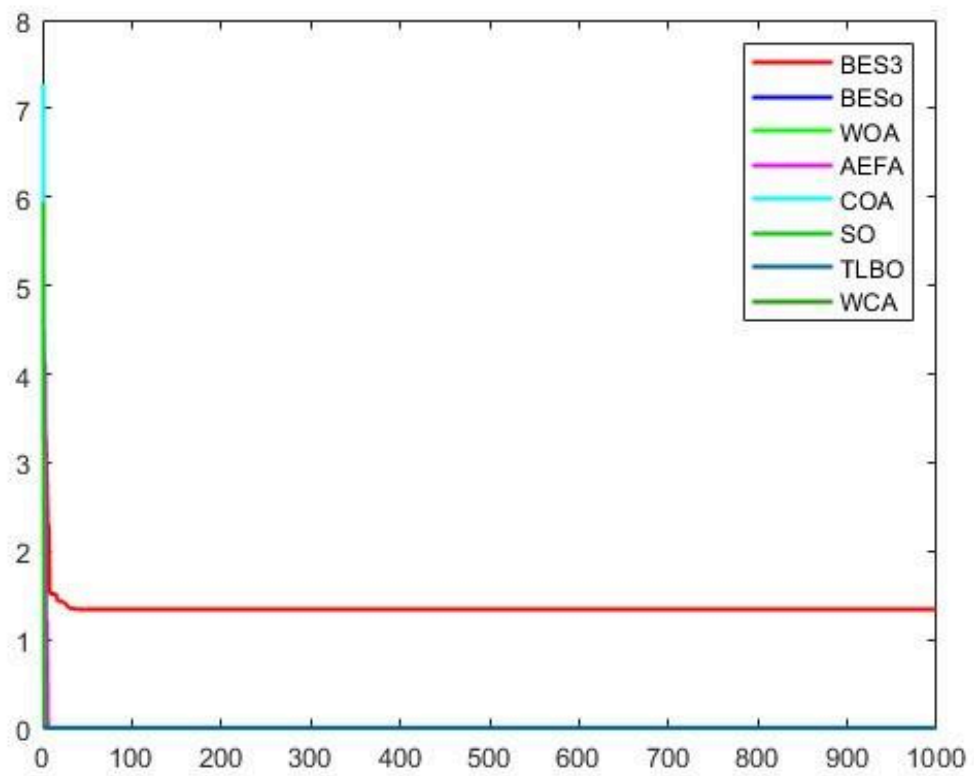
	Best	x1	x2	x3	x4	x5
BES3	1.3399564	6.016	5.3092	4.4943	3.5015	2.1527
BES	1.3399564	6.016	5.3092	4.4943	3.5015	2.1527
TLBO	52.68935	0.997376	0.2	0.264208	0.2	0.2
WOA	1.340371	6.048602	5.391859	5.213008	3.162458	1.719603
SO	13.0268	5.9832	4.7939	4.6247	3.4697	2.0584
WCA	1.30325382	5.9799	4.8821	4.4659	3.4733	2.1380
AEFA	1.303342	5.944606	4.865280	4.503500	3.492579	2.134620
COA	1.33996	6.017257314	5.307150983	4.491255551	3.5081567	2.14991302
AOA	1.340118523	6.018624846	5.291696407	4.5000009572	3.5095561	2.15433829



(A) Tension/Compression Design



(B) Pressure vessel design



© Cantilever Beam

4.1. Experimental series : Wilcoxon Test

Wilcoxon Signed-Rank Test: A Non-Parametric Approach for Paired Data

The Wilcoxon signed-rank test is a non-parametric statistical test used to compare two related samples (paired data). It assesses whether there's a statistically significant difference between the medians of these two paired samples. Unlike parametric tests like the paired t-test, the Wilcoxon signed-rank test does not assume a normal distribution for the data.

Key Characteristics:

Non-parametric: Makes no assumptions about the underlying distribution of the data.

Paired data: Requires data points to be collected in pairs, where each pair represents measurements from the same subject or unit under different conditions.

Ordinal data: Applicable to data measured on an ordinal scale (ranked or ordered) or continuous data.

BES3 vs.	BES	TLBO	WOA	SO	WCA	AEFA	COA	AOA
F1	0.020729	5.04E-16	7.07E-18	7.07E-18	6.32E-16	7.07E-18	7.07E-18	7.07E-18
F3	0.30265	0.23469	4.25E-19	1.14E-18	1.18E-13	5.20E-19	7.43E-19	1.63E-19
F4	0.26113	4.65E-18	4.78E-18	4.40E-18	1.72E-18	3.47E-18	4.58E-18	4.17E-18
F5	5.77E-06	0.31228	1.85E-17	1.70E-16	6.20E-17	6.86E-18	6.46E-18	6.54E-18
F6	0.01021	3.03E-09	6.97E-18	7.03E-18	2.78E-14	7.05E-18	7.00E-18	6.97E-18
F7	5.97E-16	3.54E-09	7.07E-18	7.07E-18	7.07E-18	7.07E-18	7.07E-18	7.07E-18
F8	2.11E-16	2.90E-06	1.68E-17	6.96E-18	1.05E-17	6.56E-18	5.58E-18	6.21E-18
F9	0.000565	0.63922	2.97E-18	3.57E-18	8.59E-05	3.28E-18	2.67E-18	2.39E-18
F10	0.016908	0.71226	4.25E-16	1.43E-08	1.95E-13	7.07E-18	8.46E-18	7.07E-18
F11	0.21195	0.18438	2.05E-17	3.51E-17	6.67E-10	7.03E-18	6.99E-18	6.98E-18
F12	0.091885	1.72E-12	7.07E-18	7.07E-18	4.81E-12	7.07E-18	7.07E-18	7.07E-18
F13	0.33621	2.71E-15	7.07E-18	7.07E-18	1.17E-09	7.07E-18	7.07E-18	7.07E-18
F14	0.10375	0.022702	1.08E-17	7.07E-18	3.13E-17	7.50E-18	1.29E-17	7.07E-18
F15	0.58839	0.004656	7.07E-18	7.50E-18	1.45E-11	7.07E-18	1.29E-17	7.07E-18
F16	0.000686	0.51031	5.02E-17	5.15E-13	1.31E-07	7.07E-18	8.99E-18	7.07E-18
F17	0.010436	1.04E-05	1.64E-15	2.27E-13	6.20E-11	7.50E-18	8.46E-18	7.07E-18
F18	0.089258	1.01E-17	8.46E-18	7.07E-18	0.000652	7.07E-18	7.07E-18	7.07E-18
F19	0.06929	3.25E-09	7.07E-18	1.01E-17	1.16E-13	7.07E-18	8.46E-18	7.07E-18
F20	0.097885	0.13727	1.42E-16	6.12E-15	6.97E-13	7.01E-18	2.05E-17	7.01E-18
F21	0.158	0.000315	0.00041	1.41E-06	0.000702	8.83E-16	0.000342	6.86E-18
F22	0.19373	0.00262	1.20E-16	3.39E-09	8.77E-09	7.06E-18	7.05E-18	7.06E-18
F23	0.002083	0.00038	6.72E-17	3.58E-16	4.44E-15	7.06E-18	7.07E-18	7.06E-18
F24	0.58364	6.20E-11	1.05E-13	2.94E-13	1.23E-10	7.07E-18	3.42E-12	7.06E-18
F25	0.45848	0.017876	4.16E-08	0.35024	0.361	7.03E-18	7.06E-18	7.06E-18
F26	0.45345	0.49852	1.86E-09	4.91E-08	0.000293	3.19E-18	3.50E-15	2.44E-18
F27	0.43998	0.002283	7.25E-14	0.42991	0.98625	7.07E-18	7.05E-18	7.06E-18
F28	0.005722	0.16246	2.76E-05	0.449	0.188	5.67E-18	6.42E-18	7.03E-18
F29	0.002447	0.061252	3.53E-17	4.36E-09	3.09E-13	7.07E-18	9.54E-18	7.07E-18
F30	0.16685	0.051474	1.14E-05	0.47128	0.004656	7.07E-18	4.06E-14	7.07E-18

BES3 vs other meta-heuristics algorithms for CEC2017 in terms of p-values of the Wilcoxon rank sum test

BES3 vs.	BES	TLBO	WOA	SO	WCA	AEFA	COA	AOA
F1	0.95327	7.07E-18	7.07E-18	7.07E-18	7.50E-18	7.07E-18	6.26E-19	7.07E-18
F2	0.48052	6.88E-18	6.81E-18	6.60E-18	6.61E-18	6.82E-18	6.69E-18	6.76E-18
F3	0.2938	6.71E-18	6.66E-18	6.54E-18	6.58E-18	6.79E-18	6.26E-19	6.60E-18
F4	2.92E-06	0.026304	6.34E-08	1.02E-10	0.000126	7.05E-18	1.92E-18	7.05E-18
F5	0.001876	0.002083	1.48E-10	5.37E-10	1.10E-12	3.13E-17	6.69E-18	7.07E-18
F6	0.017882	5.27E-05	1.95E-17	1.01E-16	3.39E-11	7.05E-18	6.91E-18	7.05E-18
F7	0.56481	0.009636	7.04E-18	7.03E-18	8.08E-13	7.06E-18	7.07E-18	7.05E-18
F8	2.69E-06	0.025203	9.44E-18	9.74E-18	1.17E-11	6.38E-18	6.62E-18	7.07E-18
F9	4.34E-13	0.40382	6.75E-18	7.11E-18	2.07E-17	6.70E-18	2.71E-18	6.74E-18
F10	0.16064	9.45E-06	3.58E-05	7.31E-06	0.017553	7.07E-18	1.63E-17	7.07E-18
F11	0.066179	0.19142	5.84E-15	4.93E-09	3.46E-14	7.07E-18	7.05E-18	7.07E-18
F12	0.35025	5.86E-10	0.073623	0.018219	6.49E-11	7.07E-18	7.07E-18	7.07E-18
F13	0.073623	0.59793	1.37E-17	7.50E-18	3.11E-14	7.07E-18	7.07E-18	7.07E-18
F14	5.14E-10	4.44E-15	1.85E-13	7.07E-18	2.54E-16	7.07E-18	1.01E-17	7.07E-18
F15	0.98625	0.000995	7.97E-18	7.07E-18	8.11E-15	7.07E-18	7.97E-18	7.07E-18
F16	0.30923	0.19142	1.63E-17	1.95E-17	4.73E-17	7.07E-18	1.29E-17	7.07E-18
F17	0.19142	6.53E-14	7.07E-18	7.07E-18	8.19E-12	7.07E-18	1.37E-17	7.07E-18
F18	0.5327	2.47E-17	1.08E-17	7.07E-18	0.001181	7.07E-18	7.97E-18	7.07E-18
F19	0.75377	0.004656	2.86E-15	7.30E-07	8.41E-07	7.07E-18	7.07E-18	7.07E-18
F20	0.087967	5.33E-16	1.08E-17	1.08E-17	2.69E-11	7.07E-18	1.79E-17	7.07E-18
F21	0.1586	0.32592	7.07E-18	7.50E-18	1.52E-09	7.07E-18	8.61E-05	7.07E-18
F22	0.20097	5.86E-10	1.14E-17	1.37E-17	0.83885	7.07E-18	7.05E-18	7.07E-18
F23	0.003045	0.000398	1.45E-16	1.23E-19	2.26E-17	1.63E-19	7.06E-18	6.63E-20
F24	2.88E-12	0.004364	1.80E-16	2.95E-17	1.51E-16	7.06E-18	1.32E-08	7.07E-18
F25	0.005624	8.68E-10	0.059353	1.04E-12	0.000546	2.78E-17	7.05E-18	7.07E-18
F26	0.82809	1.58E-07	1.19E-14	1.14E-17	2.05E-13	7.07E-18	1.30E-13	7.07E-18
F27	0.30596	0.019983	5.70E-13	1.63E-12	0.012214	9.38E-16	1.01E-16	7.06E-18
F28	0.36465	0.056631	4.48E-06	5.30E-07	0.004178	7.07E-18	6.21E-18	7.06E-18
F29	0.078175	1.52E-09	5.57E-14	9.92E-12	0.000721	7.07E-18	2.78E-17	7.07E-18
F30	0.31917	0.000324	2.69E-16	0.005886	2.14E-06	7.07E-18	1.18E-10	7.07E-18

BES3 vs other meta-heuristics algorithms for CEC2017 in terms of p-values of the Wilcoxon rank sum test.

Advantages:

Robust to outliers: Less sensitive to the presence of extreme values in the data compared to parametric tests.

Fewer assumptions: No need to assume normality of the data distribution.

Wide applicability: Useful for analyzing ordinal or continuous data with paired samples.

Disadvantages:

Loss of information: Discards information about the direction of the difference (positive or negative) during the ranking step.

Less powerful than t-test for normal data: If data is normally distributed, the paired t-test might be more powerful.

Conclusions and future directions

In this research work, we developed an improved BES3 approach combining the original BES algorithm, Leverages Lévy Flights, which are large random jumps in the search space, for exploration. Lévy Flights help the eagles escape local optima and explore distant regions with potentially better solutions. for Lévy jump generation, with parameters alpha and beta controlling the distribution and magnitude of these jumps.

Introduces Random Walk, involving small random steps, for further exploration in the vicinity of the current position.

The combination of these strategies allows the eagles to exploit promising areas identified by the best solution and the average population, while also venturing into new regions through Lévy Flights and Random Walk.

To scrutinize the performance of the BES3 algorithm, we have considered 29 standard CEC2017 and 30 CEC2014 optimization benchmark functions, five engineering design problems, and a practical feature selection problem. The obtained results are compared in terms of mean, worst, and standard deviation values with several classical metaheuristics including original BES, TLBO, WOA, PSO, SO, WCA, AEFA, COA, and AOA algorithms. Comparative results clearly show the BES3's superiority and competitiveness among tested algorithms.

We further tested the performance of the proposed BES algorithm over 3 engineering design problems namely Pressure Vessel Design, , Tension/Compression Spring Design, and Cantilever Beam Design. The superior performance of the BES over compared algorithms indicate the fact that the BES method can effectively solve various types of practical optimization problems.

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