

(mu+lambda)-ES and other ES algorithms

10 benchmark function

CJ Chung

Fall 2025

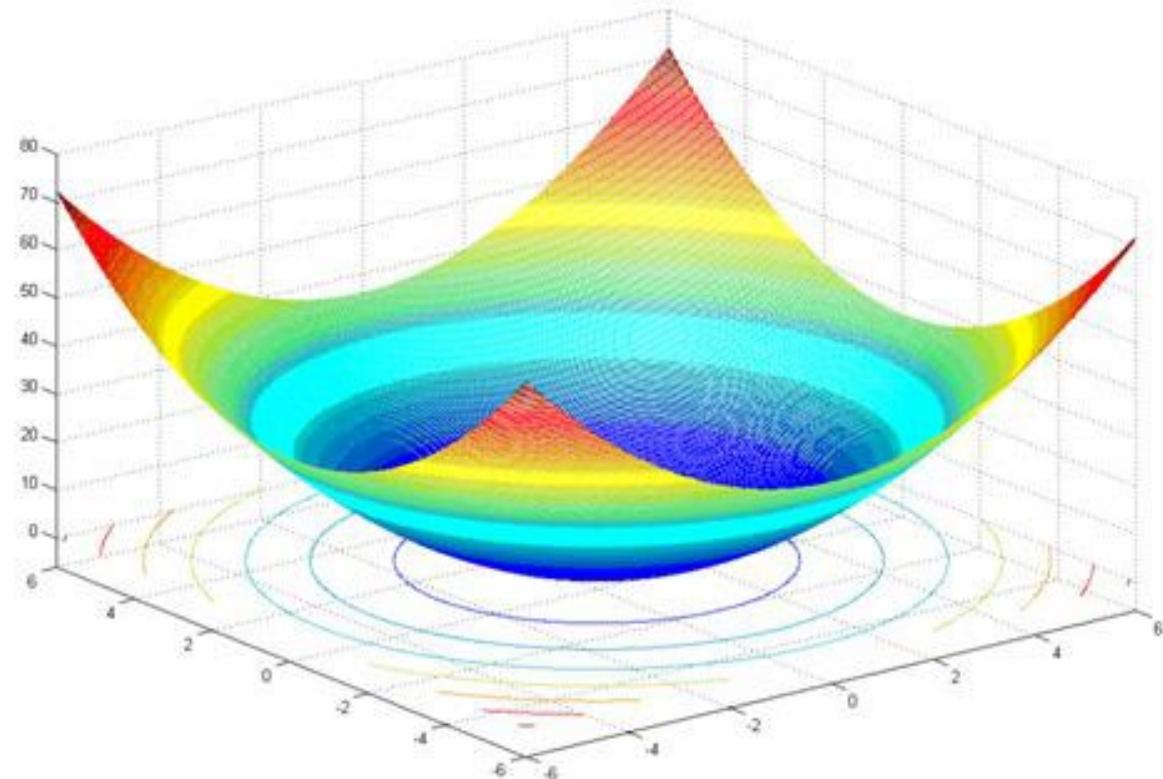
ESalgorithms10funcs.ipynb

- (1,1) random search
- (1+1) with 1/5 success rule
- ($\mu+\lambda$) with 1/5 success rule
- ($\mu+\lambda$) with 1/5 success rule + variance adaptation

n-dimensional 10 Benchmark functions

Search range	acceptable global fitness, $f^*(x)$
functions = [
('Sphere', sphere, [-5.12, 5.12], 1e-5),	# Easy - should find near-optimal
('Rosenbrock', rosenbrock, [-2.048, 2.048], 1e-1),	# Medium - curved valley makes exact optimum hard
('Rastrigin', rastrigin, [-5.12, 5.12], 1e0),	# Hard - many local optima
('Ackley', ackley, [-32.768, 32.768], 1e-1),	# Medium - many local optima but well-structured
('Griewank', griewank, [-600, 600], 1e-1),	# Medium - regular local optima pattern
('Schwefel', schwefel, [-500, 500], 1e1),	# Very hard - deceptive landscape
('Lunacek BiRstrgn', lunacek_bi_rastrigin, [-5.12, 5.12], 1e0),	# Hard - deceptive double funnel
('Levy', levy, [-10, 10], 1e-1),	# Medium - rugged but manageable
('Zakharov', zakharov, [-5, 5], 1e-5),	# Easy - unimodal with interactions
('Hybrid Composition', hybrid_composition, [-5, 5], 1e0)	# Hard - mixed characteristics
]	

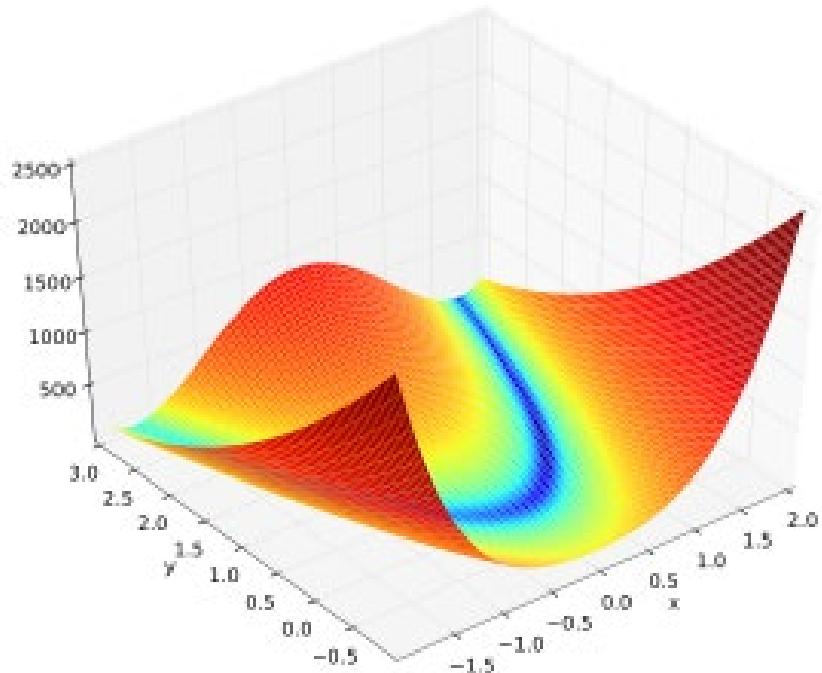
1. Sphere function



$$f(\mathbf{x}) = \sum_{i=1}^d x_i^2$$

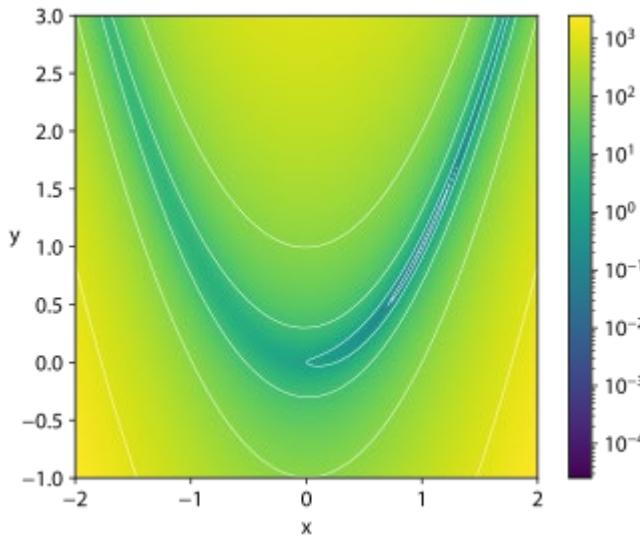
$$f(\mathbf{x}^*) = 0, \text{ at } \mathbf{x}^* = (0, \dots, 0)$$

2. Rosenbrock

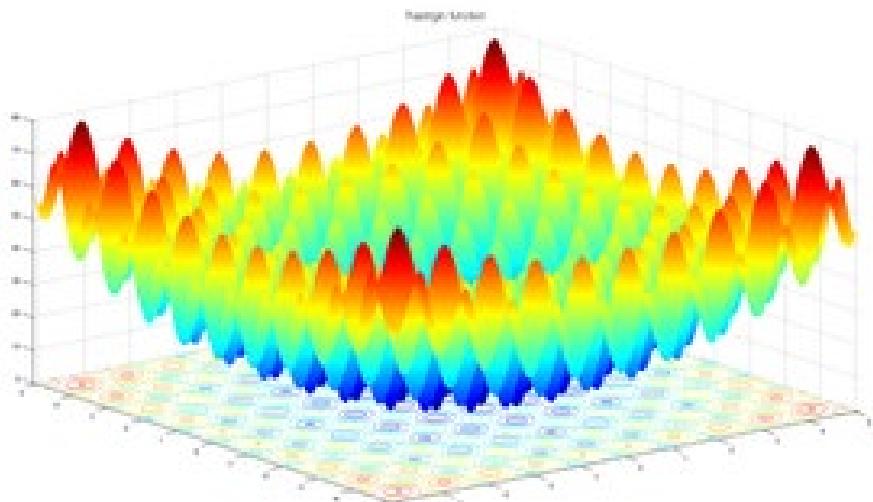


$$f(\mathbf{x}) = \sum_{i=1}^{d-1} [100(x_{i+1} - x_i^2)^2 + (x_i - 1)^2]$$

$$f(\mathbf{x}^*) = 0, \text{ at } \mathbf{x}^* = (1, \dots, 1)$$

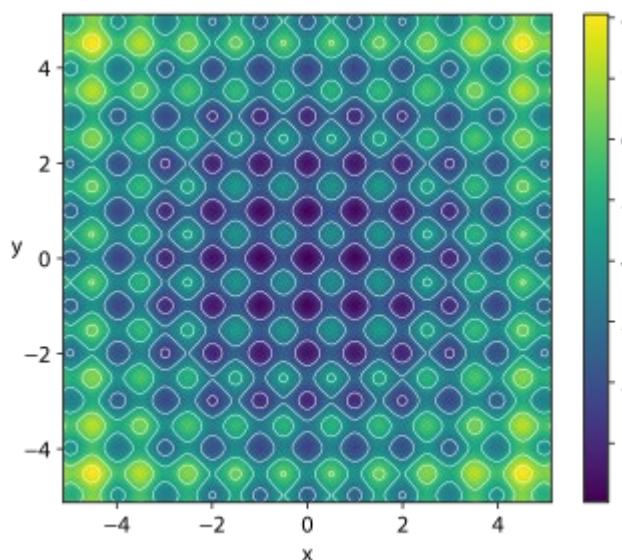


3. Rastrigin

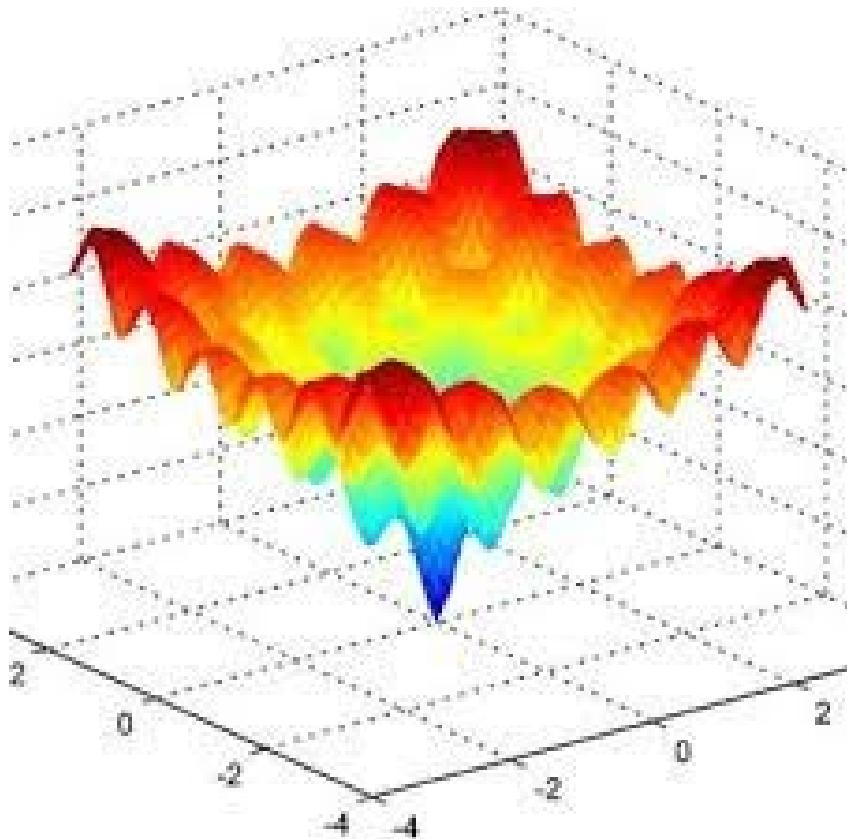


$$f(\mathbf{x}) = 10d + \sum_{i=1}^d [x_i^2 - 10 \cos(2\pi x_i)]$$

$$f(\mathbf{x}^*) = 0, \text{ at } \mathbf{x}^* = (0, \dots, 0)$$

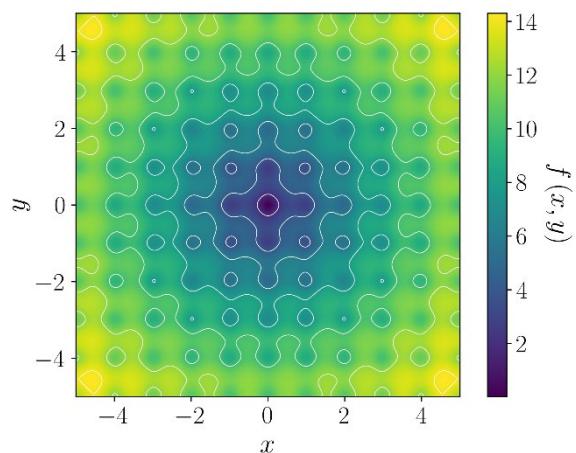


4. Ackley

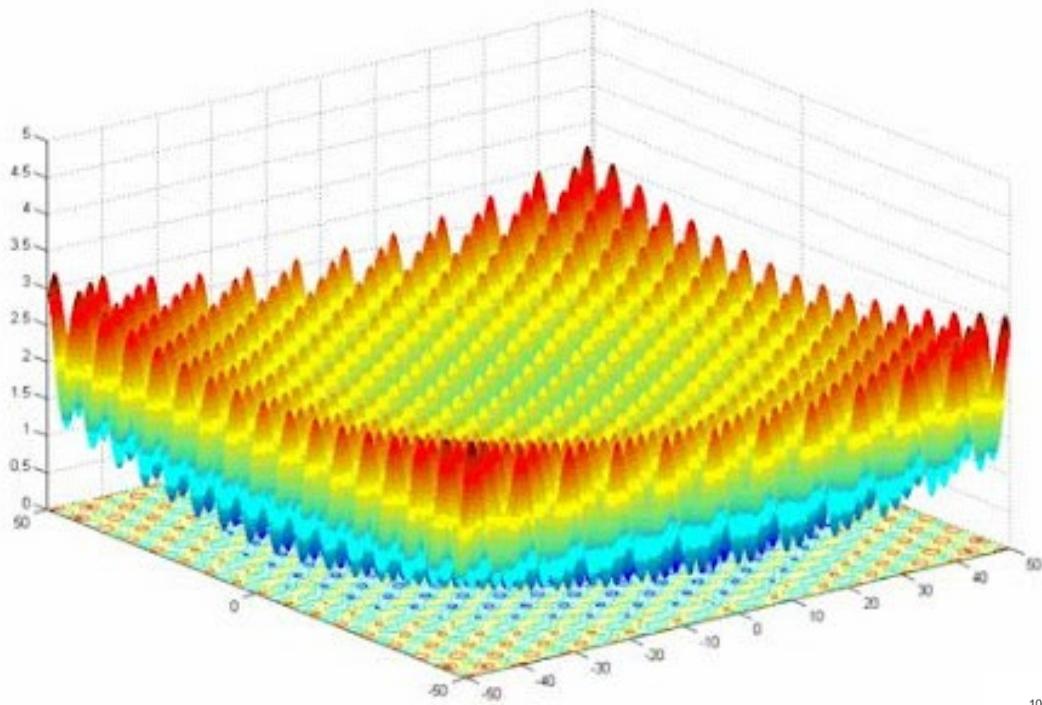


$$f(\mathbf{x}) = -a \exp \left(-b \sqrt{\frac{1}{d} \sum_{i=1}^d x_i^2} \right) - \exp \left(\frac{1}{d} \sum_{i=1}^d \cos(cx_i) \right) + a + \exp(1)$$

$$f(\mathbf{x}^*) = 0, \text{ at } \mathbf{x}^* = (0, \dots, 0)$$

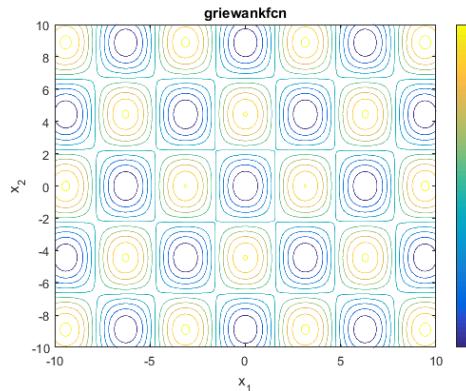


5. Griewank

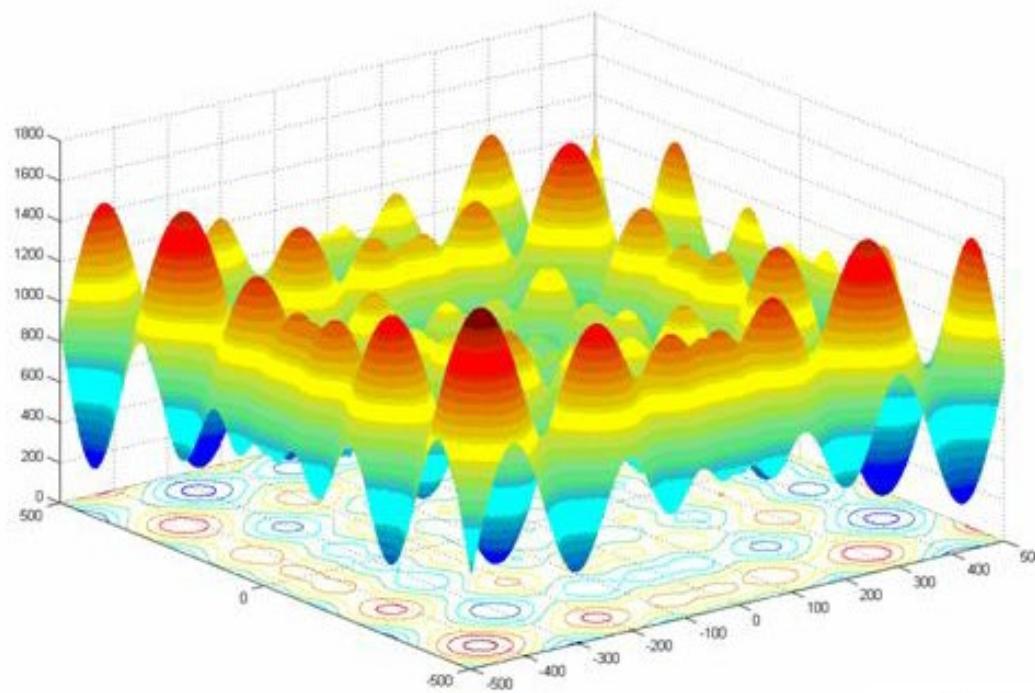


$$f(\mathbf{x}) = \sum_{i=1}^d \frac{x_i^2}{4000} - \prod_{i=1}^d \cos\left(\frac{x_i}{\sqrt{i}}\right) + 1$$

$$f(\mathbf{x}^*) = 0, \text{ at } \mathbf{x}^* = (0, \dots, 0)$$

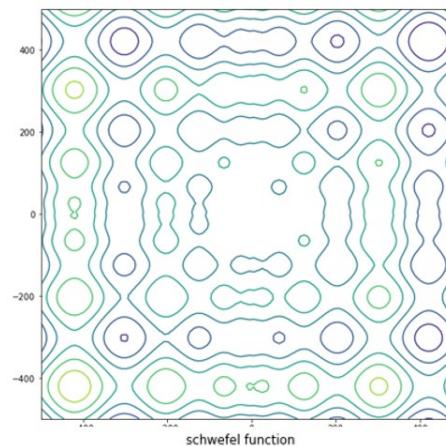


6. Schwefel (very hard)



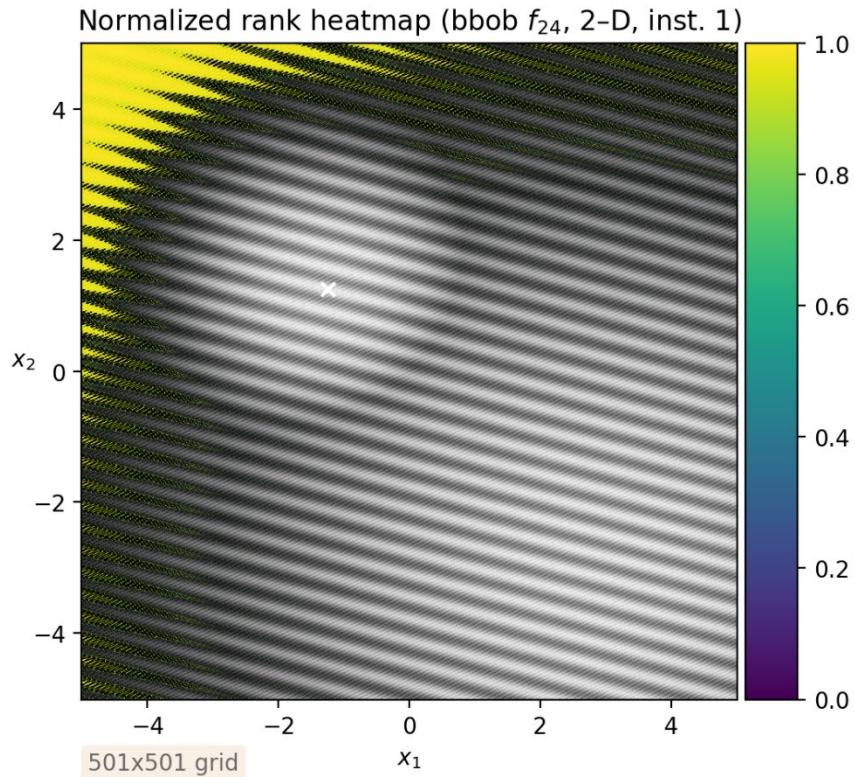
$$f(\mathbf{x}) = 418.9829d - \sum_{i=1}^d x_i \sin(\sqrt{|x_i|})$$

$$f(\mathbf{x}^*) = 0, \text{ at } \mathbf{x}^* = (420.9687, \dots, 420.9687)$$



7. Lunacek Bi Rastrigin

A particularly deceptive benchmark function with a **double-funnel structure** that makes finding the global optimum very challenging.

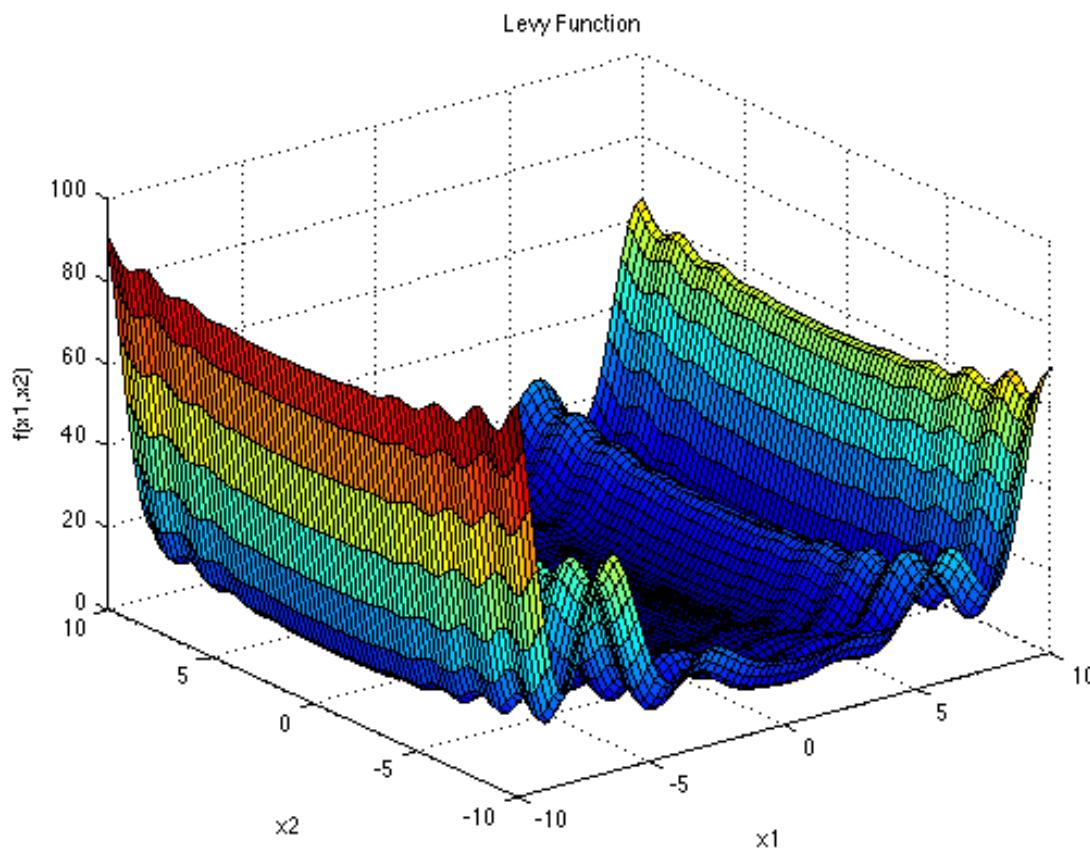


$$f(X) = \min \left[\sum_{i=1}^n (x_i - \mu_1)^2, d \cdot n + s \cdot \sum_{i=1}^n (x_i - \mu_2)^2 \right] + 10 \sum_{i=1}^n \left\{ 1 - \cos[2\pi(x_i - \mu_1)] \right\}$$
$$f(\mathbf{x}^*) = 0$$

8. Levy

$$f(\mathbf{x}) = \sin^2(\pi w_1) + \sum_{i=1}^{d-1} (w_i - 1)^2 [1 + 10 \sin^2(\pi w_i + 1)] + (w_d - 1)^2 [1 + \sin^2(2\pi w_d)], \text{ where}$$

$$w_i = 1 + \frac{x_i - 1}{4}, \text{ for all } i = 1, \dots, d$$

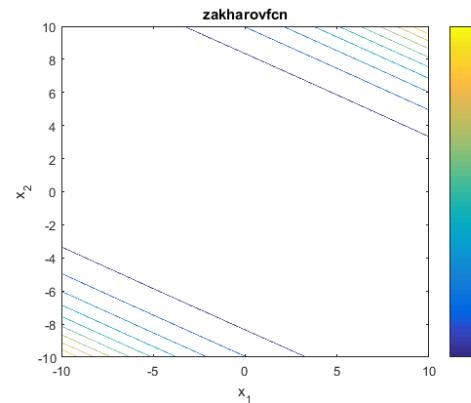
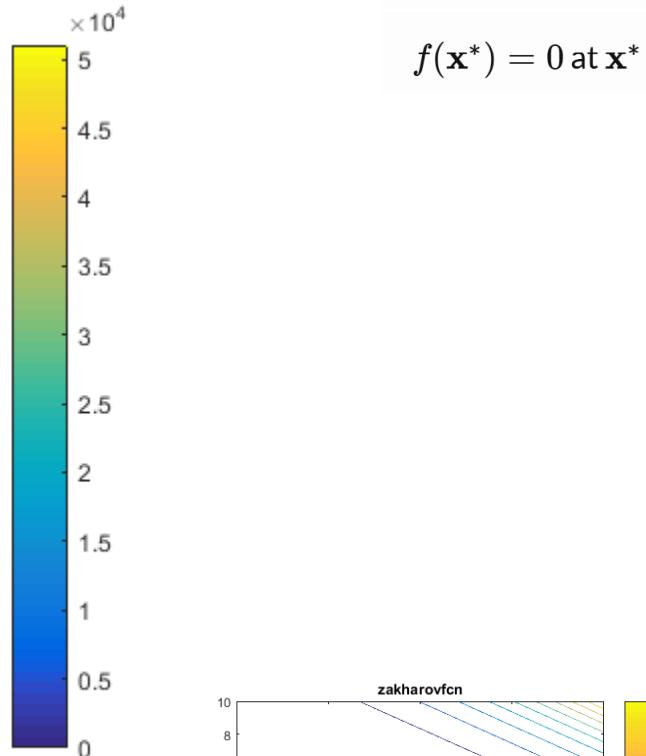
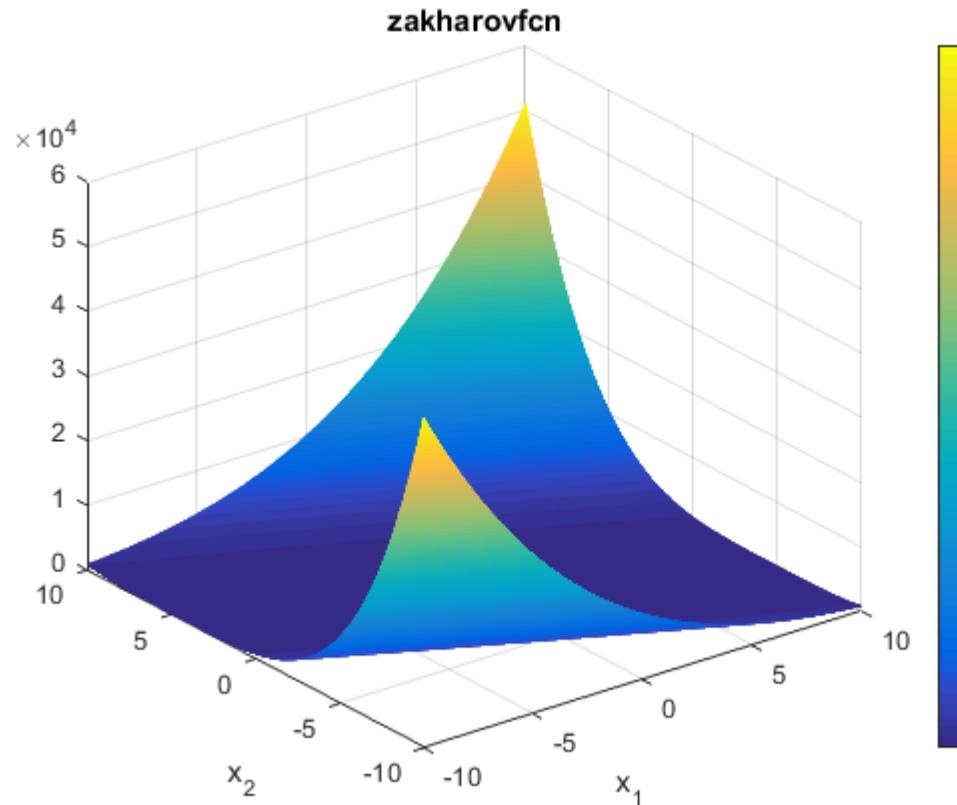


$$f(\mathbf{x}^*) = 0, \text{ at } \mathbf{x}^* = (1, \dots, 1)$$

9. Zakharov

$$f(\mathbf{x}) = f(x_1, \dots, x_n) = \sum_{i=1}^n x_i^2 + \left(\sum_{i=1}^n 0.5ix_i \right)^2 + \left(\sum_{i=1}^n 0.5ix_i \right)^4$$

$$f(\mathbf{x}^*) = 0 \text{ at } \mathbf{x}^* = (0, \dots, 0)$$



10. Hybrid Composition

- Position: $x^* = [0, 0, \dots, 0]$ (for all dimensions)
- Value: $f(x^*) = 0$
- Challenge: The optimum requires optimizing ALL three different function types simultaneously

Region	Function Type	Characteristics	Difficulty
Part 1	Sphere	Unimodal, convex, smooth	Easy
Part 2	Rastrigin	Highly multimodal, many local optima	Hard
Part 3	Rosenbrock	Unimodal but ill-conditioned valley	Medium

(1,1) random search – simple **baseline** algorithm

- In each iteration until the maximum number of evaluations is reached., a new random solution (using uniform random numbers) is generated within the defined bounds.
- If the new solution has a better fitness, it replaces the current best solution and fitness.
- The best fitness found so far is recorded in a history list.
- Return: Finally, the function returns the best solution found, its fitness, and the history of the best fitness over the evaluations.

(1+1) with 1/5 success rule

- Rewritten using linear alebra style using Numpy arrays without using loops for each variable. → Simpler and shorter

(mu+lambda) with 1/5 success rule

- Mu=5, Lamda=15
- sigma, a variable
- success_count: any offspring that are better than their parent and made it into the new population
- Every WINDOW generations, calculate
$$\text{success_rate} = \text{success_count} / \text{adaptation_interval}$$

Variance = spread (in squared units)

Variance

- Variance measures **how spread out** a set of numbers is from the mean.
- Formula (population variance):

$$\sigma^2 = \frac{1}{N} \sum_{i=1}^N (x_i - \mu)^2$$

where

- N = number of data points
- x_i = each data point
- μ = mean (average)

So variance is the **average of squared deviations** from the mean.

(mu+lambda) with 1/5 success rule + variance

- Adapts a sigma vector (*sigma for each variable*) based on overall success rate and offspring variance
- The following has rooms for improvement

```
if success_rate > target_success_rate:  
    sigma = sigma * (1.1 + 0.1 * (variance_per_dim / np.mean(variance_per_dim)))  
    # Increase more for higher variance  
  
else:  
    sigma = sigma * (0.9 - 0.1 * (variance_per_dimension / np.mean(variance_per_dim)))  
    # Decrease more for lower variance
```

Results

```

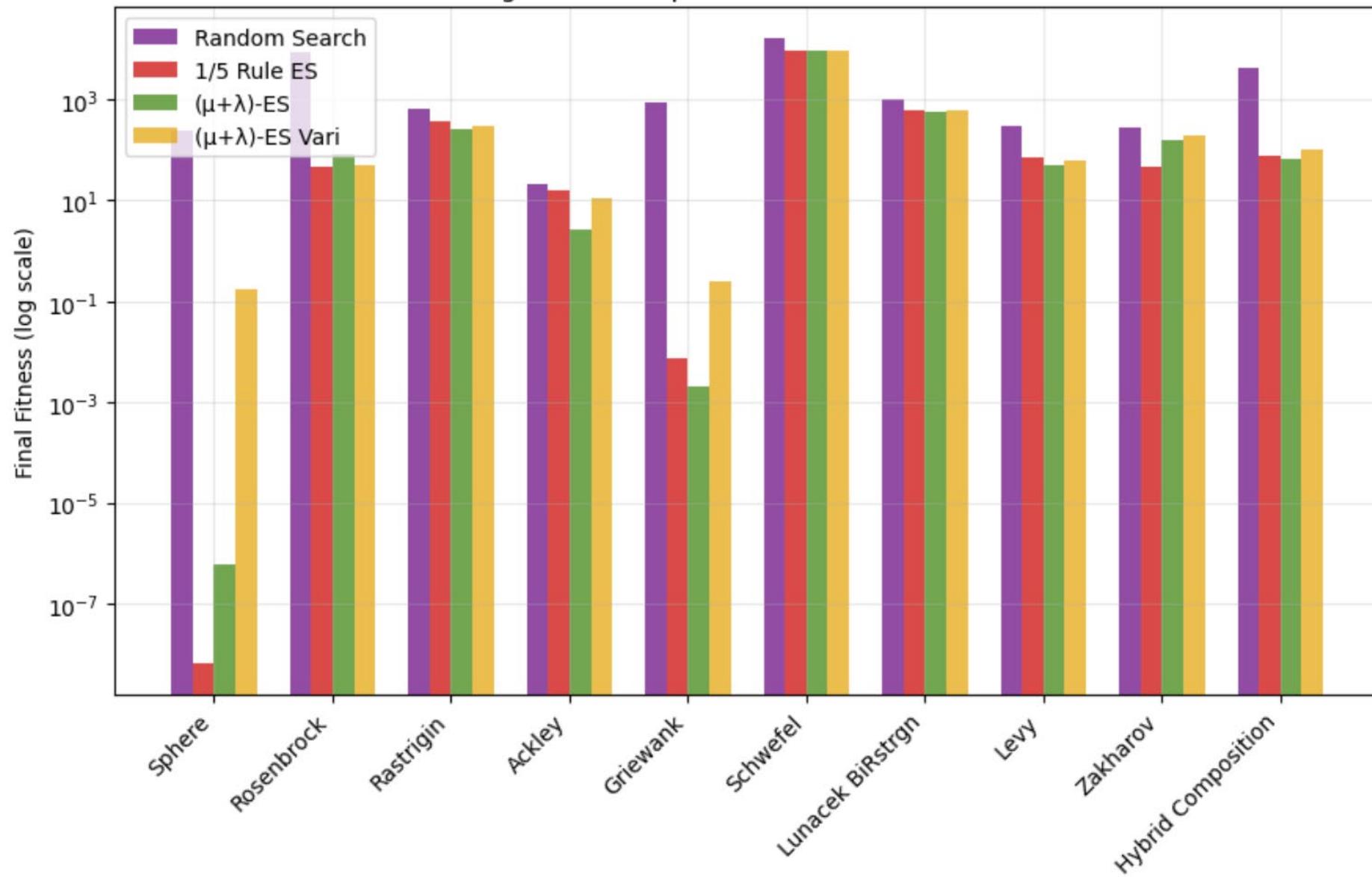
if __name__ == "__main__":
    main(dim=2, max_evaluations=1000, runs=5)
    main(dim=5, max_evaluations=2000, runs=5)
    main(dim=10, max_evaluations=3000, runs=5)
    main(dim=20, max_evaluations=5000, runs=5)
    main(dim=50, max_evaluations=10000, runs=5)

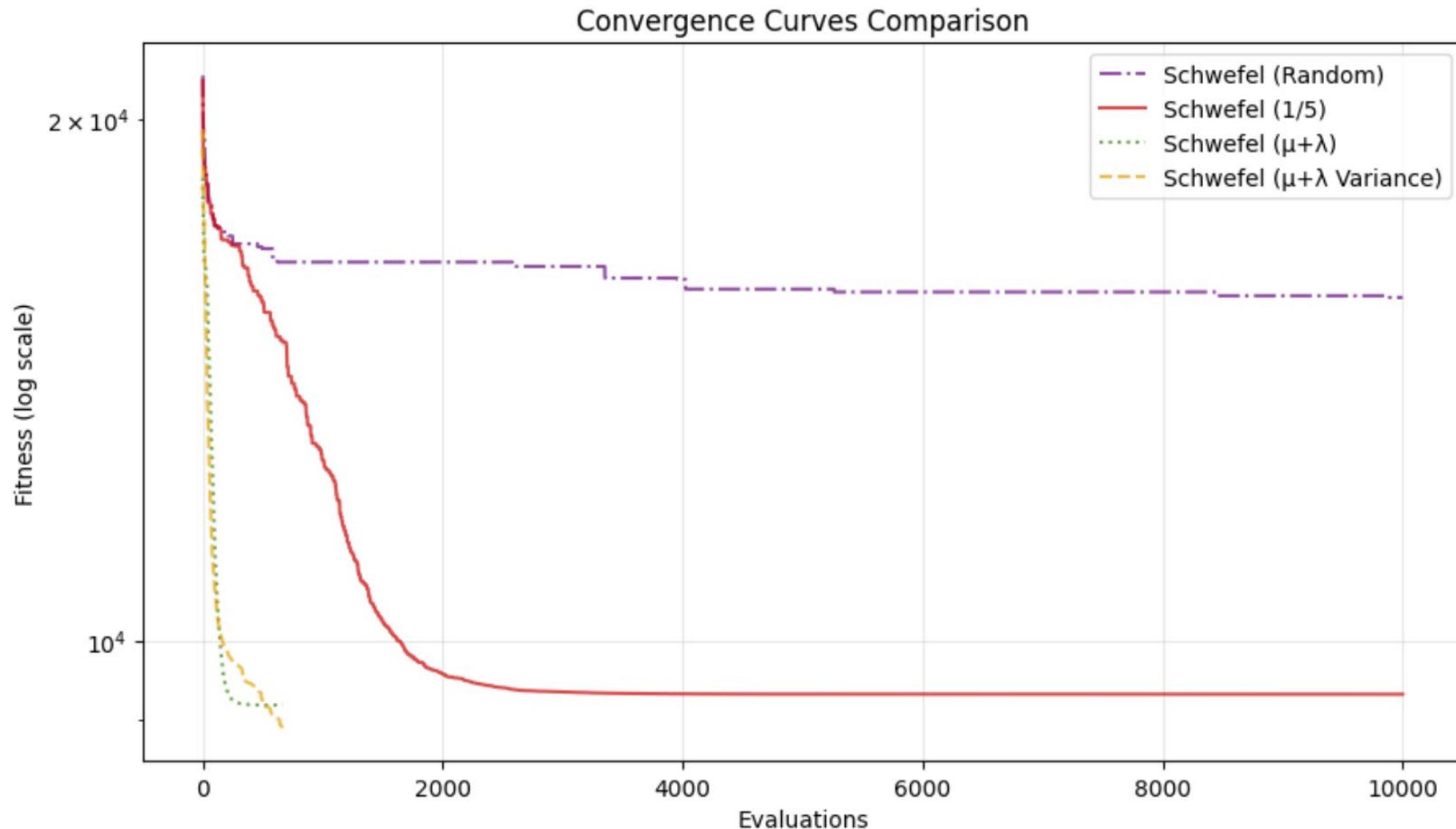
```

D=50 ALGORITHM COMPARISON SUMMARY

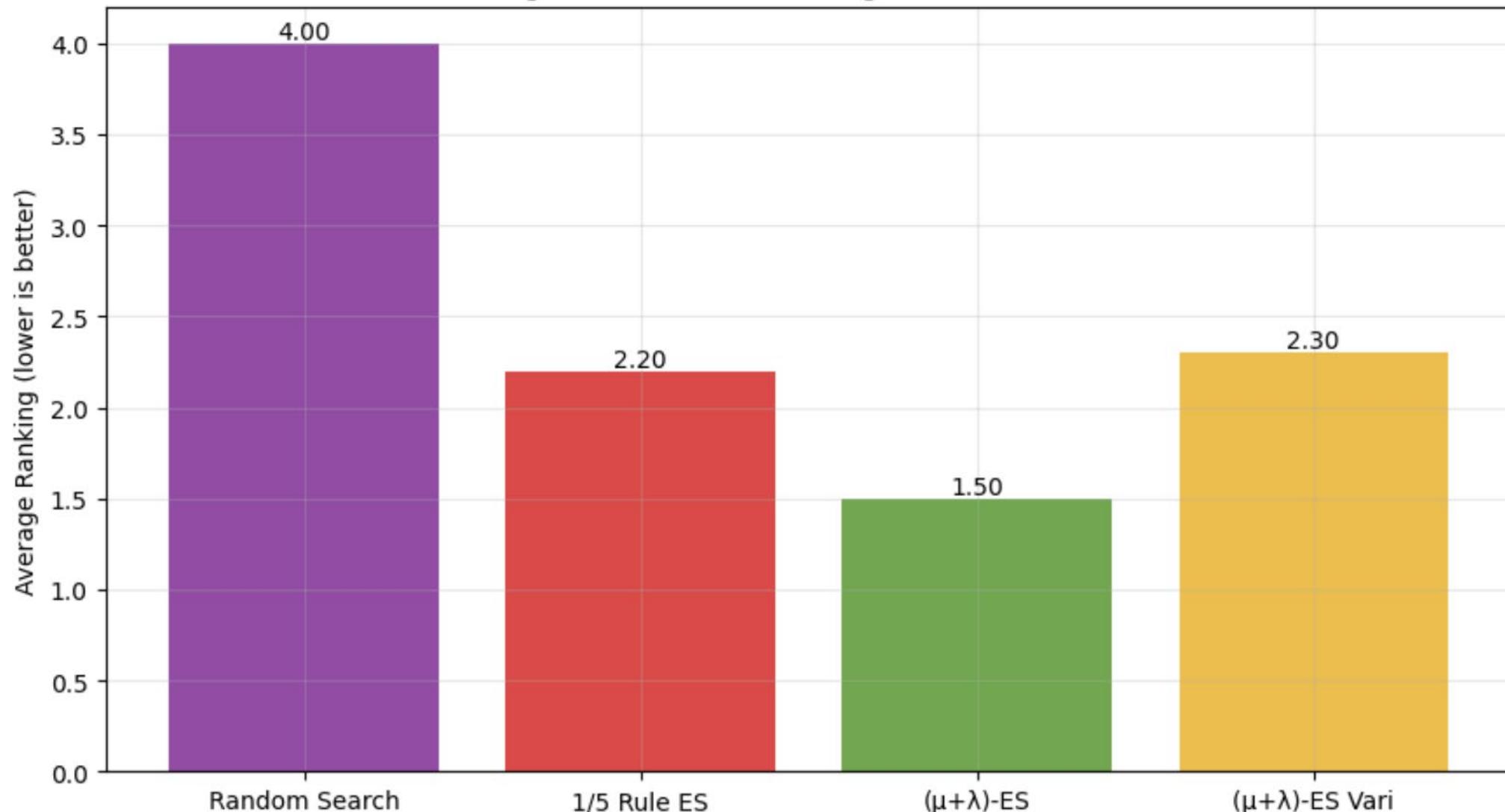
Function	Random Search	1/5 Rule ES	($\mu+\lambda$)-ES	($\mu+\lambda$)-ES Vari	Winner
Sphere	2.439536e+02	6.630599e-09	5.892409e-07	1.778690e-01	1/5 Rule ES
Rosenbrock	8.319194e+03	4.540386e+01	8.091125e+01	4.942365e+01	1/5 Rule ES
Rastrigin	6.612240e+02	3.613667e+02	2.578922e+02	2.949916e+02	($\mu+\lambda$)-ES
Ackley	2.040477e+01	1.607866e+01	2.717542e+00	1.063256e+01	($\mu+\lambda$)-ES
Griewank	8.349578e+02	7.392846e-03	2.137159e-03	2.545383e-01	($\mu+\lambda$)-ES
Schwefel	1.577321e+04	9.312351e+03	9.178924e+03	8.905477e+03	($\mu+\lambda$)-ES Vari
Lunacek BiRstrgn	9.838902e+02	6.110706e+02	5.518346e+02	5.881268e+02	($\mu+\lambda$)-ES
Levy	2.857138e+02	6.800644e+01	4.868285e+01	6.156526e+01	($\mu+\lambda$)-ES
Zakharov	2.769966e+02	4.634503e+01	1.517428e+02	1.848003e+02	1/5 Rule ES
Hybrid Composition	4.274938e+03	7.602719e+01	6.636009e+01	1.023113e+02	($\mu+\lambda$)-ES
TOTAL WINS	0	3	6	1	
OVERALL WINNER					($\mu+\lambda$)-ES

Algorithm Comparison: Final Performance





Average Performance Ranking Across All Functions



Success Rates Comparison

