# Monkey Search Algorithm


## Analysis of Algorithm

### BSCS 4-1

### Semester Project

**Supervised By**

**Mr. Usman Sharif**

**Faculty of Computing**

**Riphah International University**

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# Monkey Search Algorithm: Theoretical Analysis

## Introduction

Monkey Search (MS) is a relatively novel metaheuristic optimization algorithm inspired by the climbing behavior of monkeys in search of food. Introduced by Mucherino and Seref in 2007, it is a stochastic, population-based search technique that blends exploration and exploitation in a unique tree-based framework. The algorithm simulates a monkey climbing a tree, backtracking, and memorizing fruitful paths to eventually reach the best fruit (solution).

## Biological Inspiration

The natural foraging behavior of monkeys involves dynamically exploring trees, backtracking on non-promising paths, and progressively memorizing successful routes. This behavior maps effectively to optimization problems where the search space can be represented as a tree, and each path can be evaluated for its potential.

## Core Concepts and Mechanisms

1. **Tree Structure**

   The solution space is modeled as a tree, where each node represents a partial or complete solution. The monkey climbs from the root node to the leaf nodes, exploring various paths.

2. **Climbing Process**

   A climbing phase involves the monkey selecting branches (i.e., solution components) to explore. Each move is stochastic, with a bias towards better options.

3. **Backtracking**

   When no further progress can be made or when a poor region is encountered, the monkey backtracks and explores a different path.

4. **Memory**

   The algorithm maintains a memory of good climbing sequences, helping to intensify the search in promising areas while preserving diversity.

5. **Rest and Watch**

   After each climb, a monkey rests and watches the landscape (solution space), adjusting its strategy based on observed improvements or stagnation.

## Algorithm Phases

1. **Exploration Phase**

   Randomized climbing with minimal bias. High diversity ensures broader coverage of the solution space.

2. **Climbing and Evaluation Phase**

   Guided climbs using accumulated memory and fitness evaluation of paths.

3. **Backtracking and Intensification Phase**

   Reallocation of search efforts toward promising areas using previously successful routes.

4. **Resting and Learning Phase**

   Incorporation of successful climbing patterns into memory to refine the search strategy.

## Convergence Properties

The Monkey Search Algorithm belongs to the class of stochastic metaheuristic algorithms, which typically lack formal mathematical proofs of convergence to the global optimum. However, we can analyze its convergence behavior under specific conditions:

1. **Asymptotic Convergence**: As the number of iterations approaches infinity, the probability of finding the global optimum approaches 1, provided:
   - The somersault process maintains sufficient exploration
   - The climbing process allows fine-tuning of solutions
   - The population size is large enough to cover the search space adequately
2. **Exploration-Exploitation Balance**:
   - The climbing process provides exploitation (local search)
   - The watch-jump process offers mid-range exploration
   - The somersault process ensures global exploration
3. **Parameter Impact on Convergence**:
   - Larger climbing steps accelerate convergence but may reduce solution quality
   - Larger somersault ranges increase exploration but may slow convergence

    - Population size trades off computational cost against search coverage

## Theoretical Time Complexity

Let:

- n = population size
- d = dimension of the problem
- t = number of iterations
- f = cost of a single objective function evaluation

The theoretical time complexity can be analyzed as:

- Initialization: $O(n \times d + n \times f)$
- Per iteration:
    - Climb process: $O(n \times d \times 2 \times f) = O(n \times d \times f)$
    - Watch-jump process: $O(n \times f)$
    - Somersault process: $O(n \times d + n \times f)$

Total complexity: $O(n \times d + n \times f + t \times (n \times d \times f + n \times f + n \times d + n \times f)) = O(n \times d + t \times n \times d \times f)$

For complex objective functions where f dominates computational cost, this simplifies to $O(t \times n \times d \times f)$.

## Search Space Characteristics

The algorithm's performance is influenced by the characteristics of the search space:

1. **Modality**
    - Performs well on unimodal functions due to the climbing process
    - Can handle multimodal functions through the somersault process
    - Highly multimodal landscapes may require larger population sizes
2. **Separability**
    - The dimension-by-dimension climbing approach is particularly effective for separable functions
    - Non-separable functions (where variables interact) present greater challenges
3. **Ruggedness**
    - Smooth functions allow effective climbing
    - Rugged functions with many local optima benefit from the somersault process
4. **Deceptiveness**
    - Functions where local optima give misleading information about the global optimum

- MSA can overcome deception through the somersault process

## Extensions and Variants

Several extensions to the basic Monkey Search Algorithm can improve performance:

1. **Adaptive Parameter Control**
   - Dynamically adjust climbing step and somersault range during the search
   - Example: Decrease somersault range over time to focus on exploitation
2. **Hybrid Approaches**
   - Combine MSA with local search methods for faster convergence
   - Integrate with gradient-based methods for smooth functions
3. **Constraint Handling**
   - Penalty functions for soft constraints
   - Repair mechanisms for solutions violating hard constraints
4. **Parallel Implementation**
   - Island model with multiple populations
   - Shared memory for cooperative search
5. **Multi-objective Extensions**
   - Maintain a Pareto front of non-dominated solutions
   - Adapt the somersault process to maintain diversity in objective space

**Submitted By**
Syed Jaffar Raza Kazmi
57375