

# Analysing the Performance of Dynamic Multi-objective Optimisation Algorithms

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**Abstract**—Dynamic multi-objective optimisation problems (DMOOPs) have more than one objective, with at least one objective changing over time. Since at least two of the objectives are normally in conflict with one another, a single solution does not exist and the goal of the algorithm is to track a set of trade-off solutions over time. Analysing the performance of a dynamic multi-objective optimisation algorithm (DMOA) is not a trivial task. For each environment (before a change occurs) the DMOA has to find a set of solutions that are both diverse and as close as possible to the optimal trade-off solution set. In addition, the DMOA has to track the changing set of trade-off solutions over time. Approaches used to analyse the performance of dynamic single-objective optimisation algorithms (DSOAs) and DMOAs do not provide any information about the ability of the algorithms to track the changing optimum. Therefore, this paper introduces a new approach to analyse the performance of DMOAs and applies this approach to the results obtained by five DMOAs. In addition, it compares the new analysis approach to another approach that does not take the tracking ability of the DMOAs into account. The results indicate that the new analysis approach provide additional information, measuring the ability of the algorithm to find good performance measure values while tracking the changing optima.

## I. INTRODUCTION

Many real-world problems have more than one objective, with at least two objectives that are in conflict with one another and at least one objective that changes over time. These kind of problems are referred to as dynamic multi-objective optimisation problems (DMOOPs).

When solving DMOOPs, a dynamic multi-objective optimisation algorithm (DMOA) has to find a set of solutions that are both diverse and as close as possible to the optimal set of solutions. In addition, the DMOA has to track the optimal set of solutions over time, i.e. be able to find a new set of solutions when the environment changes. Therefore, when analysing the performance of a DMOA, the approach should enable the analysis of the ability of the DMOA to obtain good performance measure values while tracking the optimal set of solutions over time.

However, approaches used to analyse the performance of dynamic single-objective optimisation algorithms (DSOAs) and DMOAs do not take into account the ability of the algorithm to track the changing optima over time. This paper

proposes a new approach to analyse the performance of a DMOA in such a way that the results provide information with regards to how well the algorithm performs over time, while coping with a changing environment. The goal of this new approach is to provide a first step towards a uniform comparison of DMOAs.

The rest of the paper is outlined as follows: Section II provides definitions that are required for the rest of the paper and discusses various approaches that have been proposed to analyse the performance of DMOAs and DSOAs. The experiments conducted for this study are discussed in Section III. Section IV discusses the results obtained by the DMOAs. In addition, the results are analysed using two wins-losses approaches. Section V discusses whether this new approach does provide additional information with regards to the tracking ability of a DMOA. Finally, the research is concluded in Section VI.

## II. BACKGROUND

Section II-A provides definitions that are required for the rest of the paper. Approaches proposed in the literature to analyse the performance of DSOAs and DMOAs are discussed in Section II-B.

### A. Definitions

Let the  $n_x$ -dimensional search space (also referred to as the *decision space*) be represented by  $S \subseteq \mathbb{R}^{n_x}$  and the feasible space represented by  $F \subseteq S$ , where  $F = S$  for boundary constrained optimisation problems. Let  $\mathbf{x} = (x_1, x_2, \dots, x_{n_x}) \in S$  represent a vector of the decision variables, i.e. the *decision vector*, and let a single objective function be defined as  $f_k: \mathbb{R}^{n_x} \rightarrow \mathbb{R}$ . Then  $\mathbf{f}(\mathbf{x}) = (f_1(\mathbf{x}), f_2(\mathbf{x}), \dots, f_{n_k}(\mathbf{x})) \in O \subseteq \mathbb{R}^{n_k}$  represents an *objective vector* containing  $n_k$  objective function evaluations, and  $O$  is the *objective space*. Then a boundary constrained DMOOP is defined as:

$$\begin{aligned} &\text{minimise :} && \mathbf{f}(\mathbf{x}, \mathbf{W}(t)) \\ &\text{subject to :} && \mathbf{x} \in [\mathbf{x}_{\min}, \mathbf{x}_{\max}]^{n_x} \end{aligned} \quad (1)$$

where  $\mathbf{W}(t)$  is a matrix of time-dependent control parameters of an objective function at time  $t$ ,  $n_x$  is the number of

decision variables,  $\mathbf{x} \in [\mathbf{x}_{min}, \mathbf{x}_{max}]^{n_x}$  refers to the boundary constraints and  $\mathbf{x} = (x_1, \dots, x_{n_x}) \in \mathbb{R}^{n_x}$ .

Two solutions are compared using vector domination, defined as follows:

**Definition 1. Vector Domination:** Let  $f_k$  be an objective function. Then, a decision vector  $\mathbf{x}_1$  dominates another decision vector  $\mathbf{x}_2$ , denoted by  $\mathbf{x}_1 \prec \mathbf{x}_2$ , if and only if

- $\mathbf{x}_1$  is at least as good as  $\mathbf{x}_2$  for all the objectives, i.e.  $f_k(\mathbf{x}_1) \leq f_k(\mathbf{x}_2)$ ,  $\forall k = 1, \dots, n_k$ ; and
- $\mathbf{x}_1$  is strictly better than  $\mathbf{x}_2$  for at least one objective, i.e.  $\exists i = 1, \dots, n_k: f_i(\mathbf{x}_1) < f_i(\mathbf{x}_2)$ .

The best decision vectors are referred to as being Pareto-optimal, defined as follows:

**Definition 2. Pareto-optimal:** A decision vector  $\mathbf{x}^*$  is Pareto-optimal if there does not exist a decision vector  $\mathbf{x} \neq \mathbf{x}^* \in F$  that dominates it, i.e.  $\nexists k: f_k(\mathbf{x}) \prec f_k(\mathbf{x}^*)$ . If  $\mathbf{x}^*$  is Pareto-optimal, the objective vector,  $\mathbf{f}(\mathbf{x}^*)$ , is also Pareto-optimal.

The Pareto-optimal set (POS) is the set that contains all the Pareto-optimal decision vectors, defined as:

**Definition 3. Pareto-optimal Set:** The POS is the set of all Pareto-optimal decision vectors, i.e.

$$POS = \{\mathbf{x}^* \in F \mid \nexists \mathbf{x} \in F: \mathbf{x} \prec \mathbf{x}^*\} \quad (2)$$

The set of corresponding objective vectors is referred to as the Pareto-optimal front (POF), defined as follows:

**Definition 4. Pareto-optimal Front:** For the objective vector  $\mathbf{f}(\mathbf{x})$  and the POS, the POF,  $POF \subseteq O$ , is defined as

$$POF = \{\mathbf{f} = (f_1(\mathbf{x}^*), \dots, f_{n_k m}(\mathbf{x}^*)) \mid \mathbf{x}^* \in POS\} \quad (3)$$

When solving a DMOOP, the goal of a DMOA is to track the POF over time, i.e. for each time step, to find

$$POF(t) = \{\mathbf{f}(t) = (f_1(\mathbf{x}^*, \mathbf{w}_1(t)), f_2(\mathbf{x}^*, \mathbf{w}_2(t)), \dots, f_{n_k}(\mathbf{x}^*, \mathbf{w}_{n_k}(t))) \mid \mathbf{x}^* \in POS(t)\} \quad (4)$$

## B. Performance Evaluation of DMOAs

Two main approaches are used to analyse the performance of DSOAs and DMOAs, namely:

- calculating the performance measure at each time step just before a change in the environment occurred and then calculating the average of these performance measure values. Algorithms' performance is then analysed based on the average performance measure value and the standard deviation of the performance measure value [1], [2], [3], [4], [5], [6], [7].
- calculating wins and losses based on the average performance measure value (refer to wins-losses<sub>A</sub> in Section III-D). If two algorithms' performance are compared, for each function a statistical test (such as Kruskal-Wallis) is performed on the performance measure values for each time step to determine whether there is a statistical significant difference between the two algorithms' performance. If there is a statistical significant difference,

their average performance measure values are compared and the algorithm with the best average value is awarded a win and the other algorithm a loss [8], [9], [10]. This approach has also been applied to static multi-objective optimisation (MOO) [11].

However, both of these approaches do not provide information with regards to how well or poorly an algorithm has tracked the changing optima. Both approaches only use the average performance measure value calculated over all time steps (just before a change in the environment occurred) and do not analyse how the algorithms' performance compare at each time step. Even though the wins and losses approach do take the performance measure values at each time step into account when the statistical test is performed, it does not take these values into account when assigning the wins or losses to the algorithms - the wins and losses are awarded based on the average performance measure values of the two algorithms that are compared with one another.

Using the average value may indicate whether an algorithm has a good or poor overall performance. For dynamic single-objective optimisation problem (DSOOP) the offline error and the best-of-generations or collective-mean-fitness are used to measure the performance of DSOAs [12]. However, even though a low offline error may indicate that an algorithm performed reasonably well over all time steps, it does not provide information with regards to how well the algorithm performed with regards to the other algorithms at the various time steps or environments during the run.

One approach proposed in the literature to analyse an algorithm's tracking behaviour over time is plotting the performance measure value over time [1], [13], [14], [15], [16], [17], [18], [19], [20]. However, it is difficult to compare the tracking ability of multiple algorithms when using this approach, since the graph can become cluttered. In addition, this approach is time consuming, since a graph would have to be drawn for each performance measure and for each problem. It will be difficult to use this approach to determine how well an algorithm tracks the changing optima over time for a specific group of problems, such as multi-modal problems or problems where the optima changes in a certain way (e.g. the DMOOP Types as defined by Farina *et al.* [21]).

## III. EXPERIMENTAL SETUP

This section discusses the experimental setup of the experiments conducted for this study. The DMOAs are discussed in Section III-A. The benchmark functions and performance measures used to evaluate the performance of the DMOAs are discussed in Sections III-B and III-C respectively. Section III-D discusses the two approaches that are used to analyse the performance of the DMOAs.

### A. DMOO Algorithms

Five DMOAs were selected for this study, namely:

- Two non-dominated sorting genetic algorithm II (NSGA-II) [24], [25] versions adapted by Deb *et al.* [26] for dynamic multi-objective optimisation (DMOO):

**TABLE I:** Parameter values of the DMOEAs

DMOEA	$n_i$	$p_c$	$p_m$	Other Parameters
DNSGA-II-A	100	0.9	$\frac{4}{x_k}$	polynomial mutation [22], simulated binary crossover [23], $\zeta = 30$
DNSGA-II-B	100	0.8	$\frac{5}{x_k}$	polynomial mutation [22], simulated binary crossover [23], $\zeta = 30$
dCOEA	$100n_x$	0.5	$\frac{9}{L}$	$SC_{ratio} = 0.7$ , $R_{size} = 5$

- the dynamic non-dominated sorting genetic algorithm II-A (DNSGA-II-A), where after a change in the environment occurred a percentage of the population is replaced with randomly created individuals.
- DNSGA-II-B (DNSGA-II-B), where after a change in the environment occurred a percentage of the population is replaced with mutated solutions of randomly selected existing solutions.
- the dynamic cooperative-competitive evolutionary algorithm (dCOEA) proposed by Goh and Tan [6].
- the multi-objective particle swarm optimisation (MOPSO) algorithm [27] extended by Lechuga [28] for DMOO, referred to as dynamic MOPSO (DMOPSO) in this paper.
- the dynamic vector evaluated particle swarm optimisation (DVEPSO) algorithm, a cooperative particle swarm optimisation (PSO)-based algorithm proposed by Greeff<sup>1</sup> and Engelbrecht [29].

The source code of the dCOEA algorithm was obtained from the authors of [6]. The source code of the static NSGA-II algorithm was obtained from [30] and was adapted for DMOO according to [26]. The source code of MOPSO was obtained from the authors of [28], adapted for DMOO according to [28] and extended using sentry particles to detect a change in the environment. The source code of DVEPSO was developed by Helbig and Engelbrecht and is available in the opensource library, Cilib [31].

Each algorithm was optimised for the benchmark functions, as discussed in [32]. For each algorithm, the algorithm's performance for various parameter values was evaluated on the 2-objective benchmark functions discussed in Section III-B using the performance measures discussed in Section III-C. The optimised parameters for each DMOA are presented in Tables I and II. In Tables I and II,  $n_i$  represents the number of individuals or particles. In Table I,  $p_c$  and  $p_m$  represent the probability for crossover and mutation respectively,  $\zeta$  is the % of individuals that are replaced by either mutated or randomly created individuals,  $SC_{ratio}$  represents the ratio between the stochastic solutions and the competitors, and  $R_{size}$  is the number of archive solutions stored in temporal memory. In Table II,  $c_1$  and  $c_2$  are positive acceleration coefficients,  $w$  is the inertia weight and  $\sigma_{share}$  represents the distance that the particles should remain from each other when using fitness sharing.  $p_s-g_r$  is a standard pbest update where only the objective that the sub-swarm is optimising is taken into account and a gbest (the best position found so far by all particles of the swarm) update where Pareto-

dominance information is used and if two solutions are non-dominated with regards to each other, one solution is randomly selected as the gbest.  $cl$  represents the clamping boundary violation management approach that places any particle that violates a specific boundary of the search space on or close to the violated boundary.  $ra-t$  is the random knowledge sharing topology that uses tournament selection to select the gbest and  $ac$  represents an archive management strategy that clears all solutions from the archive after a change in the environment has occurred.  $ri-30-c$  is the approach that is used to respond to a change in the environment, namely re-initialising 30% of the particles of the sub-swarm whose objective function has changed.

**TABLE II:** Parameter values of the PSO-based DMOAs

DMOA	$n_i$	$c_1$	$c_2$	$w$	Other Parameters
DMOPSO	100	1.49	1.49	0.72	self-adapting $\sigma_{share}$
DVEPSO	100	1.49	1.49	0.72	guide update: $p_s-g_r$ , boundary violation management: $cl$ , knowledge sharing: $ra-t$ , response applied to archive: $ac$ , response applied to particles: $ri-30-c$

## B. Benchmark Functions

Based on the analysis of DMOOPs in [32], [33], [34], eighteen benchmark functions were selected of various DMOOP Types [21] to compare the performance of the five DMOAs. These functions include a modified version of DIMP2 [7] with a concave POF (referred to as DIMP2 in the rest of the article), ZJZ [35], FDA2 [21], FDA2<sub>Camara</sub> [36], FDA3 [21], FDA3<sub>Camara</sub> [36], FDA5 [21], FDA5<sub>iso</sub> [34], FDA5<sub>dec</sub> [34], dMOP2 [6], dMOP3 [6], dMOP2<sub>iso</sub> [34], dMOP2<sub>dec</sub> [34], HE1 and HE2 [8], and HE6, HE7 and HE9 [33], [32]. For each benchmark function the following severity of change ( $n_t$ ) and frequency of change ( $\tau_t$ ) combinations were used:  $n_t = 10$  and  $\tau_t = 10$ ,  $n_t = 10$  and  $\tau_t = 25$ ,  $n_t = 10$  and  $\tau_t = 50$ ,  $n_t = 1$  and  $\tau_t = 10$ , and  $n_t = 20$  and  $\tau_t = 10$ .

## C. Performance Measures

Based on an analysis of performance measures in [32], [37], [38], three performance measures were selected for this study, namely:

- the number of non-dominated solutions (NS) in the found POF.
- the alternative accuracy measure ( $acc_{alt}$ ) [5], referred to in this article as  $acc$ . A low  $acc$  value indicates good performance.
- stability ( $stab$ ) [5] that quantifies the effect of changes in the environment on  $acc$  of the DMOA. A low  $stab$  value indicates good performance.

<sup>1</sup>Greeff is the maiden name of Helbig

#### D. Statistical Analyses

This section discusses the two approaches that are used to analyse the performance of the DMOAs.

The general calculation of wins and losses that is performed for each performance measure (refer to Section III-C) is presented in Algorithm 1. For the Kruskal-Wallis test the average performance measure values of each time step just before a change in the environment occurred was used. In Algorithm 1,  $Diff = \#wins - \#losses$ , where  $Diff$  is the difference between the number of wins and number of losses assigned to the DMOA and  $pm$  refers to performance measures values. Two approaches to assign wins and losses are discussed below. The first approach, wins-losses<sub>A</sub>, was proposed for DMOO by Helbig and Engelbrecht [8], [9], [37] and used by various authors for static optimisation [10], [11]. The second approach, wins-losses<sub>B</sub>, is the approach that is proposed in this paper.

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#### Algorithm 1 Calculation of wins and losses

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for each DMOOP do
  for each  $n_t - \tau_t$  combination do
    perform Kruskal-Wallis tests on  $pm$ 
    if statistical significant difference then
      for each DMOA-pair do
        perform Mann-Whitney U test on  $pm$ 
        if statistical significant difference then
          assign wins and losses
        end if
      end for
    end if
  end for
  calculate  $Diff$  for the  $n_t - \tau_t$  combination
end for
calculate  $Diff$  for the DMOOP

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#### Approach A (wins-losses<sub>A</sub>)

This approach does not take into account the tracking ability of the DMOA. If the Mann-Whitney U test indicates that there is a significant difference between the performance measure values of the DMOAs, the overall average value of the performance measure is used to determine the winning DMOA. The DMOA with the best performance measure average over all time steps (just before a change in the environment) is awarded a win and the losing DMOA is awarded a loss.

#### Approach B (wins-losses<sub>B</sub>)

This approach takes into account the tracking ability of a DMOA. If the Mann-Whitney U test indicates that there is a significant difference, the average performance measure value of each time step just before a change in the environment occurred are used to award wins and losses. At each time step just before a change in the environment occurred, the average performance measure values of the two DMOAs are compared. The DMOA with the best performance measure value is awarded a win and the other DMOA is awarded a loss. In order to ensure that a DMOA that tracks the changing POF very well for a DMOOP does not lead to skewed results, the number of wins and losses are normalised as follows:

$$\begin{aligned} \#wins_{norm} &= \frac{\#wins}{\#changes} \\ \#losses_{norm} &= \frac{\#losses}{\#changes} \end{aligned} \quad (5)$$

where  $\#changes$  represents the number of changes that occurred during the entire run. In situations where the time steps at which a change in the environment occurs are unknown, the algorithm should log detected changes during the run.

#### IV. RESULTS

This section discusses the results obtained by the five DMOAs. The overall performance of the DMOAs is discussed in Section IV-A. The DMOAs performance with regards to the various Types of DMOOPs is discussed in Section IV-B.

##### A. Overall Performance

The overall performance of the DMOAs measured over all performance measures, environments and DMOOPs is presented in Table III. In all tables presented in this section, w-l refers to the wins-losses approach, A refers to wins-losses<sub>A</sub>, B refers to wins-losses<sub>B</sub>, DN-II-A and DN-II-B refers to DNSGA-II-A and DNSGA-II-B respectively, dC refers to dCOEA, DM refers to DMOPSO and DV refers to DVEPSO.

**TABLE III:** Overall Wins and Losses by the various DMOOPs using wins-losses<sub>A</sub> and wins-losses<sub>B</sub>

w-l	Results	DMOO Algorithm				
		DN-II-A	DN-II-B	dC	DM	DV
A	Wins	346	390	284	288	326
A	Losses	292	248	566	320	274
A	Diff	54	142	-282	-32	52
A	Rank	2	1	5	4	3
B	Wins	326.11	354.105	296.495	364.075	416.7
B	Losses	257.43	233.845	522.025	377.87	367.315
B	Diff	68.68	120.26	-225.53	-13.795	49.385
B	Rank	2	1	5	4	3

Considering the overall performance of the DMOAs, the two wins-losses approaches did not produce different results. The ranking of the DMOAs are similar for both wins-losses approaches. However, using wins-losses<sub>B</sub> leads to all DMOAs, except DNSGA-II-A, obtaining a smaller difference between the number of wins and losses. For both wins-losses approaches dCOEA and DMOPSO obtained more losses than wins, indicating a poor performance. All other DMOAs were awarded more wins than losses.

Table IV presents the overall performance of the DMOAs with regards to each performance measure. The DMOAs' performance is measured over all environments and DMOOPs.

The data in Table IV for wins-losses<sub>A</sub> was presented in [37]. The two wins-losses approaches lead to a different ranking of the algorithms for both *acc* and *stab*. Using wins-losses<sub>B</sub>, DVEPSO and DMOPSO switched rank, with DVEPSO obtaining the best rank. Therefore, even though DMOPSO obtained the best average performance measure values, DVEPSO obtained the best performance measure values for the various time steps, i.e. DVEPSO tracked the changing

**TABLE IV:** Overall Wins and Losses for Various Performance Measures using wins-losses<sub>A</sub> and wins-losses<sub>B</sub>

w-l	PM	Results	DMOO Algorithm				
			DN-II-A	DN-II-B	dC	DM	DV
A	acc	Wins	94	109	129	118	119
A	acc	Losses	120	104	164	86	95
A	acc	Diff	-26	5	-35	32	24
A	acc	Rank	4	3	5	1	2
B	acc	Wins	89.67	102.4	141.57	140.62	171.2
B	acc	Losses	129.12	118.55	148.99	126.19	120.61
B	acc	Diff	-39.33	-15.6	-6.43	14.62	51.2
B	acc	Rank	5	4	3	2	1
A	stab	Wins	67	94	39	117	96
A	stab	Losses	89	66	200	39	50
A	stab	Diff	-22	28	-161	78	46
A	stab	Rank	4	3	5	1	2
B	stab	Wins	71.91	81.15	53.24	138.31	91.88
B	stab	Losses	65.39	60.87	165.84	43.32	103.07
B	stab	Diff	6.91	21.15	-111.76	95.31	-11.12
B	stab	Rank	3	2	5	1	4
A	NS	Wins	185	187	116	53	111
A	NS	Losses	83	78	202	195	129
A	NS	Diff	102	109	-86	-142	-18
A	NS	Rank	2	1	4	5	3
B	NS	Wins	164.94	169.52	100.5	84.14	152.32
B	NS	Losses	61.07	53.69	206.51	206.06	142.09
B	NS	Diff	103.94	116.52	-105.5	-121.86	10.32
B	NS	Rank	2	1	4	5	3

POF better than DMOPSO. Furthermore, using wins-losses<sub>A</sub>, dCOEA ranked last for *acc*, but with wins-losses<sub>B</sub> dCOEA ranked third. Therefore, dCOEA tracked the changing POF reasonably well, even though it obtained not such a good overall performance measure average. DNSGA-II-B obtained more wins than losses with wins-losses<sub>A</sub>, but was awarded more losses than wins with wins-losses<sub>B</sub>. Therefore, DNSGA-II-B obtained a reasonably good *acc* average over all time steps, but not such a good *acc* average for each of the different time steps. For *stab*, DVEPSO performed well using wins-losses<sub>A</sub>, obtaining more wins than losses and being ranked second. However, using wins-losses<sub>B</sub> DVEPSO obtained more losses than wins and was awarded the second worst rank. Therefore, DVEPSO did not obtain good *stab* values while tracking the changing POF. In contrast, DNSGA-II-A obtained 22 more losses than wins using wins-losses<sub>A</sub>, but 6.91 more wins than losses using wins-losses<sub>B</sub>, with a rank of 4 and 3 for wins-losses<sub>A</sub> and wins-losses<sub>B</sub> respectively. For *NS*, DVEPSO performed much better using wins-losses<sub>B</sub> than using wins-losses<sub>A</sub>. Using wins-losses<sub>A</sub> DVEPSO was awarded 18 more losses than wins, but using wins-losses<sub>B</sub> DVEPSO was awarded 10.32 more wins than losses.

The overall performance of the DMOAs with regards to each environment type are presented in Table V. For Table V, the DMOAs' performance was measured over all performance measures and DMOOPs.

The number of wins and losses obtained by each algorithm varies depending on which wins-losses approach was used, causing a few minor changes in the ranks obtained by the DMOAs for the various types of environments. Furthermore, for  $n_t = 10$  and  $\tau_t = 10$ , using wins-losses<sub>A</sub> dCOEA obtained the third best rank with 22 more losses than wins,

**TABLE V:** Overall Wins and Losses for Various Frequencies and Severities of Change using wins-losses<sub>A</sub> and wins-losses<sub>B</sub>

w-l	$n_t$	$\tau_t$	PM	Results	DMOO Algorithm				
					DN-II-A	DN-II-B	dC	DM	DV
A	10	10	all	Wins	65	77	91	62	89
A	10	10	all	Losses	97	84	113	97	59
A	10	10	all	Diff	-32	-7	-22	-35	30
A	10	10	all	Rank	4	2	3	5	1
B	10	10	all	Wins	61.67	67.4	118.57	77.62	136.2
B	10	10	all	Losses	88.12	79.55	93.99	114.19	86.61
B	10	10	all	Diff	-26.33	-11.6	25.57	-36.38	50.2
B	10	10	all	Rank	4	3	2	5	1
A	10	25	all	Wins	72	80	40	46	55
A	10	25	all	Losses	37	31	114	60	51
A	10	25	all	Diff	35	49	-74	-14	4
A	10	25	all	Rank	2	1	5	4	3
B	10	25	all	Wins	65.55	72.475	39.375	62.825	62.9
B	10	25	all	Losses	33.45	30.525	104.625	68.3	68.225
B	10	25	all	Diff	32.55	42.475	-64.625	-5.175	-5.1
B	10	25	all	Rank	2	1	5	4	3
A	10	50	all	Wins	69	76	47	35	49
A	10	50	all	Losses	36	32	93	63	52
A	10	50	all	Diff	33	44	-46	-28	-3
A	10	50	all	Rank	2	1	5	4	3
B	10	50	all	Wins	66.5	71.25	39.25	56.0	58.75
B	10	50	all	Losses	30.25	29.75	91.75	66.85	71.15
B	10	50	all	Diff	36.5	42.25	-51.75	-10.0	-12.25
B	10	50	all	Rank	2	1	5	3	4
A	1	10	all	Wins	66	72	49	87	73
A	1	10	all	Losses	72	62	115	42	56
A	1	10	all	Diff	-6	10	-66	45	17
A	1	10	all	Rank	4	3	5	1	2
B	1	10	all	Wins	60.37	63.62	45.36	94.36	77.44
B	1	10	all	Losses	57.63	53.38	110.6	54.8	64.74
B	1	10	all	Diff	3.37	10.62	-64.64	40.36	13.44
B	1	10	all	Rank	4	3	5	1	2
A	20	10	all	Wins	74	85	57	58	60
A	20	10	all	Losses	50	39	131	58	56
A	20	10	all	Diff	24	46	-74	0	4
A	20	10	all	Rank	2	1	5	4	3
B	20	10	all	Wins	72.02	79.36	53.94	73.27	81.41
B	20	10	all	Losses	47.98	40.64	121.06	73.73	76.59
B	20	10	all	Diff	25.02	39.36	-67.06	0.27	5.41
B	20	10	all	Rank	2	1	5	4	3

and using wins-losses<sub>B</sub> dCOEA was awarded 25.57 more wins than losses and obtained the second best rank. These results indicate that for  $n_t = 10$  and  $\tau_t = 10$  dCOEA obtained good performance measure values for the various time steps, i.e. obtaining good performance measure values while tracking the changing POF.

#### B. Performance per DMOOP Type

This section presents the obtained results for the various DMOOP Types as defined by Farina *et al.* [21].

1) *Type II DMOOPs*: Table VI presents the performance of the DMOAs for Type II DMOOPs with regards to each performance measure. With Type II DMOOPs, both the POF and POS change over time [21].

Using wins-losses<sub>A</sub>, DVEPSO performed really well with regards to *acc* and *stab*, obtaining the best rank for these two performance measures. Furthermore, DVEPSO obtained more wins than losses for both measures. However, using wins-losses<sub>B</sub> DVEPSO obtained much more wins than losses

for *acc* than with wins-losses<sub>A</sub>. Therefore, DVEPSO obtained good *acc* average values for the various time steps and a good overall *acc* average. Wins-losses<sub>A</sub> indicates that both DNSGA-II algorithms were awarded more wins than losses for *acc*. However, using wins-losses<sub>B</sub>, both algorithms obtained more losses than wins. Therefore, wins-losses<sub>B</sub> indicates that both DNSGA-II algorithms did not perform as well with regards to *stab* over time while tracking the changing POF. For *stab*, using wins-losses<sub>B</sub>, it can be seen that DVEPSO struggled to obtain a good *stab* value while tracking the changing POF. In addition, using wins-losses<sub>A</sub> it seems as though there was a difference in performance between the DNSGA-II algorithms for *stab*. However, wins-losses<sub>B</sub> indicates that both DNSGA-II algorithms obtained a good *stab* value while tracking the changing POF.

**TABLE VI:** Overall Wins and Losses solving Type II DMOOPs for Various Performance Measures using wins-losses<sub>A</sub> and wins-losses<sub>B</sub>

w-l	n <sub>t</sub>	τ <sub>t</sub>	PM	Results	DMOO Algorithm				
					DN-II-A	DN-II-B	dC	DM	DV
A	all	all	<i>acc</i>	Wins	55	55	36	56	63
A	all	all	<i>acc</i>	Losses	43	41	106	41	34
A	all	all	<i>acc</i>	Diff	12	14	-70	15	29
A	all	all	<i>acc</i>	Rank	4	3	5	2	1
B	all	all	<i>acc</i>	Wins	48.53	45.8	45.525	66.58	106.05
B	all	all	<i>acc</i>	Losses	56.01	59.15	98.995	63.365	34.965
B	all	all	<i>acc</i>	Diff	-7.48	-13.35	-53.47	3.215	71.085
B	all	all	<i>acc</i>	Rank	3	4	5	2	1
A	all	all	<i>stab</i>	Wins	36	45	18	53	59
A	all	all	<i>stab</i>	Losses	43	30	104	20	14
A	all	all	<i>stab</i>	Diff	-7	15	-86	33	45
A	all	all	<i>stab</i>	Rank	4	3	5	2	1
B	all	all	<i>stab</i>	Wins	46.91	46.375	21.42	64.235	41.275
B	all	all	<i>stab</i>	Losses	28.915	29.685	82.305	20.5	58.81
B	all	all	<i>stab</i>	Diff	17.995	16.69	-60.885	43.735	-17.535
B	all	all	<i>stab</i>	Rank	2	3	5	1	4
A	all	all	<i>NS</i>	Wins	96	92	60	31	90
A	all	all	<i>NS</i>	Losses	48	50	116	105	50
A	all	all	<i>NS</i>	Diff	48	42	-56	-74	40
A	all	all	<i>NS</i>	Rank	1	2	4	5	3
B	all	all	<i>NS</i>	Wins	89.49	89.735	56.15	48.06	101.37
B	all	all	<i>NS</i>	Losses	39.99	37.475	110.585	129.315	67.44
B	all	all	<i>NS</i>	Diff	49.5	52.26	-54.435	-81.255	33.93
B	all	all	<i>NS</i>	Rank	2	1	4	5	3

The DMOAs' performance for Type II DMOOPs with regards to each environment is presented in Table VII.

Using wins-losses<sub>B</sub>, DVEPSO obtained the top rank for three environments. For  $n_t = 20$  and  $\tau_t = 10$ , DVEPSO obtained the second best rank with wins-losses<sub>A</sub>, but the best rank using wins-losses<sub>B</sub>. In addition, using wins-losses<sub>A</sub> DNSGA-II-B outranked DNSGA-II-A in each environment. However, using wins-losses<sub>B</sub> DNSGA-II-A outranked DNSGA-II-B in each environment. Therefore, even though DNSGA-II-B obtained a better overall average performance measure value than DNSGA-II-A, DNSGA-II-A obtained better performance measure values over time and therefore performed better than DNSGA-II-B when tracking the POF over time.

2) *Type III DMOOPs*: The performance of the DMOAs for Type III DMOOPs with regards to each performance measure

**TABLE VII:** Overall Wins and Losses solving Type II DMOOPs for Various Frequencies and Severities of Change using wins-losses<sub>A</sub> and wins-losses<sub>B</sub>

w-l	n <sub>t</sub>	τ <sub>t</sub>	PM	Results	DMOO Algorithm				
					DN-II-A	DN-II-B	dC	DM	DV
A	10	10	all	Wins	39	39	29	31	52
A	10	10	all	Losses	32	29	69	41	19
A	10	10	all	Diff	7	10	-40	-10	33
A	10	10	all	Rank	3	2	5	4	1
B	10	10	all	Wins	38.91	38.04	32.21	40.93	58.77
B	10	10	all	Losses	29.47	29.97	57.7	54.4	37.32
B	10	10	all	Diff	9.44	8.07	-25.49	-13.47	21.45
B	10	10	all	Rank	2	3	5	4	1
A	25	10	all	Wins	39	40	13	22	38
A	25	10	all	Losses	16	16	66	35	19
A	25	10	all	Diff	23	24	-53	-13	19
A	25	10	all	Rank	2	1	5	4	3
B	10	25	all	Wins	35.8	36.15	16.475	31.725	43.325
B	10	25	all	Losses	17.325	18.5	55.775	43.45	28.425
B	10	25	all	Diff	18.475	17.65	-39.3	-11.725	14.9
B	10	25	all	Rank	1	2	5	4	3
A	50	10	all	Wins	37	39	15	11	28
A	50	10	all	Losses	12	12	52	33	21
A	50	10	all	Diff	25	27	-37	-22	7
A	50	10	all	Rank	2	1	5	4	3
B	10	50	all	Wins	37.9	37.9	17.5	19.65	37.4
B	10	50	all	Losses	14.35	15.5	48.8	36.95	34.75
B	10	50	all	Diff	23.55	22.4	-31.3	-17.3	2.65
B	10	50	all	Rank	1	2	5	4	3
A	1	10	all	Wins	33	34	23	47	55
A	1	10	all	Losses	47	40	67	23	15
A	1	10	all	Diff	-14	-6	-44	24	40
A	1	10	all	Rank	4	3	5	2	1
B	1	10	all	Wins	32.2	30.94	23.67	50.39	55.93
B	1	10	all	Losses	37.62	36.9	63.68	31.59	23.34
B	1	10	all	Diff	-5.42	-5.96	-40.01	18.8	32.59
B	1	10	all	Rank	3	4	5	2	1
A	20	10	all	Wins	39	40	34	29	39
A	20	10	all	Losses	27	24	72	34	24
A	20	10	all	Diff	12	16	-38	-5	15
A	20	10	all	Rank	3	1	5	4	2
B	20	10	all	Wins	40.12	38.88	33.24	36.18	53.27
B	20	10	all	Losses	26.15	25.44	65.93	46.79	37.38
B	20	10	all	Diff	13.97	13.44	-32.69	-10.61	15.89
B	20	10	all	Rank	2	3	5	4	1

is presented in Table VIII. With Type III DMOOPs, the POF changes over time while the POS remains unchanged [21].

DVEPSO performed worse for *stab* when using wins-losses<sub>B</sub>. Therefore, DVEPSO struggled to obtain a good *stab* value while tracking the changing POF. Furthermore, even though DNSGA-II-A performed much worse than DNSGA-II-B when comparing the average *stab* value (using wins-losses<sub>A</sub>), both algorithms performed similar with regards to *stab* when their tracking ability was taken into account (using wins-losses<sub>B</sub>). For *NS*, DVEPSO and DMOPSO obtained more losses than wins for both wins-losses<sub>A</sub> and wins-losses<sub>B</sub>. However, using wins-losses<sub>B</sub> both DMOAs obtained a better *Diff* value. In contrast, using wins-losses<sub>B</sub> dCOEA obtained a much worse *Diff* value than with wins-losses<sub>A</sub>.

Table IX presents the DMOAs' performance for Type III DMOOPs with regards to each environment.

Using wins-losses<sub>A</sub>, DMOPSO was awarded more losses than wins in two environments, namely  $n_t = 10$  and  $\tau_t = 25$ , and  $n_t = 10$  and  $\tau_t = 50$ . However, with wins-losses<sub>B</sub>

**TABLE VIII:** Overall Wins and Losses solving Type III DMOOPs for Various Performance Measures using wins-losses<sub>A</sub> and wins-losses<sub>B</sub>

w-l	n <sub>t</sub>	τ <sub>t</sub>	PM	Results	DMOO Algorithm				
					DN-II-A	DN-II-B	dC	DM	DV
A	all	all	acc	Wins	32	43	70	53	36
A	all	all	acc	Losses	60	50	43	32	49
A	all	all	acc	Diff	-28	-7	27	21	-13
A	all	all	acc	Rank	5	3	<b>1</b>	2	4
B	all	all	acc	Wins	34.67	45.96	73.22	62.77	47.38
B	all	all	acc	Losses	58.33	48.04	38.78	51.23	67.62
B	all	all	acc	Diff	-23.66	-2.08	34.44	11.54	-20.24
B	all	all	acc	Rank	5	3	<b>1</b>	2	4
A	all	all	stab	Wins	25	34	15	51	36
A	all	all	stab	Losses	28	22	82	7	22
A	all	all	stab	Diff	-3	12	-67	44	14
A	all	all	stab	Rank	4	3	5	<b>1</b>	2
B	all	all	stab	Wins	24.04	30.62	16.05	61.66	31.415
B	all	all	stab	Losses	22.155	18.315	72.425	14.135	36.755
B	all	all	stab	Diff	1.885	12.305	-56.375	47.525	-5.34
B	all	all	stab	Rank	3	2	5	<b>1</b>	4
A	all	all	NS	Wins	75	79	48	16	21
A	all	all	NS	Losses	20	15	69	71	64
A	all	all	NS	Diff	55	64	-21	-55	-43
A	all	all	NS	Rank	2	<b>1</b>	3	5	4
B	all	all	NS	Wins	63.92	67.82	22.51	26.57	32.445
B	all	all	NS	Losses	9.44	5.735	81.35	58.49	58.25
B	all	all	NS	Diff	54.48	62.085	-58.84	-31.92	-25.805
B	all	all	NS	Rank	2	<b>1</b>	5	4	3

DMOPSO was awarded more wins than losses for all environments. Therefore, DMOPSO performed reasonably well in all environments while tracking the changing POF.

Due to space limitations, figures that indicate the relationship between the DMOAs' performance and the frequency and severity of change are not included in this paper. However, the figures are presented in [39].

## V. DISCUSSION

The results in Section IV indicate that wins-losses<sub>B</sub> does provide more information with regards to the DMOAs' performance than wins-losses<sub>A</sub>. Therefore, in this section the performance of the five DMOAs solving FDA2<sub>Camara</sub> is analysed with the two wins-losses approaches to investigate whether wins-losses<sub>B</sub> does provide additional information with regards to the tracking ability of a DMOA.

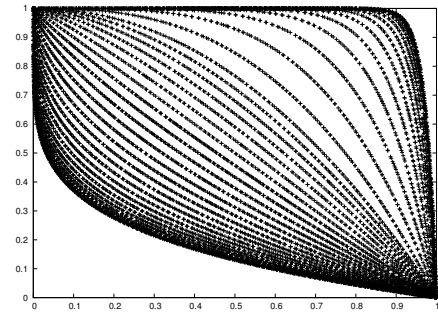
The true POF of FDA2<sub>Camara</sub> changes over time and is illustrated in Figure 1 for  $n_t = 10$  and  $\tau_t = 10$ . The POF of FDA2<sub>Camara</sub> changes in a cyclic manner over time, moving from the top line to bottom line for certain time steps and from the bottom line to the top line for other time steps.

The *acc* values obtained by the DMOAs for each time step are presented in Figure 2. From Figure 2 it can be seen that:

- 1) dCOEA performed the best, obtaining a low *acc* value throughout all time steps.
- 2) The DNSGA-II algorithms performed not so well during the first 10 time steps but then obtained a good *acc* value throughout the rest of the time steps. In addition, even though the DNSGA-II algorithms performed quite similar, DNSGA-II-A did outperform DNSGA-II-B during

**TABLE IX:** Overall Wins and Losses solving Type III DMOOPs for Various Frequencies and Severities of Change using wins-losses<sub>A</sub> and wins-losses<sub>B</sub>

w-l	n <sub>t</sub>	τ <sub>t</sub>	PM	Results	DMOO Algorithm				
					DN-II-A	DN-II-B	dC	DM	DV
A	10	10	all	Wins	22	27	38	25	17
A	10	10	all	Losses	27	21	27	23	31
A	10	10	all	Diff	-5	6	11	2	-14
A	10	10	all	Rank	4	2	<b>1</b>	3	5
B	10	10	all	Wins	21.22	24.35	33.77	30.15	18.55
B	10	10	all	Losses	22.14	17.34	21.48	26.16	40.92
B	10	10	all	Diff	-0.92	7.01	12.29	3.99	-22.37
B	10	10	all	Rank	4	2	<b>1</b>	3	5
A	10	25	all	Wins	28	33	24	19	17
A	10	25	all	Losses	19	14	40	23	25
A	10	25	all	Diff	9	19	-16	-4	-8
A	10	25	all	Rank	2	<b>1</b>	5	3	4
B	10	25	all	Wins	25.55	31.55	20.45	25.75	20.9
B	10	25	all	Losses	15.425	11.35	42.975	23.225	31.225
B	10	25	all	Diff	10.125	20.2	-22.525	2.525	-10.325
B	10	25	all	Rank	2	<b>1</b>	5	3	4
A	10	50	all	Wins	23	26	28	22	21
A	10	50	all	Losses	22	20	33	23	22
A	10	50	all	Diff	1	6	-5	-1	-1
A	10	50	all	Rank	2	<b>1</b>	5	3	3
B	10	50	all	Wins	22.25	25.35	18.55	30.4	21.95
B	10	50	all	Losses	15.6	14.25	35.9	26.55	26.2
B	10	50	all	Diff	6.65	11.1	-17.35	3.85	-4.25
B	10	50	all	Rank	2	<b>1</b>	5	3	4
A	1	10	all	Wins	28	33	23	31	18
A	1	10	all	Losses	22	18	42	19	32
A	1	10	all	Diff	6	15	-19	12	-14
A	1	10	all	Rank	3	<b>1</b>	5	2	4
B	1	10	all	Wins	25.09	28.93	19.89	34.86	22.0
B	1	10	all	Losses	17.85	14.05	42.57	23.19	33.11
B	1	10	all	Diff	7.24	14.88	-22.68	11.67	-11.11
B	1	10	all	Rank	3	<b>1</b>	5	2	4
A	20	10	all	Wins	31	37	20	23	20
A	20	10	all	Losses	18	14	52	22	25
A	20	10	all	Diff	13	23	-32	1	-5
A	20	10	all	Rank	2	<b>1</b>	5	3	4
B	20	10	all	Wins	28.52	34.22	19.12	29.84	27.84
B	20	10	all	Losses	18.91	15.1	49.63	24.73	31.17
B	20	10	all	Diff	9.61	19.12	-30.51	5.11	-3.33
B	20	10	all	Rank	2	<b>1</b>	5	3	4



**Fig. 1:** True POF of FDA2<sub>Camara</sub> for  $n_t = 10$  and  $\tau_t = 10$

- time steps 10 to 29 and 60 to 80. Therefore, DNSGA-II-A did track the changing POF better than DNSGA-II-B.
- 3) DVEPSO obtained a good *acc* value for the first 10 time steps, but then its *acc* value started to increase. However, DVEPSO outperformed DMOPSO during the entire time period.

**TABLE X:**  $acc$ , wins-losses<sub>A</sub> and wins-losses<sub>B</sub> obtained by the DMOAs for FDA2<sub>Camara</sub>

w-l	Results	DMOO Algorithm				
		DN-II-A	DN-II-B	dC	DM	DV
-	$acc$	0.1832	0.2222	0.0474	1.1996	0.5069
A	Wins	3	2	4	0	0
A	Losses	1	2	0	3	3
A	Diff	2	0	4	-3	-3
A	Rank	2	3	<b>1</b>	4	4
B	Wins	2.82	1.92	4	0	1.26
B	Losses	1.18	2.08	0	4	2.74
B	Diff	1.64	-0.16	4	-4	-1.48
B	Rank	2	3	<b>1</b>	5	4

- 4) DMOPSO performed the worst, obtaining the worst  $acc$  value for all time steps.

The average  $acc$  values for FDA2<sub>Camara</sub> obtained by the DMOAs and the results obtained using wins-losses<sub>A</sub> and wins-losses<sub>B</sub> for  $acc$  are presented in Table X. The following are observed:

- According to the average  $acc$  values, dCOEA performed the best, DNSGA-II-A obtained the second best value, DNSGA-II-B the third best value, DVEPSO the second worst value and DMOPSO the worst value. Even though the ranks obtained by algorithms using wins-losses<sub>B</sub> correspond to the ranks for the average  $acc$  values, this will not always be the case. If an algorithm performs really well for certain time steps and really poor for other time steps, the ranking according to the average  $acc$  values and the ranking according to wins-losses<sub>B</sub> may differ.
- dCOEA obtained the top rank using both wins-losses<sub>A</sub> and wins-losses<sub>B</sub>. This result corresponds with item 1 listed above.
- DNSGA-II-A outperformed DNSGA-II-B using both wins-losses<sub>A</sub> and wins-losses<sub>B</sub>. This result corresponds with item 2 listed above.
- According to wins-losses<sub>A</sub> DMOPSO and DVEPSO performed similar, with each DMOA obtaining 3 losses and no wins and both being ranked last. However, using wins-losses<sub>B</sub>, DMOPSO obtained 4 losses and no wins, while DVEPSO obtained 2.74 losses and 1.26 wins. In addition, using wins-losses<sub>B</sub>, DVEPSO obtained the second worst rank and DMOPSO the worst rank. Therefore, wins-losses<sub>B</sub> indicates that DVEPSO performed much better than DMOPSO while tracking the changing POF. Results obtained with wins-losses<sub>A</sub> do not correspond with items 3 and 4 listed above. However, results obtained using wins-losses<sub>B</sub> do correspond with items 3 and 4 listed above.

These observations do confirm that wins-losses<sub>B</sub> does provide additional information with regards to how well an algorithm performs over time. Therefore, it does provide information about the tracking ability of a DMOA.

## VI. CONCLUSION

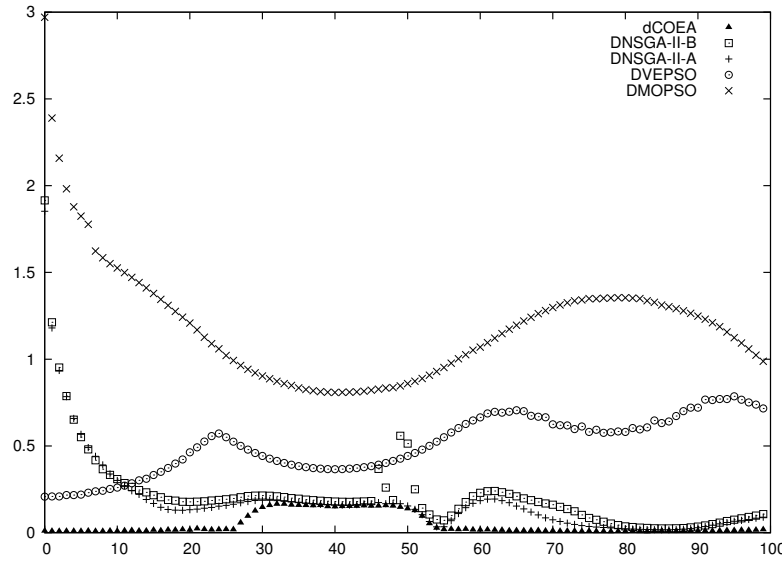
When solving dynamic optimisation problems, one of the goals of an algorithm is to track the changing optima over time. Therefore, when analysing the performance of an algorithm, the algorithm's tracking ability (i.e. performance while tracking the changing optima) should be taken into account.

This paper proposed a new approach that takes the tracking ability of an algorithm into consideration. It awards wins and losses for each time step just before a change occurs in the environment. Therefore, the results will indicate how well an algorithm performed with regards to a specific performance measure while tracking the changing optima over time. This new approach was compared against another approach that only awards wins and losses based on the overall average performance measure value. The results indicated that the new approach provides additional information and that it is more representative of an algorithm's performance over time. Therefore, this approach is applicable to analyse the performance of both DSOAs and DMOAs.

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**Fig. 2:**  $acc$  values obtained by the DMOAs for  $FDA2_{Camara}$ , with  $n_t = 10$  and  $\tau_t = 10$  for 1000 iterations

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