#### M2 AIC

TC2: Introduction to Optimization

Black-Box Optimization Benchmarking with the COCO platform

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Multiobjective Optimizer adaptive IBEA ( $\epsilon$ -indicator)

Group 1: Martin BAUW, Robin DURAZ, Jiaxin GAO, Hao LIU, Luca VEYRON-FORRER

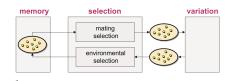
- Introduction
- The algorithm
  - Overview of IBEA
  - Selection and variation
- Our implementation
  - Code structure
  - Improvements regarding the execution speed
- CPU timing and results
  - CPU timing and results
  - Comparison with Random Search and NSGA-II
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### IBEA: Indicator-Based Evolutionary Algorithm

- optimization: find decision space vectors leading to objective space minima
- multiobjective: the objective space is multidimensional
- evolutionary: decision space candidates follows an natural selection-like evolution
- indicator-based: binary quality indicators to compare two Pareto set approximations

#### Successive steps of IBEA:

- Initialization
- Pitness assignment
- Environmental selection
- Termination
- Mating selection
- Variation



<sup>1</sup>Illustration from:

A Tutorial on Evolutionary Multiobjective Optimization - E. Zitzler,

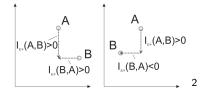
M. Laumanns, and S. Bleuler

### Binary quality indicators:

$$I_{\epsilon^{+}(A,B)} = \min_{\epsilon} \{ \forall x^{2} \in B \ \exists x^{1} \in A : f_{i}(x^{1}) - \epsilon \le f_{i}(x^{2}) \ \text{for } i \in \{1,...,n\} \}$$
(1)

Fitness values:

$$F(x^{1}) = \sum_{x^{2} \in P \setminus \{x^{1}\}} -e^{-\frac{I(\{x^{1}\}, \{x^{2}\})}{ck}}$$
 (2)



<sup>&</sup>lt;sup>2</sup>Illustration from:

Indicator-Based Selection in Multiobjective Search - E. Zitzler and S. Künzli

# Mating selection

#### Binary tournament selection

- Two individuals randomly chosen from the population
- Best individual kept in mating pool
- Repeated until mating pool filled

<sup>&</sup>lt;sup>3</sup>A Tutorial on Evolutionary Multiobjective Optimization - E. Zitzler, M. Laumanns, and S. Bleuler

### Recombination

For recombination, Simulated Binary Crossover (SBX) operator was chosen. A random number u created within [0,1], as follows:

• if  $u \le 0.5$ :

$$\beta_q = (2u)^{\frac{1}{\eta_c + 1}} \tag{3}$$

else:

$$\beta_q = (\frac{1}{2(1-u)})^{\frac{1}{\eta_c+1}} \tag{4}$$

<sup>&</sup>lt;sup>1</sup>K. Deb and R. B. Agrawal. Simulated binary crossover for continuous search space. Complex Systems, 9(2):115–148, 1995.

### Recombination

Thus, we can compute the children's coordinates:

• first child:

$$child0[j] = 0.5((1 + \beta_q)parent0[j] + (1 - \beta_q)parent1[j]) \quad (5)$$

second child:

$$child1[j] = 0.5((1 - \beta_q)parent0[j] + (1 + \beta_q)parent1[j]) \quad (6)$$

<sup>&</sup>lt;sup>3</sup>K. Deb and R. B. Agrawal. Simulated binary crossover for continuous search space. Complex Systems, 9(2):115–148, 1995.

### Mutation

Polynomial mutation operator: this mutation operator modifies individuals by changing small parts in the associated vectors according to a given mutation rate.

• if  $u \le 0.5$ :

$$\sigma_L = (2u)^{\frac{1}{\eta_{m+1}}} - 1 \tag{7}$$

$$p_{mut}[j] = ind[j] + \sigma_L(ind[j] - Lo)$$
 (8)

else:

$$\sigma_R = (2(1-u))^{\frac{1}{\eta_{m+1}}} \tag{9}$$

$$p_{mut}[j] = ind[j] + \sigma_R(Up - ind[j])$$
 (10)

<sup>&</sup>lt;sup>4</sup>K. Deb and S. Agrawal. A niched-penalty approach for constraint handling in genetic algorithms. In Parallel Problem Solving from Nature (PPSN-VI), pages 365–374, 2000.

- Code built for the most general case
- The IBEA code is in the class IBEA, where each method implements one step of the algorithm
- No difficulty to get to the best asymptotic complexity

- Good data structures choices
- The Indicator function was the key
- Execution time improvement : 59.6s to 12.7s per execution (divided by 4.6)

## Computer specifications and batch options

- Intel(R) Core(TM) i7-7500U CPU @ 2.70GHz
- Quad core CPU with 16GB RAM

### Everything ran with a budget of 100

- Three batchs for dimensions 2, 3, 5, 10, 20
- First batch running alone, and two others together
- One batch for dimensions 40

## Options chosen to run the algorithm

• Population size: 100

Maximum number of generation : 100

• Scaling factor : 0.05

Mutation rate: 0.01

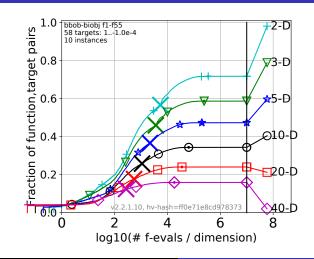
• Recombination and mutation  $\eta_m \& \eta_c$ : 1

Population initialization in range (-5, 5)

CPU timing and results
Comparison with Random Search and NSGA-I

Dimension Batch	2	3		5	
Batch 1 on 3	6.0e-04	6.3e-04		8.1e-04	
Batch 2 and 3 on 3 run	8.6e-04	8.6e-04		9.1e-04	
simultaneously	8.3e-04	8.4e-04		8.9e-04	
Dimension Batch	10		20		
Batch 1 on 3	8.3e-04	4		1.1e-03	
Batch 2 and 3 on 3 run	1.1e-03		1.3e-03		
simultaneously	1.0e-03	.0e-03		1.3e-03	
Dimension Batch	40				
Whole test suite	4.2e-03				

### Results

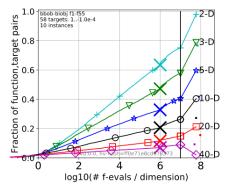


## Results analysis

- Comparatively better in higher dimensions
- Results globally good for a MOEA
- More budget could have given better results
- A better initialization of population could lead to a sharper increase at the beginning

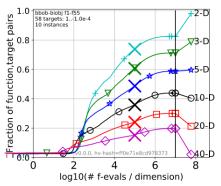
### Random Search

- Its ECDF looks like linear functions
- It doesn't work well when the dimension is too high
- Globally worse than our algorithm



### **NSGA-II**

Algorithm faster, although budget is much higher. It has slightly better results.



- Overall satisfaction with our results.
- Parameter tuning could be further studied.
- Modification of small modules of MOEA.

## Non-exhaustive bibliography

- Indicator-Based Selection in Multiobjective Search Zitzler, E. and Künzli, S.
- A Tutorial on Evolutionary Multiobjective Optimization -Zitzler, E. and Laumanns, M. and Bleuler, S.
- Biobjective Performance Assessment with the COCO Platform
   Brockhoff, D. and Tušar, T. and Tušar, D. and Wagner, T. and Hansen, N. and Auger, A.