Delta 001

List<Double> lowerLimit = Arrays.*asList*(100.0, 100.0, 1.0, 3000.0, 1500.0, 50.0, 12.0, 400.0) ;

List<Double> upperLimit = Arrays.*asList*(500.0, 500.0, 10.0, 4500.0, 2500.0, 70.0, 18.0, 600.0) ;

**double** crossoverProbability = 0.8 ;

**double** crossoverDistributionIndex = 20.0 ;

crossover = **new** SBXCrossover(crossoverProbability, crossoverDistributionIndex) ;

**double** mutationProbability = 0.4/ problem.getNumberOfVariables() ;

**double** mutationDistributionIndex = 20.0 ;

mutation = **new** PolynomialMutation(mutationProbability, mutationDistributionIndex) ;

selection = **new** BinaryTournamentSelection<DoubleSolution>(

**new** RankingAndCrowdingDistanceComparator<DoubleSolution>());

algorithm = **new** NSGAIIBuilder<DoubleSolution>(problem, crossover, mutation)

.setSelectionOperator(selection)

.setMaxEvaluations(2000)

.setPopulationSize(500)

.build() ;