The five crossover operators mentioned—SBX (Simulated Binary Crossover), PCX (Parent Centric Crossover), SPX (Simplex Crossover), BLX-α (Blend Crossover Alpha), and DE/rand/1 (Differential Evolution/rand/1)—are techniques used in genetic algorithms and evolutionary computation to combine the genetic information of parent solutions to produce new offspring. Each operator has its unique mechanism and application scenarios, particularly in handling real-valued optimization problems. Here's a brief overview of each:

### 1. Simulated Binary Crossover (SBX)

- \*\*Description\*\*: SBX is designed to simulate the single-point crossover found in binary genetic algorithms but applied to real-valued parameters. It uses a probability distribution to decide how far the offspring will be from the parents in the parameter space, allowing for both exploration and exploitation.

- \*\*Application\*\*: SBX is widely used in genetic algorithms for problems where the decision variables are real numbers. It's effective in maintaining a balance between exploration of the search space and exploitation of the current solutions.

### 2. Parent Centric Crossover (PCX)

- \*\*Description\*\*: PCX is a real-coded crossover technique where the new offspring are generated closer to the parent solutions, with a focus on the centroid of the parents. It uses Gaussian distribution around the centroid to create offspring, promoting fine-grained search and exploitation.

- \*\*Application\*\*: PCX is particularly useful in evolutionary strategies where a more localized search is beneficial, especially in densely populated regions of the solution space, aiding in fine-tuning solutions.

### 3. Simplex Crossover (SPX)

- \*\*Description\*\*: SPX generates offspring by creating a simplex (a geometric figure) using parent solutions and then randomly sampling points within this simplex. This approach allows offspring to inherit features from all parents, encouraging diversity.

- \*\*Application\*\*: SPX is effective in exploratory phases of the search, especially in multi-modal landscapes, as it allows offspring to inherit diverse traits from a group of parents, enhancing the algorithm's ability to explore various niches.

### 4. Blend Crossover Alpha (BLX-α)

- \*\*Description\*\*: BLX-α generates offspring by blending the genes of two parents with a specific parameter α that controls the extent of exploration beyond the parents' traits. Offspring can lie within a range that extends beyond the parents' values, determined by α.

- \*\*Application\*\*: BLX-α is used for its simplicity and ability to explore both within and beyond the region defined by the parent solutions. It's suitable for real-valued problems where a balance between local search and exploration is needed.

### 5. Differential Evolution/rand/1 (DE/rand/1)

- \*\*Description\*\*: This operator is part of the Differential Evolution algorithm family, where a trial vector is generated by adding the weighted difference between two randomly selected individuals to a third individual. The "/rand/1" notation indicates that one difference vector is used, and the base vector is chosen randomly.

- \*\*Application\*\*: DE/rand/1 is adept at global optimization, especially in continuous, high-dimensional spaces. It's known for its simplicity and effectiveness in exploring the search space and exploiting the available genetic material.

Each of these crossover operators has unique characteristics that make them suitable for different kinds of optimization problems, especially in the context of multi-objective optimization where the diversity of solutions and convergence to the Pareto front are critical considerations.

The provided screenshots describe the adaptive crossover selection mechanism used in the Hybrid Multiobjective Evolutionary Algorithm (HMOEA). This mechanism dynamically selects one of multiple crossover operators during the evolutionary process to generate new solutions. Here’s a detailed breakdown of the process:

### Step 1: Update Selection Probability

- \*\*Evolving Extended Archive (EXA):\*\* Each time the Extended Archive (EXA), which stores nondominated solutions, is updated, the algorithm recalculates the selection probability for each crossover operator. This archive update signifies a change in the solution space, prompting a re-evaluation of operator effectiveness.

- \*\*Operator Index:\*\* Each crossover operator is assigned an index (for instance, `1` for BLX-α, `2` for SBX, etc.).

- \*\*Calculation of Selection Probability (`pi`):\*\* The selection probability for an operator is calculated as the number of solutions in the EXA that were generated using that operator, divided by the total number of solutions in the EXA (`|EXA|`). Formally, it is given by `pi = |{solutions in EXA generated by operator i}| / |EXA|`.

This selection probability is a measure of how much each operator has contributed to the current set of nondominated solutions, under the assumption that operators that have generated more solutions in the EXA may be more effective for the current state of the evolutionary process.

### Step 2: Select Crossover Operator using Roulette-Wheel Method

- \*\*Roulette-Wheel Selection:\*\* The algorithm uses a roulette-wheel selection method to choose an operator based on the calculated probabilities. This is a stochastic process where the chance of selecting an operator is proportional to its selection probability.

- \*\*Minimum Probability (`pmin`):\*\* To ensure diversity and prevent the algorithm from converging prematurely on one operator, each operator is given a minimum selection probability (`pmin`). If the calculated probability for an operator falls below this minimum, it is set to `pmin`, and the excess probability is redistributed among other operators, ensuring that all operators have at least a chance `pmin` of being selected.

- \*\*Adjusting Probabilities:\*\* If after setting an operator's probability to `pmin` it causes another operator's probability to exceed `1`, the excess is subtracted from the latter's probability. This ensures that the total probability across all operators sums to `1`.

- \*\*Ignoring Probability Calculation:\*\* If the EXA is not updated in a given generation, the selection probability calculation is ignored, presumably because no new information has been gained that would influence the effectiveness of the crossover operators.

### Summary of the Adaptive Mechanism

This adaptive mechanism ensures that the crossover operators used to create new solutions are selected based on their past performance, with a bias towards those that have recently contributed to improving the nondominated set of solutions. The use of a minimum selection probability guarantees that all operators continue to be used to some extent, maintaining diversity and preventing the stagnation of the search process. The roulette-wheel method provides a stochastic yet biased way to choose operators, ensuring that the selection is not entirely deterministic and allows for exploration.