

# VSD-MOEA: A Dominance-Based Multi-Objective Evolutionary Algorithm with Explicit Variable Space Diversity Management

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**Abstract**—Most state-of-the-art Multi-objective Evolutionary Algorithms (MOEAs) promote the preservation of the diversity in the objective space, whereas the information about the diversity in the decision variables is usually neglected. In this paper, the Variable-Space-Diversity based MOEA (VSD-MOEA) is presented. VSD-MOEA is a dominance-based MOEA that considers explicitly the diversity in the decision variables and the objective space. The information gathered of both spaces is used simultaneously with the aim of properly adapting the balance between exploration and intensification during the optimization process. Particularly, at the initial stages, decisions taken by the approach are more biased by the information of the diversity in the decision variables, whereas in the last stages decisions are only based on the information of the objective space. The latter is achieved through a novel density estimator. The new method is compared with state-of-art MOEAs using several benchmarks with two and three objectives. The novel proposal attains much better results than state-of-the-art schemes, showing a more stable and robust behavior.

## I. INTRODUCTION

**M**ULTI-OBJECTIVE Optimization Problems (MOPs) involve the simultaneous optimization of several objective functions that are usually in conflict [1]. A continuous box-constrained minimization MOP, which is the kind of problem addressed in this paper, can be defined as follows:

$$\begin{aligned} &\text{minimize} \quad \vec{F} = [f_1(\vec{x}), f_2(\vec{x}), \dots, f_M(\vec{x})] \\ &\text{subject to} \quad x_i^{(L)} \leq x_i \leq x_i^{(U)}, \quad i = 1, 2, \dots, n. \end{aligned} \quad (1)$$

where  $n$  corresponds to the dimension of the variable space,  $\vec{x}$  is a vector of  $n$  decision variables  $\vec{x} = (x_1, \dots, x_n) \in R^n$ , which are constrained by  $x_i^{(L)}$  and  $x_i^{(U)}$ , i.e. the lower bound and upper bound, and  $M$  is the number of objective functions to optimize. The feasible space bounded by  $x_i^{(L)}$  and  $x_i^{(U)}$  is denoted by  $\Omega$ , each solution is mapped to the objective space with the function  $F : \Omega \rightarrow R^M$ , which consist of  $M$  real-valued objective functions and  $R^M$  is called the *objective space*.

Given two solutions  $\vec{x}, \vec{y} \in \Omega$ ,  $\vec{x}$  dominates  $\vec{y}$ , mathematically denoted by  $\vec{x} \prec \vec{y}$ , iff  $\forall m \in 1, 2, \dots, M : f_m(\vec{x}) \leq$

$f_m(\vec{y})$  and  $\exists m \in 1, 2, \dots, M : f_m(\vec{x}) < f_m(\vec{y})$ . The best solutions of a MOP are those whose objective vectors are not dominated by any other feasible vector. These solutions are known as the Pareto optimal solutions. The Pareto set is the set of all Pareto optimal solutions, and the Pareto front are the images of the Pareto set. The goal of most multi-objective optimizers is to obtain a proper approximation of the Pareto front, i.e., a set of well distributed solutions that are close to the Pareto front.

One of the most popular metaheuristics used to deal with MOPs is the Evolutionary Algorithm (EA). In single-objective EAs, it has been shown that taking into account the diversity of the variable space to properly balance between exploration and exploitation is highly important to attain high quality solutions [2]. Diversity can be taken into account in the design of several components such as in the variation stage [3], [4], replacement phase [5] and/or population model [6]. The explicit consideration of diversity leads to improvements in terms of premature convergence avoidance, meaning that taking into account the diversity in the design of EAs is specially important when dealing with long-term executions. Recently, some diversity management algorithms that combine the information of diversity, stopping criterion and elapsed generations have been devised. They have allowed to provide a gradual loss of diversity that depends on the time or evaluations granted to the execution [5]. Particularly the aim of such a methodology is to promote exploration in the initial generations and gradually alter the behavior towards intensification. These schemes have provided really promising results. For instance, new best-known solutions for some well-known variants of the frequency assignment problem [7], and for a two-dimensional packing problem [5] have been attained using the same principles. Additionally, this principle guided the design of the winning strategy of the Second Wind Farm Layout Optimization Competition<sup>1</sup>, which was held in the Genetic and Evolutionary Computation Conference. Thus, the benefits of such kind of design patterns have been shown in several different single-objective optimization problems.

One of the goals in the design of Multi-objective Evolutionary Algorithms (MOEAs) is to obtain a well-spread set of solutions in the objective space. The maintenance of some degree of diversity in the objective space implies that complete convergence does not appear in the variable space [8]. In some way, the variable space inherits some degree of diversity

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due to the way in which the objective space is taken into account. However, this is just an indirect way of preserving the diversity in the variable space, so in some cases the level of diversity might not be large enough to ensure a high degree of exploration. For instance, it has been shown that with some of the WFG benchmarks, in most of the state-of-the-art MOEAs the *distance parameters* quickly converge, meaning that the approach focuses just on optimizing the *position parameters* for a long period of the optimization process [8]. Thus, while some degree of diversity is maintained, a similar situation to premature convergence is presented meaning that genetic operators might not be able to generate better trade-offs.

Attending to the differences between state-of-the-art single-objective EAs and MOEAs, this paper proposes a novel MOEA, the Variable-Space-Diversity based MOEA (VSD-MOEA), that is based on controlling the amount of diversity in the variable space in an explicit way. Similarly to the successful methodology applied in single-objective optimization, the stopping criterion and the amount of evaluations performed are used to vary the amount of desired diversity. The main difference with respect to the single-objective case is that the objective space is simultaneously considered, which is performed with a novel objective-space density estimator. Particularly, the approach grants more importance to the diversity of the variable space in the initial stages, whereas as the generations evolve, it gradually grants more importance to the diversity of the objective space. In fact, at the last period of the execution, the diversity of the variable space is neglected, so in the last phases the proposal is quite similar to current state-of-the-art approaches. To our knowledge, this is the first MOEA whose design follows this adaptive principle. Since there exist currently a quite large amount of different MOEAs [9], three popular schemes have been selected to validate our proposal. This validation has been performed with several well-known benchmarks and proper quality metrics. The important benefits of properly taking into account the diversity of the variable space is clearly shown in this paper. Particularly, the advantages are clearer in the most complex problems. Note that this is consistent with the single-objective case, where the most important benefits have been obtained in complex multi-modal cases [7].

The rest of this paper is organized as follows. Section II provides a review of related papers. Some key components related to diversity and the VSD-MOEA design are discussed. The VSD-MOEA proposal is detailed in section III. Section IV is devoted to the experimental validation of the novel proposal. Finally, conclusions and some lines of future work are given in Section V. Note also that some supplementary materials are given. They include details of the experimental results with additional metrics as well as some explanatory videos.

## II. LITERATURE REVIEW

This section is devoted to review some of the most important papers that are closely related to our proposal. First, some of the most popular ways of managing diversity in EAs are presented. Then, the state-of-the-art in MOEAs is summarized.

### A. Diversity Management in Evolutionary Algorithms

The proper balance between exploration and exploitation is one of the keys to success in the design of EAs. In the single-objective domain it is known that properly managing the diversity in the variable space is a way to control such balance, and as a consequence, a large amount of diversity management techniques have been devised [10]. Particularly, these methods are classified depending on the component(s) of the EA that is modified to alter the amount of maintained diversity. A popular taxonomy identifies the following groups [11]: *selection-based*, *population-based*, *crossover/mutation-based*, *fitness-based*, and *replacement-based*. Additionally, the methods are referred to as *uniprocess-driven* when a single component is altered, whereas the term *multiprocess-driven* is used to refer to those methods that act on more than one component.

Among the previous proposals, the replacement-based methods have attained very high-quality results in last years [7], so this alternative was selected with the aim of designing a novel MOEA incorporating an explicit way to control the diversity in the variable space. The basic principle of these methods is to bias the level of exploration in successive generations by controlling the diversity of the survivors [7]. Since premature convergence is one of the most common drawbacks in the application of EAs, modifications are usually performed with the aim of slowing down the convergence. One of the most popular proposals belonging to this group is the *crowding* method which is based on the principle that offspring should replace similar individuals from the previous generation [12]. Several replacement strategies that do not rely on crowding have also been devised. In some methods, diversity is considered as an objective. For instance, in the hybrid genetic search with adaptive diversity control (HGSADC) [13], individuals are sorted by their contribution to diversity and by their original cost. Then, the rankings of the individuals are used in the fitness assignment phase. A more recent proposal [7] incorporates a penalty approach to alter gradually the amount of diversity maintained in the population. Particularly, initial phases preserve a larger amount of diversity than the final phases of the optimization. This last method has inspired the design of the novel proposal put forth in this paper for multi-objective optimization.

It is important to remark that in the case of multi-objective optimization, few works related to the maintenance of diversity in the variable space have been developed. The following section reviews some of the most important MOEAs and introduces some of the works that consider the maintenance of diversity in the variable space.

### B. Multi-objective Evolutionary Algorithms

In recent decades, several MOEAs have been proposed. While the purpose of most of them is to provide a well-spread set of solutions close to the Pareto front, several ways of facing this purpose have been devised. Therefore, several taxonomies have been proposed with the aim of better classifying the different schemes [14]. Particularly, a MOEA can be designed based on Pareto dominance, indicators and/or decomposition [15]. Since none of the groups has a remarkable

superiority over the others, in this work all of them are taken into account to validate our proposal. This section introduces the three types of schemes and some of the most popular approaches belonging to each category. Then, one MOEA of each category is selected to carry out the validation of VSD-MOEA.

The dominance-based category includes those schemes where the Pareto dominance relation is used to guide the design of some of its components such as the fitness assignment, parent selection and replacement phase. The dominance relation does not inherently promotes the preservation of diversity in the objective space, therefore additional techniques such as objective-space density estimators are usually integrated with the aim of obtaining a proper spread and convergence to the Pareto front.

In order to assess the performance of MOEAs, several quality indicators have been devised. In the indicator-based MOEAs, the use of the Pareto dominance relation is substituted by some quality indicators to guide the decisions performed by the MOEA. An advantage of this kind of algorithms is that the indicators usually take into account both the quality and diversity in objective space, so incorporating additional mechanisms to promote diversity in the objective space is not required. Among the different indicators, hypervolume is a widely accepted Pareto-compliance quality indicator. The Indicator-Based Evolutionary Algorithm (IBEA) [16] was the first method belonging to this category. A more recent one is the R2-Indicator-Based Evolutionary Multi-objective Algorithm (R2-EMOA) [17], which has reported a quite promising performance in MOPs. Its most important feature is the use of the R2 indicator.

Finally, decomposition-based MOEAs [18] are based on transforming the MOP into a set of single-objective optimization problems that are tackled simultaneously. This transformation can be performed in several ways, e.g. with a linear weighted sum or with a weighted Tchebycheff function. Given a set of weights to establish different single-objective functions, the MOEA searches for a single high-quality solution for each of them. The weight vectors should be selected with the aim of obtaining a well-spread set of solutions [1]. The Multi-objective Evolutionary Algorithm Based on Decomposition (MOEA/D) [19] is the most popular decomposition-based MOEA. Its main principles include problem decomposition, weighted aggregation of objectives and mating restrictions through the use of neighborhoods.

It is important to stand out that none of the most popular algorithms in the multi-objective field introduce special mechanisms to promote diversity in variable space. However, some efforts have been dedicated to this principle. A popular approach to promote the diversity in the decision space is the application of fitness sharing [20] in a similar way than in single-objective optimization. Although, fitness sharing might be used to promote diversity both in objective and decision variable space, most popular variants consider only distances in the objective space. Another MOEA designed to promote diversity in both the decision and the objective space is the Genetic Diversity Evolutionary Algorithm (GDEA) [21]. In this case, each individual is assigned with a diversity-based

objective which is calculated as the Euclidean distance in the genotype space to the remaining individuals in the population. Then, a ranking that considers both the original objectives and the diversity objective is used to sort individuals. Another somewhat popular approach is to calculate distances between candidate solutions by taking into account both the objective and variable space [22], [23] with the aim of promoting diversity in both spaces. A different proposal combines the use of two selection operators [24]. The first one promotes diversity and quality in the objective space whereas the second one promotes diversity in the decision space. A different approach was to modify the hypervolume to integrate the decision space diversity in a single metric [25]. In this approach, the proposed metric is used to guide the selection in the MOEA. Finally, some indirect mechanisms that might affect the diversity have also been taken into account. Probably, the most popular one is the use of mating restrictions [26], [18].

Attending to the results of previous described approaches, it is clear that taking into account the decision space diversity in the design phase might bring benefits to decision makers because the final solutions obtained by these methods present a larger decision space diversity than the ones obtained by traditional approaches [22], [27]. Thus, while clear improvements are obtained when taking into account metrics related to the Pareto set, the benefits in terms of the obtained Pareto front are not so clear. We claim that one of the reasons of this behavior might be that the diversity in the variable space is considered in the whole optimization process. However, in a similar way that in the single objective domain, reducing the importance granted to the diversity in the decision space as the generations progress [5] might be really important to attain better approximations of the Pareto front. Currently, no MOEA considers this idea, so this principle has guided the design of our novel MOEA.

### III. PROPOSAL

This section is devoted to fully describe our novel proposal. The novelty of VSD-MOEA appears in the replacement phase, which incorporates the use of variable space diversity and a novel objective-space density estimator. The main principle behind the design of the novel replacement is to use the stopping criterion and elapsed generations with the aim of gradually moving from exploration to exploitation during the search process. Note that this principle might be incorporated in any of the three categories of MOEAs. In this paper, our decision was to incorporate it in a dominance-based approach and apply it to problems with a low number of objectives. Thus, some of our design decisions might not be suitable for dealing with many-objective optimization problems.

The general framework of VSD-MOEA is quite standard. Algorithm 1 shows the pseudocode of VSD-MOEA. The parent selection is performed with binary tournament based on the dominance ranking with ties broken randomly. The variation stage is based on applying the well-known Simulated Binary Crossover (SBX) and polynomial mutation [28], [29]. Thus, the contribution appears in the replacement phase. The rest of this section is devoted to describe the replacement phase, including the novel objective-space density estimator.



**Algorithm 1** Main procedure of VSD-MOEA

- 1: **Initialization:** Generate an initial population  $P_0$  with  $N$  individuals.
- 2: **Evaluation:** Evaluate all individuals in the population.
- 3: Assign  $t = 0$
- 4: **while** (not stopping criterion) **do**
- 5:   **Mating selection:** Fill the mating pool by performing binary tournament selection on  $P_t$ , based on the non-dominated ranks (ties are broken randomly).
- 6:   **Variation:** Apply SBX crossover and Polynomial mutation to the mating pool to create a child population  $Q_t$ .
- 7:   **Evaluation:** Evaluate all individuals in  $Q_t$ .
- 8:   **Survivor selection:** Generate  $P_{t+1}$  by applying the replacement scheme described in Algorithm 2, using  $P_t$  and  $Q_t$  as input.
- 9:    $t = t + 1$

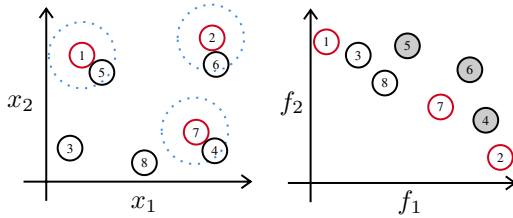


Fig. 1. Penalty Method of the Replacement Phase - The left side represents the variables space and the right side the objective space

### A. Replacement Phase of VSD-MOEA

The replacement phase of EAS is in charge of deciding in each generation which are the survivors among the members of the previous population and offspring. The novel replacement promotes a gradual movement from exploration to exploitation, which has been a quite beneficial principle in the design of single-objective optimizers [5]. Particularly, the replacement phase operates as follows. First, the members of the previous population and offspring are joined in a multi-set with  $2 \times N$  individuals. Then, an iterative process that selects an additional individual at each iteration is used to pick up the  $N$  survivors. In order to take into account the diversity in the decision space, the Distance to Closest Survivor (DCS) of each individual is calculated at each iteration. Thus, the DCS of an individual  $I$  is calculated as  $\min_{s \in S} \text{Distance}(I, s)$ , where  $S$  is the multi-set containing the currently selected survivors. Normalized Euclidean distances are considered, so in order to calculate distances between any two individual  $A$  and  $B$ , Eq. (2) is applied. In the first iteration, the  $S$  multi-set is empty, so the DCS of each individual is infinity.

$$\text{Distance}(A, B) = \left( \frac{1}{n} \sum_{i=1}^n \left( \frac{A_i - B_i}{x_i^{(U)} - x_i^{(L)}} \right)^2 \right)^{1/2} \quad (2)$$

Note that individuals with larger DCS values are those that contribute more significantly to promote exploration. In order to avoid an excessive decrease of the exploration degree, individuals with a DCS value lower than a threshold value are penalized and they can only be selected if non-penalized individuals are missing. Then, among the non-penalized individuals, an objective-space density estimator is used to select

the additional survivor of the iteration. In our case, the novel density estimator described in the next subsection is used.

In order to better understand the penalty method, it can be visualized in the following way. After selecting each survivor, a hyper-sphere centered in such a candidate solution — in the variable space — is created. Then, all the individuals that are inside a hyper-sphere are penalized and the objective-space estimator takes into account only the survivors and non-penalized individuals. This is illustrated in Fig. 1, which represents a state where three individuals have been selected to survive and an additional survivor must be picked up. The left side shows individuals in the variable space. Current survivors are marked with a red border and each one of them is surrounded by a blue dash circle with radius  $D_t$ . In this situation, the penalized individuals are the number 4, 5, and 6. In the objective space — right side — penalized individuals are shown with gray background, indicating that the objective-space density estimator does not take them into account.

Since penalizing with a large threshold value — radius of the hyperspheres — induces a large degree of exploration, it makes sense to reduce this value during the optimization process. This is precisely one of the keys of our proposal. The sizes of the hyper-spheres are modified dynamically by taking into account the stopping criterion and elapsed generations. Particularly, the radius is decreased in a linear way starting from an initial distance. This means that in the initial phases exploration is promoted. However, as the size of the radius decreases only very close individuals are penalized, meaning that more exploitation is allowed. Note that this method requires a parameter which is the initial radius of the hyper-spheres which is denoted as  $D_I$ . Setting this parameter with a large value might provoke the penalization of a lot of individuals, thus non-useful diversity might be maintained. However, too small values might not prevent fast convergence and therefore the approach might behave as a traditional non-diversity based MOEA. The robustness of the proposal with respect to this additional parameter is studied in our experimental validation.

Algorithm 2 fully describes the replacement phase of VSD-MOEA. First, the population of the previous generation ( $P_t$ ) and the offspring ( $Q_t$ ) are joined in  $R_t$  (line 3). The multiset  $R_t$  contains, at each iteration, the remaining non-penalized individuals that might be selected to survive. The population of survivors ( $P_{t+1}$ ) and the set containing the penalized individuals are initialized to the empty set (lines 4 and 5). Then, the threshold value ( $D_t$ ) that is used to penalize too close individuals is calculated (line 6). Note that  $D_I$  denotes the initial threshold value,  $G_{Elapsed}$  is the amount of generations that have been evolved, and  $G_{End}$  is the stopping criterion, i.e. the number of generations that are to be evolved in the execution of VSD-MOEA. The linear decrease is calculated so that after the 50% of the generations, the  $D_t$  value is lower than 0, meaning that no penalties are performed. This means that in the first 50% of the generations, more exploration than in traditional MOEAs is induced.

Then, an iterative process that selects an individual at each iteration is executed until the survivors set contains  $N$  individuals (line 7). The iterative process works as follows. First, the DCS value of each remaining non-penalized individual is

**Algorithm 2** Replacement Phase of VSD-MOEA

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1: Input:  $P_t$  (Population of current generation),  $Q_t$  (Offspring of
   current Generation)
2: Output:  $P_{t+1}$ 
3:  $R_t = P_t \cup Q_t$ 
4:  $P_{t+1} = \emptyset$ 
5:  $Penalized = \emptyset$ 
6:  $D_t = D_I - D_I * \frac{G_{Elapsed}}{0.9 * G_{End}}$ 
7: while  $|P_{t+1}| \leq N$  do
8:   Compute  $DCS$  of individuals in  $R_t$  with  $P_{t+1}$  used as
   reference set
9:   Move to  $Penalized$  the individuals in  $R_t$  with  $DCS < D_t$ 
10:  if  $R_t$  is empty then
11:    Compute  $DCS$  of individuals in  $Penalized$  with  $P_{t+1}$ 
   used as reference set
12:    Move to  $R_t$  the individual in  $Penalized$  with largest  $DCS$ 

13:  Identify the first front ( $F$ ) in  $R_t \cup P_{t+1}$  with an individual
    $I \in R_t$ 
14:  Use the novel density estimator (Algorithm 3) to select a new
   survivor from  $F$  and move it to  $P_{t+1}$ 
15: return  $P_{t+1}$ 

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calculated (line 8). Then, those individuals with a DCS value lower than  $D_t$  are moved to the set of penalized individuals (line 9). If all the remaining individuals are penalized (line 10), it means that the amount of exploration is lower than the desired one. Thus, the individual with the largest DCS value is recovered, i.e. moved to the non-penalized individuals set (lines 11 and 12) and consequently it survives. Finally, the objective space is taken into account. Specifically, candidate non-penalized individuals and current survivors are joined. Then, the well-known non-dominated sorting procedure [30] is executed with such a set, stopping as soon as a front with a candidate individual is found, i.e. with an individual of  $R_t$  (line 13). Then, taking the identified front as input, a novel objective-space density estimator is used to select the next survivor (line 14). The specific way in which the diversity in the objective space is measured is described in the next section.

**B. A Novel Density Estimator for the Objective Space**

Since the dominance definition is not related to the preservation of diversity in the objective space, dominance-based MOEAs usually incorporate objective-space density estimators to promote the survival of diverse individuals. As it was previously described, our density estimator selects a new survivor from the front identified in line 14 of Algorithm 2. This front contains at least one individual belonging to  $R_t$  and it might also contain some elements of  $P_{t+1}$ . The aim behind the selection of the next survivor is to pick up an individual of the input front that contributes significantly in terms of objective-space quality and diversity.

Algorithm 3 describes the selection of the next survivor. First, similarly to most state-of-the-art algorithms, an action to promote the selection of boundary solutions is executed. Note that selecting the best solution for each objective might provoke some drawbacks related to accepting small improvement in an objective at the cost of important worsening in other objectives [31]. To solve this issue augmented functions can

**Algorithm 3** Density estimator

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1: Input:  $P_{t+1}$  (Survivors),  $R_t$  (Candidates),  $F$  (Current front)
2: Output:  $I \in R_t$ 
3: for  $k \in$  number of objectives do
4:   Select the best individual  $I \in F$  of  $k$  according to Eq. 3.
5:   if  $I \in R_t$  then
6:     return  $I$ 
7:  $FS = P_{t+1} \cap F$ 
8:  $MaxID = 0$ 
9: for  $I_c \in R_t$  do
10:   $Improvement = \min_{s \in FS} ID(I_c, s)$ 
11:  if  $Improvement > MaxID$  then
12:     $MaxID = Improvement$ 
13:     $I = I_c$ 
14: return  $I$ 

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be applied, which has been the alternative used in this paper. Particularly, iteratively, for each objective  $k$  the candidate solution that minimizes the Augmented Weighted Function (AWF) given in Eq. 3 is calculated (lines 3 to 6). If such an individual belongs to  $R_t$ , i.e., it has not been selected yet as a survivor, the next survivor is such an individual and the process finalizes (line 6). Note that, augmented functions usually take into account weight vectors with the aim of dealing with objectives that present very different scales. Since benchmarks that have similar scales in each objective have been used in this paper, there was no need to apply such weight vectors.

$$AWF_k(\vec{x}) = f_k(\vec{x}) + 10^{-4} \times \sum_{j=1}^M f_j(\vec{x}) \quad (3)$$

In cases where the individuals that optimize each  $AWF_K$  function are already in  $P_{t+1}$ , a contribution to objective-space diversity is calculated by taking into account the current survivors of the front (lines 8 to 14). Particularly, the “Improvement Distance” ( $ID$ ) defined for the indicator IGD+ [32] is used. The  $ID$  of an individual  $A$  with respect to an individual  $B$  is calculated by taking into account only the objectives where  $A$  is better. Specifically, Eq. (4) is used.

$$ID(A, B) = \left( \sum_{i=1}^M (\max(0, B_i - A_i))^2 \right)^{1/2} \quad (4)$$

Denoting as  $FS$  the members of the input front that are already in  $P_{t+1}$  (line 7), the contribution to diversity of each member of the input front that belongs to  $R_t$  is calculated as  $\min_{s \in FS} ID(I, s)$ . Then, the individual with a higher contribution is selected as the next survivor (lines 11 to 13).

**IV. EXPERIMENTAL VALIDATION**

In this section the experimental validation is carried out, showing that controlling the diversity in the variable space is a way to improve further some of the results obtained by the state-of-art-MOEAs. The analysis carried out in this section is carefully designed to get a clear understanding of the particularities of VSD-MOEA. First, several technical specifications of the implemented algorithms, and test problems are described. Thereafter, a core comparison between VSD-MOEA

TABLE I  
PARAMETERIZATION OF EACH MOEA CONSIDERED

Algorithm	Configuration
MOEA/D	Max. updates by sub-problem ( $\eta_r$ ) = 2, tour selection = 10, neighbor size = 10, period utility updating = 30 generations probability local selection ( $\delta$ ) = 0.9,
VSD-MOEA	$D_I = 0.4$
R2-EMOA	$\rho = 1$ , offspring by iteration = 1

and the state-of-the-art is presented. Additionally, to have a broad perception of the VSD-MOEA three extra experiments are driven. Such analyses are aimed to test the scalability in the decision variable space, the diversity parameter required by VSD-MOEA, and several stopping criterion settings. Particularly, the latter is probed with several terms-execution, i.e. from short-term to long-term executions.

This work is validated through some of the most popular benchmarks in the multi-objective field. Such problems are the WFG [33], DTLZ [34], and UF [35]. Furthermore, the experimental validation includes three well-known state-of-the-art MOEAs and the VSD-MOEA. The MOEAs taken into account are the NSGA-II [36], the MOEA/D [37], and the R2-EMOA [38], that can be classified as based-dominance, based-decomposition, and based-indicators respectively. Particularly, the MOEA/D implementation belongs to the first place in the “Congress on Evolutionary Computation 2009” (CEC) [39]. Given that all the considered algorithms are stochastic, each execution was repeated 35 times with different seeds. The common configuration in all the executions was the following: the stopping criterion was set to 250,000 generations, the population size was fixed to 100, the WFG test problems were configured with two and three objectives, which are set to 24 parameters, where 20 of them are distance parameters, and 4 are position parameters. Additionally, in the DTLZ test instances, the number of decision variables is set to  $n = M + r - 1$ , where  $r = \{5, 10, 20\}$  for DTLZ1, DTLZ2 to DTLZ6 and DTLZ7 respectively, as is suggested by the authors [34]. The UF benchmark is conformed by seven problems with two objectives (UF1-7) and three problems with three objectives (UF8-10), such problems are set with 30 decision variables. The operators employed on all the MOEAs are the Simulated Binary Crossover (SBX), and the polynomial mutation [28], [29]. In the crossover the probability and distribution index are set to 0.9 and 2 respectively. Similarly, the mutation probability and distribution index are set to  $1/n$  and 50 respectively. In addition, the extra-parameterization of each algorithm is shown in the Table I.

In addition, MOEA/D and R2-EMOA are configured with the Tchebycheff approach as utility function. According to their implementations each algorithm takes into account different weight vectors. Particularly, R2-EMOA can be configured with a different quantity of weight vectors than the population size. Thus, it employs 501 and 496 weight vectors for two and three objectives respectively. In contrast, MOEA/D requires the same number of weight vectors than the population size. As a result, to have the same population size in all the algorithms, the weight vectors are generated with the uniform design (UD)

and the good lattice point method (GLP) [40], [41].

Mainly, the experimental analyzes is carried out considering the hypervolume indicator (HV). The HV metric measures the objective space dominated by the approximated solutions given a reference point, so the solutions dominated by the reference point are not considered. Particularly, the reference point is chosen to be a vector whose values are slightly larger (ten percent) than the nadir point as is suggested in [42]. Similarly that in [43], and to have a fair comparison the normalized HV is estimated. Specifically, the HV reported is computed as the ratio between the HV reached by a set of solutions and the HV of a set of points that belong to the Pareto Front. In this way, the more approximated to the unity this metric is, the more converged are the solutions to the Pareto Front.

In order to statistically compare the HV results, a similar guideline than the proposed in [44] was used. First a Shapiro-Wilk test was performed to check whatever or not the values of the results followed a Gaussian distribution. If, so, the Levene test was used to check for the homogeneity of the variances. If samples had equal variance, an ANOVA test was done; if not, a Welch test was performed. For non-Gaussian distributions, the non-parametric Kruskal-Wallis test was used to test whether samples are drawn from the same distribution. An algorithm  $X$  is said to win algorithm  $Y$  when the differences between them are statistically significant, if the mean and median obtained by  $X$  are higher than the mean and median achieved by  $Y$ .

In Tables II and III are shown the normalized hypervolume with two and three objectives respectively. In this empirical results the VSD-MOEA achieved the best general mean, and its standard deviation achieved is not significantly high, meaning being quite stable to different random initialization of the population. According to Table II the dominance-based algorithms improved the remaining MOEAs. However, the general mean of NSGA-II (second best algorithm with 0.886) is quite similar than MOEA/D (0.881) and R2-EMOA (0.882), in contrast VSD-MOEA achieved a high HV value (0.951). In particular, the dominance-based algorithms gave the best values in the kind of problems with disconnected Pareto geometries (WFG2, UF5 and UF6). Taking into account three objectives, NSGA-II is placed as the worst algorithm (0.785) and this might occurs by its density estimator, which has some drawbacks in the most difficult problems with three objectives (e.g. multi-frontality). The second place is attained by R2-EMOA (0.855), which is still quite low compared with VSD-MOEA (0.916).

Given that the general mean can be unsteady to atypical measurements, which is found in results with high standard deviation, in Tables IV and V are shown the statistical tests with two and three objectives respectively. Such tables incorporate the difference between the mean in each algorithm and the best mean achieved for each problem, which is tagged with “Diff”. A representative value of each column is shown in the last row, which is conformed by the sum of the entirely column. The algorithm that attained more wins in the pair-wise comparison is the VSD-MOEA with 48 and 52 wins in two and three objectives respectively. Besides that VSD-MOEA lost in several pair-wise comparisons it is enough close to the best results, it is noted with the differences obtained with the best result. In fact, VSD-MOEA achieved 0.060 and 0.027 in contrast

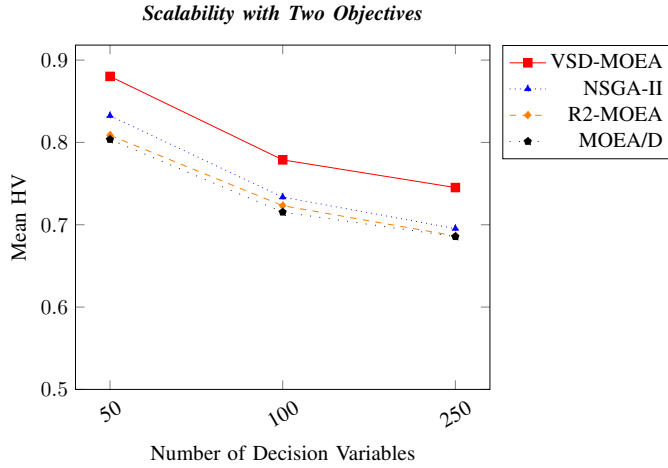


Fig. 2. Mean of the HV (35 runs) considering two objectives.

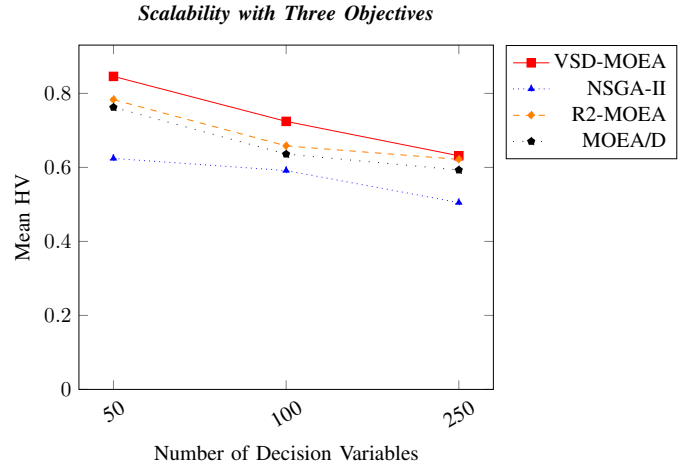


Fig. 3. Mean of the HV (35 runs) considering three objectives.

the second bests algorithms are NSGA-II and R2-EMOA in two and three objectives respectively. Particularly, the worst “Diff” value achieved by the VSD-MOEA is with the WFG6 test-problem (0.045 and 0.024), which is uni-modal and non-separable. Nevertheless, this problem was better approximated with  $D_I = 0.1$  whose means were of 0.913 and 0.868 for two and three objectives respectively. Therefore, this test-problem is improved inducing less diversity at the initial stages of the execution.

#### A. Decision Variable Scalability Analysis

In order, to study the scalability of the decision variables, and following the same guideline of validation, the algorithms were test with 50, 100, and 250 variables. Particularly, since that long-term executions (250000 generations) are time-consuming, this analysis is carried out with middle-term executions (25000 generations). In Figures 2 and 3 are shown the normalized mean of the HV results for two and three objectives respectively. All the algorithms were deteriorated as the number of variables is increased. In fact, the based-dominance algorithms are the best in problems of two objectives. In contrast, taking into account problems of three objectives, the weight-vector based algorithms show to be enough stable according the increment of the variables in comparison to the dominance-based algorithms. In addition, the weight-vector based algorithms have a similar performance increasing the number of decision variables. However, VSD-MOEA is still the best algorithm in both two and three objectives. In problems of three objectives, VSD-MOEA is deteriorated with the number of variables in comparison to the weight-vector based algorithms, this might be caused for several reasons, perhaps two of the most important are the time-execution involved and the distance metric used in the magnament of diversity. The latter is popularly known as *The Curse of Dimensionality* [45], [46], meaning that under certain broad conditions, as dimensionality is increased, the distance to the nearest neighbor approaches the distance to the farthest neighbor. In other words, the contrast in distances to different data points becomes no-existent.

In order, to have a better understanding of the algorithms and following the guideline of middle-term executions, the diversity in the decision variable space is computed with some WFG problems. Particularly, these problems divide the decision variables in two kinds of parameters: the distance parameters and the position parameters. A parameter  $x_i$  is a distance parameter when for all parameter vectors  $\vec{F}(\mathbf{x})$ , modifying  $x_i$  in  $\vec{F}(\mathbf{x})$  results in a parameter vector that dominates  $\vec{F}(\mathbf{x})$ , is equivalent to  $\vec{F}(\mathbf{x})$ , or is dominated by  $\vec{F}(\mathbf{x})$ . However, if  $x_i$  is a position parameter, modifying  $x_i$  in  $\vec{F}(\mathbf{x})$  always results in a vector that is incomparable or equivalent to  $\vec{F}(\mathbf{x})$  [47].

Particularly, the selected problems are used to show that premature convergence or stagnation appears in the set of distance parameters. Consequently, the operators involved lose its exploratory strength. We select the WFG1-WFG7 problems because their distance parameters values associated to Pareto optimal solutions have exactly the same values. This values is shown as follows:

$$x_{i=k+1:n} = 2i \times 0.35 \quad (5)$$

In order to analyze the diversity, the average Euclidean distance among individuals (ADI) is calculated, i.e. the mean value of all pairwise distances among individuals in the population is reported. In Figures 4 and 5 are shown the evolution of diversity with two and three objectives. Concretely, each figure shows the diversity maintained with the position parameters and the distance parameters. The diversity is calculated for 50, 100, and 250 variables with all the algorithms. Principally, state-of-the-art algorithms converges to certain promising regions in distance parameters after the 10% of total time-execution. Nevertheless, in relation with state-of-the-art, the diversity in position parameters increases as the time elapses, meaning that the remaining 90% is devoted to improve the quality in the objective space. Therefore, the algorithms tend to stagnate after that the distance parameters converges to promising regions (it could be non-optimal region). In contrast, VSD-MOEA keeps diverse solutions in both kind of parameters until the 50% of the time elapsed.



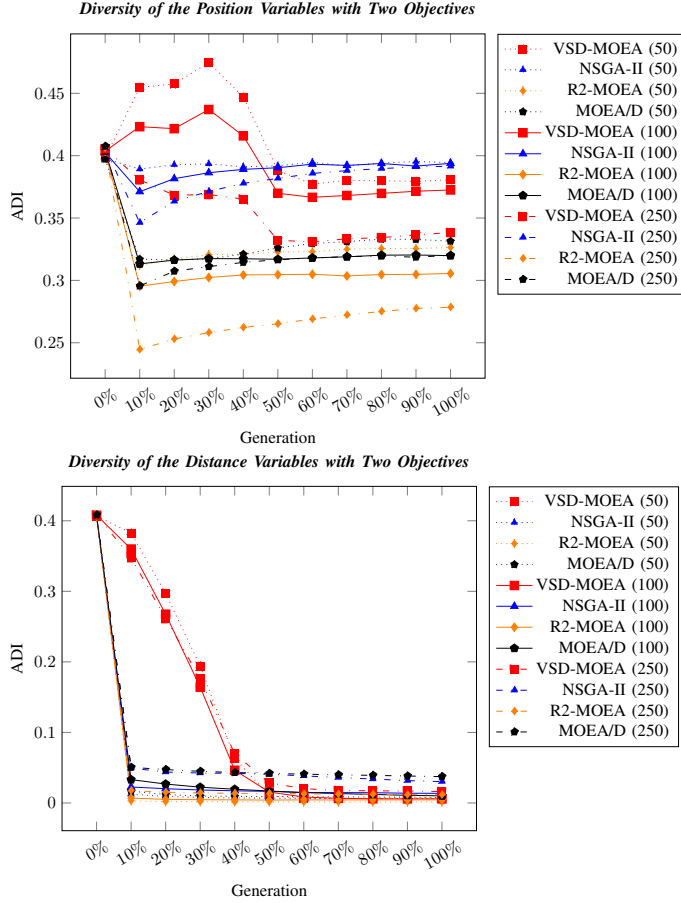


Fig. 4. Evolution of Average Distance Individuals of the Problems WFG1-WFG7.

The diversity maintained in problems of three objectives is larger than with problems of two objectives, this might occur since that the quantity of prominent solutions increases meaningfully between two and three objectives. Therefore, there is present an implicit relation of diversity between the number of objectives and the decision variables space, in this situation three objectives keeps implicitly more diversity than two objectives. However, this implicit diversity maintained is not enough to avoid stagnation in several problems. Thus, considering long-term executions in state-of-the-art algorithms could not improve meaningfully. In contrast, VSD-MOEA could improve even more with long-term executions, since that it keeps diversity at several stages. In general, as the number of variables is increased, the convergence in the distance parameters is even more slow, therefore to have quality solutions is required a greater time-execution, for example with 250 variables the distance parameters are still moving.

### B. Stagnation with MOEAs

This section is devoted to test the performance of the algorithms with several term-executions. As was previously discussed, state-of-the-art algorithms might suffer of stagnation. Therefore, the solutions could converge in promising (but non-optimal) regions at the first stages of the execution and wasting a meaningful quantity of time-execution. To deal with

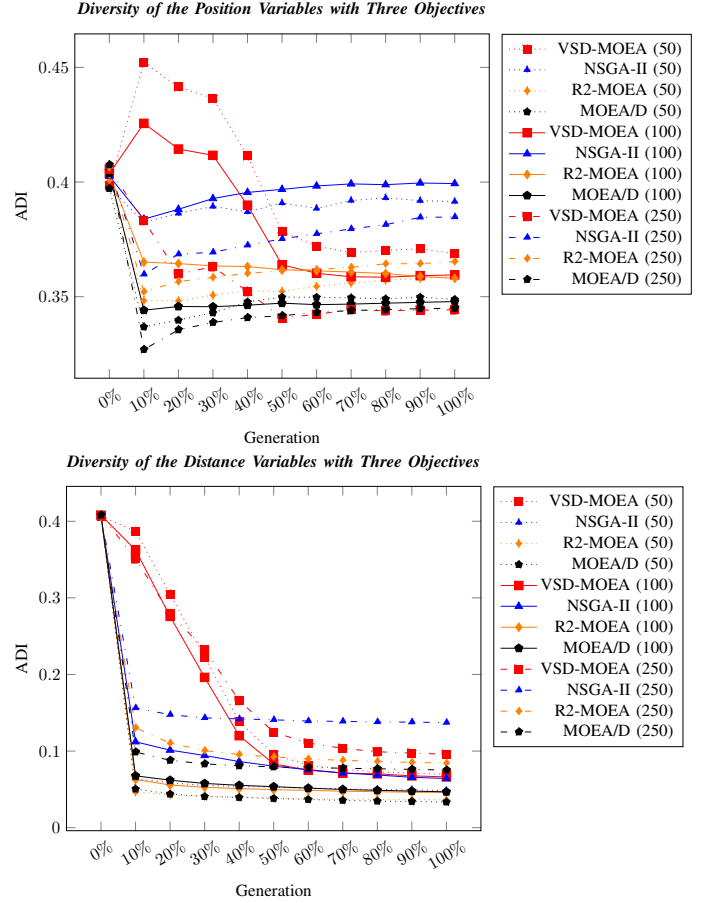


Fig. 5. Evolution of Average Distance Individuals of the Problems WFG1-WFG7.

this issue, VSD-MOEA maintains diversity at different stages as long as the stopping criterion is reached. Accordingly, to have a better understanding of the behaviour that the algorithms have with different term-executions, the mean of normalized HV of all the problems for two and three objectives are computed. Mainly, three ranges of stopping criterion were probed. Each range was split in ten intervals, such ranges considered were [300, 2500], [2500, 25000] and [25000, 250000] respectively. In Figure 6 are showed the mean HV values attained with each MOEA with two and three objectives respectively. This shows that VSD-MOEA attained competitive results considering short-term executions. Even more, as the time-execution is increased its performance is improved. In fact after 2500 generations the VSD-MOEA has a notorious improvement respect to the state-of-the-art-MOEAs in both two and three objectives. In problems with two objectives state-of-the-art algorithms attained quite similar HV values in long-term executions (250000 generations). The weight-vector based algorithms had a similar behaviour in relation with the stopping criterion. Particularly, R2-EMOA improved state-of-the-art algorithms in the problems of three objectives. Moreover, this algorithm showed a lightly constant improving in relation if the stopping criterion. However, VSD-MOEA attained the best results in long-term executions.



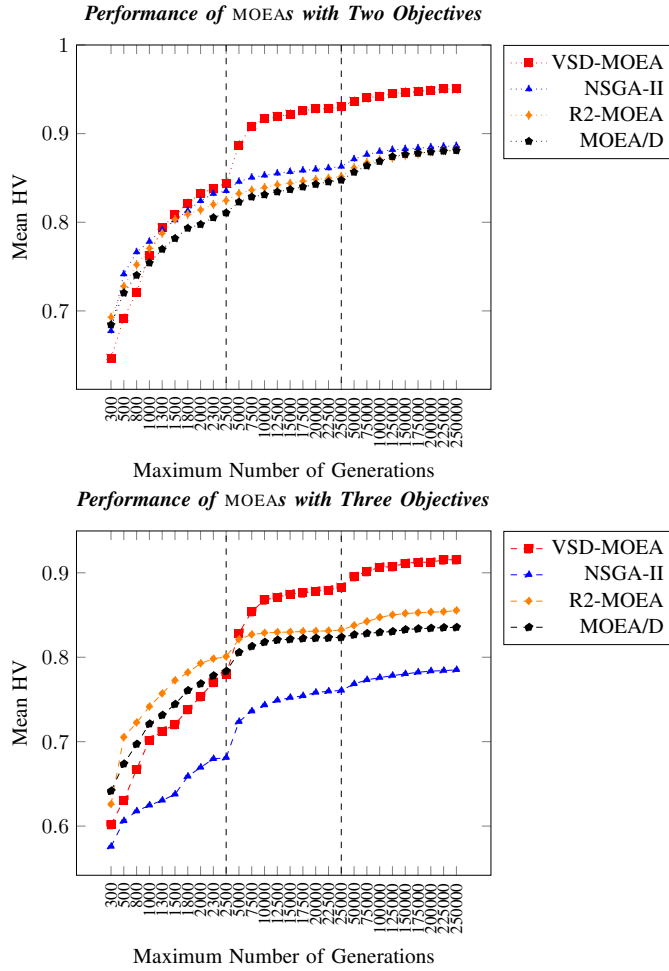


Fig. 6. Performance of the MOEAs considering several maximum number of generations.

### C. Analyzes of the Initial Factor Distance

The VSD-MOEA induces the diversity of the decision variable space through the initial distance factor ( $D_I$ ), such parameter is decreased as the number of generations elapses. Given that this parameter influences the performance of the algorithm, a detailed empirical analyzes is taken into account as follows. Since that this parameter is computed as a fraction of the main normalized diagonal which belongs to the unitary hyper-cube, the portions considered are  $D_I = \{0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9\}$ . In the Figure 7 is shown the general mean of the HV for each configuration with two and three objectives respectively. Particularly, the initial parameter  $D_I = 0.0$ , which does not promote diversity, should have a similar performance than a classic MOEA. In spite that none diversity is promoted, the VSD-MOEA achieves better general mean values than the remaining MOEAs, those values are 0.905, 0.895 for two and three objectives respectively. Even more, the benefits of promoting diversity are outstanding from 0.909 and 0.895 of two and three objectives to 0.936 and 0.899 with  $D_I = 0.1$ . It seems that such benefits are more notorious with two objectives than with three. This might occur given that the population size might not be enough to cover the entire objective space. Based on this empirical

Mean of the HV Value with Several Initial Distance Factor

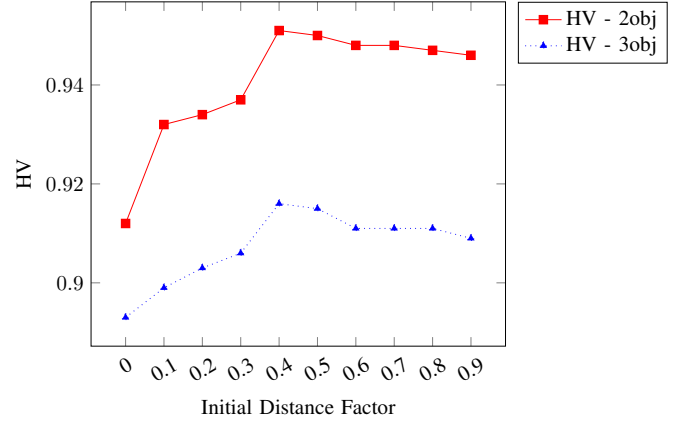


Fig. 7. Mean of Indicator Considering All Instances with Several Initial Distance Factors

results, the most suitable parameter configuration should be set with  $D_I = 0.4$ .

## V. CONCLUSION

The evolutionary algorithms have been a most popular approaches to deal with complex optimization problems. Given that the quality of the MOEAs is directly measured in the objective space, the majority of them incorporate sophisticated mechanisms with the aim to attain diverse and converged solutions to the Pareto Front. Since this, the diversity in the decision variables tend to be neglected. However, equivalently than in single-objective problems, where the diversity in variable space has a critical role, the multi-objective problems should take into consideration the diversity in both spaces to avoid premature convergence in sub-optimal regions.

In this work we have provided an algorithm with a particular replacement phase. This phase considers the diversity in both spaces, specifically in the variable space the diversity is based in a decremented dynamic concept. Thus, at the first stages the diversity in variables space is promoted, as the generations elapses this diversity is gradually reduced, thus at the last stages the replacement phase works as a classic MOEA.

In addition, is suggested a novel density estimator of the objective space, which is based in the IGD+ indicator being considered as weakly Pareto compliant. In the experimental validation carried out, is showed that our proposal not only improves the state-of-the-art-MOEAs in long-term execution, also offers a reasonable performance in short-term executions. This validation shows that the VSD-MOEA is able to properly solve several test problems, also it attained better results than the remaining MOEAs in the problems with the most difficult characteristics. In addition, some scalability experiments with the decision variables are carry out through long-term executions, results indicate the superiority and stability measured with the hypervolume indicator.

Therefore, is shown the relevance in having a properly management of the diversity in the variable space, and established a way to preserve the quality and diversity in both decision and objective space.

TABLE II  
STATISTICS HV WITH TWO OBJECTIVES

	MOEA/D				NSGA-II				R2-MOEA				VSD-MOEA			
	Min	Max	Mean	Std	Min	Max	Mean	Std	Min	Max	Mean	Std	Min	Max	Mean	Std
WFG1	0.984	0.993	0.992	0.002	0.987	0.993	0.992	0.002	0.946	0.994	0.988	0.012	0.984	0.994	0.992	0.003
WFG2	0.965	0.996	0.967	0.007	0.966	0.998	0.974	0.014	0.965	0.966	0.966	0.000	0.998	0.998	0.998	0.000
WFG3	0.992	0.992	0.992	0.000	0.987	0.988	0.987	0.000	0.991	0.992	0.991	0.000	0.992	0.992	0.992	0.000
WFG4	0.988	0.988	0.988	0.000	0.983	0.987	0.985	0.001	0.991	0.991	0.991	0.000	0.990	0.990	0.990	0.000
WFG5	0.876	0.893	0.882	0.005	0.884	0.899	0.890	0.002	0.886	0.895	0.891	0.003	0.911	0.946	0.926	0.008
WFG6	0.879	0.940	0.914	0.016	0.894	0.942	0.913	0.012	0.875	0.942	0.912	0.015	0.858	0.885	0.869	0.006
WFG7	0.988	0.988	0.988	0.000	0.983	0.987	0.984	0.001	0.991	0.991	0.991	0.000	0.990	0.990	0.990	0.000
WFG8	0.800	0.822	0.811	0.006	0.771	0.801	0.789	0.006	0.803	0.824	0.815	0.005	0.830	0.955	0.947	0.020
WFG9	0.795	0.972	0.883	0.082	0.793	0.966	0.832	0.070	0.797	0.976	0.884	0.079	0.964	0.975	0.970	0.003
DTLZ1	0.993	0.993	0.993	0.000	0.990	0.992	0.991	0.000	0.992	0.992	0.992	0.000	0.992	0.992	0.992	0.000
DTLZ2	0.989	0.989	0.989	0.000	0.986	0.988	0.987	0.000	0.991	0.992	0.992	0.000	0.990	0.990	0.990	0.000
DTLZ3	0.989	0.989	0.989	0.000	0.987	0.989	0.989	0.001	0.991	0.992	0.992	0.000	0.990	0.990	0.990	0.000
DTLZ4	0.259	0.989	0.781	0.330	0.259	0.988	0.863	0.274	0.259	0.992	0.657	0.365	0.990	0.990	0.990	0.000
DTLZ5	0.989	0.989	0.989	0.000	0.986	0.988	0.987	0.000	0.991	0.992	0.992	0.000	0.990	0.990	0.990	0.000
DTLZ6	0.448	0.910	0.700	0.105	0.138	0.511	0.322	0.075	0.510	0.922	0.691	0.107	0.990	0.990	0.990	0.000
DTLZ7	0.996	0.996	0.996	0.000	0.996	0.997	0.996	0.000	0.997	0.997	0.997	0.000	0.996	0.996	0.996	0.000
UF1	0.991	0.993	0.992	0.000	0.986	0.989	0.988	0.000	0.978	0.994	0.990	0.005	0.992	0.995	0.994	0.000
UF2	0.987	0.993	0.991	0.002	0.980	0.983	0.981	0.001	0.984	0.991	0.988	0.002	0.986	0.992	0.989	0.002
UF3	0.481	0.674	0.597	0.043	0.678	0.871	0.784	0.048	0.531	0.704	0.589	0.041	0.805	0.909	0.867	0.025
UF4	0.881	0.917	0.908	0.006	0.875	0.910	0.889	0.008	0.923	0.935	0.929	0.003	0.920	0.930	0.925	0.002
UF5	0.035	0.792	0.484	0.165	0.256	0.766	0.641	0.104	0.123	0.792	0.566	0.192	0.586	0.762	0.658	0.043
UF6	0.255	0.711	0.447	0.114	0.235	0.801	0.635	0.120	0.349	0.767	0.568	0.113	0.668	0.922	0.827	0.080
UF7	0.987	0.991	0.990	0.001	0.980	0.983	0.981	0.001	0.557	0.991	0.910	0.150	0.975	0.991	0.988	0.003
Mean	0.806	0.935	0.881	0.038	0.808	0.927	0.886	0.032	0.801	0.940	0.882	0.048	0.930	0.964	0.951	0.008

TABLE III  
STATISTICS HV WITH THREE OBJECTIVES

	MOEA/D				NSGA-II				R2-MOEA				VSD-MOEA			
	Min	Max	Mean	Std	Min	Max	Mean	Std	Min	Max	Mean	Std	Min	Max	Mean	Std
WFG1	0.958	0.969	0.966	0.002	0.925	0.945	0.935	0.005	0.968	0.979	0.975	0.002	0.978	0.984	0.982	0.001
WFG2	0.973	0.978	0.976	0.001	0.959	0.974	0.968	0.004	0.962	0.963	0.963	0.000	0.988	0.991	0.989	0.001
WFG3	0.992	0.992	0.992	0.000	0.976	0.988	0.985	0.002	0.991	0.992	0.992	0.000	0.989	0.989	0.989	0.000
WFG4	0.864	0.865	0.865	0.000	0.854	0.883	0.868	0.007	0.903	0.905	0.904	0.000	0.918	0.920	0.919	0.000
WFG5	0.795	0.804	0.797	0.002	0.806	0.836	0.821	0.008	0.843	0.853	0.848	0.002	0.842	0.861	0.853	0.005
WFG6	0.777	0.832	0.809	0.013	0.788	0.836	0.815	0.011	0.847	0.875	0.857	0.007	0.823	0.848	0.834	0.007
WFG7	0.864	0.865	0.865	0.000	0.858	0.889	0.875	0.008	0.901	0.905	0.904	0.001	0.919	0.920	0.919	0.000
WFG8	0.778	0.785	0.782	0.002	0.697	0.730	0.716	0.008	0.816	0.821	0.819	0.001	0.877	0.912	0.902	0.009
WFG9	0.726	0.851	0.819	0.039	0.720	0.833	0.746	0.027	0.773	0.895	0.872	0.038	0.763	0.881	0.872	0.019
DTLZ1	0.950	0.950	0.950	0.000	0.935	0.950	0.943	0.004	0.939	0.943	0.941	0.001	0.962	0.966	0.964	0.001
DTLZ2	0.899	0.899	0.899	0.000	0.871	0.901	0.886	0.007	0.913	0.916	0.915	0.001	0.928	0.930	0.930	0.000
DTLZ3	0.899	0.899	0.899	0.000	0.876	0.901	0.890	0.006	0.914	0.916	0.915	0.000	0.928	0.931	0.930	0.000
DTLZ4	0.151	0.899	0.813	0.238	0.871	0.904	0.888	0.007	0.151	0.916	0.675	0.298	0.929	0.932	0.930	0.001
DTLZ5	0.978	0.978	0.978	0.000	0.982	0.984	0.983	0.001	0.985	0.986	0.986	0.000	0.986	0.986	0.986	0.000
DTLZ6	0.310	0.889	0.591	0.142	0.183	0.382	0.243	0.056	0.400	0.946	0.672	0.143	0.986	0.986	0.986	0.000
DTLZ7	0.914	0.914	0.914	0.000	0.907	0.935	0.924	0.006	0.837	0.893	0.860	0.014	0.963	0.966	0.964	0.001
UF8	0.151	0.830	0.773	0.107	0.324	0.646	0.463	0.069	0.578	0.917	0.898	0.057	0.876	0.926	0.909	0.010
UF9	0.753	0.916	0.846	0.067	0.368	0.782	0.728	0.096	0.778	0.954	0.844	0.079	0.901	0.973	0.946	0.021
UF10	0.145	0.555	0.341	0.162	0.060	0.391	0.242	0.067	0.143	0.578	0.413	0.166	0.410	0.723	0.591	0.101
Mean	0.730	0.877	0.835	0.041	0.735	0.826	0.785	0.021	0.771	0.903	0.855	0.043	0.893	0.928	0.916	0.009

In future, we plan to develop an adaptive scheme to avoid setting the initial factor distance, even though the VSD-MOEA is not highly sensitive to this parameter adapting this parameter could result in a most robust MOEA. In addition, a multi-objective memetic algorithm with this principle should be proposed, since that this approach managements the diversity a local search should provides even better results.

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TABLE IV  
STATISTICAL TESTS OF HV WITH TWO OBJECTIVES

	MOEA/D				NSGA-II				R2-MOEA				VSD-MOEA			
	↑	↓	↔	Diff	↑	↓	↔	Diff	↑	↓	↔	Diff	↑	↓	↔	Diff
WFG1	1	0	2	0.000	0	2	1	0.000	0	0	3	0.005	1	0	2	0.000
WFG2	1	2	0	0.032	2	1	0	0.024	0	3	0	0.033	3	0	0	0.000
WFG3	2	1	0	0.001	0	3	0	0.005	1	2	0	0.001	3	0	0	0.000
WFG4	1	2	0	0.003	0	3	0	0.006	3	0	0	0.000	2	1	0	0.001
WFG5	0	3	0	0.044	1	1	1	0.036	1	1	1	0.035	3	0	0	0.000
WFG6	1	0	2	0.000	1	0	2	0.001	1	0	2	0.002	0	3	0	0.045
WFG7	1	2	0	0.003	0	3	0	0.007	3	0	0	0.000	2	1	0	0.001
WFG8	1	2	0	0.136	0	3	0	0.158	2	1	0	0.133	3	0	0	0.000
WFG9	1	1	1	0.087	0	3	0	0.138	1	1	1	0.086	3	0	0	0.000
DTLZ1	3	0	0	0.000	0	3	0	0.002	2	1	0	0.001	1	2	0	0.001
DTLZ2	1	2	0	0.002	0	3	0	0.004	3	0	0	0.000	2	1	0	0.001
DTLZ3	1	2	0	0.002	0	3	0	0.003	3	0	0	0.000	2	1	0	0.001
DTLZ4	0	2	1	0.209	1	1	1	0.128	0	0	3	0.334	2	0	1	0.000
DTLZ5	1	2	0	0.002	0	3	0	0.004	3	0	0	0.000	2	1	0	0.001
DTLZ6	1	1	1	0.291	0	3	0	0.668	1	1	1	0.299	3	0	0	0.000
DTLZ7	0	3	0	0.001	2	1	0	0.001	3	0	0	0.000	1	2	0	0.001
UF1	1	1	1	0.002	0	3	0	0.006	1	1	1	0.004	3	0	0	0.000
UF2	3	0	0	0.000	0	3	0	0.010	1	1	1	0.003	1	1	1	0.002
UF3	0	2	1	0.270	2	1	0	0.084	0	2	1	0.279	3	0	0	0.000
UF4	1	2	0	0.020	0	3	0	0.040	3	0	0	0.000	2	1	0	0.003
UF5	0	3	0	0.175	1	0	2	0.018	1	0	2	0.092	1	0	2	0.000
UF6	0	3	0	0.380	2	1	0	0.192	1	2	0	0.258	3	0	0	0.000
UF7	2	0	1	0.000	1	2	0	0.009	0	3	0	0.079	2	0	1	0.001
Total	23	36	10	1.661	13	49	7	1.542	34	19	16	1.643	48	14	7	0.060

TABLE V  
STATISTICAL TESTS OF HV WITH THREE OBJECTIVES

	MOEA/D				NSGA-II				R2-MOEA				VSD-MOEA			
	↑	↓	↔	Diff	↑	↓	↔	Diff	↑	↓	↔	Diff	↑	↓	↔	Diff
WFG1	1	2	0	0.017	0	3	0	0.047	2	1	0	0.007	3	0	0	0.000
WFG2	2	1	0	0.014	1	2	0	0.022	0	3	0	0.027	3	0	0	0.000
WFG3	3	0	0	0.000	0	3	0	0.008	2	1	0	0.001	1	2	0	0.004
WFG4	0	3	0	0.055	1	2	0	0.052	2	1	0	0.015	3	0	0	0.000
WFG5	0	3	0	0.056	1	2	0	0.032	2	1	0	0.005	3	0	0	0.000
WFG6	0	2	1	0.048	0	2	1	0.043	3	0	0	0.000	2	1	0	0.024
WFG7	0	3	0	0.055	1	2	0	0.044	2	1	0	0.015	3	0	0	0.000
WFG8	1	2	0	0.121	0	3	0	0.187	2	1	0	0.084	3	0	0	0.000
WFG9	1	2	0	0.053	0	3	0	0.127	2	1	0	0.001	3	0	0	0.000
DTLZ1	2	1	0	0.014	1	2	0	0.022	0	3	0	0.024	3	0	0	0.000
DTLZ2	1	2	0	0.031	0	3	0	0.044	2	1	0	0.015	3	0	0	0.000
DTLZ3	1	2	0	0.031	0	3	0	0.040	2	1	0	0.015	3	0	0	0.000
DTLZ4	0	2	1	0.117	1	1	1	0.042	0	1	2	0.255	3	0	0	0.000
DTLZ5	0	3	0	0.007	1	2	0	0.003	2	0	1	0.000	2	0	1	0.000
DTLZ6	1	2	0	0.395	0	3	0	0.743	2	1	0	0.314	3	0	0	0.000
DTLZ7	1	2	0	0.050	2	1	0	0.041	0	3	0	0.104	3	0	0	0.000
UF8	1	2	0	0.136	0	3	0	0.445	2	0	1	0.011	2	0	1	0.000
UF9	1	1	1	0.100	0	3	0	0.218	1	1	1	0.102	3	0	0	0.000
UF10	0	2	1	0.250	0	2	1	0.349	2	1	0	0.178	3	0	0	0.000
Total	16	37	4	1.551	9	45	3	2.507	30	22	5	1.172	52	3	2	0.027

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