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# Backtracking Search Optimization Algorithm

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**Group 2**

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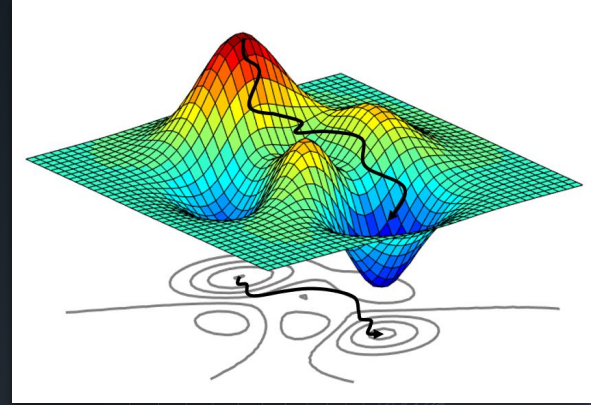
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1. Introduction
2. Backtracking Search Algorithm
3. Implementation
4. Result
5. Conclusion

# Introduction

1. Optimization
2. Evolutionary Algorithms
3. What is Backtracking?

# Optimization



Optimization is a very important research area in applied mathematics. Optimization algorithms aim to find the best values for a system's parameters under various conditions.

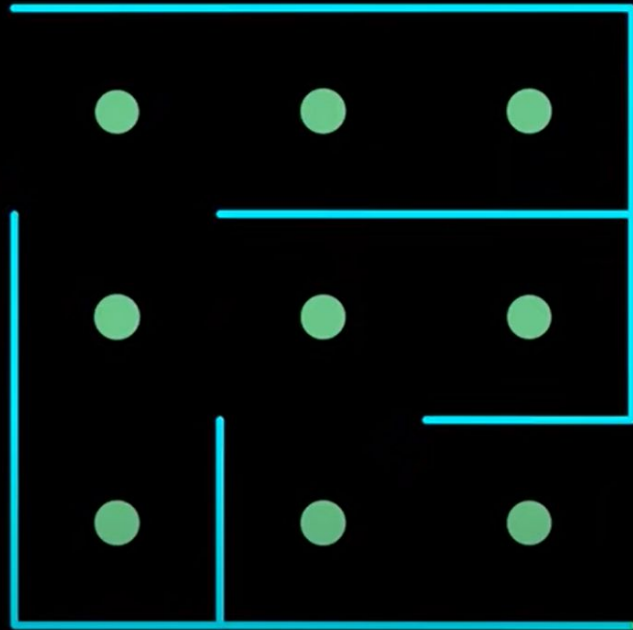
# Evolutionary algorithms



# What is Backtracking?



Start



Finish

Start

0

1

2

3

4

5

6

7

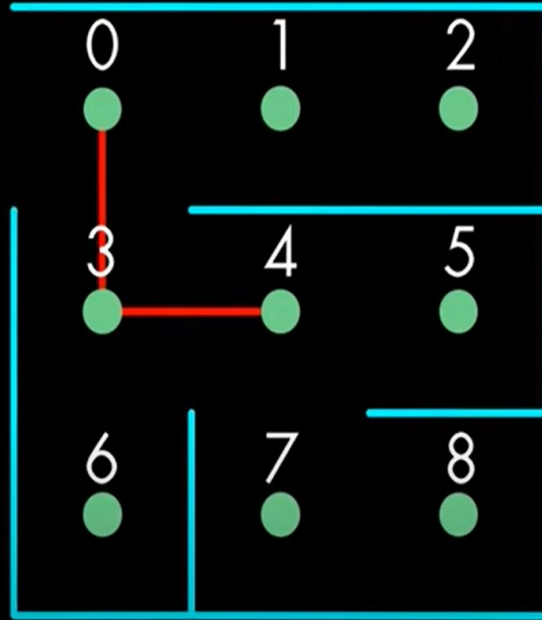
8

Finish



Path:

0 3 4

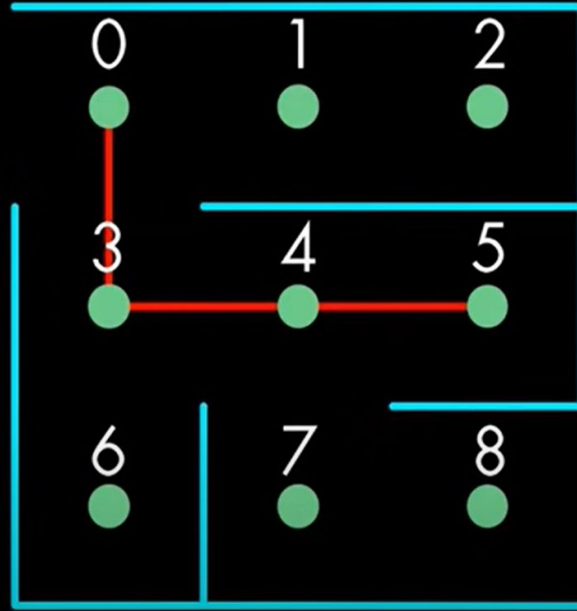


Visited:

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Path:

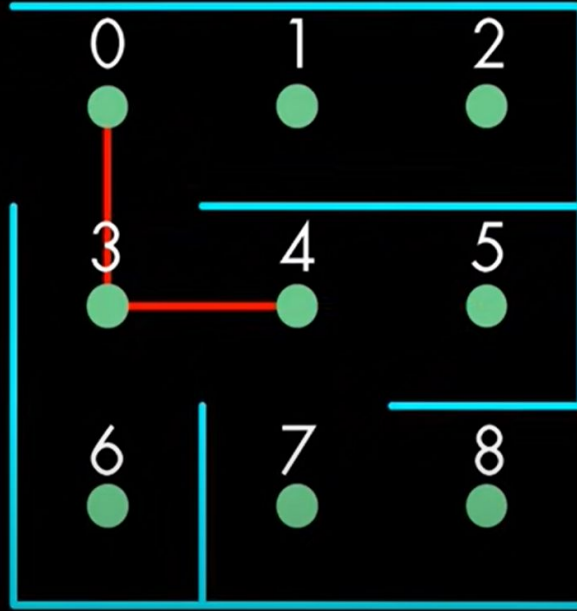
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Visited:

0 1 2  
3 4 5

Path:  
0 3 4



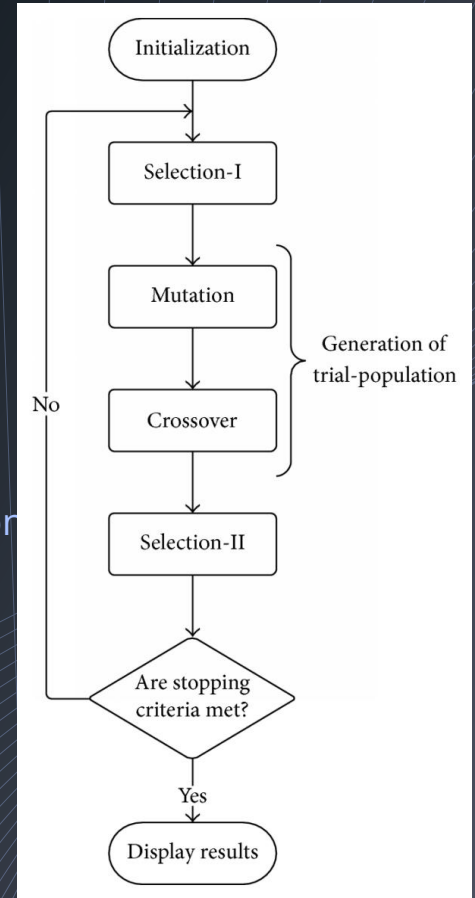
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# Backtracking Search Algorithm

1. Algorithm
2. Implementation

# Backtracking Search Algorithm

BSA is one of the new population based evolutionary algorithms. It is based on an iterative process which tries to minimize the objective function



# Stages

**There are 5 stages to implement the algorithm, which are following:**

1. Initialization
2. Selection-I
3. Mutation
4. Crossover
5. Selection-II

# 1. Initialization

BSA initializes the population  $P$  with equation:

```
for  $i$  from 1 to  $N$  do
    for  $j$  from 1 to  $D$  do
         $P_{i,j} = \text{rnd} \cdot (\text{up}_j - \text{low}_j) + \text{low}_j$  // Initialization of population,  $P$ .
         $\text{old}P_{i,j} = \text{rnd} \cdot (\text{up}_j - \text{low}_j) + \text{low}_j$  // Initialization of old $P$ .
    end
     $\text{fitness}P_i = \text{ObjFun}(P_i)$  // Initial-fitness values of  $P$ 
end
```

Where:

$N \rightarrow$  population size

$D \rightarrow$  problem dimension

$\text{rnd} \rightarrow$  uniform distribution function  $U(0,1)$

$P_i \rightarrow$  population member

$\text{low}_j, \text{up}_j \rightarrow$  bounds of solution space

# 2. Selection-I

The following equation gives a chance to BSA to redesign at the beginning of each iteration:

```
// SELECTION-I  
if ( $a < b | a, b \sim U(0,1)$ ) then  $oldP := P$  end  
 $oldP := permuting(oldP)$  // 'permuting' arbitrary changes in positions of two  
individuals in oldP.
```

Where:

**a,b** → random number of uniform distribution function  $U(0,1)$

**P** → current population

**oldP** → old population

**permute** → random shuffle function



# 3. Mutation

The mutant members of BSA are generated by using the following function:

$$mutant = P + 3 \cdot rndn \cdot (oldP - P)$$

Where:

***rndn*** → random number of normal distribution function  $N(0,1)$

# 4. Crossover

BSA's crossover process generates the final form of the trial population  $T$ . The crossover step includes two steps. The first strategy uses mixrate.

```
(0)  $\text{map}_{(1:N,1:D)} = 1$ 
(1) if  $a < b \mid a, b \sim U(0, 1)$  then
(2)   for  $i$  from 1 to  $N$  do
(3)      $\text{map}_{i, \mathcal{U}_{(1: \lceil \text{mixrate} \cdot \text{rnd} \cdot D \rceil)}} = 0 \mid \mathcal{U} = \text{permuting } ((1, 2, 3, \dots, D))$ 
(4)   end
(5) else
(6)   for  $i$  from 1 to  $N$  do,  $\text{map}_{i, \text{randi}(D)} = 0$ , end
(7) end
(8)  $T := \text{Mutant}$ 
(9) for  $i$  from 1 to  $N$  do
(10)   for  $j$  from 1 to  $D$  do
(11)     if  $\text{map}_{i,j} = 1$  then  $T_{i,j} := P_{i,j}$ 
(12)   end
(13) end
```

# 4. Crossover

The second strategy allows only one randomly chosen individual to mutate in each trial

```
Input:  $T$ , Search sapce limits  
Output:  $T$   
for  $i$  from 1 to  $N$  do  
  for  $j$  from 1 to  $D$  do  
    if  $(T_{i,j} < \text{low}_j)$  or  $(T_{i,j} > \text{up}_j)$  then  
       $T_{i,j} = \text{rnd} \cdot (\text{up}_j - \text{low}_j) + \text{low}_j$   
    end  
  end  
end  
end
```

# 5. Selection-II

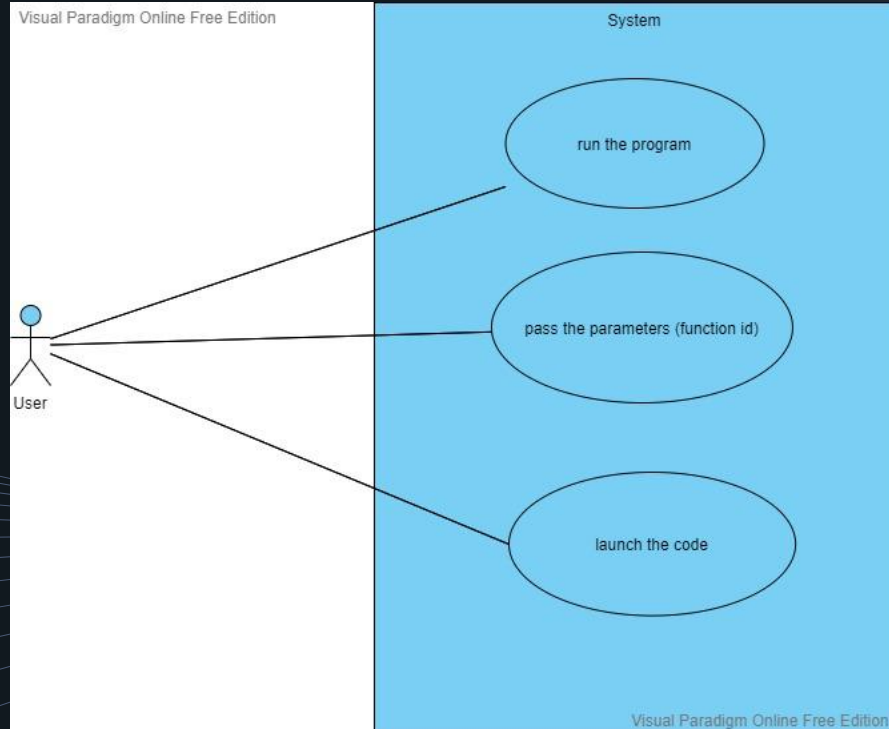
In selection-II process of BSA,  $P_i$  values are updated by a greedy selection strategy

```
// SELECTION-II
fitnessT = ObjFnc(T)
for i from 1 to N do
    if fitnessTi < fitnessPi then
        fitnessPi := fitnessTi
        Pi := Ti
    end
end
fitnessPbest = min(fitnessP) | best ∈ {1, 2, 3, ..., N}
if fitnessPbest < globalminimum then
    globalminimum := fitnessPbest
    globalminimizer := Pbest
    // Export globalminimum and globalminimizer
end
```

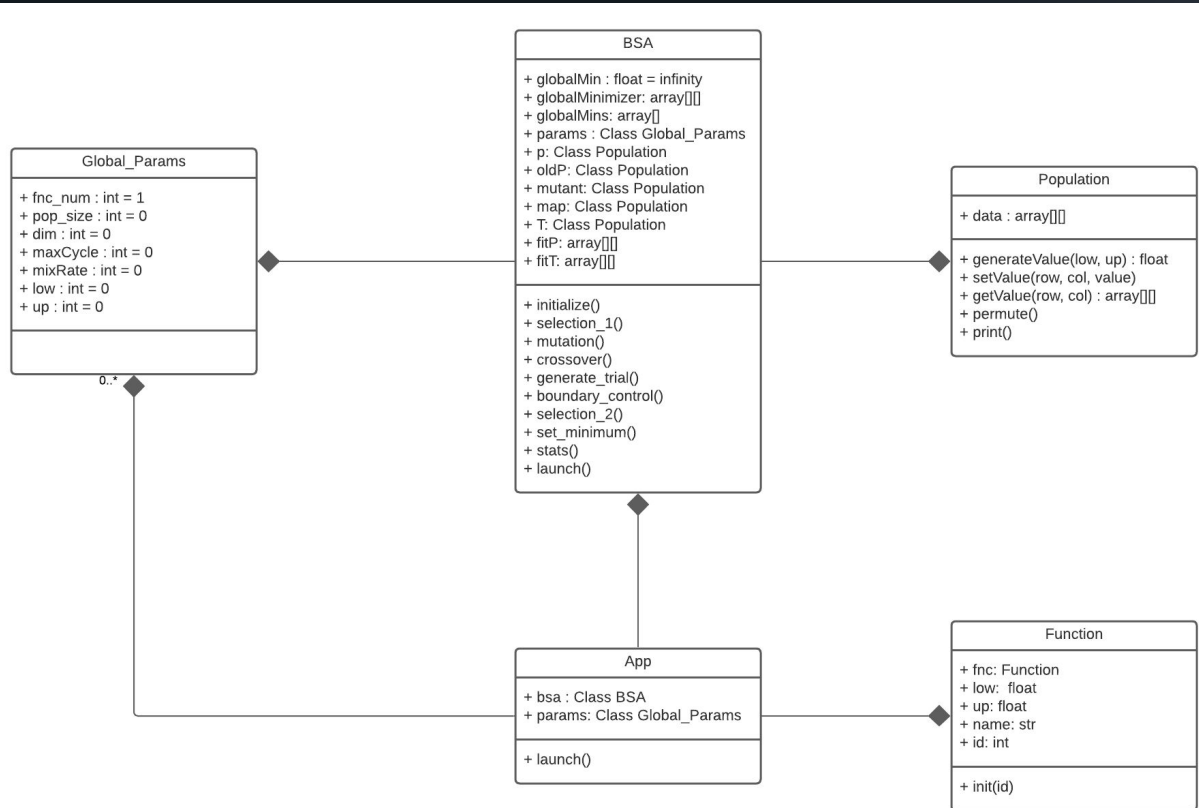
# Implementation

The background is a dark blue gradient. A series of thin, light blue lines originate from the bottom left and fan out towards the right, creating a sense of depth and perspective. The lines are more densely packed on the left and spread out as they move to the right.

# Use Case Diagram



# Class diagram





Result



# Ackley

## Backtracking Search Optimization Algorithm

The list of functions:

1. Ackley function
2. Rastrigin function
3. Rosebrock function
4. Schewel function

Please choose the function from the list: 2

```
BSA: 0 -----> 434.36929290221286
BSA: 1 -----> 410.69650441113856
BSA: 2 -----> 410.69650441113856
BSA: 3 -----> 410.69650441113856
BSA: 4 -----> 410.69650441113856
BSA: 5 -----> 410.69650441113856
BSA: 6 -----> 410.69650441113856
BSA: 7 -----> 410.69650441113856
BSA: 8 -----> 410.69650441113856
BSA: 9 -----> 410.69650441113856
BSA: 10 -----> 410.69650441113856
BSA: 11 -----> 410.69650441113856
BSA: 12 -----> 410.69650441113856
BSA: 13 -----> 410.69650441113856
BSA: 14 -----> 410.69650441113856
BSA: 15 -----> 410.69650441113856
BSA: 16 -----> 410.69650441113856
BSA: 17 -----> 410.69650441113856
BSA: 18 -----> 410.69650441113856
BSA: 19 -----> 410.69650441113856
BSA: 20 -----> 410.69650441113856
BSA: 21 -----> 410.69650441113856
BSA: 22 -----> 410.69650441113856
BSA: 23 -----> 410.69650441113856
BSA: 24 -----> 410.69650441113856
BSA: 25 -----> 410.69650441113856
BSA: 26 -----> 410.69650441113856
BSA: 27 -----> 410.69650441113856
BSA: 28 -----> 410.69650441113856
BSA: 29 -----> 410.69650441113856
```

Mean: 411.5128074625549

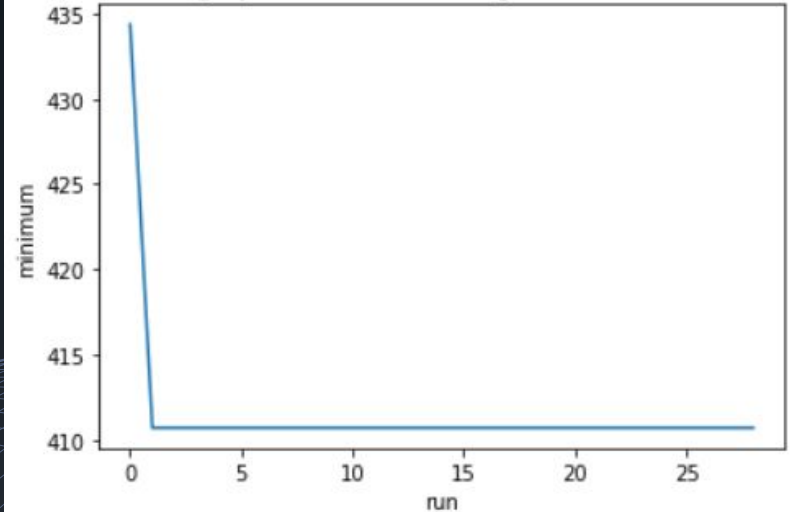
Variance: 19.324169480797927

Standard deviation: 4.395926464443864

Best: 410.69650441113856

Worst: 434.36929290221286

The graph of minimums trough number of times



# Rastrigin

## Backtracking Search Optimization Algorithm

The list of functions:

1. Ackley function
2. Rastrigin function
3. Rosebrock function
4. Schewel function

Please choose the function from the list: 2

```
BSA: 0 -----> 479.374023767896
BSA: 1 -----> 477.8923950417452
BSA: 2 -----> 466.1461118640759
BSA: 3 -----> 466.1461118640759
BSA: 4 -----> 466.1461118640759
BSA: 5 -----> 466.1461118640759
BSA: 6 -----> 466.1461118640759
BSA: 7 -----> 466.1461118640759
BSA: 8 -----> 466.1461118640759
BSA: 9 -----> 466.1461118640759
BSA: 10 -----> 466.1461118640759
BSA: 11 -----> 466.1461118640759
BSA: 12 -----> 466.1461118640759
BSA: 13 -----> 466.1461118640759
BSA: 14 -----> 466.1461118640759
BSA: 15 -----> 466.1461118640759
BSA: 16 -----> 466.1461118640759
BSA: 17 -----> 466.1461118640759
BSA: 18 -----> 466.1461118640759
BSA: 19 -----> 466.1461118640759
BSA: 20 -----> 466.1461118640759
BSA: 21 -----> 466.1461118640759
BSA: 22 -----> 466.1461118640759
BSA: 23 -----> 466.1461118640759
BSA: 24 -----> 466.1461118640759
BSA: 25 -----> 466.1461118640759
BSA: 26 -----> 466.1461118640759
BSA: 27 -----> 466.1461118640759
BSA: 28 -----> 466.1461118640759
BSA: 29 -----> 466.1461118640759
```

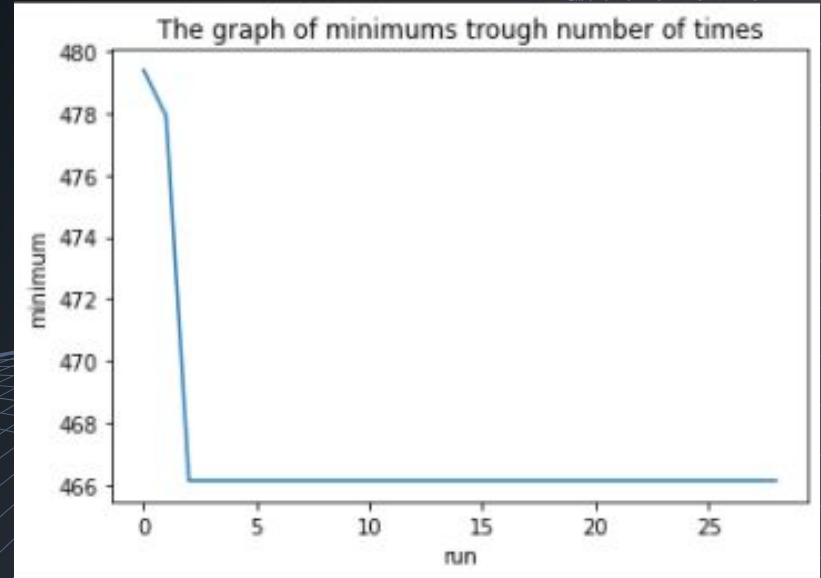
Mean: 467.0072910048169

Variance: 10.40877021300879

Standard deviation: 3.226262576575067

Best: 466.1461118640759

Worst: 479.374023767896



# Rosenbrock

## Backtracking Search Optimization Algorithm

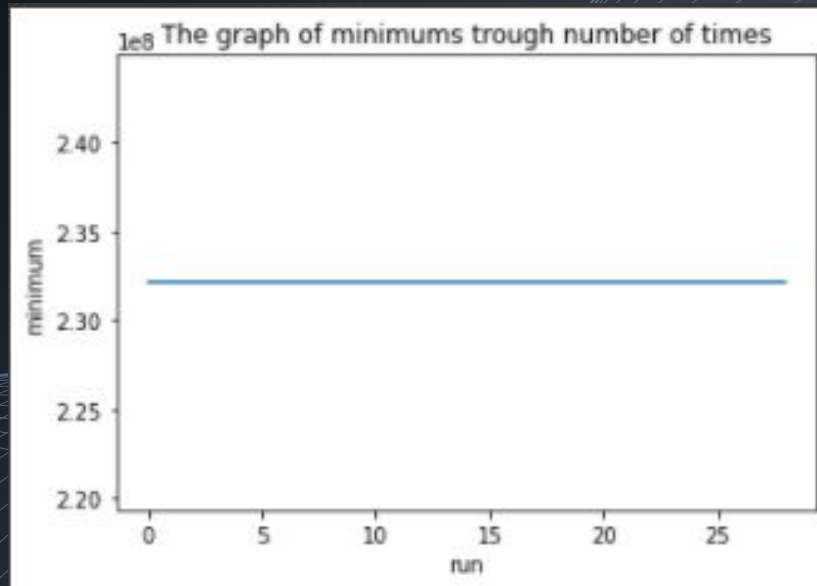
The list of functions:

1. Ackley function
2. Rastrigin function
3. Rosenbrock function
4. Schewel function

Please choose the function from the list: 3

```
BSA: 0 -----> 232144172.58000427
BSA: 1 -----> 232144172.58000427
BSA: 2 -----> 232144172.58000427
BSA: 3 -----> 232144172.58000427
BSA: 4 -----> 232144172.58000427
BSA: 5 -----> 232144172.58000427
BSA: 6 -----> 232144172.58000427
BSA: 7 -----> 232144172.58000427
BSA: 8 -----> 232144172.58000427
BSA: 9 -----> 232144172.58000427
BSA: 10 -----> 232144172.58000427
BSA: 11 -----> 232144172.58000427
BSA: 12 -----> 232144172.58000427
BSA: 13 -----> 232144172.58000427
BSA: 14 -----> 232144172.58000427
BSA: 15 -----> 232144172.58000427
BSA: 16 -----> 232144172.58000427
BSA: 17 -----> 232144172.58000427
BSA: 18 -----> 232144172.58000427
BSA: 19 -----> 232144172.58000427
BSA: 20 -----> 232144172.58000427
BSA: 21 -----> 232144172.58000427
BSA: 22 -----> 232144172.58000427
BSA: 23 -----> 232144172.58000427
BSA: 24 -----> 232144172.58000427
BSA: 25 -----> 232144172.58000427
BSA: 26 -----> 232144172.58000427
BSA: 27 -----> 232144172.58000427
BSA: 28 -----> 232144172.58000427
BSA: 29 -----> 232144172.58000427
```

```
Mean: 232144172.58000427
Variance: 0.0
Standard deviation: 0.0
Best: 232144172.58000427
Worst: 232144172.58000427
```



# Schwefel

## Backtracking Search Optimization Algorithm

The list of functions:

1. Ackley function
2. Rastrigin function
3. Rosebrock function
4. Schwefel function

Please choose the function from the list: 4

```
BSA: 0 -----> 10576.57188878187
BSA: 1 -----> 10576.57188878187
BSA: 2 -----> 10576.57188878187
BSA: 3 -----> 10498.421395002684
BSA: 4 -----> 10412.334544345376
BSA: 5 -----> 10412.334544345376
BSA: 6 -----> 10412.334544345376
BSA: 7 -----> 10412.334544345376
BSA: 8 -----> 10412.334544345376
BSA: 9 -----> 10412.334544345376
BSA: 10 -----> 10412.334544345376
BSA: 11 -----> 10412.334544345376
BSA: 12 -----> 10412.334544345376
BSA: 13 -----> 10412.334544345376
BSA: 14 -----> 10412.334544345376
BSA: 15 -----> 10412.334544345376
BSA: 16 -----> 10412.334544345376
BSA: 17 -----> 10412.334544345376
BSA: 18 -----> 10412.334544345376
BSA: 19 -----> 10412.334544345376
BSA: 20 -----> 10412.334544345376
BSA: 21 -----> 10412.334544345376
BSA: 22 -----> 10412.334544345376
BSA: 23 -----> 10412.334544345376
BSA: 24 -----> 10412.334544345376
BSA: 25 -----> 10412.334544345376
BSA: 26 -----> 10412.334544345376
BSA: 27 -----> 10412.334544345376
BSA: 28 -----> 10412.334544345376
BSA: 29 -----> 10412.334544345376
```

Mean: 10432.293126551127

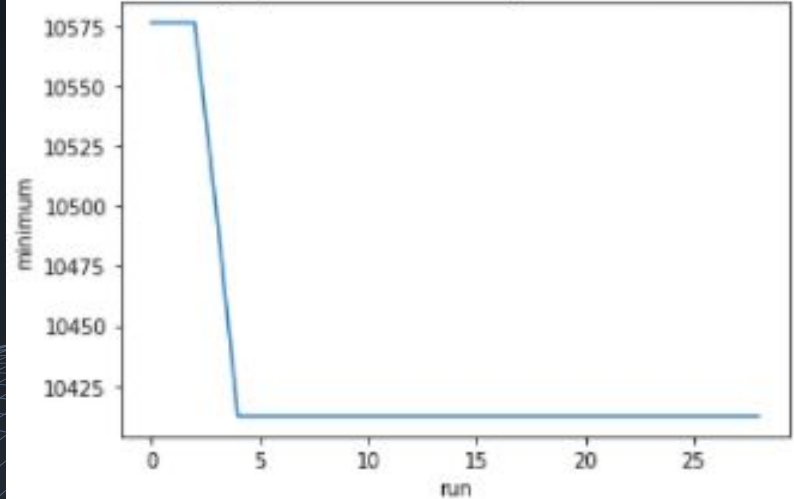
Variance: 2742.1663097321125

Standard deviation: 52.365697834862395

Best: 10412.334544345376

Worst: 10576.57188878187

The graph of minimums trough number of times





# Conclusion

**BSA can solve a greater number of benchmark problems and can achieve statistically better results than the comparison algorithms.**

- Problem solving ability
- Efficiency

# References

1. P. Civicioglu, "Backtracking search optimization algorithm for numerical optimization problems," Applied Mathematics and Computation, vol. 219, no. 15, 2013.
2. Dr. Ahmed Fouad Ali "Backtracking Search Optimization Algorithm (BSA)"
3. Department of Electrical and Electronics Engineering, Faculty of Engineering, Nuh Naci Yazgan University, 38040 Kayseri, Turkey. Department of Electricity and Energy, Vocational College, Erciyes University, 38039 Kayseri, Turkey. Department of Computer Programming, Vocational College, Nevsehir University, 50300 Nevsehir, Turkey

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# Thank you for your attention

— Kanan Mikayilov —  
Rufat Huseynov

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