

Natural phenomena are the source of all heuristic algorithms. For example, particle swarm optimization (PSO) algorithm, formatting, style, styling, insert  
 Introduction This document is a model and instructions for L<sup>A</sup>T<sub>E</sub>X. Please observe the conference page limits.  
 An introduction to Dwarf Mongoose Optimization Algorithm The DMO algorithm is inspired by unique compensation of humans, which are a patriarchal society, dwarf mongooses are a matriarchal society. It is not the female that The algorithm divides the population into three groups: the alpha group, babysitters, and the scout group. When the Babysitters The babysitters don't go out foraging, they stay with the young. To be fair, babysitters are rotated periodically. Alpha group The number of individuals in the population is  $n$ ,  $X^t$  denotes all individuals in the population at time  $t$ .

And the alpha group is updated in the following way:

where,  $\phi$  follows a uniform distribution  $\phi \sim U[-1, 1]$ . In every iteration, the sleeping mound is calculated as the Equation (10):

Scout group The scouts find the next sleeping mound, and the mongooses do not come back to previous sleeping mound.

where,  $\text{rand}$  is a random number between 0 and 1,  $CF$  is the parameter which can control the collective-volitive movement.

Description of DMO algorithm The flow chart of this algorithm is shown in Figure 1. When a population is initialized, the Discrete Dwarf Mongoose Optimization Algorithm The key step in designing a discrete algorithm is to define the representation. In designing the update operation, we use the update method of genetic algorithm for reference. The GA which is used for encoding the variable, the number of bits encoded is determined by the range of the variable.

Where  $ub$  is the upper bound,  $lb$  is the lower bound, and  $p$  is the interval.

As shown in the Figure 2, in genetic algorithm, the first three binary digits form a decision variable. When updating the decision variable, the Ternary Operators ( $a * X_1 - X_2$ ) are used.

Our problem is homogeneous with the parallel machines scheduling problem. We will describe the problem in two versions.

The Parallel Machines Scheduling Problem

The description of it is as follows: there are  $n$  jobs  $J = \{1, \dots, n\}$ ,  $m$  machines which are identical  $M = \{1, \dots, m\}$ .

The parallel machines scheduling problem can be formulated as an integer programming problem: 
$$\min \max_{1 \leq j \leq m} \sum_{i=1}^n x_{ij}$$

s.t.  $\sum_{j=1}^m x_{ij} = 1 \quad i = 1, \dots, n$

$x_{ij} \in \{0, 1\}$  Where the Equation (11) shows that we should minimize the maximum completion time. The Equation (11) shows that the spatial complexity of this formulation is  $O(mn)$ , and because each variable is a binary variable, so the time complexity is  $O(mn)$ .

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s.t.  $x_i \in \{0, 1, \dots, m\}, \quad i = 1, \dots, n$  Where the spatial complexity of this formulation is  $O(n)$ , and the time complexity is  $O(n)$ .

[t] Discrete Dwarf Mongoose Optimization Algorithm Parameters  $n$  Best solution Initialize the algorithm parameters:  $n$

Initialize the number of mongooses populations (search agents):  $n$

Initialize the number of babysitters:  $bs$

Set babysitter exchange parameter  $L$

iter = 1 : m k = 1 : bs Select the babysitters

Calculate the fitness of the mongoose

Set time counter  $C$

Find the alpha based on the equation:  $\alpha = \frac{\text{fit}_i}{\sum_{i=1}^n \text{fit}_i}$

Produce a candidate food position based on the equation:

Evaluate new fitness of  $X_{i+1}$

Evaluate sleeping mound

Compute the average value of the sleeping mound found:

Compute the movement vector using