

# Performance Evaluation of Bat Algorithm to Solve Deterministic and Stochastic Optimization Problems

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# Outline

- Objective
- Bat Algorithm
- Different Optimization Problems
- Implementation Details
- Results and Discussion
- Conclusions and Future work

# Objective

- There are many approaches to solve deterministic optimization problems while very few methods were implemented in stochastic settings.
- Propose a new simulation based optimization approach to solve the non-linear stochastic optimization problems.
- Interface a meta-heuristic in simulation based optimization.
- Bat algorithm is one such newly developed meta-heuristic.
- Study the effect of dimensionality vs stochasticity.

# Bat Algorithm

- Nature inspired meta-heuristic optimization algorithm.
- First proposed by *Yang (2010)*.
- Based on echolocation behaviour of bats.
- Applied on continuous optimization problem by *Parpinenli and Lopes (2011)*.
- Solved numerical optimization problems by *Tsai et al. (2011)*.
- Used to solve multi objective optimization problems by *Yang (2011)*.
- Applied for multi-stage, multi-machine, multi-product scheduling by *Musikapun and Pongcharoen (2012)*.

## Bat Algorithm Contd...

### Three Rules of Bat Algorithm

- All bats use echolocation to sense distance, and they also know the difference between food prey and background barriers in some magical way.
- Bats fly randomly with velocity  $v_i$  at position  $x_i$  with a fixed frequency  $f_{min}$ , varying wavelength  $\lambda$  and loudness  $A_0$  to search for prey. They can automatically adjust the wavelength (or frequency) of their emitted pulses and adjust the rate of pulse emission  $r_i \in [0, 1]$ , depending on the proximity of their target.
- Although the loudness can vary in many ways, assume that the loudness varies from a large (positive)  $A_0$  to a minimum constant value  $A_{min}$ .

## Bat Algorithm Contd...

- Movement of virtual bat is simulated by following equations:

$$f_i = f_{min} + (f_{max} - f_{min})\beta$$

$$v_i^t = v_i^{t-1} + (\vec{x}^{t-1} - \vec{x}_*)f_i$$

$$\vec{x}_i^t = \vec{x}_i^{t-1} + v_i^t$$

### Modified Bat Algorithm

- To explore locally in both the directions:

$$\vec{x}^t = \vec{x}_i^{t-1} + \vec{v}_i^t * e, \quad e \in [-1, 1]$$

- Keep track of only one best solution.
- Elimination of random generation of new solution.
- Modifications on conditions for updating  $r_i$  and  $A_i$ .

# Bat Algorithm Mechanism

- Step 1. Initialization: Randomly spread the bats into the solution space.
- Step 2. Move the bats by predefined rules. Generate a random number. If it is greater than the fixed pulse emission rate, move the bat by the random walk process.
- Step 3. Evaluate the fitness of the bats and update the global near best solution.
- Step 4. Check the termination condition to decide whether go back to step 2 or terminate the program and output the near best result.

# Modified Bat Algorithm

**Require:** parameters  $n, \alpha, \gamma$ , Number of iterations (N), lb, ub

- 1: Initialize the bats population  $\vec{x}_i$  randomly,  $t = 0$ ,  $f_i$ ,  $r_i^0$ ,  $v_i^0$  and  $A_i$ .
- 2: Compute fitness of each bat  $F(\vec{x}_i)$ ,  $\forall i = 1, 2, \dots, n$  and find the current best  $\vec{x}_*$
- 3: **while** ( $t < N$ ) **do**
- 4:     lbest  $\leftarrow$  large value
- 5:     **for**  $i = 1$  **to**  $n$  **do**
- 6:         Generate new solutions by adjusting frequency, velocity and location
- 7:         **if** ( $rand > r_i$ ) **then**
- 8:             Generate a local solution around the selected best solution:  $\vec{x}_i^t = \vec{x}_* + \epsilon \bar{A}$ ,  
 $\epsilon \in unif[-1, 1]$
- 9:         **end if**
- 10:        **if** ( $\vec{x}_i^t \notin [lb, ub]$ ) **then**
- 11:            Generate a random solution in the range [lb, ub]
- 12:         **end if**
- 13:         **if**  $rand < A_i$  &  $F(\vec{x}_i^t) < F(\vec{x}_i^{t-1})$  **then**
- 14:             Increase  $r_i$ :  $r_i = r_i^0(1 - \exp(-\gamma t))$  and Decrease  $A_i$ :  $A_i = \alpha A_i$
- 15:         **end if**
- 16:         Update iteration best (lbest)
- 17:     **end for**
- 18:     Find the current best  $\vec{x}_*$ ,  $t = t + 1$
- 19: **end while**
- 20: Post process results and visualisation



# Optimization problems

**Rosenbrock:** D dimensional Rosenbrock function is defined by

$$f(x_1, x_2, \dots, x_D) = \sum_{d=1}^{D-1} 100(x_{d+1} - x_d^2)^2 + (x_d - 1)^2 \quad (1)$$

The above function is for deterministic case and stochastic version of given function is as follows:

$$f(x_1, x_2, \dots, x_D) = \sum_{d=1}^{D-1} 100r(x_{d+1} - x_d^2)^2 + (x_d - 1)^2 \quad (2)$$

where  $r$  is a random variable.

## Global Optima

It has a global minimum at  $(x_1, x_2, \dots, x_D) = (1, 1, \dots, 1)$  where  $f(x_1, x_2, \dots, x_D) = 0$ .

# Rosenbrock

The global minimum is inside a long, narrow, parabolic shaped flat valley. To find the valley is trivial. To converge to the global minimum, however, is difficult.

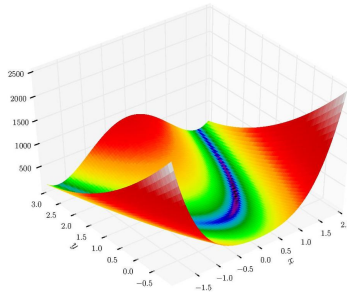


Figure: Rosenbrock Function 3-D plot

# Rastrigin

**Rastrigin** D dimensional Rastrigin function is defined by

$$f(x_1, x_2, \dots, x_D) = 10D + \sum_{i=1}^D [x_i^2 - 10 \cos 2\pi x_i] \quad (3)$$

The above function is for deterministic case and stochastic version of given function is as follows:

$$f(x_1, x_2, \dots, x_D) = 10D + \sum_{i=1}^D r [x_i^2 - 10 \cos 2\pi x_i] \quad (4)$$

where  $r$  is a random variable.

## Global Optima

It has a global minimum at  $(x_1, x_2, \dots, x_D) = (0, 0, \dots, 0)$  where  $f(x_1, x_2, \dots, x_D) = 0$ .

# Rastrigin

Rastrigin function has many local minima i.e. the "valleys" in the plot. However, the function has just one global minimum

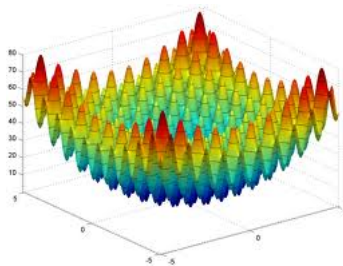


Figure: Rastrigin Function 3-D plot

# Simulation based optimization algorithm

- 1: Initial\_experiment\_setup
- 2: Call initializeAlgo()
- 3: **while** stopping condition not met, say, iterations  $\leq 10 \cdot M$  **do**
- 4:     **for** current\_replication = 1 ... Max\_replication **do**
- 5:         Obtain the new solution by calling setVariable() {Before simulation run}
- 6:         Update the solution in the Anylogic Model
- 7:         Simulate the model
- 8:         Record the objective value obtained from simulation model{After\_simulation\_run}
- 9:     After\_Iteration
- 10:    **end for**
- 11:    Send the mean objective value using *functionEval(objective)*
- 12: **end while**

# Experimentation details

## Experiments:

We studied following 12 cases.

$$\left\{ \begin{array}{l} \textit{Rosenbrock} \\ \textit{Rastrigin} \end{array} \right\} \times \left\{ \begin{array}{l} \textit{Deterministic} \\ \textit{Stochastic} - r \in U[0, 1] \\ \textit{Stochastic} - r \in U[0, 10] \end{array} \right\} \times \left\{ \begin{array}{l} 2 - D \\ 6 - D \end{array} \right\}$$

Each function is tested with 10 different seeds for 100000 evaluations.

### Measure of Performance

- Quality of solution
- Execution time
- Number of Iterations

# Parameter Setting

- Static factors:  $\alpha = 0.9$  and  $\gamma = 0.9$
- Dynamic factors:  $n$ ,  $f_{max}$ ,  $\bar{v}_i^0$ ,  $r_i^0$

	$n$	$f_{max}$	$\bar{v}_i^0$	$r_i^0$
Rosenbrock - Deterministic	1	0.01	0.4	0.4
Rastrigin - Deterministic	2	0.01	0.5	0.5
Rosenbrock - Stochastic	1	0.01	0.4	0.4
Rastrigin - Stochastic	2	0.01	0.5	0.5

Table: Parameter setting based on initial experiments

# Rosenbrock Deterministic - 2D

						$Z \leq 0.05$			$Z \leq 0.1$		
	Iteration	Time(ms)	Zbest	X	Y	Iteration	Time	Z	Iteration	Time	Z
Min	37401	152	0.0004	0.9686	0.9379	28	0	0.0056	28	0	0.028
Max	99982	377	0.0058	1.0762	1.1588	9845	42	0.0464	1059	14	0.0993
Avg	72610	289.6	0.0024	1.00504	1.0187	1213.5	12	0.02951	252.2	8.5	0.06402

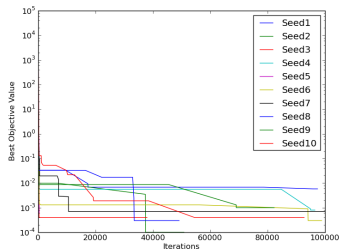


Figure: Iterations-vs-best objective

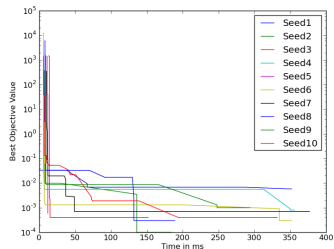


Figure: Time-vs-best objective



# Summary tables

## 2D Case

Function model	Iteration	Time(ms)	Zbest	X	Y
Rastrigin-Deterministic	68868.9	275.2	0.07365	-0.00233	0.00233
Rastrigin-UNIF(0,1)	76105.8	2513.3	0.08878	-0.00511	0.10189
Rastrigin-UNIF(0,10)	63672.9	2841.7	0.05187	-0.10462	0.403
Rosenbrock-Deterministic	72610	289.6	0.0024	1.00504	1.0187
Rosenbrock-Unif(0,1)	71314.9	2167.3	0.00057	1.00153	1.0036
Rosenbrock-Unif(0,10)	84844.4	3439.7	0.00213	1.00126	1.00797

## 6D Case

Function	Iteration	Time	Zbest	X1	X2	X3	X4	X5	X6
Ras-D	69539.8	2775.8	16.8201	-0.43278	0.75327	-0.11037	0.01637	0.27124	0.19124
Ras-U(0,1)	84743.7	1837.1	4.54323	0.49579	-1.17359	-0.0986	0.61771	0.19573	1.78118
Ras-U(0,10)	71676.7	1414.1	10.78911	0.00788	-0.89448	1.30638	1.77143	2.10919	-1.7045
Ros-D	50995.8	1048	35.20167	-0.20311	0.45405	0.43338	0.38025	0.21873	0.3118
Ros-U(0,1)	54793.8	1144.1	7.52775	0.81628	0.68104	0.45017	0.71196	0.06243	0.4085
Ros-U(0,10)	53361.8	674.4	15.31221	0.43724	0.3053	-0.19337	0.50185	0.17153	0.9007

# Observations

- In 2-D case, solution improves when small variance is present for Rosenbrock function while it deteriorates for Rastrigin function.
- In 2-D case with higher variance, the performance of BA for Rosenbrock function deteriorates while it improves for Rastrigin function.
- In 6-D case, solution improves when variance is small and deteriorates when variance is high.
- It implies that there should be some optimal level of stochasticity in the system to get the optimal solutions.
- Best solution obtained with 6-D case is 4.51 while in 2-D case we always obtained the convergence level of 0.1.
- BA algorithm performs well for less number of bats.

# Summary

- A simulation based optimization approach for non-linear stochastic problems is proposed.
- Modified BA is proposed and interfaced with anylogic model.
- Tested dimensionality vs stochasticity for rosenbrock and rastrigin functions.
- Results shows that BA initially converges very fast for all tested conditions.

## Future work

- This approach can be applied to other optimization problems like queueing models and (s, S) inventory system.
- Other meta-heuristics (genetic algorithm, particle swarm optimization etc.) can be implemented in this setting and results can be compared.



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# Thank you!!!