

Numerical Optimization of Computer Models

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APPENDIX 1
CATALOGUE OF PROBLEMS

The catalogue is divided into three groups of test problems corresponding to the three divisions of the numerical strategy comparison. The optimization problems are all formulated as minimum problems with a specified objective function $F(x)$ and solution x^* . For the second set of problems, the initial conditions $x(0)$ are also given. Occasionally relative or local minima and other stationary points of the objective function are also indicated. Inequality constraints are formulated such that the constraint functions $G_j(x)$ are all greater than zero within the allowed or feasible region. If a solution lies on the edge of the feasible region then the active constraints are mentioned, for which the values of the constraint functions must be just equal to zero. Where possible the structure of the minimum problem is depicted geometrically by means of a two-dimensional contour diagram. Together with this are specified the range of values of the variables which the diagram illustrates and the values of the objective function on the contour lines drawn. Constraints are shown as double lines with arrows indicating the direction of the feasible region. In some cases there is a brief mention of any especially characteristic behaviour shown by individual strategies during their iterative search for the minimum.

A1.1 Test problems for the first part of the strategy comparison

Problem 1.1 (Sphere model)

$$\text{Objective function: } F(x) = \sum_{i=1}^n x_i^2$$

$$\text{Minimum: } \underset{i}{x^*} = 0 \text{ for } i = 1(1)n; F(x^*) = 0.$$

For $n = 2$ a contour diagram is sketched under problem 2.17. For this, the simplest of all quadratic problems, none of the trial strategies fails.

Problem 1.2

$$\text{Objective function: } F(x) = \sum_{i=1}^n \left(\sum_{j=1}^i x_j \right)^2$$

$$\text{Minimum: } \underset{i}{x^*} = 0 \text{ for } i = 1(1)n; F(x^*) = 0.$$

A contour diagram for $n = 2$ is given under problem 2.9. The objective function of this true quadratic minimum problem can be written in matrix notation as:

$$F(x) = x^T A x.$$

The $n \times n$ matrix of coefficients A is symmetric and positive definite. According to Schwarz, Rutishauser and Stiefel (1968) its condition number K is a measure of the numerical difficulty of the problem. Among other definitions, that of Todd (1949) is useful, namely:

$$K = \lambda_{\max} / \lambda_{\min} = a_{\max}^2 / a_{\min}^2$$

where

$$\lambda_{\max} = \max_i \{ |\lambda_i| ; i=1(1)n \}$$

and similarly for λ_{\min} . The λ_i are the eigenvalues of the matrix A and the a_{ij} are the lengths of the semi-axes of an n-dimensional elliptic contour surface $F(x) = \text{const.}$

Condition numbers for the present matrix

$$A = \{a_{ij}\} = \begin{bmatrix} n & n-1 & n-2 & \dots & n-j+1 & \dots & 1 \\ n-1 & n-1 & n-2 & \dots & n-j+1 & \dots & 1 \\ n-2 & n-2 & n-2 & \dots & n-j+1 & \dots & 1 \\ \vdots & \vdots & \vdots & \ddots & \vdots & \ddots & \vdots \\ n-i+1 & \dots & n-i+1 & \dots & n-i+1 & \dots & n-i+1 & \dots & 1 \\ \vdots & & \vdots & & \vdots & & \vdots \\ 1 & 1 & 1 & \dots & 1 & \dots & 1 \end{bmatrix}$$

were calculated for various values of n by means of an algorithm of Greenstadt (1967b), which uses the Jacobi method of diagonalisation. As can be seen from the following table, K increases with the number of variables as $O(n^2)$.

n	K	K/n^2
1	1	1
2	6.85	1.71
3	16.4	1.82
6	64.9	1.80
10	175	1.75
20	678	1.69
30	1500	1.67
60	5930	1.65
100	16400	1.64

Not all the search methods achieved the required accuracy. For many variables the coordinate strategies and the complex method of Box terminated the search prematurely. Powell's method of conjugate gradients even got stuck without the termination criterion taking effect.

A1.2 Test problems for the second part of the strategy comparison

Problem 2.1 after Beale (1958)

$$\begin{aligned} \text{Objective function: } F(x) = & \{1.5-x_1(1-x_2)\}^2 \\ & + \{2.25 - x_1(1-x_2^2)\}^2 \\ & + \{2.625 - x_1(1-x_2^3)\}^2 \end{aligned}$$

Minimum: $x^* = (3, 0.5)$; $F(x^*) = 0$.

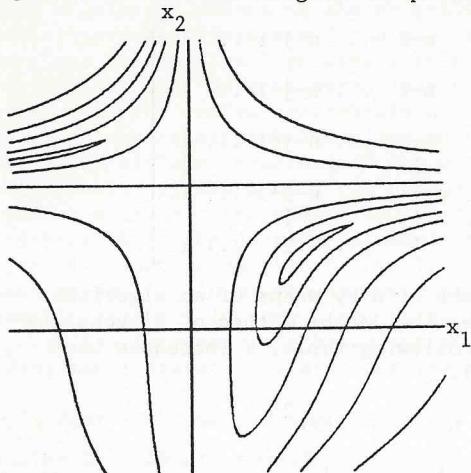
Besides the strong minimum x^* there is also a weak minimum at infinity:

$$x' \rightarrow (-\infty, 1+); F(x') \rightarrow 0.$$

Saddle point: $x'' = (0, 1)$; $F(x'') \approx 14.20$.

Start: $x^{(0)} = (0, 0)$; $F(x^{(0)}) \approx 14.20$.

Figure A.1 - Contour diagram for problem 2.1



$$-5 \leq x_1 \leq 7$$

$$-1 \leq x_2 \leq 2$$

$$F(x) = /0.1, 1, 4, \approx 14.20, \\ 36, 100/$$

For very large initial step lengths the (1+1) evolution strategy converged once to the weak minimum x' .

Problem 2.2

As problem 2.1, but with:

Start: $x^{(0)} = (0.1, 0.1)$; $F(x^{(0)}) \approx 12.99$.

Problem 2.3

Objective function: $F(x) = -|x_1| \sin\{\sqrt{|x_1|}\}$.

There are infinitely many local minima, the positions of which can be specified by a transcendental equation:

$$\sqrt{|x_1^*|} = 2 \tan \{\sqrt{|x_1^*|}\}.$$

For $|x_1^*| \gg 1$ we have approximately:

$$x_1^* \approx \pm\{\pi(0.5 + k)\}^2 \text{ for } k = 1, 2, 3, \dots \text{ integer};$$

and

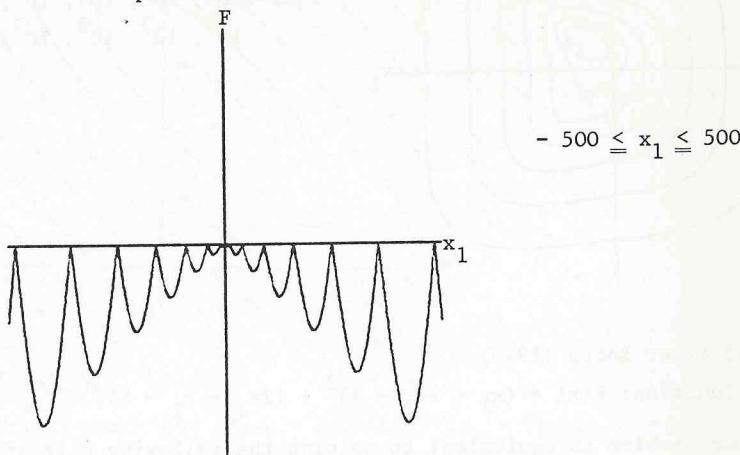
$$F(x_1^*) \approx |x_1^*|.$$

Whereas in reality none of the finite local minima is at the same time a global minimum, the finite word length of the digital computer used together with the system-specific method of evaluating the sine function give rise to an apparent global minimum at

$$x_1^* = \pm 4.44487453 \cdot 10^{16}; \\ F(x^*) = -4.44487453 \cdot 10^{16}.$$

Counting from the origin it is the 67,108,864th local minimum in each direction. If x_1 is increased above this value, the objective function value is always set to zero.

Figure A.2 - Representation of the objective function $F = F(x_1)$ for problem 2.3



$$\text{Start: } x_1^{(0)} = 0; F(x^{(0)}) = 0.$$

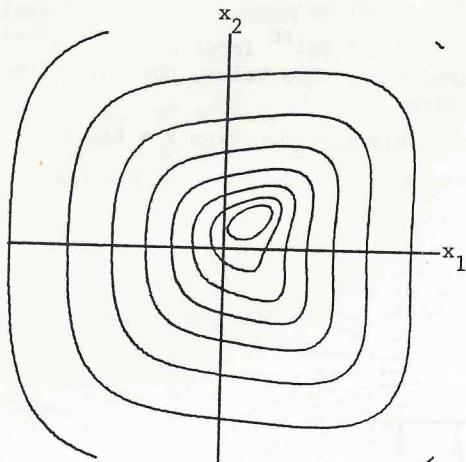
Most strategies located the first or highest local minimum left or right of the starting point (the origin). The two membered evolution method, depending on the sequence of random numbers, found (for example) the 2nd, 9th or 34th local minimum. Only the (10,100) evolution strategy almost always reached the apparent global minimum.

Problem 2.4

$$\text{Objective function: } F(x) = \sum_{i=1}^n \{(x_1 - x_i^2)^2 + (x_i - 1)^2\} \text{ for } n = 5.$$

$$\text{Minimum: } x_i^* = 1 \text{ for } i = 1(1)n; F(x^*) = 0.$$

$$\text{Start: } x_i^{(0)} = 10 \text{ for } i = 1(1)n; F(x^{(0)}) = 40905 \text{ for } n = 5.$$

Figure A.3 - Contour diagram for problem 2.4 for $n = 2$ 

$$-7 \leq x_i \leq 7 \text{ for } i = 1, 2$$

$$F(x) = /10^0, 10^1, 10^2, 10^3, \\ 10^4, 10^5, 10^6, 10^7/$$

Problem 2.5 after Booth (1949)

$$\text{Objective function: } F(x) = (x_1 + 2x_2 - 7)^2 + (2x_1 + x_2 - 5)^2.$$

This minimum problem is equivalent to solving the following pair of linear equations:

$$x_1 + 2x_2 = 7$$

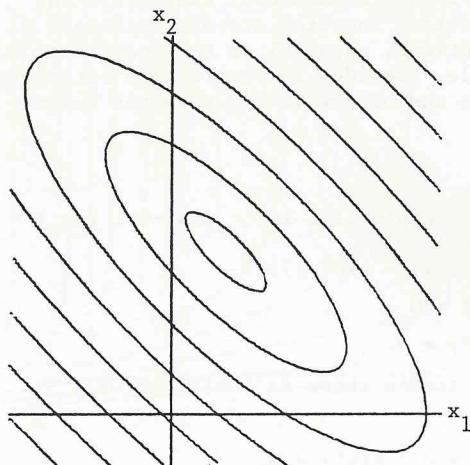
$$2x_1 + x_2 = 5.$$

An approach to the latter problem is to determine the x_1 and x_2 which minimise the error in the equations. The error is defined here in the sense of a Gauss approximation as the sum of the squares of the components of the residual vector.

Minimum: $x^* = (1, 3)$; $F(x^*) = 0.$

Start: $x^{(0)} = (0, 0)$; $F(x^{(0)}) = 74.$

Figure A.4 - Contour diagram for problem 2.5



$$-3 \leq x_1 \leq 5$$

$$-1 \leq x_2 \leq 7$$

$$F(x) = /1, 9, 25, 49, 81, 121, \\ 169, 225/$$

Problem 2.6

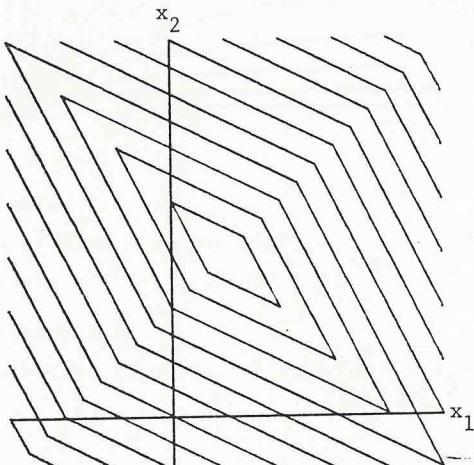
Objective function: $F(x) = \text{Max}\{|x_1 + 2x_2 - 7|; |2x_1 + x_2 - 5|\}.$

This represents an attempt to solve the previous system of linear equations of problem 2.5 in the sense of a Tchebycheff approximation. Accordingly the error is defined as the absolute maximum component of the residual vector.

Minimum: $x^* = (1, 3)$; $F(x^*) = 0.$

Start: $x^{(0)} = (0, 0)$; $F(x^{(0)}) = 7.$

Figure A.5 - Contour diagram for problem 2.6



$$-3 \leq x_1 \leq 5$$

$$-1 \leq x_2 \leq 7$$

$$F(x) = /1, 2, 3, 4, 5, 6, 7, 8, 9, \\ 10, 11/$$

Several of the search procedures were unable to find the minimum. They converged to a point on the line $x_1 + x_2 = 4$, which joins together the sharpest corners of the rhombohedral contours. The partial derivatives of the objective function are discontinuous there; in the unit vector directions, parallel to the coordinate axes, no improvement can be made. Besides the coordinate strategies, the methods of Hooke and Jeeves and of Powell are thwarted by this property.

Problem 2.7 after Box (1966) 10

$$\text{Objective function: } F(x) = \sum_{i=1}^{10} [\exp(-0.1 i x_1) - \exp(-0.1 i x_2) - x_3 \{\exp(-0.1 i) - \exp(-i)\}]^2.$$

Minima: $x^* = (1, 10, 1)$; $F(x^*) = 0$

$x^* = (10, 1, -1)$; $F(x^*) = 0$.

Besides these two equal strong minima there is a weak minimum along the line

$$x'_1 = x'_2 ; x'_3 = 0 ; F(x') = 0.$$

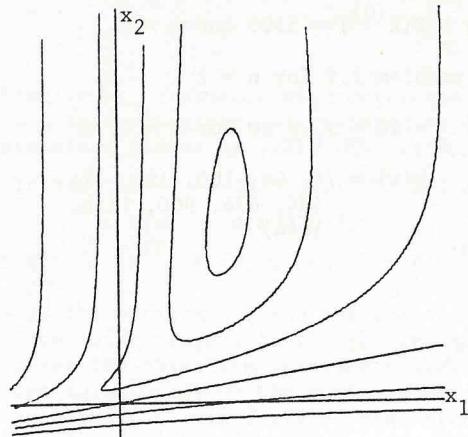
Because of the finite computational accuracy the weak minimum is actually broadened into a region:

$$x''_1 \approx x''_2 ; x''_3 \approx 0 ; F(x'') = 0, \text{ if } x_1 \gg 1.$$

Start: $x^{(0)} = (0, 20, 20)$; $F(x^{(0)}) \approx 1022$.

Many strategies only roughly located the first of the strong minima defined above. The evolution strategies tended to converge to the weak minimum, since the minima are at equal values of the objective function. The second strong minimum, which is never referred to in the relevant literature, was sometimes found by the multimembered evolution strategy.

Figure A.6 - Contour diagram for problem 2.7 on three planes:

Top left: $x_3 = 1$

$$-1 \leq x_1 \leq 3$$

$$-2 \leq x_2 \leq 22$$

Bottom right: $x_3 = -1$

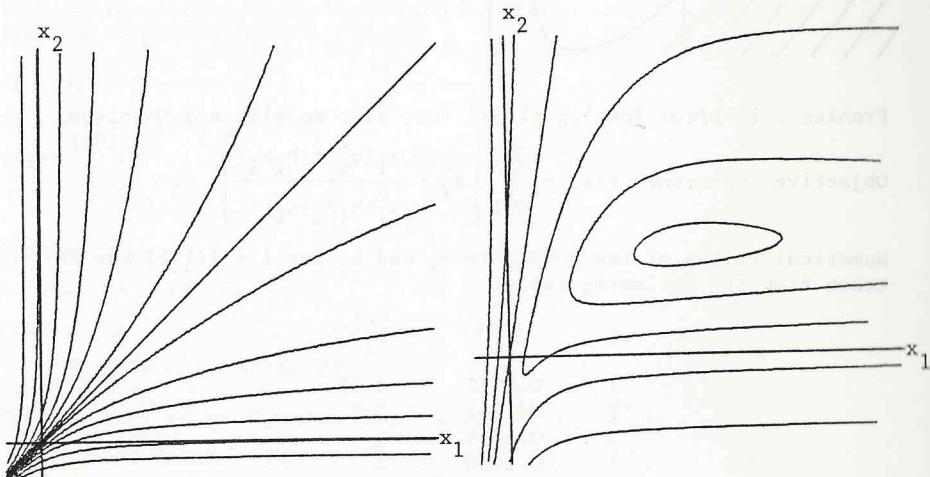
$$-2 \leq x_1 \leq 22$$

$$-1 \leq x_2 \leq 3$$

Bottom left $x_3 = 0$

$$-2 \leq x_i \leq 22$$

$$F(x) = /0.03, 0.3, 1, \approx 3.064, \\ 10, 30/$$

**Problem 2.8**

As problem 2.7, but with

Start: $x^{(0)} = (0, 10, 20)$; $F(x^{(0)}) \approx 1031$.

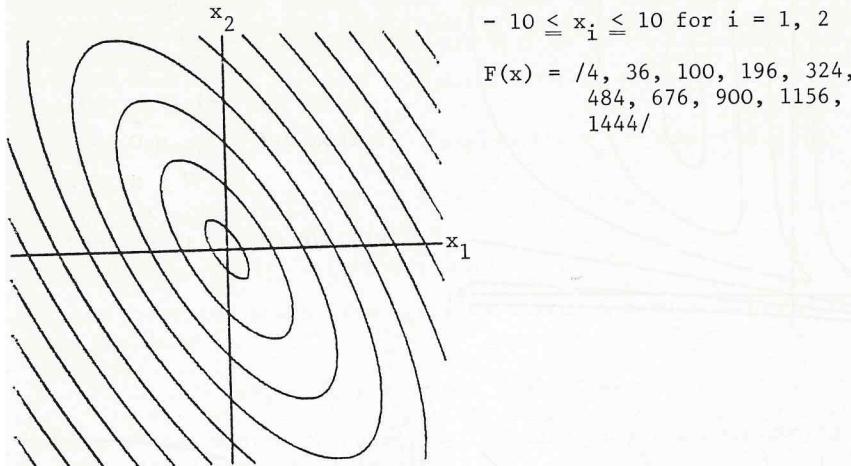
Problem 2.9

Objective function: $F(x) = \sum_{i=1}^n (\sum_{j=1}^i x_j)^2$ for $n = 5$.

Minimum: $x_i^* = 0$ for $i = 1(1)n$; $F(x^*) = 0$.

Start: $x_i^{(0)} = 10$ for $i = 1(1)n$; $F(x^{(0)}) = 5500$ for $n = 5$.

Figure A.7 - Contour diagram for problem 2.9 for $n = 2$



Problem 2.10 after Kowalik (1967) (see also Kowalik and Morrison, 1968)

$$\text{Objective function: } F(x) = \sum_{i=1}^{11} \left[a_i - \frac{x_1(b_i^2 + b_i x_2)}{b_i^2 + b_i x_3 + x_4} \right]^2.$$

Numerical values of the constants a_i and b_i for $i = 1(1)11$ can be taken from the following table:

i	a_i	b_i^{-1}
1	0.1957	0.25
2	0.1947	0.5
3	0.1735	1
4	0.1600	2
5	0.0844	4
6	0.0627	6
7	0.0456	8
8	0.0342	10
9	0.0323	12
10	0.0235	14
11	0.0246	16

In this non-linear fitting problem, formulated as a minimum problem, the free parameters α_j ; $j = 1(1)4$ of a function

$$y(z) = \frac{\alpha_1(z^2 + \alpha_2 z)}{z^2 + \alpha_3 z + \alpha_4}$$

have to be determined with reference to 11 data points $\{y_i; z_i\}$ such that the error, as measured by the euclidian norm, is minimised (Gauss or least squares approximation).

Minimum: $x^* \approx (0.1928, 0.1908, 0.1231, 0.1358)$;

$$F(x^*) \approx 0.0003075.$$

Start: $x^{(0)} = (0, 0, 0, 0)$; $F(x^{(0)}) \approx 0.1484$.

Near the optimum, if the variables are changed in the last decimal place (with respect to the machine accuracy), then rounding error causes the objective function to behave almost stochastically. The best solution is by the multimembered evolution strategy with recombination. It deviates significantly from the optimal solution as defined by Kowalik and Osborne (1968). Since this best value has a quasi-singular nature, it is repeatedly lost by the population of a (10,100) evolution strategy, with the result that the termination criterion of the search sometimes only takes effect after a long time if at all.

Problem 2.11

As problem 2.10, but with:

Start: $x^{(0)} = (0.25, 0.39, 0.415, 0.39)$;

$$F(x^{(0)}) \approx 0.005316.$$

Problem 2.12

As problem 2.10, but with:

Start: $x^{(0)} = (0.25, 0.40, 0.40, 0.40)$;

$$F(x^{(0)}) \approx 0.005566.$$

Problem 2.13 after Fletcher and Powell (1963)

Objective function: $F(x) = \sum_{i=1}^n (A_i - B_i)^2$ for $n = 5$,

where
$$\left. \begin{aligned} A_i &= \sum_{j=1}^n (a_{ij} \sin \alpha_j + b_{ij} \cos \alpha_j) \\ B_i &= \sum_{j=1}^n (a_{ij} \sin x_j + b_{ij} \cos x_j) \end{aligned} \right\} \text{for } i=1(1)n.$$

a_{ij} and b_{ij} are integer random numbers in the range (-100,100) and α_{ij} are random numbers in the range $(-\pi, \pi)$. A minimum of this problem is simultaneously a solution of the equivalent system of n simultaneous non-linear (transcendental) equations:

$$\sum_{j=1}^n (a_{ij} \sin x_j + b_{ij} \cos x_j) = A_i \text{ for } i=1(1)n.$$

The solution is again approximated in the least squares sense.

Minimum: $x_i^* = \alpha_i$ for $i = 1(1)n$; $F(x^*) = 0$.

Because the trigonometric functions are multi-valued there are infinitely many equivalent minima (real solutions of the system of equations) of which up to 2^n lie in the interval

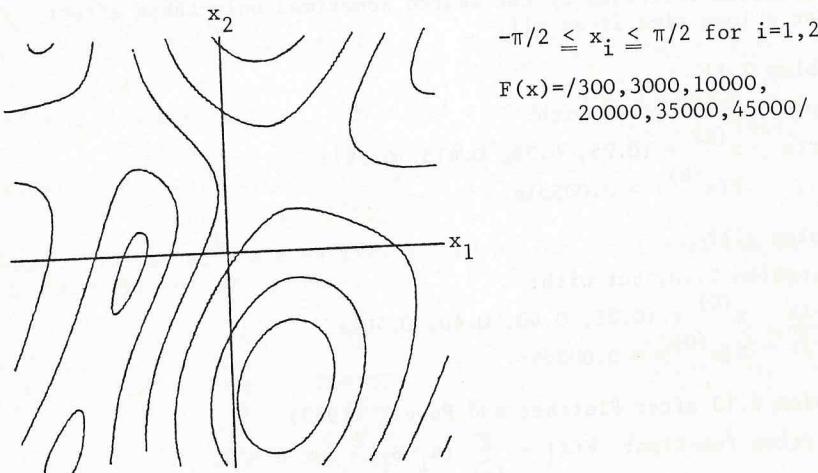
$$\alpha_i - \pi < x_i < \alpha_i + \pi; i = 1(1)n.$$

Start: $x_i^{(0)} = \alpha_i + \delta_i$ for $i = 1(1)n$,

where δ_i = random numbers in the range $[-\pi/10, \pi/10]$. To provide the same conditions for all the search methods the same sequence of random numbers was used in each case, and hence

$$F(x^{(0)}) \approx 1182 \text{ for } n = 5.$$

Figure A.8 Contour diagram for problem 2.13 for $n = 2$.



Because of the proximity of the starting point to the one solution $x_i^* = \alpha_i$ for $i=1(1)n$, all the strategies approached this minimum only.

Problem 2.14 after Powell (1962)

$$\begin{aligned} \text{Objective function: } F(x) &= (x_1 + 10x_2)^2 + 5(x_3 - x_4)^2 + (x_2 - 2x_3)^4 \\ &\quad + 10(x_1 - x_4)^4. \end{aligned}$$

Minimum: $x^* = (0, 0, 0, 0)$; $F(x^*) = 0$.

Start: $x^{(0)} = (3, -1, 0, 1)$; $F(x^{(0)}) = 215.$

The matrix of second partial derivatives of the objective function goes singular at the minimum. Thus it is not surprising that a quasi-Newton method like the variable metric method of Davidon, Fletcher and Powell (applied here in Stewart's derivative-free form) got stuck a long way from the minimum. Looked at geometrically, there is a valley which becomes extremely narrow as it approaches the minimum. The evolution strategies therefore ended up by converging very slowly with a minimum step length, and the search had to be terminated for reasons of time.

Problem 2.15

As problem 2.14, except:

Start: $x^{(0)} = (1, 2, 3, 4)$; $F(x^{(0)}) = 1512.$

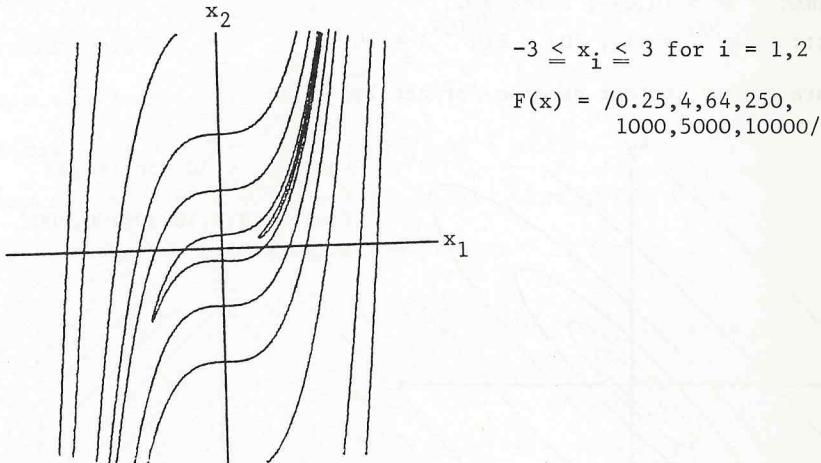
Problem 2.16 after Leon (1966a)

Objective function: $F(x) = 100(x_2 - x_1^3)^2 + (x_1 - 1)^2.$

Minimum: $x^* = (1, 1)$; $F(x^*) = 0.$

Start: $x^{(0)} = (-1.2, 1)$; $F(x^{(0)}) \approx 749.0.$

Figure A.9 - Contour diagram for problem 2.16

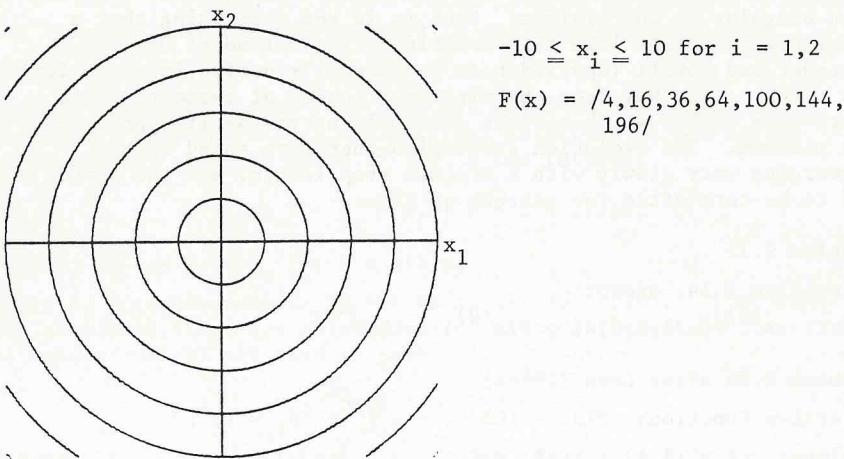


Problem 2.17 (sphere model)

Objective function: $F(x) = \sum_{i=1}^n x_i^2$ for $n = 5.$

Minimum: $x_i^* = 0$ for $i = 1(1)n$; $F(x^*) = 0.$

Start: $x_i^{(0)} = 10$ for $i = 1(1)n$; $F(x^{(0)}) = 500$ for $n = 5.$

Figure A.10 - Contour diagram for problem 2.17 for $n = 2$.

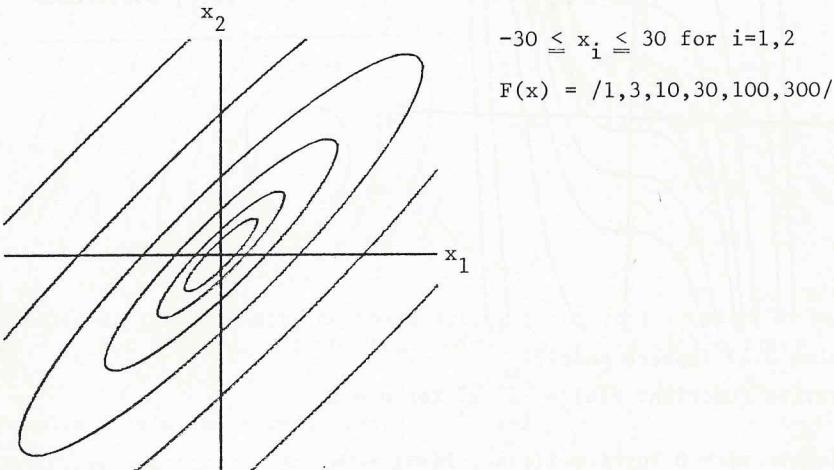
Problem 2.18 after Matyas (1965)

Objective function: $F(x) = 0.26(x_1^2 + x_2^2) - 0.48 x_1 x_2$.

Minimum: $x^* = (0,0)$; $F(x^*) = 0$.

Start: $x^{(0)} = (15, 30)$; $F(x^{(0)}) = 76.5$

Figure A.11 - Contour diagram for problem 2.18



The coordinate strategies terminated the search prematurely because of the lower bounds on the step length (as determined by the machine), which precluded making any more successful

line searches in the coordinate directions.

Problem 2.19 by Wood, after Colville (1968)

$$\begin{aligned} \text{Objective function: } F(x) = & 100(x_1 - x_2^2)^2 + (x_2 - 1)^2 \\ & + 90(x_3 - x_4^2)^2 + (x_4 - 1)^2 \\ & + 10.1\{(x_1 - 1)^2 + (x_3 - 1)^2\} \\ & + 19.8(x_1 - 1)(x_3 - 1). \end{aligned}$$

Minimum: $x^* = (1, 1, 1, 1)$; $F(x^*) = 0$.

There is another stationary point near:

$$x' \approx (1, -1, 1, -1); F(x') \approx 8.$$

According to Himmelblau (1972) there are still further relative minima.

Start: $x^{(0)} = (-1, -3, -1, -3)$; $F(x^{(0)}) = 19192$.

A very narrow valley appears to run from the stationary point x' to the minimum. All the coordinate strategies together with the methods of Hooke and Jeeves and of Powell ended the search in this region.

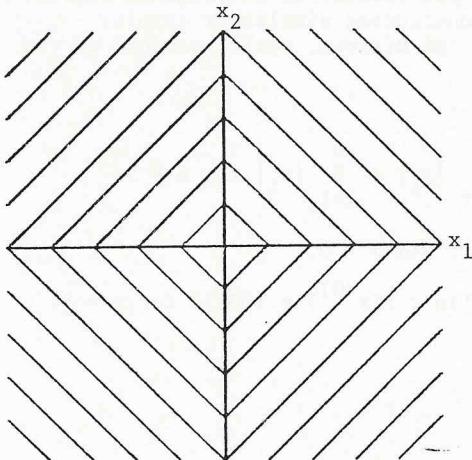
Problem 2.20

$$\text{Objective function: } F(x) = \sum_{i=1}^n |x_i| \text{ for } n = 5.$$

Minimum: $x_i^* = 0$ for $i = 1(1)n$; $F(x^*) = 0$.

Start: $x_i^{(0)} = 10$ for $i = 1(1)n$; $F(x^{(0)}) = 50$ for $n = 5$.

Figure A.12 - Contour diagram for problem 2.20 for $n = 2$



$$-10 \leq x_i \leq 10 \text{ for } i = 1, 2$$

$$F(x) = /2, 4, 6, 8, 10, 12, 14, 16, 18, 20/$$

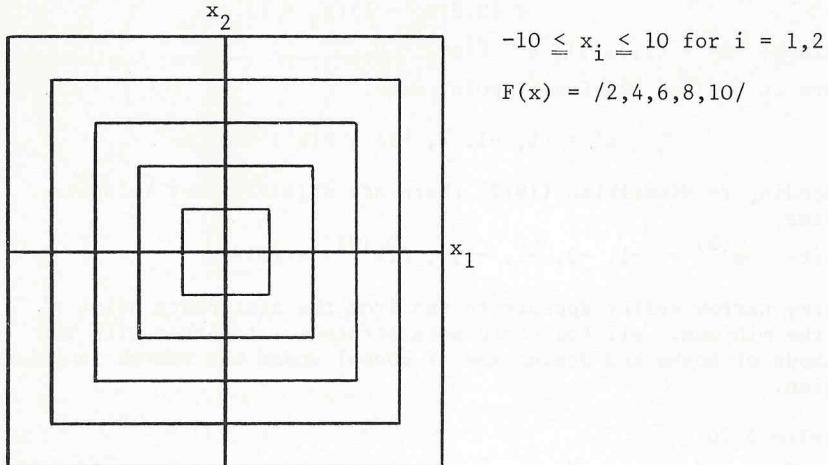
Problem 2.21

Objective function: $F(x) = \max_i \{|x_i|; i = 1(1)n\}$ for $n = 5$.

Minimum: $x_i^* = 0$ for $i = 1(1)n$; $F(x^*) = 0$.

Start: $x_i^{(0)} = 10$ for $i = 1(1)n$; $F(x^{(0)}) = 10$.

Figure A.13 - Contour diagram for problem 2.21 for $n = 2$.



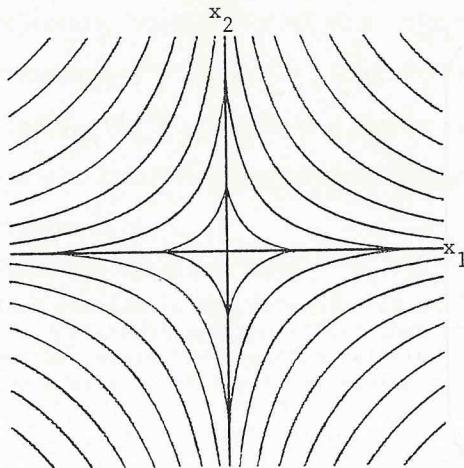
Since the starting point is at a corner of the cubic contour surface, none of the coordinate strategies could find a point with a lower value of the objective function. The method of Powell also ended the search without making any significant improvement on the initial condition. Both the simplex method of Nelder and Mead and the complex method of Box also had trouble in the minimum search; in their cases the initially constructed simplex or complex collapsed long before reaching the minimum, again near one of the corners.

Problem 2.22

Objective function: $F(x) = \sum_{i=1}^n |x_i| + \prod_{i=1}^n |x_i|$ for $n = 5$.

Minimum: $x_i^* = 0$ for $i = 1(1)n$; $F(x^*) = 0$.

Start: $x_i^{(0)} = 10$ for $i = 1(1)n$; $F(x^{(0)}) = 100050$ for $n = 5$.

Figure A.14 - Contour diagram for problem 2.22 for $n = 2$.

$$-10 \leq x_i \leq 10 \text{ for } i = 1, 2$$

$$F(x) = /3, 8, 15, 24, 35, 48, 63, \\ 80, 99/$$

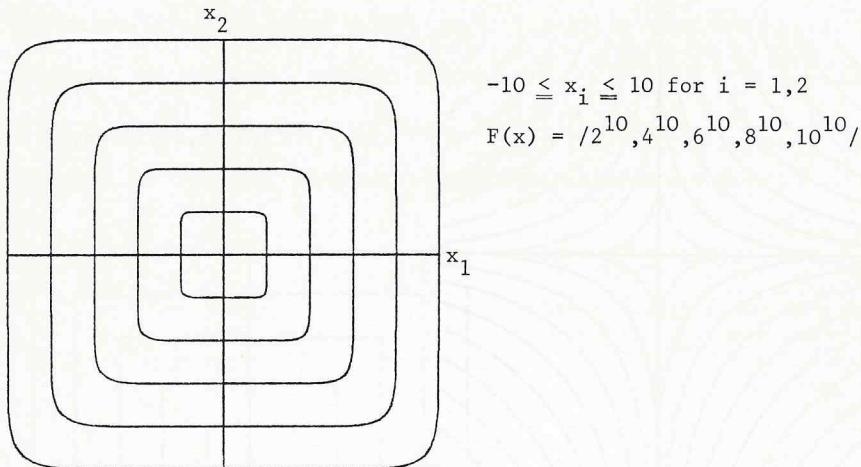
The simplex and complex methods did not find the minimum. As in the previous problem 2.21, this is due to the sharply pointed corners of the contours. The variable metric strategy also finally got stuck at one of these corners and converged no further. In this case the discontinuity in the partial derivatives of the objective function at the corners is to blame for its failure.

Problem 2.23

Objective function: $F(x) = \sum_{i=1}^n x_i^{10}$ for $n = 5$.

Minimum: $x_i^* = 0$ for $i = 1(1)n$; $F(x^*) = 0$.

Start: $x_i^{(0)} = 10$ for $i = 1(1)n$; $F(x^{(0)}) = 5 \cdot 10^{10}$ for $n = 5$.

Figure A.15 - Contour diagram for problem 2.23 for $n = 2$ 

Only the two strategies which have a quadratic internal model of the objective function, namely the variable metric and conjugate directions methods, failed to converge, because the function $F(x)$ is of much higher (tenth) order.

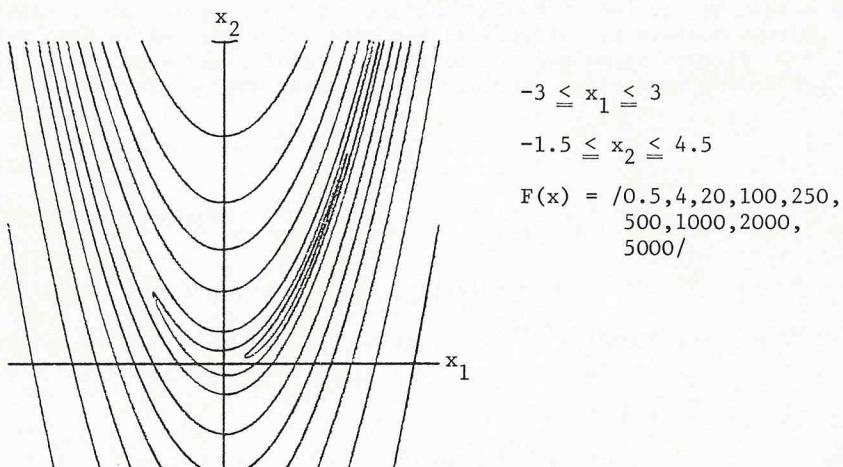
Problem 2.24 after Rosenbrock (1960)

Objective function: $F(x) = 100(x_2 - x_1^2)^2 + (x_1 - 1)^2$.

Minimum: $x^* = (1, 1)$; $F(x^*) = 0$.

Start: $x^{(0)} = (-1.2, 1)$; $F(x^{(0)}) = 24.2$.

Figure A.16 - Contour diagram for problem 2.24



Problem 2.25

Objective function: $F(x) = \sum_{i=2}^n \{(x_1 - x_i^2)^2 + (x_i - 1)^2\}$ for $n = 5$.

Minimum: $x_i^* = 1$ for $i = 1(1)n$; $F(x^*) = 0$.

Start: $x_i^{(0)} = 10$ for $i = 1(1)n$; $F(x^{(0)}) = 32724$ for $n = 5$.

For $n = 2$ this becomes the same as problem 2.24.

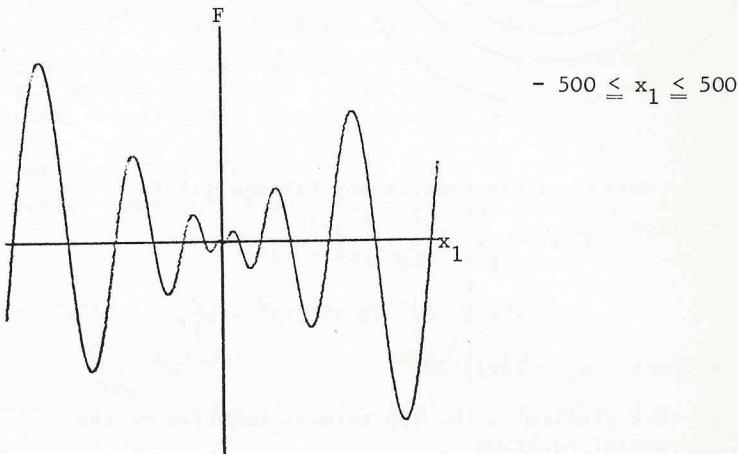
Problem 2.26

Objective function: $F(x) = -x_1 \sin\{\sqrt{|x_1|}\}$.

This problem is the same as problem 2.3 except for the modulus. The difference has the effect that the neighbouring minima are further apart here, with a relative maximum separating each of them. The positions of the local minima and maxima are as described under 2.3.

Start: $x_1^{(0)} = 0$; $F(x^{(0)}) = 0$.

Figure A.17 - The objective function $F(x_1)$ of problem 2.26



Only the multimembered evolution strategy converged again to the apparent global minimum; all the other methods only converged to the first local minimum.

Problem 2.27 after Zettl (1970)

Objective function: $F(x) = (x_1^2 + x_2^2 - 2x_1)^2 + 0.25x_1$.

Minimum: $x^* \approx (-0.02990, 0)$; $F(x^*) \approx -0.003791$.

Because of rounding errors this same objective function value is

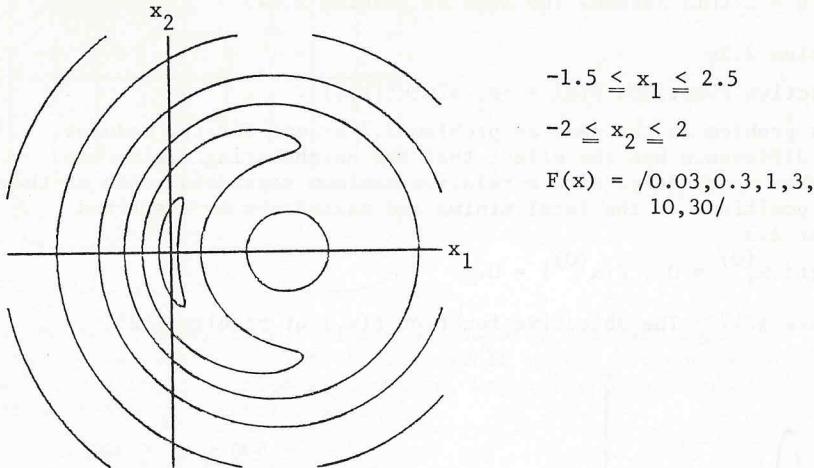
reached for various pairs of values of x_1, x_2 .

Maximum: $x' \approx (1.063, 0)$; $F(x') \approx 1.258$.

Saddle point: $x'' \approx (1.967, 0)$; $F(x'') \approx 0.4962$.

Start: $x^{(0)} = (2, 0)$; $F(x^{(0)}) = 0.5$.

Figure A.18 - Contour diagram for problem 2.27



Problem 2.28 of Watson, after Kowalik and Osborne (1968)

Objective function: $F(x) = \sum_{i=1}^{30} \left\{ \sum_{j=1}^5 (j a_i^{j-1} x_{j+1}) \right.$

$$\left. - \left(\sum_{j=1}^6 (a_i^{j-1} x_j) \right)^2 - 1 \right\}^2 + x_1^2,$$

where $a_i = (i-1)/29$.

The origin of this problem is the approximate solution of the ordinary differential equation

$$\frac{dz}{dy} - z^2 = 1$$

on the interval $0 \leq y \leq 1$ with the boundary condition

$$z(y = 0) = 0.$$

The sought for function $z(y)$ is to be approximated by a polynomial

$$\tilde{z}(y) = \sum_{j=1}^n (c_j y^{j-1}).$$

In the present case only the first six terms are considered. Suitable values of the polynomial coefficients c_j ; $j=1(1)6$ are to be determined. The deviation from the exact solution of the differential equation is measured in the Gaussian sense as the sum of the squares of the errors at $m = 30$ argument values y_i , uniformly distributed in the range.

$$F_1 = \sum_{i=1}^m \left(\frac{d\tilde{z}}{dy} \Big|_{y_i} - \tilde{z}^2 \Big|_{y_i} - 1 \right)^2.$$

The boundary condition is treated as a second simultaneous equation by means of a similarly constructed term:

$$F_2 = \tilde{z}^2 \Big|_{y=0}.$$

By inserting the polynomial and redefining the parameters c_i as variables x_i , we obtain the objective function $F(x) = F_1 + F_2$, the minimum of which is an approximate solution of the parameterised functional problem.

Minimum: $x^* \approx (-0.0158, 1.012, -0.2329, 1.260, -1.513, 0.9928)$;

$$F(x^*) \approx 0.002288.$$

Start: $x^{(0)} = (0, 0, 0, 0, 0, 0)$; $F(x^{(0)}) = 30$.

Judging by the number of objective function evaluations all the search methods found this a difficult problem to solve. The best solution was provided by the complex strategy.

Problem 2.29 after Beale (1967)

$$\begin{aligned} \text{Objective function: } F(x) = & 2x_1^2 + 2x_2^2 + x_3^2 + 2x_1x_2 + 2x_1x_3 - 8x_1 \\ & - 6x_2 - 4x_3 + 9. \end{aligned}$$

Constraints: $G_j(x) = x_j \geq 0$ for $j = 1(1)3$

$$G_4(x) = -x_1 - x_2 - 2x_3 + 3 \geq 0.$$

Minimum: $x^* = (4/3, 7/9, 4/9)$; $F(x^*) = 1/9$; G_4 active.

Start: $x^{(0)} = (0.1, 0.1, 0.1)$; $F(x^{(0)}) = 7.29$.

Problem 2.30

As problem 2.3, but with the constraints:

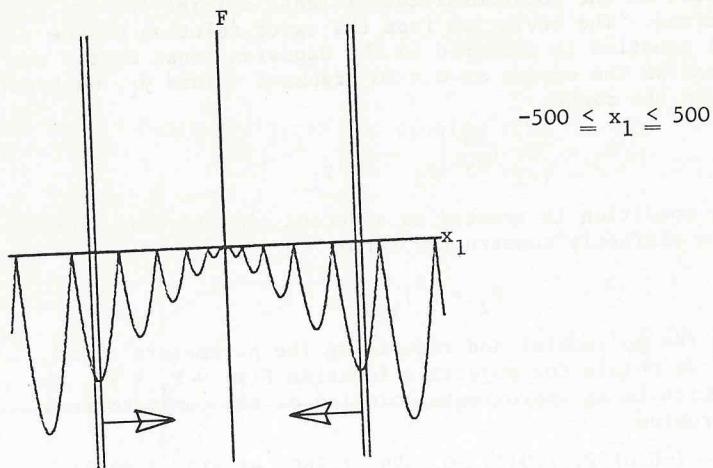
$$G_1(x) = -x_1 + 300 \geq 0$$

$$G_2(x) = x_1 + 300 \geq 0.$$

The introduction of constraints gives rise to two equal valued global minima at the edge of the feasible region:

Minima: $x^* = 300$; $F(x^*) \approx -299.7$; G_1 active, and
 $x^* = -300$; $F(x^*) \approx -299.7$; G_2 active.

In addition there are five local minima within the feasible region.

Figure A.19 - The function $F(x_1)$ for problem 2.30

Here too the absolute minima were only located by the multimembered evolution strategy.

Problem 2.31

As problem 2.4, but with constraints:

$$G_j(x) = x_j - 1 \geq 0 \text{ for } j = 1(1)n = 5.$$

Minimum: $x_i^* = 1$ for $i = 1(1)n$; $F(x^*) = 0$; all G_j active.

Start: $x_i^{(0)} = -10$ for $i = 1(1)n$; $F(x^{(0)}) = 61105$ for $n = 5$.

The starting point is in the infeasible region.

Problem 2.32 after Bracken and McCormick (1970)

$$\text{Objective function: } F(x) = -x_1^2 - x_2^2.$$

$$\text{Constraints: } G_j(x) = x_j \geq 0 \text{ for } j = 1, 2$$

$$G_3(x) = -x_1 + 1 \geq 0$$

$$G_4(x) = -x_1 - 4x_2 + 5 \geq 0.$$

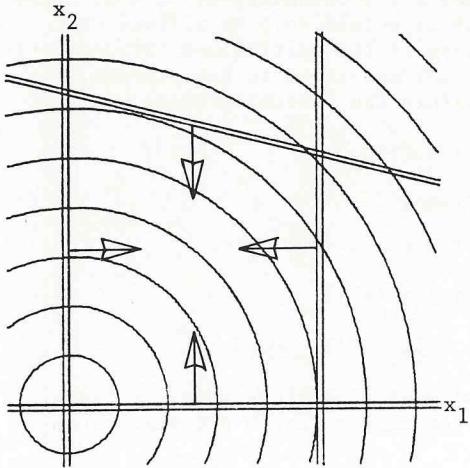
Minimum: $x^* = (1, 1)$; $F(x^*) = -2$; G_3 and G_4 active.

Besides this global minimum there is another local one:

$$x' = (0, 5/4); F(x') = -15/16; G_1 \text{ and } G_4 \text{ active}$$

$$\text{Start: } x^{(0)} = (0, 0); F(x^{(0)}) = 0.$$

Figure A.20 - Contour diagram for problem 2.32



$$-0.25 \leq x_i \leq 1.5 \text{ for } i=1,2$$

$$\begin{aligned} F(x) = & /0.04, 0.16, 0.36, \\ & 0.64, 1, 1.44, \\ & 1.96, 2.56, 3.24, \\ & 4/ \end{aligned}$$

All the search methods converged to the global minimum.

Problem 2.33 after Zettl (1970)

As problems 2.14 and 2.15, but with the constraints:

$$G_j(x) = x_{j+2} - 2 \geq 0 \text{ for } j = 1, 2.$$

Minimum: $x^* \approx (1.275, 0.6348, 2, 2)$;

$$F(x^*) \approx 189.1; \text{ all } G_j \text{ active.}$$

$$\text{Start: } x^{(0)} = (1, 2, 3, 4); F(x^{(0)}) = 1512.$$

The (1+1) evolution strategy only solved the problem very inaccurately.

Problem 2.34 after Fletcher and Powell (1963)

$$\text{Objective function: } F(x) = 100\{(x_3 - 10\theta)^2 + (R-1)^2\} + x_3^2,$$

$$\text{where } x_1 = R \cos(2\pi\theta); x_2 = R \sin(2\pi\theta).$$

$$\text{and } R = \sqrt{x_1^2 + x_2^2}$$

$$\theta = \begin{cases} (1/2\pi) \arctan (x_2/x_1), & \text{if } x_2 \neq 0 \text{ and } x_1 > 0 \\ 1/2 & \text{if } x_2 = 0 \\ (1/2\pi)\{\pi + \arctan (x_2/x_1)\}, & \text{if } x_2 \neq 0 \text{ and } x_1 < 0. \end{cases}$$

$$\text{Constraints: } G_1(x) = -x_3 + 7.5 \geq 0$$

$$G_2(x) = x_3 + 2.5 \geq 0.$$

Minimum: $x^* = (1, \approx 0, 0)$; $F(x^*) = 0$; no constraint is active.

The objective function itself has a discontinuity at $x_2 = 0$, right at the sought for minimum. Thus x_2 should only be allowed to approach closely to zero. Because of the multivalued trigonometric functions there are infinitely many solutions to the problem, of which only one, however, lies within the feasible region.

Start: $x^{(0)} = (-1, 0, 0)$; $F(x^{(0)}) = 2500$.

Problem 2.35 after Rosenbrock (1960)

Objective function: $F(x) = -x_1 x_2 x_3$.

Constraints: $G_j(x) = x_j \geq 0$ for $j = 1(1)3$

$$G_4(x) = -x_1 - 2x_2 - 2x_3 + 72 \geq 0.$$

The underlying problem here was: what dimensions should a parcel of maximum volume have, if the sum of its length and transverse circumference is bounded?

Minimum: $x^* = (24, 12, 12)$; $F(x^*) = -3456$; G_4 active.

Start: $x^{(0)} = (0, 0, 0)$; $F(x^{(0)}) = 0$.

All variants of the evolution strategy converged only to within the neighbourhood of the sought for minimum, because in the end only a fraction of all random jumps landed within the feasible region.

Problem 2.36

This is derived from problem 2.35 by treating the constraint G_4 , which is active at the minimum, as an equation, and thereby eliminating one of the free variables.

With $x'_1 + 2x'_2 + 2x'_3 = 72$

we obtain

$$F'(x) = -(72 - 2x'_2 - 2x'_3)x_2 x_3$$

or:

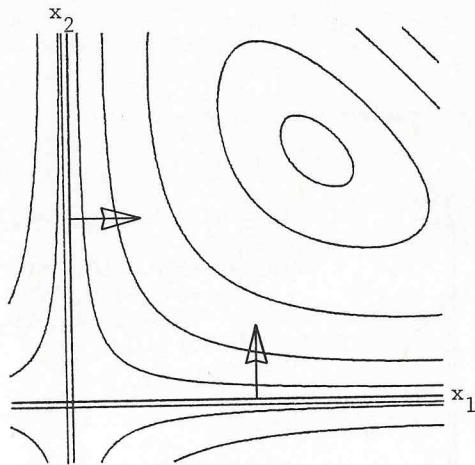
Objective function: $F(x) = -x_1 x_2 (72 - 2x_1 - 2x_2)$.

Constraints: $G_j(x) = x_j \geq 0$ for $j = 1, 2$.

Minimum: $x^* = (12, 12)$; $F(x^*) = -3456$;
no constraints are active.

Start: $x^{(0)} = (1, 1)$; $F(x^{(0)}) = -68$.

Figure A.21 - Contour diagram for problem 2.36



$$-3 \leq x_i \leq 18 \text{ for } i=1,2$$

$$F(x) = -3400, -3000, -2000, \\ -1000, -300, 300, \\ 1000/$$

Problem 2.37 (corridor model)

$$\text{Objective function: } F(x) = -\sum_{i=1}^n x_i \text{ for } n = 3.$$

Constraints:

$$G_j(x) = \begin{cases} -x_j + 100 \geq 0 & \text{for } j = 1(1)n \\ x_{j-n+1} - \frac{1}{j-n} \sum_{i=1}^{j-n} x_i + \sqrt{\left[\frac{j-n+1}{j-n} \right]} \geq 0 & \text{for } j=n+1(1)2n-1 \\ -x_{j-2n+2} + \frac{1}{j-2n+1} \sum_{i=1}^{j-2n+1} x_i + \sqrt{\left[\frac{j-2n+2}{j-2n+1} \right]} \geq 0 & \text{for } j=2n(1)3n-2 \end{cases}$$

The constraints form a feasible region which could be described as a corridor with a square cross-section (three dimensionally speaking). The axis of the corridor runs along the diagonal in the space:

$$x_1 = x_2 = x_3 = \dots = x_n.$$

The contours of the linear objective function run perpendicularly to this axis. In order to obtain a finite minimum further constraints were added, whereby a kind of pencil point is placed on the corridor. In the absence of these additional constraints the problem corresponds to the corridor model used by Rechenberg (1973), for which he derived theoretically the rate of progress - a measure of the convergence rate - of the two-membered evolution strategy.

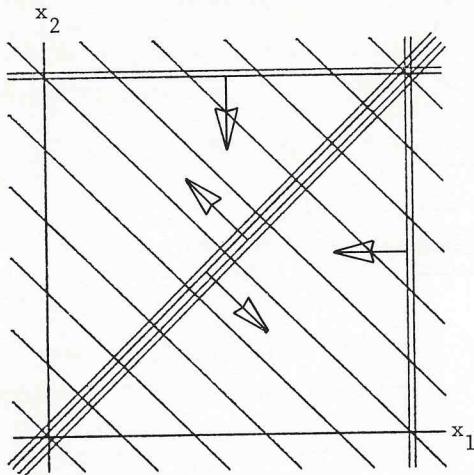
$$\text{Minimum: } x_1^* = 100 \text{ for } i = 1(1)n;$$

$F(x^*) = -300$ for $n = 3$; G_1 to G_n active.

Start: $x_i^{(0)} = 0$ for $i = 1(1)n$;

$F(x^{(0)}) = 0$.

Figure A.22 - Contour diagram for problem 2.37 for $n = 2$



$-10 \leq x_i \leq 110$ for $i = 1, 2$

$F(x) = /-200, -180, -160,$
 $-140, -120, -100,$
 $-80, -60, -40, -20,$
 $0/$

Problem 2.38

As problem 2.25, but with the additional constraints:

$$G_j(x) = x_j - 1 \geq 0 \text{ for } j = 1(1)n = 5.$$

Minimum: $x_1^* = 1$ for $i = 1(1)n$;

$$F(x^*) = 0; \text{ all } G_j \text{ active.}$$

Start: $x_i^{(0)} = -10$ for $i = 1(1)n$;

$$F(x^{(0)}) = 48884 \text{ for } n = 5.$$

The starting point is in the infeasible region.

Problem 2.39 after Rosen and Suzuki (1965)

$$\text{Objective function: } F(x) = x_1^2 + x_2^2 + 2x_3^2 + x_4^2 - 5x_1 - 5x_2 - 21x_3 + 7x_4.$$

$$\text{Constraints: } G_1(x) = -2x_1^2 - x_2^2 - x_3^2 - 2x_1 + x_2 + x_4 + 5 \geq 0$$

$$G_2(x) = -x_1^2 - x_2^2 - x_3^2 - x_4^2 - x_1 + x_2 - x_3 + x_4 + 8 \geq 0$$

$$G_3(x) = -x_1^2 - 2x_2^2 - x_3^2 - 2x_4^2 + x_1 + x_4 + 10 \geq 0.$$

Minimum: $x^* = (0, 1, 2, -1)$; $F(x^*) = -44$; G_1 active.

Start: $x^{(0)} = (0,0,0,0)$; $F(x^{(0)}) = 0$.

None of the search methods which operate directly with constraints, i.e. without reformulating the objective function, managed to solve the problem to satisfactory accuracy.

Problem 2.40

Objective function: $F(x) = - \sum_{i=1}^5 x_i$.

Constraints:

$$G_j(x) = \begin{cases} x_j \geq 0 & \text{for } j = 1(1)5 \\ - \sum_{i=1}^5 (9+i)x_i + 50000 \geq 0 & \text{for } j = 6 \end{cases}$$

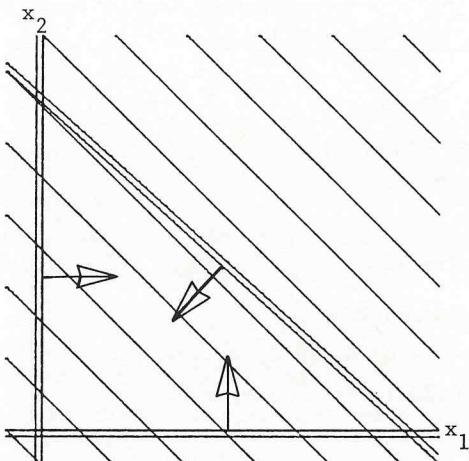
This is a simple linear programming problem. The solution is in a corner of the allowed region defined by the constraints (simplex).

Minimum: $x^* = (5000, 0, 0, 0, 0)$

$F(x^*) = -5000$; G_2 to G_6 active.

Start: $x^{(0)} = (250, 250, 250, 250, 250)$;
 $F(x^{(0)}) = -1250$.

Figure A.23 - Contour diagram for problem 2.40 on the plane $x_3 = x_4 = x_5 = 0$



$$-500 \leq x_i \leq 5000 \text{ for } i = 1, 2$$

$$\begin{aligned} F(x) = & -10500, -9500, \\ & -8500, -7500, -6500, \\ & -5500, -4500, -3500, \\ & -2500, -1500, -500, \\ & 500/ \end{aligned}$$

In terms of the values of the variables, none of the strategies tested achieved accuracies better than 10^{-2} . The two variants of the (10,100) evolution strategy came closest to the exact solution.

Problem 2.41

Objective function: $F(x) = \sum_{i=1}^5 (ix_i)$.

Constraints: as for problem 2.40.

Minimum: $x^* = (0, 0, 0, 0, 50000/14)$;

$F(x^*) = -250000/14$; G_j active for $j = 1, 2, 3, 4, 6$.

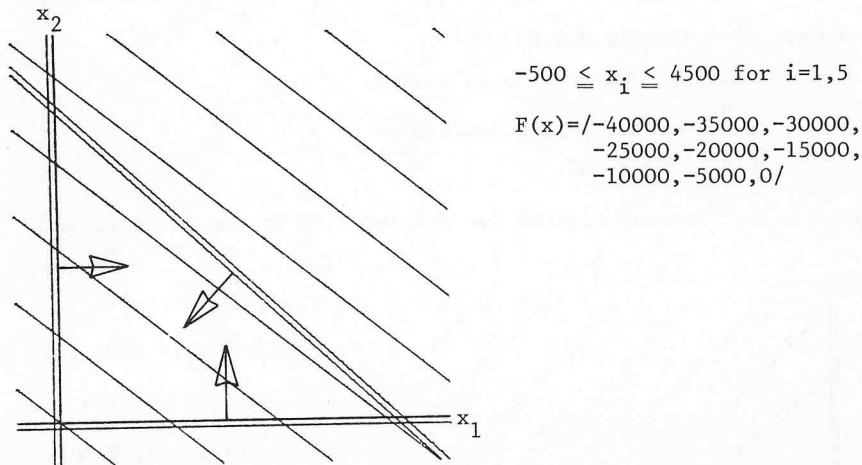
Start: $x^{(0)} = (250, 250, 250, 250, 250)$;

$F(x^{(0)}) = -3750$.

This problem differs from the previous one only in the numerical values; regarding the accuracies achieved, the same remarks apply as for problem 2.40.

Figure A.24 - Contour diagram for problem 2.41 on the plane

$$x_2 = x_3 = x_4 = 0$$



Problem 2.42

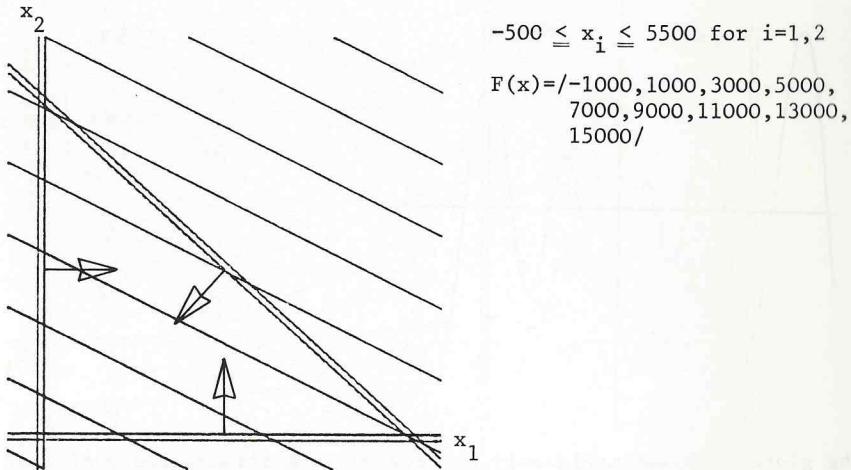
Objective function: $F(x) = \sum_{i=1}^5 (ix_i)$.

Constraints: as for problems 2.40 and 2.41.

Minimum: $x^* = (0, 0, 0, 0, 0)$; $F(x^*) = 0$; G_1 to G_5 active.

Start: $x^{(0)} = (250, 250, 250, 250, 250)$; $F(x^{(0)}) = 3750$.

Figure A.25 - Contour diagram for problem 2.42 on the plane
 $x_3 = x_4 = x_5 = 0$



The minimum is at the origin of coordinates. The evolution strategies were thus better able to approach the solution by adjusting the individual step lengths. The multimembered strategy with recombination yielded an exact solution with variable values less than 10^{-38} .

Problem 2.43

As problem 2.42, except:

$$\begin{aligned} \text{Start: } x^{(0)} &= (-250, -250, -250, -250, -250); \\ F(x^{(0)}) &= -3750. \end{aligned}$$

The starting point is in the infeasible region. The solutions are as in problem 2.42.

Problem 2.44

As problem 2.26, but with additional constraints:

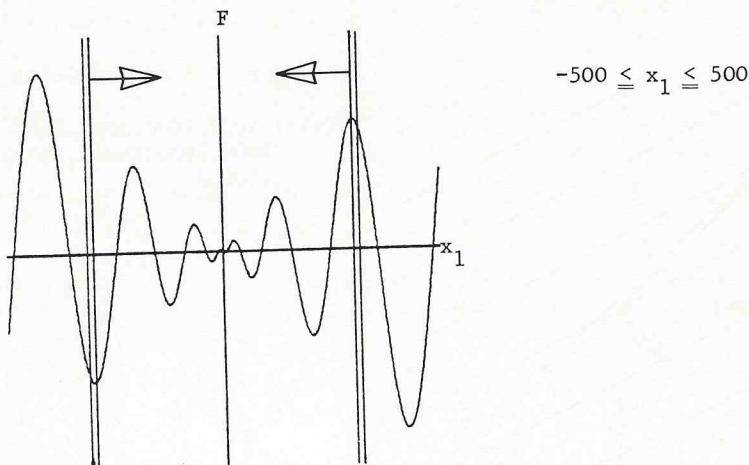
$$G_1(x) = -x_1 + 300 \geq 0$$

$$G_2(x) = x_1 + 300 \geq 0.$$

Minimum: $x_1^* = -300$; $F(x^*) \approx -299.7$; G_2 active.

Besides this global minimum there are five more local (relative) minima within the feasible region.

$$\text{Start: } x_1^{(0)} = 0; \quad F(x^{(0)}) = 0.$$

Figure A.26 - The objective function $F(x_1)$ for problem 2.44

The global minimum could only be located by multimembered evolution. All the other search strategies converged to the nearest local minimum to the starting point.

Problem 2.45 of Smith and Rudd after Leon (1966a)

$$\text{Objective function: } F(x) = \sum_{i=1}^n \{x_i^i \exp(-x_i)\} \quad \text{for } n = 5.$$

Constraints:

$$G_j(x) = \begin{cases} x_j \geq 0 & \text{for } j = 1(1)n \\ -x_{j-n+2} \geq 0 & \text{for } j = n+1(1)2n. \end{cases}$$

Minimum: $x_i^* = 0$ for $i = 1(1)n$;

$F(x^*) = 0$; all G_1 to G_n active.

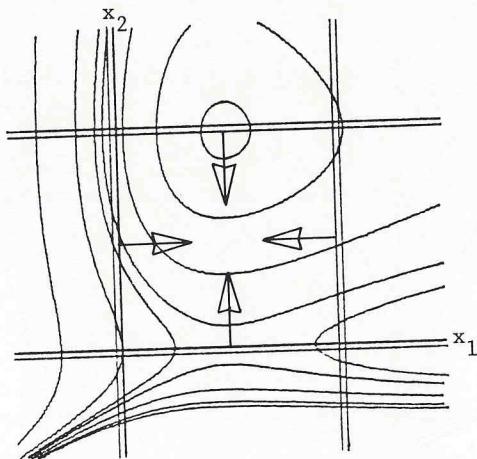
Besides this global minimum there is another local one:

$$x_i' = \begin{cases} 2 \text{ for } i = 1 \\ 0 \text{ for } i = 2(1)n; \end{cases}$$

$F(x') = 2 \exp(-2)$; G_2 to G_{n+1} active.

Start: $x_i^{(0)} = 1$ for $i = 1(1)n$;

$F(x^{(0)}) \approx 1.84$ for $n = 5$.

Figure A.27 - Contour diagram for problem 2.45 for $n = 2$ 

$$-1 \leq x_i \leq 3 \text{ for } i = 1, 2$$

$$F(x) = /-1, 0, 0.3, 0.4, 0.6, \\ 0.8, 0.9/$$

In the neighbourhood of the sought for minimum, the rate of convergence of a search strategy depends strongly on its ability to make widely different individual adjustments to the step lengths for the changes in the variables. The multimembered evolution solved this problem best when working with recombination. Rosenbrock's method converged to the local minimum, as did the complex and the simple evolution strategies.

Problem 2.46

$$\text{Objective function: } F(x) = x_1^2 + x_2^2.$$

$$\text{Constraint: } G_1(x) = x_1 + 2x_2 - 2 \geq 0.$$

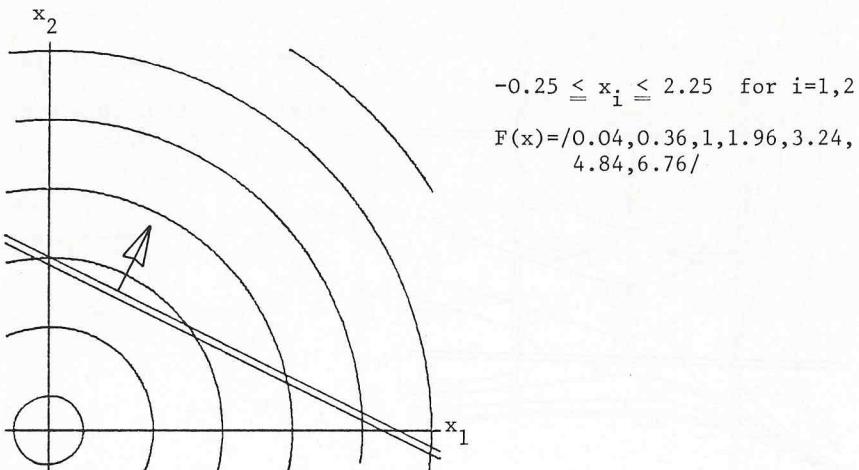
$$\text{Minimum: } x^* = (0.4, 0.8);$$

$$F(x^*) = 0.8; \quad G_1 \text{ active.}$$

$$\text{Start: } x^{(0)} = (10, 10);$$

$$F(x^{(0)}) = 200.$$

Figure A.28 - Contour diagram for problem 2.46



Problem 2.47 after Ueing (1971)

Objective function: $F(x) = -x_1^2 - x_2^2.$

Constraints: $G_j(x) = x_j \geq 0 \text{ for } j = 1, 2$

$$G_3(x) = x_1 + x_2 - 17x_1 - 5x_2 + 66 \geq 0$$

$$G_4(x) = x_1 + x_2 - 10x_1 - 10x_2 + 41 \geq 0$$

$$G_5(x) = x_1 + x_2 - 4x_1 - 14x_2 + 45 \geq 0$$

$$G_6(x) = -x_1 + 7 \geq 0$$

$$G_7(x) = -x_2 + 7 \geq 0.$$

Minimum: $x^* = (6, 0); F(x^*) = -36; G_2 \text{ and } G_3 \text{ active.}$

Besides the global minimum x^* there are three local minima:

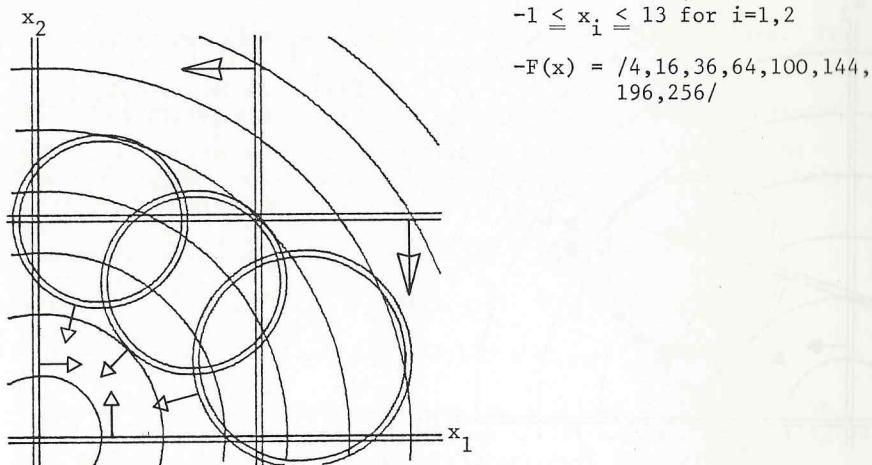
$$x' \approx (2.116, 4.174); F(x') \approx -21.90$$

$$x'' = (0, 5); F(x'') = -25$$

$$x''' = (5, 2); F(x''') = -29.$$

Start: $x^{(0)} = (0, 0); F(x^{(0)}) = 0.$

Figure A.29 - Contour diagram for problem 2.47



$$-1 \leq x_i \leq 13 \text{ for } i=1,2$$

$$-F(x) = /4, 16, 36, 64, 100, 144, \\ 196, 256/$$

To the original problem have been added the two constraints G_6 and G_7 . Without them there are two separate feasible regions and the global minimum is at infinity, in the external, open region. Depending on the initial step lengths, the evolution strategies were sometimes able to go out from the starting point within the inner, closed region into the external region. The multimembered strategies converged to the global minimum, the other search methods all located local minima; which of these was located by the two-membered evolution strategy depended on the sequence of random numbers.

Problem 2.48 after Ueing (1971)

$$\text{Objective function: } F(x) = -x_1^2 - x_2^2 .$$

$$\text{Constraints: } G_j(x) = x_j \geq 0 \text{ for } j = 1, 2$$

$$G_3(x) = -x_1 + x_2 + 4 \geq 0$$

$$G_4(x) = x_1/3 - x_2 + 4 \geq 0$$

$$G_5(x) = x_1^2 + x_2^2 - 10x_1 - 10x_2 + 41 \geq 0 .$$

$$\text{Minimum: } x^* = (12, 8); \quad F(x^*) = -208; \quad G_3 \text{ and } G_4 \text{ active.}$$

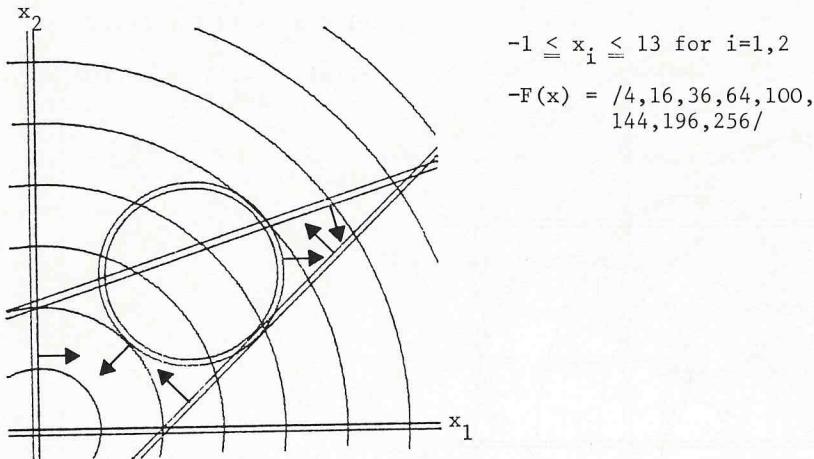
Besides this global minimum there are two local minima:

$$x' \approx (2.018, 4.673); \quad F(x') \approx -25.91$$

$$x'' \approx (6.293, 2.293); \quad F(x'') \approx -44.86 .$$

$$\text{Start: } x^{(0)} = (0,0); \quad F(x^{(0)}) = 0 .$$

Figure A.30 - Contour diagram for problem 2.48



There are two allowed regions which are unconnected and closed. The starting point and the global minimum are separated by an infeasible region. Only the (10,100) evolution strategy converged to the global minimum. It sometimes happened with this strategy that one descendant of a generation would jump from one feasible region to the other; however, the group of remaining individuals would converge to one of the local minima. All other strategies converged only to local minima.

Problem 2.49 after Wolfe (1966)

$$\text{Objective function: } F(x) = (4/3)(x_1^2 + x_2^2 - x_1 x_2)^{3/4} + x_3.$$

$$\text{Constraints: } G_j(x) = x_j \geq 0 \text{ for } j = 1(1)3.$$

$$\text{Minimum: } x^* = (0,0,0); F(x^*) = 0; \text{ all } G_j \text{ active}$$

$$\text{Start: } x^{(0)} = (10,10,10); F(x^{(0)}) \approx 52.16.$$

Problem 2.50

As problem 2.37, but with some other constraints:

$$G_j(x) = -x_j + 100 \geq 0 \text{ for } j = 1(1)n$$

$$G_{n+1}(x) = -\sum_{i=1}^n \left\{ \frac{1}{n} \sum_{j=1}^n (x_j - x_i) \right\}^2 + 1 \geq 0.$$

$$\text{Minimum: } x_i^* = 100 \text{ for } i = 1(1)n;$$

$$F(x^*) = -300 \text{ for } n=3; G_1 \text{ to } G_n \text{ active.}$$

$$\text{Start: } x_i^{(0)} = 0 \text{ for } i = 1(1)n;$$

$$F(x^{(0)}) = 0.$$

Instead of the $2n-2$ linear constraints of problem 2.37, a non-linear constraint served here to bound the corridor at its sides. From a geometrical point of view, the cross-section of the corridor for $n=3$ variables is now circular instead of square. For $n = 2$ variables the two problems become equivalent.

A1.3 Test problems for the third part of the strategy comparison

These are usually n -dimensional extensions of problems from the second set of tests, whose numbers are given in brackets after the new problem number.

Problem 3.1 (analogous to problem 2.4)

$$\text{Objective function: } F(x) = \sum_{i=1}^n \{(x_1 - x_i)^2 + (1 - x_i)^2\}.$$

$$\text{Minimum: } x_i^* = 1 \text{ for } i = 1(1)n; \quad F(x^*) = 0.$$

No noteworthy difficulties arose in the solution of this and the following biquadratic problem with any of the comparison strategies. Away from the minimum, the contour patterns of the objective functions resemble those of the n -dimensional sphere problem (problem 1.1). Nevertheless the slight differences caused most search methods to converge much more slowly (typically by a factor 1/5). The simplex strategy was particularly affected. The computation times it required were about ten to thirty times as long as for the sphere problem with the same number of variables. With $n = 100$ and greater, the required accuracy was only achieved in problem 3.1 after at least one collapse and subsequent reconstruction of the simplex. The evolution strategies on the other hand were all practically unaffected by the difference with respect to problem 1.1. Also for the complex method the cost was only slightly higher, although with this strategy the computation time increased very rapidly with the number of variables for all problems.

Problem 3.2 (analogous to problem 2.25)

$$\text{Objective function: } F(x) = \sum_{i=2}^n \{(x_1 - x_i)^2 + (1 - x_i)^2\}$$

$$\text{Minimum: } x_i^* = 1 \text{ for } i = 1(1)n; \quad F(x^*) = 0.$$

Problem 3.3 (analogous to problem 2.13)

$$\text{Objective function: } F(x) = \sum_{i=1}^n \left\{ \sum_{j=1}^n (a_{ij} \sin \alpha_j + b_{ij} \cos \alpha_j) - \sum_{j=1}^n (a_{ij} \sin x_j + b_{ij} \cos x_j) \right\}^2,$$

where a_{ij}, b_{ij} for $i, j = 1(1)n$ are integer random numbers from the range (-100, 100) and α_j ($j = 1(1)n$) are random numbers from the range $(-\pi, \pi)$.

Minimum: $x_i^* = \alpha_i$ for $i = 1(1)n$; $F(x^*) = 0$.

Besides this desired minimum there are numerous others which have the same value (see problem 2.13). The a_{ij} and b_{ij} require storage space of order $O(n^2)$. For this reason the maximum number of variables for which this problem could be set up had to be limited to $n_{\max} = 30$. The computation time per function call also increases as $O(n^2)$. The coordinate strategies ended the search for the minimum before reaching the required accuracy when ten or more variables were involved. The method of Davies, Swann and Campey (DSC) with Gram-Schmidt orthogonalisation and the complex method failed in the same way for thirty variables. For $n = 30$ the search simplex of the Nelder-Mead strategy also collapsed prematurely; but after a restart the minimum was sufficiently well approximated. Depending on the sequence of random numbers, the two-membered evolution strategy converged either to the desired minimum or to one of the others. This was not seen to occur with the multimembered strategies; however, only one attempt could be made in each case because of the long computation times.

Problem 3.4 (analogous to problem 2.20)

$$\text{Objective function: } F(x) = \sum_{i=1}^n |x_i|.$$

Minimum: $x_i^* = 0$; $F(x^*) = 0$.

This problem presented no difficulties to those strategies having a line (one-dimensional) search subroutine, since the axis parallel minimisations are always successful. The simplex method on the other hand required several restarts even for just 30 variables, and for $n = 100$ variables it had to be interrupted as it exceeded the maximum permitted computation time (eight hours) without achieving the required accuracy. The success or failure of the (1+1) evolution strategy and the complex method depended upon the actual random numbers. Therefore in this and the following problems whenever there was any doubt about convergence several (at least three) attempts were made with different sequences of random numbers. It was seen that the two-membered evolution strategy sometimes spent longer near one of the corners formed by the contours of the objective function, where it converged only slowly; however, it finally escaped from this situation. Thus although the computation times were very varied, the search was never terminated prematurely. The success of the multimembered evolution strategy depended on whether or not recombination was implemented. Without recombination the method sometimes failed for just 30 variables, whereas with recombination it converged safely and with no periods of stagnation. In the latter case the computation times taken were actually no longer than for the sphere problem with the same number of variables.

Problem 3.5 (analogous to problem 2.21)

$$\text{Objective function: } F(x) = \max_i \{x_i; i = 1(1)n\}.$$

Minimum: $\sum_i x_i^* = 0; F(x^*) = 0.$

Most of the methods using a one-dimensional search failed here, because the value of the objective function is piecewise constant along the coordinate directions. The methods of Rosenbrock and of Davies, Swann and Campey (whatever the method of orthogonalisation) converged safely since they consider trial steps which do not change the objective function value as successful. If only true improvements are accepted, as in the conjugate gradient, variable metric and coordinate strategies, the search never even leaves the chosen starting point at one of the corners of the contour surface. The simplex and complex strategies failed for $n > 30$ variables. Even for just ten variables the search simplex of the Nelder-Mead method had to be constructed anew after collapsing 185 times before the desired accuracy could be achieved. For the evolution strategy with only one parent and one descendant, the probability of finding from the starting point a point with a better value of the objective function is

$$w_e = 2^{-n}.$$

For this reason the (1+1) strategy failed for $n \geq 10$. The multi-membered version without recombination could solve the problem for up to $n = 10$ variables. With recombination convergence was sometimes still achieved for $n = 30$ variables, but no longer for $n = 100$ in the three attempts made.

Problem 3.6 (analogous to problem 2.22)

Objective function: $F(x) = \sum_{i=1}^n |x_i| + \prod_{i=1}^n |x_i|.$

Minimum: $\sum_i x_i^* = 0 \text{ for } i = 1(1)n; F(x^*) = 0.$

In spite of the even sharper corners on the contour surfaces of the objective function all the strategies behaved in much the same way as they did in the minimum search of problem 3.4. The only notable difference was with the (10,100) evolution strategy without recombination. For $n = 30$ variables the minimum search always converged; only for $n = 100$ and above was the search no longer successful.

Problem 3.7 (analogous to problem 2.23)

Objective function: $F(x) = \sum_{i=1}^n x_i^{10}.$

Minimum: $\sum_i x_i^* = 0 \text{ for } i = 1(1)n;$

$$F(x^*) = 0.$$

The strategy of Powell failed from $n = 10$ variables. Since all the step lengths were set to zero the search stagnated and the internal termination criterion did not take effect. The optimization had to be interrupted externally. From $n = 30$, the variable metric method was also ineffective. The quadratic model of the objective function on which it is based led to completely false predictions of suitable

search directions. For $n = 10$ the simplex method required 48 restarts, and for $n = 30$ as many as 181 in order to achieve the desired accuracy. None of the evolution strategies had any convergence difficulties in solving the problem. They were not tested further for $n > 300$ simply for reasons of computation time.

Problem 3.8 (similar to problem 2.37) (corridor model)

$$\text{Objective function: } F(x) = - \sum_{i=1}^n x_i.$$

Constraints:

$$G_j(x) = \begin{cases} \sqrt{\left[\frac{j+1}{j}\right]} + x_{j+1} - \frac{1}{j} \sum_{i=1}^j x_i \geq 0 \text{ for } j = 1(1)n-1 \\ \sqrt{\left[\frac{j-n+2}{j-n+1}\right]} - x_{j-n+2} + \frac{1}{j-n+1} \sum_{i=1}^{j-n+1} x_i \geq 0 \text{ for } j=n(1)2n-2 \end{cases}$$

The other constraints of problem 2.37 which bound the corridor in the direction of the sought for minimum were omitted here. The minimum is thus at infinity.

For comparison of the results of this and the following circularly bounded corridor problem with the theoretical rates of progress for this model function, the quantity of interest was the cost not of reaching a given approximation to an objective but of covering a given distance along the corridor axis. For the half-width of the corridor, $b = 1$ was taken. The search was started at the origin and terminated as soon as a distance $s \geq 10b$ had been covered, or the objective function had reached a value $F \leq -10\sqrt{n}$.

$$\text{Start: } x_i^{(0)} = 0 \text{ for } i = 1(1)n; F(x^{(0)}) = 0.$$

All the tested strategies converged satisfactorily. The number of mutations or generations required by the evolution strategies increased linearly with the number of variables, as expected. Since the number of constraints, as well as the computation time per function call, increased as $O(n)$, the total computation time increased as $O(n^3)$. Because of the maximum of eight hours per search adopted as a limit on the computation time, the two-membered evolution strategy could only be tested to $n = 300$ and the multimembered strategies to $n = 100$. Intermediate results for $n = 300$, however confirm that the expected trend is maintained.

Problem 3.9 (similar to problem 2.50)

$$\text{Objective function: } F(x) = - \sum_{i=1}^n x_i.$$

$$\text{Constraint: } G_1(x) = 1 - \sum_{i=1}^n \left\{ \frac{1}{n} \sum_{j=1}^n (x_j) - x_i \right\}^2 \geq 0.$$

Minimum, starting point and convergence criterion as in problem 3.8.

The complex method failed for $n \geq 30$, but the Rosenbrock strategy simply required more objective function evaluations and orthogonalisations compared to the rectangular corridor. The evolution strategies converged safely. They too required more mutations or generations than in the previous problem. However, since only one constraint instead of $2n-2$ was to be tested and respected, the time they took only increased as $O(n^2)$. Recombination in the multimembered version was only a very slight advantage for this and the linearly bounded corridor problem.

Problem 3.10 (analogous to problem 2.45)

$$\text{Objective function: } F(x) = \sum_{i=1}^n \{x_i^i \exp(-x_i)\}.$$

Constraints:

$$G_j(x) = \begin{cases} x_j \geq 0 & \text{for } j = 1(1)n \\ 2-x_{j-n} \geq 0 & \text{for } j = n+1(1)2n. \end{cases}$$

Minimum: $x_i^* = 0$ for $i = 1(1)n$;

$F(x^*) = 0$; all G_1 to G_n active.

Besides this global minimum there is a local one within the feasible region:

$$x'_i = \begin{cases} 2 & \text{for } i = 1 \\ 0 & \text{for } i = 2(1)n \end{cases};$$

$$F(x') = 2 \exp(-2).$$

As in the solution of problem 2.45 with 5 variables, the search methods only converged if they could adjust the step lengths individually. The strategy of Rosenbrock failed for only $n = 10$. The complex method sometimes converged for the same number of variables after about 1000 seconds of computation time, but occasionally not even within the allotted eight hours. For $n = 30$ variables none of the strategies reached the objective before the time limit expired. The results obtained after eight hours showed clearly that better progress was being made by the two-membered evolution strategy and the multimembered strategy with recombination. The following table gives the best objective function values obtained by each of the strategies compared.

Rosenbrock	10^{-4*}
Complex	10^{-7}
(1+1) evolution	10^{-30}
(10,100) evolution without recombination	10^{-12}
(10,100) evolution with recombination	10^{-26}

*The Rosenbrock strategy ended the search prematurely after about 5 hours. All the other values are intermediate results after 8 hours of computation time when the strategy's own termination criteria were not yet satisfied. The searches could therefore still have come to a successful conclusion.

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*Glossary of abbreviations on page 29†

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