

Elsevier L^AT_EX template[☆]

Elsevier¹

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Abstract

This template helps you to create a properly formatted L^AT_EX manuscript.

Keywords: `elsarticle.cls`, L^AT_EX, Elsevier, template

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1. The Elsevier article class

Installation. If the document class *elsarticle* is not available on your computer, you can download and install the system package *texlive-publishers* (Linux) or install the L^AT_EX package *elsarticle* using the package manager of your T_EX
5 installation, which is typically T_EX Live or MikT_EX.

Usage. Once the package is properly installed, you can use the document class *elsarticle* to create a manuscript. Please make sure that your manuscript follows the guidelines in the Guide for Authors of the relevant journal. It is not necessary to typeset your manuscript in exactly the same way as an article, unless
10 you are submitting to a camera-ready copy (CRC) journal.

[☆]Fully documented templates are available in the *elsarticle* package on CTAN.

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¹Since 1880.

Functionality. The Elsevier article class is based on the standard article class and supports almost all of the functionality of that class. In addition, it features commands and options to format the

- document style
- 15 • baselineskip
- front matter
- keywords and MSC codes
- theorems, definitions and proofs
- lables of enumerations
- 20 • citation style and labeling.

2. Front matter

The author names and affiliations could be formatted in two ways:

- (1) Group the authors per affiliation.
- (2) Use footnotes to indicate the affiliations.

25 See the front matter of this document for examples. You are recommended to conform your choice to the journal you are submitting to.

3. Proposed method

A genetic algorithm is a utilization of a population-based strategy for optimization problem, in which each individual is a representation for an acceptable solution. Finding a better solution is a reflection of Darwinian natural selection theory. A more environmentally adaptable individual is, a more survival proportion it has after each generation of evolution.

The mainframe of the genetic algorithm will be described below with a mapping one-to-one with revolutionary theory and a purpose of each component.

Algorithm 1 Genetic algorithm

- 1: Initialize population
 - 2: **while** Stopping conditions are not met **do**
 - 3: Crossover
 - 4: Mutation
 - 5: Selection
 - 6: **end while**
-

Initialize population is the first and foremost of GA component, which can be considered as our original community. A domain knowledge-based initialize strategy can lead to a huge reduction of computational time. Nevertheless, with a risk of struggling on local search, we highlight generalize characteristics of the population for desiring of cover as much as possible search space. Initialize phase also contains encoding routine, which can be a key in indifference while comparing multiple evolutionary algorithms. This step will be explained in more detail in the following section.

Stopping conditions will be set at the time the population is created. Some most often choices are the maximum number of generations that an individual can reach, the running time of the overall algorithm or the moment when the global fitness value does not change significantly after one generation, in other words, our population is now converged.

A crossover is the main process for creating individuals in the next generation with the intention of keeping good characteristics from older individuals. One

50 can easily see crossover like giving birth to a child hopefully, he will inherit the dominant traits from his parent. And with the help of mutation, when a structure of individual will be fixed in a random way, we can lower the likelihood of falling in local search and even explore a completely new region.

Last but not least, a selection routine can vary from multiple plans, but the 55 final goal is always concentrating on a solution with better fitness value. Yet not defined, a fitness value can be obtained from a fitness function which is a map from an individual representation into a scalar value. A higher fitness value is the metric for the fitness of one individual in the environment, and fitter individuals should live longer than others.

60 3.1. Overview

The first phase of one evolutionary algorithm will be the encoding scheme. Focusing on the solving tree-based problem, numerous encoding strategies were proposed, such as Prufer number, Network Random Keys, Double Layer En- coding. With a high overhead of transforming backward and forward between 65 an individual representation and a Steiner tree for guarantee of feasible characteristics and performing an evolutionary algorithm, we propose using Edge Set as a direct way to encode a solution. The overview of the algorithm is described in the following pseudo-code.

Algorithm 2 GA for MOSTP

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1: for Each individual do
2:   Applying Kruskal
3:   Applying repair scheme
4: end for
5: while Stopping conditions are not met do
6:   Crossover
7:   Mutation
8:   Selection
9: end while

```

3.2. Representation of individual

70 No matter how one Steiner tree problem is encoded, two main properties must be held: a sink node and every sensor nodes will be contained and all leaves will be sensor nodes. To achieve a feasible solution, each individual of the population is encoded as a set of edges contained in the tree. e.g: (image) (explanation)

75 An Edge-Set representation can be implemented in an array or dictionary with key and values equal to one parent node and its child in the tree. The latter data structure helps reducing fitness value computation as each layers structure must be known beforehand to calculate the energy for packet transceiving. It also allows insertion, deletion or lookup of individual edges in constant time, 80 and requires space that is linear with the number of nodes.

This encodings natural essence covers some of the most important desirable characteristics of one encoding scheme, which are coverage, unbiasedness, and time. Every tree can be encoded as one edge set and one edge set can only be decoded into one tree. And because we use this representation directly for 85 calculating fitness value and applying evolutionary operators, we can achieve zero-overhead in converting forward and backward between individual and solution. Moreover, its heritability will be maintained with our Kruskal based crossover routine when all common edges between parents will appear in off-spring.

90 Creating a tree by Kruskal algorithm needs a set of edges at first, which is our set of all tuple nodes that have distance smaller than transceiving range. But instead of sorting all edges based on its length, we shuffle the set to get a more generalize population and provide each permutation for Kruskal to construct a tree. We can stop adding an edge to tree when all Steiner nodes were visited 95 and then apply a trimming routine, which will be explained in detail later, to get an attainable solution.

3.3. Evolutionary operators

For serving better inheritance methodology, a Kruskal based routine will be applied with a preprocessing of inputted edges.

Algorithm 3 Crossover

- 1: Finding intersection between tree 1 and tree 2
 - 2: Finding disjunctive union between tree 1 and tree 2
 - 3: Sort disjunctive union based on distance between 2 nodes
 - 4: Combine 2 groups above and feed for Kruskal to create an offspring
-

100 (images) First of all, we collect all edges appear in both trees, which we hypothesize as a dominant trait that should be inherited by their children. The next step is gathering edges that appear in only tree 1 or tree 2. By containing different attributes for each tree, those edges hold information that enrich different objective. With our own observation that an optimal solution
105 will share some similar properties with a MST, a heuristic scheme can be applied here, which is sorting this disjunctive union by distance from 2 nodes in an edge, then combining with intersection group to form a candidates set for Kruskal algorithm.

Calculating each group needs no more than $O(m)$, where m is the length of
110 the longer edge set if we use a dictionary to store information in a tree. And Kruskal algorithm will have amortized time is $O((m+n) \log (m+1))$

With mutation, we propose a strategy for better generalization of the population.

Algorithm 4 Mutation

- 1: Selecting randomly 2 nodes in tree with its distance is smaller than transmission range
 - 2: Create an edge between 2 nodes
 - 3: Remove edge from descendant with its older parent
-

(images) Reminding that adding another edge between 2 nodes in a tree will
115 definitely lead to an inadmissible when descendant node has 2 parent. A simple

proposed solution is removing an older edge between the descendant and its older parent.

Both above schemes can lead to an unfeasible solution when leaves are not all Steiner nodes, therefore we utilize the repair routine [10]. The repair scheme is
120 visiting all leaves in the tree and cutting off any leaf which is not a Steiner node. And because after nodes children were cut off tree, it can become unacceptable, leaves trimming strategy is applied until all leaves are satisfactory.

Getting all leaves and removing one can be done in constant time if we construct a set to store all leaves in building tree procedure and a dictionary to
125 get one nodes parent. This repair scheme will acquire at most $O(l)$, where l is the length of the leaves set.

The next generation will be chosen by the best selection method, which is only individuals with the best fitness value will be kept. This step takes no more than $O(s)$, where s is the size of the population.

130 **4. Bibliography styles**

There are various bibliography styles available. You can select the style of your choice in the preamble of this document. These styles are Elsevier styles based on standard styles like Harvard and Vancouver. Please use BibTeX to generate your bibliography and include DOIs whenever available.

135 Here are two sample references: [? ?].

References