

# Dynamic Optimization using Self-Adaptive Differential Evolution

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## 1 Introduction

## 2 Background

- The Differential Evolution Algorithm
- The Self-adaptive DE Algorithm

## 3 Algorithm for DOPs

## 4 Experimental Results

## 5 Conclusions

# Introduction

- Differential Evolution (DE) is simple yet powerful EA algorithm for optimizing continuous functions, e.g. *static optimization environment*.
- CEC 2009 special session on evolutionary computation in *dynamic and uncertain environments*.
- Main goal: self-adaptive DE algorithm + multi-populations

# Introduction

In this presentation:

- hybridization of our self-adaptive differential evolution algorithm *jDE* with multi-populations, aging, overlapping search
- performance comparison on the set of benchmark problems



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# The Differential Evolution Algorithm

- Price & Storn, 1995 (JGO:1997)
  - $NP$  .. population size ( $D$ -dimensional vectors)
  - $F$  .. mutation scale factor
  - $CR$  .. crossover parameter



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- "rand/1" strategy:

$$\vec{v}_i^{(G)} = \vec{x}_{r_1}^{(G)} + F \cdot (\vec{x}_{r_2}^{(G)} - \vec{x}_{r_3}^{(G)}), \quad r_1 \neq r_2 \neq r_3 \neq i$$

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- $u_{i,j}^{(G)} = \begin{cases} v_{i,j}^{(G)} & \text{if } rand(0, 1) \leq CR \text{ or } j = j_{rand}, \\ x_{i,j}^{(G)} & \text{otherwise,} \end{cases}$   
 where  $i = 1, 2, \dots, NP$  and  $j = 1, 2, \dots, D$ .



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- $\vec{x}, \vec{u}$  better survives

# The Self-adaptive DE Algorithm: *jDE* algorithm

$$F_i^{(G+1)} = \begin{cases} F_l + rand_1 \cdot F_u & \text{if } rand_2 < \tau_1, \\ F_i^{(G)} & \text{otherwise,} \end{cases}$$

$$CR_i^{(G+1)} = \begin{cases} rand_3 & \text{if } rand_4 < \tau_2, \\ CR_i^{(G)} & \text{otherwise.} \end{cases}$$

$\tau_1 = 0.1, \tau_2 = 0.1, F_l = 0.1, F_u = 0.9$  (fixed values)

$F \in [0.1, 1.0], CR \in [0, 1]$

[4] J. Brest et al. Self-Adapting Control Parameters in Differential Evolution: A Comparative Study on Numerical Benchmark Problems. *IEEE TEVC*, 10(6):646–657, 2006.

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# Hybridized algorithm for solving Dynamic Optimization Problems (DOPs)

- **multi-populations** (random indexes  $r_1$ ,  $r_2$ , and  $r_3$  indicate vectors (individuals) that belong to same subpopulation as the trial vector  $\vec{x}_i$ )
- **self-adaptive control mechanism,  $F$  belongs to interval  $[0.36, 1]$**  ( $F_l = 0.36$  – suggested by D. Zaharie [22])
- **aging at individual level** (an individual that stagnates in local optimum should be reinitialized)
- **overlapping search between two subpopulations** (distance of the best individuals of the subpopulations)
- **reinitialization** (when individual is close to local best)
- **archive** (currently best individual is added to archive after each change is detected)

## Our algorithm – Multi-populations

- random indexes  $r_1$ ,  $r_2$ , and  $r_3$  indicate vectors (individuals) that belong to same subpopulation as the trial vector  $\vec{x}_i$ )
- more populations without any information sharing (except overlapping search between two best individuals of two subpopulations)
- subpopulations search different regions – diversity is important feature in DOPs



## $F$ belongs to interval $[0.36, 1]$

- D. Zaharie [22] "critical values for the control parameters of DE"
- $2F^2 - 2/NP + CR/NP = 0 \dots$  "can be considers to be critical" (this formula has an error in the paper )
- assume  $CR = 0$  and  $NP = 10$  then critical value for  $F$  is 0.308 (0.424 when  $NP = 5$ )
- we set  $F_l = 0.36$  in all experiments



## Our algorithm – aging at individual level

- an individual that stagnates in local optimum should be reinitialized
- each individual has its own *age*-variable (incremented once per generation)
- three rules for aging (see Alg. 1):
  - *global best* is not reinitialized
  - when *local best* needs to be reinitialized, the whole subpopulation with some probability is reinitialized
  - another individual is reinitialized with some probability

## Our algorithm – Individual's improvement and aging

- when an improvement of individual occurs the *age* is set to some small value – the new promising individual should stay in population for more generations
- the distance measure and fitness are used to make decision when individual's improvement is *small* or *big* (see Alg. 4)



## Our algorithm – Archive

- algorithm starts with empty archive
- currently best individual is added to the archive, after each change is detected
- an individual is selected from archive only for the first subpopulation

# Parameter Settings

- $F$  self-adaptive,
- $CR$  self-adaptive,
- $NP = 50$ ,
- number of sub-populations: 5 (the size of each sub-populations was 10).

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# Results

Table: CEC'09 Dynamic Optimization benchmark functions

$F_1$	Rotation peak function
$F_2$	Composition of Sphere's function
$F_3$	Composition of Rastrigin's function
$F_4$	Composition of Griewank's function
$F_5$	Composition of Ackley's function
$F_6$	Hybrid Composition function



# Results

Table: Error Values Achieved for Problems  $F_1$

Dimension(n)	Peaks(m)	Errors	$T_1$	$T_2$	$T_3$	$T_4$	$T_5$	$T_6$
10	10	Avg_best	0	0	0	0	0	0
		Avg_worst	0.910466	32.1705	31.7827	0.919964	18.392	32.7662
		Avg_mean	0.028813	3.5874	2.99962	0.015333	2.17757	1.1457
		STD	0.442537	7.83849	7.12954	0.288388	4.38812	5.72962
	50	Avg_best	0	0	0	0	0	0
		Avg_worst	3.92056	30.1958	27.6823	1.21212	9.08941	33.1204
		Avg_mean	0.172355	4.08618	4.29209	0.0877388	0.948359	1.76542
		STD	0.763932	6.4546	6.74538	0.24613	1.76552	5.82652
$T_7(5-15)$	10	Avg_best	—	—	0	—	—	—
		Avg_worst	—	—	34.8377	—	—	—
		Avg_mean	—	—	3.5017	—	—	—
		STD	—	—	7.89858	—	—	—
	50	Avg_best	—	—	0	—	—	—
		Avg_worst	—	—	29.768	—	—	—
		Avg_mean	—	—	4.36913	—	—	—
		STD	—	—	6.9321	—	—	—

# Results

Table: Error Values Achieved for Problems  $F_2$

Dimension(n)	Errors	$T_1$	$T_2$	$T_3$	$T_4$	$T_5$	$T_6$
10	Avg_best	0	0	0	0	0	0
	Avg_worst	15.4426	435.019	468.43	10.6608	459.147	49.5327
	Avg_mean	0.963039	43.0004	50.1906	0.793141	67.0523	3.36653
	STD	3.08329	114.944	124.015	2.53425	130.146	12.9738
$T_7(5-15)$	Avg_best	—	—	0	—	—	—
	Avg_worst	—	—	226.332	—	—	—
	Avg_mean	—	—	13.2524	—	—	—
	STD	—	—	45.7797	—	—	—

# Results

Table: Error Values Achieved for Problems  $F_3$

Dimension(n)	Errors	$T_1$	$T_2$	$T_3$	$T_4$	$T_5$	$T_6$
10	Avg_best	0	9.70434e-08	3.13019e-10	0	5.35102e-10	8.17124e-14
	Avg_worst	238.417	938.858	944.695	922.236	874.852	1226.38
	Avg_mean	11.3927	558.497	572.105	65.7409	475.768	243.27
	STD	58.1106	384.621	386.09	208.925	379.89	384.98
$T_7(5-15)$	Avg_best	—	—	0	—	—	—
	Avg_worst	—	—	853.061	—	—	—
	Avg_mean	—	—	153.673	—	—	—
	STD	—	—	286.379	—	—	—



# Results

Table: Error Values Achieved for Problems  $F_4$

Dimension(n)	Errors	$T_1$	$T_2$	$T_3$	$T_4$	$T_5$	$T_6$
10	Avg_best	0	0	0	0	0	0
	Avg_worst	19.623	475.7	544.92	16.6057	510.193	28.4483
	Avg_mean	1.48568	49.5044	51.9448	1.50584	69.4395	2.35478
	STD	4.47652	135.248	141.78	4.10062	144.041	5.78252
$T_7(5-15)$	Avg_best	—	—	0	—	—	—
	Avg_worst	—	—	163.727	—	—	—
	Avg_mean	—	—	11.7425	—	—	—
	STD	—	—	39.4469	—	—	—



# Results

Table: Error Values Achieved for Problems  $F_5$

Dim.(n)	Errors	$T_1$	$T_2$	$T_3$	$T_4$	$T_5$	$T_6$
10	Avg_best	4.10338e-14	4.16556e-14	4.15668e-14	4.08562e-14	4.24549e-14	4.08562e-14
	Avg_worst	4.89413	9.6899	10.1371	4.75098	9.28981	4.78684
	Avg_mean	0.159877	0.333918	0.357925	0.108105	0.409275	0.229676
	STD	1.02554	1.64364	1.83299	0.826746	1.90991	0.935494
$T_7(5-15)$	Avg_best	—	—	4.12115e-14	—	—	—
	Avg_worst	—	—	11.8188	—	—	—
	Avg_mean	—	—	0.434294	—	—	—
	STD	—	—	2.22792	—	—	—



# Results

Table: Error Values Achieved for Problems  $F_6$

Dimension(n)	Errors	$T_1$	$T_2$	$T_3$	$T_4$	$T_5$	$T_6$
10	Avg_best	0	0	0	0	0	0
	Avg_worst	32.7204	51.8665	84.519	38.7914	191.895	45.0354
	Avg_mean	6.22948	10.3083	10.954	6.78734	14.9455	7.8028
	STD	10.4373	13.2307	23.2974	10.1702	45.208	10.9555
$T_7(5-15)$	Avg_best	—	—	0	—	—	—
	Avg_worst	—	—	58.9448	—	—	—
	Avg_mean	—	—	10.736	—	—	—
	STD	—	—	14.7267	—	—	—

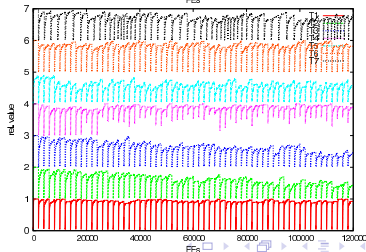
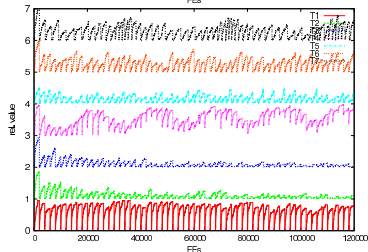
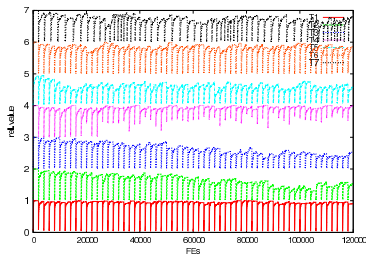
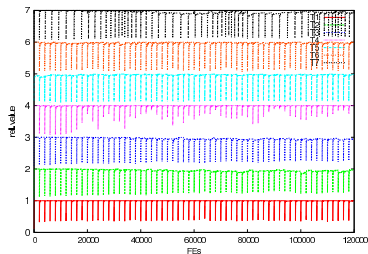
# Results

Table: Algorithm Overall Performance

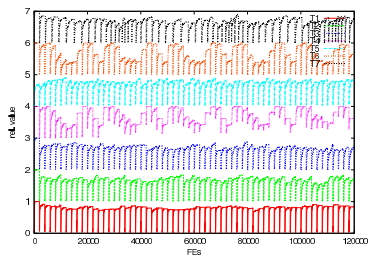
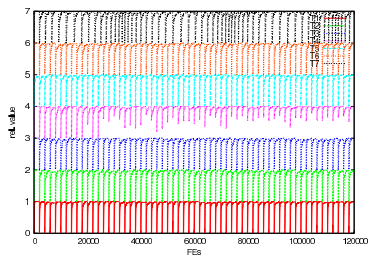
	$F_1(10)$	$F_1(50)$	$F_2$	$F_3$	$F_4$	$F_5$	$F_6$
$T_1$	0.014768	0.0146876	0.0211049	0.0157107	0.0206615	0.021766	0.0170472
$T_2$	0.0136901	0.0135926	0.0135271	0.00298238	0.013148	0.0208661	0.0139488
$T_3$	0.0138256	0.0135304	0.0130808	0.00281439	0.013545	0.0209286	0.0141912
$T_4$	0.0147164	0.0146941	0.0210035	0.0127621	0.0199268	0.0221962	0.0153046
$T_5$	0.0139415	0.0143644	0.0123976	0.0044056	0.012376	0.0213094	0.0155184
$T_6$	0.0141265	0.013874	0.017776	0.00734523	0.0179501	0.0207361	0.0139512
$T_7$	0.00911221	0.00898569	0.0101876	0.00549392	0.0101813	0.0137894	0.00942562
<b>Mark</b>	<b>0.0941803</b>	<b>0.0937288</b>	<b>0.109078</b>	<b>0.0515143</b>	<b>0.107789</b>	<b>0.141592</b>	<b>0.099387</b>
<b>Performance (sumed the mark obtained for each case and multiplied by 100): 69.7269</b>							



# Convergence graphs $F_1$ – $F_4$



# Convergence graphs $F_5$ , and $F_6$



# Discussion

- our algorithm performs very well on small step ( $T_1$ ) and chaotic ( $T_4$ ) change types for  $F_1 - F_4$
- $F_5$ : it obtained good results over all changed types
- $F_6$ : it obtained very well results over all changed types
- $F_3$  is the most difficult one among all test problems

# Conclusions

*jDE* algorithm with multi-populations and aging mechanism was evaluated on CEC'09 test problems – special session on dynamic optimization problems.

Overall performance: 69.7

Future plans:

- to apply additional co-operation among sub-populations
- to use sub-populations of different sizes
- to improve the usage of the archive (here, a simple variant of the archive is used)

# Thank You

Questions?