Force-based Cooperative Search Directions in Evolutionary Multi-objective Optimization

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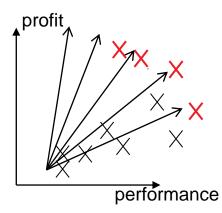
Multiobjective Optimization Scenario

Three main approaches in EMO:

- classical dominance-based algorithms: NSGA-II, SPEA2, ...
- indicator-based algorithms: IBEA, AGE, HypE, ...
- scalarization-based algorithms: MSOPS, MOEA/D, ...

Scalarization approaches:

- solve several scalarized problems simultaneously
- #scalarizations = #solutions desired



Problems:

- defining search directions a priori is difficult
- given a direction in objective space, finding good scalarizations in terms of a direction in decision space is non-trivial

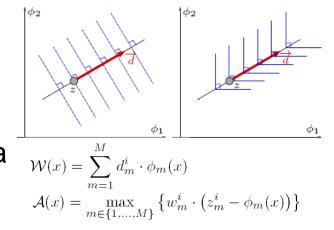
at least for comb. problems

Goal: adapting search directions cooperatively during search

Main Idea of Force-Based Scalarization

 μ scalarization functions = $\mu x (1+\lambda)$ -EA

adaptation of search directions inspired by Newton's laws of motion, especially F = -ma

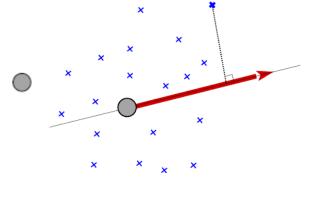


in each iteration:

compute force of each particle based on positions of others

e.g.
$$\overrightarrow{f}_{j}^{i} = \frac{z^{i} - z^{j}}{\|z^{i} - z^{j}\|^{\alpha}}$$

 $\overrightarrow{d}^{i} = \sum_{j \in \{1, \dots, n\} \setminus \{i\}} \overrightarrow{f}_{j}^{i}$



- **2** generate λ offspring from each particle
- Output of the section of the sect

Nothing is totally new:

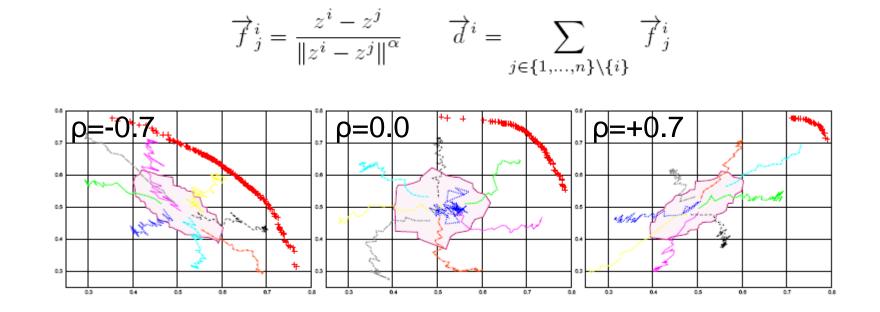
- adapting weights in MOEA/D, e.g. [Jiang et al. 2011]
 - assumption on estimated Pareto front: $\sum_{i=1}^{M} f_i^p = 1$
- force-based approach in PSO and other algorithms [see paper]
 - but typically in decision space

Here: a force-based algorithm adapting search directions in objective space during search

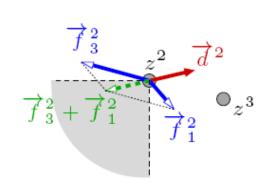
- quite simple
- easy to implement
- in principle independent of search space
- (quite) efficient on pMNK landscapes (compared with a (μ+λ)-SMS-EMOA)

The Naive Idea

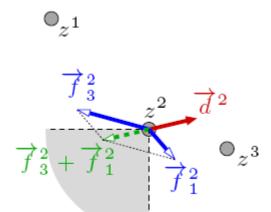
Simple repelling forces do not allow to optimize all particles:



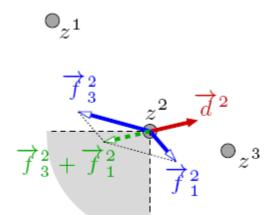
...because it only maximizes the distances among the particles



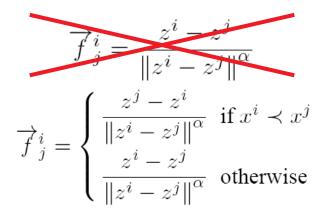
 \bigcirc_{z^1}



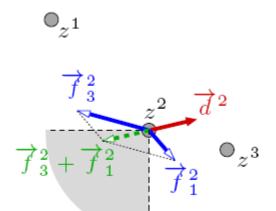
no backwards directions



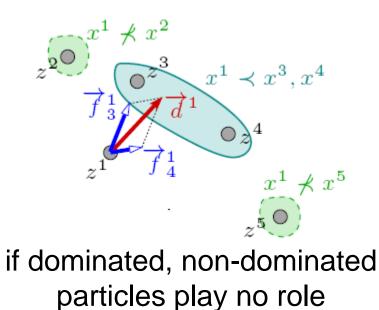
no backwards directions

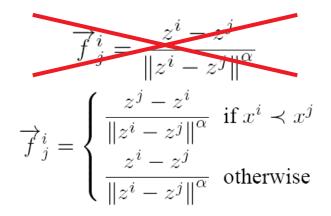


dominating particles attract

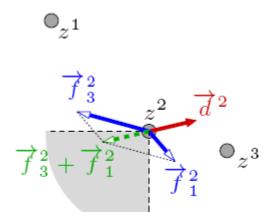


no backwards directions

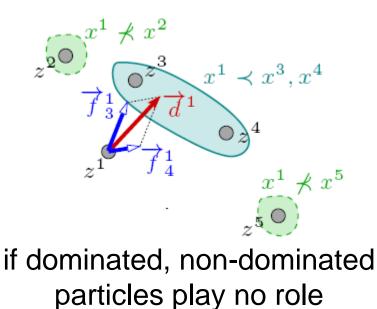


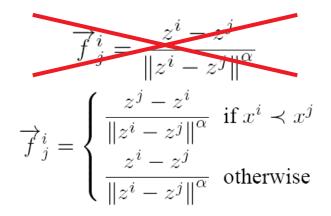


dominating particles attract

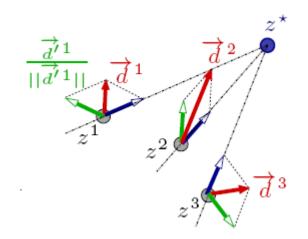


no backwards directions

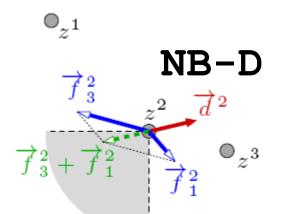




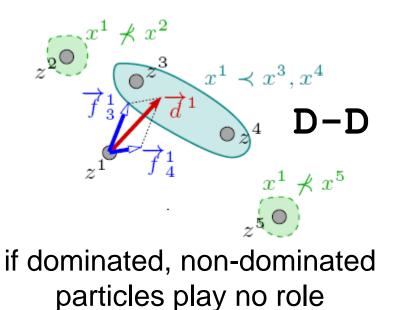
dominating particles attract

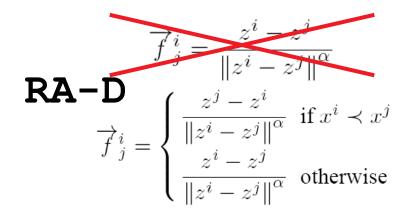


blackhole attracts as well

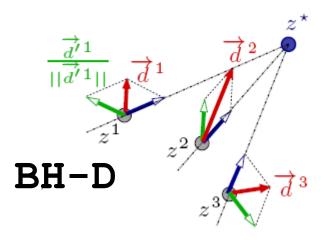


no backwards directions



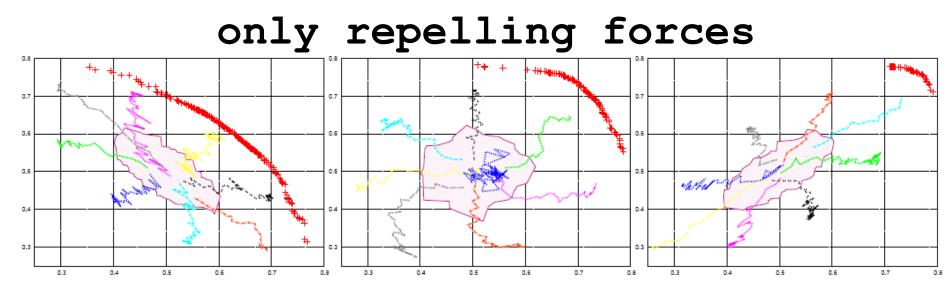


dominating particles attract



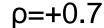
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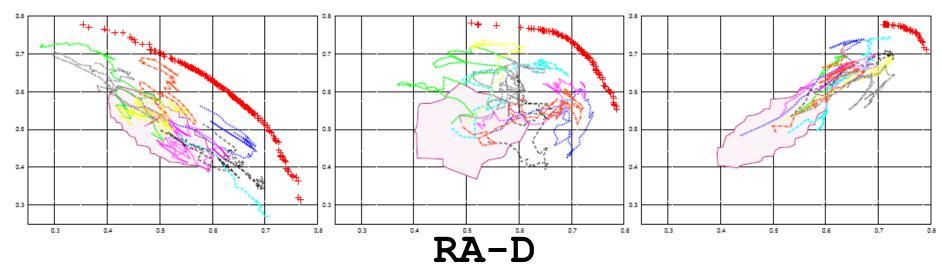
Repelling and Attracting Forces



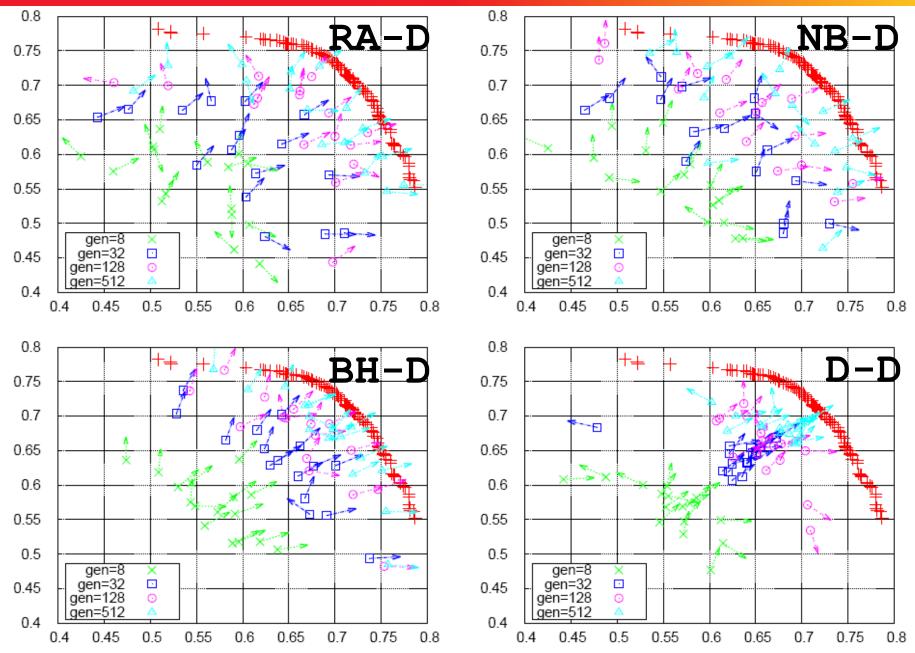








Qualitative Differences Between the Strategies



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Quantitative Comparison

5 strategies: RA-D, BH-D, D-D, NB-D and I-D

weighted sum vs. Chebyshev scalarization

$(\mu + \lambda)$ -SMS-EMOA with one-shot selection

comparing all non-dominated solutions found

4.058	
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BH-D 1 1 1 24 0.102 24 1.146 26 0.097 24	FT .
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D-D 0 2 1.215 5 0.149 7 1.125 4 0.076 9 1.086 5 0.058 11 1.065 8 0.046 9 1.053 7 0.037 9	1
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D-D 1 1 1 1.235 14 0.159 18 different generations (function)	
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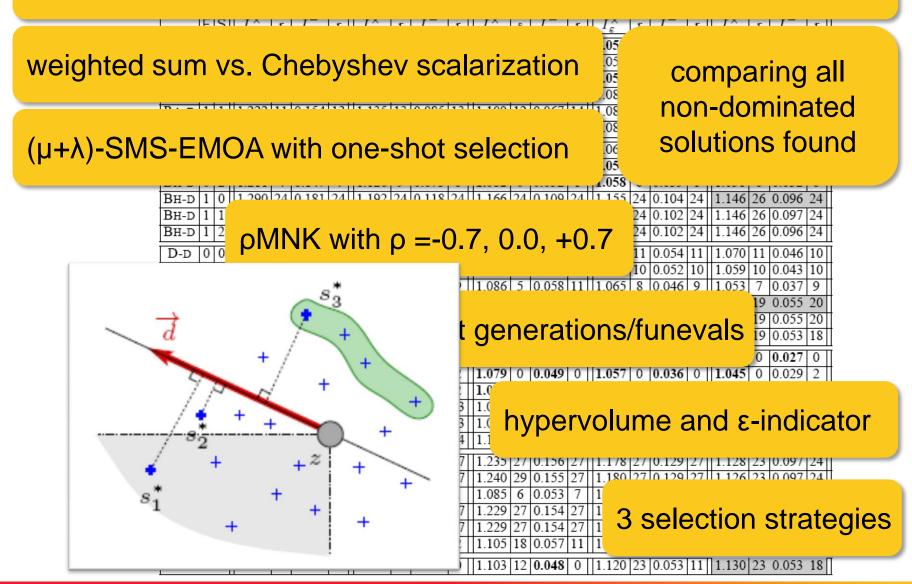
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Qualitative Comparison

5 strategies: RA-D, BH-D, D-D, NB-D and I-D



Influence of the Neighborhood Selection Strategy

much less than other algorithm design choices

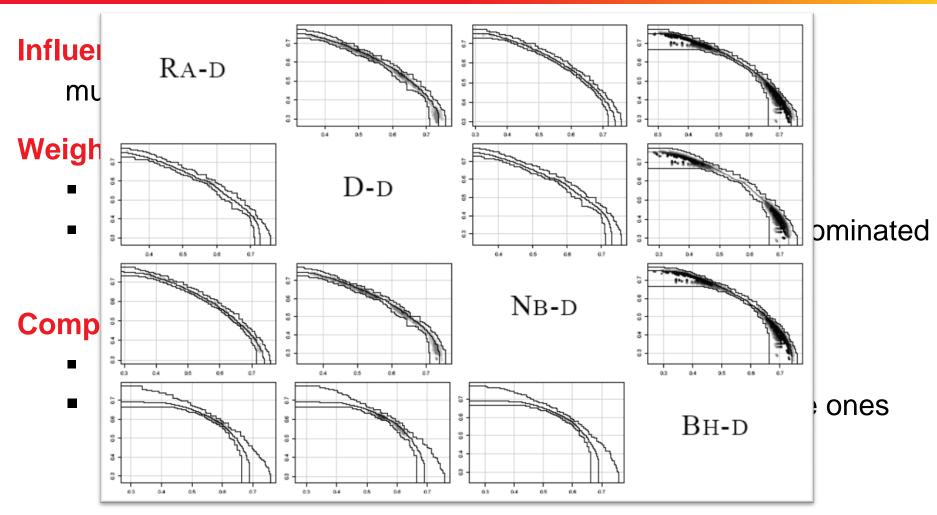
Weighted Sum vs. Achievement Scalarizing Function

- WS consistently better for pMNK
- Chebyshev/ASF results in more local optima as non-dominated solutions cannot be visited (but with WS can)

Comparison between the Five Scalarizing Strategies

- adapation consistently better than fixed directions
- D-D strategy almost always worse than other adaptive ones

Main Conclusions



BH-D focuses on middle, RA-D more on extremes

First Conclusion:

use RA-D (or BH-D if middle is desired and ideal point known)

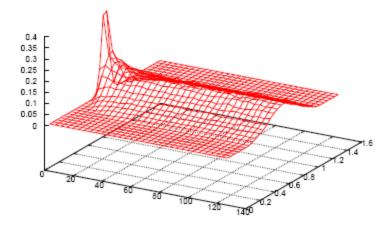
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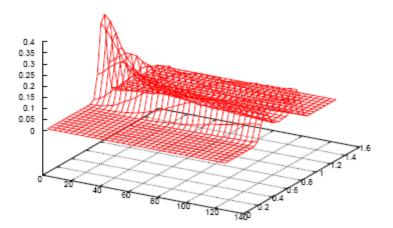
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Main Conclusions II

Distribution of the Population Over the Objective Space

quickly stable

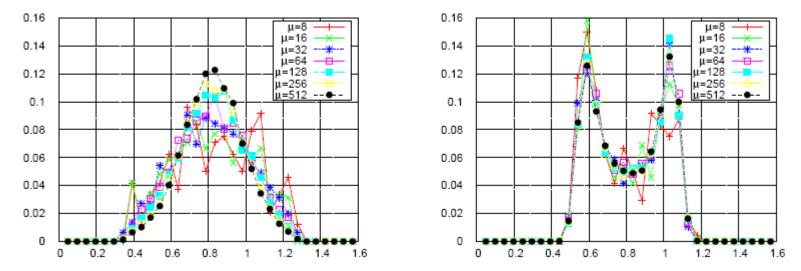




Main Conclusions II

Distribution of the Population Over the Objective Space

- quickly stable
- smoother and with wider range for weighted sum



Comparison with $(\mu + \lambda)$ -SMS-EMOA with oneshot selection

- SMS-EMOA better on ρ=0.0 and ρ=+0.7 and in early optimization for ρ=-0.7
- force-based approaches only better with larger budgets
 (> 50µ funevals) on the highly correlated instance

Conclusions

Force-based Cooperative Search Directions in EMO

- first ideas of adapting the search directions in objective space for scalarization approaches
- lots of experimental results on the different strategies on the pMNK problem

Results

- force-based approach works in principle
- when compared wrt non-dominated archive slightly better than SMS-EMOA only for not too small budgets on ρMNK with ρ=-0.7
- interesting insights into weighted sum vs. Chebyshev

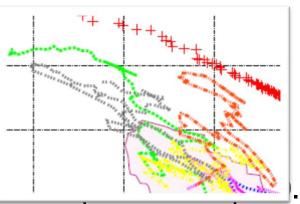
Conclusions

Force-based Cooperative Search Directions in EMO

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Results

- force-based approach works in principle
- when compared wrt non-dominated arcl SMS-EMOA only for not too small budg



- interesting insights into weighted sum vs. Chebyshev
- Final Conclusion: more investigations necessary
 - other problems (started for 0-1-knapsack)
 - comparison with other algorithms
 - influence of scalarizing functions ("landscapes")

[Jiang et al. 2011] Siwei Jiang, Zhihua Cai, Jie Zhang, Yew-Soon Ong: *Multiobjective Optimization by Decomposition with Paretoadaptive Weight Vectors*. In 7th International Conference on Natural Computation. 2011.