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Particle swarm algorithms for multi-local optimization

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Motivation

One of the (many) applications of multi-local optimization is in reduction type methods for semi-infinite programming (SIP) problems.

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A SIP problems can be posed as:

$$\begin{aligned} & \min_{y \in R^q} o(y) \\ & s.t. \quad f_i(y, x) \geq 0, \quad i = 1, \dots, m \\ & \quad \quad \forall x \in T \subset R^n, \end{aligned}$$

where $o(y)$ is the objective function and $f_i(y, x)$, $i = 1, \dots, m$, are the infinite constraint functions.



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where $o(y)$ is the objective function and $f_i(y, x)$, $i = 1, \dots, m$, are the infinite constraint functions.

A feasible point must satisfy:

$$f_i(y, x) \geq 0, \quad i = 1, \dots, m, \quad \forall x \in T$$

meaning that the global minima of f_i must be upper than or equal to zero.



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Multi-local optimization

Assume, for the sake of simplicity, that $m = 1$. Then we want to address the following optimization problem

$$\begin{aligned} \min_{x \in R^n} f(x) \\ \text{s.t. } a \leq x \leq b \end{aligned}$$

where $f : R^n \rightarrow R$ is the objective function and a, b are the simple bounds on the variables x (defining the set T).

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where $f : R^n \rightarrow R$ is the objective function and a, b are the simple bounds on the variables x (defining the set T).

In each iteration of a reduction type method for SIP we need to obtain all the feasible global and local optima for function $f(x)$.

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The Particle Swarm Paradigm (PSP)

The PSP is a population (swarm) based algorithm that mimics the social behavior of a set of individuals (particles).

An individual behavior is a combination of its past experience (cognition influence) and the society experience (social influence).

In the optimization context a particle p , at time instant t , is represented by its current position ($x^p(t)$), its best ever position ($y^p(t)$) and its travelling velocity ($v^p(t)$).

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The new travel position and velocity

The new particle position is updated by

$$x^p(t+1) = x^p(t) + v^p(t+1),$$

where $v^p(t+1)$ is the new velocity given by

$$v_j^p(t+1) = \iota(t)v_j^p(t) + \mu\omega_{1j}(t)(y_j^p(t) - x_j^p(t)) + \nu\omega_{2j}(t)(\hat{y}_j(t) - x_j^p(t)),$$

for $j = 1, \dots, n$.

- $\iota(t)$ is a weighting factor (inertial)
- μ is the *cognition* parameter and ν is the *social* parameter
- $\omega_{1j}(t)$ and $\omega_{2j}(t)$ are random numbers drawn from the uniform $(0, 1)$ distribution.

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The best ever particle

$\hat{y}(t)$ is a particle position with global best function value so far,
i.e.,

$$\hat{y}(t) = \arg \min_{a \in \mathcal{A}} f(a)$$

$$\mathcal{A} = \{y^1(t), \dots, y^s(t)\}.$$

where s is the number of particles in the swarm.

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where s is the number of particles in the swarm.

In an algorithmic point of view we just have to keep track of the particle with the best ever function value.

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Population based algorithm.

1. Good

- (a) Easy to implement.
- (b) Easy to parallelize.
- (c) Easy to handle discrete variables.
- (d) Only uses objective function evaluations.

2. Not so good

- (a) Slow rate of convergence near an optimum.
- (b) Quite large number of function evaluations.
- (c) In the presence of several global optima the algorithm may not converge.



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PSP with the steepest descent direction

The new particle position is updated by

$$x^p(t+1) = x^p(t) + v^p(t+1),$$

where $v^p(t+1)$ is the new velocity given by

$$v_j^p(t+1) = \iota(t)v_j^p(t) + \mu\omega_{1j}(t)(y_j^p(t) - x_j^p(t)) + \nu\omega_{2j}(t)(-\nabla_j f(y_j^p(t))),$$

for $j = 1, \dots, n$, where $\nabla f(x)$ is the gradient of the objective function.

Each particle uses the steepest descent direction computed at each particle best position $(y^p(t))$.

The inclusion of the steepest descent direction in the velocity equation aims to drive each particle to a neighbor local minimum and since we have a population of particles, each one will be driven to a local minimum.

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PSP with a descent direction

Other approach is to use

$$w^p = \frac{-1}{\sum_{k=1}^m |f(z_k^p) - f(y^p)|} \sum_{k=1}^m (f(z_k^p) - f(y^p)) \frac{(z_k^p - y^p)}{\|z_k^p - y^p\|}$$

as a descent direction at y^p , in the velocity equation, to overcome the need to compute the gradient.

Where

- y^p is the best position of particle p
- $\{z_k^p\}_{k=1}^m$ is a set of m (random) points close to y^p ,

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Where

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Under certain conditions w^p simulates the steepest descent direction.

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Stopping criterion

We propose the stopping criterion

$$\max_p [v^p(t)]_{opt} \leq \epsilon_p$$

where

$$[v^p(t)]_{opt} = \left(\sum_{j=1}^n \begin{cases} 0 & \text{if } x_j^p(t) = b_j \text{ and } v_j^p(t) \geq 0 \\ 0 & \text{if } x_j^p(t) = a_j \text{ and } v_j^p(t) \leq 0 \\ (v_j^p(t))^2 & \text{otherwise} \end{cases} \right)^{1/2}$$

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The stopping criterion is based on the optimality conditions for the multi-local optimization problem.

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- Implemented in the C programming language
- Interfaced with AMPL (www.aml.com)
- Both methods soon available in the NEOS server

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Test problems

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	Problems	n	N_{x^*}	f^*		Problems	n	N_{x^*}	f^*
1	b2	2	1	0.000E+00	17	rosenbrock5	5	1	0.000E+00
2	bohachevsky	2	1	0.000E+00	18	shekel10	4	1	-1.054E+01
3	branin	2	3	3.979E-01	19	shekel5	4	1	-1.015E+01
4	dejong	3	1	0.000E+00	20	shekel7	4	1	-1.040E+01
5	easom	2	1	-1.000E+00	21	shubert	2	18	-1.867E+02
6	f1	30	1	-1.257E+04	22	storn1	2	2	-4.075E-01
7	goldprice	2	1	3.000E+00	23	storn2	2	2	-1.806E+01
8	griewank	6	1	0.000E+00	24	storn3	2	2	-2.278E+02
9	hartmann3	3	1	-3.863E+00	25	storn4	2	2	-2.429E+03
10	hartmann6	6	1	-3.322E+00	26	storn5	2	2	-2.478E+04
11	hump	2	2	0.000E+00	27	storn6	2	2	-2.493E+05
12	hump_camel	2	2	-1.032E+00	28	zakharov10	10	1	0.000E+00
13	levy3	2	18	-1.765E+02	29	zakharov2	2	1	0.000E+00
14	parsopoulos	2	12	0.000E+00	30	zakharov20	20	1	0.000E+00
15	rosenbrock10	10	1	0.000E+00	31	zakharov4	4	1	0.000E+00
16	rosenbrock2	2	1	0.000E+00	32	zakharov5	5	1	0.000E+00



Parameters

- For each problem, the optimizer was run 5 times with different initial particle positions and velocities (randomly chosen from the search domain)
- The algorithm terminates if the stopping criterion is met with $\epsilon_p = 0.01$ or the number of iterations exceeds $N_t^{max} = 100000$
- Coefficients μ and ν were both set to 1.2
- The inertial parameter $\iota(t)$ was linearly scaled from 0.7 to 0.2 over a maximum of N_t^{max} iterations
- The swarm size is given by $\min(6^n, 100)$, where n is the problem dimension.

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- The algorithm terminates if the stopping criterion is met with $\epsilon_p = 0.01$ or the number of iterations exceeds $N_t^{max} = 100000$
- **Coefficients μ and ν were both set to 1.2**
- The inertial parameter $\iota(t)$ was linearly scaled from 0.7 to 0.2 over a maximum of N_t^{max} iterations
- The swarm size is given by $\min(6^n, 100)$, where n is the problem dimension.



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	Gradient version					Approximate descent direction version			
	$F.O.$	N_{afe}	N_{age}	f_a^*	f_{best}	$F.O.$	N_{afe}	f_a^*	f_{best}
1	100	3444343	873	0,000E+00	0,000E+00	100	3602386	0,000E+00	0,000E+00
2	100	2782058	545	0,000E+00	0,000E+00	100	3600983	0,000E+00	0,000E+00
3	100	1740823	1397	3,979E-01	3,979E-01	100	3601171	3,979E-01	3,979E-01
4	100	1647820	4420	2,618E-23	0,000E+00	100	10003223	0,000E+00	0,000E+00
5	100	283500	70615	-1,000E+00	-1,000E+00	100	3601354	-1,000E+00	-1,000E+00
6			Not differentiable			100	10104250	-1,448E+04	-1,468E+04
7	20	3600000	59	2,431E+01	4,583E+00	100	3600967	3,000E+00	3,000E+00
8	20	10000000	7754	1,084E-02	0,000E+00	0	10004487	2,257E-02	1,503E-02
9	100	10000000	483	-3,850E+00	-3,861E+00	100	10002098	-3,862E+00	-3,863E+00
10	40	10000000	525	-2,937E+00	-3,185E+00	100	10002652	-3,202E+00	-3,242E+00
11	100	963259	1082	-1,032E+00	-1,032E+00	100	3600946	-1,032E+00	-1,032E+00
12	100	1171181	1329	4,651E-08	4,651E-08	100	3601098	2,362E-06	6,756E-07
13	0	3600000	439	-1,276E+02	-1,592E+02	49	3601052	-1,765E+02	-1,765E+02
14	85	2952979	2295	4,922E-23	3,749E-33	75	3600819	2,607E-07	9,685E-08
15	0	10000000	154	8,051E+04	3,387E+04	0	10009292	8,726E+00	7,386E+00
16	0	3600000	91	3,046E+00	1,190E+00	100	3601268	1,437E-06	5,698E-07



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	$F.O.$	N_{afe}	N_{age}	f_a^*	f_{best}	$F.O.$	N_{afe}	f_a^*	f_{best}
17	0	10000000	177	4,652E+03	2,393E+03	40	10005589	2,203E-01	1,327E-01
18	100	10000000	1850	-9,160E+00	-1,026E+01	100	10004066	-1,052E+01	-1,052E+01
19	100	10000000	2126	-7,801E+00	-8,760E+00	100	10003906	-1,012E+01	-1,014E+01
20	100	10000000	1909	-9,401E+00	-9,997E+00	100	10004069	-1,037E+01	-1,039E+01
21	0	3600000	335	-1,024E+02	-1,648E+02	60	3600999	-1,867E+02	-1,867E+02
22	100	1366222	973	-4,075E-01	-4,075E-01	100	3600804	-4,075E-01	-4,075E-01
23	100	3600000	570	-1,806E+01	-1,806E+01	100	3600902	-1,806E+01	-1,806E+01
24	100	3600000	194	-2,278E+02	-2,278E+02	100	3601003	-2,278E+02	-2,278E+02
25	100	3600000	167	-2,429E+03	-2,429E+03	100	3601160	-2,429E+03	-2,429E+03
26	90	3600000	81	-2,477E+04	-2,478E+04	100	3601278	-2,478E+04	-2,478E+04
27	10	3600000	58	1,607E+05	-2,436E+05	100	3601418	-2,493E+05	-2,493E+05
28	0	10000000	141	4,470E+02	3,102E+01	60	10009759	3,977E-02	2,506E-02
29	0	10000000	135	1,289E+05	7,935E+02	0	10016905	3,633E-01	2,404E-01
30	100	1433664	16314	8,325E-112	0,000E+00	100	3601264	4,987E-07	4,464E-08
31	100	10000000	313	1,997E-13	2,780E-21	100	10005221	2,231E-04	6,612E-05
32	40	10000000	160	8,338E+00	3,031E-04	100	10006065	2,005E-03	1,186E-03



Conclusions

- We have presented a new multi-local optimization algorithm that evaluates multiple optimal solutions for multi-modal optimization problems
- Our MLPSO algorithm adapts the unimodal particle swarm optimizer using descent directions information to maintain diversity and to drive the particles to neighbor local minima
- Descent directions are obtained through the gradient vector or an heuristic method to produce an approximate descent direction.
- Experimental results indicate that the proposed algorithm is able to evaluate multiple optimal solutions with reasonable success rates.
- The use of a properly scaled gradient vector and the optimizer performance analysis on high-dimensional problems are issues under investigation.
- A inclusion of the proposed algorithm is planned to help a reduction type method for semi-infinite programming.



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