

A Tutorial on Evolutionary Multiobjective Optimization

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ETH

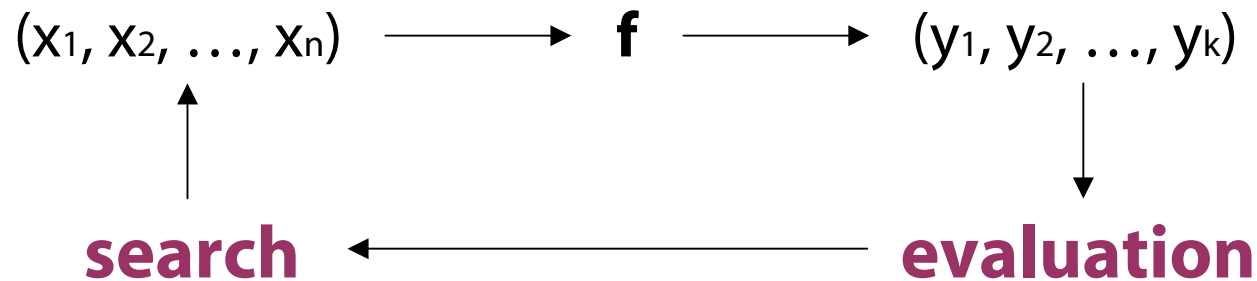
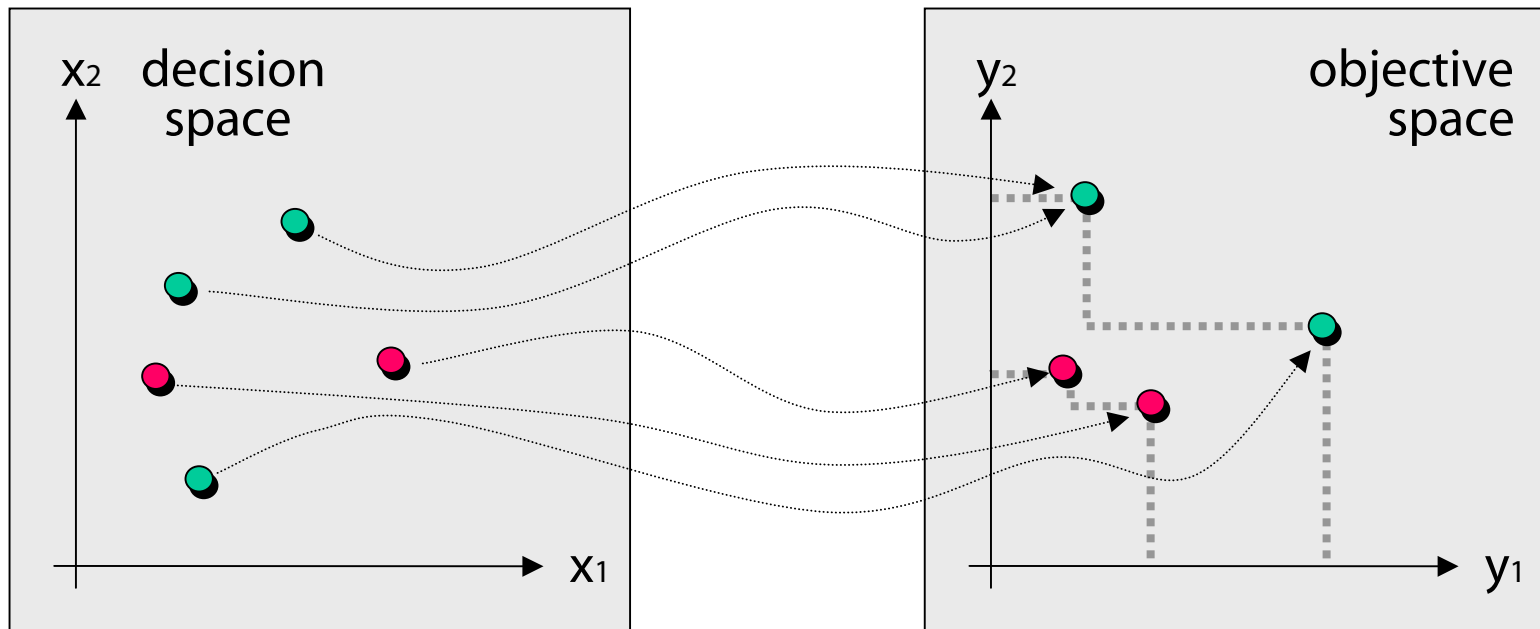
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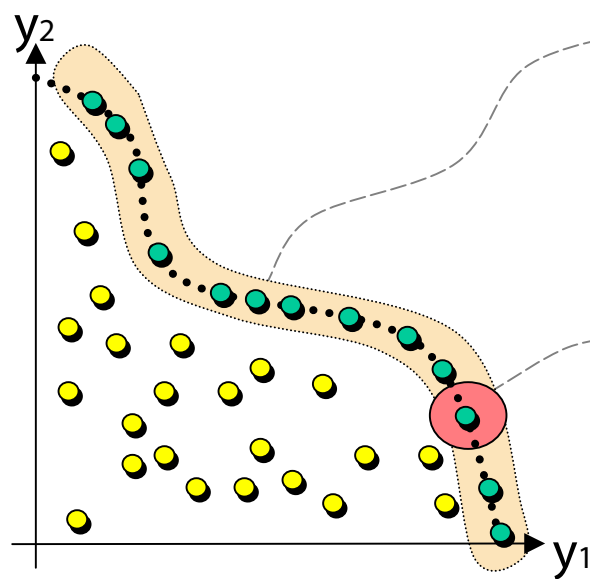
TIK

Computer Engineering
and Networks Laboratory

- ① **The Big Picture:**
Optimization and evolutionary computation
- ② **The Construction Kit:**
Design issues and algorithmic concepts
- ③ **The Pieces Put Together:**
Example of an algorithm variant
- ④ **The Big Question:**
Performance of evolutionary algorithms
- ⑤ **The Challenge:**
Standard interface for search algorithms
- ⑥ **The End:**
Conclusions and outlook

Pareto set ● Pareto front
Pareto set approximation ● Pareto front approximation





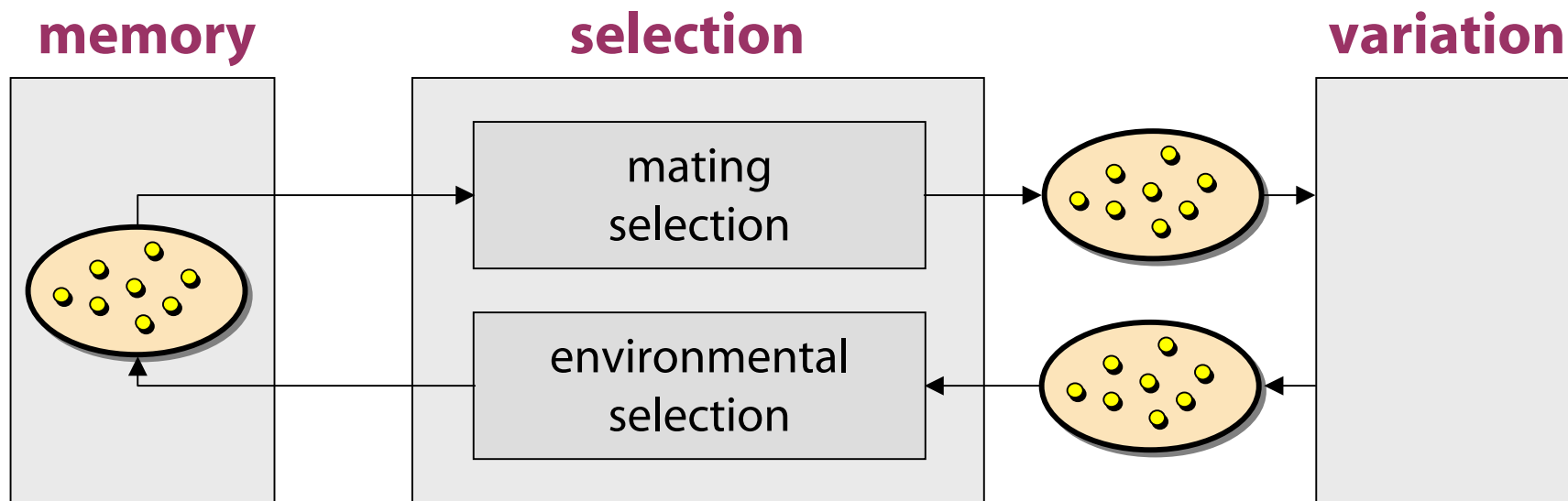
Pareto optimality:

defines set of optimal trade-offs
(all objectives equally important)

Decision making:

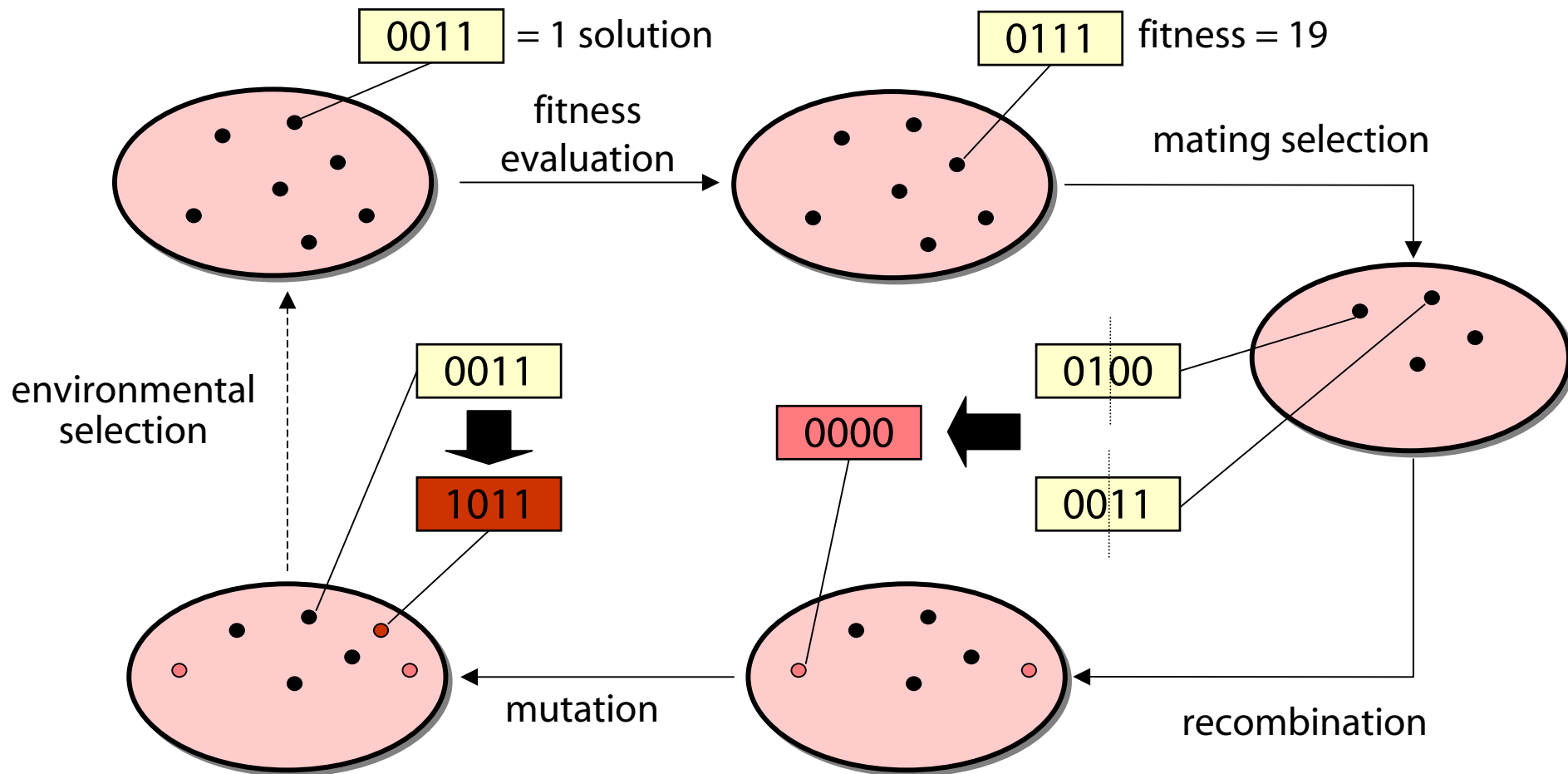
choose best compromise
(based on preference information)

- 1 Decision making before search (define single objective)
- 2 Decision making after search (find/approximate Pareto set first)
- 3 Decision making during search (guide search interactively)
- 4 Combinations of the above

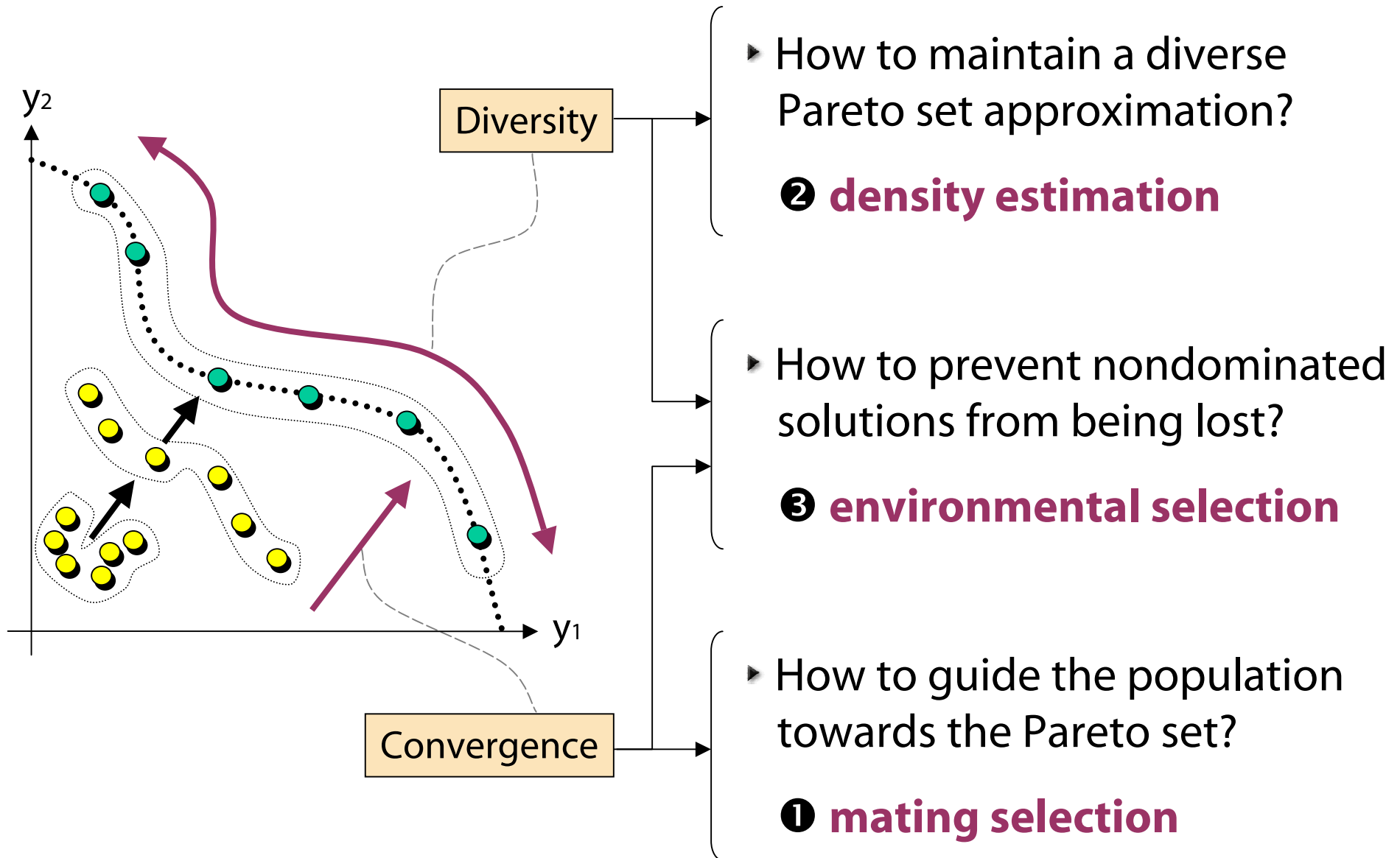


EA	≥ 1	both	≥ 1 ≥ 1	$N : M$ randomized
TS	1	no mating selection	1 ≥ 1	1 : M deterministic
SA	1	no mating selection	1 ≥ 1	1 : M randomized
ACO	1	neither	1 1	1 : 1 randomized

Outline of a Simple Evolutionary Algorithm



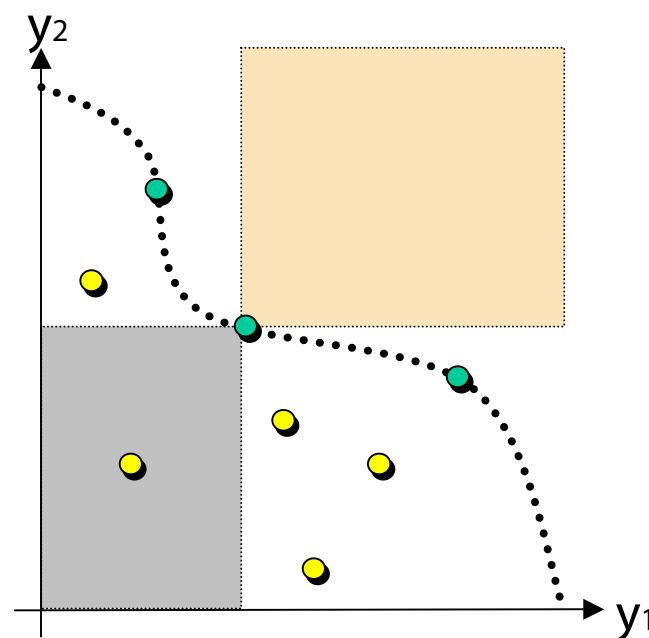
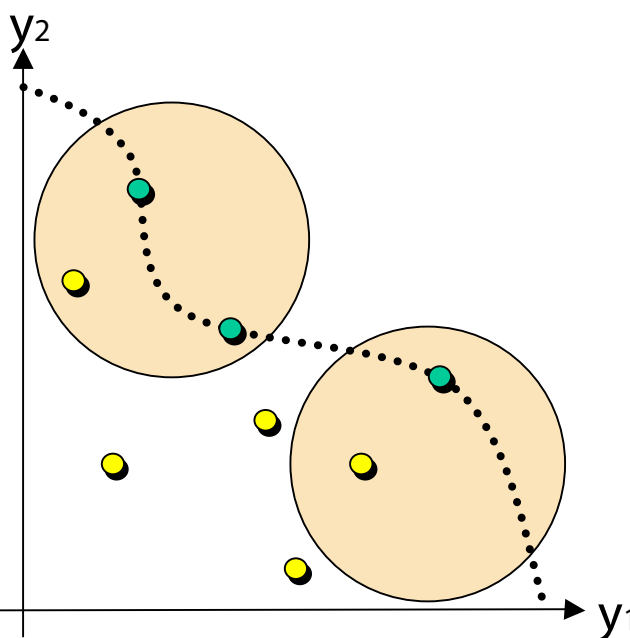
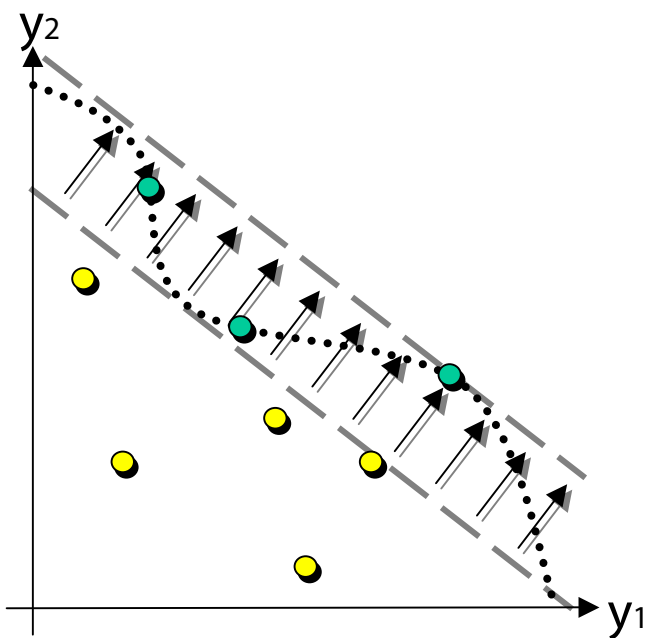
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aggregation-based
weighted sum

criterion-based
VEGA

dominance-based
SPEA2



parameter-oriented
scaling-dependent



set-oriented
scaling-independent

Types of information:

- **dominance rank** by how many individuals is an individual dominated?
- **dominance count** how many individuals does an individual dominate?
- **dominance depth** at which front is an individual located?

Examples:

- *MOGA, NPGA* dominance rank
- *NSGA/NSGA-II* dominance depth
- *SPEA/SPEA2* dominance count + rank

Density estimation techniques: [Silverman: 1986]

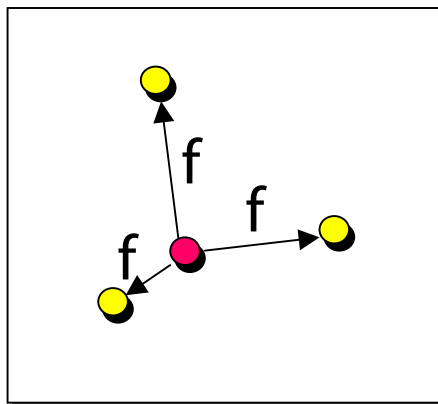
Kernel

MOGA

density estimate

=

sum of f values
where f is a
function of the
distance



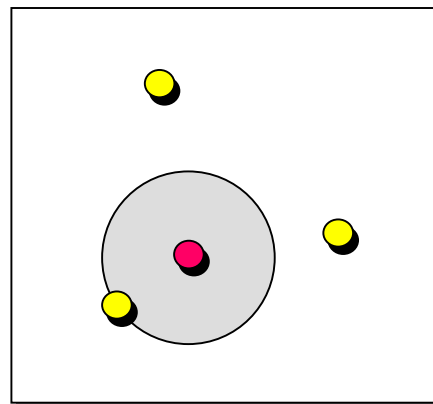
Nearest neighbor

SPEA2

density estimate

=

volume of the
sphere defined by
the nearest
neighbor



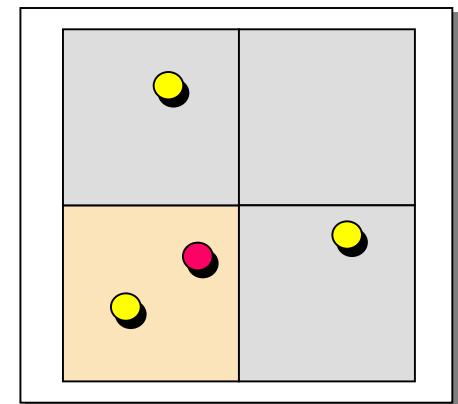
Histogram

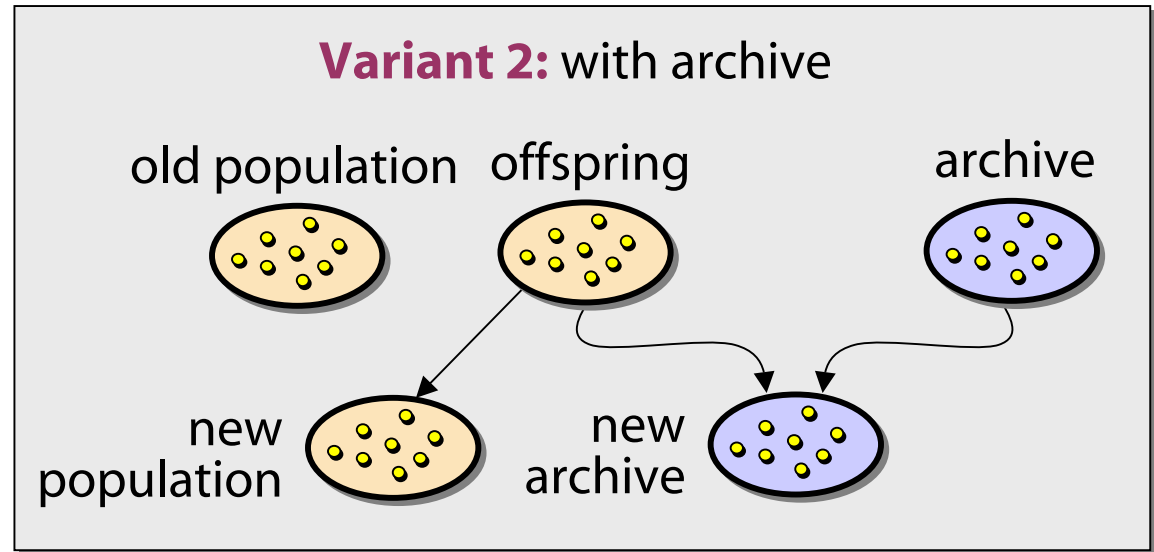
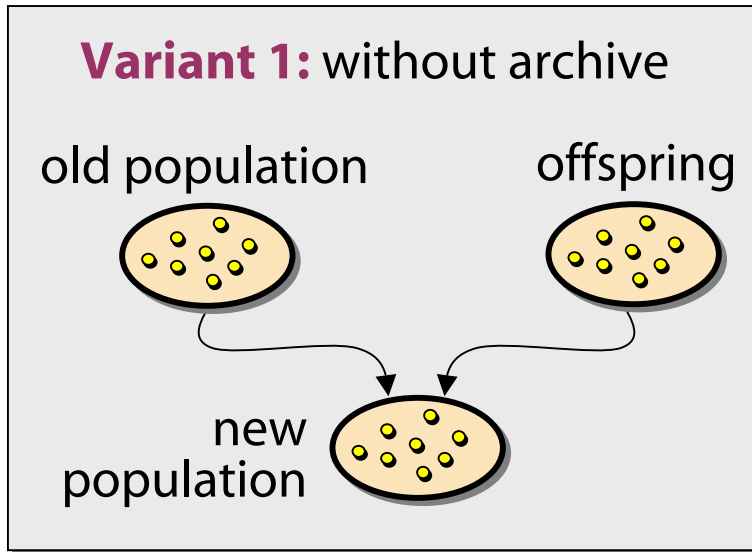
PAES

density estimate

=

number of
solutions in the
same box





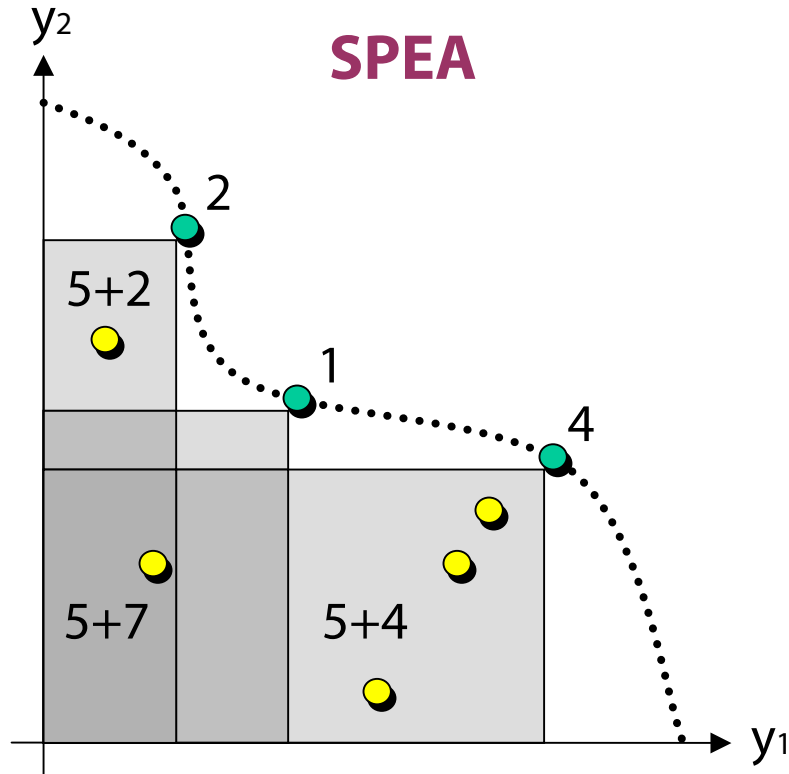
Selection criteria:

- **Dominance:** only nondominated solutions are kept
- **Density:** less crowded regions are preferred to crowded regions
- **Time:** old archive members are preferred to new solutions
- **Chance:** each solution has the same probability to enter the archive

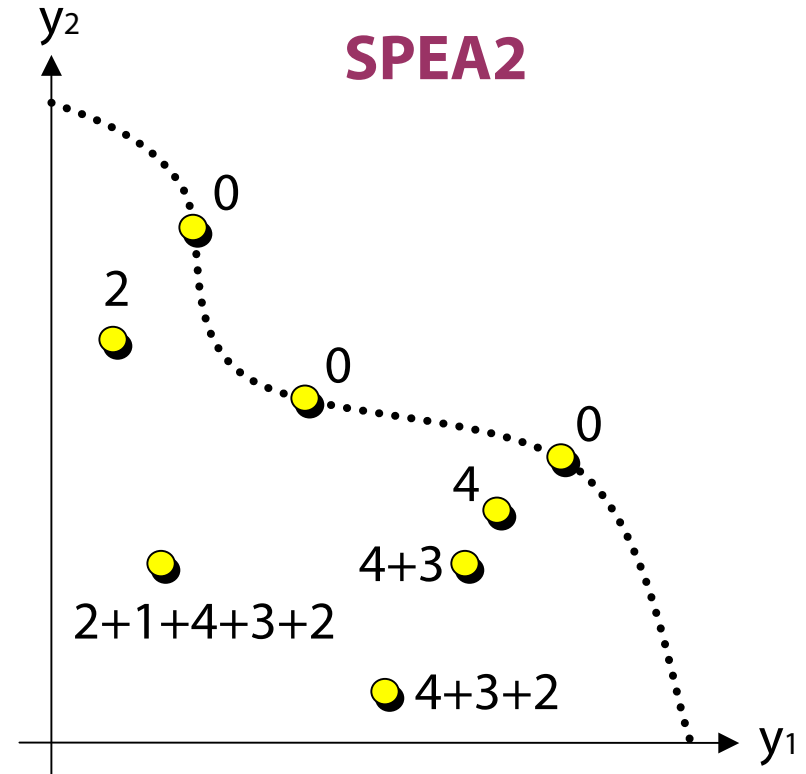
	penalty functions	constraints as objectives	modified dominance
	Add penalty term to fitness	Introduce additional objective(s)	extend to infeasible solutions
overall constraint violation	<i>[Michalewicz: 1992]</i>	<i>[Wright, Loosemore: 2001]</i>	<i>[Deb: 2001]</i>
constraints treated separately	?	<i>[Coello: 2000]</i>	<i>[Fonseca, Fleming: 1998]</i>

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<i>Step 1:</i>	Generate initial population P_0 and empty archive (external set) A_0 . Set $t = 0$.
<i>Step 2:</i>	Calculate fitness values of individuals in P_t and A_t .
<i>Step 3:</i>	A_{t+1} = nondominated individuals in P_t and A_t . If size of $A_{t+1} > N$ then reduce A_{t+1} , else if size of $A_{t+1} < N$ then fill A_{t+1} with dominated individuals in P_t and A_t .
<i>Step 4:</i>	If $t > T$ then output the nondominated set of A_{t+1} . Stop.
<i>Step 5:</i>	Fill mating pool by binary tournament selection with replacement on A_{t+1} .
<i>Step 6:</i>	Apply recombination and mutation operators to the mating pool and set P_{t+1} to the resulting population. Set $t = t + 1$ and go to Step 2.



- S (strength) = #dominated solutions ●
- R (raw fitness) = $N + \sum$ strengths of dominators ●



- S (strength) = #dominated solutions ●
- R (raw fitness) = \sum strengths of dominators ●

Density Estimation

k-th nearest neighbor method:

- $$\text{Fitness} = R + \underbrace{1 / (2 + D_k)}_{< 1}$$

- D_k = distance to the k-th nearest individual

- $k = \lceil \sqrt{\text{popsize} + \text{archivesize}} \rceil$

Truncation

Incremental approach:

- Remove individual A for which $A <_d B$ for all individuals B
- $B <_d A$ iff:
 - ▶ D_k identical for A and B for all k
 - ▶ D_k of A greater than D_k of B for a particular k and identical for smaller k

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① **Theoretically (by analysis):** difficult

- Limit behavior

“Is the Pareto set found, if there are unlimited run-time resources?”

- Run-time analysis

“How long does it take to generate the Pareto set with high probability?”

② **Empirically (by simulation):** standard

Basic assumptions:

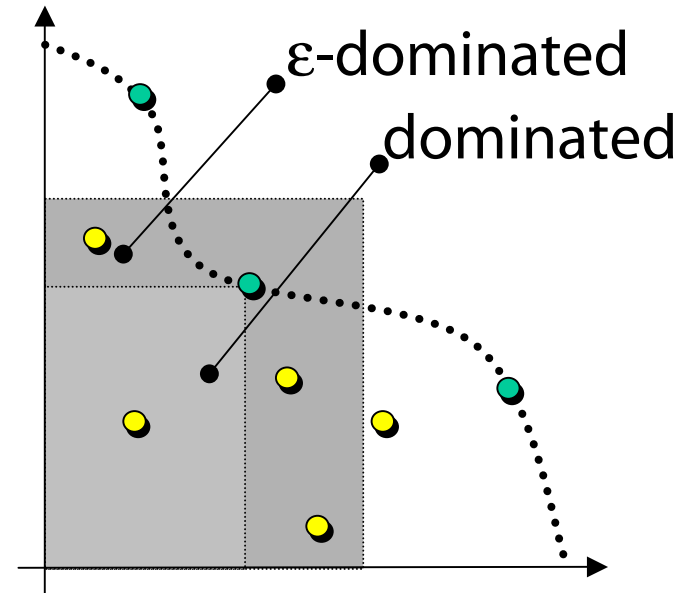
- Every solution can be generated from every other solution by mutation
- The number of iterations t goes to infinity ($t \rightarrow \infty$)

Studies:

- Convergence: *[Hanne: 1999][Rudolph, Agapie: 2000]*
- Diversity: e.g., *[Knowles, Corne: 2000][Deb et al.: 2001]*
- Convergence + diversity:
 - ▶ Unlimited memory resources *[Rudolph and Agapie: 2000]*
 - ▶ Limited memory resources *[Laumanns et al.: 2002]*

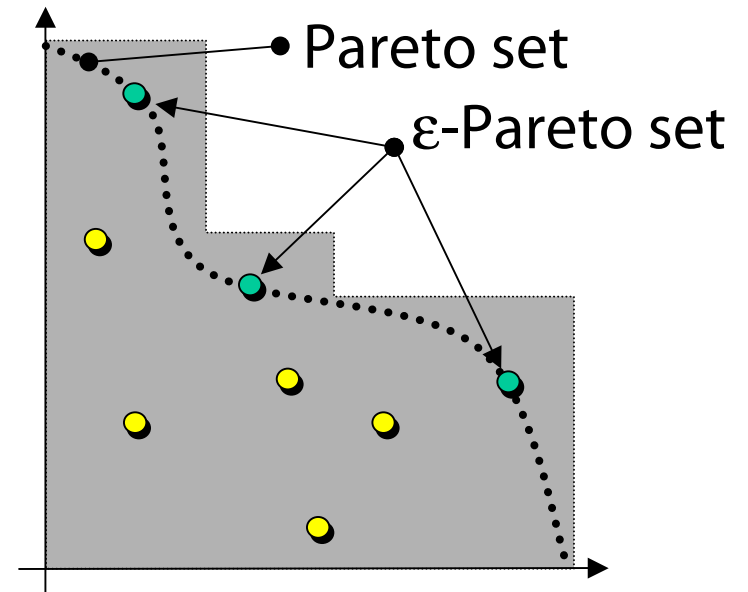
Definition 1: ϵ -Dominance

A ϵ -dominates B iff $\epsilon \cdot f(A) \geq f(B)$
(known since 1987)



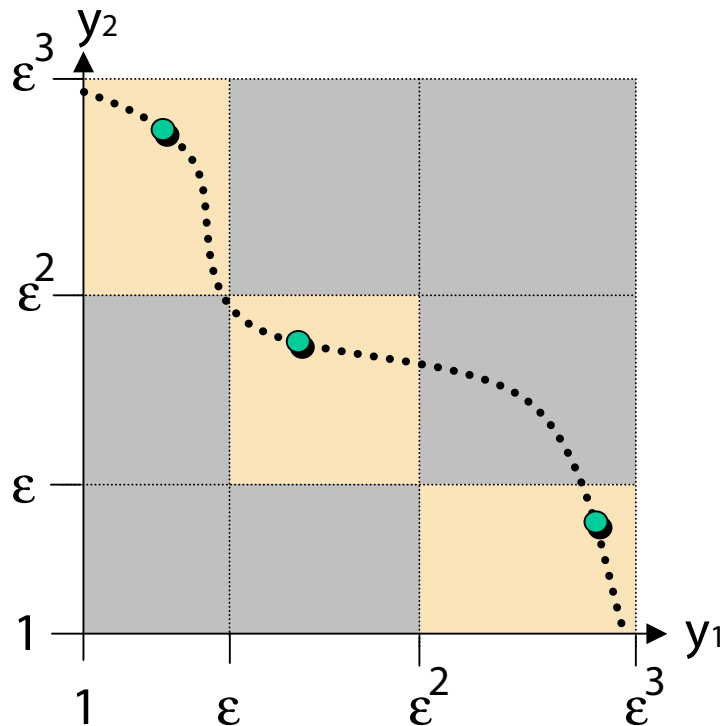
Definition 2: ϵ -Pareto set

subset of the Pareto set
which ϵ -dominates all Pareto-
optimal solutions



Goal: Maintain ε -Pareto set

Idea: ε -grid, i.e. maintain a set of nondominated boxes (one solution per box)



Algorithm: (ε -update)

Accept a child if

❶ the corresponding box is not dominated by any box that contains an individual

AND

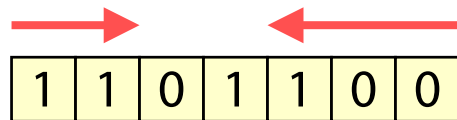
❷ any other individual in the same box is dominated by the new solution

Basic question: [Laumanns et al.: 2002]

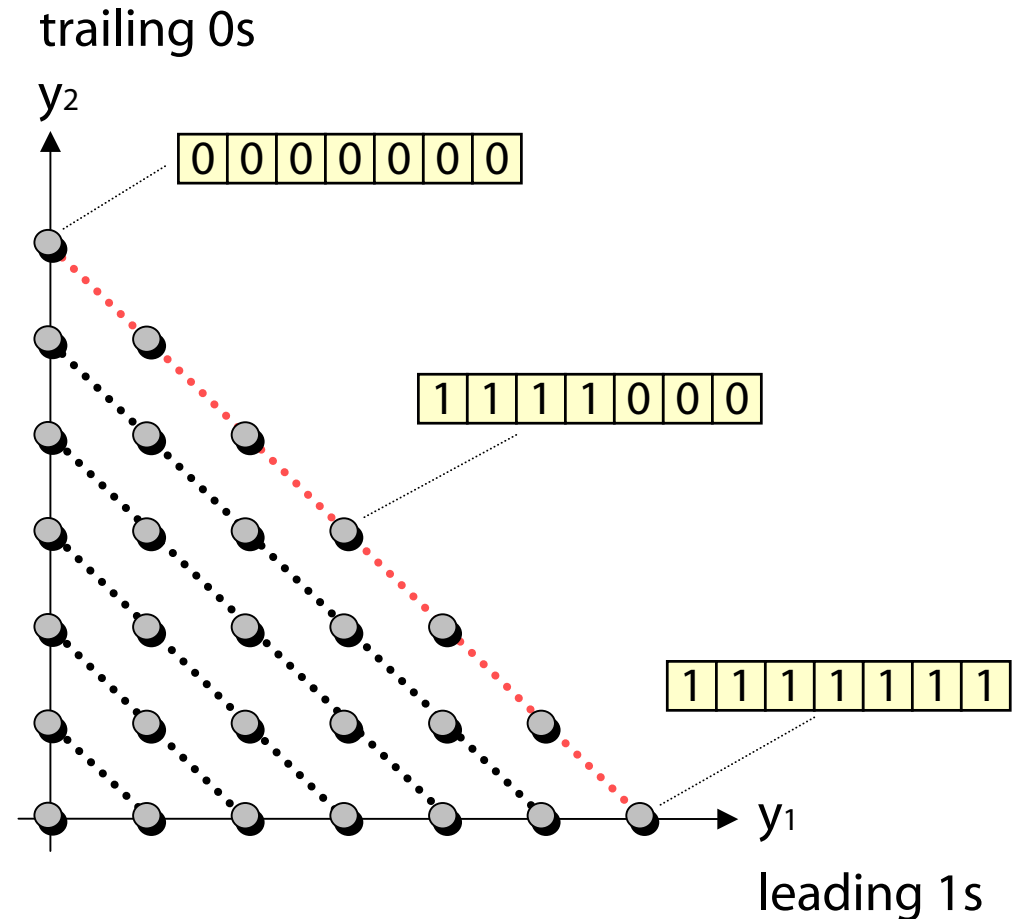
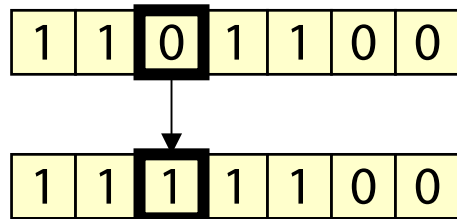
What is the worst case run-time of a multiobjective EA to find the Pareto set with high probability?

Scenario:

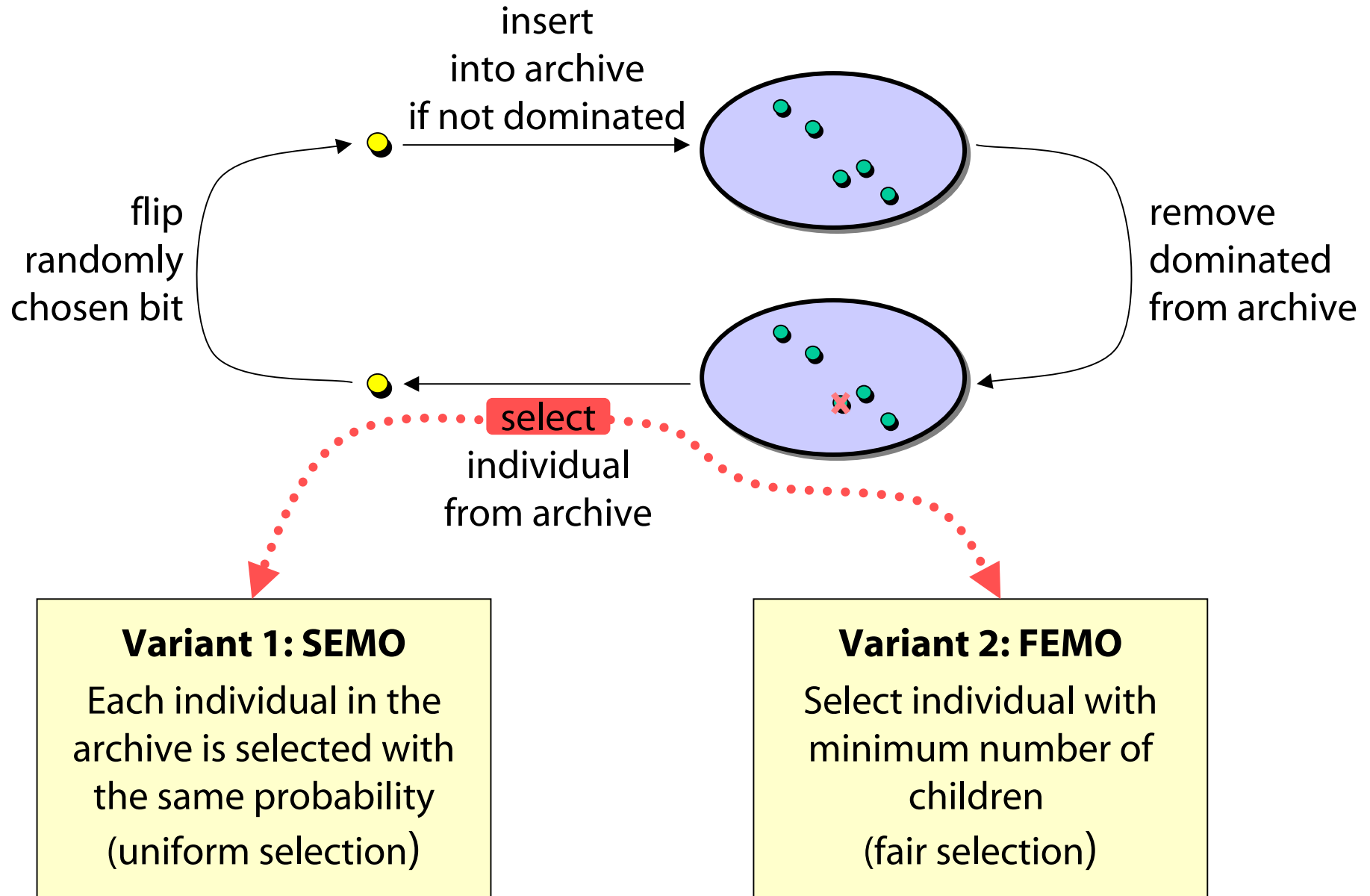
- Problem:** leading ones, trailing zeros (LOTZ)



- Variation:** single point mutation



Two Simple Multiobjective EAs

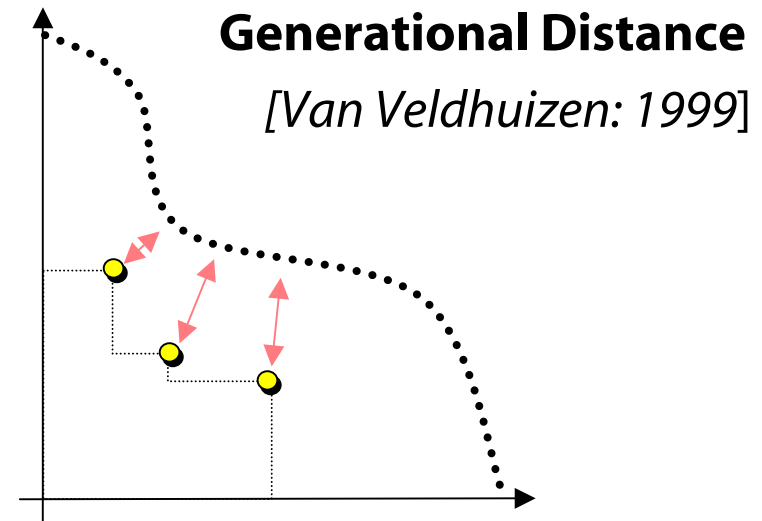
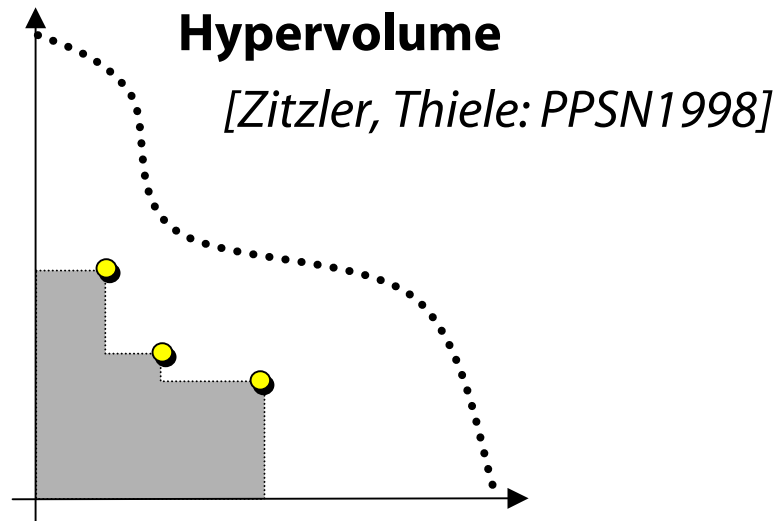


- Multistart single-objective optimizer: $\Omega(n^3)$
 - ▶ In average, one out of n mutations successful
 - ▶ To get to the Pareto front, n successful mutations needed
 - ▶ Overall n Pareto-optimal solutions have to be found
- Simple multiobjective EA with uniform selection (SEMO): $\Theta(n^3)$
 - ▶ To get to the Pareto front requires n^2 steps
 - ▶ To cover the entire front needs n^3 steps
- Simple multiobjective EA with fair selection (FEMO): $\Theta(n^2 \log n)$
 - ▶ Fair selection helps to spread over the Pareto front

multiobjective EA faster than multistart strategy

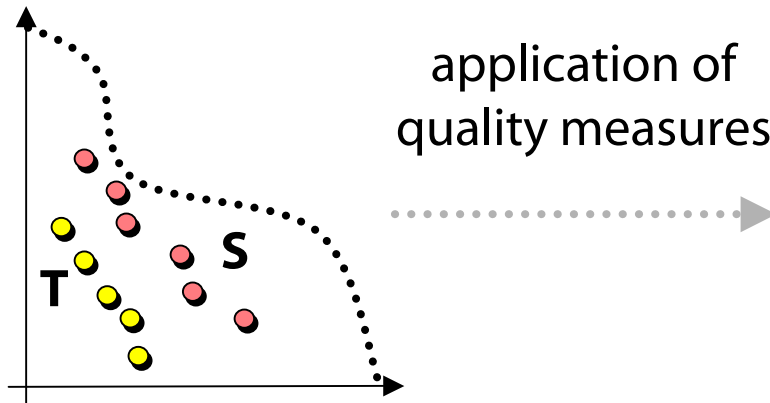
Issues: quality measures, statistical testing, benchmark problems, visualization, ...

Popular approach: unary quality measures



- Assign each outcome a *real number*
- Outcomes are compared by comparing the corresponding *values*

Basic question: Can we say on the basis of the quality measures *whether* or *that* an algorithm outperforms another?



	S	T
hypervolume	432.34	420.13
distance	0.3308	0.4532
diversity	0.3637	0.3463
spread	0.3622	0.3601
cardinality	6	5

There is no combination of unary quality measures such that **S** is better than **T** in all criteria is equivalent to **S** dominates **T**

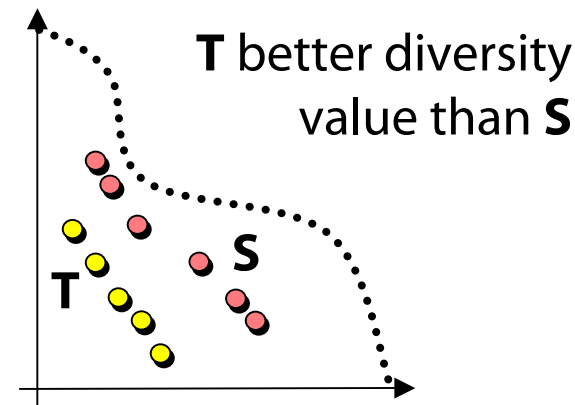
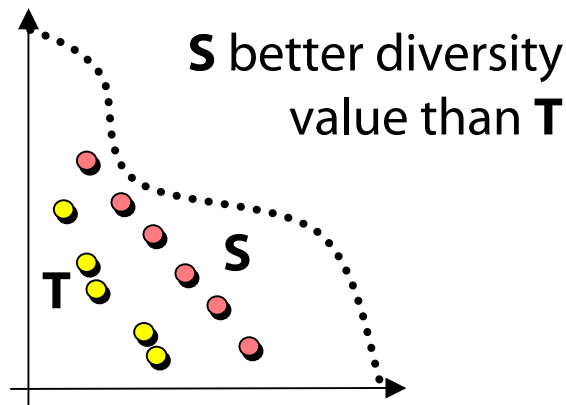
Unary quality measures usually do not tell that **S** dominates **T**; at maximum that **S** does not dominate **T**

[Zitzler et al.: 2002]

Many popular quality measures are not compliant with the dominance relation

[Hansen, Jaszkiwicz: 1998][Knowles, Corne: 2002][Zitzler et al.: 2002]

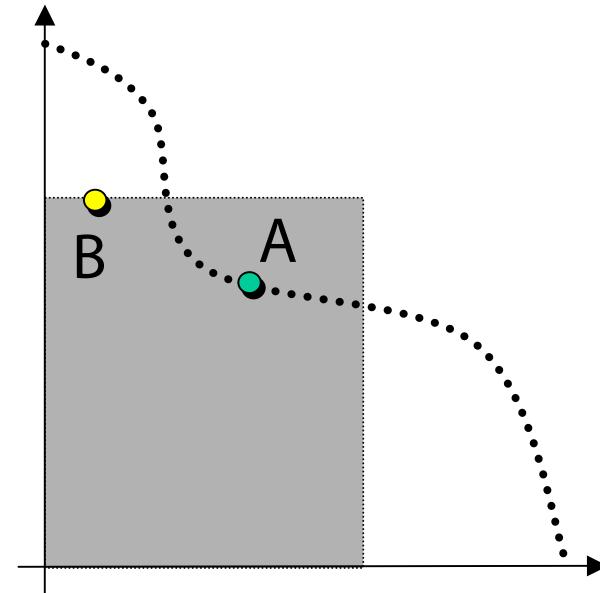
Example: diversity measures



Needed: appropriate binary quality measures that indicate *whether* an outcome dominates another, e.g., ϵ -measure

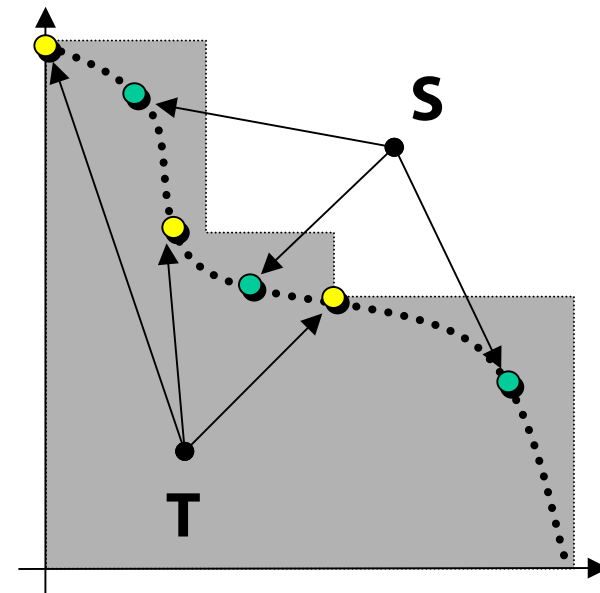
Definition 3: single solutions

$l_\varepsilon(A,B)$ = minimum ε such that
A ε -dominates B



Definition 4: sets of solutions

$l_\varepsilon(\mathbf{S},\mathbf{T})$ = minimum ε such that
each solution in \mathbf{T} is
 ε -dominated by at least
one solution in \mathbf{S}



[Zitzler et al.: 2002]

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Application engineer

- knowledge in the algorithm domain necessary
- state-of-the-art algorithms get more and more complex
- many algorithms

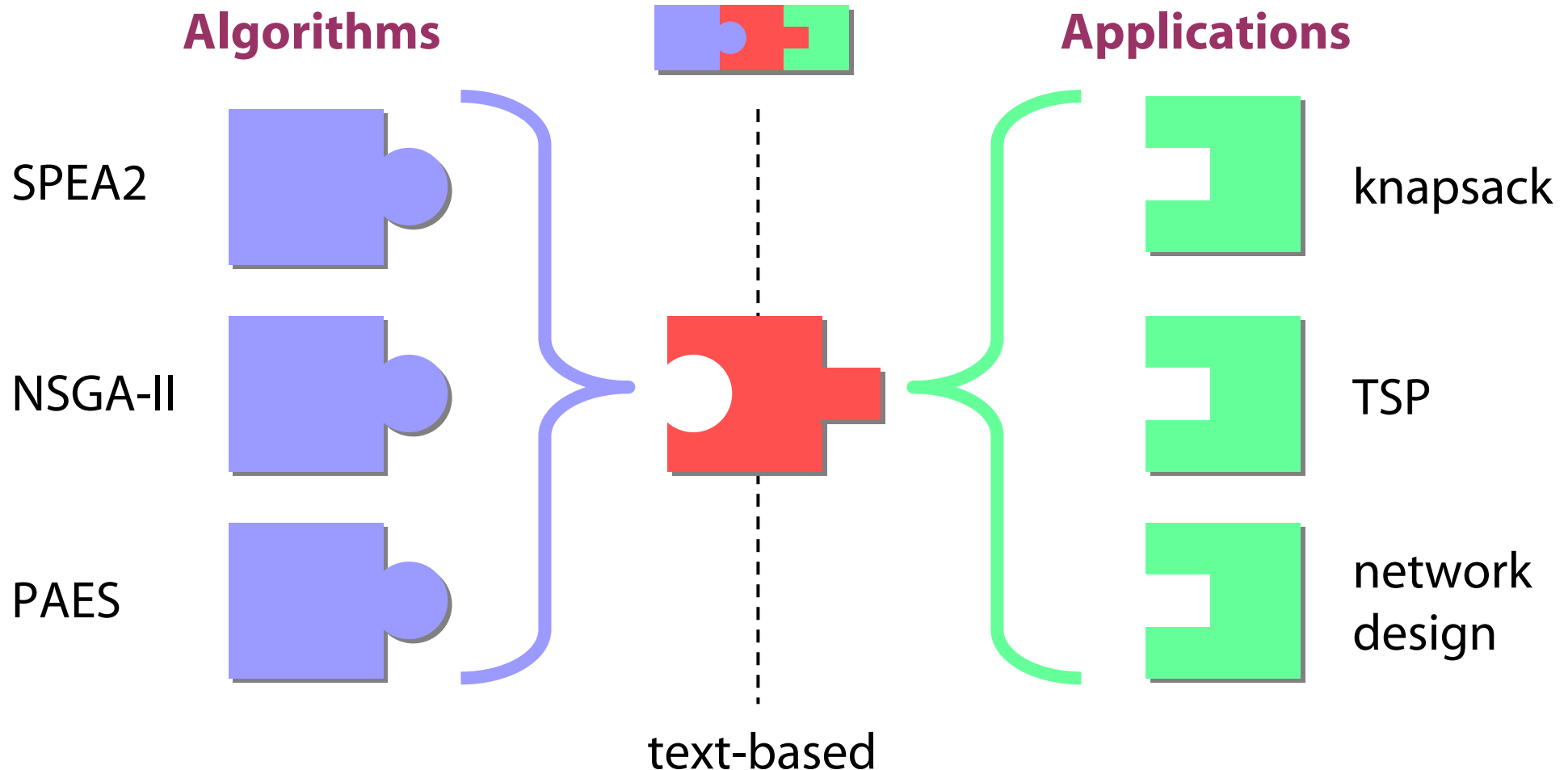
Algorithm designer

- comparison to competing algorithms mandatory
- tests on various benchmark problems necessary
- algorithms and applications become increasingly complex

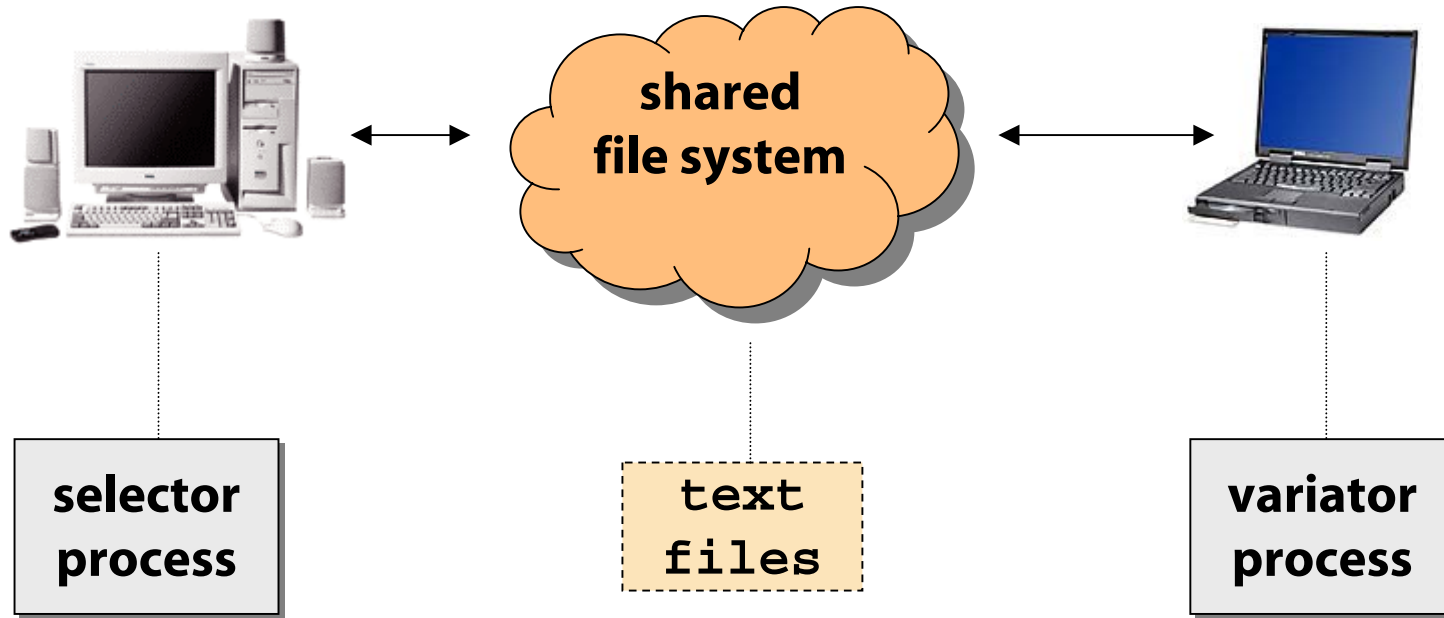
high implementation effort / risk of implementation errors

Programming libraries:

- ⊕ valuable tools to tailor a particular technique to a specific application
- ⊖ exchange of optimization algorithm or application still difficult



Platform and programming language independent **I**nterface
for **S**earch **A**lgorithms [Bleuler et al.: 2002]



application independent:

- mating / environmental selection
- individuals are described by IDs and objective vectors

handshake protocol:

- state / action
- individual IDs
- objective vectors
- parameters

application dependent:

- variation operators
- stores and manages individuals

Why using an evolutionary algorithm?

- **Flexibility:** problem formulation can be easily modified / extended (minimum requirements)
- **Multiple objectives:** the solution space can be explored in a single optimization run
- **Feasibility:** EAs are applicable to complex and huge search spaces

Why multiobjective optimization?

- **Robustness:** aggregation of several objectives into a single one requires setting of parameters
- **Confidence:** it is easier to select a solution if alternatives are known

Main application of EMO: design space exploration

Links:

- EMO mailing list:
<http://w3.ualg.pt/lists/emo-list/>
- EMO bibliography:
<http://www.lania.mx/~ccoello/EMOO/>
- PISA website:
<http://www.tik.ee.ethz.ch/pisa/>

Events:

- Conference on Evolutionary Multi-Criterion Optimization (EMO 2003),
April 8-11, 2003, Algarve, Portugal:
<http://conferences.ptrede.com/emo03/>

Acknowledgments:

- Stefan Bleuler, Marco Laumanns, Lothar Thiele