

# Empirical Analysis of Differential Evolution Algorithm with Rotational Mutation Operator

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**Abstract - A New rotation mutation strategy in differential evolution is proposed. It uses the local information to rotate the trial vector in search space. It provides the exploration to search operator of differential evolution algorithm. It has been tested on 25 test function of CEC 2005 test suite. The results of proposed algorithm are compared with standard differential evolution. The results of proposed method are slightly better than standard differential evolution algorithm, in multi model problems.**

**Keywords – rotation , rotation matrix , multi-model functions.**

## I. INTRODUCTION

Finding the best solution from the set of feasible solution is called optimization. The optimization problems can be solved by using direct algorithms and stochastic algorithms. Evolutionary algorithms are meta-heuristics can be used to solve optimization problems. The entire evolutionary algorithm's computational model mimics the evolutionary processes. The non-linear and non-differential continuous space optimization problems can be solved by heuristic methods. Differential evolution algorithm (DE) [1] is a good choice to solve these problems because it is very easy to use, robust, require few control parameter and automatically impart to parallel computation [2] [3][4] [5] . DE has high convergence speed as compare to other evolutionary algorithms. DE is very capable to solve engineering optimization problems [6]. Though there are very few control parameters but still the choosing the proper control parameters is difficult [7]. If the control parameter does not choose properly, then problem like premature convergence, stagnation [8] can occur and it give an undesirable results. Mutation strategy play a vital role in population evolution, the convergence nature of DE [9] and parameter setting [10] is affected by the type of mutation strategy. Lack of selection pressure in mutation strategies [11] during evolution can cause stagnation or premature convergence hence there must be a proper combination of exploration and exploitation during evolution. The performance of mutation strategies vary with the type of problem [12][13]. They have different parameter settings according to the problems [14] [15]. The rest of the paper is organized are as follows, Section I give the introduction of differential evolution algorithm. In section II discuss the related work in the field. Section III covers the proposed work. Experimental results and empirical analysis is in section IV. Section V is conclusion.

## II. DIFFERENTIAL EVOLUTION ALGORITHM

### 1. Initialization of initial population

Differential evolutionary algorithms work on set of solutions (i.e. population) rather than single solution. Evolution begins with an initial population where solutions are (usually) randomly generated. The population size depends on the nature of the problem. Traditionally, the population is generated randomly, allowing the entire range of possible solutions (the search space). Occasionally, the solutions may be "seeded" in areas where optimal solutions are likely to be found. In either case it is essential that solutions must be well and uniformly distributed over the search space.

Differential evolutionary algorithm (DE) begins its process by randomly initializing the NP number of D dimensions vectors within a search space. They also know as genome / chromosomes. This vectors act as candidate solution for a given objective functions. Every cycle in DE can be consider as a generation,  $G= 1,2,3 \dots G_{max}$ . Then any candidate solution at any generation can be denoted as  $x_{i,g}=[x_{1,g},x_{2,g},x_{3,g} \dots x_{D,g}]$ . There exists a lower and upper bound within search space for each parameter in the problem, let it can be denoted as :

$$X_{min}=[X_{1,min},X_{2,min} \dots X_{d,min}] \text{ and } X_{max}=[X_{1,max},X_{2,max} \dots X_{d,max}]$$

The initial population ( $G=0$ ) must cover the maximum range as much as possible between the lower and upper bound. This can be achieved by following equation :

$$X_{j,i,0} = X_{j,min} + \text{rand} [0,1] (X_{j,max} - X_{j,min} ) \quad (1)$$

whereas  $x_{j,i,0}$  =  $j^{\text{th}}$  component of  $i^{\text{th}}$  member of population at  $0^{\text{th}}$  generation and  $x_{j,min}$  and  $x_{j,max}$  its respective lower and upper value. Generally variable bounds are used for population initialization (on safer side) but initialization is also possible without using variable bounds.

## 2. Mutation

Each point (individual) can be represented as vector in search space. In DE each parent vector of current generation is known as *target vector*. All individuals in current generation get a chance to become a *target vectors*. The resultant vector obtain through mutation is known as *donor vector*. DE generates a *donor vector* by adding the weighted difference between two population vectors to a third vector. For each target vector  $X_{i,G}$ ,  $i = 1, 2, \dots NP$ , a mutant vector is generated as follows

$$V_{i,G+1} = X_{r1,G} + F * (X_{r2,G} - X_{r3,G}) \quad (2)$$

Whereas  $r_1, r_2, r_3 \in 1 \dots NP$  are mutually different integers and  $F > 0 \in [0, 2]$  known as scaling factor. The integer  $r_1, r_2$  and  $r_3$  are randomly chosen. That to be different from the running index  $i$ .  $F$  is a real and constant factor which controls the amplification of the differential variation  $(x_{r2,G} - x_{r3,G})$ .

## 3. Crossover

Each chromosome or solution in a population is a set or vector of D decision variables. Probability of crossover (CR) decides how many variables (out of D variables) in solution will change their value. For example if  $CR=0.6$  then only 60% variables will change their value and 40% will remain unchanged.

It increases the diversity of the population. The parameters of mutated vector are mixed with the parameters of another predetermined vector, the target vector, to yield the so-called trial vector. This parameter mixing is referred as crossover. In crossover trial vector  $u_{i,G+1} = (u_{1i,G+1}, u_{2i,G+1} \dots u_{Di,G+1})$  is formed. DE provides the two different type of crossovers *binomial crossover* and *exponential crossover*. The binomial crossover can be define as :

$$U_{ji,G+1} = \begin{cases} V_{ji,G+1} & \text{if } (\text{randb}(j) \leq CR) \text{ or } j = \text{mbr}(i) \\ X_{ji,G} & \text{if } (\text{randb}(j) > CR) \text{ and } j \neq \text{mbr}(i) ; \end{cases} \quad (3)$$

$j = 1, 2 \dots D$ .  $\text{randb}(j)$  is the  $j^{\text{th}}$  evaluation of a uniform random number generator  $\epsilon [0, 1]$ .  $CR$  is the crossover constant  $\epsilon [0,1]$ .  $\text{mbr}(i)$  is a randomly chosen index  $\epsilon 1,2 \dots D$  which ensures that  $U_{i,G+1}$  gets at least one parameter from  $V_{i,G+1}$

## 4. Selection

To decide whether or not new vector should become a member of generation  $G+1$ , the trial vector  $U_{i,G+1}$  is compared to the target vector  $X_{i,G}$  using the greedy criterion. If vector  $U_{i,G+1}$  yields a smaller cost function value than  $X_{i,G}$ , then  $X_{i,G+1}$  is set to  $U_{i,G+1}$ ; otherwise, the old value  $X_{i,G}$  is retained

$$X_{i,G+1} = \begin{cases} U_{i,G} & \text{if } f(U_{i,G}) \leq f(X_{i,G}) \\ X_{i,G} & \text{else} \end{cases} \quad (4)$$

Each population vector has to serve once as the target vector so that NP competitions take place in one generation. This process is continue until the stopping criteria is not meet

## 5. Other variants of DE

There are number of variants in DE. In order to represent the variants the following notation is used DE=x/y/z is Where as x: The vector to be mutated which currently can be “rand” (a randomly chosen population vector) or “best” (the vector of lowest cost from the current population),y: Number of difference vectors used. z: The crossover scheme.

Table 1: Variants of DE

Sr . No	Strategy	S r. No	Strategy
1	DE/best/1/exp	6	DE/best/1/bin
2	DE/rand/1/exp	7	DE/rand/1/bin
3	DE/rand-to-best/1/exp	8	DE/rand-to-best/1/bin
4	DE/best/2/exp	9	DE/best/2/bin
5	DE/rand/2/exp	10	DE/rand/2/bin

### III. RELATED WORK

The exploration at starting phase of evolution and exploitation during end of ending phase of evolution [16] , A new framework along with second enhance mutation operator [17] been used to ensure the trade-off between the exploration and exploitation is the phenomenon has increased the performance of SDE.

The new mutation scheme- DE/current-to-gr\_best/1 [18] , is a variant of the classical DE/current-to-best/1 scheme which uses the best of a group of randomly selected solutions from current generation mutation, give the better exploration and recombination each mutant vector with one of the p top-ranked individuals from the current population ensure exploitation along with parameter adaption scheme enhance the performance of SDE. [19] use local search to update scaling factor of solution space to balance the exploration and exploitation, Asymmetric mutation operator [20] used different scaling factor to handle balance the exploration and exploitation. One of the advantage of SDE is that it is free from any PDF (probability density function), in order to balance exploration and exploitation , there are some mutation operator have used PDF like Gaussian PBX-alpha(GPBX-alpha) [21] , improved CRDE[22], co-evolutionary method to update scaling factor[23] ,GDDE[24] the main drawback of these methods are they incurred extra decision parameters and extra computation cost on DE.

### IV. PROPOSED ALGORITHM

The mutation operation in differential evolution algorithm is rotation invariant but the crossover operator of differential evolution algorithm is not rotation invariant, hence some time DE does not give a desire results in complex optimization problems. Here, a new mutation scheme is incurred in standard differential evolution algorithm (SDE). The trial vector is rotated in search space using local information. The detail process is given in [25]. The process is shown in figure.

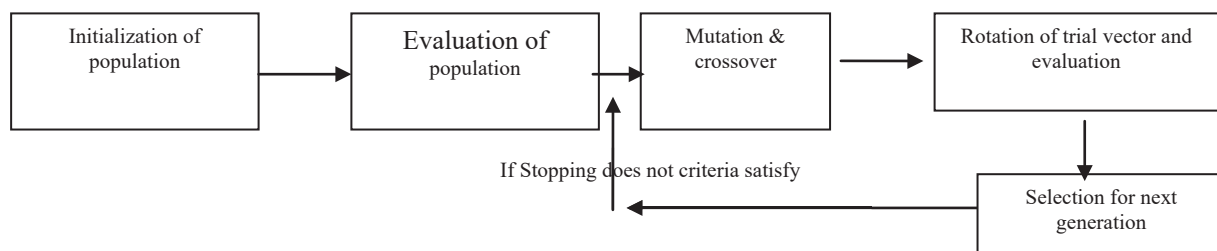


Figure 1. proposed method

In order to rotate the trial vector in the search space, the angle of rotation is require. It can be calculate by following methods :

- I. Angle based upon the local information of given vector(Method 1)

$$\cos \phi = \frac{\bar{u}}{|u|}, \text{ where as } \bar{u} \text{ is unit vector and } |u| \text{ is magnitude of } u.$$

## II. Angle depend upon compliment based upon the local information (Method 2)

The opposition based learning rotate the individual in search space in angle of  $180^\circ$ . The method is as follows:

- a. Calculate vector by using method 1
- b. Find the compliment of vector using opposition based learning rule.

## III. Angle depend upon compliment based upon the angle of 360 degree

$$\text{Angle} = 360^\circ - \cos \theta = \frac{\bar{u}}{|u|}$$

The process of rotation can be depicted in figure.

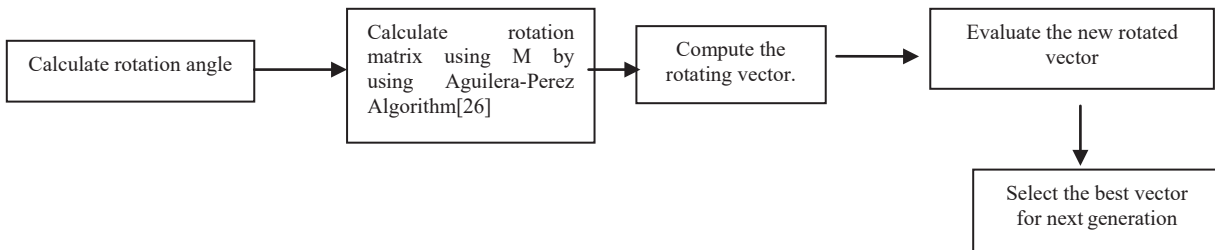


Figure 2. Method for rotation

## IV. EXPERIMENTAL RESULTS AND DISCUSSION

The performance of new rotation mutation scheme is tested on the all problems of CEC 2005 test suite [26]. Further the performance of suggested method is compared with standard differential evolution algorithms. The parameter setting for the experimentation is shown in the table 2.

Table 2:Parameter setting for DESBS

Sr. No.	Parameter	Values
1	Number of Variables (D)	5,10
2	Scaling Factor (F)	0.5
3	Crossover Rate (Cr)	0.9
4	Size of Initial Population (NP)	20
5	Maximum Function Evaluation (Max_Fev)	1000

For all the problems algorithms are executed for 25 times. The performance of the each method is evaluated on bases of Minimum value of function. The wilcoxon rank sum test[27] is used to check the null hypothesis. The null hypothesis in each test is that “there no difference exists between the original SDE and the proposed mutation method . We mark the cases with “ + ” when the null hypothesis is rejected and the DESBS outperforms the other one in a statistically significant way, with “-” when the null hypothesis is rejected and the original SDE/variant of SDE is significantly better than the other, with “ = ” when the null hypothesis is accepted and no performance difference is significant.

Table 3. size of variable is 5

Problem Number	RDE		SDE		Sign
	Mean	Std	Mean	Std	
1	0	0	0	0	=
2	301.6131	593.567	244.1398	473.0025	=
3	6304.161	26233.68	2283.877	5097.376	=
4	0	0	0	0	=
5	407.5904	655.9401	723.3855	904.6684	=
6	2.29E+09	3.92E+08	2E+09	6.82E+08	=
7	0.121456	0.0651	0.113306	0.089817	=
8	20.06461	0.040385	20.07934	0.039812	=
9	0.447732	0.601756	0.209421	0.405483	=
10	2.616145	1.942816	2.986624	1.989021	=
11	1.075376	0.863361	1.785983	1.250671	=
12	44.15417	64.4559	70.96153	148.2811	=
13	0.277022	0.165747	0.308982	0.131703	=
14	0.863612	0.39823	0.958829	0.384196	=
15	191.082	23.61377	114.3304	<b>70.30601</b>	-
16	106.8979	19.53806	97.9042	28.67686	=
17	99.5301	36.11007	115.9708	20.8268	=
18	580.9529	295.0593	564.4877	272.0137	=
19	584.9184	266.766	438.1453	229.9686	=
20	599.5635	266.778	475.3606	227.511	=
21	523.256	104.0038	500.0002	0.000266	=
22	559.7298	191.995	603.6576	231.3654	=
23	<b>591.1294</b>	154.9608	910.9265	237.8852	+
24	297.3145	198.3442	382.5974	244.6914	=
25	487.1602	239.6167	<b>299.8557</b>	148.1805	-

Table 4. size of variable is 10

Problem No.	RDE		SDE		Sign
	Mean	Std	Mean	Std	
1	<b>0.002318</b>	0.010573	2.721781	3.62185	+
2	142.6443	379.8216	207.337	358.3661	=
3	144892.5	158081.7	316046.7	310549.5	=
4	0.23388	0.861498	5.376363	15.92284	=
5	485.1961	535.8304	856.565	865.9432	=
6	5.07E+08	4.35E+08	<b>1.53E+08</b>	1.83E+08	-
7	<b>0.069056</b>	0.049192	0.323387	0.766721	+
8	<b>20.381</b>	0.068544	20.51007	0.09229	+
9	3.978585	2.766009	4.915023	4.608397	=
10	10.50807	7.537441	13.33656	8.335864	=
11	8.16729	1.727794	7.919876	2.718205	=
12	899.5087	1193.869	1310.453	1325.667	=
13	1.222815	0.648288	1.067175	0.541066	=
14	3.445404	0.314219	3.57151	0.292534	=
15	<b>241.4748</b>	82.3797	321.4129	107.0719	+
16	114.6098	15.372	118.4752	22.4093	=
17	125.4062	29.31275	128.6913	22.65441	=
18	850.0118	46.67208	782.9788	217.7182	=
19	863.7649	51.99112	833.8425	137.8236	=
20	804.8766	175.0238	829.5682	110.5625	=
21	1076.866	14.97277	929.1526	248.879	=
22	744.9383	168.8775	815.5394	80.18649	=
23	1013.892	192.6038	<b>910.9265</b>	237.8852	-
24	382.9935	10.06938	389.5967	26.98105	=
25	385.1072	20.36846	383.7807	8.452536	=

As from table 3 and table 4, when the number of variables are small that time SDE perform better as compare to proposed method whereas as the number of variable increases, the proposed method perform better than standard algorithm. most of the time both of algorithms are statically same, I.e there is no any significant difference in the performance of both algorithms. In fact the proposed algorithm incurred the extra computation cost on the standard differential evolution algorithm.

#### IV.CONCLUSION

The new mutation strategy for mutation vector rotation has been proposed. it incurred extra computation cost on standard DE but as the number of variable increases it give the better performance as compare to standard differential evolution algorithm. although the experimentation is carry out on 5 and 10 number of variable, it is very early to say regarding the performance. the performance of proposed method in multi model functions is encouraging. tuning of control parameters is require.

Table 5. Detail of the functions

Function Number	Nature of problems	Name of problem
1.	Uni-model functions	Shifted Sphere Function
2.		Shifted Schwefel's Problem 1.2
3.		Shifted Rotated High Conditioned Elliptic Function
4.		Shifted Schwefel's Problem 1.2 with Noise in Fitness
5.		Schwefel's Problem 2.6 with Global Optimum on Bounds
6.	Basic multi-model functions	Shifted Rosenbrock's Function
7.		Shifted Rotated Griewank's Function without Bounds
8.		Shifted Rotated Ackley's Function with Global Optimum on Bounds
9.		Shifted Rastrigin's Function
10.		F10: Shifted Rotated Rastrigin's Function
11.		Shifted Rotated Weierstrass Function
12.		Schwefel's Problem
13.	Expanded Multi- Model functions	Expanded Extended Griewank's plus Rosenbrock's Function (F8F2)
14.		Shifted Rotated Expanded Scaffer's F6
15.	Hybrid Composition Functions	Hybrid Composition Function
16.		Rotated Hybrid Composition Function
17.		Rotated Hybrid Composition Function with Noise in Fitness
18.		Rotated Hybrid Composition Function
19.		Rotated Hybrid Composition Function with a Narrow Basin for the Global Optimum
20.		Rotated Hybrid Composition Function with the Global Optimum on the Bounds
21.		Rotated Hybrid Composition Function
22.		Rotated Hybrid Composition Function with High Condition Number Matrix
23.		Non-Continuous Rotated Hybrid Composition Function
24.		Rotated Hybrid Composition Function
25.		Rotated Hybrid Composition Function without Bounds

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