

# Algorytmy ewolucyjne wspomagane metamodelami – stan wiedzy i wyzwania na przyszłość

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# Background

# Continuous black box optimization problem

- Goal - minimize an objective function (or many objective functions):

$$f : \mathbb{R}^D \rightarrow \mathbb{R}$$

- Black Box scenario
  - Function values of evaluated search points are the only accessible information
  - Gradients are not available

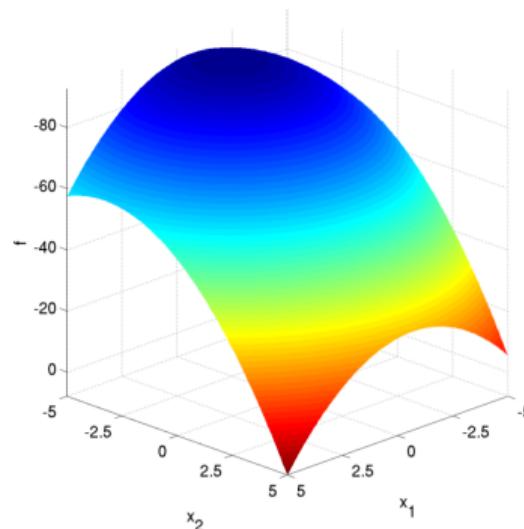


Figure: Sphere 2D function from COCO BBOB benchmark [5]

# Continuous black box optimization problem

## Challenges:

- Infinite number of solutions in a continuous domain
- Multidimensional problems are difficult for grid search
- The goal is to find a global (not local) optimum
- Unknown function shape
  - Non-linear, non-quadratic
  - Discontinuities, sharp ridges
  - Non-separability
  - Ill-conditioning
- Unknown optimum

# Evolutionary Algorithms

Evolutionary Algorithms (+ Swarm Algorithms):

- Versatile solving methods for black-box problems
- Effective and well-researched
- Exploration and exploitation ability
- Low complexity (in non-surrogate-assisted solutions)

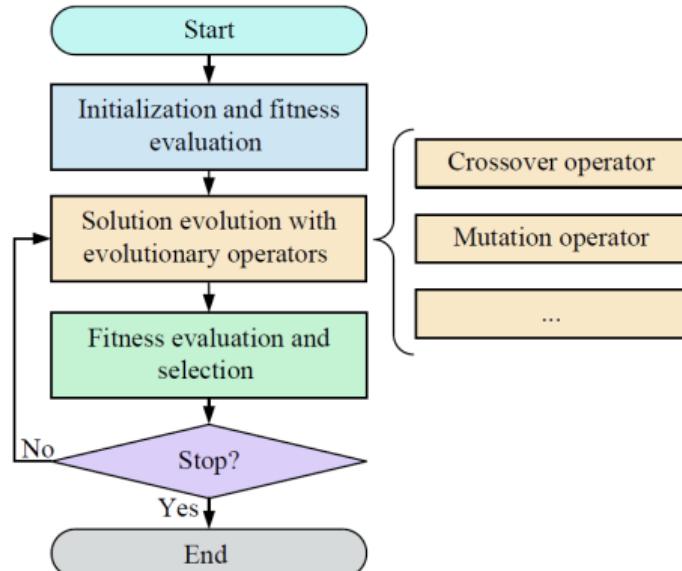


Figure: General flowchart of evolutionary computation [11]

# Evolutionary Algorithms

Main groups:

- CMA-ES-based (e.g. CMA-ES, IPOP-CMA-ES, BIPOP-CMA-ES)
- DE-based (e.g. jDE, JADE, SHADE, L-SHADE)
- Swarm-based (e.g. PSO)
- Mix of EA and swarm (e.g. RFO)
- Hybrids
- Others

# Evolutionary Algorithms

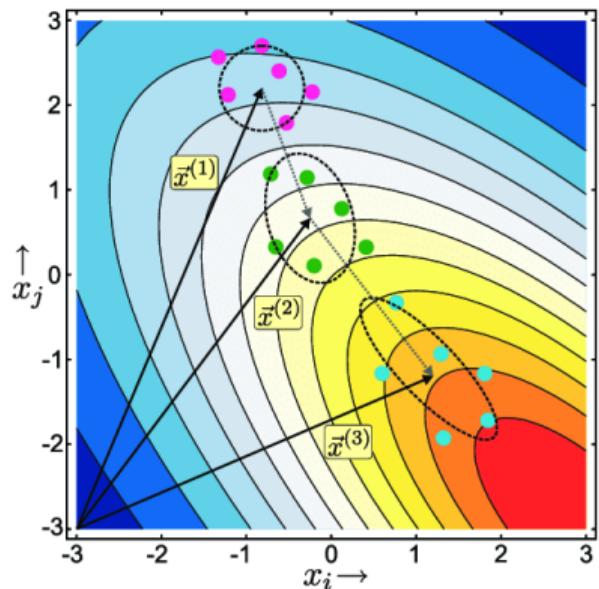


Figure: CMA-ES principle [16]

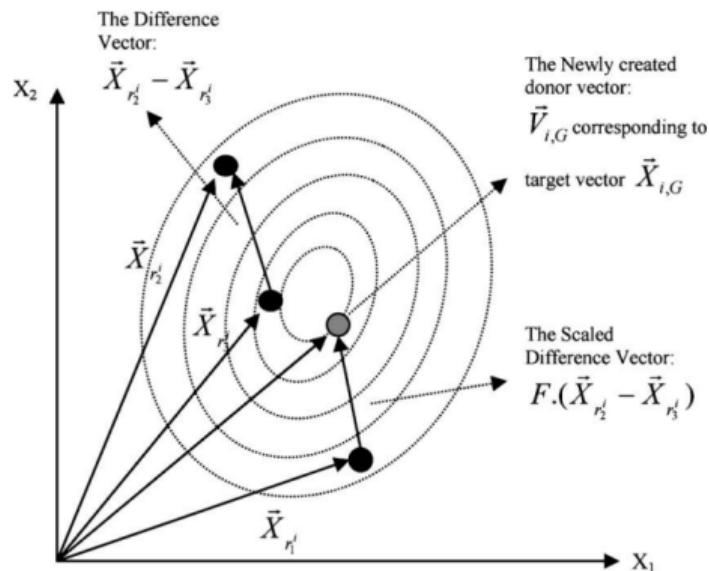


Figure: DE principle [2]

## Expensive optimization

# Expensive optimization

**Expensive optimization** assumes a significant time (cost) required for a single fitness function evaluation.

Examples:

- Physical/chemical experiment
- Oil exploration
- Crash test
- Aerodynamic design
- Simulation
- Hyperparameter tuning

# Expensive optimization

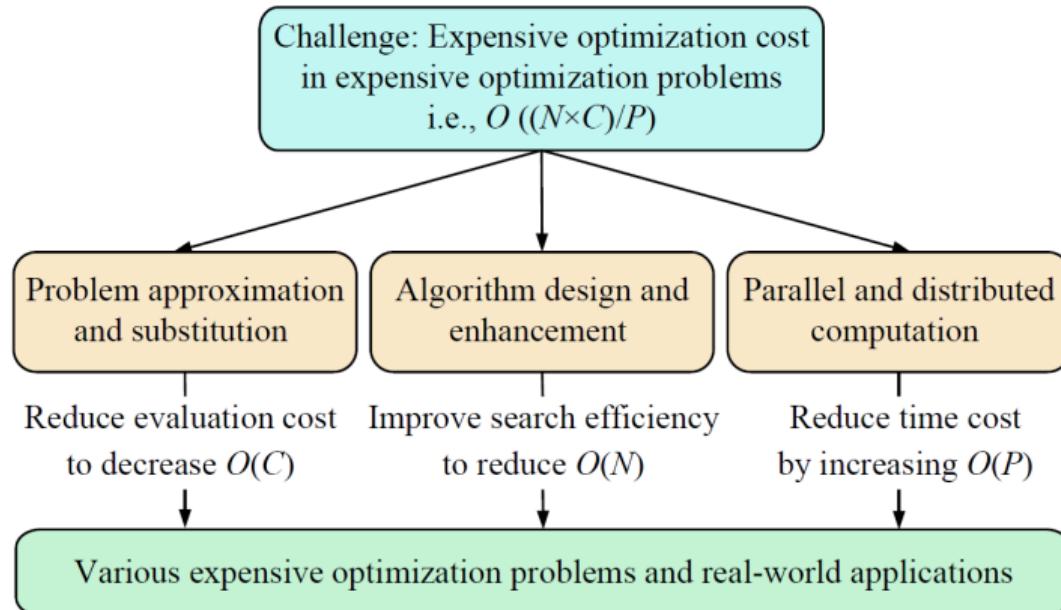


Figure: Three directions to reduce expensive optimization costs [11]

# Expensive optimization

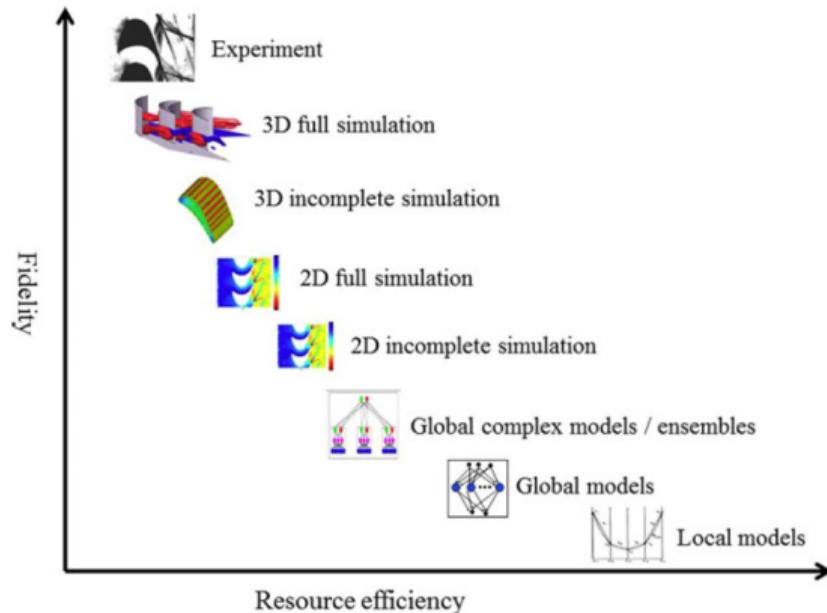
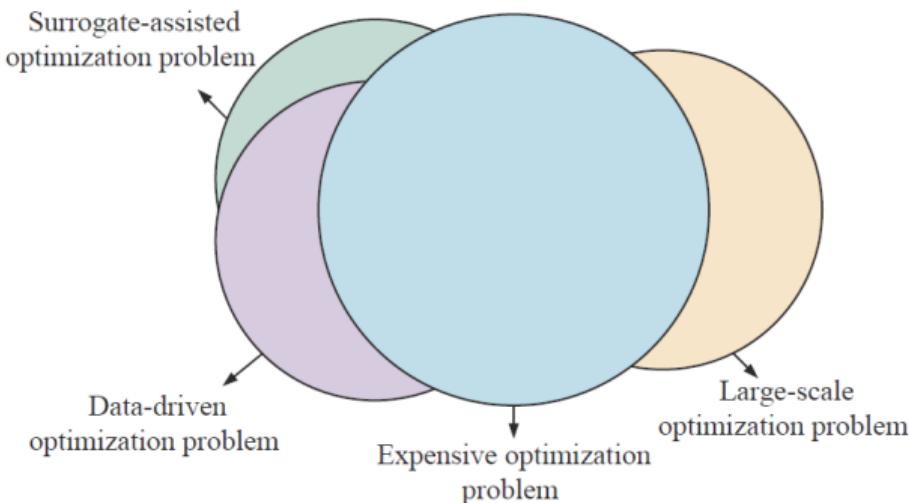


Figure: Trade-off between accuracy and computational cost [11]

# Expensive optimization



**Figure:** Relationship between expensive optimization problem and some relevant optimization problems [11]

# Metamodels

# Metamodel

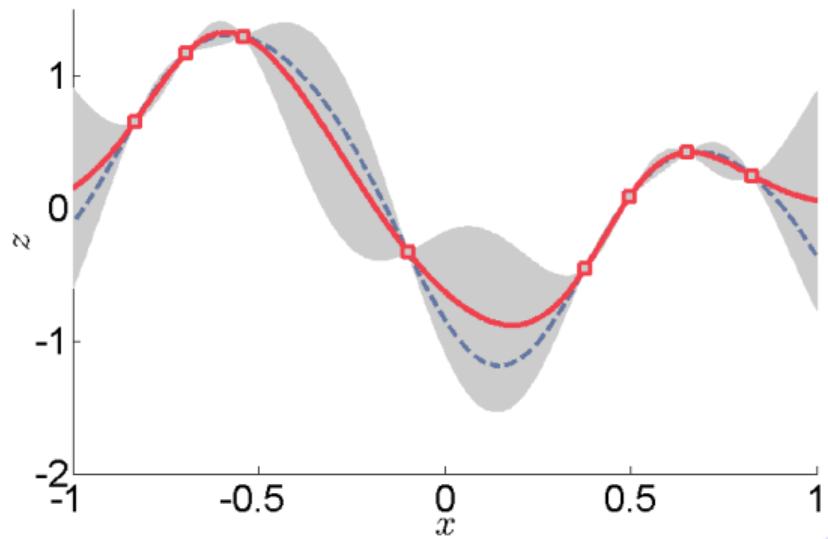
**Metamodel (or surrogate model)** mimics fitness function as closely as possible while being (computationally) cheaper to evaluate.

Outcome:

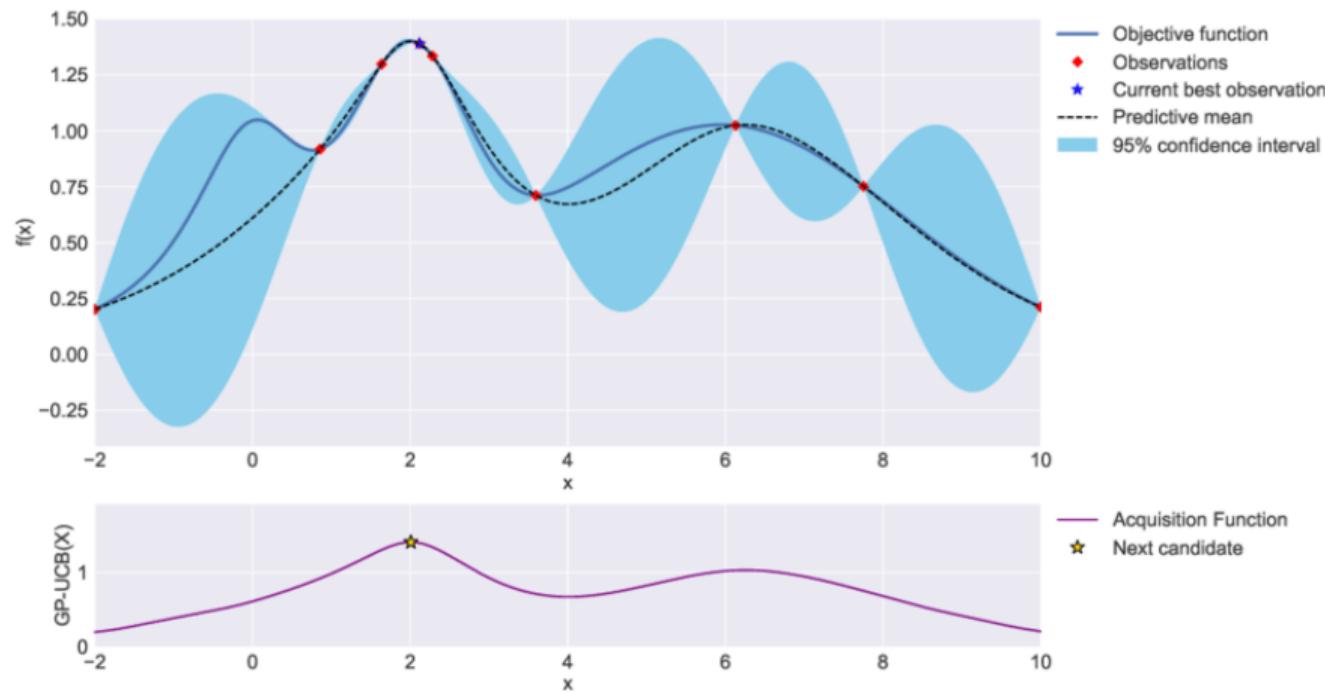
- Optimization process is cheaper
- Final result is more accurate
- Fitness function has its representation in the model

## Kriging [12]

$$\hat{f}(\boldsymbol{x}) = \mu(\boldsymbol{x}) + \epsilon(\boldsymbol{x}) \quad (1)$$



## Bayesian Optimization [10]



# Polynomial Regression [14]

$$\hat{f} = \tilde{\mathbf{x}}^T \boldsymbol{\beta} \quad (2)$$

- Linear:  $\tilde{\mathbf{x}} = [x_{i,2}, \dots, x_{i,D}, 1]$
- Quadratic:  $\tilde{\mathbf{x}} = [x_{i,1}^2, \dots, x_{i,D}^2]$
- Interactions:  $x_{i,d} \cdot x_{i,d'}$ , where  $d, d' \in \{1, \dots, D\}$  and  $d \neq d'$
- $p$ -order PR:  $\tilde{\mathbf{x}} = [x_{i,1}^p, \dots, x_{i,D}^p]$

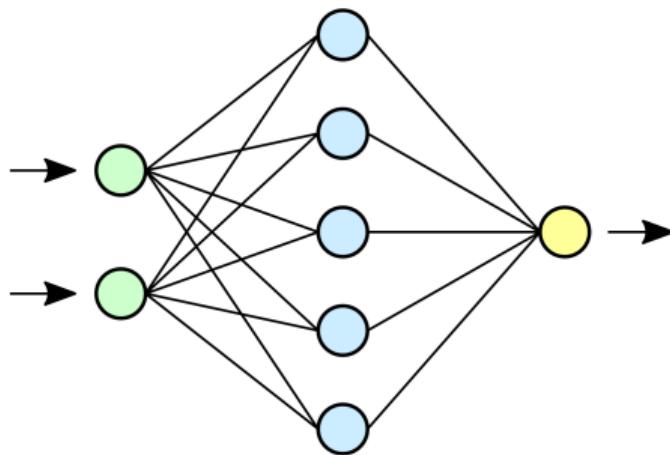
## Radial Basis Function [15]

$$\hat{f}(\boldsymbol{x}) = \sum_{i=1}^K w_i h_i(\boldsymbol{x}) \quad (3)$$

- Linear:  $h(r) = r$
- Cubic:  $h(r) = r^3$
- Gaussian:  $h(r) = e^{-\beta r^2}$ , where  $\beta$  is a parameter
- Multiquadric:  $h(r) = \sqrt{r^2 + \beta^2}$ , where  $\beta$  is a parameter
- Thin plate spline:  $h(r) = r^2 \ln r$

## Artificial Neural Network [6]

$$\hat{f}(\mathbf{x}, \mathbf{w}) = f_a \left( w_0 + \sum_{j=1}^L w_j x_j \right) \quad (4)$$



# Other metamodels

Other metamodels:

- Support Vector Regression
- Generalized Additive Model
- Random Forest
- Kernel Partial Least Squares Regression model
- k-Nearest Neighbors Regression

# Surrogate-Assisted Evolutionary Algorithms

# Key observations

Key observations:

- SAEAs are popular and well-researched methods [11, 9, 8]
- First SAEAs in late 80s [3]
- Designed mainly for expensive optimization
- Many of SAEAs are Kriging-based
- Lack of proper benchmarking
- Lack of performance analysis (e.g. fixed small budget)
- Non-complex algorithms are easy to improve

## Key observations

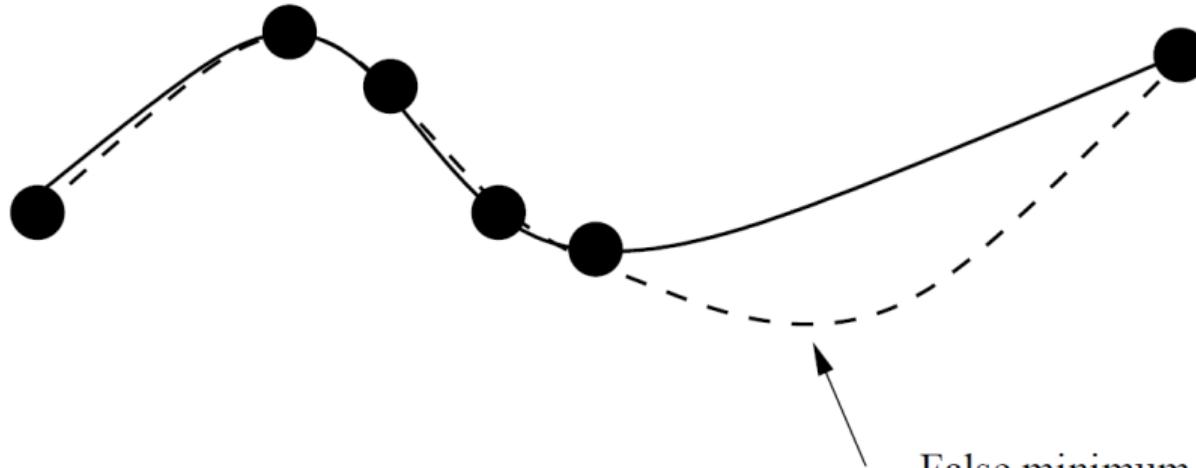


Figure: An example of a false minimum in the approximate model [7]

# SAEAs classification

Modeling space:

- Global
- Local
- Ensemble

Scope:

- Individual
- Iteration
- Population

Integration method:

- Promising candidates selection (for evaluation or no evaluation)
- Modifying algorithm's mechanisms
- Direct optimization of the metamodel

Training set size:

- Limited
- Increasing

# |q-CMA-ES [4]

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**Algorithm 1** Determine Population Surrogate Values

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**Require:** A population  $X = \mathbf{x}_1, \dots, \mathbf{x}_\lambda$ , a model  $\mathcal{M}$  with a data queue of at most  $\max(\lambda, 2df_{\max})$  pairs  $(\mathbf{y}_i, f(\mathbf{y}_i))$ , and a fitness function  $f$

```
1:  $k \leftarrow \lfloor 1 + \max(\lambda \times 2\%, 3/0.75 - |\mathcal{M}|) \rfloor$  # incrementing evaluations
2: while  $|X| > 0$  do # while not all elements are added to  $\mathcal{M}$ 
3:   drop the  $k - (\lambda - |X|)$   $\mathcal{M}$ -best elements from  $X$  into  $\mathcal{M}$ 
4:   sort the newest  $\min(k, \lambda)$  elements in  $\mathcal{M}$  w.r.t.  $f$  # last = best
5:    $\mathbf{y}_1, \dots, \mathbf{y}_j \leftarrow$  the last  $\max(15, \min(1.2k, 0.75\lambda))$  elements in  $\mathcal{M}$ 
6:   if Kendall- $\tau([\mathcal{M}(\mathbf{y}_i)]_i, [f(\mathbf{y}_i)]_i) \geq 0.85$  then
7:     break while
8:    $k \leftarrow \lceil 1.5k \rceil$ 
9:   if  $|X| > 0$  then
10:    return  $\mathcal{M}(\mathbf{x}_1), \dots, \mathcal{M}(\mathbf{x}_\lambda)$  all offset by
11:       $\min_{\mathbf{x} \in \text{last } k \text{ elements of } \mathcal{M}} f(\mathbf{x}) - \min_{i=1\dots\lambda} (\mathcal{M}(\mathbf{x}_i))$ 
12:   else
13:     return  $f(\mathbf{x}_1), \dots, f(\mathbf{x}_\lambda)$ 
```

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# lq-CMA-ES [4]

$$z_{\text{lin}} : \boldsymbol{x} \mapsto [1, x_1, x_2, \dots, x_n]^{\top} \quad (3)$$

$$z_{\text{quad}} : \boldsymbol{x} \mapsto [z_{\text{lin}}(\boldsymbol{x})^{\top}, x_1^2, \dots, x_n^2]^{\top} \quad (4)$$

$$\begin{aligned} z_{\text{full}} : \boldsymbol{x} \mapsto & [z_{\text{quad}}(\boldsymbol{x})^{\top}, x_1x_2, x_1x_3, \dots, x_1x_n, \\ & x_2x_3, \dots, x_2x_n, x_3x_4, \dots, x_{n-1}x_n]^{\top} . \end{aligned} \quad (5)$$

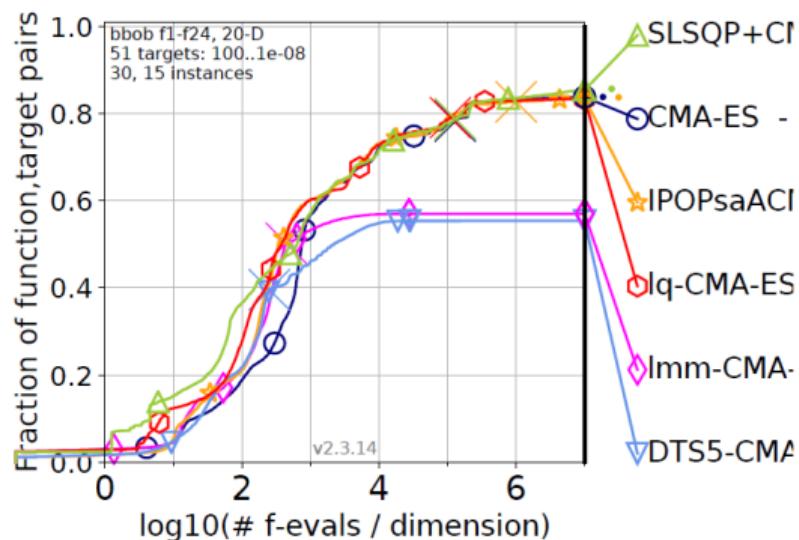
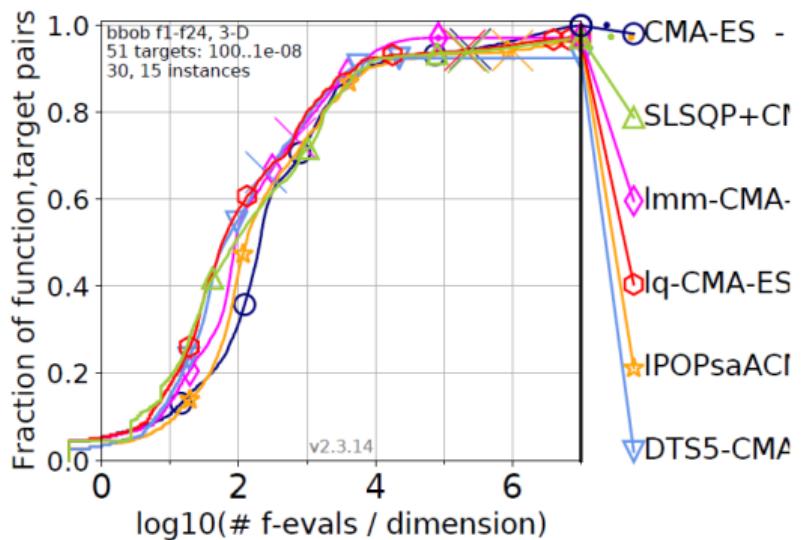
We switch to the next model when the amount of used data exceeds the degrees of freedom of the next model plus 10%.

# Results of Iq-CMA-ES [4]

Iq-CMA-ES was compared with:

- Baseline CMA-ES
- SLSQP+CMA-ES
- DTS-CMA-ES (Kriging-based but limited training size)
- Imm-CMA-ES (quadratic PR with interactions as a local metamodel)
- IPOPsACM (ranking SVM for the entire iteration)

## Results of lq-CMA-ES [4]



# psLSHADE overview

psLSHADE [18]: LSHADE extended with:

- An archive of samples ( $N_a$  best-so-far solutions collected)
- A prescreening metamodel

# psLSHADE prescreening

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## Algorithm psLSHADE main loop high-level pseudocode

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```
1: Generate randomly  $N^g \cdot N_s$  mutated vectors  $\mathbf{v}_i^{g,j}$                                 ▷ Mutation phase
2: Generate randomly  $N^g \cdot N_s$  trial vectors  $\mathbf{u}_i^{g,j}$                                 ▷ Crossover phase
3: Estimate meta-model parameter values    ▷ Meta-model estimation using Ordinary Least Squares
4: Calculate  $N^g \cdot N_s$  surrogate values  $f^{surr}(\mathbf{u}_i^{g,j})$ 
5: For each individual  $i$  designate the best trial vector  $\mathbf{u}_i^{g,best}$                       ▷ Meta-model prescreening
6: for  $i = 1$  to  $N$  do
7:   Do selection of  $\mathbf{u}_i^{g,best}$                                               ▷ Selection phase
8:   Add  $\mathbf{u}_i^{g,best}$  and  $f(\mathbf{u}_i^{g,best})$  to the archive                         ▷ Archive update
9: end for
10: Update memory with values of successful parameters                                ▷ Parameter adaptation
11: Decrease population size  $N^g$  if needed                                         ▷ Population size reduction
12:  $g = g + 1$ 
```

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# psLSHADE metamodel

**Table:** A description of transformations and the final meta-model (mm.)

Name	Form	DoF
Constant	$X_c = [1]$	$df_c = 1$
Linear	$X_l = [x_1, \dots, x_D]$	$df_l = D$
Quadratic	$X_q = [x_1^2, \dots, x_D^2]$	$df_q = D$
Interactions	$X_i = [x_1x_2, \dots, x_{D-1}x_D]$	$df_i = \frac{D(D-1)}{2}$
Inv. linear	$X_{il} = [\frac{1}{x_1}, \dots, \frac{1}{x_D}]$	$df_{il} = D$
Inv. quad.	$X_{iq} = [\frac{1}{x_1^2}, \dots, \frac{1}{x_D^2}]$	$df_{iq} = D$
Final mm.	$[X_c + X_l + X_q + X_i + X_{il} + X_{iq}]$	$df_{mm} = \frac{D^2+7D}{2} + 1$

## psLSHADE experimental evaluation

- Experimental evaluation utilizing CEC2021 benchmark [13] (10D and 20D problems)
- Expensive scenario assumed ( $10^3 \cdot D$  optimization budget)
- Comparison of:
  - psLSHADE
  - LSHADE
  - MadDE [1] (from CEC2021 Special Session and Competition)

# psLSHADE parametrization

**Table:** LSHADE and psLSHADE parameters (following the parameterization from CEC2021 [17]).

## LSHADE & psLSHADE

Initial population size $N^0$	$18 \cdot D$
Initial $M_F$	0.5
Initial $M_{CR}$	0.5
Best rate $p$	0.11
Archive rate $a$	1.4
Memory size $H$	5

## psLSHADE only

Archive size $N_a$	$2df_{mm}$
Surrogates per individual $N_s$	2, 5, 10, 20

## psLSHADE parameter tuning

Table: Scores achieved by psLSHADE with  $N_s = \{2, 5, 10, 20\}$  for  $10^3 \cdot D$  optimization budget.

Score \ Algo	$N_s = 2$	$N_s = 5$	$N_s = 10$	$N_s = 20$
SNE	34.87	30.80	33.59	41.42
SR	101.25	93.75	133.75	171.25
Score 1	44.17	50.00	45.84	37.18
Score 2	46.30	50.00	35.05	27.37
<b>Score</b>	<b>90.46</b>	<b>100.00</b>	<b>80.89</b>	<b>64.56</b>

# psLSHADE overall results

**Table:** Scores achieved by MadDE, LSHADE and psLSHADE with  $N_s = 5$  and  $10^2 \cdot D$ ,  $10^3 \cdot D$ ,  $10^4 \cdot D$  optimization budgets.

O. b. Algo	Score	MadDE	LSHADE	psLSHADE
$10^2 \cdot D$	Score	45.79	56.70	<b>100.00</b>
$10^3 \cdot D$	Score	54.58	73.48	<b>100.00</b>
$10^4 \cdot D$	Score	90.81	<b>99.18</b>	96.77

# rmmLSHADE overview

rmmLSHADE [19]: LSHADE extended with:

- A prescreening metamodel
- Recursive Least Squares filter for metamodel parameters estimation

# rmmLSHADE prescreening

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## Algorithm rmmLSHADE high-level pseudocode

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```
1:  $P^0 = [\mathbf{x}_1^0, \dots, \mathbf{x}_{N^0}^0]$                                 ▷ Population initialization using Latin Hypercube Sampling
2: Estimate meta-model's coefficients  $\mathbf{w}_0$  from  $P^0$  and fitness function values of  $P^0$  using OLS
3: while evaluation budget left do
4:   Extend  $P^g$  to  $P_{ext}^g = [P^g, P^g, \dots, P^g]$ , where  $|P_{ext}^g| = N_m \cdot N^g$ 
5:   Generate  $N_m \cdot N^g$  mutated vectors  $\mathbf{v}_k^g$ 
6:   Generate  $N_m \cdot N^g$  trial vectors  $\mathbf{u}_k^g$ 
7:   for i = 1 to  $N^g$  do
8:     Calculate  $N_m \cdot N^g$  surrogate values  $f^{surr}(\mathbf{u}_k^g)$ 
9:     Designate the best (not already chosen) trial vector  $\mathbf{u}_i^{g,best}$  for evaluation
10:    Update coefficients  $\mathbf{w}_g$  using RLS
11:   end for
12:   Do selection of all  $N^g$  chosen trial vectors  $\mathbf{u}_i^{g,best}$ 
13:   Do LSHADE procedures (memory and population size management)
14: end while
```

## rmmLSHADE metamodel

Table: A description of transformations and the final form of the recursive meta-model (rmm.)

Name	Form	DoF
Constant	$\mathbf{z}_c = [1]$	$df_c = 1$
Linear	$\mathbf{z}_l = [x_1, \dots, x_D]$	$df_l = D$
Quadratic	$\mathbf{z}_q = [x_1^2, \dots, x_D^2]$	$df_q = D$
Interactions	$\mathbf{z}_i = [x_1x_2, \dots, x_{D-1}x_D]$	$df_i = \frac{D(D-1)}{2}$
Final rmm.	$\mathbf{z}_{mm} = [\mathbf{z}_c + \mathbf{z}_l + \mathbf{z}_q + \mathbf{z}_i]$	$df_{mm} = \frac{D^2+3D}{2} + 1$

## rmmLSHADE: RLS filter

$$\begin{aligned} e_t &= f(\mathbf{u}_i^{g,best}) - \mathbf{z}_{mm}^\top \mathbf{w}_{t-1}, & \mathbf{g}_t &= \frac{\mathbf{Q}_{t-1} \mathbf{z}_{mm}}{\lambda + \mathbf{z}_{mm}^\top \mathbf{Q}_{t-1} \mathbf{z}_{mm}} \\ Q_t &= \frac{1}{\lambda} (\mathbf{Q}_{t-1} - \mathbf{g}_t \mathbf{z}_{mm}^\top \mathbf{Q}_{t-1}), & \mathbf{w}_g &= \mathbf{w}_{t-1} + \mathbf{g}_t e_t \end{aligned} \tag{5}$$

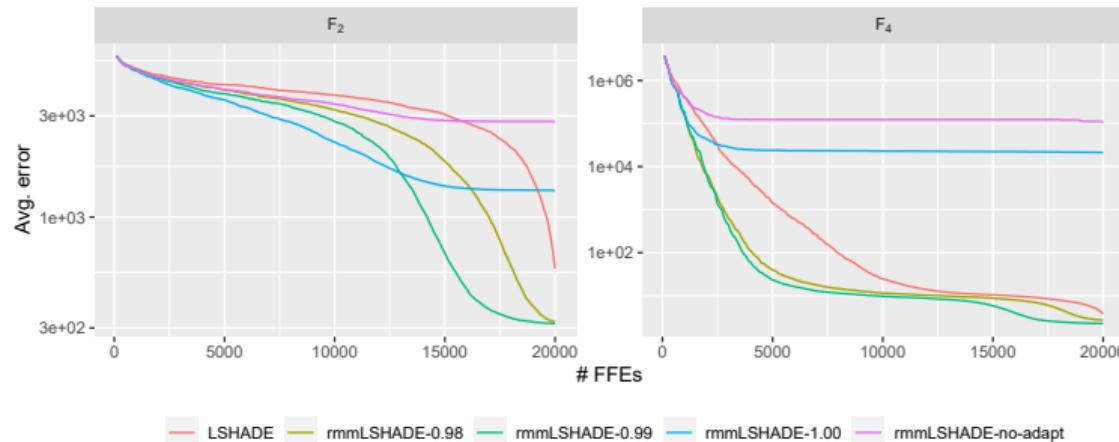
where  $\lambda \in (0, \dots, 1]$  is a forgetting factor and  $Q_t$  is a matrix of size  $|\mathbf{z}_{mm}| \times |\mathbf{z}_{mm}|$ .

## rmmLSHADE overall results

Table: Scores of LSHADE, psLSHADE and rmmLSHADE ( $\lambda = 0.98, 0.99, 1.0$ ) for  $10^3 \cdot D$  optimization budget.  $\lambda =$  is a variant without RLS adaptation.

Score \ Algo	LSHADE	psLSHADE	$\lambda =$	$\lambda = 0.98$	$\lambda = 0.99$	$\lambda = 1.0$
SNE	30.06	17.86	36.72	15.75	14.81	21.62
SR	217.00	154.25	245.50	138.50	122.75	172.00
Score	<b>52.92</b>	<b>81.26</b>	<b>45.16</b>	<b>91.33</b>	<b>100.00</b>	<b>69.93</b>

## rmmLSHADE overall results



**Figure:** The averaged convergence of rmmLSHADE with  $\lambda = 0.98, 0.99, 1.00$ , and without  $w$  adaptation (denoted as rmmLSHADE-no-adapt) for multi-modal  $F_2$  and uni-modal  $F_4$  functions for  $D = 20$  with  $10^3 \cdot D$  optimization budget.

## Conclusions and future research

## Conclusions:

- Metamodels are beneficial (in EAs)
- Various integration methods exists
- CMA-ES based SAEAs are relatively well studied
- Some observations have been confirmed by new DE-based SAEAs
- Designing universal and relatively straightforward algorithms is possible

## Future research

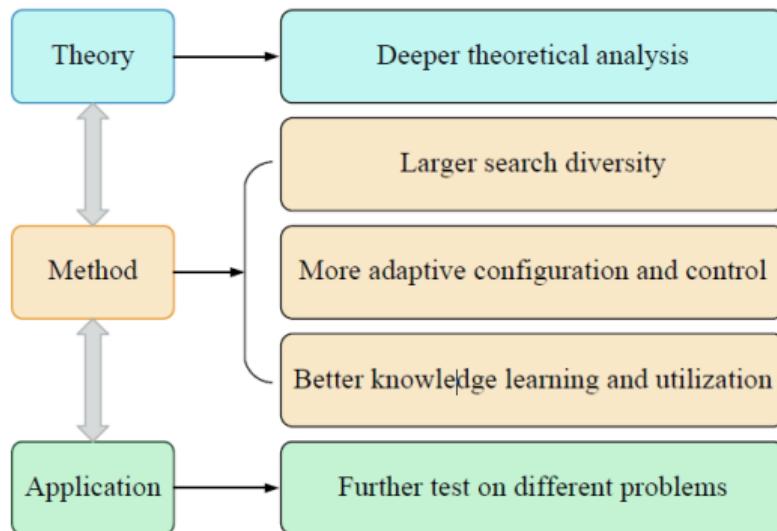


Figure: Potential future research directions and open issues [11]

## Future research

Other ideas:

- Better benchmarking
- Budget-dependent adaptation
- Dynamic metamodel utilization
- Exploratory Landscape Analysis utilization
- Reducing the number of parameters
- General simplification (in the case of black-box optimization)

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