

INTRODUCTION TO THE DIFFERENTIAL EVOLUTION ALGORITHM

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THE DIFFERENTIAL EVOLUTION ALGORITHM [1]

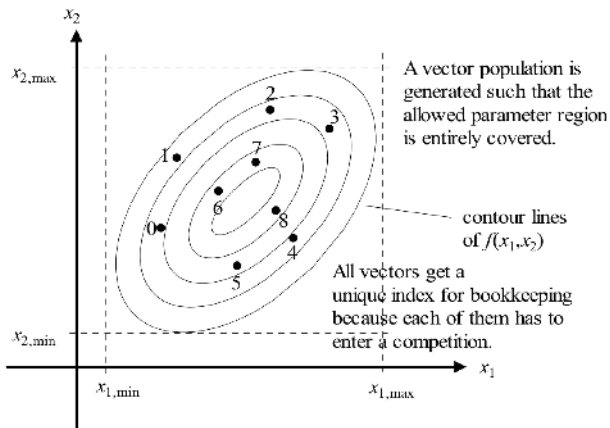
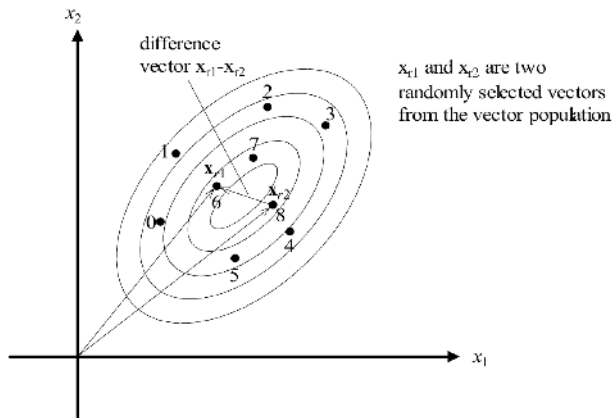


Figure: Initializing the DE population.

THE DIFFERENTIAL EVOLUTION ALGORITHM

Figure: Generating the perturbation: $x_{r1} - x_{r2}$.

THE DIFFERENTIAL EVOLUTION ALGORITHM

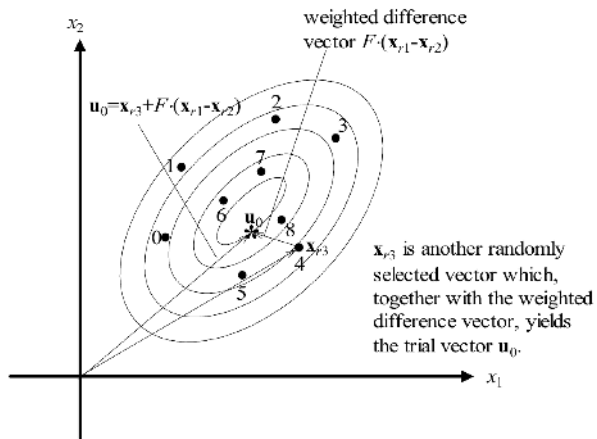


Figure: Mutation.

THE DIFFERENTIAL EVOLUTION ALGORITHM

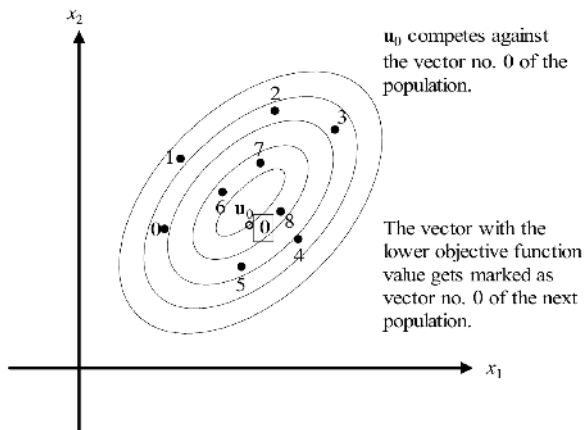


Figure: Selection. Because it has a lower function value, u_0 replaces the vector with index 0 in the next generation.

THE DIFFERENTIAL EVOLUTION ALGORITHM

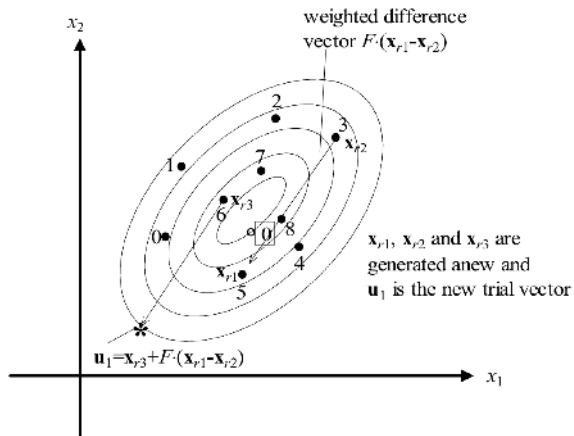


Figure: A new population vector is mutated with a randomly generated perturbation.

THE DIFFERENTIAL EVOLUTION ALGORITHM

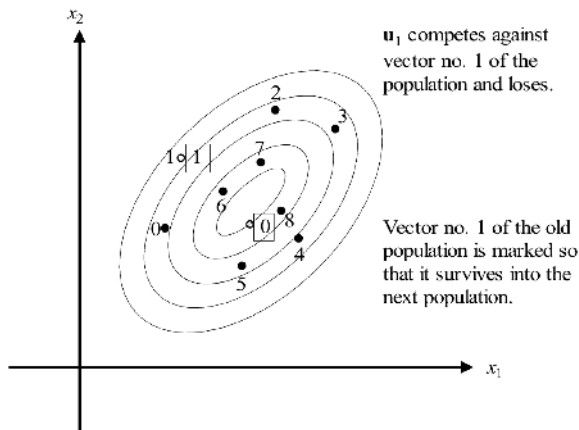
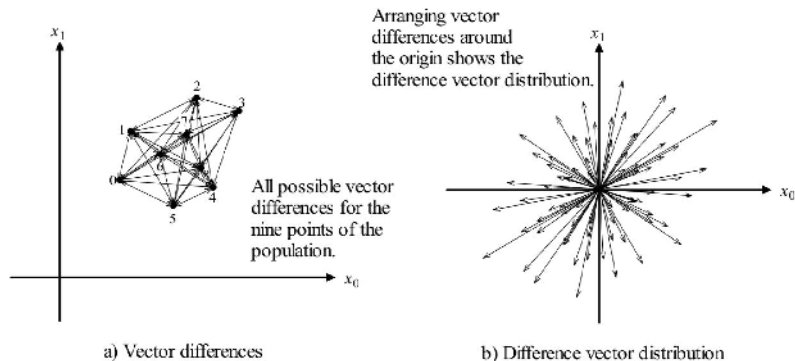


Figure: Selection. This time, the trial vector loses.

PSEUDO CODE

```
1: while (convergence criterion not yet met) do
2:   %  $\mathbf{x}_i$  defines a vector of the current population
3:   %  $\mathbf{y}_i$  defines a vector of the new population
4:   for (i = 0; i <  $N_p$ , i++) do
5:     r1=rand( $N_p$ ); % select a random index from 1,..., $N_p$ 
6:     r2=rand( $N_p$ ); % select a random index from 1,2,..., $N_p$ 
7:     r3=rand( $N_p$ ); % select a random index from 1,2,..., $N_p$ 
8:      $\mathbf{u}_i = \mathbf{x}_{r3} + F * (\mathbf{x}_{r1} - \mathbf{x}_{r2})$ ;
9:     if ( $f(\mathbf{u}_i) \leq f(\mathbf{x}_i)$ ) then
10:       $\mathbf{y}_i = \mathbf{u}_i$ ;
11:     else
12:       $\mathbf{y}_i = \mathbf{x}_i$ ;
13:     end if
14:   end for
15: end while
```


EFFECT OF SCALING FACTOR

Figure: Nine vectors **a**, and their corresponding difference distribution **b**.

EFFECT OF SCALING FACTOR

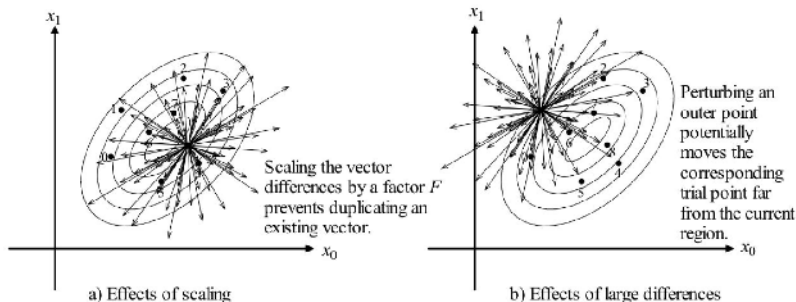


Figure: The effects of scaling **a**, and large vector differences **b**. Scaling factor of $F=0.9$ is usually used.

EFFECT OF CROSSOVER

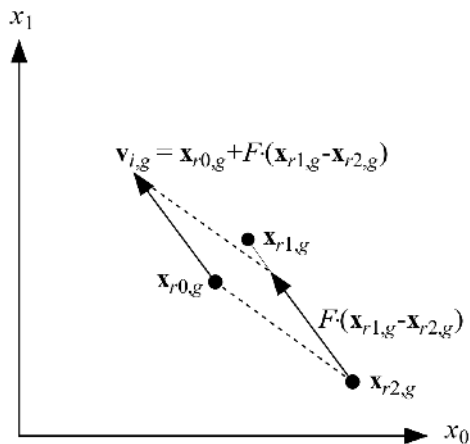


Figure: Differential mutation: the weighted differential, $F \cdot (x_{r1,g} - x_{r2,g})$, is added to the base vector, $x_{r0,g}$, to produce a mutant, $v_{i,g}$.

EFFECT OF CROSSOVER

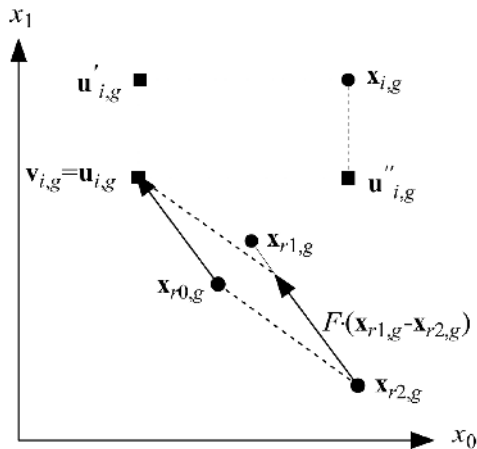


Figure: The possible additional trial vectors $u'_{i,g}$, $u''_{i,g}$ when $x_{i,g}$ and $v_{i,g}$ are uniformly crossed. Usually crossover coefficient is set to 0.9.

STEP BY STEP EVOLUTION

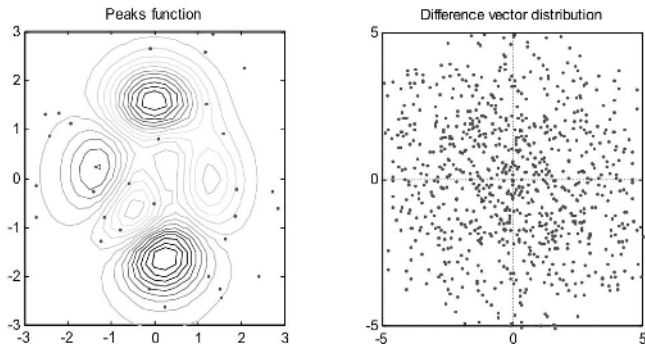


Figure: Generation 1: DE's population and difference vector distributions.

STEP BY STEP EVOLUTION

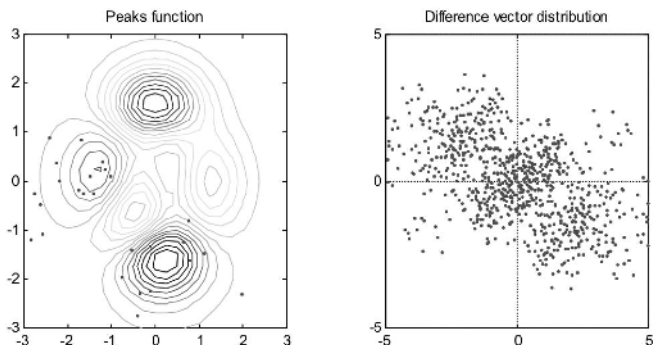


Figure: Generation 6: The population coalesces around the two main minima.

STEP BY STEP EVOLUTION

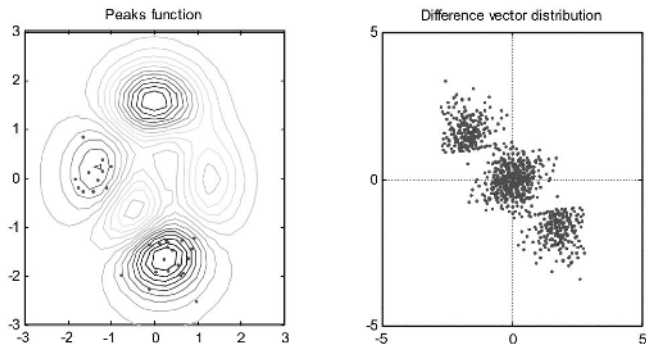


Figure: Generation 12: The difference vector distribution contains three main clouds – one for local searches and two for moving between the two main minima.

STEP BY STEP EVOLUTION

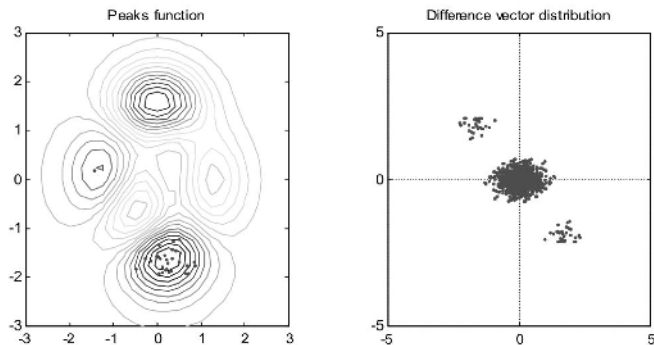


Figure: Generation 16: The population is concentrated on the main minimum.

STEP BY STEP EVOLUTION

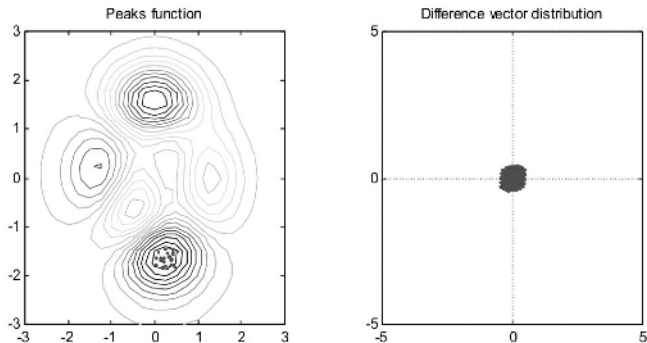


Figure: Generation 20: Convergence is imminent. The difference vectors automatically shorten for a fine-grained, local search.

STEP BY STEP EVOLUTION

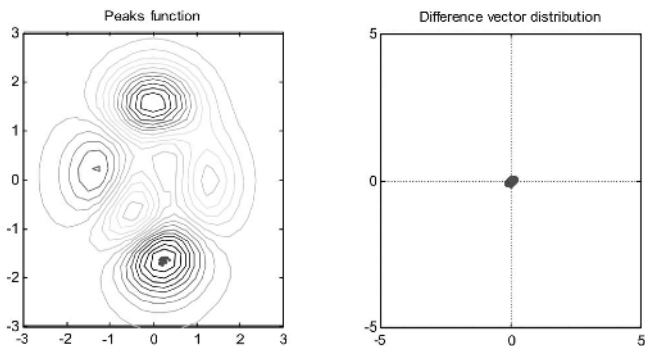


Figure: Generation 26: The population has almost converged.

STEP BY STEP EVOLUTION

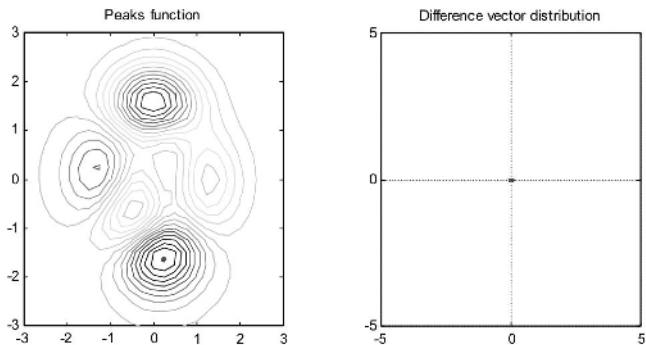


Figure: Generation 34: DE finds the global minimum.

- [1] Kenneth Price, Rainer M. Storn, and Jouni A. Lampinen. Differential Evolution: A Practical Approach to Global Optimization. Natural Computing Series. Springer-Verlag, Berlin Heidelberg, 2005.