Runtime Analysis of Simple Interactive Evolutionary Biobjective Optimization Algorithms

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Analysis iRLS

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• Unless PF reached: up or right accepted, down or left rejected,

no queries

- High prob. to start near 0 * 1
- $\Rightarrow O(n)$ moves to PF $\Rightarrow O(n^2)$ FE
- As soon as PF reached: can only move on PF

- \Rightarrow queries needed!
- flip last $1 \rightarrow 0$ or $0 \rightarrow 1$,

 \Rightarrow need at most *n* improvements $\Rightarrow O(n^2)$ FE, at most O(2n) = O(n) queries



• $f_1 = #1$ $f_2 = #1$ in 1st half + #0 in 2nd half Movements towards/along front independent • In both "ONEMAX" scenario • Prob(improve towards front) = $\frac{n/2-i}{n}$ $\Rightarrow \Theta(n \log n)$ FE towards front • Prob(improve along front) = $\frac{n/2-j}{n}$ $\Rightarrow O(n \log n)$ FE along front • In total: $\Theta(n \log n)$ FE

• At most $\frac{n}{2}$ queries along front

Conclusions

Analysis iEA

- $u_{WS}(\bigcirc) = w_1f_1 + w_2f_2$
- High prob. to start near 0 * 1

• Unless PF reached:

incomparable points possible \Rightarrow queries needed!

utility larger \Leftrightarrow accept! can decrease LOTZ level! drift function:

- Many DM queries necessary even for simple problems
- \Rightarrow incorporation of DM model required to be practical
- Number of FE strongly depending on DM model
- \Rightarrow DM model must be chosen carefully
- DM model can be
- -provided completely/partially by DM
- –learned online/offline



 $g(x) = n - \lfloor f_1(x) + \frac{1 - w_1}{w_1} f_2(x) \rfloor$ at most $g(x) \leq n$ 1-flips apart from PF need less than $n \cdot O(n) = O(n^2)$ FE • As soon as PF reached: either stay on PF or LOTZ level decreased (see above) • For #queries: less than constant #queries per improvement (details: see paper)

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Erratum

First equation in the proof of Theorem 2 should be

$$g(x) = n - \left[f_1(x) + \frac{1 - w_1}{w_1} f_2(x) \right]$$

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