

Hypervolume-based DIRECT

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DIRECT (Diving RECTangles) Framework

Splits the solution space in the form of a hyperrectangle into smaller hyperrectangles

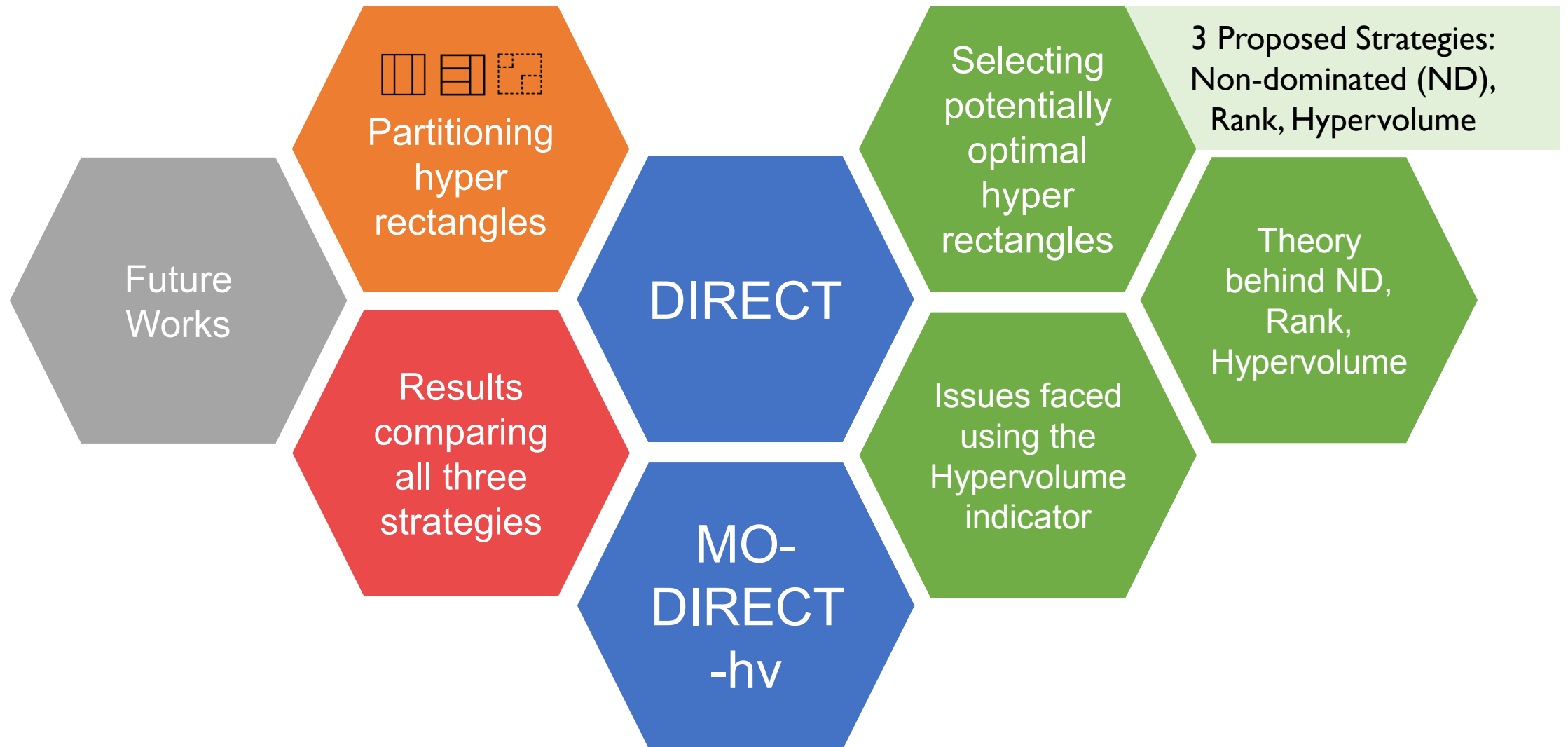


Partitioning
hyper
rectangles

DIRECT

Selecting
potentially
optimal
hyper
rectangles

Using solution quality indicators and the size of the hyper rectangles to identify potentially optimal areas in solution space

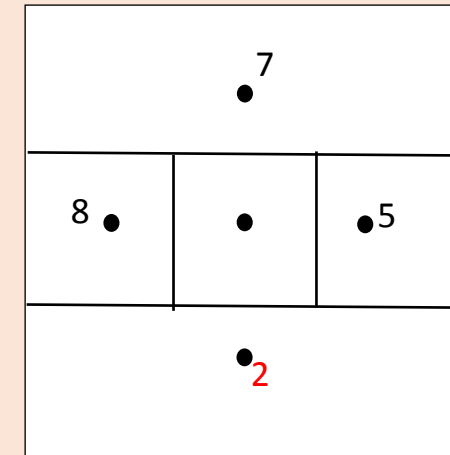
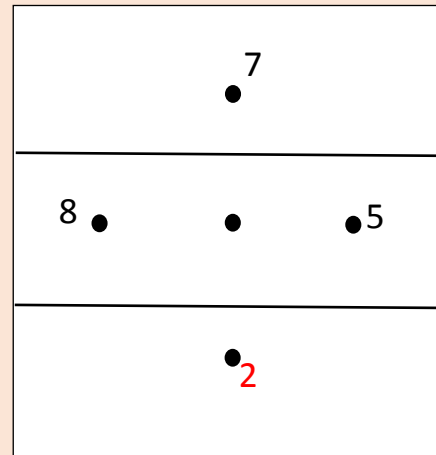
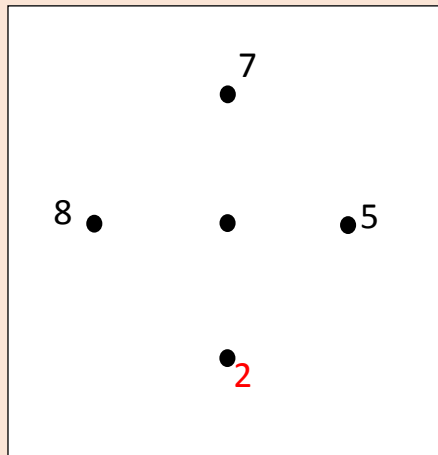




Partitioning
hyper
rectangles

Basic Rule: Start partitioning with the best objective function value
Rationale: They will be bigger size rectangles, hence more likely to
be chosen as potentially optimal hyperrectangles

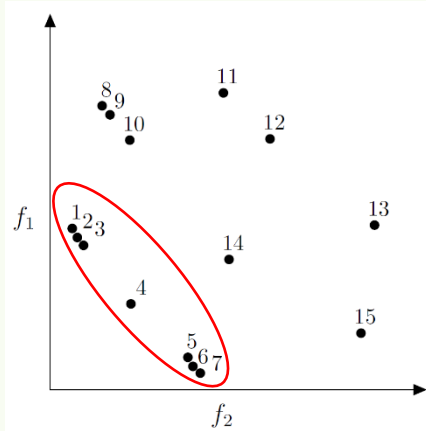
2D example



Non-dominated (ND)

Selecting hyperrectangles based on

- Non-dominated solutions
- Size of hyperrectangles

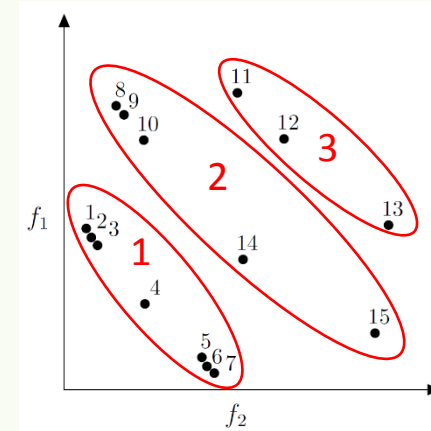


Selecting potentially optimal hyper rectangles

Rank

Selecting hyperrectangles based on

- Rank (Different fronts)
- Size of hyperrectangles



Hypervolume (HV)

Selecting hyperrectangles based on

- Hypervolume
- Size of hyperrectangles

Hypervolume:

Quality indicator of non-dominated solutions
Measures the diversity of the solution
through the area of space it occupies

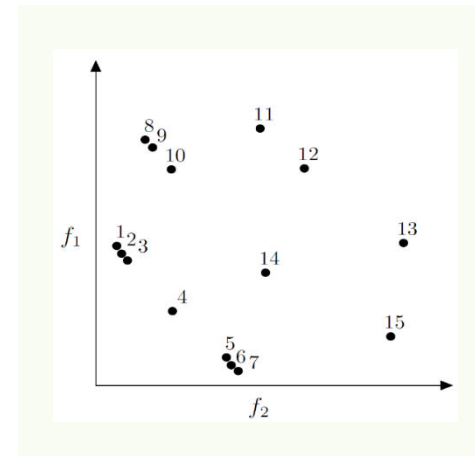
Non-dominated solutions

ND: 1,2,3,4,5,6,7

Rank: 7 (largest hyperrectangle)

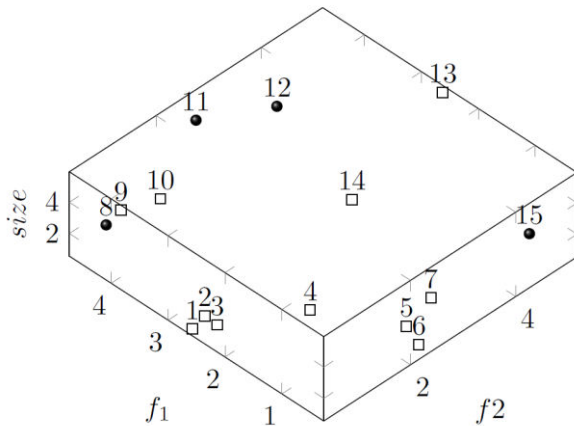
HV: 4 and 7 (4 has large hypervolume because lack of other non-dominated solutions around it)

Using hypervolume to select potentially optimal hyperrectangles allows careful selection on the non-dominated front

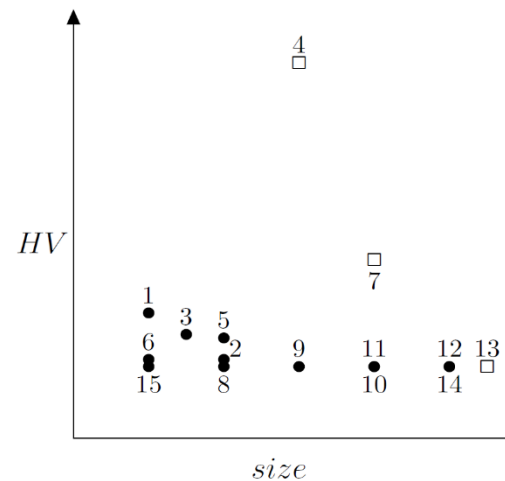


- Chosen as potentially optimal point
- Not chosen as potentially optimal point

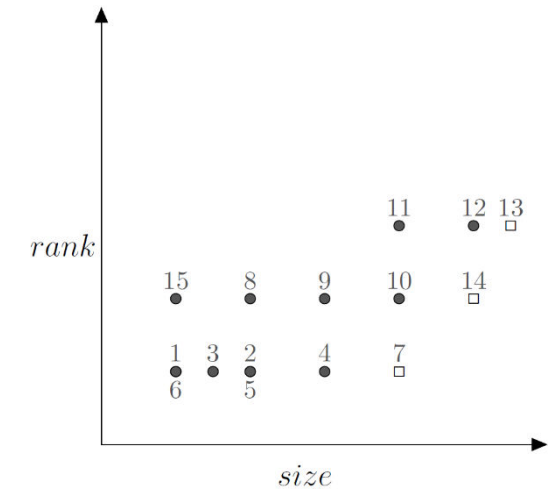
ND strategy



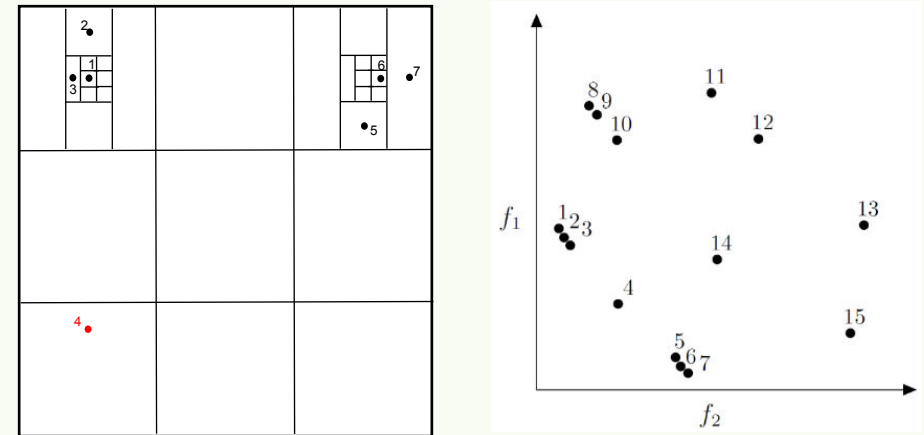
Hypervolume



Rank



Consider...



Issues faced
using the
Hypervolume
indicator

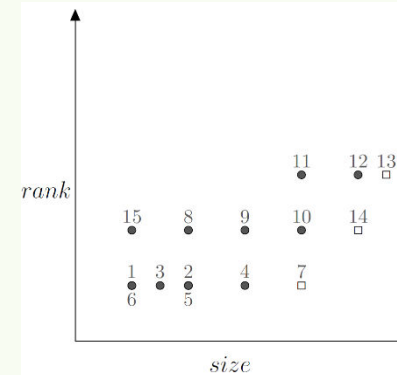
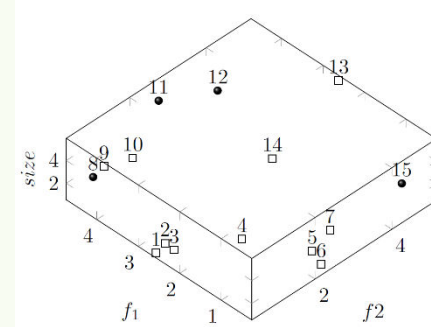
Need to
search
unexplored
areas

If point 4 is not yet discovered, hypervolume strategy will continue searching the top left and right areas

→ Stuck in the local optima

Consider other strategies...

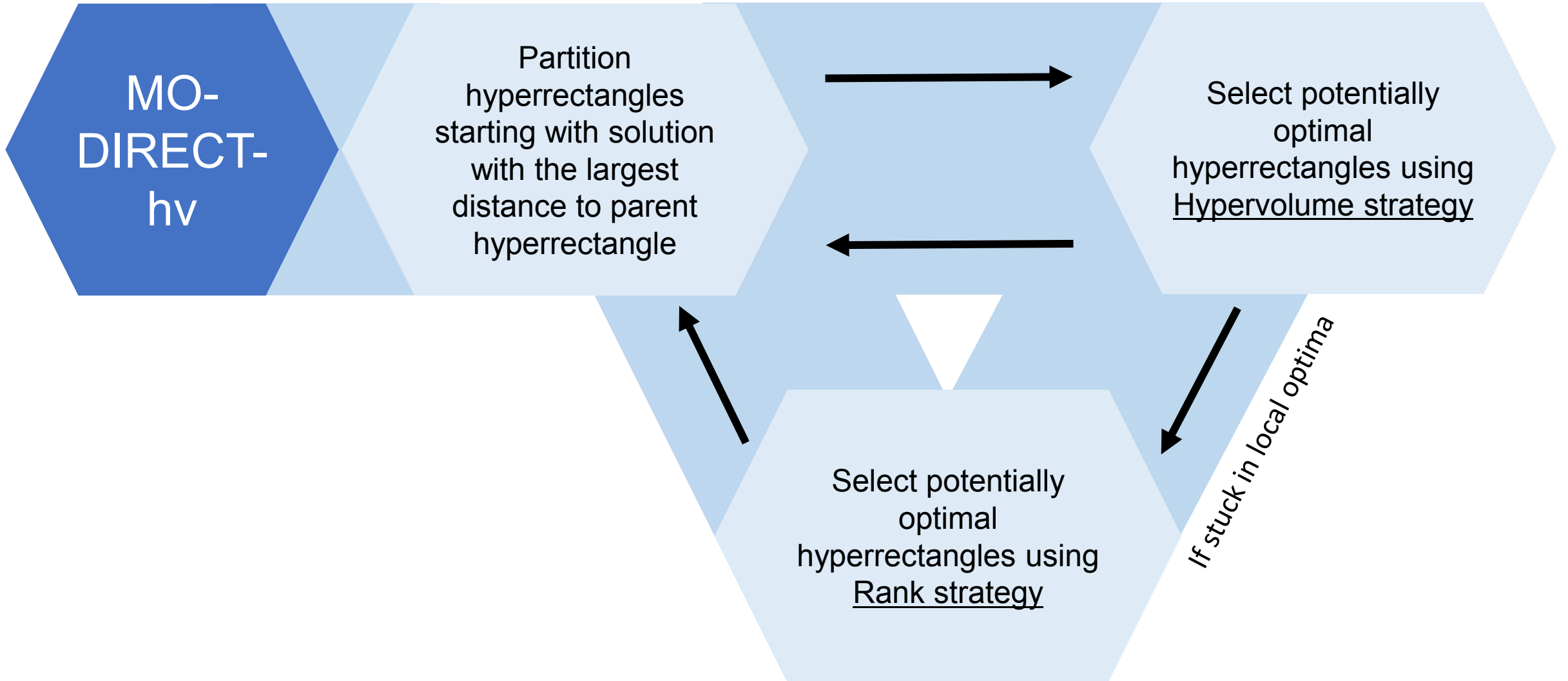
Rank
Strategy
used to
explore
unexplored
space

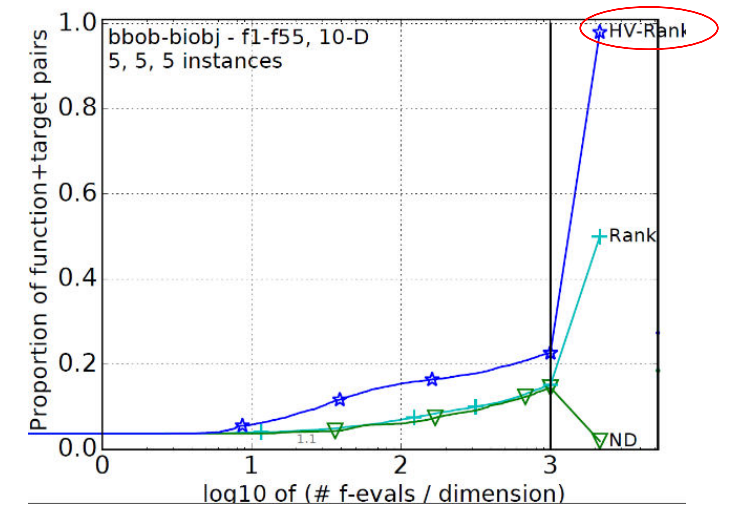
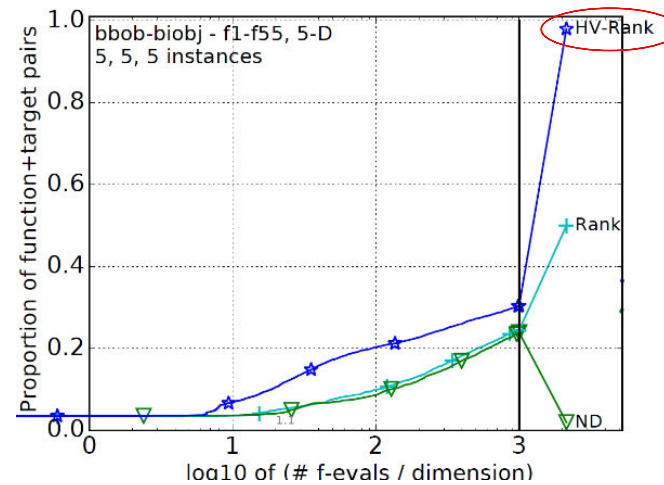
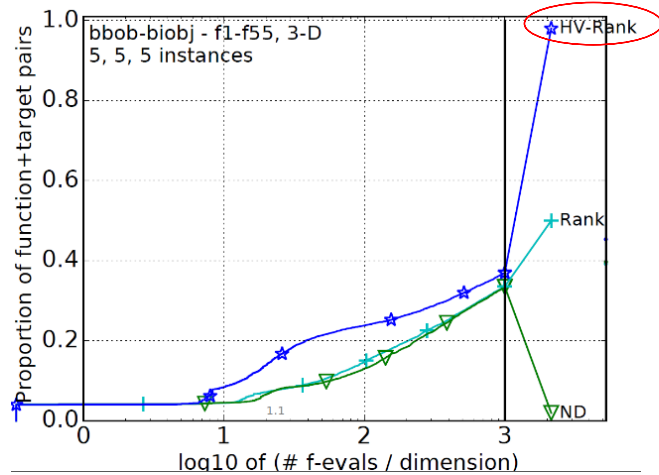
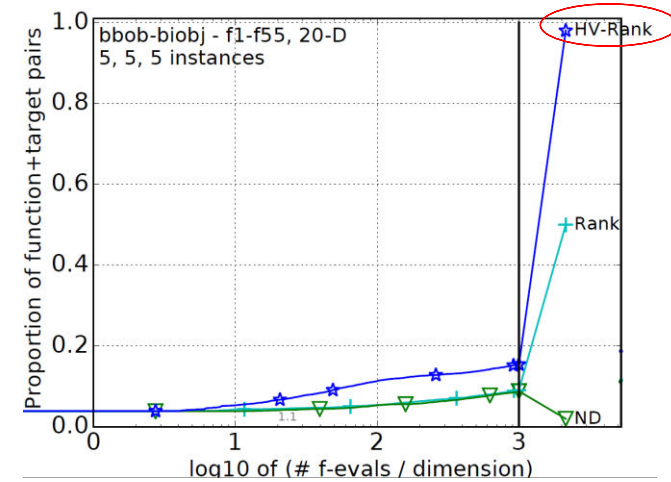
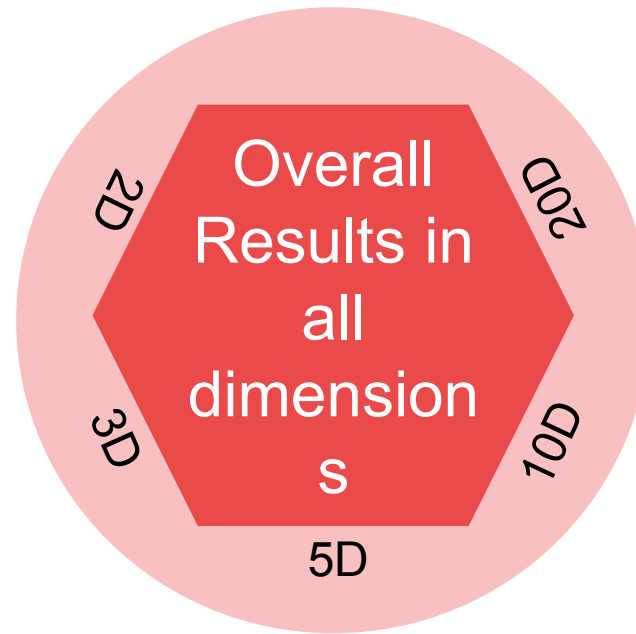
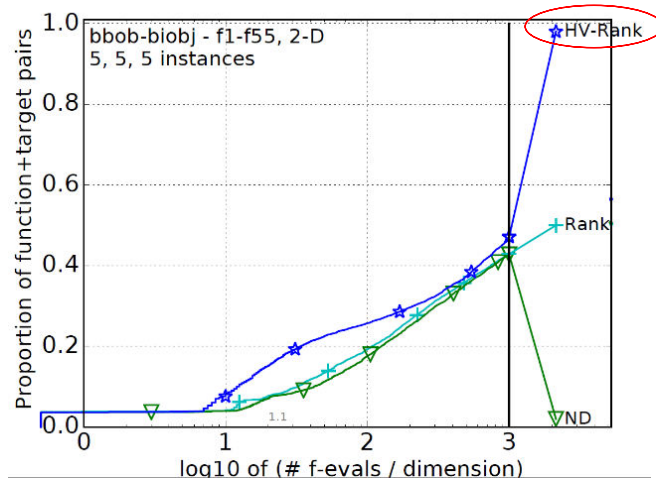


Need to
search
unexplored
areas

ND: 11 points, 7 non-dominated
Rank: 3 points, 1 non-dominated

Since, we want to explore unexplored areas not covered by non-dominated solutions, Rank is a better choice.





Main Findings

In high dimensions, results start to form a plateau

Excessive sampling due to partitioning strategy

1 potentially optimal point
= 2 * 20 sampled points in a
20D problem

MO-DIRECT-hv
outperforms
ND and Rank
strategies

MO-DIRECT-hv performs better in non multi-modal problems

Validates and reflects the proposed idea of MO-DIRECT-hv getting stuck in local minima

Future Works

New Partitioning Strategies to reduce sampled points at high dimensions

Tuning of parameters to determine if the algorithm is stuck in local optima

Testing MO-DIRECT-hv on multiobjective benchmark problems