

Use of metaheuristic methods in the estimation of indices of non-normal processes

Research practise 1: Progress presentation

Andrea Molina-Alonso¹ Myladis Rocio Cogollo-Flórez²

¹Responsible
amoln13@eafit.edu.co

²Tutor
mcogollo@eafit.edu.co

EAFIT University
Mathematical Engineering
Department of Mathematical Sciences
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Log-likelihood function

The probability density function of the Burr XII distribution is defined by:

$$f(x) = \frac{k c x^{c-1}}{(1 + x^c)^{k+1}}; \quad x > 0, c > 0, k > 0$$

k : shape parameter
 c : scale parameter

The logarithm of the likelihood function for this distribution is:

$$\ln(L) = n(\ln(c) + \ln(k)) + (c - 1) \sum_{i=1}^n \ln(x_i) - (k + 1) \left(\sum_{i=1}^n \ln(1 + x_i^c) \right)$$

Objective function to maximize

Meta-heuristics used

- A heuristic is a technique (consisting of a rule or a set of rules) which seeks (and hopefully finds) good solutions at a reasonable computational cost.
 - A meta-heuristic refers to a master strategy that guides and modifies other heuristics to produce solutions beyond those that are normally generated in a quest for local optimality.
- Particle Swarm Optimization (PSO)
 - Particle Swarm Optimization Modified (MPSO)
 - Artificial Bee Colony (ABC)

[Voß, 2001]

Algorithm 1 PSO pseudocode

- 1: Initialize the position $x_i(0) \quad \forall i \in 1 : N$
 - 2: Initialize the particle's best position $p_i(0) = x_i(0)$
 - 3: Calculate the fitness of each particle and if $f(x_j(0)) \geq f(x_i(0)) \quad \forall i \neq j$ initialize the global best as $g = x_j(0)$
 - 4: Until a stopping criterion is met, repeat:
 - 5: **for** $i = 1$ to N **do**
 - 6: $v_i(t+1) = v_i(t) + c_1(p_i - x_i(t))R_1 + c_2(g - x_i(t))R_2$
 $x_i(t+1) = x_i(t) + v_i(t+1)$
 - 7: Evaluate the fitness of the particle $f(x_i(t+1))$
 - 8: **if** $f(x_i(t+1)) \geq f(p_i)$ **then**
 - 9: $p_i = x_i(t+1)$
 - 10: **end if**
 - 11: **if** $f(x_i(t+1)) \geq f(g)$ **then**
 - 12: $g = x_i(t+1)$
 - 13: **end if**
 - 14: **end for**
 - 15: **return** g
-

Taken from [Marini and Walczak, 2015]

Algorithm 2 MPSO pseudocode

```
1: Initialize the position  $x_i(0) \quad \forall i \in 1 : N$ 
2: Initialize the particle's best position  $p_i(0) = x_i(0)$ 
3: Calculate the fitness of each particle and if  $f(x_j(0)) \geq f(x_i(0)) \quad \forall i \neq j$  initialize the global best as  $g = x_j(0)$ 
4: Until a stopping criterion is met, repeat:
5:   for  $i = 1$  to  $N$  do
6:     if  $f(x_{id}(t)) \geq f(p_{id}(t))$  then
7:        $p_{id}(t) = x_{id}(t)$ 
8:     end if
9:     if  $f(x_{id}(t)) \geq f(g)$  then
10:       $g = x_{id}(t)$ 
11:    end if
12:     $A_i(t) = \frac{fit_i(t) - Maxfit(t)}{Medfit(t) - Maxfit(t)}$ 
13:  end for
14:  for  $i = 1$  to  $N$  do
15:     $a_i(t) = \frac{A_i(t)}{\sum_{j=1}^N A_j(t)}$ 
16:     $M_{id}(t) = a_i(t)[rand * (p_{id}(t) - p_{md}(t) - x_{id}(t)) + rand * (g - p_{md}(t) - x_{id}(t))]$ 
17:     $v_{id}(t+1) = v_i(t) + M_{id}(t)$ 
18:     $x_{id}(t+1) = x_{id}(t) + v_{id}(t+1) + \frac{1}{2} * [rand * (p_{id}(t) - x_{id}(t)) + rand * (g - x_{id}(t))]$ 
19:  end for
return  $g$ 
```

Taken from [Beheshti et al., 2013]

Algorithm 3 ABC pseudocode

- 1: Randomly generate SN points in the search space to find an initial population
 - 2: Evaluate the objective function values of the population
 - 3: Until a stopping criterion is met, repeat:
 - 4: Move the employed bees onto their food sources and determine their nectar amounts
 - 5: Move the onlookers onto the food sources and determine their nectar amounts
 - 6: Move the scouts for searching new food sources
 - 7: Memorize the best food source found so far
 - 8: **return** best food source
-

Taken from [Karaboga and Basturk, 2008, Gao et al., 2015]

Values of the method's parameters

The methods used have a number of parameters that determine its behavior and efficacy in optimizing a given problem.

Problem Dimensions	Fitness Evaluations	PSO Parameters			
		S	ω	ϕ_p	ϕ_g
2	400	25	0.3925	2.5586	1.3358
		29	-0.4349	-0.6504	2.2073
2	4,000	156	0.4091	2.1304	1.0575
		237	-0.2887	0.4862	2.5067
5	1,000	63	-0.3593	-0.7238	2.0289
		47	-0.1832	0.5287	3.1913
5	10,000	223	-0.3699	-0.1207	3.3657
		203	0.5069	2.5524	1.0056
10	2,000	63	0.6571	1.6319	0.6239
		204	-0.2134	-0.3344	2.3259
10	20,000	53	-0.3488	-0.2746	4.8976
20	40,000	69	-0.4438	-0.2699	3.3950
20	400,000	149	-0.3236	-0.1136	3.9789
		60	-0.4736	-0.9700	3.7904
		256	-0.3499	-0.0513	4.9087
30	600,000	95	-0.6031	-0.6485	2.6475
50	100,000	106	-0.2256	-0.1564	3.8876
100	200,000	161	-0.2089	-0.0787	3.7637

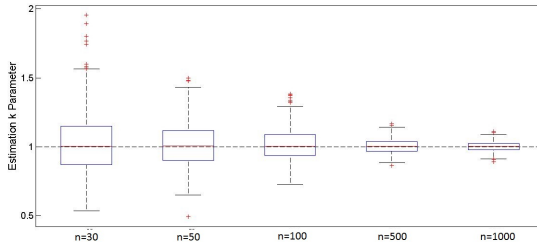
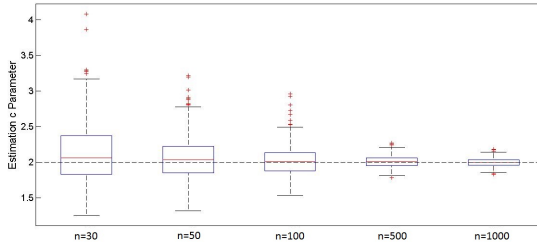
Taken from [Pedersen, 2010]

Results: Implementation of metaheuristic

Algorithm 4 pseudocode generation of random variables

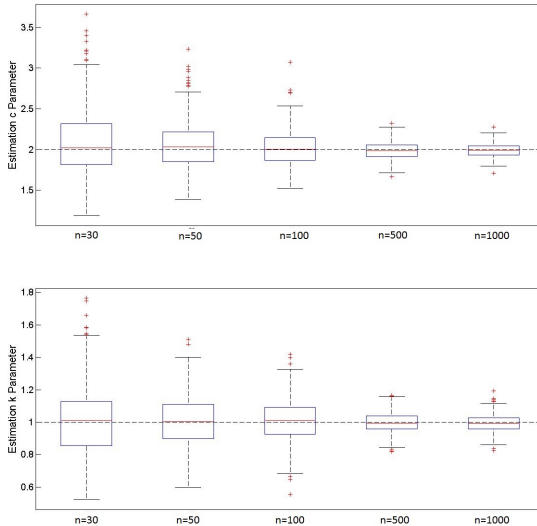
- 1: Select the sample size n
 - 2: Select the values of the parameters c and k
 - 3: **for** $i = 1$ to n **do**
 - 4: $y = \text{unif}(0, 1)$
 - 5: $x_i = \left[\left(\frac{1}{1-y} \right)^{1/k} - 1 \right]^{1/c}$
 - 6: **end for**
 - 7: Evaluation of the function
 - 8: Implementation of the heuristic method
-

Results: PSO



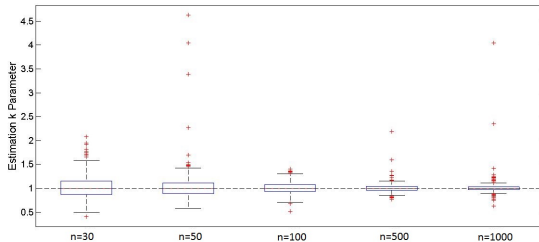
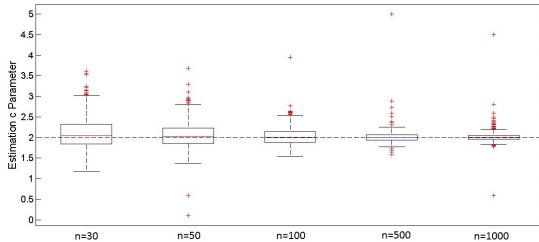
Note that..
The estimators
are consistent

Results: MPSO



Note that..
The estimators
are consistent

Results: ABC

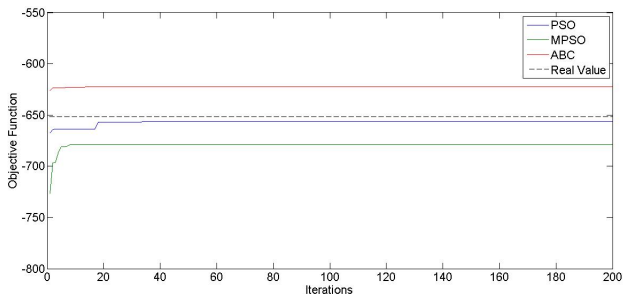


Note that..

The consistency of the estimators is affected by outliers

Convergence and computing time

For a sample data of $n = 500$ with parameters $c = 2$ and $k = 1$, we obtained the following results:



- PSO: 2,228106 s
- MPSO: 1,833951 s
- ABC: 0,963984 s

Parameters	n	[Abbasi et al., 2010]	PSO	MPSO	ABC	[Liu and Chen, 2006]
c=4,14224 k=9,13497	100	c=3,9113 k=10,1661	c=4,1007 k=8,3162	c=4,0761 k=8,2304	c=4,1007 k=8,3164	c=4,87371 k=6,15756
	1000	c=4,0531 k=9,0436	c=4,1620 k=9,4552	c=4,1625 k=9,4310	c=4,1620 k=9,4458	c=4,87371 k=6,15756
	2500	c=4,0758 k=9,0610	c=4,1422 k=9,3333	c=3,8042 k=8,0458	c=4,1270 k=9,2339	c=4,87371 k=6,15756
	10000	c=4,0998 k=9,0781	c=4,1264 k=9,1480	c=4,0712 k=8,6973	c=4,1278 k=9,1531	c=3,93893 k=19,864823
c=2 k=5	100	c=1,6068 k=4,2142	c=1,8809 k=4,6006	c=1,8442 k=4,6556	c=2,0498 k=5,5355	c=-8,83754 k=0,09995
	1000	c=1,8145 k=4,5983	c=2,0456 k=5,1508	c=2,0242 k=5,1657	c=2,2792 k=5,7089	c=2,55182 k=3,68994
	2500	c=1,8841 k=4,7489	c=1,9975 k=5,2704	c=1,9681 k=5,0915	c=2,0669 k=5,6685	c=3,58714 k=2,19903
	10000	c=1,9586 k=4,9288	c=1,9931 k=4,9063	c=1,9878 k=4,9445	c=2,0829 k=5,7299	c=2,770828 k=3,17098
c=3 k=4	100	c=2,5043 k=3,5291	c=2,7973 k=3,7460	c=2,7887 k=3,7531	c=2,9279 k=4,4239	c=3,22768 k=2,46376
	1000	c=2,8966 k=3,8751	c=2,9872 k=4,2007	c=2,9919 k=4,3154	c=3,1187 k=5,2343	c=2,53777 k=12,52234
	2500	c=2,8988 k=3,8987	c=3,0094 k=4,0019	c=3,0129 k=3,9275	c=3,0707 k=4,2874	c=-7,17600 k=0,07865
	10000	c=2,9576 k=3,9662	c=2,9870 k=4,0126	c=3,0044 k=3,8206	c=2,9870 k=4,0126	c=-7,17600 k=0,07865




Table: Comparison of the results of methods with other proposed in the literature

Project objectives

Objective	Percentage
Identify which heuristics methods are appropriate to find a general way to estimate the parameters of the Burr XII distribution	100%
Establish the found estimation method in a programming language	100%
Compare the results obtained with the estimation method with other proposed in the literature, using experimental data	30%

Table: Objectives



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Thanks for your attention!!

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Estimation with tabulated values

Skewness	Kurtosis	Clements's						Burr	
		$ZP_{.00135}$	$ZP_{.5}$	$ZP_{.99865}$	$BZP_{.00135}$	$BZP_{.5}$	$BZP_{.99865}$	c	k
a_3	a_4								
0	2	-1.966	0.000	1.966	-1.843	0.022	2.396	-18.148445	0.062932
0	2.2	-2.210	0.000	2.210	-1.959	0.037	2.697	-13.840637	0.093482
0	2.4	-2.442	0.000	2.442	-2.076	0.047	2.911	-12.134081	0.120321
0	2.6	-2.663	0.000	2.663	-2.197	0.053	3.078	-11.251863	0.146295
0	2.8	-2.839	0.000	2.839	-2.735	0.008	2.914	3.938938	19.864823
0	3	-3.000	0.000	3.000	-2.884	0.010	3.081	4.873717	6.157568
0	3.2	-3.140	0.000	3.140	-3.020	0.011	3.221	6.065153	3.745010
0	3.4	-3.261	0.000	3.261	-3.148	0.011	3.340	7.695948	2.700685
0	3.6	-3.366	0.000	3.366	-3.269	0.011	3.442	10.182078	2.089559
0	3.8	-3.458	0.000	3.458	-3.388	0.009	3.529	14.723762	1.664480
0	4	-3.539	0.000	3.539	-3.509	0.015	3.609	27.068908	1.325754
0	4.2	-3.611	0.000	3.611	-3.642	0.001	3.659	-195.260000	0.959315

Taken from [Liu and Chen, 2006]