

A method for constrained multiobjective optimization based on SQP techniques

Jörg Fliege¹ A. Ismael F. Vaz²

¹University of Southampton, UK

²University of Minho, Portugal

ICATT2016

March 14-17

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- 1 Introduction
- 2 The algorithm
- 3 Implementation
- 4 Numerical results
- 5 Numerical results – real-applications on Space Engineering
- 6 Conclusions

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Multiobjective constrained optimization

Constrained multiobjective optimization problem

$$\min_{x \in \Omega} f(x) = (f_1(x), \dots, f_m(x))^T$$

with

$$\Omega = \{x \in [\ell, u] \subseteq \mathbb{R}^n : g_j(x) \leq 0, j = 1, \dots, p, \quad h_l(x) = 0, l = 1, \dots, q\}$$

- $\ell \in (\mathbb{R} \cup \{-\infty\})^n, u \in (\mathbb{R} \cup \{+\infty\})^n$;
- Several objectives, often **conflicting**.
- All objective functions are at least C^2 ;
- All constraint functions are at least C^1 ;
- The approach is valid for **unconstrained** optimization
($p, q = 0, \ell = -\infty^n, u = \infty^n$).

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Algorithm main lines

- Does **not aggregate** any of the objective functions
- Uses **SQP** based techniques for MOO
- Keeps a list of **nondominated** points
- Constraints **violations** are considered as additional objectives
- Tries to capture the **whole Pareto front** from two algorithmic stages: search and refining

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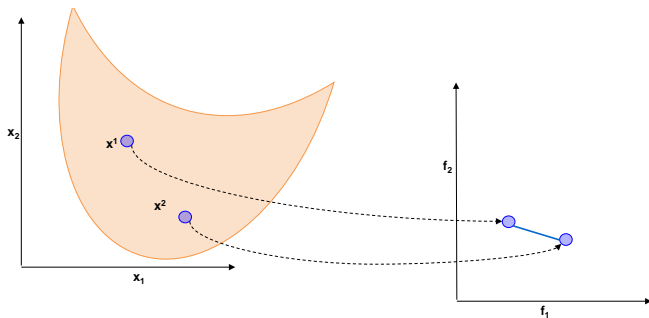
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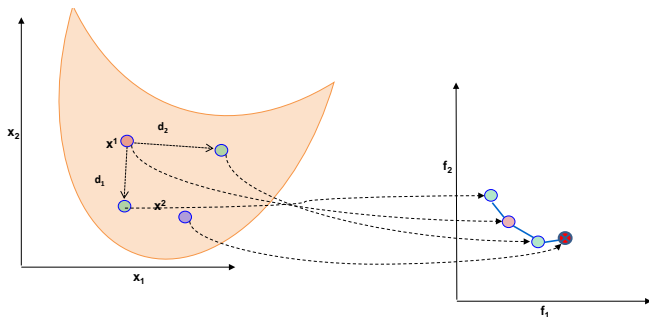
Algorithm illustrated - setup



A two dimensional ($n = 2$ and $m = 2$) example.

List of points at a given iteration $\{x^1, x^2\}$.

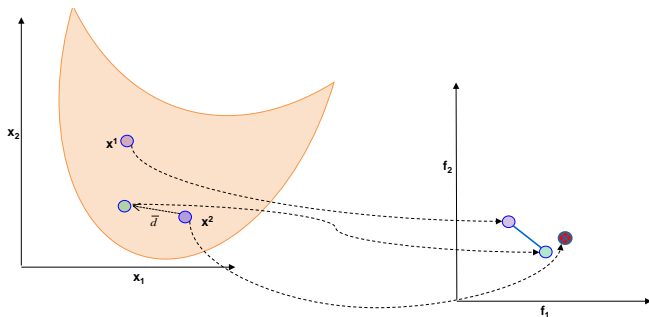
Algorithm illustrated - spread



d_i is a descent direction for f_i

The new computed point $x^1 + d_i$ (in fact $x^1 + \alpha d_i$) **will not be dominated** by x^1 (but may dominate or be dominated by other points in the list)

Algorithm illustrated - refining



\bar{d} is a descent (non-ascending) direction for all objective functions

The new computed point $x^2 + \bar{d}$ will dominate x^2 (and **may dominate** or **be dominated** by other points in the list)

Search direction computation

For each x_k in the list of nondominated points:

Spread ($i = 1, \dots, m$)

$$\begin{aligned}
 d_i \in \arg \min_{d \in \mathbb{R}^n} \quad & \nabla f_i(x_k)^T d + \frac{1}{2} d^T H_i d \\
 \text{s.t.} \quad & g_j(x_k) + \nabla g_j(x_k)^T d \leq 0, \quad j = 1, \dots, p \\
 & h_l(x_k) + \nabla h_l(x_k)^T d = 0, \quad l = 1, \dots, q \\
 & \ell \leq x_k + d \leq u
 \end{aligned}$$

where H_i is a **positive definite** matrix.

d_i is a descent direction for f_i and

$x_k + \alpha d_i$ will be a trial point for our list of nondominated points.

Search direction computation

For each x_k in the list of nondominated points:

Refining

$$\begin{aligned} \min_{x \in \mathbb{R}^n} \quad & \sum_{i=1}^m f_i(x) \\ \text{s.t.} \quad & f_i(x) \leq f_i(x_k), \quad i = 1, \dots, m \\ & g_j(x) \leq 0, \quad j = 1, \dots, p \\ & h_l(x) = 0, \quad l = 1, \dots, q \end{aligned}$$

Iterations of an SQP-type method for this problem are carried out, using x_k as a starting point.

Some theoretical considerations

- From **spread stage** we are obtaining new (nondominated) points
- The **spread stage** performs a finite number of iterations (we are not looking for a too big – unpractical – Pareto front approximation)
- The **refining stage** drives all the available list points to Pareto criticality,
- by obtaining a new point that improves (**decreases or maintains**) all the objective function values
- (Local) Pareto **criticality** is possible to verify based on the refining single-objective optimization problem
- A **convergence theory** is available for the proposed algorithm

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Implementation

- Implemented in MATLAB (fast coding, high computational time)
- (Single-objective) **Subproblems** are solved by quadprog and fmincon MATLAB solvers
- **Maximum** of 20 iterations on the spread stage
- We consider three possibilities for the H_i matrix:
 - $H_i = I_n$ in both stages
 - $H_i = (\nabla^2 f(x_i) + \beta I)$ in both stages
 - $H_i = I_n$ in the spread stage and $H_i = (\nabla^2 f(x_i) + \beta I)$ in the refining stage
- Two (list) **initialization** strategies are implemented:
 - **Uniform** (points are between 0 and 1) ($x_i = \text{rand}(n, 1) \cdot \text{ones}(1, n)$)
 - **Quasi-random** (low-discrepancy random distribution)

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- Two (list) **initialization** strategies are implemented:
 - $\{x_i\}$ are between 0 and 1 (over $\mathcal{C} = \{x_1, \dots, x_n\}$)
 - Gaussian uniform (Gaussian) distribution

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- Two (list) **initialization** strategies are implemented:

• **Star line** → a line between ℓ and w ($x_i = \ell + i \frac{w-\ell}{2mS}$, $i = 1, \dots, 2mS$)

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- Two (list) **initialization** strategies are implemented:
 - line – a line between ℓ and u ($x_i = \ell + i \frac{u-\ell}{2nS}$, $i = 1, \dots, 2nS$).
 - rand – a uniform (ℓ, u) random distribution.

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Test set

- In fact the **majority** of the MOO test problems used in the literature are suitable for our approach (derivatives are available).
- Some problems were not **differential** at one point of the feasible region and we consider an adapted problem (i.e. \sqrt{x} at $x = 0$ and we consider $\ell = 0.001$).
- The problems are **coded** in AMPL (and a MATLAB-AMPL interface was used). Exact derivatives are provided by AMPL.
- **67 problems** (50 problems with $m = 2$, 17 problems with $m = 3$), n varying between 2 and 30.
- **21 test problems** (12 problems with $m = 2$, 9 problems with $m = 3$), 7 with nonlinear constraints, 9 with linear constraints, and 5 with both, n varying between 2 and 20.

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- We report extensive numerical results using performance and data profiles.

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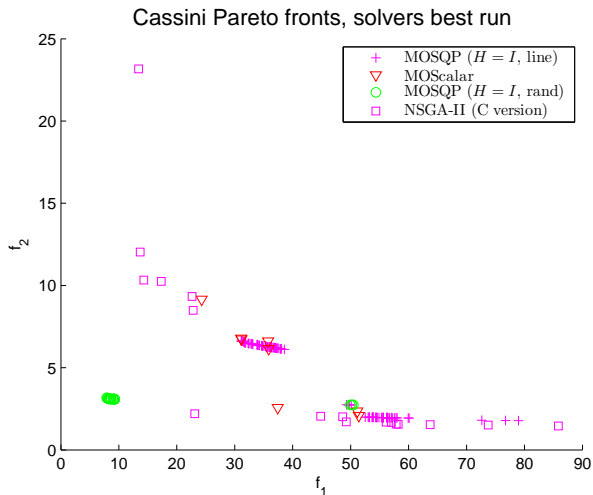
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- 3 Implementation
- 4 Numerical results
- 5 Numerical results – real-applications on Space Engineering**
- 6 Conclusions

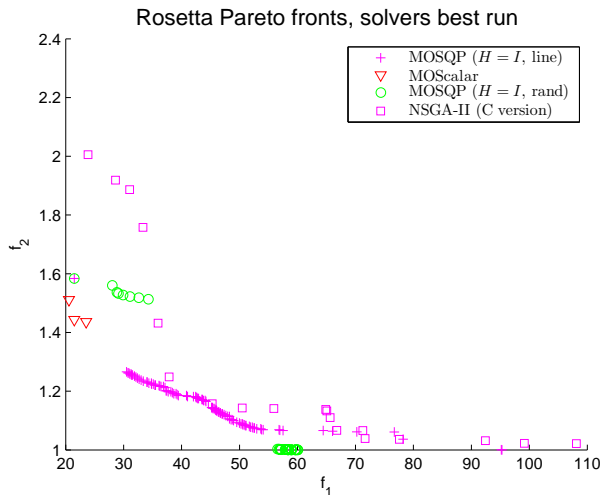
Cassini 1 bi-objective problem

f_1 is the total ΔV and f_2 is the squared total travel time.



Rosetta bi-objective problem

f_1 is the total ΔV and f_2 is the squared total travel time.



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- **Implementation** of the proposed algorithm in MATLAB
- **Numerical results** confirm the solver competitiveness and robustness

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Thanks – Support

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This work has been supported by FCT - Fundação para a Ciência e Tecnologia within the Project Scope: PEst-OE/EEI/UI0319/2014.