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Hot off the Press: How to Use the Metropolis Algorithm for Multi-Objective Optimization?

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ABSTRACT

As demonstrated by empirical and theoretical work, the Metropolis algorithm can cope with local optima by accepting inferior solutions with suitably small probability. This paper extends this research direction into multi-objective optimization.

The original Metropolis algorithm has two components, onebit mutation and the acceptance strategy, which allows accepting inferior solutions. When adjusting the acceptance strategy to multiobjective optimization in the way that an inferior solution that is accepted replaces its parent, then the Metropolis algorithm is not very efficient on our multi-objective version of the multimodal DLB benchmark called DLTB. With one-bit mutation, this multiobjective Metropolis algorithm cannot optimize the DLTB problem, with standard bit-wise mutation it needs at least $\Omega(n^5)$ time to cover the full Pareto front. In contrast, we show that many other multi-objective optimizers, namely the GSEMO, SMS-EMOA, and NSGA-II, only need time $O(n^4)$. When keeping the parent when an inferior point is accepted, the multi-objective Metropolis algorithm both with one-bit or standard bit-wise mutation solves the DLTB problem efficiently, with one-bit mutation experimentally leading to better results than several other algorithms.

Overall, our work suggests that the general mechanism of the Metropolis algorithm can be interesting in multi-objective optimization, but that the implementation details can have a huge impact on the performance.

This paper for the Hot-off-the-Press track at GECCO 2024 summarizes the work *Weijie Zheng*, *Mingfeng Li*, *Renzhong Deng*, and *Benjamin Doerr: How to Use the Metropolis Algorithm for Multi-Objective Optimization? In Conference on Artificial Intelligence*, AAAI 2024, AAAI Press, 20883–20891. https://doi.org/10.1609/aaai.v38i18. 30078 [22].

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CCS CONCEPTS

• Theory of computation \rightarrow Theory and algorithms for application domains; *Theory of randomized search heuristics*.

KEYWORDS

Metropolis algorithm, runtime analysis, multi-objective optimization, multimodal, theory

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SUMMARY OF OUR RESULTS

Simulated annealing is widely applied in both single- and multiobjective optimization problems, see [18]. The Metropolis algorithm [14] is a special case of simulated annealing with a fixed temperature. The runtime analysis of the Metropolis algorithm for single-objective optimization started in 1988, when [16] proved that good approximations for the maximum matching problem can be computed in polynomial time. Jansen and Wegener [11] (see Doerr et al. [5] for a recent tightening of this result) proved that the Metropolis algorithm with suitable parameters solves the ONEMAX benchmark in an expected time $O(n \log n)$ fitness evaluation, a runtime many other randomized search heuristics have as well on this problem [1, 6, 8, 10, 17, 20].

The Metropolis algorithm can cope with local optima by accepting inferior solutions with suitably small probability. [11] proved that the Metropolis algorithm solves the GENTLENEGATIVESLOPE problem in polynomial time, whereas the (1 + 1) EA needs at least exponential time; that also the move acceptance hyper-heuristic need super-polynomial time, was recently shown by [13]. [15] proved that the Metropolis algorithm solves their VALLEY function (which is different from the VALLEY problem defined in [7]) more efficiently than simple evolutionary algorithms (EAs). [19] showed that the Metropolis algorithm solves the DECEPTIVELEAD-INGBLOCKS (DLB) function in expected time of $O(n^2)$, while all (1+1)-elitist unary unbiased black-box algorithms have an expected runtime of $\Omega(n^3)$.

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Our Contribution: We note that the known runtime results for the Metropolis algorithm are all for single optimization. In this work, we take several steps towards theoretically analyzing multiobjective Metropolis algorithms. Since an advantage of the Metropolis algorithm was proven for the single-objective DLB function [19], we construct a bi-objective counterpart of the DLB problem following a general construction method from [12]. We call our new benchmark DLTB, for deceptive leading blocks for ones and deceptive trailing blocks for zeros. DLTB is the first bi-objective multimodal function for theoretical analysis where not all local optima are Pareto optimal. It is also the first bi-objective function in the theory community where the maximum size of a set of mutually non-dominating objective values is larger than the Pareto front size.

The original Metropolis algorithm uses two operators, one-bit mutation as variation operator and the selection mechanism that allows also the inferior offspring to enter the next population. Since the Metropolis algorithm differs from the randomized local search (RLS) algorithm only in the selection operator, in our discussion of multi-objective Metropolis algorithms we will build upon the simple evolutionary multi-objective optimizer (SEMO), the multi-objective analogue of RLS. Since the inferior solution in the single-objective Metropolis algorithm replaces its parent when accepted, a natural way to implement a multi-objective Metropolis algorithms would be to let also here the inferior solution replace its parent (when accepted). However, we will prove that this variant (and also the original SEMO) cannot cover the Pareto front of the DLTB. Hence the advantage of the Metropolis algorithm over RLS on the singleobjective DLB problem does not extend to the bi-objective DLTB problem.

The proof of this negative result heavily exploits that as variation operator one-bit flips are used. For this reason, we also consider the multi-objective Metropolis variant where we replace one-bit mutation with the global operator of the standard bit-wise mutation (flipping each bit independently with probability 1/n). Unfortunately, we can still prove that this variant needs an expected time of $\Omega(n^5)$ to cover the Pareto front of the DLTB problem. We note that the reason for these lower bounds is not an intrinsic difficulty of the DLTB problem. For three well-known multi-objective EAs, namely GSEMO [9], NSGA-II [4], and SMS-EMOA [2], we prove that they all cover the Pareto front of the DLTB problem in expected time $O(n^4)$. We note that our result for the SMS-EMOA, together with the parallel work [21], is only the second runtime analysis for this algorithm after the seminal work [3].

Given these unfavorable results for the Metropolis algorithm, we analyze the multi-objective Metropolis algorithm that, in case an inferior solution is accepted, only removes all individuals weakly dominated by it, but not its parent. We prove that this variant covers the Pareto front in expected time $O(n^5)$. Speculating that this runtime guarantee is not tight, we conduct a small experimental investigation and observe that this variant with standard bit-wise mutation achieves similar performance as the GSEMO, NSGA-II, and SMS-EMOA (for which we have shown a runtime guarantee of $O(n^4)$). Interestingly, the experimental results suggest an even better performance of this variant with one-bit mutation. Overall, our work suggests that the non-elitist acceptance mechanism of the Metropolis algorithm can be interesting also in multiobjective optimization, but that its application is not straightforward. Hence more work on how to best use the key elements of the Metropolis algorithm in multi-objective optimization appears desirable.

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