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# Comparative Study on Single and Multiple Chaotic Maps Incorporated Grey Wolf Optimization Algorithms

# ZHE X[U](https://orcid.org/0000-0002-9542-3617)<sup>(@1</sup>, HAICHU[AN](https://orcid.org/0000-0001-5042-3261) YAN[G](https://orcid.org/0000-0001-7100-7945)<sup>(@2</sup>, JIAYI LI<sup>2</sup>, XINGYI ZHANG<sup>3</sup>, BO LU<sup>4</sup>, AND SHANGCE GAO<sup>®2</sup>, (Senior Member, IEEE)

<sup>1</sup>School of Computer Information and Engineering, Changzhou Institute of Technology, Changzhou 213032, China <sup>2</sup>Faculty of Engineering, University of Toyama, Toyama 930-8555, Japan <sup>3</sup>Shanghai General Hospital affiliated to Shanghai Jiaotong University, Shanghai 200080, China <sup>4</sup>Faculty of Engineering, Shanghai Normal University Tianhua College, Shanghai 201815, China

Corresponding authors: Xingyi Zhang (zhangxingyi@msn.com), Bo Lu (lb2364@sthu.edu.cn), and Shangce Gao (gaosc@ eng.u-toyama.ac.jp)

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**ABSTRACT** As a meta-heuristic algorithm that simulates the intelligence of gray wolves, grey wolf optimizer (GWO) has a wide range of applications in practical problems. As a kind of local search, chaotic local search (CLS) has a strong ability to get rid of the local optimum due to its integration of chaotic maps. To enhance GWO, CLS is always incorporated into GWO to increase its population diversity and accelerate algorithm's convergence. However, it is still unclear that how may chaotic maps should be used in CLS and how to embed them into GWO. To address these challenging issues, this paper studies both single and multiple chaotic maps incorporated GWOs. Extensive comparative experiments are conducted based on IEEE Congress on Evolutionary Computation (CEC) benchmark test suit. The results show that CLS incorporated GWOs generally perform better than the original GWO, suggesting the effectiveness of such hybridization. Moreover, a remarkable finding of this work is that the piecewise linear chaotic map (PWLCM) and Gaussian map have the most potential to improve the search performance of GWO. Additionally, CLS incorporated GWOs also perform significantly better than some other state-of-the-art meta-heuristic algorithms. This study not only gives more insights into the mechanism of how CLS makes influence on GWO, but also finds that the most suitable choice of chaotic map for it.

**INDEX TERMS** Computational intelligence, soft computing, chaotic local search, optimization algorithms, grey wolf optimizer, meta-heuristics.

# **I. INTRODUCTION**

Meta-heuristic algorithms (MHAs) have received great interests during the past several decades [1], and dozens of meta-heuristics have been proposed in the literature [2]. Typically, a meta-heuristic algorithm denotes a generalized formulation of heuristic methods that aim to solve a variety of optimization problems. Based on the perspective of metaphors by which these meta-heuristics are motivated, MHA can be classified into bio-inspired, physics-inspired,

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sociology-inspired, and other algorithms [3]. Representative bio-inspired algorithms include genetic algorithms [4], evolutionary strategies [5], differential evolution (DE) [6]–[8], spherical evolution [9], artificial immune algorithms [10], particle swarm optimization (PSO) [11], ant colony optimization [12], etc. Physics-inspired algorithms consist of simulated annealing [13], gravitational search algorithm [14], and quantum computing [15], while sociology-inspired ones usually denote imperialist competitive algorithm [16], brain storm optimization [17], culture algorithm [18], memetic algorithms [19], and so on. More importantly, these MHAs have been widely applied on various practical problems,

from engineering [20], [21] to bio-informatics [22], [23], and achieved great successes in comparison with traditional mathematical analysis methods as they can obtain an acceptable solution with reasonable computational burden [24]–[28].

Despite some criticisms that new MHAs based on more metaphors but without essential differences between existing ones are no longer considered as significant contributions to the community [29], the improvements of MHAs are still of great importance as they indeed provide more accuracy and fruitful solutions for real-world applications [30], [31]. Recently, the developments of MHAs are usually realized from the following aspects: 1) self-adaption of hyperparameters, 2) population structure evolution, 3) balance of exploitation and exploration, 4) theoretical analysis of the search dynamics, and 5) memetic computing manner.

As most of MHAs have some hyper-parameters needed to be adjusted [32], tremendous efforts have been done to make these parameters self-adaptive [33]–[35]. For a special meta-heuristic algorithm, e.g., differential evolution [36], parameter (self-adaptive) control can significant enhance the search performance of the algorithm, from population size [37], scale factor [38], crossover rate [39] and etc. MHAs usually possess a population and the organization of individuals is formed via a population structure [40], which is formally panmictic, cellular, distributed, hierarchical, scalefree, etc [41], [42]. MHAs based on these specific population structures have shown great improvement in terms of optimization performance [43]–[46]. The balance of exploitation and exploration is always considered as a key scientific issue for MHAs [47], and various attempts have already been made to achieve such balance [48]. In addition to convergence analysis for MHAs, theoretical analysis of search dynamics has also received great interests recently [49], [50]. Additionally, hybridization or ensemble strategies to combine several different MHAs have been considered as a promising method to improve their performance [51], among which an MHA incorporated with a local search operator is termed as the memetic computing [52]. It is especially flexible to use problem-inherent information or knowledge to design local search operators for discrete optimization problems, e.g., traveling salesman problem [53], job-shop scheduling problem [54], location routing problem [55], etc. For continuous optimization, local search operators, including random walk [56], Levy flight [57], Cauchy and Gaussian mutations [58], and chaotic local search (CLS) [59], usually perform an excellent local exploitation in the search space.

The chaotic local search (CLS), which fully utilizes the characteristics of chaotic maps, has been regarded as one of the most promising strategies to improve the performance of MHAs [60]–[62]. By incorporating the ergodicity and non-repetitious nature of chaos [63], CLS not only urges an MHA to exploit the local neighborhood of a solution, but also enables it to get rid of the local minima once it is trapped [64]. Initially, chaotic maps are used to generated chaotic sequences to replace the random numbers in MHAs. It has been demonstrated in [65] that chaotic sequences

algorithms. Later, many MHAs have used chaotic sequences, substituting random numbers, to generate parameters' values to maintain the randomness of the search. In [66], the Logistic chaotic map is used to generate values for inertia weights in PSO, while the acceleration parameters are also generated by chaotic sequences in PSO [67]. Twelve different chaotic maps are tested by combining with an accelerated PSO, and the results suggested that the sinusoidal map performs the best [68]. A Logistic chaotic sequence is used to generate population for grey wolf optimization (GWO) [69]. Compared with substituting random number by chaotic sequences, CLS is more promising as it can search for better solutions directly. In [70], the piecewise liner chaotic map (PWLCM) is implemented to perform a CLS and then incorporated into PSO. CLS has already been widely employed in gravitational search algorithm [71]–[73], artificial bee colony optimization [74], brain storm optimization [75], differential evolution [76], salp swarm algorithm [77], and many others [62], [78]–[82]. It is worth pointing out that these previous algorithms only use a single chaotic map to perform CLS, while most recently several searches have noticed that multiple chaotic maps might perform better as they can simultaneously use different search dynamics. In [83], several chaotic maps are selectively used to perform CLS in a differential evolution algorithm based on the accumulated success information. Similarly, multiple chaotic maps are used parallelly to implement CLS in gravitational search algorithm [84], cuckoo search algorithm [85], and harmony search algorithm [86]. All these results suggest that multiple chaotic maps incorporated MHAs might perform better in comparison with a single one. Nevertheless, it is unclear that which type of chaotic map

generally performs better than random ones in evolutionary

maps used in CLS is still problem-dependent. Based on the above research motivations, in this work, we for the first time perform a comparative study on chaos embedded grey wolf optimization algorithms. The grey wolf optimization (GWO) algorithm [87], which mimics the hunting mechanisms of grey wolves and their hierarchical leadership, has received much interest and achieved great success in many applications, such as control [88], Internet of things [89], engineering design [90], etc. However, GWO still suffers from premature convergence and low capacity of jumping out of local optimum once it is trapped [91]. Although there are also some criticisms regarding the novelty of GWO [92] that it is a reiteration of ideas arisen from PSO and DE, it is still meaningful and challenging to improve the performance of GWO, not only for the diversity of research, but also for the practical applications. To further improve the search performance of GWO, this paper proposes a number of local chaotic search-based GWOs, by means of single chaotic map and multiple chaotic maps incorporation strategies, respectively. In single chaotic map incorporated GWOs (CGWOs), only a single chaotic map is implemented to perform CLS, while in the multiple chaotic maps incorporated GWO (MCGWO), all available chaotic

should be used for a specific MHA and the number of chaotic

maps are simultaneously implemented. In each iteration of the implementation of MCGWO, a chaotic map from a set of multiple chaotic maps is selected based on a probability, which is generated by an accumulated success based mechanism. It is expected that the most effective chaotic map has the highest probability to survive into the next iteration to perform the CLS. The objective of this study is to find out whether CLS can take effect on GWO and which is the most effective chaotic map for GWO. To realize this, we conduct extensive experiments based on IEEE Congress on Evolutionary Computation (CEC) benchmark optimization functions. Comprehensive comparative results are obtained, from which our valuable findings are summarized as follows:

1) Experimental results show that both single and multiple chaotic maps incorporated GWOs, i.e., CGWOs and MCGWO, can generally perform better than the original GWO. Furthermore, search dynamic analysis suggests that chaotic maps can enable GWO to have a better exploration ability, especially in the earlier search phase, which is potentially benefit for improving the algorithm's ability of jumping out the local optimum. All these indicate that CLS is an effective method for GWO to alleviate its premature convergence and further improve its search performance.

2) Comparative study also finds out that the PWLCM is the most suitable choice for CGWOs when optimizing problems with low dimensions, while Gaussian map seems to perform the best when handling high dimensional problems.

3) Although some previous researches [83], [84] suggested that the simultaneous utilization of multiple chaotic maps can perform better than a single one for gravitational search and differential evolution algorithms, it is not true for GWO, for which the single chaotic map performs better. This result indicates that the incorporation scheme of CLS for meta-heuristics is algorithm-oriented. It is worth studying the number of chaotic maps and their incorporation scheme for each meta-heuristic algorithm.

The contribution of this work to the literature can be summarized as follows: First of all, to our best knowledge, this is the first work that comprehensively analyzes the effects of single and multiple maps embedded CLS on GWO. From the analysis results, the choice of both the embedding type of CLS and the number of chaotic maps are discovered. Second, as a strategy to further improve algorithms' search performance, CLS is again verified to perform very well on algorithms by means of a memetic manner. Last but not least, we also provide powerful and effective optimization methods, i.e., CGWOs and MCGWO, for practical problems.

The remainder of this work is organized as follows: In Section 2, we introduced twelve different types of chaotic maps. In Section 3, we describe the original GWO. In Section 4, we illustrate chaotic local search and chaos incorporated grey wolf optimization algorithms. In Section 5, we present the results of comparative experiments. Finally, we present a summary and future research directions.

# **II. CHAOTIC MAPS**

Different chaotic maps have been widely used in metaheuristic algorithms. In this study, we took twelve the most widely used chaotic maps for analysis. These chaotic maps' determination equations are summarized as follows:

(1) Logistic map:

<span id="page-2-0"></span>
$$
z_{t+1} = \mu z_k (1 - z_t) \tag{1}
$$

where  $z_t$  is the *t*th chaotic number,  $z_t \in (0, 1)$ , the initial  $z_0 \in (0, 1)$  and  $z_0 \notin \{0, 0.25, 0.5, 0.75, 1.0\}$ . We set  $\mu$ =4 and *z*0=0.152.

(2) PWLCM:

$$
z_{t+1} = \begin{cases} z_t/p, & z_t \in (0, p) \\ (1 - z_t)(1 - p), & z_t \in [p, 1) \end{cases}
$$
 (2)

*p* is set to 0.7,  $z_0$ =0.002.

(3) Singer map:

$$
z_{t+1} = \mu(7.86z_t - 23.31z_t^2 + 28.75z_t^3 - 13.302875z_t^4)
$$
 (3)

When  $\mu$  is set between 0.9 and 1.08, singer map exhibits chaotic behaviors, and we set  $\mu$ =1.073 and *z*<sub>0</sub>=0.152.

(4) Sine map:

$$
z_{t+1} = \frac{a}{4} \sin(\pi z_t) \tag{4}
$$

where  $a \in (0, 4]$ , and  $z \in (0, 1)$ . We set  $a = 4$  and  $z_0 = 0.152$ . (5) Gaussian map:

$$
z_{t+1} = \begin{cases} 0, & z_t = 0\\ (\mu/z_t) mod(1), & z_t \neq 0 \end{cases}
$$
 (5)

we set  $\mu = 1$  and  $z_0 = 0.152$ .

(6) Tent map:

$$
z_{t+1} = \begin{cases} z_t/\beta, & 0 < z_t \le \beta \\ (1 - z_t)/(1 - \beta), & \beta < z_t \le 1 \end{cases}
$$
 (6)

where  $\beta = 0.4$  and  $z_0 = 0.152$ .

(7) Bernoulli map:

$$
z_{t+1} = \begin{cases} z_t/(1-\lambda), & 0 < z_t \le 1-\lambda \\ (z_t-1+\lambda)/\lambda, & 1-\lambda < z_t < 1 \end{cases} \tag{7}
$$

where  $\lambda = 0.4$  and  $z_0 = 0.152$ .

(8) Chebyshev map:

$$
z_{t+1} = \cos(\phi \cos^{-1} z_t) \tag{8}
$$

where  $\phi = 5$  and  $z_0 = 0.152$ .

(9) Circle map:

$$
z_{t+1} = z_t + a - \frac{b}{2\pi} \sin(2\pi z_t) \mod(1) \tag{9}
$$

When  $a = 0.5$  and  $b = 2.2$ , circle map shows chaotic features. We set  $z_0 = 0.152$  in the experiment.

(10) Cubic map:

$$
z_{t+1} = \rho z_t (1 - z_t^2)
$$
 (10)

where  $\rho = 2.59$  and  $z_0 = 0.242$ .



<span id="page-3-0"></span>**FIGURE 1.** Histogram graphs of twelve chaotic maps considered in this study.

(11) Sinusoidal map:

$$
z_{t+1} = az_t^2 \sin(\pi z_t) \tag{11}
$$

where  $a = 2.3$  and  $z_0 = 0.74$ .

(12) Iterative chaotic map with infinite collapses (ICMIC):

<span id="page-3-3"></span>
$$
z_{t+1} = \sin(a/z_t) \tag{12}
$$

where  $a \in (0, \infty)$ , and we set  $a = 70$  in experiment. ICMIC generates sequence in  $(-1, 0) \cup (0, 1)$ . Therefore, if the value is negative, its absolute value is used.

The histogram graphs of all considered chaotic maps with twenty thousand generated points are depicted in Fig. [1.](#page-3-0) From it, we can find that different chaotic maps possess different points distribution, which might have significant influence on the search length in CLS. Thus, it is valuable to find out which chaotic map can perform the best for a chaotic meta-heuristic algorithm.

## **III. GREY WOLF OPTIMIZATION (GWO)**

GWO is one of the most widely recognized meta-heuristic algorithms [87]. It is inspired by the prey-predation activities of gray wolves and developed as an effective optimization method. The GWO's optimization process includes gray wolf social hierarchy and hunting behavior. The specific steps of GWO can be expressed via Eqs. [\(13\)](#page-3-1)-[\(16\)](#page-3-2).

<span id="page-3-1"></span>
$$
\vec{x}(t+1) = \frac{\vec{x_1} + \vec{x_2} + \vec{x_3}}{3}
$$
 (13)

where *t* is the number of current iteration.  $\vec{x_1}$ ,  $\vec{x_2}$  and  $\vec{x_3}$  can be calculated as:

$$
\vec{x}_1 = \vec{x}_{\alpha} - \vec{A}_1 \cdot (\vec{R}_{\alpha})
$$
\n
$$
\vec{x}_2 = \vec{x}_{\beta} - \vec{A}_2 \cdot (\vec{R}_{\beta})
$$
\n
$$
\vec{x}_3 = \vec{x}_{\delta} - \vec{A}_3 \cdot (\vec{R}_{\delta})
$$
\n(14)

where  $\vec{x}_{\alpha}$ ,  $\vec{x}_{\beta}$  and  $\vec{x}_{\delta}$  are the positions of individuals  $\alpha$ ,  $\beta$  and δ, respectively. α is the leader of grey wolves with the best fitness value.  $\beta$  presents the second level with the second best fitness value, and  $\delta$  denotes the third level with the third one.  $\overline{R}$  represents the distance between the current candidate gray wolf and the best three wolves, and it can be formulated as:

$$
\vec{R_{\alpha}} = |\vec{B_1} \cdot \vec{x_{\alpha}} - \vec{x}|
$$
\n
$$
\vec{R_{\beta}} = |\vec{B_2} \cdot \vec{x_{\beta}} - \vec{x}|
$$
\n
$$
\vec{R_{\delta}} = |\vec{B_3} \cdot \vec{x_{\delta}} - \vec{x}|
$$
\n(15)

where  $\vec{A}$  and  $\vec{B}$  are synergy coefficient vectors, and they can be calculated as:

<span id="page-3-2"></span>
$$
\vec{A} = 2a \cdot \vec{r}_1 - a
$$
  

$$
\vec{B} = 2 \cdot \vec{r}_2
$$
 (16)

where  $r_1$ ,  $r_2$  are random vectors generated between 0 and 1. A decrease for the value of  $\overline{a}$  will cause the value of  $\overline{A}$  to

fluctuate. In other words,  $\vec{A}$  is a random vector in the interval [−*a*, *a*], where *a* decreases linearly along with the iterations.

As summarized in [87], when  $|A| > 1$ , gray wolves are scattered in various areas as far as possible and search for prey. When  $|A| < 1$ , the gray wolf will focus on hunting prey in a certain area. Another parameter in the GWO algorithm is  $\dot{B}$ , which is a vector of random values in the interval [0, 2].

The Pseudo-code of GWO is shown in Algorithm [1.](#page-4-0) Through the previous analysis of GWO [87], [93], [94], we can find that GWO has the characteristics of strong exploitation ability, but it usually suffers from premature convergence because the top three individuals in the population greatly take effect on other individuals, thus making the search move toward these three individuals too much.

<span id="page-4-0"></span>

# **IV. CHAOTIC GREY WOLF OPTIMIZATION ALGORITHMS**

In this section, the chaotic grey wolf optimization algorithms will be elaborated. There are generally two methods to incorporate chaotic maps into a heuristic algorithm, i.e., using chaotic sequences to substitute the random numbers in the algorithm, or using CLS to perform a local search. Recently, it has been widely accepted that CLS generally perform better than the sequence substitution method, because the latter is only implemented as a parameter control manner [35] while the former can directly search in the landscape [73]. Thus, in this study we only discuss the CLS scheme to be incorporated into GWO.

# A. CHAOTIC LOCAL SEARCH

The CGWO adds a CLS operator to the GWO to maintain a high population diversity as well as a strong ability to get

<span id="page-4-2"></span>

- 1: Randomly pick up two individuals  $x_{r1}$  and  $x_{r2}$
- 2: Pick out the best individuals  $x_g$  in the population
- 3: Using chaotic map *j* to generate a random value  $v^j$
- 4:  $x'_g \leftarrow x_g + v^j \cdot (x_{r2} x_{r1})$

rid of the local optimum. In this process, random numbers generated by *J* chaotic maps are selected as parameters to adjust the radius of the local search. This operator acts on the best individual  $\alpha$  generated by the GWO. The unified implementation manner of CLS can be expressed by:

$$
x_{g'} = x_g + v^j \cdot (x_{r2} - x_{r1}), \tag{17}
$$

where  $x_g$  represents the best individual in current population.  $v^j$  is the parameter generated by the chaotic map *j* (*j* = 1, 2, ..., *J*), and its range is (0, 1).  $x_{g'}$  is a temporary individual generated by the local search operator. If the fitness value of  $x_{g'}$  is better than  $x_g$ ,  $x_{g'}$  replaces  $x_g$ , otherwise keep  $x_g$  to be survived into the next iteration. Besides,  $x_{r1}$  and  $x_{r2}$ are two individuals randomly selected from the population of individuals *U*. In *U*, we assume the individual with the greatest fitness as  $U_{max}$ . If the fitness of  $x_{g'}$  is better than that of  $U_{max}$ , replace  $U_{max}$  with  $x_{g'}$ . The conceptual sketch of CLS is illustrated in Fig. [2.](#page-4-1)



<span id="page-4-1"></span>

For CLS, some remarks are given as:

- 1) The local search acts on the current optimal solution *x<sup>g</sup>* to make a trade-off between search performance and computational complexity. In this study,  $x_g$  is the  $\vec{x_\alpha}$  in each iteration of GWO;
- 2) Once the generated  $x_{g'}$  exceeds the search boundary, it will be reset within the search range by a random feasible value.

Algorithm [2](#page-4-2) shows the pseudo-code of CLS.

# B. SINGLE CHAOS EMBEDDED CGWO

The CLS that utilizes only single chaotic map is shown as:

<span id="page-4-3"></span>
$$
x_{g'}(t) = x_g(t) + v(t) \cdot r \cdot (x_{r2}(t) - x_{r1}(t))
$$
  

$$
t = 1, 2, ..., T \quad (18)
$$



<span id="page-5-0"></span>**FIGURE 3.** Incorporation scheme of CLS in CGWO.



<span id="page-5-2"></span>**FIGURE 4.** Incorporation scheme of CLS in MCGWO.

where  $t$  is the iteration number.  $r$  is a scaling parameter of CLS. Due to the premature convergence of GWO, we assign *r* equal to 5 to enlarge the scope of CLS in CGWO and thereafter maintain the diversity of the population.

In this study, the optimization problems are minimization ones. After performing CLS in Eq. [\(18\)](#page-4-3), an update process is implemented as:

<span id="page-5-1"></span>
$$
x_g(t) = \begin{cases} x_{g'}(t) & \text{If } f(x_{g'}(t)) \le f(x_g(t)), \\ x_g(t) & \text{Otherwise} \end{cases}
$$
(19)

where *f* denotes the fitness function of the optimization problem. If the fitness is improved, the offspring individual  $x_{g'}$  will replace the current best individual, while other individuals enter into the next iteration. The different types of single chaos embedded CGWO using the chaotic map in Eqs. [\(1\)](#page-2-0)  $\sim$  [\(12\)](#page-3-3) are termed as CGWO1  $\sim$  CGWO12, respectively. The schematic diagram of CGWO is shown in Fig. [3.](#page-5-0)



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<span id="page-5-3"></span>**FIGURE 5.** Flowchart of MCGWO.

<span id="page-5-4"></span>

- 1: Initialization 2: **repeat**
- 3: **for**  $i = 1$  to *n* **do**
- 4: Update the fitness of  $X_\alpha$ ,  $X_\beta$  and  $X_\delta$
- 5: **if**  $f(x_i) < f(X_\alpha)$  then
- 6:  $f(X_{\alpha}) = f(x_i), X_{\alpha} = x_i$
- 7: **end if**
- 8: **if**  $f(x_i) > f(X_\alpha)$  and  $f(x_i) < f(X_\beta)$  then
- 9:  $f(X_{\beta}) = f(x_i), X_{\beta} = x_i$
- 10: **end if**
- 11: **if**  $f(x_i) > f(X_\alpha)$  and  $f(x_i) > f(X_\beta)$  and  $f(x_i) < f(X_\delta)$ **then**
- 12:  $f(X_{\delta}) = f(x_i), X_{\delta} = x_i$
- 13: **end if**
- 14: **end for**
- 15: CGWOs: implement Eqs. [\(18\)](#page-4-3)[\(19\)](#page-5-1) MCGWO: implement Eqs.  $(20) \sim (24)$  $(20) \sim (24)$  $(20) \sim (24)$  and Eq.  $(19)$
- 16: **if**  $f(X'_{\alpha}) < f(X_{\alpha})$  then  $X_{\alpha} \leftarrow X'_{\alpha};$

$$
17: \quad \text{end if}
$$

- 18: **for**  $i = 1$  to *n* **do** Calculate  $\vec{A}$  and  $\vec{C}$  by Eq. (16) Calculate  $\vec{X}_1$ ,  $\vec{X}_2$  and  $\vec{X}_3$  by Eq. (14) Calculate  $\bar{X}$  by Eq. (13)
- 19: **end for**
- 20: Evaluate  $f(x_i)$
- 21: **until** Iteration number

# C. MULTIPLE CHAOS EMBEDDED CGWO

The core implementation framework of multiple chaos embedded GWO (MCGWO) is illustrated in Fig. [4,](#page-5-2) and its

## <span id="page-6-2"></span>**TABLE 1.** IEEE CEC2017 benchmark functions' definition.



<span id="page-6-3"></span>**TABLE 2.** Parameter settings of the heuristic algorithms.

<b>Algorithms</b>	Parameters
CGWO.	$N = 100$ , $\alpha$ linearly decreases from 2 to 0, $r = 5$
<b>MCGWO</b>	$N = 100$ , $\alpha$ linearly decreases from 2 to 0, $L = 24$ , $r = 5$
GWO	$N = 100$ , $\alpha$ linearly decreases from 2 to 0

<span id="page-6-4"></span>**TABLE 3.** Experimental results obtained by CGWOs, MCGWO and GWO on CEC2017.



flowchart is given in Fig. [5.](#page-5-3) We use  $J (J = 12)$  chaotic maps in Eqs. [\(1\)](#page-2-0)  $\sim$  [\(12\)](#page-3-3) to generate chaotic sequences  $v^{j}(t)$  $(j = 1, 2, ..., J, t = 1, 2, ...)$ . After that, the following method is used to perform a multi-chaotic local search:

<span id="page-6-0"></span>
$$
x_{g'}^{j}(t) = x_{g}(t) + v^{j}(t) \cdot r \cdot (x_{r1}(t) - x_{r2}(t))
$$
  

$$
j = 1, 2, ..., J; t = 1, 2, ..., T
$$
 (20)

In order to select the appropriate chaotic map *j* among all *J* chaotic maps, a roulette selection method based on the accumulated success information is used. As illustrated in Fig. [4,](#page-5-2) let  $\xi_{t,j}$  (its initial value is 0) denotes the difference of a successful improvement for  $x_g(t)$  at iteration *t* using the *j*-th chaotic map. Although several chaotic maps are used in the whole search iterations, CLS uses only one in each iteration, and its probability of being selected  $p_{t,j}$  is calculated as follows:

<span id="page-6-1"></span>
$$
p_{t,j} = \frac{S_{t,j}}{\sum_{m=1}^{J} S_{t,m}}
$$
 (21)

$$
S_{t,j} = \frac{\xi_{t,j}}{\sum_{n=\max(k-L+1,1)}^{L} \xi_{n,j}} + 1/J
$$
 (22)

$$
\begin{cases}\n\xi_{t-1,j} + \Delta, & \text{if } f(x_{g'}^j(t)) < f(x_g(t)) \\
& \& t \le L \\
\xi_{t-1,j}, & \text{if } f(x_{g'}^j(t)) \ge f(x_g(t)) \\
& \& t \le L\n\end{cases}
$$
\n
$$
\therefore \quad \begin{cases}\n\xi_{t-1,j}, & \text{if } f(x_{g'}^j(t)) \ge f(x_g(t)) \\
\xi_{t-1,j}, & \text{if } f(x_{g'}^j(t)) \ge f(x_g(t))\n\end{cases}
$$
\n
$$
(23)
$$

$$
\xi_{t,j} = \begin{cases}\n\xi_{t-1,j} + \Delta & (23) \\
-(\xi_{t-L,j} - \xi_{t-L-1,j}), & \text{if } f(x_{g'}^j(t)) < f(x_g(t)) \\
& \& t > L\n\end{cases}
$$
\n
$$
\xi_{t-1,j} - (\xi_{t-L,j}) & \text{otherwise}
$$
\n
$$
\Delta = f(x_g(t)) - f(x_{g'}^j(t))
$$
\n
$$
(24)
$$

If  $x_a^j$  $g'(t)$  outperforms  $x_g(t)$ , it means that the chaotic map in the current iteration succeeded in the local search, and

**TABLE 4. Friedman test results on IEEE CEC2017 with**  $D = 30, 50, 100$ **.** 

<span id="page-7-0"></span>

		Friedman	Ranking	$p$ -values	Friedman	Ranking	$p$ -values	Friedman	Ranking	$p$ -values
			$D=30$			$D=50$			$D=100$	
CGWO1	Logistic map	8.6207	10	0.001523	8.9655	11	0.000146	8.4483	10	0.000272
CGWO <sub>2</sub>	<b>PWLCM</b>	5.1379			6.1379		0.220899	6.7586	6	0.035465
CGW <sub>O3</sub>	Singer map	8.4138	9	0.002865	7.8621	9	0.005213	8.931	11	0.000045
CGWO <sub>4</sub>	Sine map		12	0.000439	11.1379	13	$\theta$	10.5862	13	0
CGW <sub>O5</sub>	Gaussian map	5.3793	$\mathfrak{D}$	0.826091	4.7931			4.4483		
CGWO <sub>6</sub>	Tent map	5.7931	4	0.550924	6.2414	6	0.187401		8	0.020194
CGWO7	Bernoulli map	5.6897	3	0.615519	5.1034	3	0.777565	6.7586	6	0.035465
CGWO <sub>8</sub>	Chebyshev map	8.8966	11	0.000623	9.5172	12	0.000017	9.069	12	0.000026
CGWO9	Circle map	7.7586	8	0.017056	8.5172	10	0.000699	6.1724	3	0.116552
CGWO <sub>10</sub>	Cubic map	6.8621	6	0.116552	4.8276	$\mathcal{D}_{\mathcal{L}}$	0.97496	6.4138	4	0.073594
CGWO11	Sinusoidal map	9.7241	14	0.00003	11.4138	14	$\Omega$	11.6897	14	
CGWO12	<b>ICMIC</b>	6.7586	5	0.140146	7.4828		0.014354	6.6897		0.041327
<b>MCGWO</b>	All 12 maps	7.4138		0.038301	5.4483		0.550924	4.8621	◠	0.706427
<b>GWO</b>		9.5517	13	0.000059	7.5517	8	0.012037	7.1724	9	0.01315



<span id="page-7-1"></span>FIGURE 6. Solution distribution of GWO, CGWOs, and MCGWO algorithms on IEEE CEC2017 functions (D = 30).

we add  $\Delta$  to  $\xi_{t-1,j}$ . *f* is the fitness function, and  $L = 24$ is the maximum number of iterations for storing cumulative success information. The above operations make the chaotic map that is more advantageous in the current search environment more likely to be selected. Eq. [\(21\)](#page-6-1) shows the normalized selection probability *pt*,*<sup>j</sup>* of the *j*th chaotic map



<span id="page-8-0"></span>FIGURE 7. Convergence characteristics of GWO, CGWOs, and MCGWO algorithms on IEEE CEC2017 functions (D = 30).

at the *t*th iteration. When *t* is 0, all  $p_{t,j}$  values are equal to  $1/J$ , which means that all chaotic maps have the same probability to be selected to perform CLS. Along with the evolution, the selection probabilities change with the feedback from the population, which is manipulated by Eqs. [\(22\)](#page-6-1) and [\(23\)](#page-6-1). Eq. [\(23\)](#page-6-1) is used to calculate the accumulative success value  $\xi$  for each chaotic map. The basic idea behind this calculation is that the chaotic maps which are more potential to give better solutions are more easily to be selected in CLS.

Regarding the selection method, more detailed explanations are given as:

- (1) When  $t \leq L$ , if the selected chaotic map *j* has performed a success evolution, we add  $\Delta$  to its previous success value ξ*t*−1,*<sup>j</sup>* (i.e., 1*st* conditional formula in Eq. [\(23\)](#page-6-1));
- (2) If no improvement of current selected chaotic map *j* has been found, the success value ξ keeps the same (i.e., 2*nd* conditional formula in Eq. [\(23\)](#page-6-1));

(3) The longest storage of such success memory is *L*, once  $t > L$ , we use QUEUE data structure to calculate the accumulative success value, which means only the information of the past *L* iterations should be accumulated. Here, we give the illustrative QUEUE data structure with size of *L* (first-in-first-out) of the accumulative success values  $\xi$ , as shown in Fig. [4.](#page-5-2)

After executing CLS,  $x_g(t)$  is updated according to Eq. [\(19\)](#page-5-1). The Pseudo-code of CGWOs and MCGWO is summarized in Algorithm [3.](#page-5-4)

## **V. EXPERIMENTS**

In this section, we make a comprehensive performance comparison based on the benchmark functions taken from IEEE Congress on Evolutionary Computation 2017 (CEC2017) (https://github.com/P-N-Suganthan/CEC2017- BoundContrained) to verify the performance of proposed methods. The test suit is summarized in Table [1.](#page-6-2) The objectives of such comparative study is to find out 1) whether



<span id="page-9-0"></span>**FIGURE 8.** Search dynamics of CGWOs and GWO on IEEE CEC2017 function F1.

CLS can help GWO perform better and effective enough in comparison with other state-of-the-art meta-heuristic algorithms, 2) which kind of incorporation method should be used for GWO (single chaotic map embedded or multiple chaotic maps embedded), and 3) which chaotic map is the most suitable one to perform CLS for GWO.

## A. EXPERIMENTAL SETUP

In all experiments, the common parameters of all algorithms are set in the same manner, which is specifically described as follows: the maximum number of evaluations is set to  $10^4 * D$ , where *D* is the dimension of each benchmark function. For each function, every algorithm runs 51 times repeatedly for statistical analysis. The experiments were conducted on a PC with 3.30 GHz Intel(R) Core(TM) i5 CPU and 8GB RAM using MATLAB R2018a.

## B. PERFORMANCE EVALUATION CRITERIA

The following criteria were used for evaluating the performance of all compared algorithms.

- (1) Non-parametric statistical test:  $W/T/L''$  represents the result of the Wilcoxon rank-sum test. This is a non-parametric statistical test used to determine the level of significant difference between algorithms. If the obtained *p*-value is less than the significance level 0.05, the difference between the two algorithms can be recognized. When the control algorithm is significantly better than its counterpart, it is recorded as " $+$ ", otherwise it is recorded as " $-$ ". The sign "=" indicates that the compared algorithms are tied on the function.
- (2) Convergence curve graph: The convergence curve illustrates the current optimal history at each iteration, thereby comparing the convergence speed of different algorithms. The *x*-axis represents the number of function

evaluations. The *y*-axis represents the average error value after being logged.

(3) Box-and-whisker diagrams: The line above the blue box means the maximum value, and the line below the box means the minimum value. The upper and lower edges of the box represent the first and third quartiles, respectively. The red line represents the median. The red + indicates extreme values. The longer the distance between the maximum and minimum, the greater the fluctuation of the solution and the more unstable the performance of the algorithm. Furthermore, the lower the position of the graph in the coordinates means the better solution.

# C. COMPARISON AMONG CGWOs, MCGWO AND GWO

In this section, we compared the results among CGWOs, MCGWO and GWO on CEC2017 benchmark functions. Table [2](#page-6-3) shows the parameters' setting of each algorithm. Among them, *N* is the population size. The " $W/T/L$ " among CGWOs, MCGWO and GWO on CEC2017 test functions with 30, 50 and 100 dimensions are summarized in Table [3,](#page-6-4) while the detailed experimental results are listed in Appendix.

From Table [3,](#page-6-4) we can find that most CGWOs and MCGWO can perform significantly better than the original GWO as the number of won cases  $(W)$  is more than that of lost cases (*L*), suggesting that CLS indeed enable GWO to perform better. An exception is CGWO11, which performs worse than GWO. This reveals that Sinusoidal map is not a good choice to perform CLS. The reason might be also observed from Fig. 1 that Sinusoidal map only generate random numbers in the interval of [0.5, 0.9], which substantially limits the search range of CLS.

We also used the Friedman test [95] to rank the compared algorithms. In the Friedman test, the NULL hypothesis



<span id="page-10-0"></span>FIGURE 9. Solution Distribution of CGWO2 and other competitor algorithms on IEEE CEC2017 functions (D = 30).

assumes that mean values among all compared algorithms are the same, and it gives the average rank that each algorithm obtained to estimate its performance. The lower the obtained rank is, the better the algorithm performs. The Friedman test results are summarized in Table [4.](#page-7-0) From it, it is clear that CGWO2 performs the best for optimization functions with 30 dimensions, and CGWO5 performs the best for 50 and 100 dimensions. This result suggests that 1) the PWLCM is the most suitable candidate chaotic map to perform CLS for GWO when encountering lower dimensional problems, and 2) Gaussian map is the best choice for higher dimensional problems.

It is surprised that, in comparison with CGWOs, MCGWO only ranked 7th, 4th and 2nd among all compared algorithms for 30, 50 and 100 dimensional functions, respectively, although similar method has shown great potential for gravitational search algorithm [84] and differential evolution algorithm [80]. This valuable finding suggests that the multiple chaotic maps incorporated GWO can't significantly improve the performance of GWO, especially for lower dimensional problems. Thus, it motivates us to design more sophisticated incorporation scheme of multiple chaotic maps for CLS as future work, e.g., by using the maximum Lyapunov exponent of each chaotic map.

Additionally, Figs. [6](#page-7-1) and [7](#page-8-0) show box-and-whisker diagrams and convergence graphs of CGWOs, MCGWO and GWO, respectively. It can be seen from Fig. [6](#page-7-1) that most of CGWOs have the lower altitude and shorter distant, which confirms its better performance and stronger robustness in comparison with GWO. We can also see from Fig. [7](#page-8-0) that most of the CGWO variants converge much faster than GWO, and in the later stage of convergence, CGWOs and MCGWO still maintain a fairly fast convergence trend.

To conclude, the comparative results among CGWOs, MCGWO, and GWO show that CLS definitely enables GWO to perform better, and PWLCM and Gaussian map



<span id="page-11-2"></span>FIGURE 10. Convergence characteristics of CGWO2 and other competitor algorithms on IEEE CEC2017 functions (D = 30).

implemented as a single map embedding scheme are two most suitable chaotic maps for GWO.

# D. COMPARISON OF CGWO WITH OTHER META-HEURISTIC ALGORITHMS

In this section, we compare CGWOs with other meta-heuristic algorithms, including PSO [96], sine cosine algorithm (SCA) [97], and wingsuit flying search algorithm (WFS) [98]. PSO and SCA are population-based meta-heuristic algorithms, among which PSO simulates bird flocking and animal social behaviors and SCA uses sine and cosine functions to optimize the problem. WFS proposes a new optimization method by simulating the decision-making process during the landing of the glider. The parameters of these algorithms are presented in Table [5.](#page-11-0)

On CEC2017 benchmark optimization functions, we compared CGWO with above meta-heuristic algorithms under the conditions of 30, 50, and 100 dimensions, respectively. The

<span id="page-11-0"></span>**TABLE 5.** Parameter settings of the heuristic algorithms.

<b>Algorithms</b>	Parameters
CGWO	$N = 100$ , $\alpha$ linearly decreases from 2 to 0, $r = 5$
<b>WFS</b>	$N = 3E + 04, v > 0$
GWO	$N = 100$ , $\alpha$ linearly decreases from 2 to 0
<b>PSO</b>	$N = 100, c_1 = 2.0, c_2 = 2.0$
<b>SCA</b>	$N = 100, \alpha = 2$

<span id="page-11-1"></span>**TABLE 6.** Experimental results on IEEE CEC2017 with  $D = 30, 50, 100$ .



statistical results are shown in Table [6,](#page-11-1) while the detailed experimental data are summarized in Appendix. In Table [6,](#page-11-1) we only summarize the best-performing variants of CGWOs,

#### TABLE 7. Performance comparison among GWO, CGWOs, and MCGWO in terms of solution accuracy on IEEE CEC2017 with D = 30.

<span id="page-12-0"></span>

## <span id="page-12-1"></span>TABLE 8. Performance comparison among GWO, CGWOs, and MCGWO in terms of solution accuracy on IEEE CEC2017 with  $D = 30$  (Continued 1).



i.e., CGWO2, CGWO5 and CGWO5, on the 30, 50 and 100 dimensions, respectively. It can be seen from the table that CGWOs outperform PSO, SCA and WFS on most of the benchmark functions, which indicates that CGWOs are more competitive than other classic algorithms after being incorporated by CLS.

In addition, Figs. [9](#page-10-0) and [10](#page-11-2) show the box-and-whisker diagrams and convergence graphs of CGWOs and other meta-heuristic algorithms, respectively. According to Fig. [9,](#page-10-0) the CGWO has the lowest altitude and relatively short distant than other heuristic algorithms, suggesting that it has a stronger local optimal jumping ability and better search

<span id="page-13-0"></span>

TABLE 9. Performance comparison among GWO, CGWOs, and MCGWO in terms of solution accuracy on IEEE CEC2017 with  $D = 30$  (Continued 2).

TABLE 10. Performance comparison among GWO, CGWOs, and MCGWO in terms of solution accuracy on IEEE CEC2017 with  $D = 50$ .

<span id="page-13-1"></span>

	<b>GWO</b>	GWO1	GWO2		GWO3		GWO <sub>4</sub>		
	$mean + std$	$mean + std$		$mean + std$		$mean + std$		$mean + std$	
F1	$4.99E+09 + 2.61E+09$	$8.17E+08 + 8.36E+08$	$+$	$6.12E+08 + 6.10E+08$	$+$	$6.73E+08 + 5.97E+08$	$+$	$9.62E+08 + 9.99E+08$	$+$
F <sub>3</sub>	$7.19E+04 \pm 1.58E+04$	$1.81E+04 \pm 6.49E+03$	$+$	$1.36E+04 \pm 6.67E+03$	$+$	$1.79E+04 \pm 6.89E+03$	$+$	$2.29E+04 \pm 7.82E+03$	$+$
F <sub>4</sub>	$4.57E+02 + 1.83E+02$	$2.69E+02 + 7.89E+01$	$+$	$2.78E+02 + 8.12E+01$	$+$	$2.99E+02 + 8.11E+01$		$3.26E+02 + 9.87E+01$	$+$
F <sub>5</sub>	$1.90E+02 + 3.75E+01$	$2.25E+02 + 7.71E+01$		$1.93E+02 + 3.33E+01$	$\overline{a}$	$2.15E+02 + 4.44E+01$		$2.11E+02 + 7.04E+01$	$=$
F <sub>6</sub>	$1.07E+01 \pm 3.01E+00$	$1.72E+01 \pm 4.20E+00$	$\sim$	$1.77E+01 \pm 4.31E+00$	$\overline{\phantom{a}}$	$1.74E+01 \pm 4.86E+00$		$1.98E+01 \pm 7.08E+00$	
F7	$3.01E+02 \pm 6.11E+01$	$3.58E+02 \pm 8.86E+01$	×.	$3.35E+02 \pm 6.35E+01$	$\sim$	$3.38E+02 \pm 7.28E+01$		$3.61E+02 \pm 1.05E+02$	
F8	$1.99E+02 + 4.68E+01$	$2.24E+02 + 6.44E+01$	$=$	$2.08E+02 + 3.33E+01$	$=$	$2.20E+02 + 5.26E+01$		$2.26E+02 + 6.50E+01$	
F <sub>9</sub>	$4.19E+03 + 1.87E+03$	$7.16E+03 + 2.48E+03$	$\sim$	$6.06E+03 + 2.46E+03$	$\overline{\phantom{a}}$	$6.11E+03 + 2.32E+03$		7.54E+03 $\pm$ 2.64E+03	
F10	$5.79E+03 \pm 8.45E+02$	6.28E+03 $\pm$ 1.94E+03	$=$	$5.68E+03 \pm 9.02E+02$	$=$	$5.63E+03 \pm 1.04E+03$	$=$	$6.54E+03 \pm 2.13E+03$	$=$
F11	$1.79E+03 \pm 1.15E+03$	$3.40E+02 \pm 9.64E+01$	$+$	$3.50E+02 \pm 1.08E+02$	$+$	$3.70E+02 \pm 1.15E+02$		$3.63E+02 \pm 1.15E+02$	$+$
F12	$3.85E+08 + 5.98E+08$	$6.72E+07 + 5.02E+07$	$+$	$7.77E+07 + 6.58E+07$	$+$	$8.41E+07 + 6.06E+07$	$+$	$9.35E+07 + 5.78E+07$	$+$
F13	$9.06E+07 + 1.31E+08$	$1.90E+06 + 3.15E+06$	$+$	$1.41E+06 + 1.69E+06$	$+$	$1.40E+06 + 1.72E+06$	$+$	$2.91E+06 + 3.58E+06$	$+$
F14	$4.25E+05 \pm 4.26E+05$	$4.62E+04 + 4.18E+04$	$+$	$2.34E+04 + 2.40E+04$	$+$	$4.08E+04 \pm 4.59E+04$	$+$	$4.98E+04 \pm 5.11E+04$	$+$
F15	$6.73E+06 \pm 1.31E+07$	6.90E+04 $\pm$ 4.58E+04	$=$	$5.04E+04 \pm 2.81E+04$	$+$	$6.21E+04 \pm 2.41E+04$	$=$	$7.78E+04 \pm 5.51E+04$	$=$
F <sub>16</sub>	$1.33E+03 + 4.16E+02$	$1.37E+03 + 4.24E+02$	$=$	$1.12E+03 + 2.80E+02$	$+$	$1.29E+03 + 3.19E+02$	$=$	$1.42E+03 + 5.23E+02$	$=$
F17	$9.15E+02 + 1.91E+02$	$9.99E+02 + 2.75E+02$	$=$	$9.62E+02 + 2.12E+02$	$=$	$1.02E+03 \pm 2.38E+02$		$1.04E+03 \pm 3.33E+02$	$=$
F18	$2.18E+06 \pm 2.22E+06$	$4.35E+05 \pm 3.46E+05$	$+$	$3.07E + 05 \pm 2.70E + 05$	$+$	$4.03E+05 \pm 2.80E+05$		$4.93E+05 + 3.92E+05$	$\ddot{}$
F19	$1.99E+06 \pm 4.52E+06$	$7.92E+05 \pm 5.21E+05$	$=$	$7.23E+05 \pm 4.05E+05$	$+$	$6.71E+05 \pm 4.05E+05$	$+$	$8.14E+05 \pm 5.89E+05$	$=$
F20	$7.31E+02 + 2.54E+02$	$7.49E+02 + 2.60E+02$	$=$	$7.50E+02 + 2.37E+02$	$=$	$7.26E+02 + 2.54E+02$	$=$	$7.47E+02 + 2.45E+02$	$=$
F21	3.86E+02 $\pm$ 3.00E+01	$4.33E+02 + 8.31E+01$	$\sim$	$4.03E+02 + 5.05E+01$	$=$	$4.06E+02 + 6.00E+01$	$=$	$4.36E+02 \pm 8.40E+01$	
F22	$5.69E+03 \pm 1.53E+03$	$5.68E+03 \pm 2.94E+03$	$=$	$5.64E+03 \pm 3.07E+03$	$=$	$5.41E+03 \pm 3.24E+03$	$=$	6.34E+03 $\pm$ 3.01E+03	
F23	6.27E+02 $\pm$ 5.96E+01	$7.62E+02 + 9.84E+01$	٠	$7.35E+02 \pm 8.16E+01$	$\overline{a}$	$7.57E+02 \pm 1.06E+02$		$7.91E+02 \pm 2.32E+02$	
F24	$7.13E+02 + 1.00E+02$	$8.60E+02 + 2.19E+02$	$\overline{\phantom{a}}$	$8.20E+02 + 9.00E+01$	$\overline{\phantom{a}}$	$8.27E+02 + 9.15E+01$		$8.90E+02 + 2.13E+02$	
F25	$8.80E+02 + 1.88E+02$	$7.19E+02 \pm 8.91E+01$	$+$	$7.23E+02 + 1.03E+02$	$+$	7.24E+02 $\pm$ 8.77E+01	$+$	$7.26E+02 + 1.19E+02$	$+$
F26	3.30E+03 $\pm$ 4.96E+02	$4.17E+03 \pm 1.15E+03$	$\sim$	$4.47E+03 \pm 8.61E+02$	$\bar{a}$	$3.94E+03 \pm 1.27E+03$		$4.34E+03 \pm 8.98E+02$	
F27	$8.06E+02 \pm 1.35E+02$	9.29E+02 $\pm$ 1.24E+02	٠	$9.48E+02 \pm 3.26E+02$	$\sim$	$8.76E+02 + 1.07E+02$		$9.57E+02 \pm 1.36E+02$	٠
F <sub>28</sub>	$1.09E + 03 + 2.84E + 02$	$8.00E+02 + 1.32E+02$	$+$	$7.62E+02 + 1.57E+02$	$+$	$8.36E+02 + 1.72E+02$	$+$	$8.09E+02 + 1.73E+02$	$+$
F29	$1.27E+03 + 2.17E+02$	$1.61E+03 + 2.97E+02$	$\blacksquare$	$1.53E+03 + 3.58E+02$	$\equiv$	$1.59E+03 + 2.98E+02$		$1.60E+03 + 4.10E+02$	
F30	$6.51E+07 \pm 2.21E+07$	$3.55E+07 \pm 1.24E+07$	$+$	$3.53E+07 \pm 1.09E+07$	$+$	$4.11E+07 \pm 1.36E+07$	$+$	$3.75E+07 \pm 1.63E+07$	$+$
W/T/L		11/8/10		14/6/9		12/6/11		11/7/11	

performance. From Fig. [10,](#page-11-2) it is apparent that CGWO obtains a faster convergence speed in comparison with its peers.

# E. ANALYSIS OF POPULATION DISTRIBUTION

To give more insights into the search dynamics of CLS incorporated GWO, the convergence trajectories of both CGWO

and GWO on the benchmark function F1 with two dimensions are illustrated in Fig. [8.](#page-9-0) In it, the contour map of F1 together with its global optimal solution is illustrated. Clearly, F1 is a unimodal function, and it is so simple and illuminating to depict the search dynamics of GWO and CWGOs. Accordingly, three typical solution distribution states at the early,

<span id="page-14-0"></span>

	CGW <sub>O5</sub>		CGW <sub>O6</sub>		CGWO7		CGWO <sub>8</sub>		CGWO9	
	mean $\pm$ std		mean $\pm$ std		mean $\pm$ std		$mean + std$		mean $\pm$ std	
F1	$3.16E+08 + 4.58E+08$	$+$	$7.42E+08 \pm 8.12E+08$	$+$	$4.98E+08 + 5.38E+08$	$+$	$1.81E+09 + 1.61E+09$	$+$	$9.62E+08 \pm 8.19E+08$	$+$
F <sub>3</sub>	$1.46E+04 \pm 6.04E+03$	$+$	$1.54E+04 \pm 5.76E+03$	$+$	$1.39E+04 \pm 5.28E+03$	$+$	$3.48E+04 \pm 1.09E+04$	$+$	$1.91E+04 \pm 7.07E+03$	$+$
F <sub>4</sub>	$2.07E+02 + 3.88E+01$	$+$	$2.88E+02 + 8.13E+01$	$+$	$2.76E+02 + 1.02E+02$	$+$	$4.05E+02 + 1.99E+02$	$=$	$3.35E+02 + 9.60E+01$	$+$
F <sub>5</sub>	$2.15E+02 + 7.49E+01$	$\sim$	$2.07E+02 + 4.38E+01$	÷	$2.03E+02 + 5.37E+01$	$=$	$2.07E+02 + 4.15E+01$	$\sim$	$2.07E+02 + 3.82E+01$	$\overline{a}$
F <sub>6</sub>	$1.08E+01 \pm 3.47E+00$	$=$	$1.62E+01 \pm 5.61E+00$	$\blacksquare$	$1.72E+01 \pm 5.26E+00$		$1.79E+01 \pm 4.61E+00$		$1.87E+01 \pm 5.88E+00$	
F7	$3.67E+02 + 9.13E+01$	$\sim$	$3.43E+02 + 8.82E+01$	$\sim$	$3.47E+02 \pm 8.44E+01$	$\sim$	$3.12E+02 + 5.83E+01$	$=$	$3.01E+02 + 6.65E+01$	$=$
F <sub>8</sub>	$1.99E+02 \pm 5.20E+01$	$=$	$2.11E+02 \pm 5.29E+01$	$=$	$1.99E+02 \pm 4.22E+01$	$=$	$2.16E+02 \pm 3.18E+01$	$\sim$	$2.08E+02 + 4.24E+01$	$=$
F <sub>9</sub>	$4.73E+03 + 1.51E+03$	$\sim$	$6.26E+03 + 2.26E+03$	$\overline{\phantom{a}}$	$6.51E+03 + 2.80E+03$	$\overline{\phantom{a}}$	$5.79E+03 + 2.60E+03$	$\sim$	$5.57E+03 + 3.07E+03$	$=$
F10	$5.81E+03 + 1.12E+03$	$=$	$5.67E+03 + 1.04E+03$	$=$	$5.78E+03 + 1.40E+03$	$=$	$6.05E+03 + 1.54E+03$	$\equiv$	$5.90E+03 + 1.67E+03$	$=$
F11	$3.34E+02 \pm 6.98E+01$	$+$	$3.46E+02 + 8.78E+01$	$+$	$3.59E+02 + 1.79E+02$	$+$	$5.24E+02 + 2.06E+02$	$+$	$4.38E+02 \pm 1.40E+02$	$\ddot{}$
F12	$6.00E+07 \pm 3.69E+07$	$+$	$7.77E+07 \pm 5.61E+07$	$+$	$8.06E+07 \pm 5.34E+07$	$+$	$2.06E + 08 \pm 1.45E + 08$	$=$	$9.56E+07 \pm 6.95E+07$	$+$
F13	$9.35E+05 + 8.65E+05$	$+$	$1.16E+06 + 1.38E+06$	$+$	$1.21E+06 \pm 1.40E+06$	$+$	$2.20E+07 + 3.88E+07$	$+$	$3.97E+06 + 5.39E+06$	$+$
F14	$3.62E + 04 + 4.16E + 04$	$+$	$3.78E+04 + 3.35E+04$	$+$	$2.50E+04 + 3.05E+04$	$+$	$1.21E+0.5 + 8.84E+0.4$	$+$	$4.99E+04 + 5.77E+04$	$+$
F15	$7.80E+04 + 4.88E+04$	$=$	$6.41E+04 \pm 3.82E+04$	$\qquad \qquad =$	$5.03E+04 + 2.52E+04$	$=$	$1.02E + 06 + 2.70E + 06$	$=$	$8.99E+04 + 6.07E+04$	$\qquad \qquad =$
F16	$1.27E+03 + 3.84E+02$	$=$	$1.26E+03 \pm 3.77E+02$	$=$	$1.21E+03 \pm 3.18E+02$	$=$	$1.29E+03 + 3.03E+02$	$=$	$1.24E+03 \pm 3.04E+02$	$\equiv$
F17	$1.05E+03 \pm 2.58E+02$	٠	$9.79E+02 \pm 2.77E+02$	$=$	$9.45E+02 + 2.52E+02$	$=$	$9.71E+02 \pm 2.89E+02$	$=$	$9.46E+02 + 2.55E+02$	$=$
F18	$3.43E+05 + 2.34E+05$	$+$	$3.14E+05 + 2.64E+05$	$+$	$3.60E+05 + 3.90E+05$	$+$	$1.19E+06 + 7.47E+05$	$=$	$5.30E+05 + 4.03E+05$	$+$
F19	$5.85E+05 + 3.85E+05$	$+$	$6.56E+05 + 4.17E+05$	$\ddot{}$	$6.33E+05 + 3.68E+05$	$+$	8.37E+05 $\pm$ 6.30E+05	$\equiv$	7.61E+05 $\pm$ 5.61E+05	$\equiv$
F20	$8.08E+02 \pm 2.53E+02$	$=$	$7.20E+02 \pm 2.28E+02$	$=$	6.85E+02 $\pm$ 2.20E+02	$=$	$6.57E+02 + 2.24E+02$	$+$	7.38E+02 $\pm$ 2.34E+02	$=$
F21	$4.04E+02 \pm 5.85E+01$	$=$	$4.02E+02 \pm 5.08E+01$	$=$	$3.98E+02 \pm 5.38E+01$	$=$	$3.94E+02 \pm 2.53E+01$	$=$	$3.95E+02 \pm 3.37E+01$	$=$
F <sub>22</sub>	$5.72E+03 + 2.26E+03$	$=$	$4.82E+03 \pm 3.03E+03$	$=$	$4.95E+03 + 3.11E+03$	$=$	$5.23E+03 + 3.02E+03$	$=$	$6.07E + 03 + 2.52E + 03$	
F <sub>23</sub>	$6.60E+02 + 9.40E+01$	$\sim$	$8.19E+02 + 2.25E+02$	÷	$7.40E+02 + 6.49E+01$	÷,	$7.34E+02 + 5.85E+01$	$\sim$	$7.38E+02 + 7.69E+01$	
F <sub>24</sub>	$7.53E+02 \pm 9.08E+01$		$8.07E+02 \pm 8.69E+01$	$\sim$	$7.97E+02 \pm 8.72E+01$	$\overline{a}$	$8.26E+02 \pm 2.24E+02$		$7.72E+02 \pm 7.24E+01$	
F25	$6.22E+02 \pm 6.73E+01$	$+$	$7.17E+02 \pm 8.21E+01$	$+$	$7.14E+02 \pm 7.34E+01$	$+$	$8.87E+02 \pm 1.55E+02$	$=$	$7.73E+02 \pm 1.10E+02$	$+$
F <sub>26</sub>	$3.79E+03 \pm 8.88E+02$	$\sim$	$4.12E+03 + 8.62E+02$	×.	$4.23E+03 \pm 9.47E+02$	$\overline{\phantom{a}}$	$4.53E+03 + 7.22E+02$	$\sim$	$4.24E+03 + 8.84E+02$	
F27	$7.24E+02 + 8.00E+01$	$+$	$9.04E+02 + 1.39E+02$	$\overline{\phantom{a}}$	$9.06E+02 + 1.70E+02$	$\overline{\phantom{a}}$	8.63E+02 $\pm$ 1.20E+02	$\sim$	8.42E+02 $\pm$ 1.39E+02	
F <sub>28</sub>	6.22E+02 $\pm$ 8.24E+01	$+$	8.11E+02 $\pm$ 1.74E+02	$\ddot{}$	$7.72E+02 \pm 1.45E+02$	$\ddot{}$	9.74E+02 $\pm$ 1.90E+02	$=$	$8.63E+02 \pm 1.89E+02$	$\ddot{}$
F29	$1.33E+03 \pm 3.62E+02$	$=$	$1.52E+03 \pm 3.26E+02$	$\sim$	$1.53E+03 \pm 3.33E+02$	$\sim$	$1.51E+03 \pm 3.35E+02$	$\sim$	$1.55E+03 \pm 3.10E+02$	
F30	$2.33E+07 \pm 7.35E+06$	$+$	$3.71E+07 \pm 1.57E+07$	$+$	$3.35E+07 \pm 1.28E+07$	$+$	$7.01E+07 \pm 1.98E+07$	$=$	$4.17E+07 \pm 1.44E+07$	$+$
W/T/L	13/9/7		12/8/9		12/9/8		6/14/9		11/10/8	

**TABLE 12.** Performance comparison among GWO, CGWOs, and MCGWO in terms of solution accuracy on IEEE CEC2017 with D = 50 (Continued 2).

<span id="page-14-1"></span>

middle, and later search process are given, to comparatively indicate the search dynamics of the algorithms.

From it, we can clearly observe that CGWO has two significant differences in comparison with GWO:

(1) At the beginning of the iteration (e.g., at the 1000th number of function evaluation (NFE)), CLS obviously expanded the population distribution range, proving that CLS has enabled GWO to possess an improved population diversity, and thus to be more capable to escape from the local region.

(2) In the latter part of the iteration, due to the quick convergence characteristic of GWO, the population

## TABLE 13. Performance comparison among GWO, CGWOs, and MCGWO in terms of solution accuracy on IEEE CEC2017 with  $D = 100$ .

<span id="page-15-0"></span>

## <span id="page-15-1"></span>TABLE 14. Performance comparison among GWO, CGWOs, and MCGWO in terms of solution accuracy on IEEE CEC2017 with  $D = 100$  (Continued 1).



of both CGWO and GWO can tend to be distributed around the global optimum. But more solutions can be generated by CGWO than GWO around the global optimal one, as observed from Fig. [8\(](#page-9-0)a3) and (b3). This proves that CLS makes CGWO's exploration of the current optimal solution nearby space more comprehensively, which strengthens the convergence of the algorithm and achieves a better balance between exploration and exploitation for the search.

The above two observations also prove the effectiveness of CLS on GWO.

<span id="page-16-0"></span>

**TABLE 15.** Performance comparison among GWO, CGWOs, and MCGWO in terms of solution accuracy on IEEE CEC2017 with D = 100 (Continued 2).

## **TABLE 16.** Performance comparison between CGWO2 and other competitor algorithms in terms of solution accuracy on IEEE CEC2017 with D = 30.

<span id="page-16-1"></span>

## F. COMPUTATIONAL COMPLEXITY

The above sections verify the performance of CGWO on the benchmark functions. In this section, we analysis the time complexity of CGWOs and MCGWO:

- (1) Population initialization requires time complexity *O*(*N*) and *N* is the population size.
- (2) The time complexity of population boundary control requires *O*(*N*).



<span id="page-17-0"></span>

TABLE 18. Performance comparison between CGWO5 and other competitor algorithms in terms of solution accuracy on IEEE CEC2017 with  $D = 100$ .

<span id="page-17-1"></span>

- (3) Population evaluation and selection of the  $\vec{x}_{\alpha}$ ,  $\vec{x}_{\beta}$  and  $\vec{x}_{\delta}$ require time complexity *O*(*N*).
- (4) The time complexity of chaotic map selection in MCGWO is  $O(J)$ , where *J* is the number of chaotic maps.
- (5) The time complexity of CLS boundary control is *O*(1).
- (6) The GWO requires time complexity  $O(N)$  to generate offspring.

When the algorithm terminates after *T* iterations, the total time complexity is shown as follows:

$$
O(N) + T[O(N) + O(N) + O(J) + O(1) + O(N)]
$$
  
= O(N) + 3T \cdot O(N) + T \cdot O(J) + T \cdot O(1)  
= (3T + 1) \cdot O(N) + T \cdot O(J) + T \cdot O(1) (25)

In this study, *J* is less than *N*; therefore, the total time complexity of both CGWOs and MCGWO is *O*(*N*).

# **VI. CONCLUSION AND FUTURE DIRECTIONS**

In this paper, we propose a number of chaotic grey wolf optimization algorithms (CGWOs). The main feature of the improvement in the algorithm is the incorporation of chaotic local search. We have adopted two approaches to perform CLS: One is to directly use a single chaotic map induced CLS, and the other is to implement CLS by selectively using multiple chaotic maps based on the accumulated success information. Extensive experiments are conducted based on IEEE CEC2017, and the results show that the use of CLS can speed up the global convergence of GWO and also give it the ability to jump out of a local optimum. Additionally, the time complexity calculated for CGWOs is almost the same as that for GWO.

This comprehensive comparative study not only proposes effective CGWOs which have been demonstrated their superiority over some other state-of-the-art meta-heuristic algorithms, but also gives some valuable findings: 1) single chaotic map incorporation scheme can perform better than the multiple chaotic maps incorporation scheme once a suitable map is chosen; and 2) in CGWOs, PWLCM is the most promising candidate for lower dimensional problems while Gaussian map performs better for higher ones.

This study also opens the door to the following researches: 1) More sophisticated incorporation method using multiple chaotic maps should be designed by not only the interaction with the tackled problem (as done in this study), but also the inherent property of the chaotic maps (e.g., its maximum Lyapunov exponent), and 2) The effectiveness of CGWOs should also be verified on real-world application problems.

#### **APPENDIX**

# **DETAILED EXPERIMENTAL RESULTS**

Tables [7,](#page-12-0) [8,](#page-12-1) [9](#page-13-0) give the performance comparison results among GWO, CGWOs, and MCGWO in terms of solution accuracy on IEEE CEC2017 benchmark functions with  $D = 30$ . Tables [10,](#page-13-1) [11,](#page-14-0) [12](#page-14-1) give the performance comparison results among GWO, CGWOs, and MCGWO in terms of solution accuracy on functions with  $D = 50$ . Tables [13,](#page-15-0) [14,](#page-15-1) [15](#page-16-0) give the performance comparison results among GWO, CGWOs, and MCGWO in terms of solution accuracy on functions with  $D = 100$ . Tables [16,](#page-16-1) [17,](#page-17-0) [18](#page-17-1) give the detailed comparative results among CGWO and its competitors on functions with dimensions of 30, 50, and 100, respectively.

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**ZHE XU** received the B.S. degree from the Nanjing University of Posts and Telecommunications, Nanjing, China, in 2009, and the M.S. and Ph.D. degrees from the Faculty of Engineering, University of Toyama, Toyama, Japan, in 2012 and 2016, respectively. From 2016 to 2017, he held a postdoctoral position with the University of Toyama. From 2017 to 2018, he was a Research Fellow with the University of Toyama. He is currently a Lecturer with the Changzhou Institute of Technology,

Changzhou, China. His research interests include intelligence computing, neural networks, swarm intelligent algorithms, and combinational optimization problems.



HAICHUAN YANG received the B.E. degree from the China University of Petroleum, Qingdao, China, in 2016. He is currently pursuing the M.S. degree with the University of Toyama, Toyama, Japan. His research interest includes computational intelligence.



JIAYI LI received the B.E. degree from the Beijing University of Civil Engineering and Architecture, Beijing, China, in 2020. He is currently pursuing the M.S. degree with the University of Toyama, Toyama, Japan. His research interests include computational intelligence and neural networks.



XINGYI ZHANG received the Ph.D. degree in pulmonary medicine from Shanghai Medical University, Shanghai, China, in 1995. She is currently a Chief Doctor of Shanghai General Hospital affiliated to Shanghai Jiaotong University, China. Her research interests include application of artificial intelligence technology to diagnosis of pulmonary nodules and pulmonary infectious diseases.



SHANGCE GAO (Senior Member, IEEE) received the B.S. degree from Southeast University, Nanjing, China, in 2005, and the M.S. and Ph.D. degrees from the University of Toyama, Toyama, Japan, in 2008 and 2011, respectively.

He worked as an Associate Professor with Tongji University, from 2011 to 2012, and Donghua University, from 2012 to 2014. He is currently an Associate Professor with the Faculty of Engineering, University of Toyama. His

research has led to over 100 publications in top venues, such as IEEE TRANSACTIONS ON NEURAL NETWORKS AND LEARNING SYSTEMS (TNNLS), IEEE TRANSACTIONS ON CYBERNETICS (CYB), and IEEE TRANSACTIONS ON SYSTEMS, MAN, AND CYBERNETICS: SYSTEMS (TSMCS). His research interests include nature-inspired technologies, mobile computing, machine learning, and neural networks for real-world applications.

Dr. Gao was a recipient of the Best Paper Award from IEEE International Conference on Progress in Informatics and Computing, the Shanghai Rising-Star Scientist Award, the Chen-Guang Scholar of Shanghai Award, the Outstanding Academic Performance Award of IEICE, and the Outstanding Academic Achievement Award of IPSJ. He serves as a Secretary for Hokuriku Section and IEICE. He has served on the program committees for several international professional conferences. He also serves as an Associate Editor for many international journals, such as IEEE/CAA JOURNAL OF AUTOMATICA SINICA, IEEE ACCESS, *International Journal of Bio-Inspired Computation*, *Mathematical Problems in Engineering*, and *International Journal of Automation and Control*.



BO LU received the Ph.D. degree in electrical and electronic engineering from the University of Nottingham, Nottingham, U.K., in 2007.

She is currently an Associate Professor with the Faculty of Engineering, Shanghai Normal University Tianhua College, China. Her research interests include computer medical imaging, machine learning, and computer vision applications.

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