# **Differential Evolution with Level-Based Learning Mechanism**

Kangjia Qiao, Jing Liang\*, Boyang Qu, Kunjie Yu, Caitong Yue, and Hui Song

**Abstract:** To address complex single objective global optimization problems, a new Level-Based Learning Differential Evolution (LBLDE) is developed in this study. In this approach, the whole population is sorted from the best to the worst at the beginning of each generation. Then, the population is partitioned into multiple levels, and different levels are used to exert different functions. In each level, a control parameter is used to select excellent exemplars from upper levels for learning. In this case, the poorer individuals can choose more learning exemplars to improve their exploration ability, and excellent individuals can directly learn from the several best individuals to improve the quality of solutions. To accelerate the convergence speed, a difference vector selection method based on the level is developed. Furthermore, specific crossover rates are assigned to individuals at the lowest level to guarantee that the population can continue to update during the later evolutionary process. A comprehensive experiment is organized and conducted to obtain a deep insight into LBLDE and demonstrates the superiority of LBLDE in comparison with seven peer DE variants.

**Key words:** level-based learning; Differential Evolution (DE); parameter adaptation; exemplar selection

# **1 Introduction**

Differential Evolution  $(DE)^{[1]}$ , similar to other Evolutionary Algorithms  $(EAs)^{[2, 3]}$ , is a populationbased stochastic optimization method. DE has been used in a variety of engineer problems<sup>[4–6]</sup> and scientific researches<sup>[7−9]</sup> because of its simple operators, easy implementation, the use of a few control parameters, and high search efficiency. The excellent optimization performance of DE depends on its internal structure, which is an implicit selfadaptation system. Given a scale factor value, the

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solutions will converge to one specific region of the decision space during evolution, which means the influence of the perturbation vector formed by two random individuals from the whole population on the population decreases gradually. Thus, DE has the exploration ability in the early stage and the exploitation ability in the later stage $[10]$ .

*F*), crossover rate (*CR*), and population size (*NP* When the population cannot generate better solution when the population cannot generations due to seasons, the same moves constituted by fixed  $F$ maintains a low diversity. The parameter CR diversity of the population. A small NP can lead to a Although DE has exhibited outstanding optimization performance, it is still influenced by its mutation strategy and three control parameters, i.e., scale factor  $(F)$ , crossover rate  $(CR)$ , and population size  $(NP)^{[11]}$ . When the population cannot generate better solutions during a large number of generations due to some reasons, the same moves constituted by fixed  $F$  and mutation strategy will not be effective in subsequent generations<sup>[10]</sup>. The population may fall stagnant and determines how many components of the mutation vector the trial vector can inherit to further affect the limited number of moves, which could cause premature convergence. In fact, the mutation strategy and control parameters dominate the numbers and quality of moves. The number of moves determines the diversity

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of the population, which is desired for the population in the early stage to explore new promising areas. The quality of moves affects the convergence speed of the population and the accuracy of the solutions. The balance between diversity and convergence is still the main issue to be studied and solved.

To guarantee the quality of moves, some methods increase the exploitation ability of DE[12] . Excellent individuals contain promising information; thus, the exploitation of these individuals can provide better search directions for other individuals. For example, Gong and Cai<sup>[13]</sup> proposed a rank-based mutation rule, where excellent individuals are provided more chances for other bad individuals to learn. The results show that the proposed rule can improve the performance of some basic mutation strategies with strong exploration ability. The local search technique<sup>[14]</sup> also contributes to the exploitation of DE. The best individual in the population searches its local surroundings to find a more promising area, which can significantly improve the quality of the optimal solution. These methods are essentially an elite mechanism. However, if too much emphasis is placed on the utilization of elite individuals, then the population may fall into the local optima. Thus, a certain degree of randomization is essential.

improvement on  $NP$  is achieved by the population size reduction technique<sup>[22−24]</sup>, which gradually reduces NP to increase the exploitation ability. Random  $CR$  and  $F$ Modifying the structure of the original DE<sup>[15]</sup>, such as the search logic and parameter selection, is also a popular method[10] . Some algorithms[16, 17] use multiple mutation strategies to enrich the search behavior of DE. These strategies are dynamically adjusted during the evolution to balance diversity and convergence. The mating selection is random, and the information of the population is shared globally; thus, premature convergence would happen. A structured population<sup>[18, 19]</sup> is used to reduce the speed of information flow to maintain diversity. For example, multipopulation-based DE evolves the individuals using the information of other individuals within the same population to improve diversity. The information exchange among subpopulations serves to accelerate convergence. In neighbor-based DE[20] , each individual is allowed to communicate with its neighbors. Choosing neighbors and determining the number of neighbors are important<sup>[21]</sup>. The parameter settings also need to be considered. The most successful

can enrich the moves. However, they lose the convergence rate<sup>[25, 26]</sup>. The self-adaptive or adaptive method<sup>[27−29]</sup> is a more promising approach to adjust the parameters because it reduces the sensitivity of the algorithm to the problem.

Inspired by the above, a new DE with the fitnessbased population structure or Level-Based Learning DE (LBLDE) is developed in this study. The whole population is partitioned into multiple levels equally based on the sorted fitness values. Different levels will choose different numbers of individuals as learning exemplars, which guarantees the exploitation of excellent individuals and the exploration of the remaining individuals simultaneously. Moreover, an individual can select only the individuals that form the difference vector from the respective level or the higher level, which guarantees the high quality of the difference vector. The main contributions of this study are as follows:

(1) A novel DE variant LBLDE is proposed. The level-based learning mechanism assigns different numbers of learning exemplars for each level, which ensures the correct search directions of the population and considers both diversity and convergence speed.

(2) According to level, a difference vector selection method is proposed, which limits the number of moves and guarantees that each individual has the potential to become better to increase the convergence speed of the population.

different levels, different CR values are allocated to individuals at different levels.  $CR$  is assigned to 1 for (3) To exert the unique effect of individuals in the individuals with poor fitness, which can help the population continue to update in the late phase of the evolving process.

The level-based learning mechanism<sup>[30]</sup> was originally used in particle swarm optimization to address large-scale optimization problems. It helps improve the population diversity without adding an extra computing burden. Large-scale optimization problems require high diversity to avoid premature convergence<sup>[31]</sup>. Thus, the individuals of the first level in particle swarm optimization<sup>[30]</sup> do not evolve and enter into the next generation directly. Inspired by it, the level-based learning mechanism is introduced into DE to improve the performance of DE. In LBLDE, the individuals in the first level learn from several most excellent individuals to accelerate the convergence rate to solve complex global optimization problems. With

the CR allocation scheme, LBLDE can achieve a good the combination of the level-based learning mechanism, the difference vector selection method, and performance.

The subsequent content of this paper is organized as follows. The literature review is introduced in Section 2. The proposed LBLDE algorithm is described in Section 3. Comprehensive experiments and results are presented in Section 4. Conclusions and future work are outlined in Section 5.

# **2 Literature Review**

is similar to DE/current-to-pbest/1. Both the The proposed LBLDE is a novel DE variant that employs an elitism mechanism and a fitness-based population structure. The elitism includes the local search executed by the several best individuals in the first level and the level-based learning mechanism for all levels. Each level can be regarded as a subpopulation, and all subpopulations communicate in a fitness-based top-down way to maintain diversity. Moreover, from the viewpoint of multistrategy, the strategy adopted by the last level is similar to DE/current-to-rand/1, and that used by the other levels multipopulation model and the multistrategy method modify the original structure of DE. Therefore, in this section, some DE variants are reviewed from two aspects: (1) the increase of exploitation in DE, and (2) the modification of the structure in DE.

## **2.1 Increase of exploitation in DE**

## **2.1.1 Elite learning mechanism**

Introducing the elite individuals into the mutation strategy can significantly increase the exploitation of DE. JADE<sup>[28]</sup> is a popular DE variant that proposes a successful mutation strategy DE/current-to-*p*best/1. In this strategy, each individual learned from one elite that is randomly selected from the top *p* individuals. The elite individuals provide promising search directions. Thus, JADE obtains better results on unimodal and simple multimodal problems[32] . JADE fully utilizes the information of global excellent solutions to improve the convergence, which causes the diversity in JADE to be too low to solve complex multimodal problems. To better balance diversity and convergence, some new mutation strategies are proposed, which can be divided into two categories. In the first category, the global elite and poor individuals are utilized to balance convergence and diversity. For example, Wang et al.[33]

designed an improved DE/rand/2 mutation strategy. The new strategy divides the whole population into two parts: the elite part to ensure promising search directions and the non-elite part to increase population diversity. Yu et al.<sup>[5]</sup> used a constrained DE (CDE) to solve unmanned aerial vehicle problems. In CDE, the better the individual is, the higher the chosen probability it has, in which objective and constraint values are two criteria. A. W. Mohamed and A. K. Mohamed<sup>[34]</sup> introduced a new mutation rule, which divides the population into three parts based on their fitness. The three individuals for the mutation strategy are randomly selected from three parts, respectively. Unlike in the above DE variants that utilize the poor individuals to maintain diversity, the local elite is selected<sup>[35]</sup>. Thus, for each individual, two elites are selected from its neighbors and the whole population, respectively, to balance diversity and convergence. In the second category, the elite individuals are dynamically selected to gradually adjust the search behaviors of the algorithm. For example, Cai et al.<sup>[36]</sup> devised an adaptive guiding mechanism to dynamically adjust the selection range of learning exemplars, which meets the requirements of the algorithm for diversity and convergence in different stages. Yu et al.<sup>[37]</sup> developed a new DE variant that adaptively adjusted the greediness degree of the mutation strategy. Notably, the algorithms in the first category fix the selection ranges of elites for all individuals. Thus, the degree of exploitation is also fixed. Moreover, although the algorithms in the second category dynamically adjust the selection ranges of elites, the selection ranges for all individuals in each generation are the same, which ignores the attributes of each individual. Unlike these methods, the proposed method assigns different ranges of elites for each level, which not only balances diversity and convergence but also considers the attributes of each individual.

In addition, although the algorithms above have obtained better results on different test functions, their success is also highly dependent on their adaptive parameter settings, thus enriching the number of moves. Elite learning mechanisms and adaptation parameters work together to balance diversity and convergence. The adaptation parameters belong to the category of structural modification. Thus, they will be introduced in the next subsection. In addition, in these algorithms, the extra parameters that control the number or selection range of elites are difficult to set because different problems have different requirements for the convergence rate of the algorithm.

## **2.1.2 Local search technique**

The local search technique is another effective method. Liang et al.<sup>[6]</sup> refined the optimal solution of the population at the end of each generation to improve its quality. Wang et al.<sup>[14]</sup> divided the evolutionary process into two stages. The standard DE is implemented in the first stage to explore the search space. Then, the chaos local search is used by the better individuals to accelerate the convergence rate. Wang and Tang[38] proposed a self-adaptive local search that considers the diversity and quality of solutions in the external archive. Memetic computing<sup>[39]</sup> is a popular pattern to hybridize the local search. For example, Li et al.<sup>[40]</sup> developed a Memetic Adaptive DE (MADE) to identify the parameters of multiple photovoltaic models. MADE adopts the Nelder Mead simplex method to refine the solution. Liu et al.<sup>[41]</sup> proposed a new memetic DE. The designed generalized fitness strategy uses three simple local search methods to enhance the convergence. Caponio et al.<sup>[42]</sup> proposed a super-fit memetic differential evolution, which first uses particle swarm optimization to evolve partial individuals to obtain a super-fit leader that would lead the population to evolve in the framework of DE. Then, two complementary local search techniques are adopted to detect promising search regions. Local search is also used to update *F* for generating better offspring in later generations<sup>[43]</sup>.

The local search technique is of great significance to improve the accuracy of the solutions in the optimal region. However, their employment mode and times need to consider the characteristics of the problem and the total computing resources.

## **2.2 Modification of structure in DE**

#### **2.2.1 Multipopulation**

DE has been improved by the structured population, which is inspired by structured EAs<sup>[44]</sup>. The two most famous structured EAs are the cellular model and the distributed model. In the cellular model, each individual has unique neighbors and can be allowed to communicate with only its neighbors to improve diversity. The distributed model divides the whole population into multiple subpopulations connected by one topology. The success of structured DE is rooted in the limitation of the pools of vectors contributing to the mutation. The main issue of multipopulation-based DE is how to allow the islands to communicate and thus return a degree of randomization. In the past two decades, various DE variants with a structured population have been proposed. Wu et al.[45] designed a new multipopulation model (MPEDE) that assigns one unique mutation strategy for each subpopulation. The subpopulation incorporates some individuals that are selected randomly from the whole population in each generation, and the best individual is inserted into each subpopulation. The subpopulation sizes are dynamically adjusted to exert the advantage of the fittest strategy. Then, Li et al.<sup>[46]</sup> proposed an improved MPEDE algorithm called MPMSDE, in which a new grouping method, an information sharing mechanism, and a new mutation strategy are proposed. Weber et al.[47] proposed a distributed DE with explorativeexploitation population families. The subpopulations form two parts: the subpopulations in the first part are connected by a ring topology and are dedicated to exploring the search space, while the other subpopulations in the second part are endowed with population size reduction technology to strengthen the exploitation ability. De Falco et al.<sup>[48]</sup> proposed a biological invasion-inspired migration scheme for distributed DE. In this new migration scheme, the excellent individuals in one subpopulation are inserted into each neighbor subpopulation, and these invasive individuals compete with the individuals of the neighbor subpopulation for survival. Then, an improved invasion-based model<sup>[49]</sup> endowed with three different parameter updating mechanisms was developed to further enhance its performance. Bouteldja and Batouche<sup>[50]</sup> presented a cellular DE that connects the subpopulations with a neighborhood criterion. Combined with the proposed multilevel thresholding method, this method is used to solve multilevel color image segmentation.

Multipopulation DE includes some parameters, such as the number of subpopulations, the number of neighbors, and migration interval, which are related to the performance of algorithms.

#### **2.2.2 Multistrategy**

In traditional DE, one basic mutation strategy characterized by exploration or exploitation is used for the whole search process, which limits the diversity of moves and cannot solve various kinds of problems. To overcome this shortcoming, multiple strategies have been used for DE. Qin et al.<sup>[51]</sup> proposed a selfadaptive DE, in which the proportion of four different basic strategies is dynamically adjusted according to

the historical experience. Mallipeddi et al.[27] proposed a novel DE with the ensemble of parameters and mutation strategies, where each individual is assigned a mutation strategy and control parameters to increase the diversity of the population. An inheritance mechanism is designed for the offspring to utilize the strategies and parameters of the successful parent individuals. Similarly, Fan et al.<sup>[52]</sup> developed a DE with strategy adaptation and knowledge-based control parameters. Differently, a novel adaptation method is used to select the more promising strategy and parameters from the respective pool for the individuals who fail in evolution. Liang et al.<sup>[53]</sup> proposed an ensemble-based DE, where multiple different strategies are performed at two stages to exert distinct functions. Qiao et al.<sup>[54]</sup> developed a self-adaptive resource allocation-based DE to solve constrained optimization problems, where three different strategies with different preferences on constraints and objectives are self-adaptively employed. Wang et al.<sup>[55]</sup> proposed a composite DE, which employs three groups of parameter combinations and three distinct mutation strategies. Each parent individual generats three offspring by three mutation strategies, and the parent individual competes with three offspring to increase the selective pressure. Liu et al.<sup>[56]</sup> proposed a Two-Stage DE (TSDE) method to obtain better diversity and convergence rate. TSDE employs distinct mutation strategies and parameters to improve the exploration ability in the early stage and focuses on the convergence in the late stage. A MultiRole-based Differential Evolution algorithm (MRDE)<sup>[57]</sup> was proposed to take advantage of different mutation strategies. In MRDE, each group has three individuals, each individual of which has a special role that is allocated with a unique strategy for generating the mutation vector. Wang et al.<sup>[58]</sup> devised a novel DE variant with two different mutation strategies to solve the gait optimization of humanoid robots, which is a constrained optimization problem. These two strategies have equal selective probability, and one is devoted to improving diversity, while another could drive the population to approach the global optimal solution. Tan et al.[59] proposed a DE with an adaptive mutation operator based on fitness landscape, in which a random forest model is trained to study the relationships between fitness landscape features and three mutation strategies. Then, the trained model would recommend the most suitable strategy for the new problem.

In these algorithms, the utilization of multiple strategies is successful because different problems can be addressed by different strategies. These strategies are adjusted by the self-adaptive scheme to make the algorithm suitable for different evolutionary stages. However, the self-adaptive scheme not only needs additional parameters but also increases the computational complexity of the algorithm.

## **2.2.3 Parameter adaptation**

Adaptation or self-adaptation of control parameters has been used to improve the performance of DE, and it is often accompanied by other improvement schemes. In JADE[28] , an effective adaptation method was proposed, which considers both the experience of past generations and the last generation to update *F* and *CR*. The Cauchy distribution has a wider boundary for generating more diverse  $F$ , and normal distribution is used to produce *CR* . Later, this method is improved from different aspects. For example, Peng et al.<sup>[60]</sup> added a weighting strategy for *CR*. Li et al.<sup>[61]</sup> believed that *CR* and *F* should be updated in pairs. Thus, the authors clustered the two parameters used by successful individuals and then updated them. Tanabe<sup>[62]</sup> developed a success history based parameter adaptation method to avoid errors in a certain generation. Zhou et al.[63] devised a sorting *CR* scheme, in which the generated *CR* values are sorted in ascending order, and the better individual is assigned a smaller *CR* value to increase the exploitation ability of excellent individuals. Yu et al.<sup>[64]</sup> proposed a two-level parameter adaptation method. *F* is increased and *CR* is decreased in the exploration state to assist the algorithm to reach more spaces. Then, in the exploitation state, two parameters are changed reversely. Tirronen and Neri<sup>[65]</sup> proposed a DE with fitness diversity self-adaptation, where the diversity indicator measured by the fitness values of the population is used to adjust the values of *F*, *CR*, and *NP*. Zamuda et al.[66] introduced a structured population size reduction technique into a structured population DE. The population size reduction technique could gradually increase the exploitation ability of the population during the evolution. Rakshit et al.[67] introduced an adaptive memetic algorithm that combines DE with Q-learning. The action is to select an *F* value from 10 different *F* values between 0 and 1 for one individual.

Despite the success of the self-adaptive parameter adjustment method, they need additional parameters that should be adjusted carefully.

Apart from the above DE variants, some latest reviews[10, 68] have presented algorithmic design issues of DE. In addition, the above DE variants are designed from only one or two specific aspects, and they can still be improved due to unsatisfactory performance. Considering the impact of the parameters, structure, local search, and global search on the search ability of DE, a new LBLDE is proposed in this paper to further improve the performance of DE.

## **3 Proposed Algorithm**

To design a DE with better performance, this paper proposes a new LBLDE algorithm. The level-based learning mechanism is introduced into DE to obtain higher diversity and reduce the probability of premature convergence. In addition, a new difference vector selection method and specific parameter setting are used in LBLDE to accelerate the convergence rate.

#### **3.1 Level-based learning mechanism**

*NP*. The population is partitioned into *NL* (an integer) *individuals (LS, LS =*  $NP/NL$ *). The level that has the* best individual is regarded as the first level, denoted  $L_1$ .  $L_{NL}$  $X_{i,j}$  ( $i = 1, 2, ..., NL; j = 1, 2, ..., LS$ ) be the  $p = (p_1, p_2, \ldots, p_{NL})$  controls the number of exemplars for different levels, and the top  $p_i$  individuals are *i*  $p_i$  ( $i = 1, 2, \ldots, NL$ ) is denoted as follows: Figure 1 shows how to partition the population into multiple levels. The population is first sorted from the best to the worst in the light of their fitness. The best individual's rank is 1, and the worst individual's rank is levels, and each level has the same number of The level that includes the worst individual is regarded as the last level, denoted as  $L_{NL}$ . Let  $i$ -th individual in the *i*-th level. The purpose of LBLDE is to arrange suitable learning exemplars for each level. defined as the exemplars of  $i$ -th level.



**Fig. 1 Partitioning the whole population into** *NL* **levels.**

$$
p_i = \frac{(i-1)\times LS}{NP} \times 100\%
$$
 (1)

improve the population diversity. In addition, for  $X_{1,j}$ , it selects only the several best individuals at  $L_1$ . A very small value is assigned to  $p_1$  ( $p_1$  = 0.05), which means  $X_{1,j}$  to conduct the local search. A small  $p_1$  guarantees On the basis of Eq. (1), one individual can select any individual at a better level as its learning exemplar. Poor individuals can choose learning exemplars from the majority of individuals in the population, which can only the top 5% superior individuals can be selected for the exploitation ability of excellent individuals. The selection ranges of elites for the whole population are not fixed as in the previous algorithms[33−35] ; thus, the population has more diverse search abilities. Therefore, the level-based learning mechanism will maintain a good balance between diversity and convergence.

#### **3.2 Difference vector selection method**

DE evolves each individual based on differential information. In the traditional DE algorithm, the individuals that make up the difference vectors are randomly selected from the whole population to maintain population diversity. In this paper, LBLDE modifies the difference vector selection method to match the stratification.

The strategy DE/current-to-pbest/1 is used in LBLDE. The mutation strategy formula is as follows:

$$
V_{i,j} = X_{i,j} + F_{i,j} \times \left(X_{\text{best}}^{p_i} - X_{i,j}\right) + F_{i,j} \times \left(X_{r_1,j} - X_{r_2,j}\right) \tag{2}
$$

where  $X_{\text{best}}^{p_i}$  is the learning exemplar of the target individuals, i.e., the top  $p_i$  individuals. In addition,  $F_{i,j}$ is the scaling factor. The difference vectors  $X_{r_1,j}$  and  $X_{r_2, j}$  are different from each other. individual and randomly selected from several elite

For  $X_{i,j}$ ,  $X_{r_1,j}$  is randomly selected from  $L_1$  to  $L_{i-1}$  and  $X_{r_2, j}$  is randomly selected from  $L_1$  to  $L_i$ , which ensures the right search direction for  $X_{i,j}$ , and can speed the convergence rate of the population. For the first level, no better level exists, so these two individuals are randomly selected from the first level. If LBLDE uses the general difference vector selection method, then the population diversity of LBLDE will improve and the convergence speed will slow down.

## **3.3 Parameter adaptation method**

The parameter combination is another key to improving the performance of DE. Selecting suitable parameters is important because they can enhance the robustness of the algorithm[28, 29, 64] . The adaptive

method is well known to be able to dynamically adjust parameters to balance exploration and exploitation effectively. Therefore, LBLDE employs an effective parameter adaptive method proposed in JADE[28] .

For  $X_{i,j}$ , its  $CR_{i,j}$  and  $F_{i,j}$  are independently generated based on Eqs. (3) and (4),

$$
CR_{i,j} = rand_n(\mu_{CR}, 0.1) \tag{3}
$$

$$
F_{i,j} = rand_c(\mu_F, 0.1) \tag{4}
$$

where  $\mu_{CR}$  and  $\mu_F$  are the mean values and 0.1 is the standard deviation.  $CR_{i,j} > 1$  and  $CR_{i,j} < 0$  are set as  $CR_{i,j} = 1$  and  $CR_{i,j} = 0$ , respectively. In the same way, if  $F_{i,j} > 1$ , then  $F_{i,j} = 1$ . However, when  $F_{i,j} \le 0$ , it will be regenerated. The initial  $\mu_{CR}$  ( $\mu_{CR\text{-}ini}$ ) and  $\mu_F$  are 0.5 and then adjusted after every cycle of evolution using Eqs. (5) and (6),

$$
\mu_{CR} = (1 - c) \times \mu_{CR} + c \times mean_A (S_{CR})
$$
 (5)

$$
\mu_F = (1 - c) \times \mu_F + c \times mean_L(S_F)
$$
 (6)

where c is a number ranging from 0 to 1;  $S_{CR}$  and  $S_F$ indicate the set of  $CR$  and  $F$  values of all successful *mean<sub>A</sub>*( $\cdot$ ) is the arithmetic mean as usual; and *mean<sub>L</sub>*( $\cdot$ ) individuals in the previous generation, respectively; indicates the flowing Lehmer mean,

$$
mean_L(S_F) = \frac{\sum_{F \in S_F} F^2}{\sum_{F \in S_F} F}
$$
(7)

For Eq. (3), if  $\mu_{CR\text{-}ini}$  = 0.5, then  $\mu_{CR}$  will first is harmful to LBLDE because DE needs small CR Therefore,  $\mu_{CR\text{-}ini}$  is set as a smaller value in LBLDE that is different from JADE. In this way,  $\mu_{CR}$  has less because the population diversity is high in LBLDE,  $\mu_{CR}$ Section 4.1, the experiment proves that  $\mu_{CR\text{-}ini} = 0.35$  is the optimal choice. Moreover, the CR values are set to increase and maintain a high level until the end, which values to accelerate convergence in the later stage. possibility of increasing in the late stage. Furthermore, should be adaptively changed at the lower level. In 1 in the lower levels. As a result of this setting, almost all components of lower levels come from the mutation vectors. In the later stage, the influence of difference vectors on the population is small due to low population diversity; thus, the generated trial vectors will be close to excellent individuals. Hence, this setting can improve the exploitation ability of the population to continue to evolve in the late stage. The verification of these modifications is shown in Section 4.3.

Based on the above process, Algorithm 1 gives the pseudo-code of LBLDE.

(*i*−1)×*LS*×100% *NP* 1 Set *FES* = 0, *G* = 0,  $\mu$ <sub>*F*</sub> = 0.5,  $\mu$ <sub>*CR*</sub> = 0.35, *c* = 0.1; Create a random initial population *P* and evaluate each individual *X* in *P*; *FES*=*FES*+*NP*; **while** *FES*≤*MaxFES* **do** *G* = *G*+1; Sort *P* by the fitness in ascending order and partition it into *NL* levels equally; **for** *i* = 1 : *NL* **do for**  $j = 1$  :  $LS$  **do** Generate *CR*<sub>i, j</sub> = *rand*<sub>n</sub> ( $μ$ <sub>CR</sub>, 0.1) and  $F_{i,j}$  = *rand<sub>c</sub>*( $\mu$ <sup>*F*</sup>, 0.1); **if**  $i = 1$  **then**  $p_i = 0.05$ ; **else**  $\parallel$   $\parallel$   $\parallel$   $\parallel$   $p_i$  = **end end** Randomly select an individual from top *pi*  $\begin{array}{|c|c|c|}\n\hline\n\end{array}$  individuals as exemplar  $X^{p_i}_{\text{best}}$  $\begin{array}{|c|c|} \hline \end{array} \begin{array}{|c|} \hline \end{array}$  Randomly select two individuals,  $X_{r_{\text{t},j}}$  from top *pi*−1 and *Xr*2*, j*, from top *pi* individuals; Generate the mutation vector  $V_{i,j} = X_{i,j}$ +  $F_{i,j} \times (X_{i,j}^{p_i} - X_{i,j}) + F_{i,j} \times (X_{r_{i,j}} - X_{r_{2,j}});$ Generate the trial vector  $U_i$ , by implementing crossover operation between *Xi, j* and *Vi, j* and evaluate  $U_{i,j}$ ;  *FES*=*FES*+l; **if**  $f(X_i)$ ≤ $f(U_i)$  **then**  *Xi, j←Xi, j*; **else if** *i* ≠*NL* **then** *Xi, j←Ui, j, SCR←CRi, j*,  $S_{\epsilon} \leftarrow F_{i,j}$  **else** *Xi, j←Ui, j, SF←Fi, j*; **end end end end end end**  $\mu_{CR}$  = (1−*c*)× $\mu_{CR}$ +*c*×*mean<sub>A</sub>*(*S<sub>CR</sub>*);  $\mu_F = (1-c) \times \mu_F + c \times mean_L(S_F);$ **end** 36 *pi* **Algorithm 1 Pseudo-code of LBLDE Input:** *NP* (population size)*, NL* (the number of levels)*, LS* (number of individuals in each level)*, MaxFES* (maximal number of the function evaluations) Output: optimal solution *X* and its fitness *f*(*X*) 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35

## **4 Experimental Study**

The CEC'2017 benchmark set<sup>[69]</sup> is adopted in this paper to derive deep insights into the performance of LBLDE. This test suite contains 30 test functions: unimodal functions (F1–F3), simple multimodal functions (F4–F10), hybrid functions (F11–F20), and composition functions (F21–F30).

evaluations ( $MaxFES$ ) is 10 000*D*.  $NP = 100$  for  $10D$ , 30*D*, and 50*D*,  $NP = 160$  for 100*D*, and  $NL = 4$  for all Four dimensions (*D*), namely 10*D*, 30*D*, 50*D*, and 100*D*, are used, which represent different degrees of difficulties. The maximum number of function

dimensions.  $\mu_{CR\text{-}ini}$  is 0.35, and the number of levels that  $CR = 1$  (*NLB*) is set as 1. The discussion of these comparison. If  $f(X) - f(X^*) < 10^{-8}$ , then the error is set as 0.  $X$  and  $X^*$  are the found and true optimal solutions, parameter settings is presented in Section 4.1. All algorithms are executed 51 independent times for a fair respectively.

performed using the Wilcoxon rank-sum test with  $\alpha =$ The experiments are performed step by step as follows: (1) The parameter sensitivity is analyzed to obtain the optimal parameter configuration; (2) the superiority of LBLDE is demonstrated based on the comparison experiments between LBLDE and other peer DE variants. At the same time, the statistical test is 0.05. " $+$ ", " $-$ ", and "=" indicate that the results obtained by LBLDE are significantly better than, worse than, and similar to those found by compared algorithms, respectively; and (3) the effectiveness of the proposed schemes in LBLDE is verified.

#### **4.1 Parameter analysis**

The parameters to be tuned in LBLDE include NL,  $NLB$ , and  $\mu_{CR\text{-}ini}$ , which influence the evolutionary trend of the population. Therefore, the parameter sensitivity analysis is first explored to obtain the best parameter configuration. All experiments in this subsection and Section 4.3 are implemented on the 30*D* case.

First, the influence of NL is discussed. A large NL Four different *NL* values (i.e., 1, 4, 5, and 10) are used for compared experiments, where  $NL = 4$  means that The boxplot figures of LBLDE with different NL functions. In Fig. 2b, with the increase of NL, the will reduce the probability of excellent individuals being selected, leading to high population diversity. the population of LBLDE is divided into four levels. values on nine different functions are provided in Fig. 2. These nine functions represent different kinds of stability of the algorithm begins to decline, because F3



**Fig. 2 Boxplot figures of LBLDE with different** *NL* **values on nine test functions.**

*NL* leads more individuals to learn from the several LBLDE with  $NL = 4$  performs best. The ranking of with  $NL = 4$  has the best ranking. Thus,  $NL = 4$  will be is a unimodal function that needs excellent individuals to guide the evolution of the population, and a small best exemplars. For most of the other problems, each LBLDE variant on 30 functions based on the Friedman test is presented in Table 1, where LBLDE the optimal choice.

Second, the influence of *NLB* is discussed, where  $NLB = 0$  represents no level's CR is 1, and  $NLB = 2$ indicates  $CR = 1$  in the last two levels. The number of levels whose  $CR = 1$  is discussed. From the when  $NLB = 0$ , the algorithm obtains the worst F18,  $NLB = 1$ , 2, and 3 can obtain similar results. However, in the case of  $NLB = 1$ , LBLDE achieves experimental results presented in Fig. 3 and Table 2, performance on most of the functions. For F3, F14, and better performances on other functions. Moreover, on

**Table 1 Rankings of LBLDE with different** *NL* **values on the CEC'2017 test suite.**

NL	Ranking
10	

 $NLB = 1$  obtains the best ranking. Therefore,  $NLB$  is the basis of the ranking in Table 2, LBLDE with set to 1.

Lastly, the influence of the  $\mu_{CR\text{-}ini}$  is discussed, where µ*CR*-*ini* is set to 0.05, 0.15, 0.25, 0.35, 0.45, and 0.50, respectively. We aim to find a trade-off  $\mu_{CR\text{-}ini}$  on most of the test functions. If  $\mu_{CR\text{-}ini}$  is too small, then increasing  $\mu_{CR}$  during the evolution is difficult. However, if  $\mu_{CR\text{-}ini}$  is 0.5, then it may increase with a LBLDE does not need a large CR value to maintain 50% probability and may not decrease in the late stage.



**Fig. 3 Boxplot figures of LBLDE with different** *NLB* **values on nine test functions.**

**Table 2 Rankings of LBLDE with different** *NLB* **values on the CEC'2017 test suite.**

$N\!L\!B$	Ranking

 $\mu_{CR\text{-}ini}$  on nine test functions. For F8 and F21, as  $\mu_{CR\text{-}ini}$ However, a large  $\mu_{CR\text{-}ini}$  causes LBLDE perform poorly provided in Table 3,  $\mu_{CR\text{-}ini}$  = 0.35 leads to better results. Therefore, the combination of  $NL = 4$ ,  $NLB =$ 1, and  $\mu_{CR\text{-}ini}$  = 0.35 can lead to satisfactory population diversity because of multilevels. Figure 4 presents the boxplot figures of LBLDE with different increases, the performance of the algorithm increases. on other functions. On the basis of the ranking performance by considering diversity and convergence and is chosen for the following experiments.

## **4.2 Comparisons with state-of-the-art DE variants**

Seven peer DE algorithms including EAGDE<sup>[70]</sup>, EFADE<sup>[71]</sup>, AMECoDEs<sup>[35]</sup>, TSDE<sup>[56]</sup>, RNDE<sup>[21]</sup>, MPEDE<sup>[45]</sup>, and TVDE<sup>[72]</sup>, are used for comparison. EAGDE adopts the fitness-based population structure; EFADE designs the triangular mutation operator to balance diversity and convergence; AMECoDEs and RNDE adopt the neighbor-based population structure, and elite information is used; TSDE is a two-stage algorithm that adopts multiple strategies to enhance the search abilities of the population; MPEDE is a multipopulation algorithm, and it self-adaptively adjusts the utilization of multiple strategies; and TVDE designs a time-varying strategy to gradually increase the utilization of excellent individuals. These algorithms adopt different mechanisms. Thus, the comparison between LBLDE and these algorithms can verify the superiority of LBLDE. The parameters of the



**Fig. 4 Boxplot figures of LBLDE with different** *μCR-ini* **values on nine test functions.**

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**Table 3 Rankings of LBLDE with different** *μCR-ini* **values on the CEC'2017 test suite.**

	Table 4 Parameter settings of compared algorithms.		
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$\mu_{CR\text{-}ini}$	Ranking
0.05	2
0.15	6
0.25	4
0.35	
0.45	3
0.50	5

Algorithm Parameter EAGDE[70]  $p = 0.1, N_{min} = 12$ EFADE<sup>[71]</sup>  $\varepsilon = 0.0001, p_1 = 0.5$ AMECoDEs[35]  $p = 0.1, \varepsilon = 0.001$ RNDE<sup>[21]</sup>  $F = 0.5$ TSDE[56]  $[F = 1, CR = 0.1], [F = 1, CR = 0.9],$  $[F = 0.8, CR = 0.2]$ MPEDE[45]  $\lambda = 0.2$ ,  $ng = 20$ TVDE[72]  $Freq = 0.05, G = 10,000$ 

compared algorithms are provided in Table 4. Tables 5–8 provide the average error values (average) and related standard deviation (std) of all eight algorithms on four different dimensions. Table 9

std on the 10*D*, 30*D*, 50*D*, and 100*D* cases. Figure 5 the function evaluations  $(FES)$  for nine test functions. provides the statistical results regarding average and shows the average error curves over all 51 runs under

**Table 5 Results (average±std) of LBLDE with peer DE algorithms on the CEC'2017 test suite (10***D***).**

Problem	<b>EAGDE</b>	<b>EFADE</b>	AMECoDEs	<b>TSDE</b>	<b>RNDE</b>	<b>MPEDE</b>	<b>TVDE</b>	<b>LBLDE</b>
F1	$0.00\times10^{0}$ ±	$6.47 \times 10^{1} \pm$	$0.00\times10^{0}$ ±	$0.00\times10^{0}$ ±	$0.00\times10^{0}$ ±	$7.20\times10^{-10}$ ±	$9.94 \times 10^{1}$ ±	$0.00\times10^{0}$ ±
	$0.00\times10^{0}(=)$	$3.74 \times 10^{1}(+)$	$0.00\times10^{0}(=)$	$0.00\times10^{0}(=)$	$0.00\times10^{0}(=)$	$2.92\times10^{-9}$ (=)	$7.10\times10^{2}(=)$	$0.00\times10^{0}$
F2	$0.00\times10^{0}$ ±	$0.00\times10^{0}$ ±	$0.00\times10^{0}$ ±	$0.00\times10^{0}$ ±	$0.00\times10^{0}$ ±	$0.00\times10^{0}$ ±	$1.03\times10^2$ ±	$0.00\times10^{0}$ ±
	$0.00\times10^{0}(=)$	$0.00\times10^{0}(=)$	$0.00\times10^{0}(=)$	$0.00\times10^{0}(=)$	$0.00\times10^{0}(=)$	$0.00\times10^{0}(=)$	$7.06\times10^{2}(+)$	$0.00\times10^{0}$
F3	$0.00\times10^{0}$ ±	$1.86 \times 10^{0}$ ±	$0.00\times10^{0}$ ±	$0.00\times10^{0}$ $\pm$	$0.00\times10^{0}$ ±	$0.00\times10^{0}$ ±	$0.00\times10^{0}$ ±	$0.00\times10^{0}$ ±
	$0.00\times10^{0}(=)$	$1.11\times10^{0}(+)$	$0.00\times10^{0}(=)$	$0.00\times10^{0}(=)$	$0.00\times10^{0}(=)$	$0.00\times10^{0}(=)$	$0.00\times10^{0}(=)$	$0.00\times10^{0}$
F4	$0.00\times10^{0}$ ±	$2.26\times10^{-1}$ $\pm$	$0.00\times10^{0}$ ±	$0.00\times10^{0}$ ±	$0.00\times10^{0}$ ±	$4.45\times10^{-8}$ ±	$4.68{\times}10^{0}$ $\pm$	$3.17\times10^{-3}$ ±
	$0.00\times10^{0}(-)$	$1.27\times10^{-1}(+)$	$0.00\times10^{0}(-)$	$0.00\times10^{0}(-)$	$0.00\times10^{0}(-)$	$3.07\times10^{-7}(-)$	$1.42\times10^{0}(+)$	$1.14 \times 10^{-2}$
F <sub>5</sub>	$4.65\times10^{0}$ ±	$1.13 \times 10^{1}$ ±	$6.77\times10^{0}$ ±	$3.65\times10^{0}$ ±	$9.46\times10^{0}$ $\pm$	$6.07\times10^{0}$ ±	$3.54\times10^{0}$ ±	$2.62\times10^{0}$ ±
	$2.10\times10^{0}(+)$	$1.81\times10^{0}(+)$	$2.76\times10^{0}(+)$	$1.65\times10^{0}(+)$	$1.78\times10^{0}(+)$	$1.67\times10^{0}(+)$	$1.91\times10^{0}(+)$	$1.05 \times 10^{0}$
F <sub>6</sub>	$4.88 \times 10^{-8}$ ±	$6.10\times10^{-3}$ ±	$9.36\times10^{-6}$ ±	$0.00\times10^{0}$ ±	$0.00\times10^{0}$ ±	$2.30\times10^{-5}$ ±	$3.39\times10^{-5}$ ±	$0.00\times10^{0}$ $\pm$
	$2.13\times10^{-7}(+)$	$2.16\times10^{-3}(+)$	$2.29\times10^{-6}(+)$	$0.00\times10^{0}(=)$	$0.00\times10^{0}(=)$	$5.68\times10^{-6}(+)$	$1.36\times10^{-4}(+)$	$0.00\times10^{0}$
${\rm F}7$	$1.76{\times}10^{1}$ $\pm$	$2.47 \times 10^{1}$ ±	$1.71 \times 10^{1}$ ±	$1.43\times10^{1}$ ±	$2.10\times10^{1}$ ±	$1.76\times10^{1}\pm$	$1.38 \times 10^{1}$ ±	$1.34\times10^{1}$ ±
	$3.77\times10^{0}(+)$	$2.52\times10^{0}(+)$	$3.41\times10^{0}(+)$	$1.58\times10^{0}(+)$	$2.35\times10^{0}(+)$	$1.58\times10^{0}(+)$	$1.98\times10^{0}$ (=)	$8.98 \times 10^{-1}$
F8	$4.37\times10^{0}$ ±	$1.20\times10^{1}$ ±	$7.35{\times}10^0$ $\pm$	$4.45 \times 10^{0}$ ±	$1.01\times10^{1}$ ±	$6.33\times10^{0}$ ±	$3.73 \times 10^{0}$ ±	$2.88 \times 10^{0}$ ±
	$1.59\times10^{0}(+)$	$2.38\times10^{0}(+)$	$2.72\times10^{0}(+)$	$2.22\times10^{0}(+)$	$2.27\times10^{0}(+)$	$1.58\times10^{0}(+)$	$1.78\times10^{0}(+)$	$1.08\times10^{0}$
F <sub>9</sub>	$0.00\times10^{0}$ $\pm$	$4.89\times10^{-4}$ $\pm$	$0.00\times10^{0}$ ±	$0.00\times10^{0}$ ±	$0.00\times10^{0}$ $\pm$	$0.00\times10^{0}$ $\pm$	$1.78\times10^{-2}$ $\pm$	$0.00\times10^{0}$ $\pm$
	$0.00\times10^{0}(=)$	$5.38\times10^{-4}(+)$	$0.00\times10^{0}(=)$	$0.00\times10^{0}(=)$	$0.00\times10^{0}(=)$	$0.00\times10^{0}(=)$	$8.91\times10^{-2}(=)$	$0.00\times10^{0}$
F10	$1.40\times10^{2}$ ±	$4.48 \times 10^{2}$ ±	$1.87\times10^{2}$ ±	$1.25\times10^{2}$ ±	$5.00\times10^2$ ±	$2.81\times10^{2}$ ±	$1.31\times10^{2}$ ±	$7.58\times10^{1}$ ±
	$1.37\times10^{2}(=)$	$9.15\times10^{1}(+)$	$1.48\times10^{2}(+)$	$9.56 \times 10^{1} (=)$	$1.22\times10^{2}(+)$	$1.17\times10^{2}(+)$	$1.14 \times 10^{2} (=)$	$5.83 \times 10^{1}$
F11	$2.93 \times 10^{-1}$ ±	$4.78\times10^{0}$ ±	$7.02\times10^{-1}$ ±	$3.71 \times 10^{-1}$ ±	$3.90\times10^{-2}$ ±	$2.32\times10^{0}$ ±	$2.72 \times 10^{0}$ ±	$1.01 \times 10^{-7}$ ±
	$4.58\times10^{-1}(+)$	$8.57\times10^{-1}(+)$	$8.03\times10^{-1}(+)$	$5.61\times10^{-1}(+)$	$1.95 \times 10^{-1} (=)$	$5.86 \times 10^{-1}(+)$	$3.98 \times 10^{0}(+)$	$7.00\times10^{-7}$
F12	$3.70\times10^{1}$ ±	$3.54\times10^{2}$ ±	$1.44 \times 10^{1}$ ±	$8.85\times10^{0}$ ±	$7.08\times10^{-1}$ $\pm$	$1.08\times10^{1}$ ±	$2.61\times10^{3}$ ±	$7.86\times10^{0}$ ±
	$6.92\times10^{1}(+)$	$1.12\times10^{2}(+)$	$3.66 \times 10^{1}(+)$	$2.91\times10^{1}(+)$	$2.17\times10^{0}(-)$	$1.27\times10^{1}(+)$	$3.96\times10^{3}(+)$	$1.82 \times 10^{1}$
F13	$3.32\times10^{0}$ ±	$1.19\times10^{1}$ ±	$4.39\times10^{0}$ ±	$2.65 \times 10^{0}$ ±	$2.31\times10^{0}$ ±	$5.88\times10^{0}$ ±	$8.60\times10^{0}$ ±	$2.40\times10^{0}$ ±
	$2.43\times10^{0}(=)$	$2.01\times10^{0}(+)$	$2.17\times10^{0}(+)$	$2.35\times10^{0}$ (=)	$2.50\times10^{0}$ (=)	$2.11\times10^{0}(+)$	$1.16\times10^{1}(+)$	$1.87\times10^{0}$
F14	$6.53\times10^{-1}$ ±	$5.22\times10^{0}$ $\pm$	$1.90{\times}10^0$ $\pm$	$2.15 \times 10^{-1}$ ±	$2.46\times10^{-9}$ ±	$4.48\times10^{0}$ ±	$1.35 \times 10^{1}$ ±	$0.00\times10^{0}$ ±
	$6.78\times10^{-1}(+)$	$1.56\times10^{0}(+)$	$1.30\times10^{0}(+)$	$4.13\times10^{-1}(+)$	$1.76\times10^{-8}(=)$	$1.67\times10^{0}(+)$	$1.13\times10^{1}(+)$	$0.00\times10^{0}$
F15	$2.38 \times 10^{-1}$ ±	$2.29\times10^{0}$ ±	$1.44 \times 10^{-1}$ ±	$6.09\times10^{-2}$ ±	$6.30\times10^{-2}$ ±	$7.20\times10^{-1}$ ±	$2.74\times10^{0}$ ±	$2.84 \times 10^{-2}$ ±
	$3.22\times10^{-1}(+)$	$5.61\times10^{-1}(+)$	$3.39\times10^{-1}(+)$	$2.05 \times 10^{-1}(+)$	$1.46\times10^{-1}(+)$	$2.65 \times 10^{-1}(+)$	$6.65\times10^{0}(+)$	$7.83 \times 10^{-2}$
F16	$4.31\times10^{-1}$ ±	$3.24 \times 10^{0}$ ±	$4.13 \times 10^{-1}$ ±	$2.32 \times 10^{-1}$ ±	$4.59\times10^{-1}$ ±	$2.58 \times 10^{0}$ ±	$6.18\times10^{1}$ $\pm$	$2.87\times10^{-1}$ ±
	$2.65 \times 10^{-1}(+)$	$1.13\times10^{0}(+)$	$2.09\times10^{-1}(+)$	$1.92 \times 10^{-1}$ (=)	$2.56\times10^{-1}(+)$	$9.10\times10^{-1}(+)$	$9.18\times10^{1}(+)$	$1.34\times10^{-1}$
F17	$1.72\times10^{0}$ ±	$1.06 \times 10^{1}$ ±	$1.67\times10^{0}$ ±	$3.07{\times}10^{-1}$ $\pm$	$4.51{\times}10^{-1}$ $\pm$	$6.93\times10^{0}$ ±	$2.05\times10^{1}$ $\pm$	$2.45 \times 10^{-2}$ ±
	$1.36\times10^{0}(+)$	$2.04\times10^{0}(+)$	$3.03\times10^{0}(+)$	$3.38\times10^{-1}(+)$	$4.00\times10^{-1}(+)$	$2.23\times10^{0}(+)$	$2.82 \times 10^{1}(+)$	$6.10\times10^{-2}$
F18	$5.99\times10^{-1}$ $\pm$	$5.96 \times 10^{0}$ ±	$1.98 \times 10^{-1}$ ±	$5.46 \times 10^{-2}$ ±	$1.07\times10^{-1}$ $\pm$	$2.98 \times 10^{0}$ ±	$2.21\times10^{1}$ $\pm$	$3.01 \times 10^{-2}$ ±
	$2.79\times10^{0}(+)$	$1.58\times10^{0}(+)$		$3.49\times10^{-1}(+)$ $1.10\times10^{-1}(+)$	$1.62\times10^{-1}$ (=)	$1.43\times10^{0}(+)$	$1.17\times10^{1}(+)$	$7.26 \times 10^{-2}$
F19	$2.00\times10^{-2}$ ±	$9.50\times10^{-1}$ ±	$5.17\times10^{-2}$ ±	$1.11 \times 10^{-2}$ ±	$3.85 \times 10^{-4}$ ±	$5.39\times10^{-1}$ ±	$1.57\times10^{0}$ ±	$7.03\times10^{-3}$ ±
	$1.86\times10^{-2}(+)$	$2.79\times10^{-1}(+)$	$4.78\times10^{-2}(+)$	$1.10\times10^{-2}(=)$	$2.72\times10^{-3}(-)$	$1.60\times10^{-1}(+)$	$1.65\times10^{0}(+)$	$8.32\times10^{-3}$

(to be continued)

**Table 5 Results (average±std) of LBLDE with peer DE algorithms on the CEC'2017 test suite (10***D***).** (continued)

Problem	EAGDE	<b>EFADE</b>	AMECoDEs	<b>TSDE</b>	<b>RNDE</b>	<b>MPEDE</b>	<b>TVDE</b>	<b>LBLDE</b>
F20	$1.59\times10^{-1}$ ±	$1.58 \times 10^{0}$ ±	$1.60 \times 10^{-1}$ ±	$6.12\times10^{-3}$ ±	$8.57 \times 10^{-2}$ ±	$8.41 \times 10^{-1}$ ±	$2.61 \times 10^{1}$ ±	$1.22 \times 10^{-2}$ ±
	$1.58\times10^{-1}(+)$	$8.80\times10^{-1}(+)$	$2.24\times10^{-1}(+)$	$4.37\times10^{-2}(=)$	$1.54\times10^{-1}(+)$	$5.07\times10^{-1}(+)$	$4.14\times10^{1}(+)$	$6.12\times10^{-2}$
F21	$1.75 \times 10^2$ ±	$1.56 \times 10^2$ ±	$1.30\times10^{2}$ ±	$1.59\times10^{2}$ ±	$1.53\times10^{2}$ ±	$1.15 \times 10^2$ ±	$1.96 \times 10^2$ ±	$1.62 \times 10^2$ ±
	$4.91\times10^{1}(+)$	$5.76 \times 10^{1}(-)$	$4.90\times10^{1}$ (=)	$5.41\times10^{1}$ (=)	$5.65 \times 10^{1} (=)$	$3.75 \times 10^{1} (=)$	$3.20\times10^{1}(+)$	$5.20\times10^{1}$
F <sub>22</sub>	$1.00\times10^{2}$ ±	$8.80\times10^{1}$ ±	$9.11 \times 10^{1} \pm$	$8.60\times10^{1}$ ±	$9.61 \times 10^{1}$ ±	$8.85 \times 10^{1}$ ±	$1.03\times10^{2}$ ±	$1.00\times10^{2}$ ±
	$2.52\times10^{-1}(+)$	$3.46 \times 10^{1}(-)$	$2.59\times10^{1}(-)$	$3.41 \times 10^{1}(-)$	$1.96 \times 10^{1} (=)$	$3.18\times10^{1}(-)$	$4.09\times10^{1}(+)$	$1.05 \times 10^{-11}$
F23	$3.05 \times 10^{2}$ ±	$3.12\times10^{2}$ ±	$3.07\times10^{2}$ ±	$3.06 \times 10^2$ ±	$3.09\times10^{2}$ ±	$3.06 \times 10^2$ ±	$3.06 \times 10^2$ ±	$3.03\times10^{2}$ ±
	$1.71\times10^{0}(+)$	$2.20\times10^{0}(+)$	$3.37\times10^{0}(+)$	$2.03\times10^{0}(+)$	$3.21\times10^{0}(+)$	$1.69\times10^{0}(+)$	$2.85\times10^{0}(+)$	$1.91\times10^{0}$
F <sub>24</sub>	$3.24 \times 10^2$ ±	$2.76 \times 10^2 \pm$	$2.62 \times 10^{2}$ ±	$2.85 \times 10^2$ ±	$2.76 \times 10^2$ ±	$2.74 \times 10^2$ ±	$3.17 \times 10^{2}$ ±	$2.83 \times 10^{2}$ ±
	$4.59\times10^{1}(+)$	$1.09\times10^{2}(-)$	$1.11\times10^{2}(-)$	$9.79\times10^{1}(+)$	$1.04 \times 10^{2}(-)$	$1.03\times10^{2}(-)$	$6.41\times10^{1}(+)$	$9.14 \times 10^{1}$
F25	$4.07\times10^{2}$ ±	$4.00\times10^{2}$ ±	$4.07\times10^{2}$ ±	$4.03\times10^{2}$ ±	$4.09\times10^{2}$ ±	$4.04\times10^{2}$ ±	$4.30\times10^{2}$ ±	$4.13\times10^{2}$ ±
	$1.86 \times 10^{1} (=)$	$9.13\times10^{0}$ (=)	$1.83\times10^{1}$ (=)	$1.49\times10^{1}$ (=)	$1.95 \times 10^{1} (=)$	$1.58\times10^{1}$ (=)	$2.18\times10^{1}(+)$	$2.16 \times 10^{1}$
F26	$3.00\times10^{2}$ ±	$3.00\times10^{2}$ ±	$3.00\times10^{2}$ ±	$3.00\times10^{2}$ ±	$3.00\times10^{2}$ ±	$3.00\times10^{2}$ ±	$4.61 \times 10^{2}$ ±	$3.00\times10^{2}$ ±
	$0.00\times10^{0}$ (=)	$4.46\times10^{-4}(+)$	$1.48\times10^{-13}(+)$	$0.00\times10^{0}$ (=)	$0.00\times10^{0}$ (=)	$0.00\times10^{0}(+)$	$3.55\times10^{2}(+)$	$0.00\times10^{0}$
F27	$3.89\times10^{2}$ ±	$3.89\times10^{2}$ ±	$3.89\times10^{2}$ ±	$3.89\times10^{2}$ ±	$3.92 \times 10^2 \pm$	$3.89\times10^{2}$ ±	$3.96 \times 10^{2}$ ±	$3.90\times10^{2}$ ±
	$2.44 \times 10^{-1} (=)$	$7.76 \times 10^{-1}(-)$	$5.01\times10^{-1}$ (=)	$1.38\times10^{0}(-)$	$2.35\times10^{0}(+)$	$2.50\times10^{-1}$ (=)	$4.69\times10^{0}(+)$	$2.16 \times 10^{0}$
F <sub>28</sub>	$5.06 \times 10^2$ ±	$3.17\times10^{2}$ ±	$3.08\times10^{2}$ ±	$3.06 \times 10^{2} \pm$	$3.11 \times 10^2$ ±	$3.12 \times 10^2$ ±	$5.13 \times 10^2 \pm$	$3.34\times10^{2}$ ±
	$1.38\times10^{2}(+)$	$6.74\times10^{1}(-)$	$4.28 \times 10^{1}(-)$	$3.97 \times 10^{1}(-)$	$5.56 \times 10^{1} (=)$	$5.84 \times 10^{1}(-)$	$1.29\times10^{2}(+)$	$9.55 \times 10^{1}$
F <sub>29</sub>	$2.34\times10^{2}$ ±	$2.52 \times 10^2$ ±	$2.36 \times 10^2 \pm$	$2.32 \times 10^{2} \pm$	$2.39\times10^{2}$ ±	$2.50\times10^{2}$ ±	$2.56 \times 10^2$ ±	$2.40\times10^{2}$ ±
	$4.71\times10^{0}(-)$	$4.97\times10^{0}(+)$	$4.97\times10^{0}(-)$	$2.77\times10^{0}(-)$	$4.58\times10^{0} (=)$	$5.72\times10^{0}(+)$	$3.13\times10^{1}(+)$	$3.11 \times 10^{0}$
F30	$8.05\times10^4$ ±	$7.09\times10^{2}$ ±	$1.64 \times 10^4$ ±	$4.06 \times 10^2$ ±	$4.00\times10^{2}$ ±	$3.95 \times 10^{2} \pm$	$1.47\times10^{5}$ ±	$4.17\times10^{2}$ ±
	$2.45 \times 10^5 (=)$	$1.22\times10^{2}(+)$	$1.14\times10^{5}(+)$	$3.59\times10^{1}(-)$	$1.23\times10^{1}(-)$	$4.38\times10^{-1}(-)$	$3.47\times10^{5}(+)$	$6.74\times10^{1}$
$+/-/-$	18/10/2	23/2/5	18/7/5	11/13/6	10/15/5	18/7/5	25/5/0	

**Table 6 Results (average±std) of LBLDE with peer DE algorithms on the CEC'2017 test suite (30***D***).**



(to be continued)

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**Table 6 Results (average±std) of LBLDE with peer DE algorithms on the CEC'2017 test suite (30***D***).** (continued)

Problem	<b>EAGDE</b>	<b>EFADE</b>	AMECoDEs	<b>TSDE</b>	<b>RNDE</b>	<b>MPEDE</b>	<b>TVDE</b>	<b>LBLDE</b>
	$5.47 \times 10^{0}$ ±	$3.88 \times 10^{1}$ ±	$6.57\times10^{0}$ ±	$9.00 \times 10^{0}$ ±	$1.59 \times 10^{1}$ ±	$8.43 \times 10^{0}$ ±	$3.20 \times 10^{1}$ ±	$5.42 \times 10^{0}$ ±
F15	$2.12\times10^{0}$ (=)	$5.72\times10^{0}(+)$	$3.61\times10^{0}$ (=)	$3.67\times10^{0}(+)$	$7.11\times10^{0}(+)$	$3.94\times10^{0}(+)$	$3.79\times10^{1}(+)$	$2.00\times10^{0}$
	$5.40\times10^{1}$ ±	$5.53\times10^{2}$ ±	$4.66 \times 10^2 \pm$	$4.09\times10^{2}$ ±	$5.59\times10^{2}$ ±	$3.46 \times 10^2 \pm$	$2.41 \times 10^{2}$ ±	$3.09\times10^{2}$ ±
F16	7.32×10 <sup>1</sup> $(-)$	$1.64\times10^{2}$ (+)	$2.32\times10^{2}$ (+)	$1.83\times10^{2}$ (+)	$1.50\times10^{2}(+)$	$1.82\times10^2$ (=)	$2.06\times10^{2}(-)$	$1.57\times10^{2}$
	$3.22\times10^{1}$ ±	$1.13\times10^{2}$ ±	$4.53\times10^{1}$ ±	$7.15 \times 10^{1}$ ±	$5.82\times10^{1}$ ±	$5.50\times10^{1}$ ±	$5.89\times10^{1}$ ±	3.19×10 <sup>1</sup> ±
F17	$6.70\times10^{0}$ (=)	$3.65 \times 10^{1}$ (+)	$2.36\times10^{1}$ (+)	$6.46\times10^{1}(+)$	$1.93\times10^{1}(+)$	$2.39\times10^{1}(+)$	$4.09\times10^{1}(+)$	$1.23 \times 10^{1}$
	$2.58 \times 10^{1}$ ±	$4.88 \times 10^{1}$ ±	$2.40\times10^{1}$ ±	$6.91\times10^{1}$ ±	$5.30\times10^{1}$ ±	$2.38 \times 10^{1} \pm$	$3.30\times10^{3}$ ±	$1.91 \times 10^{1}$ ±
F18	$1.97\times10^{0}(+)$	$6.74\times10^{0}(+)$	$5.03\times10^{0}(+)$	$4.24\times10^{1}$ (+)	$4.33\times10^{1}$ (+)	$7.67\times10^{0}(+)$	$4.56\times10^{3}$ (+)	$6.57\times10^{0}$
	$5.00\times10^{0}$ ±	$2.49\times10^{1}$ ±	$5.21 \times 10^{0}$ ±	$5.62\times10^{0}$ ±	$1.59\times10^{1}$ ±	$6.66 \times 10^{0}$ ±	$1.38 \times 10^{1}$ ±	$7.58\times10^{0}$ ±
F19	$1.57\times10^{0}(-)$	$2.80\times10^{0}(+)$	$1.59\times10^{0}(-)$	$2.37\times10^{0}(-)$	$3.01\times10^{0}(+)$	$1.94\times10^{0}(-)$	$8.34\times10^{0}(+)$	$2.14 \times 10^{0}$
	$2.14 \times 10^{1} \pm$	$9.26 \times 10^{1}$ ±	$8.19\times10^{1}$ ±	$9.83 \times 10^{1}$ ±	$4.19\times10^{1}$ ±	$6.99\times10^{1}$ ±	$1.11\times10^{2}$ ±	$2.23 \times 10^{1}$ ±
F20	7.46×10 <sup>0</sup> $(-)$	$4.52\times10^{1}$ (+)	$4.90\times10^{1}$ (+)	$8.32\times10^{1}$ (+)	$3.83\times10^{1}$ (+)	$5.13\times10^{1}$ (+)	$6.51\times10^{1}$ (+)	$4.00\times10^{1}$
	$2.31 \times 10^{2}$ ±	$3.07\times10^{2}$ ±	$2.28 \times 10^2$ ±	$2.39\times10^{2}$ ±	$2.91 \times 10^{2}$ ±	$2.28 \times 10^2$ ±	$2.28 \times 10^2$ ±	$2.25 \times 10^{2}$ ±
F21	$1.48\times10^{1}$ (=)	$7.31\times10^{0}(+)$	$8.30\times10^{0}$ (=)	$1.13\times10^{1}$ (+)	$8.87\times10^{0}(+)$	$7.28\times10^{0}$ (=)	$8.34\times10^{0}$ (=)	$5.21\times10^{0}$
	$1.00\times10^{2}$ ±	$1.00\times10^{2}$ ±	$1.00\times10^{2}$ ±	$1.00\times10^{2}$ ±	$1.00\times10^{2}$ ±	$1.00\times10^{2}$ ±	$2.61 \times 10^{2}$ ±	$1.00\times10^{2}$ ±
F22						$1.58 \times 10^{-13}$ (+) $4.04 \times 10^{-4}$ (+) $1.11 \times 10^{-13}$ (-) $1.00 \times 10^{-13}$ (=) $1.00 \times 10^{-13}$ (=) $1.00 \times 10^{-13}$ (=)	$6.61\times10^{2}$ (=)	$1.22 \times 10^{-13}$
F23	$3.73 \times 10^{2}$ ±	$4.46 \times 10^{2}$ ±	$3.71 \times 10^{2}$ ±	$3.88 \times 10^2 \pm$	$4.35\times10^{2}$ ±	$3.79\times10^{2}$ ±	$3.73\times10^{2}$ ±	3.69×10 <sup>2</sup> ±
	$9.13\times10^{0}(+)$	$7.71\times10^{0}(+)$	$9.86\times10^{0}$ (=)	$1.15\times10^{1}$ (+)	$8.39\times10^{0}(+)$	$1.22\times10^{1}$ (+)	$6.59\times10^{0}(+)$	$5.63\times10^{0}$
	$4.46 \times 10^{2} \pm$	$5.29\times10^{2}$ ±	$4.53 \times 10^{2}$ ±	$4.59\times10^{2}$ ±	$5.08 \times 10^{2}$ ±	$4.44 \times 10^2$ ±	$4.46 \times 10^{2} \pm$	4.41×10 <sup>2</sup> ±
F24	$7.36\times10^{0}(+)$	$1.05\times10^{1}(+)$	$1.12\times10^{1}$ (+)	$1.32\times10^{1}$ (+)	$1.03\times10^{1}$ (+)	$7.44\times10^{0}(+)$	$8.28\times10^{0}(+)$	$5.84\times10^{0}$
F25	$3.87\times10^{2}$ ±	$3.87\times10^{2}$ ±	$3.87\times10^{2}$ ±	$3.87\times10^{2}$ ±	$3.87\times10^{2}$ ±	$3.87\times10^{2}$ ±	$3.87\times10^{2}$ ±	$3.87\times10^{2}$ ±
		$3.03\times10^{-2}$ (-) $2.91\times10^{-2}$ (=) $6.15\times10^{-2}$ (-) $1.23\times10^{-1}$ (-) $9.07\times10^{-2}$ (-)				$6.40\times10^{-2}$ (-)	$1.46\times10^{-1}$ (=)	$8.00\times10^{-1}$
F26	$1.21 \times 10^3$ ±	$1.93\times10^{3}$ ±	$1.13\times10^{3}$ ±	$1.28 \times 10^3$ ±	$1.72 \times 10^3$ ±	$1.20\times10^{3}$ ±	$1.04 \times 10^3$ ±	$1.16 \times 10^3$ ±
	$1.11\times10^{2}$ (=)	$4.15\times10^{2}$ (+)	$1.27\times10^{2}(-)$	$3.18\times10^{2}$ (+)	$9.78\times10^{1}(+)$	$1.06\times10^{2}$ (=)	$3.11\times10^{2}$ (-)	$1.99\times10^{2}$
	$4.93\times10^{2}$ ±	$5.01 \times 10^{2}$ ±	$5.01 \times 10^{2}$ ±	$4.99\times10^{2}$ ±	$4.93 \times 10^{2}$ ±	$5.01 \times 10^{2}$ ±	$5.06 \times 10^{2}$ ±	$4.96 \times 10^{2}$ ±
F27	$9.97\times10^{0}(-)$	$9.76\times10^{0}(+)$	$6.09\times10^{0}(+)$	$9.46\times10^{0}(+)$	$1.48\times10^{1}$ (=)	$6.16\times10^{0}(+)$	$4.97\times10^{0}(+)$	$9.72\times10^{0}$
F <sub>28</sub>	$3.25 \times 10^{2}$ ±	$3.87\times10^{2}$ ±	$3.16 \times 10^{2} \pm$	$3.41 \times 10^{2}$ ±	$3.20\times10^{2}$ ±	$3.27 \times 10^{2}$ ±	$3.44 \times 10^2 \pm$	$3.25 \times 10^{2}$ ±
	$4.68\times10^{1}$ (+)	$3.19\times10^{1}$ (+)	4.10×10 <sup>1</sup> (-)	$5.36\times10^{1}$ (=)	4.34×10 <sup>1</sup> (-)	$5.04\times10^{1}$ (+)	$5.43\times10^{1}$ (=)	$4.51\times10^{1}$
F29	$4.29\times10^{2}$ $\pm$	$5.64 \times 10^{2}$ ±	$4.36 \times 10^{2}$ ±	$4.58\times10^{2}$ ±	$5.58 \times 10^{2}$ ±	$4.56 \times 10^{2}$ ±	$4.80\times10^{2}$ ±	4.27 $\times$ 10 <sup>2</sup> ±
	$2.64\times10^{1}$ (=)	5.38×10 <sup>1</sup> (+)	$2.35\times10^{1}$ (=)	$7.10\times10^{1}$ (=)	$3.10\times10^{1}$ (+)	$2.30\times10^{1}$ (+)	$4.88\times10^{1}$ (+)	$2.94 \times 10^{1}$
F30	$2.02 \times 10^3$ ±	$2.18\times10^{3}$ ±	$2.03\times10^{3}$ ±	$2.08\times10^{3}$ ±	$2.14 \times 10^3 \pm$	$2.00\times10^{3}$ ±	$3.28 \times 10^3 \pm$	$2.00\times10^{3}$ ±
	$5.12\times10^{1}$ (+)	$1.31\times10^{2}$ (+)	$1.26\times10^{2}$ (=)	$8.16\times10^{1}$ (+)	$9.25\times10^{1}$ (+)	5.41e+01 $(=)$	$1.00\times10^{3}$ (+)	$5.63 \times 10^{1}$
$+/-/$	15/9/6	29/1/0	9/13/8	18/8/4	20/6/4	14/11/5	17/9/4	$\overline{\phantom{0}}$

**Table 7 Results (average±std) of LBLDE with peer DE algorithms on the CEC'2017 test suite (50***D***).**



**Table 7 Results (average±std) of LBLDE with peer DE algorithms on the CEC'2017 test suite (50***D***).** (continued)

continued`	

Problem	<b>EAGDE</b>	<b>EFADE</b>	AMECoDEs	<b>TSDE</b>	<b>RNDE</b>	<b>MPEDE</b>	<b>TVDE</b>	<b>LBLDE</b>
	$9.66 \times 10^{3}$ ±	$8.93 \times 10^{3}$ ±	$3.23 \times 10^{3} \pm$	$4.44 \times 10^{3} \pm$	$8.69 \times 10^{3} \pm$	$4.85 \times 10^{3}$ ±	$4.71 \times 10^{3}$ ±	$3.12 \times 10^3 \pm$
F10		$3.93 \times 10^{2}(+)$ $3.46 \times 10^{2}(+)$ $5.51 \times 10^{2}()$ $7.84 \times 10^{2}(+)$ $3.86 \times 10^{2}(+)$ $7.71 \times 10^{2}(+)$ $1.24 \times 10^{3}(+)$						$5.40 \times 10^{2}$
	$4.29 \times 10^{1}$ ±	$1.40 \times 10^{2}$ ±	$6.69 \times 10^{1} \pm$	$5.66 \times 10^{1} \pm$	$6.22 \times 10^{1}$ ±	$1.05 \times 10^{2}$ ±	$4.11 \times 10^{1}$ ±	$5.03 \times 10^{1}$ ±
F11		$8.94 \times 10^{0}$ (-) $1.34 \times 10^{1}$ (+) $1.67 \times 10^{1}$ (+) $1.45 \times 10^{1}$ (=) $9.13 \times 10^{0}$ (+) $2.33 \times 10^{1}$ (+) $7.12 \times 10^{0}$ (-)						$1.22 \times 10^{1}$
	$5.63 \times 10^{4} \pm$	$8.86 \times 10^5 \pm$	$5.32 \times 10^3 \pm$	$2.92 \times 10^4 \pm 5.04 \times 10^4 \pm$			$8.62 \times 10^3 \pm 6.36 \times 10^4 \pm$	$3.90 \times 10^{4}$ ±
F12		$3.26 \times 10^{4}$ (+) $6.34 \times 10^{5}$ (+) $3.71 \times 10^{3}$ (-) $2.18 \times 10^{4}$ (=) $2.97 \times 10^{4}$ (+) $8.38 \times 10^{3}$ (-) $1.15 \times 10^{5}$ (=)						$3.09 \times 10^{4}$
	$8.16 \times 10^{1}$ ±	$5.66 \times 10^{2}$ ±		$8.87 \times 10^{1} \pm 3.27 \times 10^{3} \pm 2.02 \times 10^{3} \pm$		$9.50 \times 10^{1}$ ±	$2.92 \times 10^{3}$ ±	$1.84\times10^{2}\pm$
F13		4.78 $\times$ 10 <sup>1</sup> (-) 1.88 $\times$ 10 <sup>2</sup> (+) 3.72 $\times$ 10 <sup>1</sup> (-) 3.96 $\times$ 10 <sup>3</sup> (+) 2.77 $\times$ 10 <sup>3</sup> (+) 5.89 $\times$ 10 <sup>1</sup> (-) 4.08 $\times$ 10 <sup>3</sup> (+)						$2.03 \times 10^{2}$
	$3.75 \times 10^{1} \pm$	$1.06 \times 10^{2}$ ±		$5.60 \times 10^{1} \pm 6.84 \times 10^{1} \pm 8.33 \times 10^{1} \pm$		$6.10 \times 10^{1}$ ±	$9.10 \times 10^{2}$ ±	$3.78 \times 10^{1}$ ±
F14		5.77 $\times$ 10 <sup>0</sup> (=) 9.57 $\times$ 10 <sup>0</sup> (+) 1.33 $\times$ 10 <sup>1</sup> (+) 4.18 $\times$ 10 <sup>1</sup> (+) 1.04 $\times$ 10 <sup>1</sup> (+) 1.36 $\times$ 10 <sup>1</sup> (+) 3.68 $\times$ 10 <sup>3</sup> (+)						$9.64 \times 10^{0}$
	$3.55 \times 10^{1}$ ±	$1.26 \times 10^{2}$ ±	$9.40 \times 10^{1}$ ±	$1.99 \times 10^{2}$ ±	$7.24 \times 10^{1}$ ±	$7.51\times10^{1}\pm$	$1.79 \times 10^{3}$ ±	$3.47 \times 10^{1} \pm$
F15		$8.71 \times 10^{0}$ (= ) $1.21 \times 10^{1}$ (+) $4.10 \times 10^{1}$ (+) $3.77 \times 10^{2}$ (+) $2.93 \times 10^{1}$ (+) $5.19 \times 10^{1}$ (+) $1.62 \times 10^{3}$ (+)						$6.20 \times 10^{0}$
	$4.85 \times 10^{2}$ ±	$1.24 \times 10^3$ ±	$6.17 \times 10^{2}$ ±	$1.07 \times 10^3 \pm 1.30 \times 10^3 \pm$		$9.17 \times 10^{2}$ ±	$6.79 \times 10^{2}$ ±	$7.38 \times 10^{2}$ ±
F <sub>16</sub>		1.91 × 10 <sup>2</sup> (-) 2.44 × 10 <sup>2</sup> (+) 1.89 × 10 <sup>2</sup> (-) 3.50 × 10 <sup>2</sup> (+) 1.82 × 10 <sup>2</sup> (+) 3.28 × 10 <sup>2</sup> (+) 2.64 × 10 <sup>2</sup> (=)						$1.87 \times 10^{2}$
	$2.30 \times 10^{2} \pm$			$9.29 \times 10^{2} = 4.47 \times 10^{2} = 6.70 \times 10^{2} = 7.81 \times 10^{2} =$		$5.69 \times 10^{2}$ ±	$4.66 \times 10^{2} \pm$	$4.30 \times 10^{2}$ ±
F17		1.60 \times 102(-) $1.52 \times 10^2$ (+) $2.09 \times 10^2$ (=) $1.92 \times 10^2$ (+) $1.89 \times 10^2$ (+) $2.01 \times 10^2$ (+) $2.25 \times 10^2$ (=)						$1.39 \times 10^{2}$
	$1.41 \times 10^{2}$ ±	$3.10 \times 10^{3} \pm$	$1.60 \times 10^{2}$ ±	$3.33 \times 10^{3}$ ±	$2.00 \times 10^3$ ±	$1.29 \times 10^{2}$ ±	$3.14 \times 10^{4} \pm$	$1.06 \times 10^{2}$ ±
F18		$1.11 \times 10^2$ (+) $3.57 \times 10^3$ (+) $7.96 \times 10^1$ (+) $3.27 \times 10^3$ (+) $1.67 \times 10^3$ (+) $1.08 \times 10^2$ (=) $8.94 \times 10^4$ (+)						$1.07 \times 10^{2}$
	$1.51 \times 10^{1}$ ±	$6.18 \times 10^{1}$ ±		$5.83 \times 10^{1} \pm 2.53 \times 10^{1} \pm 3.45 \times 10^{1} \pm 3.86 \times 10^{1} \pm$			$1.06 \times 10^4$ ±	$1.31 \times 10^{1}$ ±
F19		$3.37 \times 10^{0}(+)$ 6.63 $\times 10^{0}(+)$ 1.99 $\times 10^{1}(+)$ 1.41 $\times 10^{1}(+)$ 9.29 $\times 10^{0}(+)$ 1.65 $\times 10^{1}(+)$ 6.33 $\times 10^{3}(+)$						$3.45 \times 10^{0}$
	$1.49 \times 10^{2}$ ±	$6.06 \times 10^{2}$ ±		$4.85 \times 10^{2} \pm 5.17 \times 10^{2} \pm 5.90 \times 10^{2} \pm$		$4.10 \times 10^{2}$ ±	$2.89 \times 10^{2}$ ±	$3.24\times10^{2}\pm$
F20		1.37 $\times$ 10 <sup>2</sup> (-) 1.61 $\times$ 10 <sup>2</sup> (+) 1.51 $\times$ 10 <sup>2</sup> (+) 2.02 $\times$ 10 <sup>2</sup> (+) 1.97 $\times$ 10 <sup>2</sup> (+) 1.80 $\times$ 10 <sup>2</sup> (+) 1.81 $\times$ 10 <sup>2</sup> (=)						$1.47 \times 10^{2}$
	$2.67 \times 10^{2}$ ±			$4.71 \times 10^{2} \pm 2.36 \times 10^{2} \pm 2.80 \times 10^{2} \pm 4.19 \times 10^{2} \pm$		$2.54 \times 10^{2}$ ±	$2.48 \times 10^{2}$ ±	$2.59 \times 10^{2}$ ±
F21		$3.75 \times 10^{1}$ (=) $1.19 \times 10^{1}$ (+) $7.04 \times 10^{0}$ (-) $1.46 \times 10^{1}$ (+) $1.42 \times 10^{1}$ (+) $1.20 \times 10^{1}$ (-) $1.07 \times 10^{1}$ (-)						$7.71 \times 10^{0}$
	$8.39 \times 10^{3} \pm$	$8.60 \times 10^{3}$ ±		$3.07 \times 10^{3} \pm 4.68 \times 10^{3} \pm 6.59 \times 10^{3} \pm$		$3.08 \times 10^3$ ±	$4.56 \times 10^{3}$ ±	$2.63 \times 10^{3}$ ±
F22		$3.63 \times 10^3$ (+) $2.85 \times 10^3$ (+) $1.74 \times 10^3$ (=) $1.42 \times 10^3$ (+) $4.24 \times 10^3$ (+) $2.68 \times 10^3$ (+) $1.79 \times 10^3$ (+)						$1.93 \times 10^{3}$
	$4.72 \times 10^{2}$ ±			$6.85 \times 10^{2} \pm 4.53 \times 10^{2} \pm 5.13 \times 10^{2} \pm 6.42 \times 10^{2} \pm$		$4.82 \times 10^{2}$ ±	$4.74 \times 10^{2} \pm$	$4.84 \times 10^{2}$ ±
F23		$1.44 \times 10^{1}(-)$ $1.58 \times 10^{1}(+)$ $6.95 \times 10^{0}(-)$ $2.53 \times 10^{1}(+)$ $1.53 \times 10^{1}(+)$ $1.78 \times 10^{1}(=)$ $1.38 \times 10^{1}(-)$						$1.16 \times 10^{1}$
	$5.50 \times 10^{2}$ ±			$7.67 \times 10^{2} \pm 5.29 \times 10^{2} \pm 5.80 \times 10^{2} \pm 7.01 \times 10^{2} \pm$		$5.41 \times 10^{2}$ ±	$5.51 \times 10^{2}$ ±	$5.51 \times 10^{2}$ ±
F24		$1.12 \times 10^{1}$ (=) $1.88 \times 10^{1}$ (+) $1.20 \times 10^{1}$ (-) $1.69 \times 10^{1}$ (+) $1.80 \times 10^{1}$ (+) $1.31 \times 10^{1}$ (-) $1.23 \times 10^{1}$ (=)						$1.08 \times 10^{1}$
	$4.95 \times 10^{2}$ ±			4.85 $\times$ 10 <sup>2</sup> ± 5.15 $\times$ 10 <sup>2</sup> ± 5.25 $\times$ 10 <sup>2</sup> ± 5.23 $\times$ 10 <sup>2</sup> ±		$5.19 \times 10^{2}$ ±	$4.88 \times 10^2$ ±	$5.58 \times 10^{2}$ ±
F25		$2.92 \times 10^{1}$ (-) $4.87 \times 10^{0}$ (-) $3.10 \times 10^{1}$ (-) $3.62 \times 10^{1}$ (-) $3.14 \times 10^{1}$ (-) $3.44 \times 10^{1}$ (-) $2.48 \times 10^{1}$ (-)						$3.48 \times 10^{1}$
	$1.56 \times 10^3 \pm$	$3.74 \times 10^3 \pm$	$1.36 \times 10^3 \pm$	$1.95 \times 10^3 \pm 3.08 \times 10^3 \pm$		$1.60 \times 10^3$ ±	$1.50 \times 10^3$ ±	$1.75 \times 10^{3}$ ±
F <sub>26</sub>		$1.28 \times 10^{2}$ (-) $1.61 \times 10^{2}$ (+) $7.97 \times 10^{1}$ (-) $2.09 \times 10^{2}$ (+) $1.40 \times 10^{2}$ (+) $1.33 \times 10^{2}$ (-) $1.75 \times 10^{2}$ (-)						$1.35 \times 10^{2}$
	$5.15 \times 10^{2}$ ±	$5.20 \times 10^{2}$ ±	$5.31 \times 10^{2} \pm 5.40 \times 10^{2} \pm$		$5.15 \times 10^{2}$ ±	$5.49 \times 10^{2}$ ±	$5.21 \times 10^{2}$ ±	$5.10 \times 10^{2}$ ±
F27		$1.31 \times 10^{1}$ (=) $1.57 \times 10^{1}$ (+) $1.58 \times 10^{1}$ (+) $2.78 \times 10^{1}$ (+) $1.05 \times 10^{1}$ (=) $2.40 \times 10^{1}$ (+) $7.93 \times 10^{0}$ (+)						$1.38 \times 10^{1}$
	$4.67 \times 10^{2}$ ±			$4.59 \times 10^{2} \pm 4.86 \times 10^{2} \pm 4.82 \times 10^{2} \pm 4.74 \times 10^{2} \pm 4.89 \times 10^{2} \pm$			$4.66 \times 10^{2}$ ±	$4.95 \times 10^{2}$ ±
F <sub>28</sub>		$1.79 \times 10^{1}$ (-) $4.36 \times 10^{-1}$ (-) $2.41 \times 10^{1}$ (=) $2.33 \times 10^{1}$ (-) $2.20 \times 10^{1}$ (-) $2.59 \times 10^{1}$ (=) $1.70 \times 10^{1}$ (-)						$1.52 \times 10^{1}$
	$3.49 \times 10^{2}$ ±	$8.27 \times 10^{2} \pm 4.14 \times 10^{2} \pm 5.60 \times 10^{2} \pm 7.10 \times 10^{2} \pm$				$4.52 \times 10^{2}$ ±	$4.09 \times 10^{2}$ ±	$3.76 \times 10^{2}$ ±
F <sub>29</sub>		3.24 $\times$ 10 <sup>1</sup> (=) 1.23 $\times$ 10 <sup>2</sup> (+) 3.92 $\times$ 10 <sup>1</sup> (+) 1.65 $\times$ 10 <sup>2</sup> (+) 8.71 $\times$ 10 <sup>1</sup> (+) 1.36 $\times$ 10 <sup>2</sup> (+) 6.14 $\times$ 10 <sup>1</sup> (+)						$7.24 \times 10^{1}$
	$5.98 \times 10^5 \pm$			5.86 $\times$ 10 <sup>5</sup> ± 6.67 $\times$ 10 <sup>5</sup> ± 6.01 $\times$ 10 <sup>5</sup> ± 6.08 $\times$ 10 <sup>5</sup> ±		$6.88 \times 10^5 \pm 6.20 \times 10^5 \pm$		$5.93 \times 10^5 \pm$
F30		$2.50 \times 10^4$ (+) $1.60 \times 10^4$ (-) $9.17 \times 10^4$ (+) $2.73 \times 10^4$ (+) $3.77 \times 10^4$ (+) $1.36 \times 10^5$ (+) $3.04 \times 10^{-4}$ (+)						$2.20 \times 10^{4}$
$+/-/$	9/9/12	27/0/3	10/5/15	22/2/6	21/2/7	15/3/12	12/6/12	$\overline{\phantom{m}}$

**Table 8 Results (average±std) of LBLDE with peer DE algorithms on the CEC'2017 test suite (100***D***).**



(to be continued)

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**Table 8 Results (average±std) of LBLDE with peer DE algorithms on the CEC'2017 test suite (100***D***).** (continued)

Problem	<b>EAGDE</b>	<b>EFADE</b>	AMECoDEs	<b>TSDE</b>	<b>RNDE</b>	<b>MPEDE</b>	<b>TVDE</b>	<b>LBLDE</b>
	$1.18 \times 10^{2}$ ±	$8.17 \times 10^{2}$ ±	$1.40\times10^{2}$ ±	$2.19 \times 10^{2}$ ±	$6.19 \times 10^{2}$ ±	$1.47 \times 10^{2}$ ±	$9.58 \times 10^{1}$ ±	$1.85 \times 10^{2}$ ±
F <sub>5</sub>	$2.15 \times 10^{1}(-)$	$2.92\times10^{1}(+)$	$1.41\times10^{1}(-)$	$2.94\times10^{1}(+)$	$2.51\times10^{1}(+)$	$2.50\times10^{1}(-)$	$2.20\times10^{1}(-)$	$2.23 \times 10^{1}$
	$1.10\times10^{-3}$ ±	$5.76 \times 10^{-1}$ ±	$1.52 \times 10^{-2}$ ±	$3.01 \times 10^{-3}$ ±	$1.11 \times 10^{-5}$ ±	$1.26 \times 10^{-1}$ ±	$4.56\times10^{-6}$ ±	$0.00\times10^{0}$ ±
F <sub>6</sub>	$1.01\times10^{-3}(+)$	$5.55\times10^{-2}(+)$	$1.54\times10^{-2}(+)$	$7.65\times10^{-3}(+)$	$7.94\times10^{-5}(+)$	$1.05\times10^{-1}(+)$	$3.79\times10^{-6}(+)$	$0.00\times10^{0}$
	$5.11\times10^{2}$ ±	$1.10\times10^{3}$ ±	$2.40\times10^{2}$ ±	$3.61 \times 10^{2}$ ±	$7.21 \times 10^{2}$ ±	$3.01 \times 10^{2}$ ±	$1.97 \times 10^{2}$ ±	$3.10\times10^{2}$ ±
F7	$2.44 \times 10^{2} (=)$	$3.10\times10^{1}(+)$	$1.95 \times 10^{1}(-)$	$3.97\times10^{1}(+)$	$2.21 \times 10^{1}(+)$	$3.51\times10^{1}(=)$	$2.42 \times 10^{1}(-)$	$2.96 \times 10^{1}$
	$1.44\times10^2$ ±	$8.10\times10^{2}$ $\pm$	$1.38 \times 10^2$ ±	$2.10\times10^{2}$ ±	$6.07\times10^{2}$ ±	$1.51\times10^{2}$ ±	$9.95 \times 10^{1}$ ±	$1.86\times10^{2}$ $\pm$
F8	$1.16\times10^{2}(-)$	$2.34\times10^{1}(+)$	$1.33\times10^{1}(-)$	$3.52\times10^{1}(+)$	$2.50\times10^{1}(+)$	$2.48 \times 10^{1}(-)$	$2.42 \times 10^{1}(-)$	$1.83 \times 10^{1}$
	$4.46 \times 10^{0}$ ±	$8.33 \times 10^3 \pm$	$1.18 \times 10^{1}$ ±	$7.24 \times 10^2$ ±	$5.17\times10^{0}$ ±	$3.28\times10^{1}$ ±	$1.77 \times 10^{-2}$ ±	$8.04\times10^{1}$ ±
F <sub>9</sub>	$4.48 \times 10^{0} (=)$	$1.96\times10^{3}(+)$	$5.47\times10^{0}(-)$	$5.02\times10^{2}(+)$	$7.61\times10^{0}(=)$	$1.88\times10^{1}(-)$	$6.79\times10^{-2}(-)$	$1.65 \times 10^{2}$
	$2.55\times10^{4}$ ±	$2.44 \times 10^4$ ±	$9.90\times10^{3}$ ±	$1.20\times10^{4}$ ±	$2.24 \times 10^4$ ±	$1.10\times10^{4}\pm$	$1.42 \times 10^4$ ±	$1.16\times10^{4}\pm$
F10	$6.13\times10^{2}(+)$	$4.17\times10^{2}(+)$	$1.19\times10^{3}(-)$	$1.39\times10^{3}(=)$	$4.90\times10^{2}(+)$	$1.21\times10^{3}(-)$	$3.08\times10^{3}(+)$	$7.39\times10^{2}$
	$1.29\times10^{2}$ ±	$8.48\times10^{2}$ ±	$9.29 \times 10^2 \pm$	$2.02\times10^2$ ±	$5.04\times10^{2}$ ±	$7.75\times10^{2}$ ±	$5.14\times10^{2}$ ±	$2.00\times10^{2}$ $\pm$
F11	$4.69\times10^{1}(-)$	$7.46\times10^{1}(+)$	$1.98\times10^{2}(+)$	$5.90\times10^{1}$ (=)	$1.24 \times 10^2$ (+)	$2.48\times10^{2}(+)$	$1.15\times10^{2}(+)$	$5.37\times10^{1}$
	$2.59{\times}10^5$ $\pm$	$9.20\times10^6$ $\pm$	$2.30\times10^{4}$ ±	$2.26\times10^{5}$ ±	$1.88\times10^{5}\pm$	$3.86 \times 10^4 \pm$	$2.48\times10^{5}\pm$	$3.03\times10^{5}\pm$
F12	$9.76\times10^{4}$ (=)	$7.85\times10^{6}(+)$	$8.74\times10^{3}(-)$	$7.85\times10^{4}(-)$	$6.38\times10^{4}(-)$	$2.32\times10^{4}(-)$	$1.16\times10^{5}(-)$	$1.32\times10^{5}$
	$3.09\times10^3$ ±	$5.23 \times 10^3$ ±	$1.16 \times 10^3$ ±	$2.34\times10^{3}$ ±	$2.47\times10^{3}$ ±	$7.14 \times 10^2$ ±	$1.94 \times 10^3$ ±	$2.30\times10^{3}$ ±
F13	$2.84\times10^{3}$ (=)	$4.92\times10^{3}(+)$	$1.14\times10^{3}(-)$	$3.19\times10^{3}$ (=)	$2.26 \times 10^3$ (=)	$8.94\times10^{2}(-)$	$1.75 \times 10^3 (=)$	$1.98 \times 10^3$
	$9.24 \times 10^{1}$ ±	$2.43\times10^{4}$ ±	$5.60\times10^{2}$ ±	$6.75 \times 10^3$ ±	$1.37\times10^{4}$ ±	$4.77\times10^{2}$ ±	$6.65 \times 10^4 \pm$	$1.39\times10^{2}$ ±
F14	$1.87\times10^{1}(-)$	$1.91\times10^{4}(+)$	$1.21 \times 10^{2}(+)$	$3.96\times10^{3}(+)$	$9.88\times10^{3}(+)$	$1.06\times10^{2}(+)$	$1.07\times10^{5}(+)$	$2.58 \times 10^{1}$
	$1.97\times10^{2}$ ±	$1.53 \times 10^3 \pm$	$3.39\times10^{2}$ ±	$2.28 \times 10^3$ ±	$8.18\times10^2$ ±	$3.47\times10^{2}$ ±	$1.19\times10^{3}$ ±	$2.69\times10^{2}$ $\pm$
F15	$9.98 \times 10^{1} (=)$	$1.19\times10^{3}(+)$	$9.23 \times 10^{1}(+)$	$3.28\times10^{3}(+)$	$9.68\times10^{2}(+)$	$1.66\times10^{2}(+)$	$1.26\times10^{3}(+)$	$2.14 \times 10^{2}$
	$1.84 \times 10^3$ ±	$4.69\times10^{3}$ ±	$2.53 \times 10^3$ ±	$2.99\times10^{3}$ ±	$4.43\times10^{3}$ ±	$2.80\times10^{3}$ ±	$2.86 \times 10^3$ ±	$2.19\times10^{3}$ ±
F <sub>16</sub>	$5.99\times10^{2}(-)$	$3.26 \times 10^{2}(+)$	$3.54\times10^{2}(+)$	$6.67\times10^{2}(+)$	$2.42\times10^{2}(+)$	$6.34\times10^{2}(+)$	$7.88\times10^{2}(+)$	$4.33 \times 10^{2}$
	$1.62\times10^3$ $\pm$	$3.08\times10^3$ ±	$1.59\times10^{3}$ ±	$2.05 \times 10^{3}$ ±	$2.74 \times 10^3$ ±	$1.99 \times 10^{3}$ ±	$2.02\times10^{3}$ ±	$1.50 \times 10^{3}$ ±
F17	$6.67\times10^{2}(=)$	$2.46\times10^{2}(+)$	$2.84 \times 10^{2} (=)$	$4.24 \times 10^{2}(+)$	$3.61\times10^{2}(+)$	$4.73\times10^{2}(+)$	$5.44 \times 10^{2}(+)$	$3.33 \times 10^{2}$
F18	$4.99\times10^{3}$ ±	$2.30\times10^{5}$ ±	$4.55 \times 10^{2}$ ±	$3.52 \times 10^4 \pm$	$5.87\times10^{4}$ ±	$9.62 \times 10^2 =$	$1.78\times10^{5}\pm$	$3.86\times10^3$ ±
	$3.12\times10^3$ (=)	$1.58\times10^{5}(+)$	$4.05 \times 10^{2}(-)$	$1.71\times10^{4}(+)$	$3.84\times10^{4}(+)$	$8.80\times10^{2}(-)$	$8.62\times10^{4}(+)$	$2.39\times10^{3}$
F19	$2.48{\times}10^2$ $\pm$	$2.69\times10^{3}$ ±	$2.36 \times 10^{2}$ ±	$2.85\times10^{3}$ ±	$1.34{\times}10^3$ $\pm$	$2.36 \times 10^{2}$ ±	$1.51 \times 10^3$ ±	$3.29\times10^{2}$ $\pm$
	$1.09\times10^{3}(-)$	$5.09\times10^{3}(+)$	$5.56 \times 10^{1}(-)$	$4.01\times10^{3}(+)$	$1.48\times10^{3}(+)$	$5.85 \times 10^{1}(-)$	$1.61\times10^{3}(+)$	$5.54 \times 10^{2}$
F20	$2.11\times10^{3}$ $\pm$	$2.62\times10^3$ ±	$2.14 \times 10^3$ ±	$1.97 \times 10^3$ ±	$2.73 \times 10^3$ ±	$1.99\times10^{3}$ ±	$2.14 \times 10^3$ ±	$1.41 \times 10^3$ ±
	$6.34\times10^{2}(+)$	$2.39\times10^{2}(+)$	$2.65 \times 10^{2}(+)$	$4.79\times10^{2}(+)$	$2.40\times10^{2}(+)$	$3.73\times10^{2}(+)$	$4.94\times10^{2}(+)$	$3.09 \times 10^{2}$
F21	$3.62\times10^2$ ±	$1.05 \times 10^3$ ±	$3.57 \times 10^{2}$ ±	$4.32\times10^{2}$ ±	$8.34 \times 10^{2}$ ±	$3.62\times10^2$ ±	$3.33\times10^{2}$ ±	$3.88\times10^2$ ±
	$6.67\times10^{1}(-)$	$2.08\times10^{1}(+)$	$1.42\times10^{1}(-)$	$2.93\times10^{1}(+)$	$2.47\times10^{1}(+)$	$1.71\times10^{1}(-)$	$2.37\times10^{1}(-)$	$2.05 \times 10^{1}$
F22	$2.61\times10^{4}\pm$	$2.53\times10^{4}$ ±	$1.10\times10^{4}$ ±	$1.30\times10^{4}$ ±	$2.32 \times 10^4 \pm$	$1.21 \times 10^4$ ±	$1.50\times10^{4}$ ±	$1.28\times10^4$ $\pm$
	$6.49\times10^{2}(+)$	$5.78\times10^{2}(+)$	$1.24 \times 10^3(-)$	$1.41 \times 10^{3} (=)$	$3.34\times10^{3}(+)$	$1.20\times10^{3}(-)$	$2.27\times10^{3}(+)$	$9.00\times10^{2}$
F23	$8.19\times10^2$ ±	$1.10\times10^{3}$ ±	$6.52\times10^{2}$ ±	$7.04\times10^{2}$ ±	$9.95 \times 10^{2}$ ±	$6.93\times10^{2}$ ±	$6.18\times10^{2}$ ±	$6.28\times10^{2}$ ±
	$1.82\times10^{2}(+)$	$1.82\times10^{1}(+)$	$1.12\times10^{1}(+)$	$2.95 \times 10^{1}(+)$	$1.77\times10^{1}(+)$	$3.24 \times 10^{1}(+)$	$1.53\times10^{1}(-)$	$1.57 \times 10^{1}$
F <sub>24</sub>	$9.82 \times 10^2$ ±	$1.60 \times 10^{3} \pm$	9.88 $\times$ 10 <sup>2</sup> ±	$1.08 \times 10^3 \pm$	$1.43 \times 10^3$ ±	$1.03 \times 10^{3}$ ±	$9.58 \times 10^{2} \pm$	$1.03 \times 10^3$ ±
	$2.40\times10^{1}(-)$	$2.27 \times 10^{1}(+)$	$1.28 \times 10^{1}(-)$	$3.59\times10^{1}(+)$	$2.60\times10^{1}(+)$	$2.73\times10^{1}$ (=)	$2.02\times10^{1}(-)$	$2.29 \times 10^{1}$
F25	$7.20\times10^{2}$ ±	$9.49\times10^{2}$ $\pm$	$7.39\times10^{2}$ ±	$7.64\times10^{2}$ ±	$7.58\times10^{2}$ $\pm$	$7.42\times10^{2}$ ±	$7.44 \times 10^2$ ±	$8.19\times10^{2}$ ±
	$4.61\times10^{1}(-)$	$1.05\times10^{2}(+)$	$4.62 \times 10^{1}(-)$	$5.95 \times 10^{1}(-)$	$4.86 \times 10^{1}(-)$	$4.68 \times 10^{1}(-)$	$4.70\times10^{1}(-)$	$4.06 \times 10^{1}$
F26	$4.15 \times 10^3$ ±	$1.09\times10^{4}$ ±	$4.11\times10^{3}$ $\pm$	$5.37\times10^{3}$ ±	$8.72\times10^3$ ±	$4.48 \times 10^3$ ±	$3.82\times10^{3}$ ±	$4.93 \times 10^{3}$ ±
	$2.34\times10^{2}(-)$	$2.44 \times 10^{2}(+)$	$1.63\times10^{2}(-)$	$3.99\times10^{2}(+)$	$2.99\times10^{2}(+)$	$2.97\times10^{2}(-)$	$2.10\times10^{2}(-)$	$2.66 \times 10^{2}$
F27	$5.95 \times 10^{2}$ ±	$6.45 \times 10^{2}$ ±	$6.63\times10^{2}$ ±	$6.97\times10^{2}$ ±	$6.45 \times 10^{2}$ ±	$7.03\times10^{2}$ ±	$6.23\times10^{2}$ ±	5.84 $\times$ 10 <sup>2</sup> ±
	$1.75 \times 10^{1}(+)$	$2.80\times10^{1}(+)$	$2.72\times10^{1}(+)$	$3.23\times10^{1}(+)$	$2.25 \times 10^{1}(+)$	$2.49\times10^{1}(+)$	$1.57\times10^{1}(+)$	$2.08 \times 10^{1}$
F <sub>28</sub>	$5.41 \times 10^{2}$ ±	$6.42\times10^{2}$ ±	$5.28 \times 10^{2}$ ±	$5.55\times10^{2}$ ±	$5.66 \times 10^2$ ±	$5.33 \times 10^{2}$ ±	$5.35 \times 10^{2}$ ±	$5.68\times10^2$ ±
	$3.10\times10^{1}(-)$	$4.55 \times 10^{1}(+)$	$4.14 \times 10^{1}(-)$	$2.95 \times 10^{1}(-)$	$2.47 \times 10^{1} (=)$	$3.60\times10^{1}(-)$	$2.30\times10^{1}(-)$	$2.43 \times 10^{1}$
F <sub>29</sub>	$1.50\times10^3$ ±	$3.43 \times 10^3$ ±	$2.00\times10^{3}$ ±	$2.51 \times 10^3$ ±	$3.14 \times 10^3 \pm$	$2.48 \times 10^3$ ±	$1.78 \times 10^3$ ±	$1.74 \times 10^3$ ±
	$3.38\times10^{2}(-)$	$2.68\times10^{2}(+)$	$3.07\times10^{2}(+)$	$4.90\times10^{2}(+)$	$2.41 \times 10^{2}(+)$	$5.35\times10^{2}(+)$	$4.85 \times 10^{2} (=)$	$2.71 \times 10^{2}$
F30	$2.86 \times 10^3$ ±	$5.12 \times 10^3$ ±	$3.13 \times 10^3 \pm$	$2.87\times10^{3}$ ±	$4.05 \times 10^3$ ±	$2.65 \times 10^3$ ±	$3.67 \times 10^3$ ±	$2.71 \times 10^{3}$ ±
	$7.50\times10^{2}(+)$	$1.22 \times 10^3$ (+)	$1.30\times10^{3}(+)$	$3.36 \times 10^{2}(+)$	$1.39\times10^{3}(+)$	$2.5910^{2}(-)$	$1.30\times10^{3}(+)$	$9.72 \times 10^{2}$
$+/-/-$	8/9/13	30/0/0	11/1/18	20/5/5	21/3/6	11/2/17	15/3/12	$\overline{\phantom{0}}$

(**1) Unimodal functions (F1–F3):** Except for EFADE, MPEDE, and EAGDE, LBLDE and the 10*D* functions. When  $D = 30$ , 50, and 100, LBLDE remaining four algorithms obtain the best results on

Compared algorithms	Indicator	10D	30D	50D	100D
	$^{+}$	18	15	$\boldsymbol{4}$	8
<b>LBLDE</b> vs. EAGDE	$=$	10	9	$\theta$	9
		$\overline{2}$	6	26	13
	$^{+}$	23	29	27	30
<b>LBLDE</b> vs. EFADE	=	$\overline{2}$	1	$\theta$	$\theta$
		5	$\theta$	3	$\theta$
	$^{+}$	18	9	10	11
<b>LBLDE vs. AMECODES</b>	=	7	13	5	1
		5	8	15	18
	$^{+}$	11	18	22	20
LBLDE vs. TSDE	=	13	8	2	5
		6	4	6	5
	$^{+}$	10	20	21	21
<b>LBLDE</b> vs. RNDE	=	15	6	2	3
		5	4	$\tau$	6
	$^{+}$	18	14	15	11
<b>LBLDE</b> vs. MPEDE	=	7	11	3	2
		5	5	12	17
	$^{+}$	25	28	12	15
<b>LBLDE</b> vs. TVDE	=	5	1	6	3
		$\theta$	1	12	12

**Table 9 Statistical compared results of all compared algorithms.**

other algorithms because *NL* is a fixed value, and the *NL* is set to 2 as in Table 1, then LBLDE can also outperforms EFADE and TVDE and is worse than number of individuals in the first level is too small. If obtain better results.

algorithms on the 10*D* and 30*D* functions. When  $D =$ **(2) Simple multimodal functions (F4–F10):** LBLDE is significantly better than the other seven 50, LBLDE achieves better results than EAGDE, EFADE, TSDE, RNDE, and TVDE and has a competitive performance with MPEDE. LBLDE is worse than AMECoDEs on four functions. In the case of  $D = 100$ , LBLDE also outperforms EAGDE, EFADE, TSDE, and RNDE and is outperformed by AMECoDEs, MPEDE, and TVDE. Considering all cases, LBLDE achieves better performance than EFADE, TSDE, and RNDE on these functions, thus proving the superiority of LBLDE.

**(3) Hybrid functions (F11–F20):** When  $D = 10$  and 30, LBLDE obtains the best results on most of the functions, and LBLDE is significantly superior to all the other compared algorithms. When  $D = 50$ , EAGDE and LBLDE perform best on five and three functions, respectively. LBLDE outperforms EFADE, AMECoDEs, TSDE, RNDE, MPEDE, and TVDE on 10, 6, 8, 10, 7, and 5 test functions, respectively. When  $D = 100$ , EAGDE, AMECoDES, and LBLDE obtain the minimum average error values on 4, 3, and 2 test functions, respectively. LBLDE performs better than, similar to, and worse than EAGDE on 1, 5, and 4 test functions, respectively. Compared with EFADE, TSDE, RNDE, TVDE, and MPEDE, LBLDE has superior performance.

algorithms. In the case of 50D, only EAGDE **(4) Composition functions (F21–F30):** This group of functions is rather complex, and no algorithm is better than others on all dimensions. When  $D = 10$  and 30, LBLDE is better than or similar to other outperforms LBLDE, and AMECoDEs, MPEDE, and TVDE have similar performance as LBLDE. Moreover, when  $D = 100$ , LBLDE is inferior to AMECoDEs and MPEDE on six test functions, respectively. However, LBLDE is better than or at least equal to the other five algorithms.

To be specific, in the case of 50D, EAGDE, According to Table 9, the statistical compared results show that LBLDE significantly outperforms EAGDE, EFADE, AMECoDEs, TSDE, RNDE, MPEDE, and TVDE on 18, 23, 18, 11, 10, 18, and 25 functions when *D* = 10, and on 15, 29, 9, 18, 20, 14, and 28 functions when  $D = 30$ , respectively. LBLDE is inferior to EAGDE, EFADE, AMECoDEs, TSDE, RNDE, MPEDE, and TVDE on 2, 5, 5, 6, 5, 5, and 0 functions when  $D = 10$ , and on 6, 0, 8, 4, 6, 5, and 1 functions when  $D = 30$ , respectively. LBLDE yields the best results on most of the simple multimodal functions, hybrid functions, and composition functions. When  $D = 50$  and 100, the superiority of LBLDE is affected. This result occurred because the problems require higher diversity as the dimension increases. However, the difference vector selection strategy and parameter setting in LBLDE are more biased toward convergence. AMECoDEs, and LBLDE obtain the best results on 6, 10, and 9 test functions, respectively. LBLDE is similar to TVDE and better than the other four algorithms. When  $D = 100$ , LBLDE is outperformed by EAGDE, AMECoDEs, and MPEDE. LBLDE still has superior performance than other algorithms. Considering all cases, LBLDE outperforms EFADE, TSDE, RNDE, MPEDE, and TVDE and shows comparable performance to EAGDE and AMECoDEs. Table 10 provides the rankings of all algorithms on each test dimension and the average rankings of all algorithms on four test dimensions. LBLDE ranks the second,



**Fig. 5 Error curves of eight DE variants during the evolution on nine test functions.**

**Table 10 Rankings of all algorithms on each test dimension case and the average rankings of all algorithms on four test dimensions.**

	Average ranking			
$D=10$	$D=30$	$D=50$	$D=100$	
	4		4	
			ο	
h				
	n			
			Ranking	

first, third, and third on  $10D$ ,  $30D$ ,  $50D$ , and  $100D$ error iteration curves of LBLDE on some 30D test functions, respectively. When the performance of all algorithms in four dimensions is considered, LBLDE achieves the second average ranking, while AMECoDEs obtains the first average ranking. The functions are plotted in Fig. 5. LBLDE has similar convergence trends with other algorithms. For F8 (Fig. 5c) and F14 (Fig. 5e) in particular, LBLDE can continue to evolve when other algorithms fall into stagnation.

## **4.3 Effectiveness of the proposed schemes**

The effectiveness of proposed schemes, which are (1)

*CR* allocation mechanism for different levels, are represents LBLDE that does not use the CR allocation the level-based learning mechanism, (2) the difference vector selection method based on the level, and (3) the verified. LBLDE-1 indicates that LBLDE does not use the level-based learning mechanism, LBLDE-2 refers to LBLDE that does not use the difference vector selection method based on the level, and LBLDE-3 scheme. The compared results of LBLDE and its three variants are provided in Table 11. LBLDE obtains the best results on most of the functions. In the last row of Table 11, the "+/ = /-" of 25/5/0, 15/13/2, and 25/5/0 demonstrate the superiority of LBLDE and the effectiveness of the three schemes. Next, a detailed analysis is provided.

difference between them, the diversity  $(DP^G)$  and success rate  $(SR^G)$  in the G generation are (1) A new selection method of difference vectors corresponding to levels is proposed in Section 3.2. Unlike the traditional random selection method, the new method prevents good individuals from being influenced by poor individuals. To clarify the calculated[35] ,

$$
DP^G = \frac{1}{NP} \times \sqrt{\sum_{i=1}^{NP} \left\| X_i^G - \frac{1}{NP} \times \sum_{j=1}^{NP} X_j^G \right\|^2}
$$
 (8)  

$$
SR^G = \frac{N_S^G}{N}{\sum_{i=1}^{NP} (9)}
$$

*NP* where  $N_S^G$  is the number of successful individuals.





that " *FES*" is used as the abscissa in Fig. 5 because Figure 6 shows the iterative curves of population diversity and error of LBLDE obtained on F5, F14, and F24 by two differential vector selection methods. Note different algorithms have different generations. In this subsection, LBLDE and its variants have the same generations. Thus, the "Generation" is used as the abscissa. F5 is a simple multimodal function, F14 indicates the hybrid function, and F24 represents the composition function. LBLDE\_r indicates the selection of difference vectors in a random way, and LBLDE\_l refers to the difference vector selection method based on level. Figure 6 shows that LBLDE\_r has higher diversity than LBLDE\_l from the beginning to the end of the evolutionary procedure. As a result of the slower convergence speed of LBLDE\_r in the late stage, the eventually evolved results obtained by LBLDE\_r are worse than those obtained by LBLDE 1.

parameters. The first one is that  $\mu_{CR\text{-}ini}$  is reduced, and F16, which represent three different trends on  $\mu_{CR}$ . The curves of  $\mu_{CR}$  with different initial values on three drawn in Fig. 7. As analyzed in Section 3.3, if  $\mu_{CR\text{-}ini}$  = (2) In Section 3.3, some changes are made on several the best trade-off value is 0.35 obtained in Section 4.1. A validation experiment is performed on F1, F6, and distinct functions during the process of evolution are



**Fig. 6 Population diversity ((a)−(c)) and log (Error) ((d)−(f)) curves obtained on F5, F14, and F24 by two difference vector selection methods (LBLDE\_l: LBLDE with difference vector selection method based on level; LBLDE\_r: LBLDE with random selection method of difference vectors).**



**Fig. 7** Curves of  $\mu_{CR}$  with different initial values (a)  $\mu_{CR\text{-}ini} = 0.35$  and (b)  $\mu_{CR\text{-}ini} = 0.5$  during the evolution on three distinct **functions.**

0.5, then  $\mu_{CR}$  may fluctuate at a higher level for F1. small CR values to increase its convergence rate. algorithm with  $\mu_{CR\text{-}ini} = 0.35$  on F1 is better than that with  $\mu_{CR\text{-}ini} = 0.5$ . This situation is detrimental to the population in the late stage of evolution because the population needs Moreover, from Fig. 4, the performance of the

 $(3)$  The second modification is that  $CR$  in the lowest LBLDE<sub>\_</sub>e ( $CR = 1$  in the early stage), LBLDE<sub>\_1</sub> ( $CR =$ 1 in the late stage), LBLDE<sub>\_el</sub>  $(CR = 1$  in both early and late stages), and LBLDE<sub>\_</sub>w ( $CR = 1$  in neither level is set as 1 to guarantee that the population can continue to evolve in the late stage. To verify this idea, for a total of 3000 generations, the previous half is regarded as the early stage, while the remaining half is the late stage. The compared experiments are implemented on four LBLDE variants, which are early nore late stage), respectively.

The results on F5, F14, and F24 are shown in Fig. 8. where diversity curves show that the population diversity of LBLDE\_e is slightly lower than that of LBLDE 1. For LBLDE e and LBLDE el, the population of the former may fall into stagnation, and the population of the latter can continue to evolve given the decline in diversity. However, LBLDE\_l obtains high diversity in the early stage, while its convergence speed is slower than that of LBLDE\_el in the late stage. The success rate curves also show that the success rate of LBLDE\_el increases suddenly in the late stage. This increase occurs because poor individuals converge to the vicinity of the optimal solution quickly, which increases the exploitation ability of excellent individuals. From the fitness curves, LBLDE el can continue to converge in the late stage and find a better solution. Therefore, LBLDE\_el is proved to be the best one.



**Fig. 8 Population diversity ((a)−(c)), success rate ((d)−(f)), and log (Error) ((g)−(i)) curves obtained by four LBLDE variants** on F5, F14, and F24. LBLDE el:  $CR = 1$  of the last level in both early and late stages; LBLDE e:  $CR = 1$  of the last level in **early stage; LBLDE** 1:  $CR = 1$  of the last level in late stage; and LBLDE w:  $CR$  value of the last level is not set as 1 in both **early and late stages.**

# **5 Conclusion and Future Works**

chooses DE/current-to-*p*best/1 to determine the population convergence speed. Moreover, different CR To solve complex global optimization problems, we propose a novel DE variant, called LBLDE, which population's evolutionary direction, which has a great advantage in solving unimodal problems<sup>[32]</sup>. Nevertheless, such a strategy could lead the population to a local area on complex problems due to low diversity. Consequently, the level-based learning mechanism is used in LBLDE for improving the population diversity effectively. In accordance with the requirement of each level, the method used to select the difference vectors is changed to guarantee the values are allocated to different levels for exerting their unique functions.

Thirty functions in the CEC'2017 test suite provide a fair platform to evaluate the performance of LBLDE. Seven DE variants are used to compare with LBLDE. The results show that LBLDE has a superior or similar performance in comparison with the other seven algorithms, thus demonstrating the superiority of the proposed LBLDE.

In the future, we will study the design of adaptive methods to adjust the number of levels. Other methods to improve population diversity will be studied to assist the algorithm in solving high-dimensional problems. In addition, we will extend LBLDE to solve complex multiobjective optimization problems, such as multimodal multiobjective optimization problems<sup>[73]</sup>, constrained multiobjective optimization problems<sup>[74]</sup>, and large-scale multiobjective optimization problems[75] .

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