

# An Adaptive Bat Algorithm with Memory for Global Optimization

Chunfeng Wang, Wenxin Song, Lixia Liu

**Abstract**—Bat algorithm (BA) is a relative new method proposed by Yang in 2010. It has been successfully used to solve different global optimization problems. However, it may also lead to premature convergence. For overcoming this disadvantage, this paper presents three improvement strategies, which can be used to enhance the local and global search ability of BA. After that, An adaptive bat algorithm with memory (ABAM) is proposed. In this algorithm, to balance between the local and global search capability, a new search equation is proposed for each bat based on the history optimal position that it memorized; to avoid falling into a local optimal solution, an abandoned mechanism is adopted for each bat based on the number of its position has not been improved; to enhance the local search ability, a dynamic adaptive search equation is presented. To verify the performance of our algorithm, 23 standard test functions are employed. The experimental results show that the algorithm is much more robust and efficient than some state-of-the-art algorithms.

**Index Terms**—Bat algorithm; Abandoned mechanism; Continuous optimization; Global optimization; Adaptive strategy.

## I. INTRODUCTION

WE consider the following global optimization problem in this paper:

$$\begin{aligned} \min \quad & f(x) \\ \text{s.t.} \quad & x \in X, \end{aligned} \quad (1)$$

where  $f(x) : X \rightarrow R$  is a continuous real-valued function,  $x \in X \subset R^n$  is defined by the bound constraint  $l_j \leq x_j \leq u_j$ ,  $j = 1, \dots, n$ .

A lot of problems in engineering can be converted into optimization problem (1). Since many objective functions of (1) are multimodal, highly nonlinear, with flat regions and irregularities, it could be a very challenging task to find a global optimal solution. For solving problem (1), many algorithms have been developed, which are generally divided into two algorithms: deterministic and stochastic algorithms. Deterministic algorithms, such as conjugate method, Newton method and steepest decent, do not contain any operators that cause randomness, and produce the same results as long as the initial conditions remain constant. However, with the increasing complexity of problem (1), such as nonconvex, nondifferentiable etc, deterministic algorithms generally fail to handle them. Therefore, stochastic algorithms have been paid

more attention recently, and many effective algorithms have been presented, which are inspired from physical and natural phenomena, include Firefly Algorithm (FA) [1], Glowworm Swarm Optimization (GSO) [2], Invasive Weed Optimization (IWO) [3], Genetic Algorithm(GA)[4,5], Differential Evolution(DE) [6], Particle Swarm Optimization(PSO) [7], Ant Colony Optimization(ACO) [8], Artificial Bee Colony (ABC)[9], Harmony Search (HS) [10], Bat Algorithm(BA) [11], League Championship Algorithm (LCA) [12], Water Cycle Algorithm (WCA) [13], Mine Blast Algorithm (MBA) [14], Whale Optimization Algorithm (WOA) [15], Cockoo Search Algorithm (CSA) [16] and so on.

Among these algorithms, BA is a popular swarm-intelligence-based algorithm inspired from echolocation phenomenon of bat, which was introduced by Xin-She Yang [11]. In BA, by echolocation, each bat can detect the orientation, the type, and the speed of the prey. BA has been demonstrated that it outperform some well-known nature inspired optimization techniques and increasingly applied to different areas.

Although BA has many advantages, it can be trapped in local optima and has a weak convergence rate in a later period. As pointed in [17], its performance diminishes as the dimension of problem increases. Therefore, many variants of BA have been proposed to improve its performance. For example, to enhance the global search behavior of BA, several different chaotic maps were embedded into bat algorithm [18]. By combining BA and harmony search algorithm, a hybrid BA was proposed [19]. To improve the exploration ability of BA, a new bat algorithm was presented based on using complex-value [20]. By using levy flights and chaotic maps, a chaotic bat algorithm was proposed [21]. Recently, to improve the local and global search ability of BA, an Enhance Bat Algorithm (EBA) was developed based on three different techniques [22]. For other research work on bat algorithm, the reader can refer to the literatures [23-32].

The aim of this paper is to present an adaptive bat algorithm with memory (ABAM). In this algorithm, three improvement strategies are presented. The first improvement strategy is that each bat can memorize its history optimal position, which can be used to guide the search process. The second improvement strategy is that an adaptive search equation is used in the best solution of the current iteration, which can be used to enhance the local search ability. The third improvement strategy is that each bat can determine whether a position should be abandoned, which can be used to avoid premature. Based on these improvement strategies, a new bat algorithm is presented. To verify the performance of our algorithm, 23 standard test functions are employed. The experimental results show that the algorithm is much more robust and efficient than some state-of-the-art algorithms.

The remainder of this paper is organized as follows.

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Section 2 describes the original BA. Then our proposed modifications to BA are described in Section 3. Numerical results and discussions are presented in Section 4. Finally, some concluding remarks are provided in Section 5.

## II. BASIC BAT ALGORITHM (BA)

Assume that the search space is  $n$ -dimensional,  $M$  denotes the size of the swarm population. Let  $x_i^t$  be the position of the  $i$ -th bat,  $v_i^t$  be its velocity,  $f_i$  be frequency,  $A_i^t$  be loudness,  $r_i$  be the emission pulse rate.

In BA, each position denotes a feasible solution. The initial population can be generated randomly by the following equation:

$$x_{ij} = x_j^l + rand(0, 1) * (x_j^u - x_j^l),$$

where  $i = 1, \dots, M$ ,  $j = 1, \dots, n$ ,  $x_j^l$  and  $x_j^u$  are lower and upper boundaries of dimension  $j$  respectively.

After random initialization, for the  $i$ -th bat, if its position and its velocity are  $x_i^{t-1}$  and  $v_i^{t-1}$  respectively at time step  $t - 1$ , then its new position  $x_i^t$  and new velocity  $v_i^t$  can be updated according to the following formulas:

$$f_i = f_{min} + (f_{max} - f_{min}) * \beta, \quad (1)$$

$$v_i^t = v_i^{t-1} + (x_i^{t-1} - x^*) * f_i, \quad (2)$$

$$x_i^t = x_i^{t-1} + v_i^t, \quad (3)$$

where  $\beta$  is a random number in  $[0,1]$ ;  $f_{min}$  and  $f_{max}$  are the minimum and maximum frequencies,  $x^*$  is the best position that bats have experienced till iteration  $t$ .

At iteration  $t$ , if  $rand > \gamma_i^t$ , then a new solution for each bat will be generated by using the following formula:

$$x_{new} = x^* + \epsilon * A^t, \quad (4)$$

where  $\epsilon \in [-1, 1]$  is a random vector number,  $x^*$  is selected among the best positions that bats have experienced till iteration  $t$ ,  $A^t = \langle A_i \rangle^t$  is the average loudness of all bats at this time step,  $\gamma_i^t$  is the pulse emission rate value of the  $i$ -th bat at iteration  $t$ .

In BA, to mimic the feature that when the  $i$ -th bat is homing for its prey, the algorithm will decrease its loudness  $A_i$  while increase its pulse emission rate  $\gamma_i$ :

$$A_i^{t+1} = \alpha * A_i^t, \quad \gamma_i^{t+1} = \gamma_i^0 * (1 - exp(-\gamma * t)), \quad (5)$$

where  $\alpha$  and  $\gamma$  are constants. For any  $0 < \alpha < 1$  and  $\gamma > 0$ , we have

$$A_i^{t+1} \rightarrow 0, \quad \gamma_i^t \rightarrow \gamma_i^0, \text{ as } t \rightarrow \infty, \quad (6)$$

The pseudo code of BA is given in Algorithm 1.

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### Algorithm 1: Pseudo code of BA

01: Initialize bat population  $x_i$  and velocity  $v_i$ , pulse rate  $\gamma_i$  and loudness  $A_i$ ,  $i = 1, \dots, M$ .  
 02: Define pulse frequency  $f_i$  at  $x_i$ .  
 03: **While**  $t < Itermax$  **do** %  $Itermax$  is the maximum number of iteration.  
 04: Generate new positions by adjusting frequency, and updating velocities and location.  
 05: If  $rand > \gamma_i$   
 06: Select a solution among the best solutions, and generate a local solution around the selected best solution.  
 07: End if  
 08: If  $rand < A_i$  and  $f(x_i) < f(x^*)$   
 09: Accept new position, increase  $\gamma_i$  and reduce  $A_i$ .  
 10: End if  
 11: Find the current best  $x^*$ .  
 12: End while  
 13: Output the optimal results

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## III. THE NEW BAT ALGORITHM (ABAM)

By analyzing the main strategies used in the basic bat algorithm, it is not difficult to find that BA has difficulty in keeping balance between exploration and exploitation, and it may suffer from premature convergence problem. To tackle with these problems, three improvement strategies are proposed.

### A. The first improvement strategy

From (2), it can be seen that, only the information of the global best solution  $x^*$  of the bats swarm is used. As pointed by [22], this velocity equation may cause the algorithm to fall into the local optimal solution. So, to balance global and local search intensity, a modified equation was proposed by [22]:

$$v_i^{t+1} = \omega * v_i^t + (x_i^t - x^*) * f_i,$$

where  $\omega$  is a inertia weight factor. The modified equation improved the performance of the basic BA, however, just like human cognitive process, the history experience of individual may play important role, therefore, if the information of the history experience of individual is adopted, then the search behavior may be greatly improved. Based on such consideration, we propose a modified velocity equation as follows:

$$v_i^{t+1} = \omega * v_i^t + (x_i^t - \frac{x^* + x_{pi}^*}{2}) * f_i, \quad (7)$$

where  $\omega$  is a inertia factor that balances global and local search intensity of the  $i$ -th solution, which is linearly decreased along with the iteration of the algorithm, and can be set as follows:

$$\omega = a * exp(b * t^2), \quad a = w_{max} * exp(-b), \quad b = \frac{1}{(Itermax)^2 - 1};$$

$x_{pi}^*$  is the history optimal position of the  $i$ -th bat.

From (7), we can see that, the information of the history best solution of the  $i$ -th bat is considered, which represents the memory of the bat. This equation will allow bat to explore broadly the whole of the search space, enhance diversity of the swarm and alleviating premature convergence.

### B. The second improvement strategy

In BA, the role of the equation (4) is to provide local search with guidance of the best solution. Generally speaking, at the early stage of the algorithm, the current optimal solution  $x^*$  may be far away from the true optimal solution, and the current optimal solution  $x^*$  should be more and more close to the true optimal solution, so the search range at  $x^*$  should be smaller and smaller. However, the search equation (4) can not be very good at achieving this goal. To achieve such a purpose, a new search equation for local search is proposed as follows:

$$x_{new} = x^* + \varphi * (x^* - x_i), \quad (8)$$

where  $\varphi$  is a random number, and generated as follows:

$$\varphi = (2 * rand - 1) * (2 - t * \frac{2}{Itermax}), \quad (9)$$

here,  $t$  denotes the current number of iterations,  $Itermax$  is the maximum number of iterations.

From (9), it can be seen that,  $\varphi$  is a random number in the interval  $[-r, r]$ , where  $r$  is linearly decreased from 2 to 0 over the course of iterations. This strategy can guarantee the local search of the algorithm is carried out near the current optimal solution  $x^*$  in the late stage of the algorithm.

### C. The third improvement strategy

Inspired by the bee colony algorithm, in our algorithm, an abandoned mechanism is proposed to avoid premature. The detail is given below.

Assume that " $L$ " is a predetermined number, which is used to determine the position  $x_i$  of the  $i$ -th bat whether should be abandoned. If the position  $x_i$  can not be improved anymore when  $L$  is achieved, this means that  $x_i$  may be a local optimal solution, then the position should be abandoned, and a new position  $x_{new}$  should be generated to replace it. To enable the algorithm to explore broadly the whole of the search space, and use the information of the current best solution at the same time, a new position  $x_{new}$  can be generated by using the following equation

$$x_{new} = (1 - \omega) * x^* + \phi * (x^* - x_i), \quad (10)$$

where  $\phi$  is a random number in the range of  $[-1,1]$ ;  $\omega$  is defined as (7).

From (10), it can be seen that, when  $x_{new}$  is generated, to avoid too much randomness, the information of the current best solution  $x^*$  is utilized. At the same time, according to the change of  $\omega$ ,  $x_{new}$  is obtained by a large random in the early stage, so it can explore the search space broadly; with the current best optimal solution  $x^*$  more and more close to the true optimal solution, it is obtained in the near of the global best position  $x^*$ .

Based on the above mentioned explanation, the pseudo code of the ABAM algorithm is given in Algorithm 2.

Algorithm 2: Framework of ABAM

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01: Initialize a population of  $M$  bats with random positions  $x_i$  in the search space, and
    random velocities  $v_i$ ; the maximum iteration  $maxcycle$ ;  $\omega_{min}$ ,  $\omega_{max}$ ;  $f_{min}$ ,
     $f_{max}$ ; the limit  $L$  of a position abandoned.
02: Set  $x_{pi}^* = x_i (i = 1, \dots, M)$  and find the current best solution  $x^*$ .
03: While  $t \leq Itermax$  do %  $Itermax$  is the maximum number of iteration.
04:   For  $i = 1$  to  $M$  do
05:     For  $j = 1$  to  $n$  do
06:       By (1) and (7), update the velocity of each bat.
07:       By (3), update the position of each bat.
08:     End for
09:     If  $rand > r_i$ 
10:       Select a solution among the best solutions
11:       By (8), generate a local solution around the selected best solution.
12:     End if
13:     If  $rand < A_i$  and  $f(x_i) < f(x^*)$ 
14:       Set  $x^* = x_i$ ;
15:       Increase  $r_i$ , reduce  $A_i$ .
16:     End if
17:     If  $f(x_i) < f(x_{pi}^*)$ 
18:        $x_{pi}^* = x_i$ , set  $L_i = 0$ ;
19:     Else
20:       Set  $L_i = L_i + 1$ .
21:     End if
22:   End for
23:   For  $i = 1$  to  $M$  do
24:     If  $L_i = L$ 
25:       By (10), to generate a new position, and replace  $x_i$ .
26:     End if
27:   End for
28:    $t = t + 1$ 
29: End while
    
```

## IV. EXPERIMENTAL RESULTS AND DISCUSSION

### A. Experiment 1-comparisons among BAs

In experiment 1, to evaluate the performance of proposed ABAM algorithm, it is applied to minimize 23 benchmark functions with different characteristics, including formulations, bounds of search space, global minimum values as seen in Table I. These benchmark functions are widely used to test the performance of global optimization algorithms. They cover different types, include unimodal, multimodal and rotated. Generally speaking, unimodal functions are used to test the convergence speed, while multimodal functions are used to detect whether the algorithm faces the problem of premature convergence.

TABLE I: Benchmark functions used in experiment 1.

Functions	Range	Optimal value
$f_1 = 0.26(x_1^2 + x_2^2) - 0.48x_1x_2$	[-10,10]	0
$f_2 = 4x_1^2 - 2.1x_1^4 + (x_1^6)/3 + x_1x_2 - 4x_2^2 + 4x_2^4$	[-5,5]	-1.0316
$f_3 = \sum_{i=1}^n x_i^2$	[-100,100]	0
$f_4 = \sum_{i=1}^n  x_i  + \prod_{i=1}^n  x_i $	[-10,10]	0
$f_5 = \sum_{i=1}^n (\sum_{j=1}^i x_j)^2$	[-100,100]	0
$f_6 = \max_i \{ x_i , 1 \leq i \leq n\}$	[-100,100]	0
$f_7 = \sum_{i=1}^n ix_i^2$	[-10,10]	0
$f_8 = \sum_{i=1}^n ix_i^4$	[-1.28,1.28]	0
$f_9 = \sum_{i=1}^n  x_i ^{i+1}$	[-1,1]	0
$f_{10} = \sum_{i=1}^n (10^6)^{\frac{i-1}{n-1}} x_i^2$	[-100,100]	0
$f_{11} = \sum_{i=1}^n ( x_i + 0.5 )^2$	[-1.28,1.28]	0
$f_{12} = \sum_{i=1}^n ix_i^4 + random[0, 1)$	[-1.28,1.28]	0
$f_{13} = \sum_{i=1}^n (x_i^2 - 10 \cos(2\pi x_i) + 10)$	[-5.12,5.12]	0
$f_{14} = -20 \exp(-0.2 * \sqrt{\sum_{i=1}^n x_i^2/n}) - \exp(\sum_{i=1}^n \cos(2\pi x_i/n) + 20 + e$	[-32,32]	0
$f_{15} = \frac{1}{4000} \sum_{i=1}^n x_i^2 - \prod_{i=1}^n \cos(\frac{x_i}{\sqrt{i}}) + 1$	[-600,600]	0
$f_{16} = 0.5 + \frac{\sin^2(\sqrt{\sum_{i=1}^n x_i^2}) - 0.5}{(1 + 0.001(\sum_{i=1}^n x_i^2))^2}$	[-100,100]	0
$f_{17} = \frac{\pi}{n} \sum_{i=1}^n (x_i^4 - 16x_i^2 + 5x_i)$	[-5,5]	-78.3323
$f_{18} = \sum_{i=1}^n  x_i \sin(x_i) + 0.1x_i $	[-10,10]	0
$f_{19} = \sum_{i=1}^n (y_i^2 - 10 \cos(2\pi y_i) + 10),$		
if $ x_i  < \frac{1}{2}, y_i = x_i$ ; else $y_i = \frac{round(2x_i)}{2}$	[-5.12,5.12]	0
$f_{20} = \frac{1}{n} [10 \sin^2(\pi * y_1) + \sum_{i=1}^{n-1} (y_i - 1)^2 (1 + 10 \sin^2(\pi * y_{i+1})) + (y_n - 1)^2]$		
$+ \sum_{i=1}^n u(x_i, 10, 100, 4)$ , where $y_i = 1 + \frac{1}{4}(x_i + 1)$		
$u(x_i, a, k, m) = \begin{cases} k(x_i - a)^m, & x_i > a, \\ 0, & -a \leq x_i \leq a, \\ k(-x_i - a)^m, & x_i < -a. \end{cases}$	[-50,50]	0
$f_{21} = \sum_{i=1}^n (20^{\frac{i-1}{n-1}} z(i))^2, Z = x * M$	[-100,100]	0
$f_{22} = \sum_{i=1}^n (1000 * z(1))^2 + \sum_{i=2}^n z_i^2, Z = x * M$	[-100,100]	0
$f_{23} = \sum_{i=1}^n (z_i^2 - 10 \cos(2\pi z_i) + 10) Z = x * M$	[-5.12,5.12]	0

Functions  $f_1 - f_2$  are two lower dimensional, and  $f_3 - f_{22}$  are scalable problems. Functions  $f_3 - f_{10}$  are continuous and unimodal. Function  $f_{11}$  is a discontinuous step function.

Function  $f_{12}$  is a quartic function with noise.  $f_{13} - f_{20}$  are multimodal functions and the number of their local minima increases exponentially with the problem size.  $f_{21} - f_{23}$  are three rotated functions.

In order to comprehensively verify the effectiveness of ABAM, its performance is compared with the basic BA [11] and other two state-of-the-art algorithms, i.e. IS1 [22], ABA [33]. The proposed algorithm (ABAM) and other three algorithms are coded in Matlab 7.0, and the experiments platform is a personal computer with Pentium 4, 3.06GHz CPU, 512M memory and Windows XP.

For all the algorithms, the stop criterion is that maximum number of iterations reaches  $maxcycle$ . For each benchmark function, each algorithm independently run with each algorithm 30 times.

The parameters of algorithms are given as below. For all algorithms, the population size  $M = 50$ , the maximum number of iterations  $maxcycle = 2500$ . The common parameters of BA, ABA, IS1 and ABAM:  $f_{min} = 0$ ,  $f_{max} = 1$ ,  $\alpha = 0.9$ ,  $\gamma = 0.85$ . The parameter of ABAM: the limit  $L$  of a position abandoned is set to  $M * n$  [34].

ABAM is compared with BA, ABA and IS1, in terms of the mean value(Mean), minimum value(Min), and the standard deviation(SD) of the solutions obtained in 30 independents runs by each algorithm. The comparison results are presented in Table II. Note that, the mean and the standard deviation of solutions indicate the solution quality of the algorithms and the stability of the algorithms, respectively.

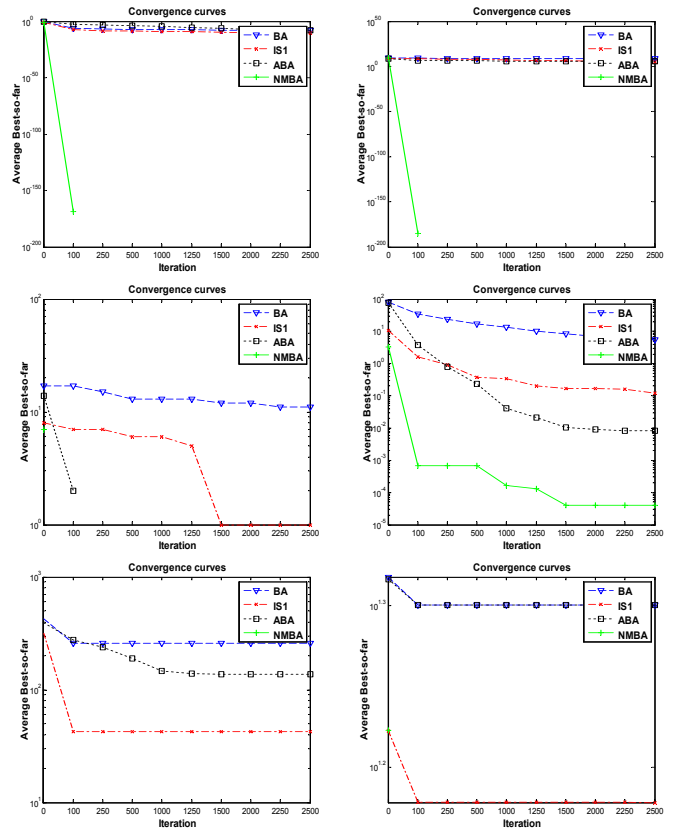


Fig. 2 Convergence rates of  $f_9 - f_{14}$  functions

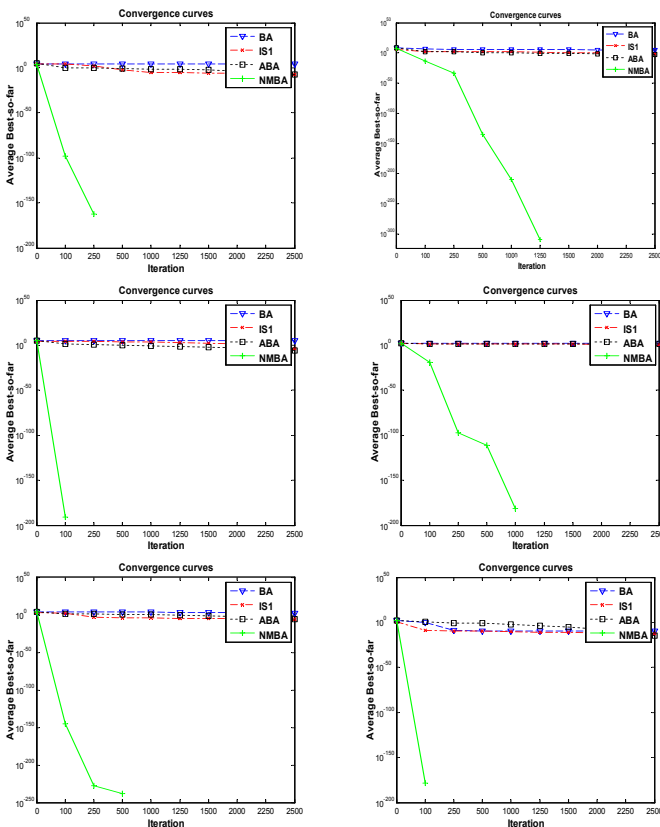


Fig. 1 Convergence rates of  $f_3 - f_8$  functions

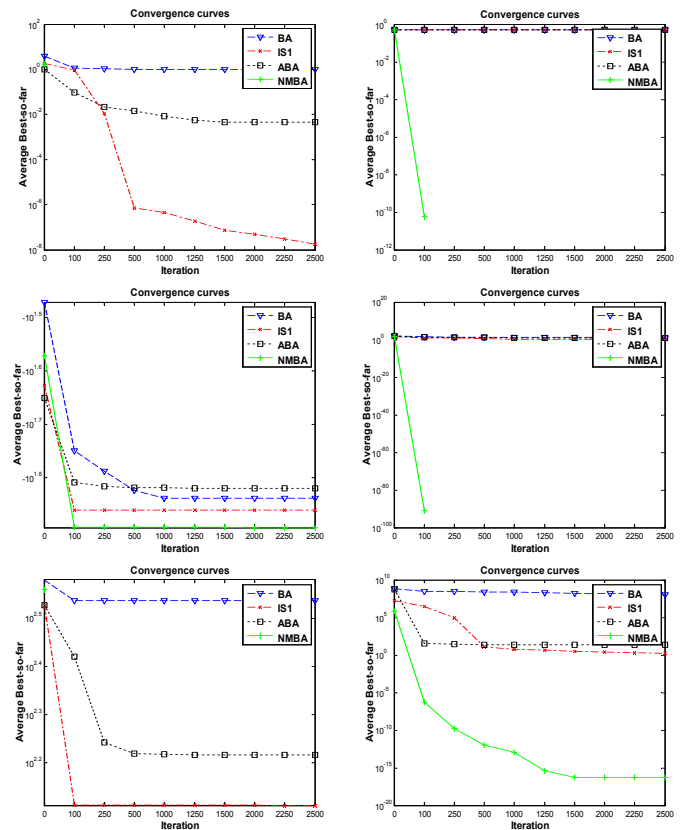


Fig. 3 Convergence rates of  $f_{15} - f_{20}$  functions

For statistical comparison, a well known nonparametric statistical hypothesis test-the two-tailed wilcoxon signed-rank test is conducted to compare the significance between the ABAM algorithm and other algorithms at  $\alpha = 0.05$  significance level in Table II. The sign "+” indicates that

ABAM is better than its competitor, "=" means that the two algorithms achieve the same accuracy results. And then, to show the convergence speed of ABAM superiority over contenders more clearly, the convergence graphs of BA, ABA, IS1 and ABAM are shown in Figs.1-3.

From Table II, it can be seen that ABAM is significantly better than BA, IS1 and ABA on almost all the test functions except for the functions  $f_2$  and  $f_{11}$ . For the function  $f_2$ , solution accuracy obtained by ABAM is worse than IS1, but better than BA and ABA. For the function  $f_{11}$ , solution accuracy obtained by ABAM is the same as that found by ABA, however, the convergence speed of ABAM is more faster that of ABA as shown in Figs. 1-3. In addition, the performance of BA, ABA and IS1 decreases as their dimensions increase, but ABAM does not exist such defect.

Overall speaking, the ABAM exhibits the extremely convergence performance on almost all the benchmark functions. And the experimental results show that it outperforms conspicuously than BA, ABA and IS1.

### B. Experiment 2-comparisons with MuABC, and DEs

To further test the efficiency of the ABAM algorithm, ABAM algorithm is compared with other five well known population based algorithms, i.e. MuABC [35], DE [36], jDE [37], JADE [38], SaDE [39]. The stop criteria, population size and the number of independent runs are kept same as in [35]

The test functions  $f_3, f_4, f_{11}, f_{13}, f_{14}, f_{15}, f_{18}$  are chosen from the Table I. The experimental results are given in Table III. The results of the state-of-the-art algorithms except ABAM, are taken from [35] directly.

From Table III, it can be seen that, except for function  $f_{11}$ , ABAM is significantly better than other five algorithms on the other test functions. For function  $f_{11}$ , although the results of ABAM is worse than that of MuABC, better than that of DE, jDE, JADE and SaDE.

All in all, ABAM performs better than MuABC, DE, jDE, JADE and SaDE in terms of obtaining better solution on almost all cases.

### C. Experiment 3-comparisons with PSOs

In this experiment, ABAM was compared with some PSOs, including FIPS-PSO [40], CLPSO [41], APSO [42], SSG-PSO, SSG-PSO-BFGS and SSG-PSO-PS [43]. 21 benchmark functions are chosen from [43] to evaluate the performance of proposed ABAM algorithm. The formulations, bounds of search space, global minimum values are provided in Table IV.

For this experiment, the population size  $M$  is set to 50 as used in [43], the other parameters of ABAM are defined as same as experiment 1. The comparison results are presented in Table V, which includes the mean value(Mean) and the standard deviation(SD). We performed 30 trails of running ABAM algorithm for each test problem. Except the results obtained ABAM algorithm, the rest of the data are taken from [43] directly.

From Table V, it is observed that ABAM is far better than FIPS-PSO, CLPSO, APSO, SSG-PSO, SSG-PSO-BFGS and SSG-PSO-PS for functions  $f_2 - f_5, f_8, f_{10}$  and  $f_{13} - f_{21}$ . For functions  $f_6, f_7$  and  $f_{11}$ , ABAM has the same accuracy

results as CLPSO, SSG-PSO, SSG-PSO-BFGS and SSG-PSO-PS, but has better results than FIPS-PSO and APSO. For function  $f_9$ , ABAM has the same accuracy results as CLPSO, APSO, SSG-PSO, SSG-PSO-BFGS and SSG-PSO-PS, but has better results than FIPS-PSO. For function  $f_1$ , all the algorithms have the same accuracy results. In summary, ABAM ranks on the top according to the overall performance shown in Table V.

## V. CONCLUSION

In this paper, by using three improvement strategies, we presented a new bat algorithm. The performance of ABAM was compared with the standard BA, and other algorithms. The results showed that ABAM presents promising results for considered problems.

In the future, the adaption of the parameters in ABAM can be studied to improve its performance.

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TABLE II: ABAM performance comparison with other three algorithms

Fun.	Dim.	BA			IS2			ABA			ABAM		
		Min	Mean	SD	Min	Mean	SD	Min	Mean	SD	Min	Mean	SD
f1	2	4.097e-013	3.638e-012	3.156e-012	2.092e-013	3.930e-013	4.439e-028	1.951e-028	4.622e+000	6.047e+000	0	0	0
f2	10	-1.0316E+	-0.827	3.625e-001	-1.0316E+	7.337E-013	1.0316E+	-0.827	3.627e-001	1.664e+000	0	-1.030	3.837e-003
f3	30	3.545e+003	6.910e+003	3.109e+003	1.309e+010	1.325e+010	4.872e+022	5.031e+022	8.834e+022	8.562e+020	0	0	0
f4	50	4.201e+004	4.636e+004	4.102e+003	2.398e-005	1.910e-006	3.082e-017	9.114e-017	7.305e-017	7.855e-016	0	0	0
f5	30	7.038e+002	8.973e+004	2.710e+004	2.398e-005	1.484e-005	4.185e-016	1.077e-015	7.855e-016	4.834e-001	0	0	0
f6	30	1.229e+011	2.514e+000	3.438e+001	6.731e-001	4.241e+001	2.871e+001	2.106e+001	4.834e-001	1.664e+000	0	0	0
f7	50	9.264e+007	3.323e+016	7.243e+016	6.919e+001	4.749e+001	1.449e+001	3.294e+003	7.180e+003	4.471e+017	0	0	0
f8	30	1.801e+002	4.156e+001	2.683e+001	1.760e-005	1.241e-005	4.018e-009	7.388e-009	2.781e-009	2.366e-005	0	0	0
f9	30	1.367e+001	2.445e+002	7.491e+001	3.947e-004	1.340e-004	5.366e-005	9.028e-005	2.781e-009	2.366e-005	0	0	0
f10	30	1.825e+002	7.482e+001	3.982e+000	4.325e+000	4.002e+000	1.971e+001	2.165e+001	1.664e+000	6.047e+000	0	0	0
f11	30	8.043e+001	8.424e+001	3.074e+000	5.801e+009	3.316e+000	3.757e+001	4.622e+001	6.047e+000	6.047e+000	0	0	0
	30	3.052e+001	4.466e+006	1.138e+006	2.772e-010	2.772e-010	3.737e-009	2.705e+020	5.562e+020	8.562e+010	0	0	0
	30	1.825e+002	8.232e+001	7.389e+001	1.537e-005	3.535e-005	5.408e-010	1.573e-009	8.562e+010	8.562e+010	0	0	0
	30	1.062e+010	1.542e+013	1.231e+002	1.818e-004	1.376e-004	8.371e-004	8.131e-005	6.333e-005	6.333e-005	0	0	0
	30	1.062e+010	1.472e+010	3.926e+011	2.261e+013	2.502e+013	5.377e+033	1.250e+031	2.071e-031	2.071e-031	0	0	0
	50	5.385e+010	1.545e+009	5.828e-010	1.131e+011	1.590e+010	1.250e+027	3.826e+027	1.210e+027	1.210e+027	0	0	0
	30	6.666e+010	7.499e-010	6.087e-011	6.277e-011	5.296e-011	6.442e-009	3.295e-009	1.214e-009	1.214e-009	0	0	0
	30	9.104e+009	1.293e+008	2.435e+008	6.676e-012	2.760e-010	3.028e-008	5.7687e-008	2.104e-008	2.104e-008	0	0	0
	30	1.470e+007	3.702e+007	2.421e+007	7.180e+001	1.244e+002	5.978e+003	2.694e+004	1.483e+004	1.483e+004	0	0	0
	30	7.949e+008	9.751e+008	1.124e+008	8.101e+004	3.486e+005	5.252e+005	5.387e+005	1.701e+005	1.701e+005	0	0	0
	30	2.487e+009	3.434e+009	8.989e+008	4.946e+005	5.536e+005	1.028e+006	1.509e+006	4.931e+005	4.931e+005	0	0	0
	10	0	0	0	0	0	0	0	0	0	0	0	0
	10	4.000e+001	1.200e+000	8.366e-001	2.124e+000	1.582e+000	0	0	0	0	0	0	0
	30	1.416e+001	1.822e+001	2.915e+000	6.406e+000	4.098e+009	0	0	0	0	0	0	0

TABLE III: Comparison of ABAM, MuABC and DEs on optimizing 30-dimensional functions

Fun.	Dim.	BA				IS2				ABA				ABAM			
		Min	Mean	SD	Max.FEs	Min	Mean	SD	Max.FEs	Min	Mean	SD	Max.FEs	Min	Mean	SD	Max.FEs
$f_{12}$	10	1.091e+000	1.590e+000	3.698e-001	4.677e-003	1.395e-002	1.235e-002	4.677e-004	6.079e-004	4.029e-007	2.216e-005	2.910e-005	0	4.029e-007	2.216e-005	2.910e-005	0
	30	5.112e+000	6.579e+000	1.272e+000	5.104e-002	8.486e-002	2.838e-002	1.941e-002	5.738e-003	3.921e-007	2.129e-005	2.702e-005	0	3.921e-007	2.129e-005	2.702e-005	0
	50	8.636e+000	9.647e+000	1.766e+000	1.152e-001	2.242e-001	6.982e-002	1.109e-001	3.259e-002	1.882e-001	3.224e-006	1.755e-005	0	3.224e-006	1.755e-005	1.839e-005	0
$f_{13}$	10	4.477e+001	6.029e+001	1.480e+001	8.954e+000	1.762e+001	1.109e+001	1.989e+001	4.218e+001	0	0	0	0	0	0	0	0
	30	1.528e+002	1.978e+002	3.944e+001	7.362e+001	1.062e+002	5.674e+001	2.712e+002	3.250e+002	0	0	0	0	0	0	0	0
	50	2.719e+002	3.494e+002	5.504e+001	1.496e+002	1.962e+002	3.674e+001	2.712e+002	3.250e+002	0	0	0	0	0	0	0	0
$f_{14}$	10	1.835e+001	1.918e+001	7.605e-001	2.813e+001	6.218e+000	2.854e+000	1.597e+001	1.752e+001	0	0	0	0	0	0	0	0
	30	1.976e+001	1.996e+001	1.857e-003	1.361e+001	1.490e+001	1.197e+000	1.881e+001	1.939e+001	0	0	0	0	0	0	0	0
	50	1.995e+001	1.996e+001	1.041e-004	1.154e+001	1.488e+001	1.897e+000	1.897e+001	1.943e+001	0	0	0	0	0	0	0	0
$f_{15}$	10	7.595e+008	3.053e+001	4.108e-001	6.278e-012	2.453e-002	4.252e-002	1.661e-016	3.473e-002	0	0	0	0	0	0	0	0
	30	1.000e+000	1.126e+000	2.829e-001	3.817e-009	6.411e-001	4.967e-001	9.999e-001	1.000e+000	0	0	0	0	0	0	0	0
	50	4.888e+001	4.907e+001	4.459e-003	1.782e-001	3.223e-001	1.233e-001	4.970e-001	4.982e-001	0	0	0	0	0	0	0	0
$f_{16}$	10	4.998e+001	4.998e+001	1.200e-004	4.662e-001	4.870e-001	1.232e-002	4.997e-001	4.998e+001	0	0	0	0	0	0	0	0
	30	4.998e+001	4.998e+001	1.308e-005	4.888e-001	4.931e-001	4.163e-003	4.998e-001	4.998e+001	0	0	0	0	0	0	0	0
	50	4.998e+001	4.998e+001	1.308e-005	4.888e-001	4.931e-001	4.163e-003	4.998e-001	4.998e+001	0	0	0	0	0	0	0	0
$f_{17}$	10	4.710e+001	64.946	2.149e+000	-67.806	-65.138	2.309e+000	-68.907	1.548e+000	-78.332	-75.703	-82.609	-78.332	-75.703	-82.609	-78.332	-75.703
	30	681.053	68.552	1.629e+000	-69.850	-65.138	2.027e+000	-67.022	-65.532	-78.332	-75.703	-82.609	-78.332	-75.703	-82.609	-78.332	-75.703
	50	2.036e+000	4.091e+000	2.147e+000	3.433e-003	4.220e-002	6.662e-002	2.389e-007	4.720e-002	3.649e-002	0	0	0	0	0	0	0
$f_{18}$	10	5.690e+000	1.316e+001	5.550e+000	6.110e-002	1.523e+000	1.480e+000	1.700e+000	3.776e+000	0	0	0	0	0	0	0	0
	30	1.834e+001	2.886e+001	6.276e+000	2.172e+000	4.038e+000	3.429e+000	1.937e+000	2.979e+000	0	0	0	0	0	0	0	0
	50	2.655e+002	3.534e+002	6.104e+001	6.325e+001	1.659e+002	7.283e+001	1.880e+002	2.232e+002	0	0	0	0	0	0	0	0
$f_{20}$	10	4.802e+002	5.767e+002	6.722e+001	2.475e+002	3.352e+002	9.772e+001	3.250e+002	3.706e+002	0	0	0	0	0	0	0	0
	30	2.287e+004	2.067e+004	2.693e+004	6.825e-011	2.772e+000	2.066e+000	8.415e+000	2.510e+001	1.681e+001	4.268e-004	8.007e-004	0	1.717e-015	4.268e-004	8.007e-004	0
	50	1.088e+005	9.952e+002	5.545e+007	1.948e+007	5.374e+001	4.449e+000	1.573e+001	2.095e+001	6.968e+000	1.154e-004	1.573e-004	0	1.447e-014	1.154e-004	1.573e-004	0
$f_{21}$	10	1.088e+005	2.008e+005	6.965e+004	3.052e+007	7.371e+006	6.656e+006	3.042e+009	8.527e+009	0	0	0	0	0	0	0	0
	30	1.350e+006	1.917e+006	3.415e+005	1.488e+002	8.626e+002	5.117e+002	2.773e+004	6.691e+004	0	0	0	0	0	0	0	0
	50	3.284e+006	2.334e+006	5.560e+005	2.798e+002	3.595e+003	8.242e+002	7.466e+002	6.611e+002	4.847e+002	4.823e-004	4.823e-004	0	7.432e-016	4.823e-004	4.823e-004	0
$f_{22}$	10	1.743e+004	9.104e+004	1.743e+004	3.409e+003	1.746e+004	1.746e+004	1.746e+004	1.746e+004	0	0	0	0	0	0	0	0
	30	1.743e+004	9.104e+004	1.743e+004	3.409e+003	1.746e+004	1.746e+004	1.746e+004	1.746e+004	0	0	0	0	0	0	0	0
	50	1.743e+004	9.104e+004	1.743e+004	3.409e+003	1.746e+004	1.746e+004	1.746e+004	1.746e+004	0	0	0	0	0	0	0	0
$f_{23}$	10	2.189e+001	4.438e+001	2.210e+001	1.393e+001	2.296e+001	1.228e+001	1.293e+001	3.880e+001	0	0	0	0	0	0	0	0
	30	1.751e+002	1.932e+002	1.674e+001	3.880e+001	6.129e+001	1.625e+001	1.612e+001	1.867e+002	0	0	0	0	0	0	0	0
	50	2.875e+002	3.256e+002	3.309e+001	9.054e+001	1.248e+002	3.261e+001	2.030e+002	3.194e+002	0	0	0	0	0	0	0	0

TABLE IV: Benchmark functions used in experiment 3.

Functions	Range	Optimal value
$f_1 = \sum_{i=1}^n x_i^2$	[-100,100]	0
$f_2 = \sum_{i=1}^{n-1} (100 * (x_i^2 - x_{i+1})^2 + (x_i - 1)^2)$	[-2.048,2.048]	0
$f_3 = \sum_{i=1}^n (\sum_{j=1}^i x_j)^2$	[-100,100]	0
$f_4 = \max_i \{ x_i , 1 \leq i \leq n\}$	[-100,100]	0
$f_5 = \sum_{i=1}^n  x_i  + \prod_{i=1}^n  x_i $	[-10,10]	0
$f_6 = \sum_{i=1}^n (x_i^2 - 10 \cos(2\pi x_i) + 10)$	[-5.12,5.12]	0
$f_7 = \sum_{i=1}^n (y_i^2 - 10 \cos(2\pi y_i) + 10),$ $if  x_i  < \frac{1}{2}, y_i = x_i; else y_i = \frac{round(2x_i)}{2}$	[-5.12,5.12]	0
$f_8 = -20 \exp(-0.2 * \sqrt{\sum_{i=1}^n x_i^2/n})$ $- \exp(\sum_{i=1}^n \cos(2\pi x_i/n) + 20 + e$	[-32,32]	0
$f_9 = \frac{1}{4000} \sum_{i=1}^n x_i^2 - \prod_{i=1}^n \cos(\frac{x_i}{\sqrt{i}}) + 1$	[-600,600]	0
$f_{10} = \sum_{i=1}^n (100((a_i x_i)^2 - (a_{i+1} x_{i+1}))^2 + (a_i x_i - 1)^2),$ $a_i = 100 \frac{i-1}{n-1}$	[-4.196,4.196]	0
$f_{11} = \sum_{i=1}^n ((a_i x_i)^2 - 10 \cos(2\pi(a_i x_i)) + 10),$ $a_i = 10 \frac{i-1}{n-1}$	[-5.12,5.12]	0
$f_{12} = \sum_{i=1}^n ((a_i x_i)^2 - 10 \cos(2\pi(a_i x_i)) + 10),$ $a_i = 1000 \frac{i-1}{n-1}$	[-5.12,5.12]	0
$f_{13} = \sum_{i=1}^n z_i^2, z = M * x$	[-100,100]	0
$f_{14} = \sum_{i=1}^{n-1} (100 * (z_i^2 - z_{i+1})^2 + (z_i - 1)^2) z = M * x$	[-2.048,2.048]	0
$f_{15} = \max_i \{ z_i , 1 \leq i \leq n\}, z = M * x$	[-10,10]	0
$f_{16} = \sum_{i=1}^n (z_i^2 - 10 \cos(2\pi z_i) + 10), z = M * x$	[-5.12,5.12]	0
$f_{17} = -20 \exp(-0.2 * \sqrt{\sum_{i=1}^n z_i^2/n})$ $- \exp(\sum_{i=1}^n \cos(2\pi z_i/n) + 20 + e, z = M * x$	[-32,32]	0
$f_{18} = \frac{1}{4000} \sum_{i=1}^n z_i^2 - \prod_{i=1}^n \cos(\frac{z_i}{\sqrt{i}}) + 1, z = M * x$	[-600,600]	0
$f_{19} = \sum_{i=1}^n (20 \frac{i-1}{n-1} z_i)^2, z = M * x$	[-100,100]	0
$f_{20} = (1000 * z(1))^2 + \sum_{i=2}^n z_i^2, z = M * x$	[-100,100]	0
$f_{21} = \sum_{i=1}^n z_i^{2+a_i}, a_i = 10 \frac{i-1}{n-1}, z = M * x$	[-100,100]	0

TABLE V: Comparison of ABAM and PSOs on optimizing 30-dimensional functions

Fun.	FFPS-PSO		CLPSO		APSO		SSG-PSO		SSG-PSO-BFGS		SSG-PSO-PS		ABAM	
	Mean	SD	Mean	SD	Mean	SD	Mean	SD	Mean	SD	Mean	SD	Mean	SD
f1	7.52e+001	0.08e+001	7.34e+001	0.79e+000	7.38e+001	0.05e+001	7.44e+001	0.84e+000	7.37e+001	0.08e+012	7.37e+001	0.25e+000	7.37e+001	0.00e+000
f2	2.08e+002	3.59e+003	1.34e+002	2.44e+002	9.91e+003	5.03e+003	1.24e+001	1.33e+001	2.47e+014	4.38e+014	4.16e+001	4.16e+001	4.16e+001	0.00e+000
f3	1.64e+005	3.59e+010	7.51e+006	2.60e+019	4.75e+011	7.44e+011	2.75e+025	1.96e+025	1.04e+026	7.58e+026	9.95e+022	7.23e+022	7.23e+022	0.00e+000
f4	6.39e+001	2.11e+001	0	0	4.27e+000	6.33e+000	0	0	0	0	0	0	0	0
f5	1.49e+008	7.88e+009	7.77e+014	0.49e+018	6.34e+002	0.43e+000	0	0	0	0	0	0	0	0
f6	7.17e+004	3.11e+005	4.94e+001	0.32e+001	1.98e+006	5.42e+006	0	0	4.97e+015	7.3e+015	1.81e+000	0.06e+000	0.06e+000	0.00e+000
f7	7.37e+004	3.26e+013	4.21e+017	6.18e+018	3.24e+020	45e+019	5.28e+022	8.71e+022	2.29e+027	7.74e+027	1.97e+024	6.65e+025	6.65e+025	0.00e+000
f8	7.34e+001	2.89e+001	2.84e+001	1.21e+000	7.65e+001	3.3e+001	2.3e+001	6.91e+001	3.98e+001	1.72e+000	2.50e+001	4.44e+001	4.44e+001	0.00e+000
f9	2.89e+001	4.48e+000	1.08e+002	1.56e+001	1.02e+002	1.32e+003	1.12e+001	1.12e+001	4.16e+001	1.45e+001	4.44e+001	4.44e+001	4.44e+001	0.00e+000
f10	1.74e+008	3.06e+003	7.26e+008	2.72e+003	1.92e+007	4.82e+003	7.32e+003	4.82e+003	7.23e+016	2.62e+016	6.52e+016	5.82e+016	5.82e+016	0.00e+000
f11	1.11e+003	1.38e+003	3.88e+003	1.32e+003	1.32e+003	1.32e+004	7.22e+003	4.82e+002	2.44e+016	2.44e+016	5.21e+001	5.21e+001	5.21e+001	0.00e+000
f12	2.43e+006	5.01e+016	3.74e+007	3.43e+007	2.91e+007	4.22e+008	5.12e+006	1.17e+006	8.27e+010	8.27e+010	5.12e+004	5.12e+004	5.12e+004	0.00e+000
f13	0	0	0	0	0	0	0	0	0	0	0	0	0	0
f14	0	0	0	0	0	0	0	0	0	0	0	0	0	0
f15	0	0	0	0	0	0	0	0	0	0	0	0	0	0
f16	0	0	0	0	0	0	0	0	0	0	0	0	0	0
f17	0	0	0	0	0	0	0	0	0	0	0	0	0	0
f18	0	0	0	0	0	0	0	0	0	0	0	0	0	0
f19	0	0	0	0	0	0	0	0	0	0	0	0	0	0
f20	0	0	0	0	0	0	0	0	0	0	0	0	0	0
f21	0	0	0	0	0	0	0	0	0	0	0	0	0	0
f22	0	0	0	0	0	0	0	0	0	0	0	0	0	0