

SUPPLEMENTARY FILE

Algorithm 1 Nearest-better clustering [1]

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1: Sort the whole population  $P$  in increasing order based on fitness values
2: Calculate the distance between each pair
3:  $T = []$  (Empty tree)
4: for each  $\mathbf{x}_i \in P$  do
5:   Find the nearest better neighbor  $\mathbf{x}_{i,nb}$ , and create an edge between  $\mathbf{x}_i$  and  $\mathbf{x}_{i,nb}$ 
6:   Add the edge into the tree  $T$ 
7: end for
8: Calculate the mean distance  $\mu_{dist}$  of all edges in  $T$ 
9: for each edge  $\in T$  do
10:  if  $dist(edge) > \phi \cdot \mu_{dist}$  then
11:    Cut off the edge and record the seed.
12:  end if
13: end for

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1 Harmonic average distance

The HAD method [2] assesses the crowding of solutions in decision space. For a population P with N solutions, the HAD value for a normalized solution $\mathbf{x}$ is computed as $HAD(\mathbf{x}') = (N - 1) / \sum_{\mathbf{y}' \in P, \mathbf{y}' \neq \mathbf{x}'} \frac{1}{\|\mathbf{x}' - \mathbf{y}'\|}$, where $\|\mathbf{x}' - \mathbf{y}'\|$ is the Euclidean distance between normalized solutions $\mathbf{x}'$ and $\mathbf{y}'$, with normalization defined as $\mathbf{x}'_i = \frac{\mathbf{x}_i - x_{\min,i}}{x_{\max,i} - x_{\min,i}}$ for $i = 1, \dots, n$. The HAD value reflects crowding based on distances to other normalized solutions, where smaller HAD values indicate higher crowding in decision space.

2 Penalty strategies

The penalty strategy is widely used for handling nonlinear equation systems (NESs) [5, 6]. In NESs, this strategy primarily defines penalty regions around previously found roots to encourage the algorithm to explore new areas. This approach helps the algorithm discover new roots while conserving computational resources.

2.1 Pourjafari and Mojallali's penalty strategy [5]

The objective is to minimize the penalized function $P_f(\mathbf{x})$ as follows:

$$\text{minimize } P_f(\mathbf{x}) = (f(\mathbf{x}) + \omega) \prod_{n=1}^N |\coth(\alpha \delta_n)|, \quad \delta_n = \|\mathbf{x} - \mathbf{x}_i^*\|$$

In this formulation, $f(\mathbf{x})$ is the original objective function, ω is a small positive constant, N denotes the number of roots found, and $\alpha \geq 1$ is a coefficient that controls the penalty radius. In this equation, δ_n represents the distance between $\mathbf{x}$ and the i -th root $\mathbf{x}_i^*$.

2.2 Hirsch et al.'s penalty strategy [6]

Another penalty function is proposed in [6] as follows:

$$\text{minimize } P_f(\mathbf{x}) = f(\mathbf{x}) + \zeta \sum_{n=1}^N e^{-\delta_n} \chi_\gamma(\delta_n)$$

Algorithm 2 Niche center identification [3]

Require: Population

Ensure: Niche centers (nicheCenter), Niches (niche)

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1: Calculate  $K$  as  $K = K_{init}$  for first half evolutionary procedure, and  $K = 2 * K_{init}$  for other half;
2: Create an empty scoreBoard;
3: Calculate distances between all individuals;
4: for each individual  $x_i$  do
5:   Find the nearest  $K$  individuals to form set  $S$ ;
6:   for each  $x_k$  in  $S$  do
7:     if  $x_i$  is better than  $x_k$  then
8:       scoreBoard( $x_k$ )  $\leftarrow$  1;
9:     else
10:      scoreBoard( $x_i$ )  $\leftarrow$  1;
11:    end if
12:  end for
13: end for
14: nicheCenter  $\leftarrow \emptyset$ ;
15: for each individual  $x_i$  do
16:   if scoreBoard( $x_i$ ) = 0 then
17:     Add  $x_i$  to nicheCenter;
18:   end if
19: end for
20: Assign individuals not in nicheCenter to the nearest niche center to form niche;
21: for each niche( $i$ ) do
22:   if size of niche( $i$ ) < 5 then
23:     Merge niche( $i$ ) into the nearest niche;
24:     Remove niche( $i$ );
25:   end if
26: end for

```

where

$$\chi_\gamma(\delta_n) = \begin{cases} 1, & \text{if } \delta_n \leq \gamma \\ 0, & \text{otherwise} \end{cases}$$

Here, ζ is a large constant to adjust the penalty scale. This equation represents the indicator function, with γ being a small constant controlling the penalty radius.

3 Affinity Propagation Clustering

The message-passing process in Affinity Propagation Clustering (APC) [7] determines the suitability of an individual $\mathbf{x}_k$ as an exemplar for another individual $\mathbf{x}_i$, and the appropriateness of $\mathbf{x}_i$ selecting $\mathbf{x}_k$ as its exemplar. This process uses two types of messages: *responsibility* ($r(i, k)$) and *availability* ($a(i, k)$).

(i) **Responsibility** ($r(i, k)$): Indicates how well $\mathbf{x}_k$ can serve as the exemplar for $\mathbf{x}_i$. It is calculated as:

$$r(i, k) = s(i, k) - \max_{k' \neq k} (a(i, k') + s(i, k')), \quad (1)$$

where $s(i, k) = -\|\mathbf{x}_i - \mathbf{x}_k\|^2$ represents the similarity, defined as the negative squared Euclidean distance.

(ii) **Availability** ($a(i, k)$): Reflects the appropriateness of $\mathbf{x}_i$ selecting $\mathbf{x}_k$ as its exemplar. It is computed as:

$$a(i, k) = \min \left(0, r(k, k) + \sum_{i' \neq i, k} \max(0, r(i', k)) \right). \quad (2)$$

Algorithm 3 INSDE($P, A_{os}, d_{min}, f_{min}, t_{max}, FE$) [4]

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1: Sort all individuals of  $P$  to form  $P_{sort}$  from the best to the worst based on their fitness values;
2: for  $i = 1$  to  $N_p$  do
3:   Find the most similar  $m$  individuals of the first individual from  $P_{sort}$  to form  $subpop_i$ ;
4:   Remove the processed members from the current  $P_{sort}$ ;
5: end for
6: for  $i = 1$  to  $N_p$  do
7:   for  $j = 1$  to  $|subpop_i|$  do
8:     Produce an offspring  $u_{i,j}$  using the mutation and crossover of DE within  $subpop_i$ ;
9:     Evaluate  $u_{i,j}$  and  $FE = FE + 1$ ;
10:   end for
11: end for
12:  $k = 1$ ;
13: for  $i = 1$  to  $N_p$  do
14:   for  $j = 1$  to  $|subpop_i|$  do
15:     if  $f(u_{i,j}) > f(y_{i,j})$  then
16:        $T_k = 0$ ;
17:        $y_{i,j} \leftarrow u_{i,j}$ ;
18:     else
19:        $T_k = T_k + 1$ ;
20:     end if
21:    $k = k + 1$ ;
22: end for
23: end for
24: Merge each  $subpop_i$  into  $P$ ;
25: for  $i = 1$  to  $N_p$  do
26:   Calculate the Euclidean distances of the  $i$ -th individual to other individuals in  $P$ , and store them in  $D$ ;
27:   for  $j = 1$  to  $N_p$  do
28:     if  $i \neq j \ \& \ D(j) < d_{min} \ \& \ f(x_i) > f(x_j) \ \& \ f(x_i) - f(x_j) < f_{min}$  then
29:       Remove the  $j$ -th individual from  $P$ ;
30:     end if
31:   end for
32: end for
33: for  $i = 1$  to  $|P|$  do
34:   if  $T_i \geq \max T$  then
35:     Call Archive_update( $x_i, A_{os}, 0.01$ ) as shown in Algorithm 1;
36:     Remove the  $i$ -th individual from  $P$ ;
37:   end if
38: end for

```

Initially, all availabilities $a(i, k)$ are set to 0. During each iteration, responsibilities and availabilities are updated iteratively. To ensure stability, a damping factor λ is used in the updates:

$$r(i, k) = \lambda \cdot r(i, k)_{last} + (1 - \lambda) \cdot r(i, k), \quad (3)$$

$$a(i, k) = \lambda \cdot a(i, k)_{last} + (1 - \lambda) \cdot a(i, k). \quad (4)$$

At the end of each iteration, the exemplar for $\mathbf{x}_i$ is determined as the $\mathbf{x}_k$ that maximizes:

$$a(i, k) + r(i, k). \quad (5)$$

The message-passing process terminates when either a maximum number of iterations is reached or the exemplars remain unchanged for a certain number of iterations. This iterative procedure automatically forms clusters.

4 Locality-sensitive hashing

Locality-sensitive hashing (LSH) is an efficient clustering technique [8, 9] that ensures individuals close in the original data space remain close after being mapped onto a projected line via hashing. LSH uses a “bucket” concept, where the projected line is divided into segments of length r , with each segment acting as a bucket. Individuals within the same bucket are grouped into the same cluster.

The computational steps of LSH in the context of the DE algorithm are detailed in Algorithm 4. Figure 1 of the original work illustrates the process, showing six individuals distributed in a 2D Euclidean space. These individuals are mapped onto three projected lines and divided into three equal-sized buckets, forming three clusters.

Algorithm 4 Locality-sensitive hashing (LSH) [10]

Require: Population of individuals, segment length r , projected dimensions

Ensure: Clusters of individuals

- 1: Initialize the population of individuals in a 2D space
 - 2: Define the segment length r for buckets
 - 3: Map each individual onto k projected lines via hashing
 - 4: **for** each individual x_i in the population **do**
 - 5: Compute the hash function to project x_i onto the lines
 - 6: **for** each projected line **do**
 - 7: Assign x_i to a bucket based on the segment r
 - 8: **end for**
 - 9: **end for**
 - 10: Group individuals within the same bucket into a cluster
 - 11: Return the formed clusters
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5 Parameter Adaptation in MHDE Based on JADE Mechanism

The parameter adaptation mechanism in MHDE is also a modified version of JADE [11], incorporating a novel weighted approach based on individual contributions. In MHDE, successful parameter values (F and CR) are updated based on their contributions to fitness improvements, ensuring that parameters with higher contributions provide stronger guidance. The crossover probability CR_c^t and scale factor F_c^t are calculated as follows:

5.1 Crossover Probability (CR)

$$R_{i,m,t}^c = \max \left(\frac{f(\vec{x}_{i,t}^c) - f(\vec{u}_{i,t}^c)}{f_{\max}^t - f(\vec{x}_{i,t}^c) + \varepsilon} \cdot \frac{1}{f_{\max}^t - f_{\min}^t + \varepsilon}, 0 \right), \quad (6)$$

$$wmean_{m,t}^c = \frac{\sum_{i=1}^{|SCR_{m,t}^c|} scr_{i,m,t}^c \cdot R_{i,m,t}^c}{\sum_{i=1}^{|SCR_{m,t}^c|} R_{i,m,t}^c}, \quad (7)$$

$$\mu_{CR_{m,t}^c} = (1 - w) \cdot \mu_{CR_{m,t-1}^c} + w \cdot wmean_{m,t}^c, \quad (8)$$

$$CR_c^t = \text{randn}(\mu_{CR_{m,t}^c}, 0.1). \quad (9)$$

5.2 Scale Factor (F)

$$R_{i,m,t}^c = \max \left(\frac{f(\vec{x}_{i,t}^c) - f(\vec{u}_{i,t}^c)}{f_{\max}^t - f(\vec{x}_{i,t}^c) + \varepsilon} \cdot \frac{1}{f_{\max}^t - f_{\min}^t + \varepsilon}, 0 \right), \quad (10)$$

$$w\text{meanL}_{m,t}^c = \frac{\sum_{i=1}^{|SF_{m,t}^c|} (sf_{i,m,t}^c)^2 \cdot R_{i,m,t}^c}{\sum_{i=1}^{|SF_{m,t}^c|} sf_{i,m,t}^c \cdot R_{i,m,t}^c}, \quad (11)$$

$$\mu_{F_{m,t}}^c = (1 - w) \cdot \mu_{F_{m,t-1}}^c + w \cdot w\text{meanL}_{m,t}^c, \quad (12)$$

$$F_c^t = \text{randc}(\mu_{F_{m,t}}^c, 0.1). \quad (13)$$

5.3 Global Updates

The global parameters $\mu_{ACR_{m,t}}$ and $\mu_{AF_{m,t}}$ are updated using information from all clusters:

$$\mu_{CR_{m,t}}^c = \mu_{ACR_{m,t}}, \quad m = 1, 2, \dots, N_{C,t}, \quad (14)$$

$$\mu_{F_{m,t}}^c = \mu_{AF_{m,t}}, \quad m = 1, 2, \dots, N_{C,t}. \quad (15)$$

This mechanism ensures efficient parameter adaptation while balancing contributions across all clusters.

6 Fitness and distance-based local search

FDLS [12] incorporates two local search mechanisms: fitness-based and distance-based local search.

1) Fitness-based local search: Individuals with better fitness values are more likely near global optima, while those with worse fitness values might be trapped in local optima. To balance efficiency, superior individuals are assigned a higher probability of local search to refine solutions, while inferior ones receive lower probabilities to save fitness evaluations (FEs). The fitness-based local search probability P_{Fi} for an individual x_i is defined as:

$$P_{Fi} = \frac{f_i - f_{\text{worst}} + \phi}{f_{\text{best}} - f_{\text{worst}} + \phi} \quad (16)$$

Here, f_i is the fitness of x_i , f_{best} and f_{worst} are the best and worst fitness values in the population, and ϕ is a small positive constant (set as 10^{-4}) to handle the case where $f_{\text{best}} = f_{\text{worst}}$.

2) Distance-based local search: To encourage exploration, individuals distant from the best solution have a higher probability of local search, while those in similar regions have lower probabilities to avoid redundancy. The distance-based local search probability P_{Di} for x_i is given by:

$$P_{Di} = \frac{d_i - d_{\min} + \phi}{d_{\max} - d_{\min} + \phi} \quad (17)$$

Here, d_i is the distance between x_i and the best individual, $d_{\min}$ and $d_{\max}$ are the minimum and maximum distances within the population, and ϕ is set as 10^{-4} .

FDLS Logic: The procedure of FDLS is illustrated in Algorithm 5. The combined probabilities P_{Fi} and P_{Di} ensure efficient and diverse local search. Local search is prioritized for individuals with both high P_{Fi} (indicating promising fitness) and P_{Di} (indicating different regions). This prevents redundant searches around similar areas or wasted efforts on local optima.

Algorithm 5 FDLS [12]

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1: Determine the standard deviation  $\sigma = 10^{-1 - \frac{10/D+3}{MaxFE}}$  in Gaussian distribution .
2: Sample two points around  $x_{best}$  using  $Gaussian(x, \sigma)$ .
3: Evaluate the two points and select the better one as  $x'_{best}$ .
4: Increment FE by 2.
5: if  $x'_{best}$  is better than  $x_{best}$  then
6:   Replace  $x_{best}$  with  $x'_{best}$ .
7: end if
8: Calculate  $P_{Fi}$  for each individual using Eq. (16).
9: Calculate  $P_{Di}$  for each individual using Eq. (17).
10: for each individual  $x_i$  do
11:   if  $rand < P_{Fi}$  then
12:     if  $rand < P_{Di}$  then
13:       Sample two points around  $x_i$  using  $Gaussian(x, \sigma)$ .
14:       Evaluate the two points and select the better one as  $x'_i$ .
15:       Increment FE by 2.
16:       if  $x'_i$  is better than  $x_i$  then
17:         Replace  $x_i$  with  $x'_i$ .
18:       end if
19:     end if
20:   end if
21: end for

```

This approach ensures that local searches are directed towards promising and diverse areas, improving search efficiency while avoiding redundancy or wasted evaluations.

7 Broyden-Fletcher-Goldfarb-Shanno

The BFGS algorithm [13] is an iterative gradient-based optimization method. In black-box problems, where gradients are unavailable, numerical estimation is used. A simple hill descent is performed during the line search. The pseudocode of BFGS is summarized in Algorithm 7, where scalars are italicized, vectors are bold, and matrices are bold uppercase. Note that Algorithm 7 addresses minimization, whereas multimodal problems are typically maximization tasks.

8 Reinforcement learning

Reinforcement learning (RL) is a machine learning method that enables agents to learn the mapping between states and behaviors by actively interacting with an environment, aiming to maximize long-term cumulative rewards [14]. RL is distinct from supervised and unsupervised learning as it relies on learning from interactions with the environment. In RL, agents strive to maximize cumulative rewards through optimal decision-making. RL finds applications in intelligent control, robotics, analysis, and prediction.

RL comprises five key components: state space S_s , reward function R_f , state transfer function S_t , action A_t , and discount factor D_f . These components form a Markov Decision Process (MDP), which serves as the foundation for agent decision-making. The agent selects actions based on the current state, as illustrated in Fig. 2 of the main file, learning through trial and error to maximize rewards. The agent's performance is evaluated based on rewards obtained through interactions with the environment. Using the state change and policy table, the agent determines its next action, constructing a policy π that combines state and action. The agent continuously updates this policy to maximize desired rewards, as defined by [15]:

$$Q^\pi(s, a) = E_\pi \left[\sum_{t=0}^{\infty} D_f^t R(s_t, a_t) | s_0 = s, a_0 = a \right]. \quad (18)$$

Algorithm 6 Information matching mechanism [3]

```

1: Input: sto, stagList,  $\mu F$  List,  $\mu CR$  List, nicheCenter, niche
2: Output: record
3: if sto is empty then
4:   Add all niche centers to sto
5:   Initialize the stagnation generation,  $\mu F$ , and  $\mu CR$  for all niches to 0,  $\mu F_{init}$ , and  $\mu CR_{init}$ 
6: else
7:   Calculate distances between niche centers and historical niche centers
8:   for each nicheCenter(i) do
9:     Find the minimum distance mindis
10:    Find the corresponding historical niche centers nearCent in sto
11:    if mindis  $\leq d$  then
12:      Map nicheCenter(i) to nearCent in record
13:      if nicheCenter(i) is better than nearCent then
14:        nearCent  $\leftarrow$  nicheCenter(i)
15:        stag0  $\leftarrow$  0
16:      else
17:        if stag0  $\geq T$  then
18:          Add nearCent to the archive, then remove it and its historical experience
19:          Remove niche(i) from the current population
20:        end if
21:      end if
22:    else
23:      Add nicheCenter(i) to sto
24:      Add a 0 to stagList
25:      Add a  $\mu F_{init}$  to  $\mu F$  List
26:      Add a  $\mu CR_{init}$  to  $\mu CR$  List
27:    end if
28:  end for
29: end if
30: All stag in stagList are increased by 1

```

RL methods are categorized as model-based RL and model-free RL, depending on their use of environment models [14]. Model-based RL constructs complete environment models, offering precise decision-making but facing challenges in obtaining accurate MDPs for many problems. In contrast, model-free RL does not rely on learning environment models, making use of artificial neural networks (ANNs) for policy representation. Model-free RL has gained prominence due to its lower learning complexity and effective application in recent years.

9 Radial Basis Function (RBF)

The radial basis function (RBF) was first introduced by Hardy [16] in 1971 and has been widely used to interpolate scattered data points. RBFs are capable of approximating almost any nonlinear function [17]. In this work, RBF is employed as a surrogate model to predict the original objective function.

Suppose the function $f(\mathbf{x})$ to be approximated is defined over a given training dataset $\text{Data} = \{\mathbf{x}_i \mid i = 1, \dots, N\}$. The fitted function $\tilde{f}(\mathbf{x})$ can be expressed as:

$$\tilde{f}(\mathbf{x}) = \sum_{i=1}^N w_i \phi(\|\mathbf{x} - \mathbf{x}_i\|), \quad (19)$$

where w_i is the i th element of the weight coefficient vector $\mathbf{W} = (w_1, w_2, \dots, w_N)^\top$, and $\phi(\cdot)$ represents the basis function. Various forms of $\phi(\cdot)$ can be used, such as the Gaussian, multiquadric, and cubic func-

Algorithm 7 BFGS Algorithm [13]

Require: An initial guess $\mathbf{x}_0$

- 1: Generate an identity matrix $\mathbf{B}$ whose size matches the length of $\mathbf{x}_0$
 - 2: $k \leftarrow 0$
 - 3: **while** BFGS stop criterion is not met **do**
 - 4: **Identify the direction of the gradient** $\mathbf{p}_k$
 - 5: Find the direction vector $\mathbf{p}_k$ by solving the system of linear equations $\mathbf{B}_k \mathbf{p}_k = -\nabla f(\mathbf{x}_k)$
 - 6: **Calculate the step size** $\mathbf{s}_k$
 - 7: Perform a line search to find α_k in the direction $\mathbf{p}_k$, i.e., $\alpha_k = \arg \min f(\mathbf{x}_k + \alpha \mathbf{p}_k)$
 - 8: Compute $\mathbf{s}_k \leftarrow \alpha_k \mathbf{p}_k$
 - 9: **Create the new solution** $\mathbf{x}_{k+1}$
 - 10: $\mathbf{x}_{k+1} \leftarrow \mathbf{x}_k + \mathbf{s}_k$
 - 11: **Update B**
 - 12: $\mathbf{y}_k \leftarrow \nabla f(\mathbf{x}_{k+1}) - \nabla f(\mathbf{x}_k)$
 - 13: $\mathbf{B}_{k+1} \leftarrow \mathbf{B}_k + \frac{\mathbf{y}_k \mathbf{y}_k^\top}{\mathbf{y}_k^\top \mathbf{s}_k} - \frac{\mathbf{B}_k \mathbf{s}_k \mathbf{s}_k^\top \mathbf{B}_k^\top}{\mathbf{s}_k^\top \mathbf{B}_k \mathbf{s}_k}$
 - 14: $k \leftarrow k + 1$
 - 15: **end while**
 - 16: **return** An improved candidate solution $\mathbf{x}_k$
-

tions. A cubic basis function $\phi(l) = l^3$ is explained here, as suggested by Wild and Shoemaker [18], who demonstrated its superior performance compared to other basis functions.

Given the output vector $\mathbf{F} = (f(\mathbf{x}_1), f(\mathbf{x}_2), \dots, f(\mathbf{x}_N))^\top$ corresponding to the input vector $\mathbf{x} = (\mathbf{x}_1, \mathbf{x}_2, \dots, \mathbf{x}_N)^\top$, the weights $\mathbf{W}$ must satisfy the following condition:

$$\tilde{f}(\mathbf{x}_i) = f(\mathbf{x}_i), \quad i = 1, 2, \dots, N. \quad (20)$$

The basis function matrix Φ is defined as:

$$\Phi = \begin{bmatrix} \phi(\|\mathbf{x}_1 - \mathbf{x}_1\|) & \cdots & \phi(\|\mathbf{x}_1 - \mathbf{x}_N\|) \\ \vdots & \ddots & \vdots \\ \phi(\|\mathbf{x}_N - \mathbf{x}_1\|) & \cdots & \phi(\|\mathbf{x}_N - \mathbf{x}_N\|) \end{bmatrix}. \quad (21)$$

Using this matrix, Equation (1) can be rewritten as:

$$\Phi \mathbf{W} = \mathbf{F}. \quad (22)$$

The solution for $\mathbf{W}$ is given by:

$$\mathbf{W} = \Phi^\dagger \mathbf{F}, \quad (23)$$

where $\Phi^\dagger$ is the Moore–Penrose pseudoinverse of Φ . This system is solvable when Φ is nonsingular, and conditions to guarantee nonsingularity have been provided by Micchelli [19].

10 Practical problems

10.1 Map-based problem

The map-based problem is a distance minimization task based on a practice map [20]. It involves three disconnected Pareto-optimal regions and four objectives, each related to a different type of facility: - $f_1(x)$: Distance to the nearest elementary school (red circle) - $f_2(x)$: Distance to the nearest junior high school (blue circle) - $f_3(x)$: Distance to the nearest convenience store (pink circle) - $f_4(x)$: Distance to the nearest railway station (black circle)

The decision space is $[0, 100] \times [0, 100]$, and the problem is defined as:

Algorithm 8 CrowdingDE

```

1: for each Individual  $\in$  Population do
2:   Individual  $\leftarrow$  InitializeRandomPositions - Rosetta Stage 1()
3:   for  $s \in 2 : 4$  do
4:     for each Individual  $\in$  Population do
5:       Rosetta Stage  $s$  applied to all individuals in DE generation 1
6:     end for
7:     for  $g \in 2 : MAX\_GEN$  do
8:       for each Individual  $x' \in$  Population do
9:          $x'_1, x'_2, x'_3 \leftarrow$  GetRandomIndividual(Population)
10:        //  $x'_1, x'_2, x'_3$  must be distinct from each other and  $x'$ 
11:         $R \leftarrow$  GetRandom(1, n)
12:        for each  $i \in 1 : n$  do
13:          Compute individual's potentially new position
14:           $y = \{y_1, \dots, y_n\}$  (trial vector)
15:           $r_i \leftarrow$  GetRandom(0, 1)
16:          if  $((i = R) \text{ or } (r_i < CR))$  then
17:             $y_i = x'_1 i + F(x'_2 i - x'_3 i)$ 
18:          else
19:             $y_i = x'_i$ 
20:          end if
21:           $y' \leftarrow$  Rosetta Stage  $s(y)$ 
22:          if  $f(y') \leq f(x')$  then
23:             $x' \leftarrow y'$ 
24:          end if
25:        end for
26:      end for
27:    end for
28:  end for
29: end for

```

$$\text{Min}F(x) = (f_1(x), f_2(x), f_3(x), f_4(x))^T \quad (9)$$

where $x = (x_1, x_2)$ is a 2-D decision vector.

10.2 Two-impulse orbit transfer problem

The optimal two-impulse orbit transfer problem [21] is a typical space trajectory design problem with two objectives: 1) Minimize the propellant consumption, and 2) Minimize the transfer time. This problem is multimodal due to the presence of multiple local optima and is solved using the Lambert problem method [22].

The first objective is to minimize the total transfer time, given by:

$$f_1 = t_w + t_f \quad (10)$$

where t_w is the waiting time on the initial orbit and t_f is the transfer time.

The second objective is to minimize the total transfer cost, which is the sum of the initial and final impulses:

$$f_2 = |v_I - v_{I_t}| + |v_F - v_{F_t}| \quad (11)$$

where v_I and v_F are the velocities on the initial and final orbits, and v_{I_t} and v_{F_t} are the velocities at the transfer orbit's initial and final positions.

Algorithm 9 SharingDE

```

1: for each Individual  $\in$  Population do
2:   Individual  $\leftarrow$  InitializeRandomPositions - Rosetta Stage 1()
3:   for  $s \in 2 : 4$  do
4:     for each Individual  $\in$  Population do
5:       Rosetta Stage  $s$  applied to all individuals in DE generation 1
6:     end for
7:     for  $g \in 2 : GEN\_MAX$  do
8:       for each Individual  $x' \in$  Population do
9:          $x'_1, x'_2, x'_3 \leftarrow$  GetRandomIndividual(Population)
10:        //  $x'_1, x'_2, x'_3$  must be distinct from each other and  $x'$ 
11:         $R \leftarrow$  GetRandom(1, n)
12:        for each  $i \in 1 : n$  do
13:          Compute individual's potentially new position
14:           $y = [y_1, \dots, y_n]$  (trial vector)
15:           $r_i \leftarrow$  GetRandom(0, 1)
16:          if  $((i = R) \text{ or } (r_i < CR))$  then
17:             $y_i = x'_1 i + F(x'_2 i - x'_3 i)$ 
18:          else
19:             $y_i = x'_i$ 
20:          end if
21:           $y' \leftarrow$  Rosetta Stage  $s(y)$ 
22:          if  $f(y') \leq f(x')$  then
23:             $x' \leftarrow y'$ 
24:          end if
25:        end for
26:      end for
27:    end for
28:  end for
29: end for
30: Doubled Population  $\leftarrow$  Add( $x'$ )
31: for each Individual  $z \in$  Doubled Population do
32:    $f_{shared}(z) \leftarrow$  Shared Fitness( $f_{original}(z)$ )
33:    $f_{shared}$  is calculated for each  $z$  of the doubled population
34: end for
35: Sorted Doubled Population  $\leftarrow$  Sort(Doubled Population)
36: Population  $\leftarrow$  Select the best half part(Sorted Doubled Population)
37: The worst half part of the enlarged population is removed to define the new population in the next generation.
38: Elitism preserves the overall best solution found so far. If the best individual is removed during this selection step, it is replaced.

```

A test example is the two-impulse transfer from a low Earth orbit (LEO) to a high eccentricity Molniya-like orbit, with the following mathematical formulation:

$$\text{Min}F(t) = (f_1(t), f_2(t))^T, \quad t = (t_w, t_f)$$

where $t_w \in [0, 10.8]$ and $t_f \in [0.03, 10.8]$.

Algorithm 10 ARA and LM Strategies

```

1: for each individual  $X_i$  in the population do
2:   if  $cg_i \geq mcg$  then
3:      $R_i = R_i/2$ ;
4:      $cg_i = 0$ ;
5:      $ht_i = ht_i + 1$ ;
6:   end if
7: end for
8: Lifetime Mechanism
9: for each individual  $X_i$  in the population do
10:  if  $ht_i \geq mht$  then
11:     $rank = 1$ ;
12:    for each other individual  $X_j$  do
13:      if  $f(X_i) < f(X_j)$  then
14:         $rank = rank + 1$ ;
15:      end if
16:    end for
17:    if  $rank \leq N \times at$  then
18:      Add  $X_i$  to the archive;
19:    end if
20:    Re-initialize  $X_i$ ;
21:     $R_i = U - L$ ,  $cg_i = 0$ ,  $ht_i = 0$ ;
22:  end if
23: end for

```

Table S1: Experimental results of various DE variants on CEC 2013 MMOPs at $\varepsilon = 1E - 03$ accuracy level.

Func	NetCDE	ANDE	DSDE	LBPDE	PMODE	PNPCDE	NCIDE	ESPDE	HANDE	SA-DQN-DE
	PR (SR)	PR (SR)	PR (SR)	PR (SR)	PR (SR)	PR (SR)	PR (SR)	PR (SR)	PR (SR)	PR (SR)
F1	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)
F2	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)
F3	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)
F4	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)
F5	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)
F6	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (0.28)	1 (1)	1 (1)	1 (1)	1 (1)
F7	0.97 (0.37)	0.94 (0.18)	0.90 (0)	0.93 (0)	0.67 (0)	0.89 (0)	0.85 (0)	0.96 (0.36)	1 (1)	1 (1)
F8	1 (1)	0.95 (0.08)	0.68 (0)	0.83 (0)	0.62 (0)	0 (0)	0.88 (0)	0.91 (0)	1.00 (0.67)	1 (1)
F9	0.52 (0)	0.52 (0)	0.39 (0)	0.62 (0)	0.32 (0)	0.47 (0)	0.59 (0)	0.73 (0)	0.88 (0)	0.93 (0)
F10	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (0)	1 (1)
F11	0.98 (0.90)	1 (1)	1 (1)	0.78 (0)	1 (1)	0.67 (0)	1 (1)	1 (1)	1 (1)	1 (1)
F12	0.93 (0.53)	1 (1)	1 (1)	0.82 (0.14)	1 (1)	0.02 (0)	1 (1)	0.98 (0.88)	1 (1)	1 (1)
F13	0.67 (0)	0.77 (0.08)	0.92 (0.55)	0.76 (0)	0.95 (0.72)	0.64 (0)	1 (1)	0.81 (0.12)	1 (1)	1 (1)
F14	0.67 (0)	0.67 (0)	0.67 (0)	0.67 (0)	0.80 (0)	0.59 (0)	0.78 (0)	0.73 (0)	0.78 (0)	0.88 (0.30)
F15	0.66 (0)	0.65 (0)	0.68 (0)	0.75 (0)	0.75 (0)	0.15 (0)	0.71 (0)	0.74 (0)	0.75 (0)	0.79 (0)
F16	0.67 (0)	0.67 (0)	0.67 (0)	0.67 (0)	0.67 (0)	0.67 (0)	0.67 (0)	0.67 (0)	0.67 (0)	0.67 (0)
F17	0.50 (0)	0.40 (0)	0.38 (0)	0.63 (0)	0.41 (0)	0 (0)	0.68 (0)	0.70 (0)	0.67 (0)	0.69 (0)
F18	0.67 (0)	0.65 (0)	0.67 (0)	0.75 (0)	0.50 (0)	0.16 (0)	0.67 (0)	0.66 (0)	0.67 (0)	0.67 (0)
F19	0.48 (0)	0.36 (0)	0.40 (0)	0.69 (0)	0.25 (0)	0.00 (0)	0.61 (0)	0.46 (0)	0.50 (0)	0.54 (0)
F20	0.39 (0)	0.25 (0)	0.31 (0)	0.38 (0)	0.25 (0)	0.00 (0)	0.50 (0)	0.27 (0)	0.48 (0)	0.45 (0)
AVR _{PR}	0.80 (0.49)	0.79 (0.4666)	0.78 (0.48)	0.81 (0.36)	0.76 (0.49)	0.55 (0.31)	0.85 (0.5)	0.83 (0.47)	0.87 (0.53)	0.88 (0.62)
+ / $\approx$ / -	10/10/0	10/10/0	9/11/0	10/8/2	10/10/0	13/7/0	6/12/2	10/9/1	6/13/1	

Algorithm 11 ELM

```

1: if there is/are new elite solution(s) added to the archive then
2:   Initialize its/their  $\sigma$  and  $sc$  to  $\sigma_{ini}$  and 0, respectively;
3:   Cluster the solutions in the archive by mean-shift clustering;
4: end if
5: for each cluster do
6:   Its best solution refers to a solution  $A_i$  in the archive;
7:   if  $\sigma_i \geq \sigma_{termin}$  then
8:     Generate two elite learning solutions  $ELS_{i,1}$  and  $ELS_{i,2}$  and evaluate their fitness values;
9:     if  $f(ELS_{i,1}) > f(A_i)$  then
10:      Replace  $A_i$  with  $ELS_{i,1}$ ;
11:     end if
12:     if  $f(ELS_{i,2}) > f(A_i)$  then
13:      Replace  $A_i$  with  $ELS_{i,2}$ ;
14:     else
15:        $sc_i = sc_i + 2$ ;
16:       if  $sc_i \geq dt$  then
17:          $\sigma_i = \sigma_i / 10$ ;
18:          $sc_i = 0$ ;
19:       end if
20:     end if
21:   else
22:     if  $f(A_{best}) > f(A_i)$  then
23:        $\sigma_i = \sigma_{ini}$ ; Restart a new elite learning process for  $A_i$ 
24:       Go to Step 8;
25:     end if
26:   end if
27: end for

```

Algorithm 12 Original DE

```

1: Randomly initialize the population with  $N$  individuals;
2: while termination criterion is not met do
3:   for each individual  $X_i$  do
4:      $V_i = X_{r1} + F \times (X_{r2} - X_{r3})$ ,
5:     where  $r1, r2, r3 \in \{1, 2, \dots, N\}, r1 \neq r2 \neq r3 \neq i$ ;
6:      $rn bri = \text{Random}(1, D)$ ;
7:     for each dimension  $d$  do
8:        $U_i^d = \begin{cases} V_i^d, & \text{if } \text{Random}(0, 1) \leq CR \text{ or } d == rn bri \\ X_i^d, & \text{otherwise} \end{cases}$ 
9:     end for
10:    if  $f(U_i) \geq f(X_i)$  then
11:       $X_i = U_i$ ;
12:    end if
13:  end for
14: end while

```

Table S2: PR values of various DE variants on CEC 2013 MMOPs at $\varepsilon = 1E - 04$ accuracy level.

Func	NetCDE	ANDE	DSDE	LBPDE	PMODE	PNPCDE	NCIDE	OADE	ESPDE	HANDE	TNDE	ADEA	DIDE	SA-DQN-DE
F1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
F2	1	1	1	1	1	1	1	1	1	1	1	1	1	1
F3	1	1	1	1	1	1	1	1	1	1	1	1	1	1
F4	1	1	1	1	1	1	1	1	1	1	1	1	1	1
F5	1	1	1	1	1	1	1	1	1	1	1	1	1	1
F6	1	1	1	1	1	0.537	1	1	1	1	1	1	1	1
F7	0.947	0.933	0.891	0.889	0.672	0.847	0.852	0.886	0.963	1	1	0.933	0.921	1
F8	0.999	0.944	0.655	0.575	0.616	0	0.872	0.505	0.88	0.994	1	0.914	0.692	0.998
F9	0.511	0.512	0.363	0.476	0.324	0.474	0.562	0.339	0.729	0.843	0.765	0.572	0.571	0.927
F10	1	1	1	1	1	1	1	1	1	1	1	1	1	1
F11	0.984	1	1	0.674	1	0.667	1	0.935	1	1	1	1	1	1
F12	0.904	1	1	0.75	1	0.002	1	0.757	0.93	0.979	0.998	1	1	0.992
F13	0.667	0.686	0.912	0.667	0.953	0.461	1	0.674	0.793	1	0.696	0.986	0.987	1
F14	0.667	0.667	0.667	0.667	0.8	0.258	0.781	0.667	0.727	0.778	0.68	0.851	0.773	0.878
F15	0.63	0.632	0.635	0.654	0.75	0.015	0.706	0.65	0.73	0.75	0.73	0.752	0.748	0.75
F16	0.667	0.667	0.667	0.667	0.667	0	0.667	0.667	0.667	0.667	0.667	0.667	0.667	0.667
F17	0.48	0.397	0.375	0.532	0.405	0	0.679	0.475	0.685	0.667	0.574	0.593	0.593	0.683
F18	0.667	ac 0.654	0.667	0.667	0.5	0.15	0.667	0.638	0.66	0.667	0.647	0.667	0.667	0.667
F19	0.461	0.363	0.395	0.475	0.25	0	0.61	0.425	0.445	0.5	0.505	0.544	0.543	0.5
F20	0.38	0.248	0.314	0.275	0.245	0	0.5	0.323	0.265	0.479	0.336	0.45	0.355	0.4
AVR_{PR}	0.7982	0.78515	0.77705	0.7484	0.7591	0.47055	0.8448	0.74705	0.8237	0.8662	0.8299	0.84645	0.82585	0.8731
$+/\approx/-$	10/9/1	10/9/1	9/10/1	11/9/0	9/10/1	14/6/0	6/11/3	12/8/0	10/9/1	5/14/1	7/10/3	6/10/4	8/10/2	

Table S3: SR values of various DE variants on CEC 2013 MMOPs at $\varepsilon = 1E - 04$ accuracy level.

	NetCDE	ANDE	DSDE	LBPDE	PMODE	PNPCDE	NCIDE	OADE	ESPDE	HANDE	TNDE	ADEA	DIDE	SA-DQN-DE
F1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
F2	1	1	1	1	1	1	1	1	1	1	1	1	1	1
F3	1	1	1	1	1	1	1	1	1	1	1	1	1	1
F4	1	1	1	1	1	1	1	1	1	1	1	1	1	1
F5	1	1	1	1	1	1	1	1	1	1	1	1	1	1
F6	1	1	1	1	1	0	1	1	1	1	1	1	1	1
F7	0.255	0.176	0	0	0	0	0	0.058	0.36	1	0.98	0.623	0.04	1
F8	0.902	0.078	0	0	0	0	0	0	0	0.667	0.98	0.471	0	0.8
F9	0	0	0	0	0	0	0	0	0	0	0	0	0	0
F10	1	1	1	1	1	0	1	1	1	1	1	1	1	1
F11	0.902	1	1	0	1	0	1	0.728	1	1	1	1	1	1
F12	0.471	1	1	0	1	1	1	0	0.56	0.833	0.98	1	1	0.933
F13	0	0	0.549	0	0.72	0	1	0	0.008	1	0	0.88	0.92	1
F14	0	0	0	0	0	0	0	0	0	0	0	0	0.02	0.267
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
AVR_{SR}	0.4765	0.4627	0.47745	0.35	0.486	0.3	0.5	0.3893	0.4464	0.575	0.547	0.5487	0.499	0.6

Table S4: Experimental results of various DE variants on CEC 2015 MMOPs at $\varepsilon = 1E - 03$ accuracy level.

Func	PNPCDE	LMCEDA	LMSEDA	LBPADDE	FBK-DE	PMODE	NCD-DE	ANDE	NMMSO	WSNADE
	PR (SR)	PR (SR)	PR (SR)	PR (SR)	PR (SR)	PR (SR)	PR (SR)	PR (SR)	PR (SR)	PR (SR)
F1	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)
F2	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)
F3	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)
F4	0.88 (0.55)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)
F5	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)
F6	1 (1)	0.98 (0.61)	0.93 (0.22)	1 (1)	0.80 (0.08)	1.00 (0.98)	1 (1)	1 (1)	0.99 (0.88)	1 (1)
F7	0.95 (0.10)	0.77 (0)	0.75 (0)	0.86 (0)	0.67 (0)	0.65 (0)	0.85 (0)	0.94 (0.18)	1 (1)	0.87 (0)
F8	0.52 (0)	0.37 (0)	0.35 (0)	0.80 (0)	0.32 (0)	0.64 (0)	0.89 (0)	0.95 (0.08)	0.92 (0.02)	0.96 (0.12)
F9	0.60 (0)	0.34 (0)	0.29 (0)	0.43 (0)	0.29 (0)	0.32 (0)	0.41 (0)	0.52 (0)	0.98 (0.12)	0.50 (0)
F10	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)
F11	0.56 (0)	0.67 (0)	0.67 (0)	0.72 (0)	0.99 (0.94)	1 (1)	1 (1)	1 (1)	0.99 (0.94)	1 (1)
F12	0.03 (0)	0.75 (0)	0.86 (0)	0.76 (0)	0.91 (0.31)	1 (1)	0.92 (0.47)	1 (1)	1.00 (0.96)	0.96 (0.69)
F13	0.34 (0)	0.67 (0)	0.67 (0)	0.67 (0)	0.99 (0.94)	0.91 (0.61)	0.87 (0.31)	0.77 (0.08)	0.98 (0.90)	0.96 (0.80)
F14	0.33 (0)	0.67 (0)	0.67 (0)	0.67 (0)	0.78 (0.10)	0.79 (0.04)	0.67 (0)	0.67 (0)	0.72 (0.02)	0.74 (0)
F15	0.13 (0)	0.69 (0)	0.62 (0)	0.64 (0)	0.70 (0)	0.74 (0)	0.64 (0)	0.65 (0)	0.64 (0)	0.75 (0)
F16	0.23 (0)	0.67 (0)	0.67 (0)	0.67 (0)	0.68 (0)	0.67 (0)	0.67 (0)	0.67 (0)	0.66 (0)	0.67 (0)
F17	0.13 (0)	0.46 (0)	0.52 (0)	0.50 (0)	0.66 (0)	0.42 (0)	0.50 (0)	0.40 (0)	0.47 (0)	0.68 (0)
F18	0.17 (0)	0.65 (0)	0.66 (0)	0.65 (0)	0.67 (0)	0.53 (0)	0.66 (0)	0.65 (0)	0.65 (0)	0.67 (0)
F19	0.02 (0)	0.46 (0)	0.49 (0)	0.48 (0)	0.45 (0)	0.28 (0)	0.50 (0)	0.36 (0)	0.46 (0)	0.50 (0)
F20	0.13 (0)	0.25 (0)	0.25 (0)	0.26 (0)	0.34 (0)	0.25 (0)	0.26 (0)	0.25 (0)	0.17 (0)	0.28 (0)
AVR	0.55 (0.33235)	0.72 (0.33)	0.72 (0.31)	0.75 (0.35)	0.76 (0.42)	0.76 (0.48)	0.79 (0.44)	0.79 (0.47)	0.83 (0.54)	0.83 (0.48)
+ / $\approx$ / -	12/6/2	13/7/0	13/7/0	12/8/0	9/7/4	10/7/3	11/9/0	8/9/3	10/6/4	

Table S5: Experimental results of various DE variants on CEC 2015 MMOPs at $\varepsilon = 1E - 04$ accuracy level.

Func	PNPCDE	LMCEDA	LMSEDA	LBPADDE	FBK-DE	PMODE	NCD-DE	ANDE	NMMSO	WSNADE
	PR (SR)	PR (SR)	PR (SR)	PR (SR)	PR (SR)	PR (SR)	PR (SR)	PR (SR)	PR (SR)	PR (SR)
F1	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)
F2	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)
F3	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)
F4	0.72 (0.12)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)
F5	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)
F6	0.98 (0.82)	0.98 (0.59)	0.93 (0.20)	1 (1)	0.80 (0.08)	1.00 (0.98)	1 (1)	1 (1)	0.99 (0.88)	1 (1)
F7	0.93 (0.06)	0.72 (0)	0.70 (0)	0.96 (0)	0.67 (0)	0.65 (0)	0.83 (0)	0.93 (0.18)	1 (1)	0.86 (0)
F8	0.38 (0)	0.36 (0)	0.35 (0)	0.59 (0)	0.32 (0)	0.64 (0)	0.86 (0)	0.94 (0.08)	0.90 (0.02)	0.96 (0)
F9	0.59 (0)	0.29 (0)	0.24 (0)	0.43 (0)	0.29 (0)	0.32 (0)	0.41 (0)	0.51 (0)	0.98 (0.12)	0.49 (0)
F10	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)
F11	0.51 (0)	0.67 (0)	0.67 (0)	0.68 (0)	0.99 (0.94)	1 (1)	1 (1)	1 (1)	0.99 (0.94)	1 (1)
F12	0.13 (0)	0.75 (0)	0.81 (0.04)	0.75 (0)	0.91 (0.31)	1 (1)	0.91 (0.45)	1 (1)	0.99 (0.94)	0.96 (0.57)
F13	0.29 (0)	0.67 (0)	0.67 (0)	0.67 (0)	0.99 (0.94)	0.91 (0.61)	0.86 (0.29)	0.69 (0)	0.98 (0.90)	0.96 (0.73)
F14	0.30 (0)	0.67 (0)	0.67 (0)	0.67 (0)	0.78 (0.10)	0.79 (0.04)	0.68 (0)	0.67 (0)	0.72 (0)	0.73 (0)
F15	0.13 (0)	0.69 (0)	0.62 (0)	0.64 (0)	0.70 (0)	0.74 (0)	0.64 (0)	0.63 (0)	0.63 (0)	0.74 (0)
F16	0.19 (0)	0.67 (0)	0.67 (0)	0.67 (0)	0.68 (0)	0.67 (0)	0.67 (0)	0.67 (0)	0.33 (0)	0.67 (0)
F17	0.12 (0)	0.49 (0)	0.52 (0)	0.49 (0)	0.66 (0)	0.42 (0)	0.49 (0)	0.40 (0)	0.47 (0)	0.66 (0)
F18	0.17 (0)	0.65 (0)	0.66 (0)	0.66 (0)	0.67 (0)	0.53 (0)	0.66 (0)	0.65 (0)	0.65 (0)	0.67 (0)
F19	0 (0)	0.46 (0)	0.49 (0)	0.44 (0)	0.45 (0)	0.28 (0)	0.49 (0)	0.36 (0)	0.45 (0)	0.50 (0)
F20	0.13 (0)	0.25 (0)	0.25 (0)	0.25 (0)	0.34 (0)	0.25 (0)	0.26 (0)	0.25 (0)	0.17 (0)	0.27 (0)
AVR	0.53 (0.30)	0.72 (0.33)	0.71 (0.31)	0.74 (0.35)	0.76 (0.42)	0.76 (0.48)	0.79 (0.44)	0.79 (0.46)	0.81 (0.54)	0.82 (0.47)
+ / $\approx$ / -	13/5/2	13/7/0	13/7/0	11/9/0	9/7/4	9/8/3	11/9/0	8/9/3	10/6/4	

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