

# Meta-Heuristic Optimization Algorithm: Effective Machine Learning Techniques for Concrete Structures



# Team

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# Optimization? Why?



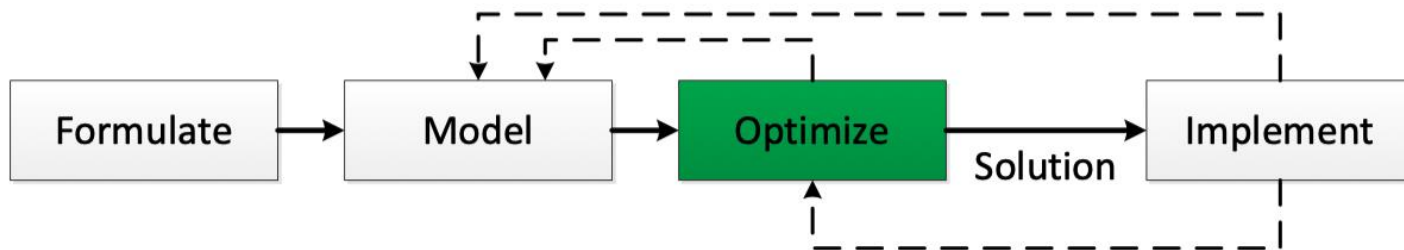
## DECISION MAKING

Decision making is everywhere

Due to complexity and to stay in competitive edge, decision making must be in a **rational** and **optimal** way

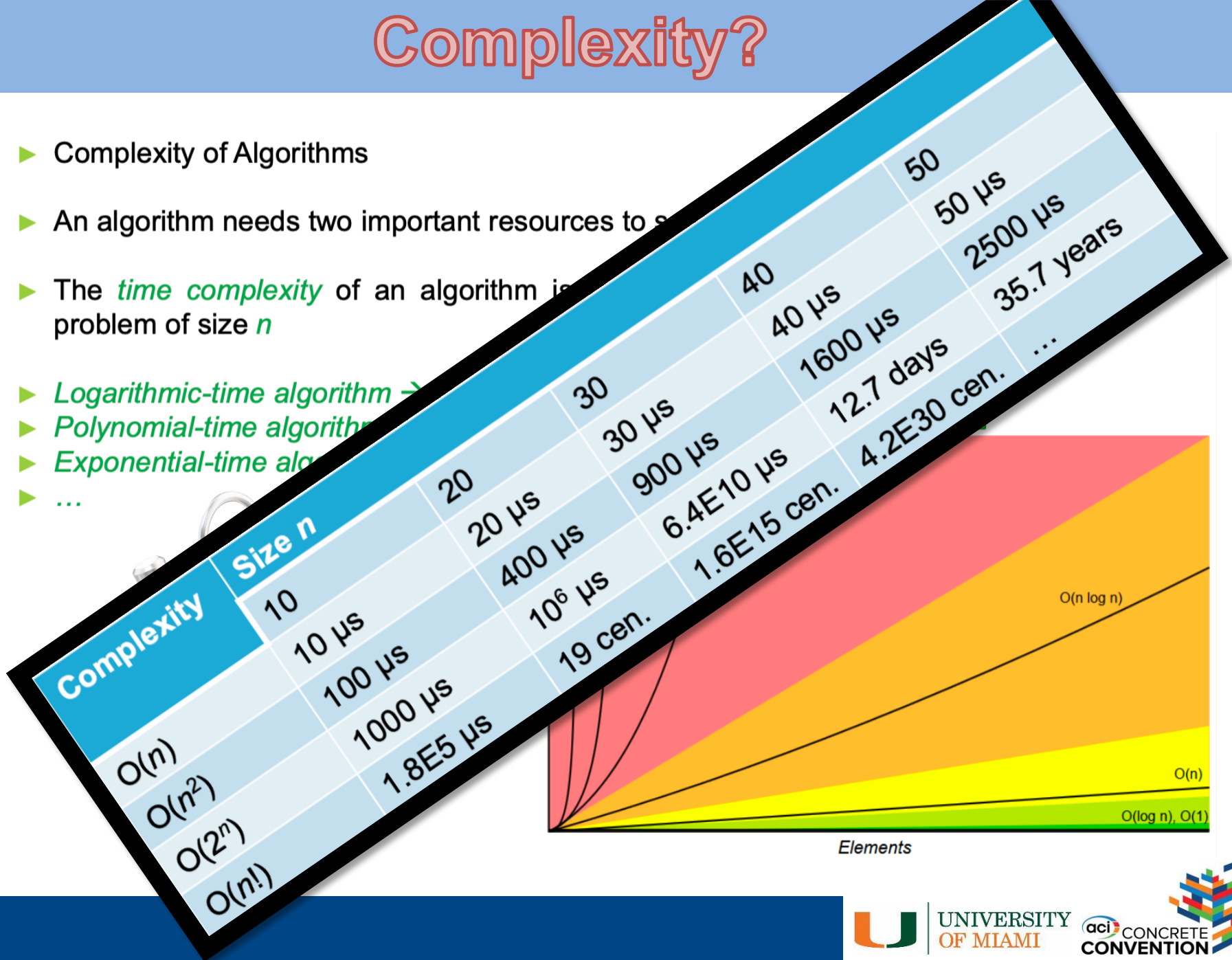


- ▶ Problem formulation,
- ▶ Problem modeling,
- ▶ Problem optimization and
- ▶ Solution implementation

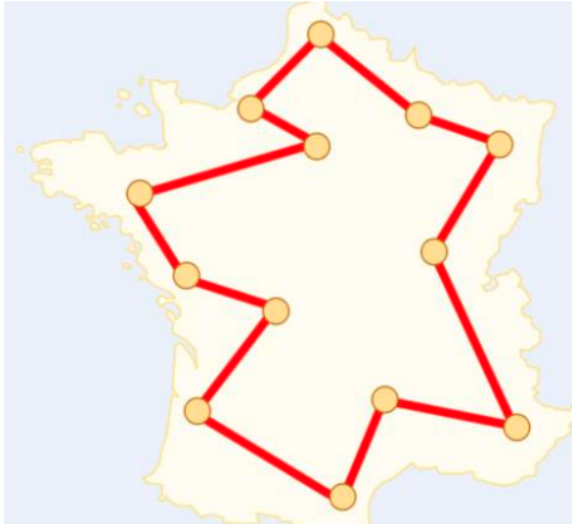


# Complexity?

- ▶ Complexity of Algorithms
- ▶ An algorithm needs two important resources to solve a problem of size  $n$
- ▶ The *time complexity* of an algorithm is the amount of time it takes to solve a problem of size  $n$
- ▶ *Logarithmic-time algorithm* →
- ▶ *Polynomial-time algorithm* →
- ▶ *Exponential-time algorithm* →
- ▶ ...



# Traveling Salesman Problem



$n$	$ \Omega $	CPU Time
5	12	12 $\mu$ s
10	181400	0.18 s
20	6E16	19 cen.
30	4E30	1.4E15 cen.

- ▶ Data:  $n$  cities; Distance matrix  $D=(d_{ij})$
- ▶ Problem: “*What is the shortest possible route that visits each city exactly once and returns to the origin city?*”
- ▶  $\Omega$ : Set of permutations of  $n$  elements
- ▶  $|\Omega| = \frac{(n-1)!}{2}$  for a symmetric problem
- ▶ Enumeration algorithm:  $O(n!)$ 
  - Generate all possible tours
  - Calculate the length of tours
  - Find the tour with the minimum distance
- ▶ 1  $\mu$ s for evaluating each tour

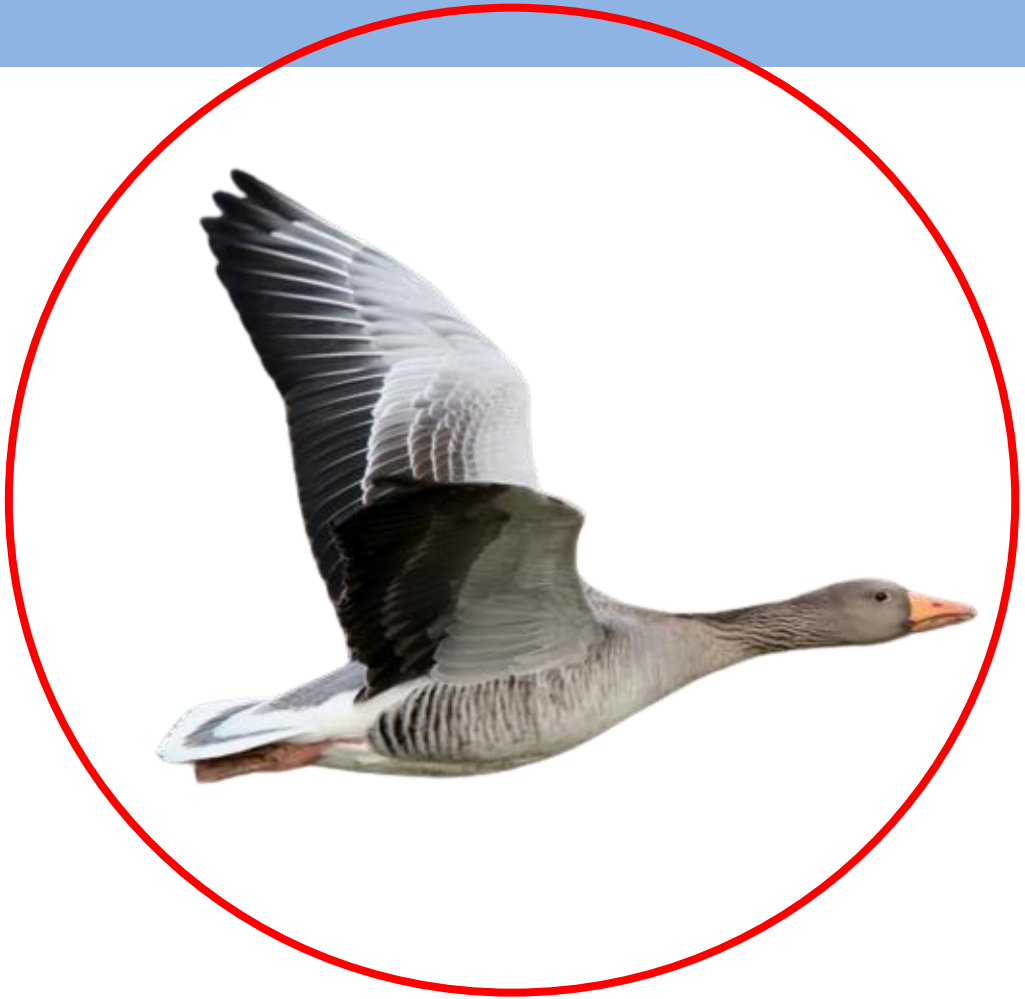




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by Nima Khodadadi \* Ehsan Harati Francisco De Caso and Antonio Nanni

Engineering with Computers (2022) 38:1921–1952  
<https://doi.org/10.1007/s00366-020-01179-5>

ORIGINAL ARTICLE



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Computer Methods in Applied Mechanics and Engineering

Volume 417, Part A, 1 December 2023, 116446



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## Greylag Goose Optimization: Nature-inspired optimization algorithm



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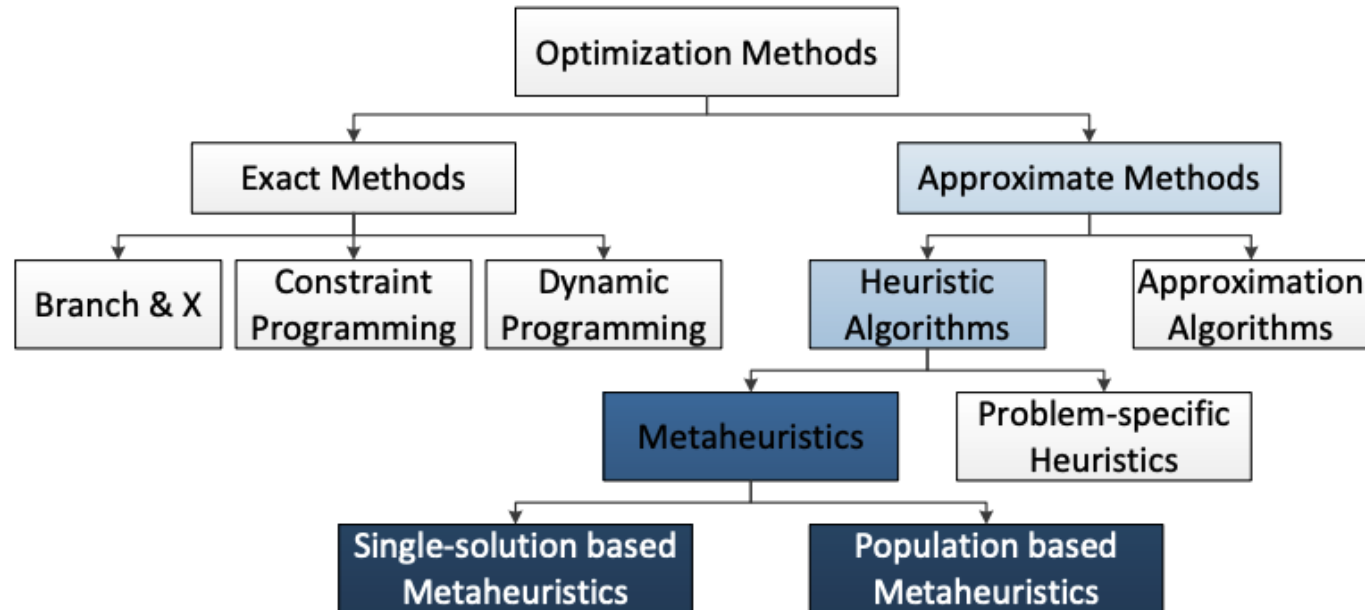


**hippopotamus**



# Optimization Methods

- ▶ **Complete methods:** find always a particular solution
- ▶ **Exact methods:** obtain optimal solutions and guarantee their optimality
- ▶ **Approximate (or heuristic) methods:** generate high quality solutions in a reasonable time for practical use, but there is no guarantee of finding a global optimal solution



# Metaheuristic algorithm?

- ▶ **Heuristic** (from an old Greek word *heuriskein*):

*“the art of discovering new strategies (rules) to solve problems”*

- ▶ **Meta** (a Greek word):

*“upper level methodology”*

- ▶ **Metaheuristic**:

*“Upper level general methodologies that can be used as **guiding strategies** in designing underlying **heuristics** to solve specific optimization problems”*



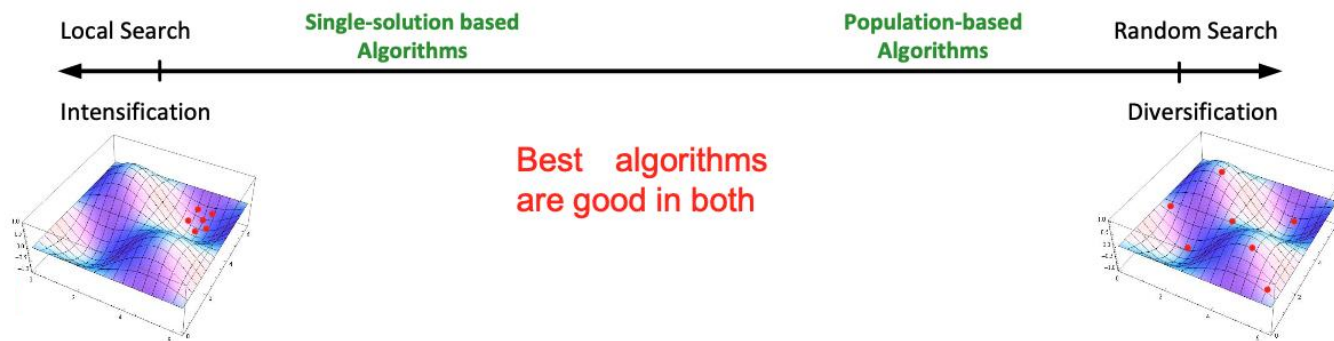
► **Exploration vs. Exploitation**

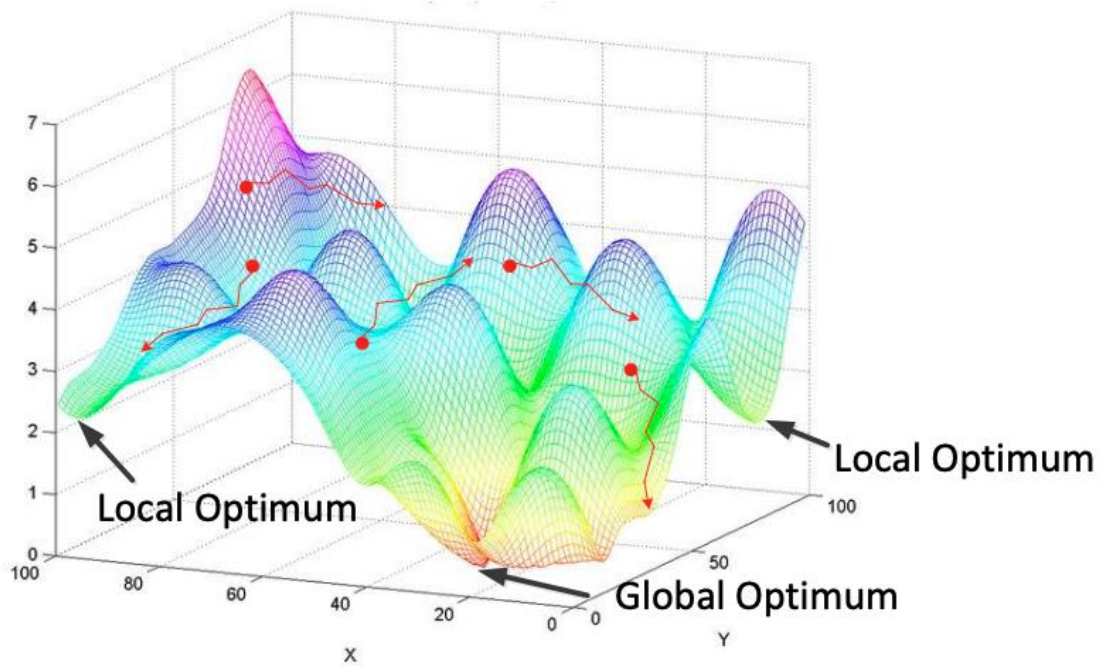
- Exploration of the search space (*Diversification*) and Exploitation of the best solutions found (*Intensification*)
- Good solutions are clue for promising regions

In intensification, the promising regions are explored more thoroughly in the hope to find better solutions



In diversification, non-explored regions must be visited to be sure that all regions of the search space are evenly explored and to avoid from local optima traps





► **Nature inspired** vs. **Non-nature inspired**

- **Biology**: Genetic Algorithm or Artificial Immune Systems
- **Swarm Intelligence**: Ants or Bees Colony Optimization, Particle Swarm Optimization, Frog Leaping algorithm, ...
- **Physics**: Simulated Annealing Algorithm
- **Social Behavior**: Imperialist Competitive Algorithm, Teacher Learning Algorithm, ...

► **Memory usage** vs. **Memoryless**

- Local Search, GRASP, Simulated Annealing
- Tabu Search: short-term and long-term memories

► **Deterministic** vs. **Stochastic**

- **Deterministic**: Optimization problem is solved by making deterministic decisions (e.g., LS & TS). Same initial solution will lead to the same final solution
- **Stochastic**: Optimization problem is solved by some random rules (e.g., SA & GA). Different final solutions may be obtained from the same initial solution.

► **Population-based** vs. **Single-solution based**

► **Iterative** vs. **Greedy (Constructive)**

- Starting from a **complete solution** vs. starting from an **empty solution**



# ACO

Ants are able, without using any spatial information, to identify a sudden appearance of a food source around their nest, and to find the shortest available path to it.

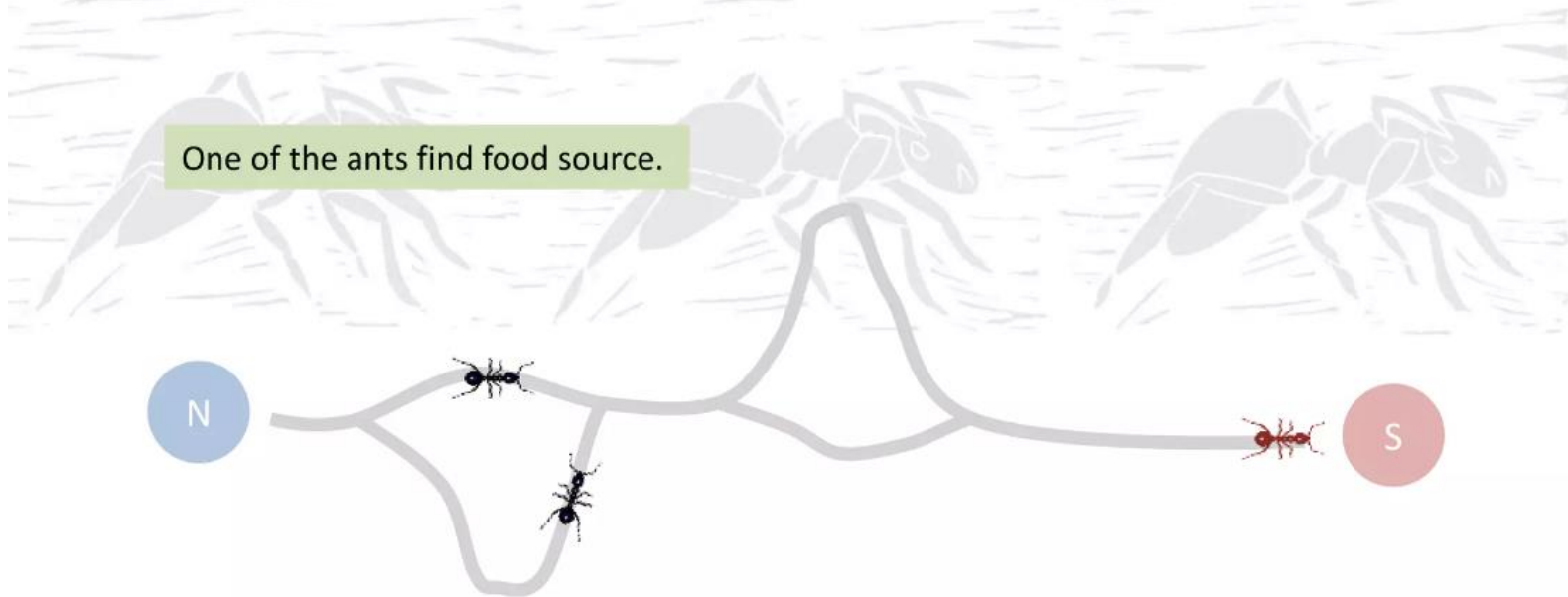
Let us describe the algorithm:

A small amount of ants travel **randomly** around the nest.



# ACO

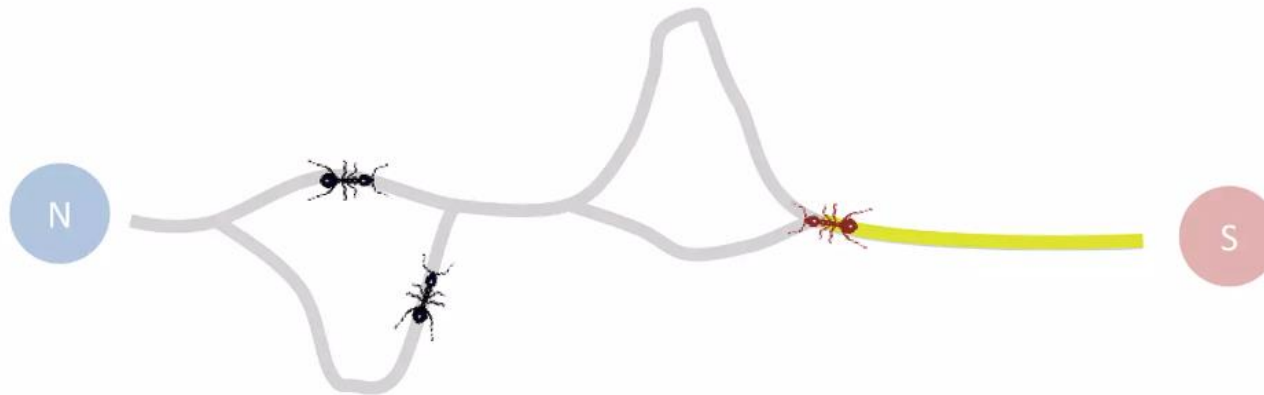
Ants are able, without using any spatial information, to identify a sudden appearance of a food source around their nest, and to find the shortest available path to it.





# ACO

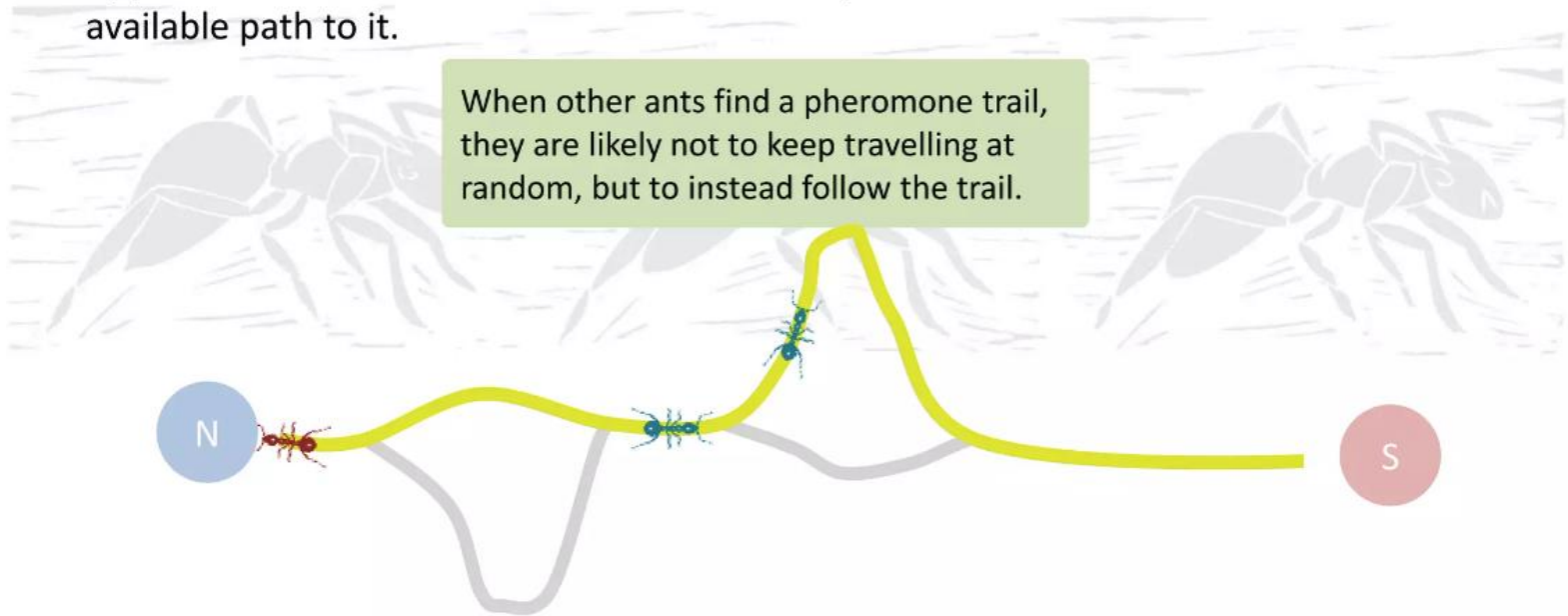
When ant finds food, it returns to the nest while **laying down pheromones trail**.



# ACO

Ants are able, without using any spatial information, to identify a sudden appearance of a food source around their nest, and to find the shortest available path to it.

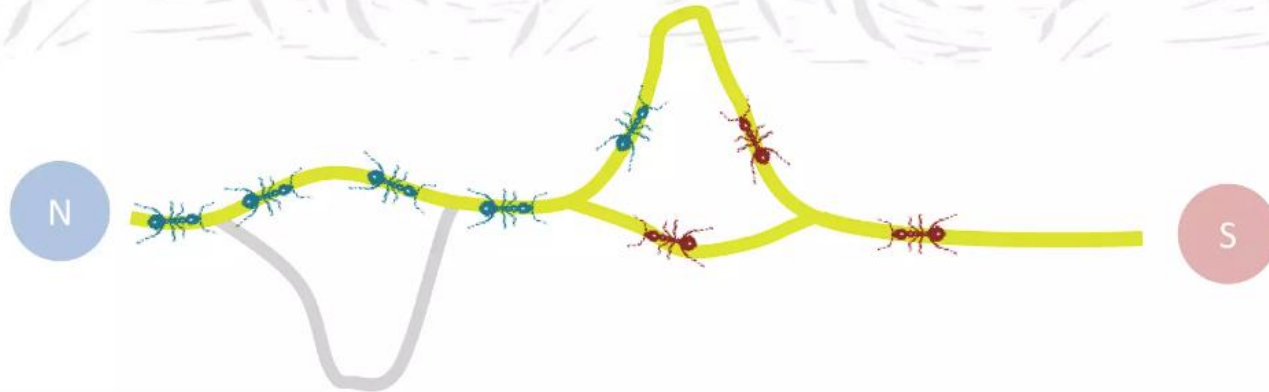
When other ants find a pheromone trail, they are likely not to keep travelling at random, but to instead follow the trail.



# ACO

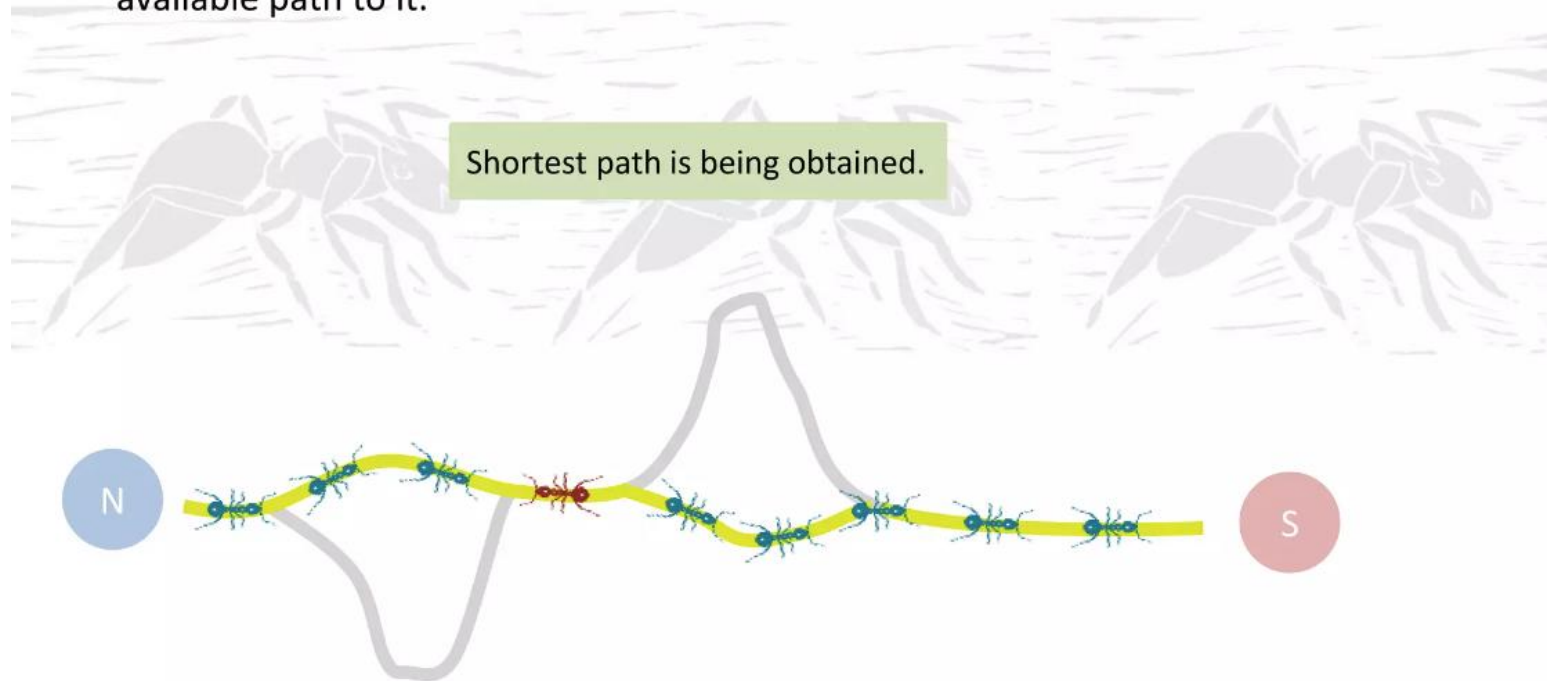
Ants are able, without using any spatial Information, to identify a sudden appearance of a food source around their nest, and to find the shortest available path to it.

Due to their **stochastic behavior**, some ants are not following the pheromone trails, and thus uncover more possible paths.



# ACO

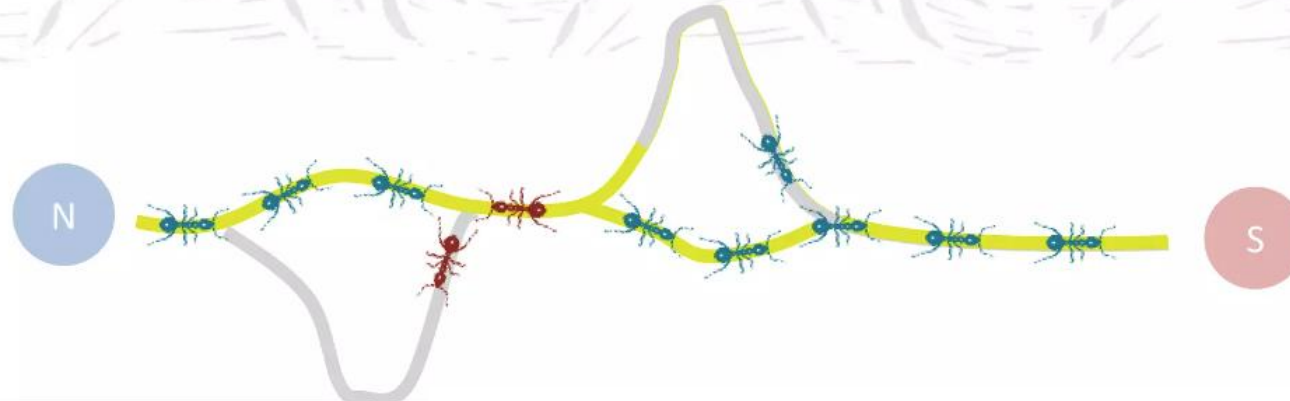
Ants are able, without using any spatial information, to identify a sudden appearance of a food source around their nest, and to find the shortest available path to it.



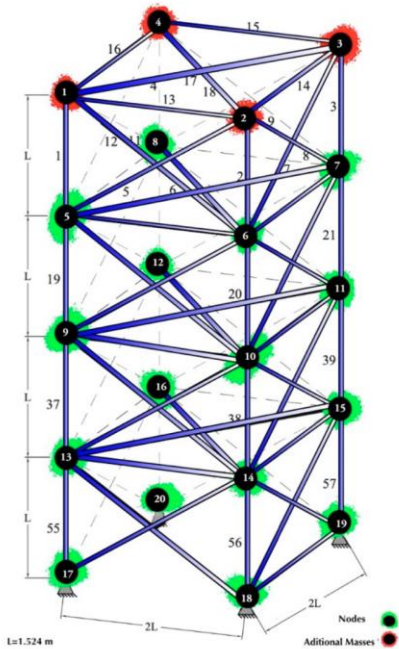
# ACO

Ants are able, without using any spatial information, to identify a sudden appearance of a food source around their nest, and to find the shortest available path to it.

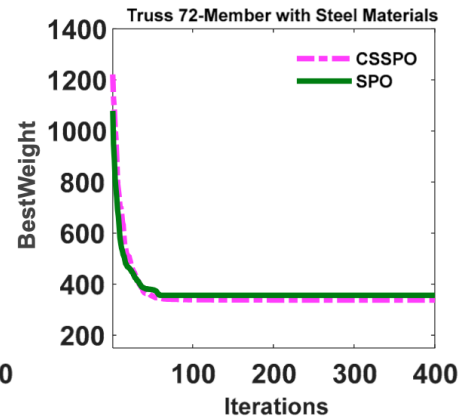
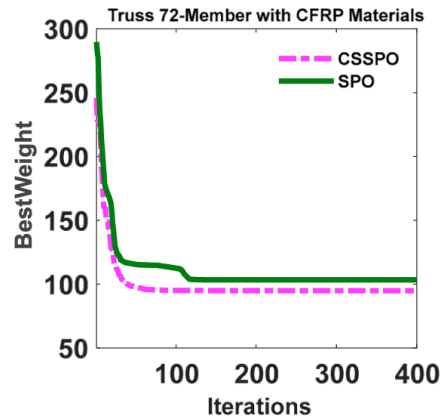
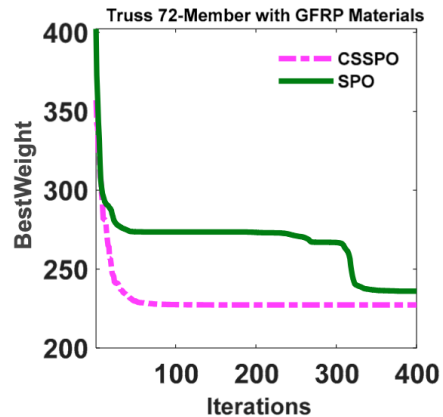
Over time, however, the pheromones trails starts to **evaporate**, thus reducing its attractive strength.



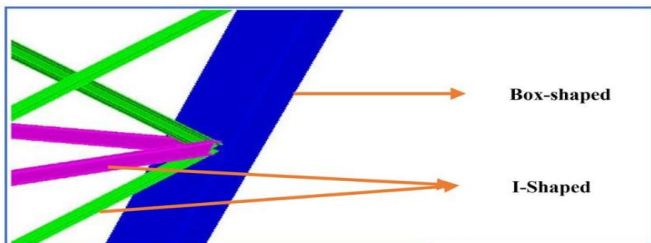
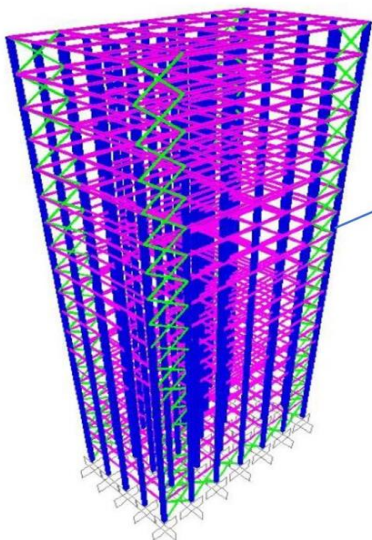
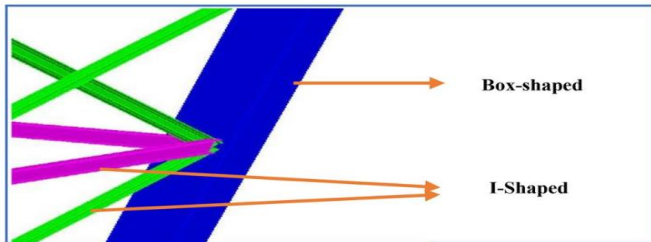
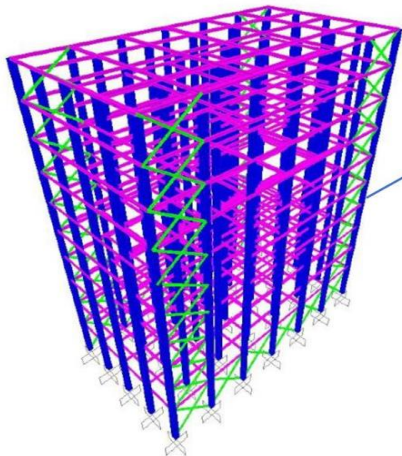
# Cuckoo Search and SPO



Materials	GFRP		CFRP		STEEL	
	SPO	CSSPO	SPO	CSSPO	SPO	CSSPO
1 (A <sub>1</sub> -A <sub>4</sub> ) cm <sup>2</sup>	13.3972	4.7702	1.4932	1.4932	1.4932	1.1560
2 (A <sub>5</sub> -A <sub>12</sub> ) cm <sup>2</sup>	9.4481	9.9981	3.4486	3.4486	3.4486	2.6751
3 (A <sub>13</sub> -A <sub>16</sub> ) cm <sup>2</sup>	0.6450	0.6450	0.6450	0.6450	0.6450	0.6450
4 (A <sub>17</sub> -A <sub>18</sub> ) cm <sup>2</sup>	0.6724	0.7181	0.6450	0.6450	0.6450	0.6450
5 (A <sub>19</sub> -A <sub>22</sub> ) cm <sup>2</sup>	12.0096	10.5253	3.4111	3.4111	3.4111	2.6876
6 (A <sub>23</sub> -A <sub>30</sub> ) cm <sup>2</sup>	11.3740	10.0562	3.5042	3.5042	3.5042	2.6555
7 (A <sub>31</sub> -A <sub>34</sub> ) cm <sup>2</sup>	0.6450	0.6450	0.6450	0.6450	0.6450	0.6450
8 (A <sub>35</sub> -A <sub>36</sub> ) cm <sup>2</sup>	0.6450	0.6450	0.6450	0.6450	0.6450	0.6453
9 (A <sub>37</sub> -A <sub>40</sub> ) cm <sup>2</sup>	13.6289	16.9763	5.7274	5.7274	5.7274	4.2783
10 (A <sub>41</sub> -A <sub>48</sub> ) cm <sup>2</sup>	8.6208	10.0865	3.5086	3.5086	3.5086	2.6824
11 (A <sub>49</sub> -A <sub>52</sub> ) cm <sup>2</sup>	0.6450	0.6450	0.6450	0.6450	0.6450	0.6450
12 (A <sub>53</sub> -A <sub>54</sub> ) cm <sup>2</sup>	0.6450	0.6450	0.6450	0.6450	0.6450	0.6452
13 (A <sub>55</sub> -A <sub>58</sub> ) cm <sup>2</sup>	20.0000	20.0000	7.3112	7.3112	7.3112	5.6892
14 (A <sub>59</sub> -A <sub>66</sub> ) cm <sup>2</sup>	11.2354	9.9604	3.4397	3.4397	3.4397	2.7112
15 (A <sub>67</sub> -A <sub>70</sub> ) cm <sup>2</sup>	0.6450	0.6450	0.6450	0.6450	0.6450	0.6450
16 (A <sub>71</sub> -A <sub>72</sub> ) cm <sup>2</sup>	0.6450	0.6450	0.6450	0.6450	0.6450	0.6450
<b>Best weight (kg)</b>	236.0334	227.2641	103.4361	94.8585	356.0184	337.7553
<b>Average weight (kg)</b>	268.0583	227.3044	129.3833	94.8953	472.1857	337.8333
<b>Standard deviation</b>	23.0932	0.0311	18.6853	0.0271	65.8768	0.0600
<b>No. Analyses</b>	19,100	6900	6800	4900	4150	4050



# SPO



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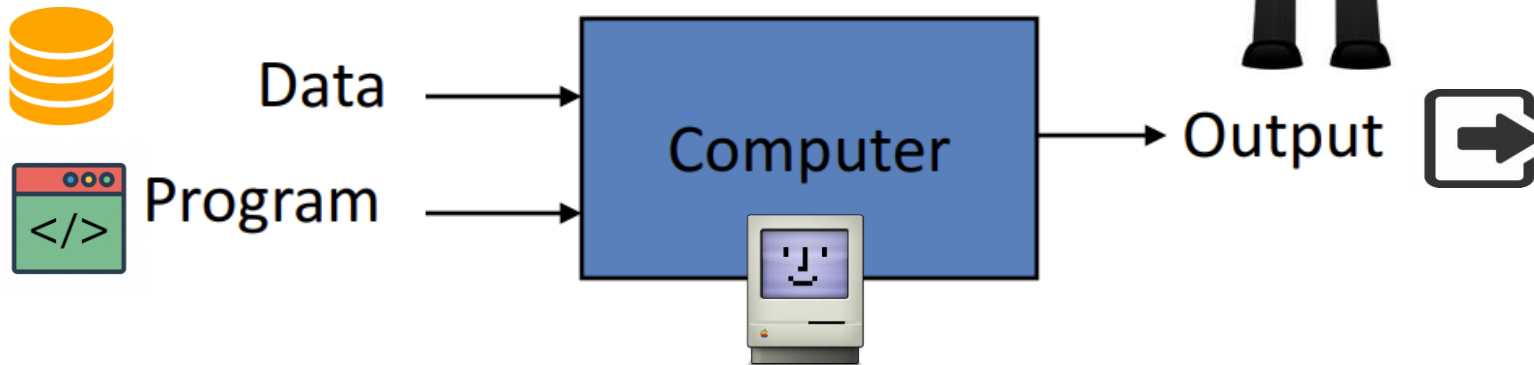
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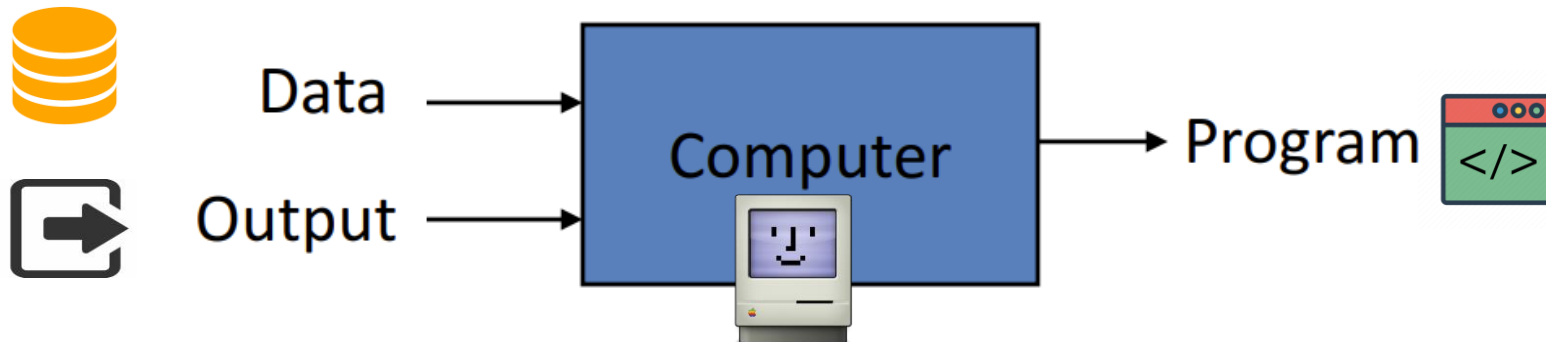


**What's  
the  
Difference  
???**

## Traditional Programming



## Machine Learning





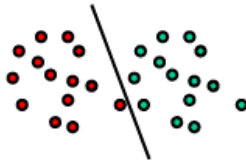


## Best Machine Learning Algorithms

Naive Bayes Classifier Algorithm

$$P(A/B) = \frac{P(B/A) P(A)}{P(B)}$$

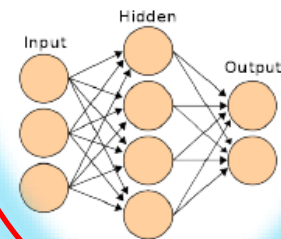
Support Vector Machine Algorithm



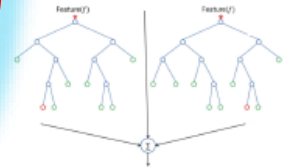
Logistic Regression

$$z = \theta_0 + g(x) = \frac{1}{1 + e^{-x}} x_2 + \dots$$
$$g(x) = \frac{1}{1 + e^{-x}}$$

Artificial Neural Networks



Random Forests



## Using Metaheuristic Algorithm

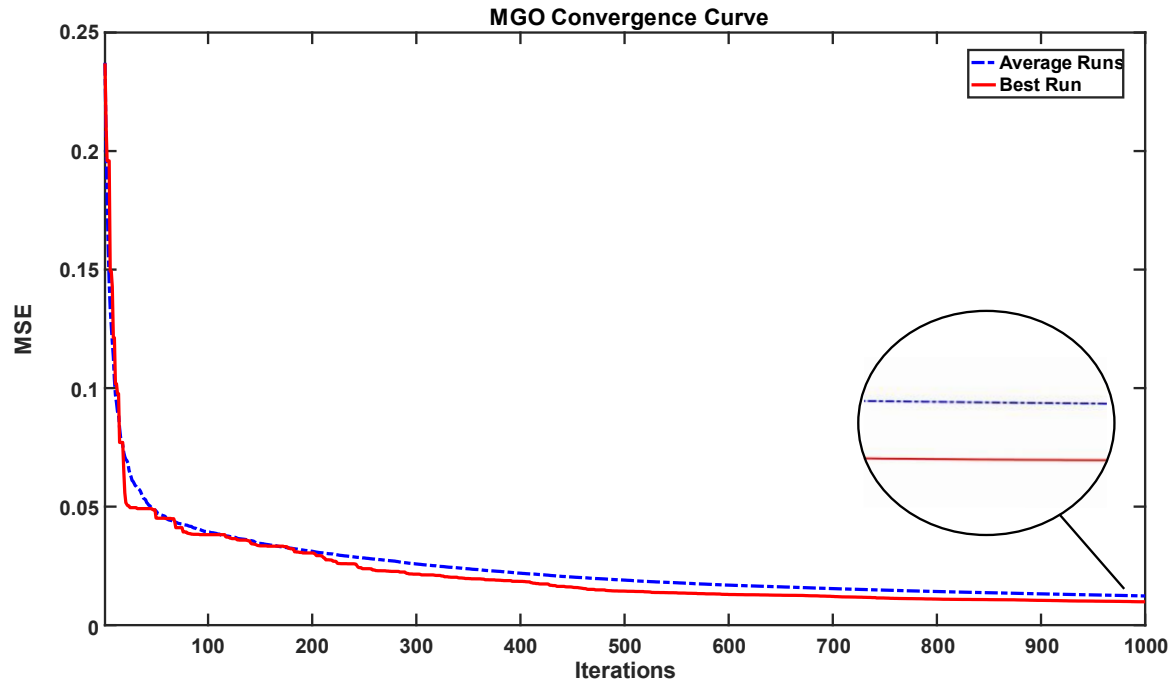


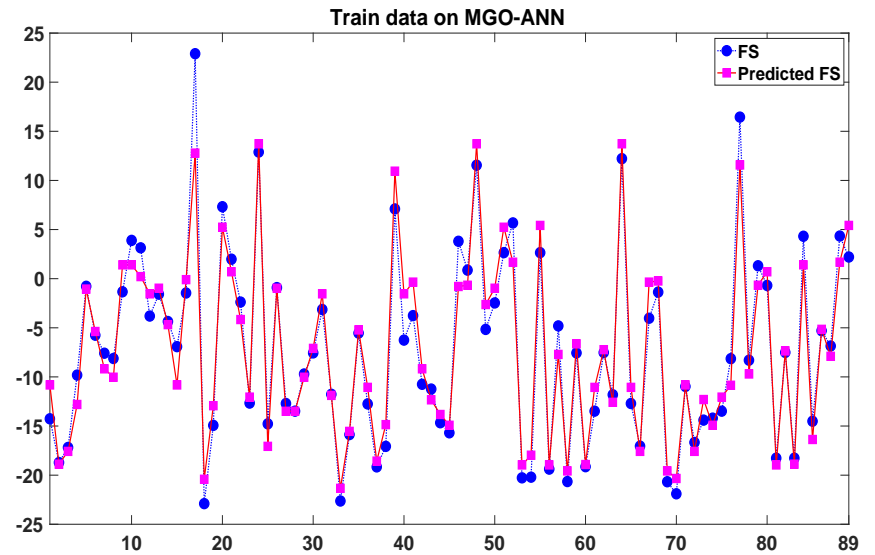
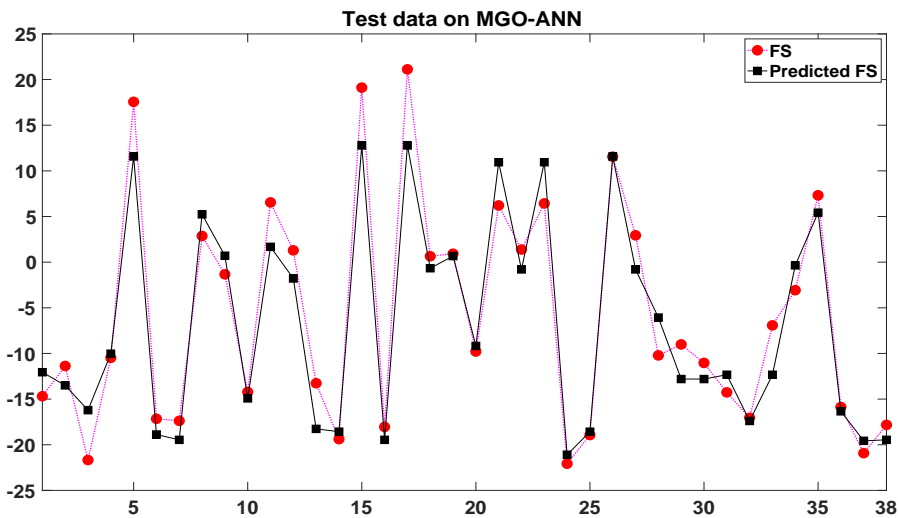
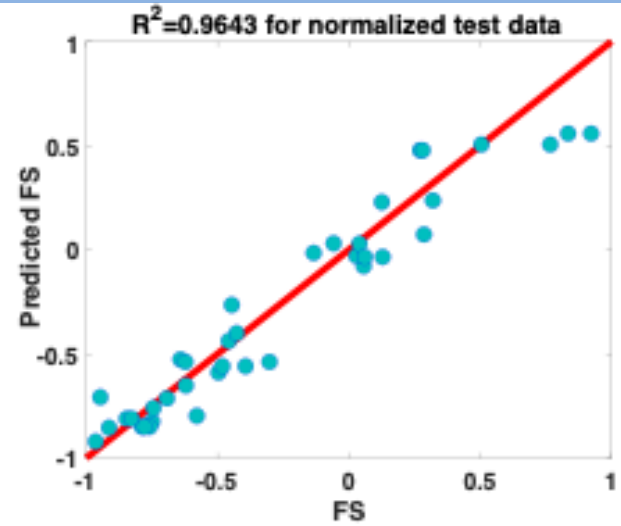
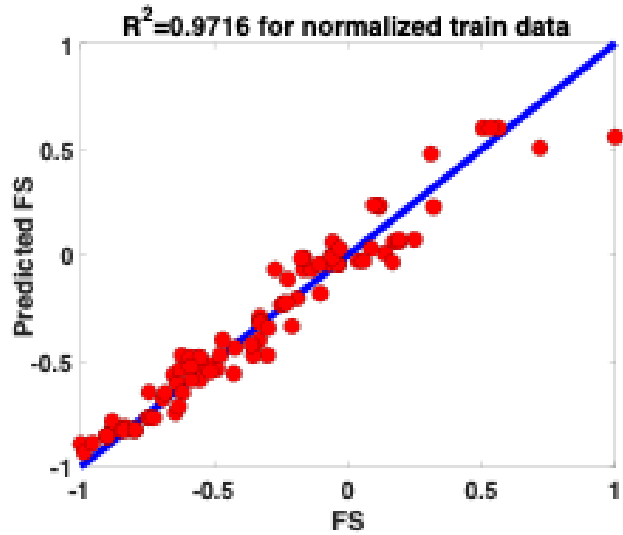
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# Predicting the flexural strength of 3D printed fiber-reinforced concrete (3DP-FRC) using efficient training of artificial neural networks with the meta-heuristic algorithm





flexural strength 3DP-FRC

Ordinary Portland cement (OPC)	<input type="text" value="655"/>
Sand (S)	<input type="text" value="246"/>
Water/Binder Ratio (W/b)	<input type="text" value="0.2636"/>
Fly Ash (FA)	<input type="text" value="604"/>
Ground Slag (GS)	<input type="text" value="0"/>
Silica Fume (SF)	<input type="text" value="118"/>
Superplasticizer (SP)	<input type="text" value="3.5"/>
Hydroxypropyl methylcellulose (HPMC)	<input type="text" value="0"/>
Water (W)	<input type="text" value="363"/>
Fiber Volume fraction (Fvol)	<input type="text" value="0.01"/>
Aspect Ratio of Fiber (Lf/Df)	<input type="text" value="480"/>
Diameter of Fiber (Df)	<input type="text" value="25"/>
Length of Fiber (Lf)	<input type="text" value="12"/>

Loading Direction (LD)     X     Y     Z

Fiber Type (Ftype)

- Polyethylene  
  Steel  
  Polyvinyl Alcohol  
  Polypropylene  
  Basalt

Click to Predict Flexural Strength (MPa)

15.60



Predicting the flexural strength of 3D printed fiber-reinforced concrete (3DP-FRC) using MGO-ANN



Hossein Roghani



Nima Khodadadi



El-Sayed M. El-kenawy



Francisco DeCaso



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