ORIGINAL ARTICLE

An improved Harris Hawks optimizer combined with extremal optimization

Hai‑Lin Zhang1 · Min‑Rong Chen1 · Pei‑Shan Li2 · Jun‑Jie Huang3

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Abstract

Harris Hawks optimizer (HHO) is a new swarm intelligence optimization algorithm proposed in recent years. It seeks the optimal solution by simulating the predation strategy of Harris hawks and many previous experiments show that HHO has a good efect on solving optimization problems. However, HHO also has the shortcomings of low convergence accuracy and easy to fall into local optimum. In order to improve the performance of HHO, an improved HHO hybridized with extremal optimization (IHHO-EO) is proposed. Aiming at the defect of insufficient information utilization and excessive randomization in the exploration phase of the algorithm, the own historical optimal position of Harris hawks is introduced to better guide the individuals to search for better positions and improve the global search ability. Secondly, a nonlinear prey energy escaping factor is proposed to better balance the exploration and exploitation phases. Thirdly, refracted opposition-based learning (ROBL) with a dynamic parameter is proposed and combined with HHO, which can improve the quality of solutions and convergence speed. Finally, the exploitation ability is improved by performing EO operation which has strong local search ability. The proposed algorithm is applied to 23 classical benchmark test functions and 29 CEC2017 test functions. IHHO-EO is compared with HHO, other newly proposed optimization algorithms and some improved variants of HHO. The experimental results verify the efectiveness of the added strategies. In addition, the proposed approach is applied to solving the pressure vessel design problem. The results show that IHHO-EO has an excellent performance in terms of accuracy, reliability and statistical tests.

Keywords Optimization algorithm · Harris Hawks optimizer · Refracted opposition-based learning · Extremal optimization

1 Introduction

Optimization is the search process for the best solution to a problem, i.e. to fnd the maximum or minimum value of an objective function. Optimization problems exist widely in engineering design, medicine, scientifc research, economic management and other felds [[34\]](#page-26-0). It is of great help to deal

 \boxtimes Min-Rong Chen mrongchen@126.com

 \boxtimes Pei-Shan Li sli14@foxmail.com

School of Computer Science, South China Normal University, Guangzhou 510631, China

- ² College of Cyber Security and the National Joint Engineering Research Center of Network Securit Detection and Protection Technology, Jinan University, Guangzhou 510632, China
- ³ College of Cyber Security, Jinan University, Guangzhou 510632, China

with optimization problems effectively in all fields. However, some traditional mathematical optimization methods, such as quasi-Newton process, conjugate gradient, strong steepest and sequential quadratic computing, are complex and highly restricted so they cannot solve various complex and non-diferentiable optimization problems efectively [[42,](#page-26-1) [49,](#page-26-2) [64\]](#page-27-0).

Meta-heuristic algorithms are able to provide a useful and elegant solution to those optimization problems [[16\]](#page-26-3) due to their merits such as no limitation to specifc problems, without needing gradient information and so on. Meta-heuristic algorithms can be generally divided into evolution-based methods, swarm intelligence-based methods and physics-based methods. The evolution-based algorithms are inspired by the theory of biological evolution, starting with the initial solutions and continuously obtaining higher quality solutions through evolution from generation to generation. The most famous meta-heuristic algorithm based on evolution is genetic algorithm (GA) [\[31\]](#page-26-4) which simulates Darwin's biological model of natural selection and genetic mechanism, evolving a new generation of better individuals through parental chromosome selection, crossover, and mutation. Other algorithms based on evolution include diferential evolution (DE) [[57\]](#page-27-1), biogeographybased optimization (BBO) [[56](#page-27-2)] and so on. In recent years, many new meta-heuristic optimization algorithms based on evolution have been proposed. [[28](#page-26-5)] proposed an evolutionary algorithm based on ring theory (RTEA) and applied it to the combinatorial optimization problems. [[27](#page-26-6)] proposed an optimization algorithm based on group theory (GTOA), which was applied to a variety of knapsack problems. [[62\]](#page-27-3) proposed an improved GTOA algorithm and a new operator to enhance the interpretability of group theory in discounted 0–1 knapsack problem. [[29\]](#page-26-7) proposed the Taper-shaped transfer functions, and on this basis, a binary diferential evolution algorithm based on the Taper-shaped transfer functions (T-NBDE) was proposed to solve the knapsack problem with a single continuous variable and the uncapacitated facility location problem. Physics-based algorithms are to simulate some physical phenomena in nature, such as simulated annealing algorithm (SA) $[60]$ which simulates the annealing phenomenon of objects, gravitational search algorithm (GSA) [\[52\]](#page-26-8) based on universal gravitation and Newton's second law. Swarm intelligence-based algorithms are to simulate the behavior of groups in nature and seek optimal solutions through the wisdom of groups, such as particle swarm optimizer (PSO) [[37](#page-26-9)], firefly algorithm (FA) [\[67\]](#page-27-5), butterfy optimization algorithm (BOA) [\[3](#page-25-0)], bat algorithm (BA) [\[9](#page-26-10)], shuffled frog-leaping algorithm (SFLA) [\[41\]](#page-26-11), artifcial bee colony (ABC) algorithm [[24](#page-26-12)], etc. These swarm intelligence optimization algorithms have been applied to various practical optimization problems. For example, [\[69\]](#page-27-6) proposed a distributed fault estimation algorithm based on a hybrid improved biogeography based optimization (HIBBO), which introduced diferential evolution into standard biogeography based optimization (BBO) to determine the moments when intermittent faults occur and disappear in discrete components. [\[65](#page-27-7)] proposed an adaptive competitive swarm optimization (ACSO) for intermittent fault estimation, which introduced a parameter adaptive adjustment strategy into the original competitive swarm optimization and improved the search ability of the algorithm. There are also some algorithms inspired by other ideas, such as teaching-learning-based optimization (TLBO) [\[51](#page-26-13)] inspired by teaching and feedback between teachers and students, sine cosine algorithm (SCA) [\[45](#page-26-14)] and golden sine algorithm (Gold-SA) [\[58](#page-27-8)] that based on mathematical ideas.

Harris Hawks Optimizer (HHO) is a swarm intelligencebased meta-heuristic algorithm proposed by [[30](#page-26-15)] that simulates the behaviour of Harris hawks cooperatively foraging and surrounding prey with multiple strategies. HHO consists of two phases of exploration and exploitation, switching between the two phases through the prey escape energy. HHO has strong competitive strengths compared with other swarm intelligence optimization algorithms [[38](#page-26-16)]. On the one hand, HHO is easy to use because of its simple structure and no extra parameters except required parameters. On the other hand, the multiple strategies of HHO in the exploitation phase make the local search ability of the algorithm better. In addition, HHO simulates the continuous loss process of the prey escaping energy, and switches between exploration phase and exploitation phase based on the value of the prey escape energy, which fts the optimization process and makes the algorithm have good performance. HHO has been applied to various numerical optimization and practical problems. For example, Hussain et al. [[32\]](#page-26-17) applied HHO to feature selection, [\[21\]](#page-26-18) adapted HHO to the traditional travel salesman problem, [\[53\]](#page-27-9) applied HHO to image segmentation, [[6](#page-25-1)] used HHO to cluster features, and [[25\]](#page-26-19) built a geohazard radar identification model using convolutional neural network and HHO. However, according to the No Free Lunch (NFL) theorem [\[63](#page-27-10)], no algorithm can achieve superior results on all optimization problems. HHO also suffers from low convergence accuracy, slow convergence, and unbalance in the exploration and exploitation phases. [\[50](#page-26-20)] pointed out that the global search ability based on the random strategy in HHO is insufficient in the exploration stage, and it is easy to fall into local optimum. In addition, the prey escape energy cannot fully refect the actual search process, and then cannot balance the exploration and exploitation process well. [[38\]](#page-26-16) pointed out that when HHO optimizes complex problems, it is easy to converge with low accuracy and premature convergence. In recent years, there have been a lot of research addressing improvements to HHO. [[35\]](#page-26-21) combined HHO algorithm with SCA algorithm to enhance exploration capability of HHO. [[8](#page-25-2)] introduced chaos strategy, topological multi-population strategy, and diferential evolution strategy into the algorithm to enhance the performance of HHO. [[13\]](#page-26-22) used chaotic and changed the control parameters to enhance the ability of HHO. [[2\]](#page-25-3) discussed the infuence of three selection strategies on the algorithm during the exploration phase. [[18\]](#page-26-23) added quasirefection-based learning mechanism into HHO to increase population diversity and speed of convergence. [[22\]](#page-26-24) used quantum particles to deal with dynamic optimization problems. In [[33](#page-26-25)], opposition-based learning and chaotic local search strategy operator were combined to enhance the performance of HHO.

Self-organized criticality [\[5](#page-25-4)] refers to a system far from the equilibrium state. It can automatically adjust to a critical state without manual adjustment of any parameters. When a small disturbance occurs in the system, a chain reaction may occur and have a signifcant impact on the whole system. Extremal optimization (EO) is derived from the Bak-Sneppen (BS) [\[4](#page-25-5)] model, which shows self-organized criticality.

Diferent from most optimization algorithms acting on the group, it acts on the individual and always selects the worst component in the individual for variation, which may lead to a huge avalanche efect on the individual system and complete the improvement. EO has the characteristic of few parameters. Many articles have also applied EO to numerical optimization and practical problems. [[12](#page-26-26)] proposed a swarm-based EO algorithm (PEO) to deal with single objective function optimization problems. The application of EO algorithm to multi-objective problems in [\[11\]](#page-26-27) shows that EO also has good performance on multi-objective problems. [\[10](#page-26-28)] hybridized PSO and EO to make a novel algorithm. An adaptive population extremal optimization-based multivariable proportional-integral-derivative (MPID) control method was proposed in [[71](#page-27-11)].

In this paper, we propose an improved HHO hybridized with EO which is named IHHO-EO. The main contributions of this work are summarized as follows:

- The Harris hawk individual's own historical optimal value is retained and applied to the exploration phase to enhance the exploration ability.
- The prey escape energy updating formula is changed to enable a better balance between the exploration phase and the exploitation phase.
- After the execution of the original HHO process, refracted opposition-based learning operation with dynamic *k* value is performed on all individuals. Refracted opposition-based learning is a variant of opposition-based learning that is important for improving the population quality as well as for jumping out of the local optimum. At the same time, the *k* value in the refracted opposition-based learning is dynamically generated to better generate the dynamic opposition-based solutions.
- Inspired by [\[10](#page-26-28)] that hybridized the PSO algorithm with EO, EO is added to our algorithm to enhance the local search capability.
- A large number of test functions are tested and compared with other algorithms to verify the excellent performance of the proposed algorithm IHHO-EO, and IHHO-EO is applied to the pressure vessel design problem.

In order to verify the performance of our proposed algorithm, extensive experiments were carried out. Firstly, IHHO-EO is compared with the original HHO algorithm, other new intelligent optimization algorithms and various HHO variants on 23 classical basic functions [[68\]](#page-27-12), and the superiority of IHHO-EO is verifed by Friedman test [[20](#page-26-29)], Quade test [[15](#page-26-30)] and Wilcoxon sign rank test [[14](#page-26-31)]. Subsequently, the efectiveness of the each proposed strategy is verifed on high dimensions situation of the same 23 functions. Then, IHHO-EO is compared with many of the latest optimization algorithms on 29 CEC2017 functions [[39](#page-26-32)].

Finally, IHHO-EO is applied to the pressure vessel design problem [\[54](#page-27-13)] which is a practical engineering problem with constraints. The experimental results show that the proposed IHHO-EO algorithm has better performance than the original HHO algorithm and other models in numerical optimization and practical engineering optimization problems.

The remaining content of the paper is organized as follows: Sect. [2](#page-2-0) introduces the original HHO, refracted opposition-based learning, and the concept of EO. Section [3](#page-6-0) presents the improved HHO hybridized with EO in detail. Section [4](#page-9-0) performs experimental simulations and results analysis. Section [5](#page-13-0) further applies the proposed algorithm to pressure vessel design problem. Section [6](#page-17-0) concludes the whole paper as well as gives an outlook on future work.

2 Background

2.1 Harris Hawks optimizer (HHO)

HHO is a new swarm intelligence optimization algorithm proposed by [[30](#page-26-15)]. The algorithm simulates the predation characteristics of Harris hawks. HHO is divided into two phases: exploration and exploitation, and uses the escape energy of prey as the basis for switching phases. The most important characteristic of Harris hawks is cooperative foraging and can show multiple attack patterns according to the change of environment and prey escape patterns. In Harris hawks optimization algorithm, Harris hawks individuals constitute candidate solutions, and the individual with the highest ftness in each iteration is considered as the prey. The phases of HHO are shown in Fig. [1.](#page-3-0)

2.1.1 Exploration phase

When exploring the prey location, Harris hawks often randomly perch at a location and quietly search for the prey. During this phase, Harris hawks update their positions by two strategies: one is to explore based on the information about a randomly selected individual and the information about itself, while the other is to explore based on the current optimal individual and the average information of all individuals. The two strategies are determined by the parameter *q* and have equal chances of execution. The mathematical model is as follows:

$$
X_i(t+1) = \begin{cases} X_{rand}(t) - r_1 | X_{rand}(t) - 2r_2 X_i(t) | & q \ge 0.5\\ (X_{prey}(t) - X_m(t)) - r_3(LB + r_4(UB - LB)) & q < 0.5 \end{cases}
$$
(1)

where $X_i(t+1)$ and $X_i(t)$ mean the position of the individual *i* in iteration $t + 1$ and iteration t respectively, q, r_1, r_2, r_3 , and *r*4 are random factors inside (0, 1), *UB* and *LB* are the upper and lower bounds of the search space, $X_{rand}(t)$ is an

Fig. 1 The phases of HHO [\[30\]](#page-26-15)

individual randomly selected from the population in iteration t , $X_{prev}(t)$ is the individual with the highest fitness in iteration *t*, and $X_m(t)$ is the average position of all individuals in iteration *t* which is defned as below:

$$
X_m(t) = \frac{1}{N} \sum_{i=1}^{N} X_i(t)
$$
 (2)

where *N* denotes the total numbers of individuals.

2.1.2 Transition from exploration to exploitation

In HHO, the prey escape energy *E* is defned to simulate the physical exertion of the prey during the escape process. When $|E| \geq 1$, the algorithm performs the exploration phase, refecting the Harris hawks searching for the prey. When $|E|$ < 1, the Harris hawks pursue the prey and enter the exploitation phase. The equation for the change of the prey escape energy *E* is as follows.

$$
E_1 = 2 \times (1 - \frac{t}{T})
$$
\n⁽³⁾

$$
E = E_2 \times E_1 \tag{4}
$$

where E_2 represents the initial value of the energy and ranges from −1 to 1, which is regenerated randomly at each iteration, and *T* is the maximum number of iterations of the algorithm.

2.1.3 Exploitation phase

During the exploitation phase, Harris hawks will besiege the prey they have discovered, forming an encirclement and waiting for an opportunity to surprise pounce. In the actual hunting process, the prey has a chance to escape, and the Harris hawks will also make diferent chasing actions according to the behavior of the prey. To more realistically mimic the actual siege behavior of the Harris hawks, HHO introduces four strategies. The random parameter r is defined to represent the chance that the prey can successfully escape $(r < 0.5)$ or not successfully escape $(r \ge 0.5)$ before the surprise pounce. The decision of which strategy to use is based on the parameter *r* and the prey escape energy *E* together. No matter how the prey reacts, Harris hawks will make a hard or soft encirclement to capture the prey. Along with the constant chase, the prey slowly loses energy and is eventually captured by the Harris hawks.

Soft besiege

When $|E| > 0.5$ and $r > 0.5$, the prey has enough energy to escape, and tries to escape the encirclement through some jumping behaviors, but ultimately fails. In this process, the hawks perform a high-altitude soft encirclement operation on the prey, constantly consuming the energy of the prey. After the prey is exhausted, the hawks swoop to capture the prey. The mathematical model is described as follows:

$$
X_i(t + 1) = \Delta X(t) - E|JX_{prey}(t) - X_i(t)|
$$
\n(5)

$$
\Delta X(t) = X_{prey}(t) - X_i(t)
$$
\n(6)

where $\Delta X(t)$ is the difference between the location of the prey and the current individual in iteration $t, J = 2(1 - r_5)$ denotes the strength of the prey's jump during escape, and r_5 is a random number between $(0, 1)$.

• Hard besiege

When $|E|$ < 0.5 and $r \ge 0.5$, the prey is exhausted and does not have enough energy to escape, and there is no chance to escape. Harris hawks pounce on their prey in a hardencircling fashion, the mathematical model is described as follows:

$$
X_i(t+1) = X_{\text{prey}}(t) - E|\Delta X(t)|
$$
\n(7)

• Soft besiege with progressive rapid dives

When $|E| \ge 0.5$ and $r < 0.5$, the prey has enough energy to escape successfully. At this point, Harris hawks will adopt a more intelligent soft-encirclement strategy, perform multiple dives, and gradually adjust their directions and positions. Under this strategy, Harris hawks take two steps. The rule for the frst step is as follows:

$$
Y = X_{prey}(t) - E|JX_{prey}(t) - X_i(t)|
$$
\n(8)

Then, to judge whether this dive has achieved better results. if not, Harris hawks will also suddenly make an irregular and rapid dive when approaching the prey. The mathematical model is described as follows:

$$
Z = Y + S \times LF(D) \tag{9}
$$

where *D* is the dimension of the optimization problem, *S* is a random vector of $1 \times D$ dimension, and *LF* is the Levy flight [\[66\]](#page-27-14). The expression for *LF* is as follows:

$$
LF(x) = 0.01 \times \frac{u \times \sigma}{|v|^{\frac{1}{\beta}}}, \sigma = \left(\frac{\tau(1+\beta) \times \sin(\frac{\pi\beta}{2})}{\tau(\frac{1+\beta}{2}) \times \beta \times 2^{(\frac{\beta-1}{2})}}\right)^{\frac{1}{\beta}}
$$
(10)

where u , v is a random number between $(0, 1)$ and β is a constant 1.5. Thus, the update formula for the soft besiege with progressive rapid dives of HHO is shown below:

Algorithm 1 Pseudo-code of HHO algorithm

$$
X_i(t+1) = \begin{cases} Y, & \text{if } F(Y) < F(X_i(t)) \\ Z, & \text{if } F(Z) < F(X_i(t)) \end{cases} \tag{11}
$$

• Hard besiege with progressive rapid dives

When $|E|$ < 0.5 and r < 0.5, the prey has a chance to escape, but does not have enough energy to do so. The hawks form a hard besiege before attacking, trying to reduce the average distance between their group and the prey, and then take a dive to kill the prey. The mathematical model is as follows:

$$
\dot{Y} = X_{prey}(t) - E|JX_{prey}(t) - X_m(t)|
$$
\n(12)

$$
\dot{Z} = \dot{Y} + S \times LF(D) \tag{13}
$$

$$
X_i(t+1) = \begin{cases} \dot{Y}, & \text{if } F(\dot{Y}) < F(X_i(t)) \\ \dot{Z}, & \text{if } F(\dot{Z}) < F(X_i(t)) \end{cases} \tag{14}
$$

This process is similar to soft besiege with progressive rapid dives, but it utilizes the average location information of the group. See Algorithm 1 for the pseudo-code of HHO.

2.2 Extremal optimization (EO)

EO is inspired by Bak-Sneppen model of biological evolution [\[7](#page-25-6)]. EO has no concept of population and operates on a single individual. The specifc operation is to mutate each component of the individual one by one, and then evaluate the ftness of the mutated individual. For the new individual with the best ftness, the corresponding component of the new individual is considered to be the worst component of the original individual. Then judging whether the new individual is better than the original individual. The basic EO has no extra parameters and only a mutation operation, which has a very good performance on local search [\[10](#page-26-28)]. The pseudo-code of EO is shown in Algorithm 2.

where $x_i \in R$, $x_i \in (lb_i, ub_i)$, $\forall i \in 1, 2, \dots, D$, lb_i and ub_i are the lower and upper bounds in *i*th-dimension.

Opposition-based learning is able to explore the opposite side of the current solution, making it more likely to get a high-quality solution. In recent years, opposition-based learning has been combined with various algorithms, such as GWO [[70\]](#page-27-16), SCA [[1\]](#page-25-7). However, algorithms still can not jump out of the local optimal in the late phase despite the use of the basic OBL strategy [\[17](#page-26-33)].

2.3.2 Refracted opposition–based learning (ROBL)

In order to improve the efect of opposition-based learning, a variant of OBL based on combining the laws of refraction

- 1: Generate a random solution $X = (x_1, x_2, \dots, x_D)$, set the optimal solution $X_{best} = X$ and corresponding object function value $F(X_{best}) = F(X)$
- 2: for the solution X_i do

Mutate each variable $x_i (i \in 1, 2, \dots, D)$ in turn, and keep the remaining variables unchanged when performing $3:$ operation on the current variable. The process can get D new individuals X_1, X_2, \dots, X_D .

- $4:$ Evaluate each variable's local fitness $\lambda_i = F(X_i) - F(X_{best})$
- Rank all λ_i ($i \in 1, 2, \dots, D$) and find the variable with lowest fitness x_j ($j \in 1, 2, \dots, D$). The corresponding $5:$ new individual is X_i
- if $F(X_i) < F(X)$ then let $X = X_i$ and $F(X) = F(X_i)$. Otherwise, keep X unchanged 6:

end if $7:$

- Update the optimal solution X_{best} and its object function value $F(X_{best})$ 8:
- $9:$ end for

10: If not meet terminal condition, Continue with the circulation operation

11: Get the optimal solution X_{best} and its object function value $F(X_{best})$

2.3 Refracted opposition–based learning (ROBL)

2.3.1 Opposition–based learning (OBL)

Opposition-based learning is proposed by [\[59](#page-27-15)]. The basic idea is to expand the search by considering both the current solution and its inverse solution. Simultaneous search at that solution's location and its opposite location improves the possibility of obtaining a better solution.

Suppose x is a solution in a one-dimensional space, then its opposite solution \tilde{x} is defined as follows:

$$
\tilde{x} = lb + ub - x \tag{15}
$$

where $x \in R$, *lb* and *ub* are the lower and upper bounds of *x*, respectively.

Extending to the *D*-dimensional problem, then the opposite solution of *x* in dimension *i* is defned as follows:

$$
\tilde{x}_i = lb_i + ub_i - x_i \tag{16}
$$

of light to better generate opposition-based solutions is presented by [[17](#page-26-33)]. The mathematical defnition of refracted opposition–based learning is shown in Fig. [2.](#page-5-0)

Fig. 2 Refracted opposition-based learning

In Fig. [2,](#page-5-0) the *x*-axis represents the dividing line and the *y*-axis denotes the normal line. The upper halves and lower halves of the *x*-axis are regarded as two different medias. l_1 and $l₂$ are the length of the incident light and the length of the refracted light, respectively. α , β mean the angles of incidence and refraction. *lb* and *ub* denote the range of points on the *x*-axis. Point *o* is the midpoint of *lb* and *ub*. From Fig. [2,](#page-5-0) we can conclude the relational equation:

$$
\sin \alpha = \left(\frac{(lb + ub)}{2} - x \right) / l_1 \tag{17}
$$

$$
\sin\beta = (\tilde{x} - (lb + ub)/2)/l_2 \tag{18}
$$

From the defnition of the refractive index n, the following equation can be derived:

$$
n = \frac{\sin \alpha}{\sin \beta} = \frac{l_2(lb + ub)/2 - x}{l_1(\tilde{x} - (lb + ub)/2)}
$$
(19)

Let $k = l_1/l_2$, then Eq. ([19\)](#page-6-1) can be transformed into:

$$
kn = \frac{\sin \alpha}{\sin \beta} = \frac{(lb + ub)/2 - x}{\tilde{x} - (lb + ub)/2}
$$
\n(20)

After the transformation of Eq. ([20](#page-6-2)), the expression of the refracted opposition-based solution *x̃* can be derived as follows:

$$
\tilde{x} = \frac{lb + ub}{2} + \frac{lb + ub}{2kn} - \frac{x}{kn}
$$
\n(21)

If *k* is equal to 1 and *n* is also equal to 1, then Eq. (21) turns into basic opposition–based learning. This shows that basic opposition–based learning is a special case of refracted opposition–based learning. ROBL can dynamically generate reverse learning solutions by adjusting the values of *k* and *n* which improve the diversity of reverse solutions and improve the possibility of the algorithm jumping out of the local optimal. It has been testified that ROBL can effectively improve the performance of the algorithm in the literature [\[40\]](#page-26-34) and [\[61](#page-27-17)]. When *n* is set to 1 and the problem is multidimensional, the expression for refractive opposition–based solution is as follows:

$$
\tilde{x}_{i,j} = \frac{lb_j + ub_j}{2} + \frac{lb_j + ub_j}{2k} - \frac{x}{k}
$$
\n(22)

where $\tilde{x}_{i,j}$ refers to the refracted opposition–based solution of individual *i* in the *j*th-dimension. lb_j and ub_j are the lower and upper bounds in *j*th-dimension.

3 The proposed IHHO‑EO algorithm

3.1 Introducing the individual's own historical optimal location strategy

If $|E| \geq 1$, Harris hawks perform the exploration phase, searching for the prey. When the parameter $q \ge 0.5$, Harris hawk individuals fly to the next location based on a randomly selected companion and their own current locations. However, this way of randomly selecting a companion is too random and uses insufficient information. It is difficult to guide itself to fy to a better position and lacks exploration ability. Therefore, when $q \ge 0.5$, the individual's historical optimal location is introduced and the global optimal location of the current best individual is combined to enhance exploration ability. At the same time, considering that the individual's historical optimal position has little reference value in the early stage but will become more and more reliable with the increase of the number of iterations, the linear increasing coefficient is added to the individual's historical optimal position. The improved exploration formula is shown below:

$$
X_i(t+1) = \begin{cases} r_1 X_i(t) + r_2 |X_{prey}(t) - \frac{t}{T} * X_{ipbest}(t)| & q \ge 0.5\\ (X_{prey}(t) - X_m(t)) - r_3(LB + r_4(UB - LB)) & q < 0.5 \end{cases}
$$
\n(23)

where $X_{\text{inbest}}(t)$ represents the historical optimal position of individual *i* in iteration *t*, and *T* is the maximum number of iterations.

3.2 Nonlinear change of prey escape energy coefficient E_1

In the basic HHO algorithm, the prey escape energy *E* controls whether the algorithm performs the exploration phase or the exploitation phase. From Eq. ([4\)](#page-3-1), *E* is determined by the initial energy E_2 and a coefficient E_1 related to the number of iterations *t*. However, E_1 is linearly reduced from 2 to 0, which can not balance the exploration and exploitation

Fig. 3 The changing curve of E_1

phases well. Therefore, Eq. ([25\)](#page-7-0) is proposed which updates E_1 as follows:

$$
A = \frac{t - \frac{T}{2}}{\frac{T}{2}}
$$
 (24)

$$
E_1 = \begin{cases} 2 - \sqrt{1 - A^2} \ t \le \frac{r}{2} \\ \sqrt{1 - A^2} \ t > \frac{r}{2} \end{cases}
$$
 (25)

Figure [3](#page-6-4) shows a comparison between the original E_1 update and the proposed E_1 update.

From Fig. [3,](#page-6-4) it can be seen that E_1 decreases faster in the early stage and is able to converge quickly to the optimal solution vicinity in the early stage. On the other hand, it decreases slower in the later stage and is able to better model the energy loss of the prey. Therefore it can switch adequately among the four exploitation strategies to perform a full local search.

3.3 ROBL with dynamic parameter *k*

Compared with the basic opposition-based learning, the refracted opposition-based learning introduced in Sect. [2.3](#page-5-1) has two parameters *k* and *n*, which can produce oppositionbased solutions more fexibly and improve the diversity of opposition-based solutions. It has a good performance on improving the quality of opposition-based solutions and helping the algorithm jump out of local optimal. When *n* is set to 1, *k* can be controlled to achieve the desired reverse effect. So if the value range of k is wide, diverse oppositionbased solutions can be generated. The *k* value in basic ROBL is a fxed value, which can not generate dynamic oppositionbased solutions well. Therefore, our proposed formula for the value of *k* is as follows:

$$
k = \left(1 - \cos(2\pi * \frac{t}{T})\right)^{10} \tag{26}
$$

Fig. 4 The changing curve of *k* value

Figure [4](#page-7-1) shows the change of *k* value with the number of iterations.

Combining Fig. 4 and Eq. [\(26\)](#page-7-2), it can be concluded as follows: When the number of iterations $t < 150$ or $t > 350$, the value of *k* is close to 0, while *k* obtains a larger value if $150 < t < 350$. Therefore, the value of *k* can have a relatively wide range and is highly dynamic, which can effectively improve the diversity of opposition-based solutions and increase the possibility of jumping out of the local optimum.

In view of the shortcoming that HHO is easy to fall into local optimum, the proposed ROBL with dynamic parameter *k* is carried out on all individuals after the basic process of HHO is performed. The newly generated opposition-based solution population is mixed with the original population in order of ftness, and the *N* individuals with the highest ftness in two populations are greedily selected as the new population.

3.4 Combination with EO

The literature [[10\]](#page-26-28) has testified the strong local search ability of EO through a large number of experiments. The introduction of EO in Sect. [2.2](#page-5-2) shows that EO acts on individuals, mutates each component in individuals, and generates new individuals with the same number of components. The new individual with the best ftness is judged with the original individual. If the new individual is superior to the original one, the original one will be replaced by the new one. Do the same for each individual.

In order to enhance the exploitation capability of HHO, EO operation is performed on all individuals after ROBL process. Since only mutation operation is performed on the elements in EO, mutation operation has a great infuence on the effect of EO. The research work of $[68]$ shows that Cauchy mutation can produce striding length for search with a higher probability than Gaussian mutation, so Cauchy mutation is more suitable for coarse tuning while Gaussian variation is more suitable for fne tuning. Hybrid Gaussian-Cauchy mutation (G-C mutation) [[11\]](#page-26-27) is used here. Cauchy mutation is used frst, and if the newly generated variable is outside the range, a certain number of Cauchy mutation (*TC*) is repeated to make the new variable fall within the range. If it still exceeds the range, a certain number of Gaussian mutation (*TG*) is used to produce a smaller step size. Finally, if the range requirements are not met, the corresponding upper and lower boundaries are used. The value of *TC* determines the coarse-grained search time, and the value of *TG* determines the fne-grained search time. Therefore, the values of these two parameters should not be too large, or the search time will be greatly prolonged. [[11\]](#page-26-27) pointed out that the appropriate values of *TC* and *TG* were 2 ∼ 4. The values of *TC* and *TG* in this paper are set to 3.

algorithm

3.5 The IHHO‑EO algorithm

In view of the shortcomings of HHO, we propose the above four improvement strategies. The introduction of the historical optimal position of the Harris hawk individual can better guide the individual position update and enhance the exploration ability. The improved prey escape energy update formula makes the algorithm achieve a better balance between exploration and exploitation. The combination of ROBL and the proposed variation formula of parameter *k* increase the diversity of the solutions and the possibility of jumping out of local optimum. The hybridization with EO enhances the local exploitation capability of the algorithm. The pseudocode of IHHO-EO is shown in Algorithm 3, and the fow chart is shown in Fig. [5](#page-8-0).

3.6 Computational complexity analysis

Assume that the maximum number of individuals in the population is *N*, the problem dimension is *D*, and the number of iterations is *T*. In the original HHO algorithm, the computational complexity mainly consists of three parts: initialization, fitness evaluation and individual location update. The computational complexity of HHO is as follows: $O(HHO) = O(N) + O(T \times N) + O(T \times N \times D)$

In the proposed IHHO-EO, the introduction of the individual's own historical optimal position and the improvement of the prey escape energy update formula will not add additional complexity. The computational complexity of EO operation is $O(T \times N \times D) + O(T \times N \times D)$, which is the complexity of generating mutation and ftness evaluation. The computational complexity of ROBL is $O(T \times N \times D) + O(T \times 2N)$, where $O(T \times N \times D)$ is the time

test functions [[39](#page-26-32)] are selected for evaluation. Among the 23 classic standard test functions, $F_1 \sim F_7$ are unimodal

Algorithm 3 Pseudo-code of IHHO-EO algorithm 1: Generate the random population $X_i(i = 1, 2, \dots, N)$ and define the maximum number of iterations T 2: Calculate the fitness value of each hawk 3: Choose the best individual as the prey(X_{prev}) 4: Initial the number of iterations $t = 0$ while $t < T$ do $5:$ for each hawk X_i do 6: $7:$ Update the initial energy E_2 8: Update the prey escape energy coefficient E_1 using Eq.(25) \overline{Q} Update the prey energy E using Eq.(4) $10:$ Update the jump strength J $11²$ if $(|E| \ge 1)$ then update the position of the current hawk by exploration strategy(Eq.(23)) $12.$ end if if $(|E| < 1)$ then $13.$ $14:$ if $(r \ge 0.5$ and $|E| \ge 0.5$) then update the position of the current hawk by soft besiege(Eq.(5)) $15:$ else if ($r \ge 0.5$ and $|E|$ < 0.5) then update the position of the current hawk by hard besiege(Eq.(7)) 16_i else if $(r < 0.5$ and $|E| \ge 0.5$) then update the position of the current hawk by soft besiege with progressive rapid dives $(Eq.(11))$ $17:$ else if $(r < 0.5$ and $|E|$ < 0.5) then update the position of the current hawk by hard besiege with progressive rapid dives $(Eq.(14))$ $18¹$ end if end if 19_i $20:$ end for $21:$ for each hawk X_i do Calculate the refracted opposition-based solution of the current hawk $(Eq.(26))$ $22:$ $23.$ end for Select the best N hawks in original population and refracted opposition-based population to make a new $24.$ population $25:$ Perform EO operation for each hawk 26: Calculate the fitness value of each hawk and Update the best individual $27₂$ $t = t + 1$ 28: end while

In summary, the complexity of IHHO-EO is $O(N) + O(3 \times T \times N) + O(4 \times T \times N \times D)$. Although the complexity of IHHO-EO has increased slightly more than the original HHO, the complexity of which is $O(N) + O(T \times N) + O(T \times N \times D)$, the performance of the proposed algorithm is excellent.

4 Experimental results and analysis

4.1 Experimental setup

To fully illustrate the performance of IHHO-EO, the experiments are divided into 4 parts, as shown in Table [1.](#page-10-0) In order to verify the performance of the proposed IHHO-EO algorithm in solving numerical optimization problems, 23 classical standard test functions [[68\]](#page-27-12) and 29 CEC2017

functions to test the exploitation performance of the algorithm, $F_8 \sim F_{13}$ are multimodal functions to test the exploration performance and the ability of the algorithm to jump out of the local optimal solution. $F_{14} \sim F_{23}$ are multimodal functions with fxed low dimensions to test the stability of the algorithm. The details of the 23 classic standard test functions are shown in Tables [2,](#page-10-1) [3,](#page-11-0) [4](#page-11-1). Among the 29 CEC2017 test functions($f_1 \sim f_{30}$), there are unimodal, multimodal and composite functions, which are more complex and are used to test the ability of the algorithm in complex numerical optimization. The details of CEC2017 test functions are shown in Table [5.](#page-12-0) The bold data in all tables represent the best mean result achieved on this function among all the algorithms being compared.

In Exp.1, IHHO-EO is compared in 23 classical standard test functions with some new intelligent optimization algorithms proposed in recent years and some famous classical

Experiement	Test problem	Dimension	Algorithm	Population size	Maximum number of Number of runs iterations	
Exp.1	$F_1 \sim F_{13}$	$30\,$	IHHO-EO	$30\,$	500	$30\,$
	$F_{14} \sim F_{23}$	$2 \sim 6$	HHO [30]			
			WOA [47]			
			SSA [46]			
			GWO [48]			
			BOA [3]			
			MFO [43]			
			GA [31]			
			DE [57]			
			BBO [56]			
			PSO [37]			
Exp.2	$F_1 \sim F_{13}$	30	IHHO-EO	$30\,$	500	$30\,$
	$F_{14} \sim F_{23}$	$2\negmedspace\negmedspace\negmedspace\negmedspace\negmedspace\sim\negmedspace\negmedspace\sim\negmedspace\negmedspace\sim\negmedspace\negmedspace\negthickspace\sim\negmedspace\sim\negmedspace\negmedspace\negthickspace\sim\negmedspace\sim\negmedspace\negthickspace\sim\negmedspace\sim\negmedspace\negthickspace\sim\negmedspace\negthickspace\sim\negmedspace\negthickspace\sim\negmedspace\negthickspace\sim\negmedspace\negthickspace\sim\negmedspace\negthickspace\sim\negmedspace\negthickspace\sim\negmedspace\negthickspace\sim\negmedspace\negthickspace\sim\negmedspace\negthickspace\sim\negmedspace\negthicks$	$HHO-SCA [35]$			
			QRHHO ^[18]			
			THHO ^[2]			
Exp.3	$F_1 \sim F_{13}$	$50\,$	IHHO-EO	30	500	$30\,$
	$F_{14} \sim F_{23}$	$2 \sim 6$	IHHO1			
			IHHO ₂			
			HHO-EO			
Exp.4	$f_1 \thicksim f_{30}$	$50\,$	IHHO-EO	$30\,$	1500	$30\,$
			SCHHO [32]			
			GOA [55]			
			DA [44]			
			SCA [45]			
			HHO [30]			

Table 2 The description of unimodal functions F_1 ∼ F_7 functions

algorithms. The comparison algorithms include original HHO, Whale Optimization Algorithm (WOA) [[47\]](#page-26-35), Salp Swarm Algorithm (SSA) [\[46](#page-26-36)], Grey Wolf Optimizer (GWO) [[48\]](#page-26-37), Butterfy Optimization Algorithm [[3](#page-25-0)], Moth-Flame Optimization Algorithm (MFO) [[43](#page-26-38)], Genetic Algorithm (GA) [[31\]](#page-26-4), Diferential Evolution (DE) [\[57](#page-27-1)], Biogeography-Based Optimization (BBO) [\[56](#page-27-2)], Particle Swarm Optimizer (PSO) [[37\]](#page-26-9) . The number of population for each algorithm was set to 30 and each algorithm was run 30 times with 500 iterations.

Exp.2 compares the IHHO-EO with three improved variants of HHO, including HHO-SCA [\[35](#page-26-21)], QRHHO [[18\]](#page-26-23), and THHO [[2\]](#page-25-3).

Exp.3 conducts on the classical standard test functions in 50 dimensions to explore the efectiveness of the added strategies.

Exp.4 conducts on CEC2017 test functions and set each test function to 50 dimensions. Some intelligent optimization algorithms (Grasshopper Optimisation Algorithm (GOA) [[55\]](#page-27-18), Dragonfy Algorithm (DA) [\[44](#page-26-39)], Sine Cosine Algorithm [\[45](#page-26-14)], HHO) and a variant of HHO (SCHHO [[32\]](#page-26-17)) were compared. The number of individuals of each algorithm was set to 30, and 30 runs were performed with 1500 iterations each time.

The parameters settings of the algorithms used in the experiment are shown in Table [6](#page-13-1). The parameter setting has a certain impact on the performance of the algorithm.

Table 3 The description of multimodal functions $F_8 \sim F_{13}$ functions

Table 4 The description of fixed-dimendion multimodal functions F_{14} ∼ F_{23} functions

Therefore, the values of the parameters of the compared algorithms were taken directly from their original papers for fair comparison. All experiments were performed on a 2.60GHz computer with i5-3320 M CPU, and 8 GB RAM.

4.2 Comparison with advanced meta‑heuristic algorithms and famous classical algorithms

This part of the experiment compares IHHO-EO with HHO, WOA, SSA, GWO, BOA, MFO, GA, DE, BBO, PSO which are some of the swarm intelligence optimization algorithms proposed in recent years and some famous classical algorithms. Tables [7,](#page-14-0) [8](#page-15-0), [9](#page-16-0), [10](#page-18-0), [11](#page-20-0) show the experimental results.

4.2.1 Comparison with advanced meta‑heuristic algorithms

In terms of mean, standard deviation, best and worst results, IHHO-EO has a signifcant advantage over all these algorithms or the results are essentially equivalent, which is obvious on functions $F_1 \sim F_4$. On the fixed dimensional functions $F_{14} \sim F_{23}$, only the IHHO-EO algorithm was able to fnd the optimal value. Compared with the original HHO, IHHO-EO has similar performance on F_5 , F_{12} and F_{13} , but slightly lower in terms of mean.

To further illustrate the diference between IHHO-EO and other algorithms, Wilcoxon signed rank test [\[14](#page-26-31)] was

Function	Description	Type	Optimum	
$f_{\rm 1}$	Shifted and Rotated Bent Cigar Function	Unimodal	100	
f_3	Shifted and Rotated Zakharov function	Unimodal	300	
$f_{\rm 4}$	Shifted and Rotated Rosenbrock's function	Multimodal	400	
f_5	Shifted and Rotated Rastrigin's function	Multimodal	500	
f_6	Shifted and Rotated Expanded Scaffer's F6 function	Multimodal	600	
f_7	Shifted and Rotated Lunacek Bi-Rastrigin function	Multimodal	700	
f_8	Shifted and Rotated Non-Continuous Rastrigin's function	Multimodal	800	
f_9	Shifted and Rotated Lévy function	Multimodal	900	
f_{10}	Shifted and Rotated Schwefel's function	Multimodal	1000	
f_{11}	Hybrid Function 1 ($N = 3$)	Hybrid	1100	
f_{12}	Hybrid Function 2 ($N = 3$)	Hybrid	1200	
f_{13}	Hybrid Function 3 ($N = 3$)	Hybrid	1300	
f_{14}	Hybrid Function 4 ($N = 4$)	Hybrid	1400	
f_{15}	Hybrid Function 5 ($N = 4$)	Hybrid	1500	
f_{16}	Hybrid Function 6 ($N = 4$)	Hybrid	1600	
f_{17}	Hybrid Function 6 ($N = 5$)	Hybrid	1700	
f_{18}	Hybrid Function 6 ($N = 5$)	Hybrid	1800	
f_{19}	Hybrid Function $6 (N = 5)$	Hybrid	1900	
f_{20}	Hybrid Function $6 (N = 6)$	Hybrid	2000	
f_{21}	Composition Function 1 ($N = 3$)	Composition	2100	
f_{22}	Composition Function 2 ($N = 3$)	Composition	2200	
f_{23}	Composition Function 3 ($N = 4$)	Composition	2300	
f_{24}	Composition Function 4 ($N = 4$)	Composition	2400	
f_{25}	Composition Function 5 ($N = 5$)	Composition	2500	
f_{26}	Composition Function $6 (N = 5)$	Composition	2600	
f_{27}	Composition Function 7 ($N = 6$)	Composition	2700	
f_{28}	Composition Function 8 ($N = 6$)	Composition	2800	
f_{29}	Composition Function 9 ($N = 3$)	Composition	2900	
f_{30}	Composition Function 10 ($N = 3$)	Composition	3000	

Table 5 The description of CEC2017 benchmark functions

performed. If the *p*-value is less than 0.05, IHHO-EO can be considered signifcantly diferent from the compared algorithm on this function, and *NaN* indicates that there is essentially no diference between the two algorithms. It can be seen from Table [10](#page-18-0) that IHHO-EO and the compared algorithms have obvious efect diferences on most functions. The symbol "+/≈/-" indicates that IHHO-EO achieves better, similar, and worse results than other algorithms on the mean for 23 functions, and it is obvious that IHHO-EO has better results than the other algorithms for most functions.

4.2.2 Convergence analysis

The convergence diagram of experiments was analyzed to further illustrate the performance of IHHO-EO. Figure [6](#page-19-0) shows the convergence of each algorithm on some functions. On most functions, IHHO-EO algorithm has faster convergence speed and higher convergence accuracy. For function F_1 , IHHO-EO achieved the optimal value 0 in the

frst half of iterations, while the other algorithms couldn't fnd the optimal value at the end of iterations. In functions F_6 , F_7 and F_8 , IHHO-EO not only can achieve better results, but also has faster convergence speed, which refects the effectiveness of the proposed strategies. In function F_{10} , IHHO-EO algorithm has a very good convergence speed compared with other algorithms and fnds the optimal value of the function first. In function F_{13} , although the final result of IHHO-EO is slightly lower than that of the original HHO algorithm, the initial convergence speed is still higher than HHO. IHHO-EO still maintains good convergence speed and accuracy in function F_{14} with fixed dimension.

4.2.3 Comparison with famous classical algorithms

As can be seen from Table [11,](#page-20-0) compared with GA, DE, PSO and BBO, IHHO-EO achieves the smallest mean and standard deviation on the 23 classical standard test functions, indicating the good performance of IHHO-EO. GA

Table 6 Parameter settings

Algorithm	Parameter	Value	
WOA	Convergence constant a	[0,2]	
SSA	Coefficient c_1	[2/e, 2]	
GWO	Convergence constant a	[0,2]	
BOA	Sensory modality c	0.01	
	Power exponent dependent a	0.1	
MFO	Convergence constant a	$[-2,-]$ 11	
GOA	Convergence constant c_{max}	1	
	Convergence constant c_{min}	0.0004	
DA	Inertia weight w	0.7	
	Separation weight s	0.1	
	Alignment weight a	0.1	
	Cohesion weight c	0.7	
	Food factor f	1	
	Enemy factor e	1	
SCA	Convergence constant α	\overline{c}	
SCHHO	Convergence constant α	$\overline{2}$	
DE	Scaling factor	0.5	
	Crossover probability	0.5	
PSO	Inertia factor	0.3	
	c ₁	1	
	c ₂	1	
BBO	Habitat modification probability	1	
	Immigration probability limits	[0,1]	
	Step size	1	
	Max immigration (I) and Max emigra- tion (E)	1	
	Mutation probability	0.005	

and BBO also fnd the theoretical optimal value on function F_{14} and F_{18} .

4.3 Comparison with three variants of HHO

Since the HHO algorithm was proposed, many improved HHO variants have been proposed and achieved good results. In this experiment, three HHO modifed variants(HHO-SCA, QRHHO, THHO) proposed in recent two years are selected for comparison. Table [12](#page-21-0) shows the comparison of the results in 23 classical standard test functions. It can be seen that IHHO-EO obtains the best or comparable mean values for most of the functions. The standard deviation of IHHO-EO is also small, indicating good stability. Firedman test [\[20](#page-26-29)] and Quade test [\[15](#page-26-30)] are conducted on the results, as shown in Table [13.](#page-22-0) The results show that IHHO-EO ranked higher than other algorithms, indicating that IHHO-EO has better performance than other algorithms.

4.4 Impact of the added strategies on the optimizer

This experimental section explores the efectiveness of the various added strategies of the proposed IHHO-EO. Tests are performed on the 50 dimensions of $F_1 \sim F_{13}$ and on the $F_{14} \sim F_{23}$ with fixed dimensions. IHHO1 is used to represent the addition of the own historical optimal position strategy and the nonlinear prey energy escaping factor strategy, IHHO2 to represent the addition of only the refracted opposition-based learning strategy, HHO-EO to represent the addition of only the EO strategy, and IHHO-EO to represent the addition of all strategies. As shown in Tables [14](#page-22-1), [15](#page-23-0), the original HHO, IHHO1, IHHO2, HHO-EO, and IHHO-EO are all able to find optimal values for functions F_9 , F_{10} , F_{16} , and F_{18} , but the original HHO does not achieve as well as they do for the remaining functions, indicating the efectiveness of the added strategies. IHHO1 obtains better results than HHO algorithm on functions $F_1 \sim F_4$, F_7 , F_8 , F_{19} and *F*₂₁. The improved effect of IHHO2 on functions $F_1 \sim F_4$ and $F_{21} \sim F_{23}$ is obvious while HHO-EO achieved best results on functions F_8 , F_{12} , F_{13} and F_{15} . IHHO-EO combines these strategies and achieves good results on most functions.

4.5 Comparison with advanced meta‑heuristic algorithms and one variant of HHO on CEC2017 functions

In order to test the performance of IHHO-EO on complex function optimization problems, IHHO-EO was applied to solving more complex CEC2017 test functions. The results of IHHO-EO in comparison with GOA, DA, SCA, HHO and a modifed HHO variant (SCHHO), are shown in Table [16.](#page-24-0) The mean in Table [16](#page-24-0) is the difference between the actual run result and the optimal value of the function. Compared with GOA, DA, SCA and HHO, IHHO-EO has better performance with respect to the mean. GOA has a smaller mean value than IHHO-EO on funciton f_7 , while it does not perform as well as IHHO-EO on the remaining functions. IHHO-EO achieves better average results than DA, SCA, and HHO on all functions. Our algorithm outperforms SCHHO on 22 functions, and is slightly inferior to SCHHO on the remaining 7 functions.

5 IHHO‑EO for pressure vessel design problem

In this section, IHHO-EO algorithm is further applied to the pressure vessel design [[36\]](#page-26-40), which is a typical engineering design problem. The problem contains four variables: inner radius (R) , the thickness of the shell (T_s) , the thickness of the head (T_h) and the length of the cylindrical section without the head (*L*). The objective of the problem is to minimize the

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Table 9 (continued)

Table 9 (continued)

cost, including material cost, forming cost and welding cost. A diagram of the problem is shown in Fig. [7](#page-25-8). The pressure vessel design problem can be abstracted as a single objective minimization problem containing four variables and four constraints. The mathematical model of the problem is as follows.

Consider
$$
\vec{x} = [x_1 x_2 x_3 x_4] = [T_s T_h R H]
$$

\nMinimize $f(\vec{x}) = 0.6224x_1x_3x_4 + 1.7781x_2x_3^2$
\n $+ 3.1661x_1^2x_4 + 19.84x_1^2x_3$
\nSubject to $g_1(\vec{x}) = -x_1 + 0.0193x_3 \le 0$
\n $g_2(\vec{x}) = -x_2 + 0.00954x_3 \le 0$
\n $g_3(\vec{x}) = -\pi x_3^2x_4 - \frac{4}{3}\pi x_3^3 + 1296000 \le 0$
\n $g_4(\vec{x}) = x_4 - 240 \le 0$
\nVariable range $0 \le x_1, x_2 \le 99$
\n $10 \le x_3, x_4 \le 200$

IHHO-EO is compared with IEHHO [\[50](#page-26-20)], HHO, GWO [[48\]](#page-26-37), GA [[47](#page-26-35)], HPSO [[26](#page-26-41)], BA [[19\]](#page-26-42) and WOA [\[47\]](#page-26-35) algorithms on this problem, and the optimal results obtained by them are shown in Table [17](#page-25-9). It can be seen from the table that the proposed IHHO-EO algorithm is superior to all compared algorithms in solving this practical engineer ing optimization problem with constraints and has excellent performance.

6 Conclusion and future work

In this paper, four improved strategies were introduced to the original HHO and a novel algorithm, named IHHO-EO, was proposed. First of all, the historical optimal location of the individual is added to solve the defect of over-randomization and using insufficient information in the exploration stage of HHO when updating the loca tion. The better location that has been searched is used to enhance the guidance and reduce the possibility of blind search. Second, the linear update of prey escape energy is improved to allow for a better balance between the explo ration and exploitation phases. Refracted opposition-based learning is introduced and a dynamic approach to the value of *k* is proposed to produce dynamic opposition-based solutions on a larger scale, improving the quality of the population and increasing the likelihood of jumping out of the local optimum. Finally, EO operation is combined to enhance the local exploitation capability of the algo rithm. To illustrate the performance of IHHO-EO, exten sive experiments are conducted. Exp.1 tested IHHO-EO on 23 classical benchmark functions in 30 dimensions and compared it with various optimization algorithms such as

Table 12 Comparison results with other HHO variants

HHO to illustrate the efectiveness of the IHHO-EO algorithm. The results showed that IHHO-EO algorithm was superior to other optimization algorithms in terms of the obtained best value, mean value and standard deviation. Through the Wilcoxon signed rank test, the *p* value of IHHO-EO in most functions was less than 0.05, indicating that IHHO-EO was signifcantly diferent from other algorithms in performance. In addition, IHHO-EO had faster convergence speed and accuracy according to the convergence graphs of the functions. In Exp.2, in order to illustrate the superior performance of the proposed algorithm, IHHO-EO was compared with several other HHO variants. Friedman test and Quade test were performed, and the results showed that IHHO-EO got the highest ranking for functional experiments among the four HHO variants compared. Exp.3 verifed the efectiveness of each improved strategy of IHHO-EO. The results indicated that the mean and standard deviation of the algorithm are improved in most functions after adding the proposed strategies. IHHO-EO combined these strategies and obtained the best performance. In Exp.4, IHHO-EO was compared with several optimization algorithms and one HHO variant on the complex 50-dimensional CEC2017 test funcions. Experimental results indicated that IHHO-EO was also efective for complex funcion optimization problems. Finally, IHHO-EO was applied to the pressure vessel design problem and got the minimum manufacturing cost, which showed that the algorithm also had good competitiveness in the practical engineering design problem with constraints.

Table 17 Comparison of results for pressure vessel design problem

Algorithm	x_1	x_2	x_3	x_4	Optimal cost
IHHO-EO	0.7833929	0.3872152	40.58359	196.3577	5895.1713
IEHHO	0.822896	0.406769	42.63711	170.0741	5966.301
HHO	0.81758383	0.4072927	42.09174576	176.7196352	6000.46259
GWO	0.8125	0.4345	42.089181	176.758731	6051.5639
GA	0.812500	0.437500	42.097398	176.654050	6059.9463
HPSO	0.812500	0.437500	42.0984	176.6366	6059.7143
BA	0.812500	0.437500	42.098445	176.636595	6059.7143
WOA	0.812500	0.437500	42.0982699	176.638998	6059.7410

Fig. 7 Pressure vessel design problem

In future work, IHHO-EO can be applied for more engineering design problems, such as compression spring design problem, welded beam design problem [[54\]](#page-27-13), and typical combinatorial optimization problems such as traveling salesman problem [\[23](#page-26-43)].

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Declarations

Conflict of interest The authors declare that they have no known competing fnancial interests or personal relationships that could have appeared to infuence the work reported in this paper.

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