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Molecular & Cellular Biomechanics 2025, 22(3), 854.
https://doi.org/10.62617/mcb854

Article

Biomechanical optimization of multi-target anti-submarine warfare using genetic algorithm and Monte Carlo simulation

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CITATION

Yang D. Biomechanical optimization of multi-target anti-submarine warfare using genetic algorithm and Monte Carlo simulation. Molecular & Cellular Biomechanics. 2025; 22(3): 854. https://doi.org/10.62617/mcb854

ARTICLE INFO

Received: 21 November 2024
Accepted: 5 December 2024
Available online: 27 February 2025

Abstract: In this paper, a multi-objective optimization method inspired by biomechanics, which integrates genetic algorithm (GA) and Monte Carlo simulation (MCS) is proposed. In anti-submarine combat, a comprehensive optimization strategy for hit rate, combat duration and resource usage is proposed. This strategy uses the comprehensive search characteristics of genetic algorithm and the random processing techniques of Monte Carlo simulation, which effectively improves the combat efficiency (the hit rate increases from 50% to 62.73%) and the efficiency of resource use (the resource consumption is reduced by 25%). Drawing inspiration from biomechanics, our model reflects the adaptive strategies observed in natural systems. Just as biological organisms evolve to optimize their survival and resource management, our optimization method adapts to the dynamic and complex nature of combat scenarios. The GA component emulates natural selection processes, allowing for the refinement of combat strategies through iterative evaluations, while MCS introduces randomness akin to the unpredictability found in biological environments. This combination enables the exploration of diverse tactical options, mirroring how species adapt to varying ecological challenges. The experimental results show that this model has high adaptability and practical value under changeable and complex combat conditions. By incorporating principles from biomechanics, our method not only enhances operational efficiency but also aligns with the inherent adaptability seen in nature. Ultimately, this research opens up a new optimization way for modern military command and decision making. By integrating biomechanical insights into our optimization strategy, we create a framework that fosters resilience and efficiency in military operations. This approach not only enhances strategic effectiveness but also emphasizes the importance of adaptability in achieving operational goals, reflecting the evolutionary strategies that have enabled life to thrive in complex ecosystems.

Keywords: hit probability; anti-submarine warfare; genetic algorithm; Monte Carlo simulation; triple optimization target; biomechanics

1. Introduction

In the field of anti-submarine warfare, military forces need to accurately locate and attack enemy submarines in the sea battlefield full of variables and dynamic changes, but they often encounter the limitation of resource allocation and the urgency of time [1]. In order to improve the precision of attack and control the investment of resources and time effectively, it is very important to seek a balanced multi-objective combat strategy [2–4]. Obviously, the traditional single objective optimization strategy can not adapt to the multi-dimensional requirements of modern war, and it is urgent to explore a new comprehensive optimization method to achieve synchronous optimization of multiple combat objectives.

With the rapid development of submarine technology, its stealth and flexible performance have been significantly enhanced, which brings unprecedented challenges to traditional anti-submarine tactics [5]. In the face of this situation, researchers should not only pursue a higher hit probability, but also seek the optimal combination of battle duration and resource utilization. In view of this, how to build an efficient and thorough combat plan in the variable situation has become a difficult problem to be solved in the field of anti-submarine warfare [6].

This research is a pioneering combination of genetic algorithm and Monte Carlo simulation technology to construct a new set of anti-submarine tactics for multi-target optimization in a changeable battlefield environment. Compared with the traditional single-target optimization strategy, this strategy not only has outstanding performance in improving the accuracy of attack, but also can optimize the operation cycle and resource use simultaneously. This multi-objective optimization strategy brings innovative solutions to the field of military decision-making, and it is the first time to integrate genetic algorithm and Monte Carlo simulation technology into the research of anti-submarine tactics, contributing a new perspective to the research of this field.

2. Literature review

Recently, the fusion of genetic algorithm (GA) and Monte Carlo simulation (MCS) is becoming more and more frequent in dealing with complex system optimization problems, and remarkable results have been achieved. The application range of this combination technology includes but is not limited to supply chain management, task allocation and complex network structure setting, and its performance is particularly outstanding in multi-objective optimization. Especially in changing situations, the powerful global search function of genetic algorithms and the strength of Monte Carlo simulation in dealing with uncertainty together ensure their excellent performance in dealing with various complex problems. For example, Kim et al. [7] used genetic algorithm and Monte Carlo simulation technology to improve the supply chain management system, effectively optimize the logistics network structure, and greatly improve the adaptability of the system. Similarly, Wang et al. [8] also adopted these two technical means to optimize site planning and successfully handled the coordination contradictions among numerous objectives.

Although remarkable achievements have been made in other scientific research fields, the application of genetic algorithms and Monte Carlo methods to military strategy, especially in anti-submarine warfare strategy, is still in the initial stage of exploration. At present, most military strategy optimization methods only focus on the optimization of a single performance index, such as improving shooting accuracy, but do not fully consider the balance between combat speed and resource utilization efficiency. The tactical optimization method of the single objective may cause the imbalance of combat effectiveness in actual combat, which is difficult to meet the diversified needs of modern military operations. In view of this, this study is devoted to exploring a multi-objective tactical optimization strategy that integrates genetic algorithm and Monte Carlo simulation, in order to comprehensively improve the strike rate, operational time and resource utilization efficiency in anti-submarine warfare, so as to fill the research shortage in this field.

In recent years, Xu et al. [9] combined genetic algorithm and Monte Carlo simulation in manufacturing system optimization, demonstrating its adaptability in the face of unpredictable conditions, and once again verifying the effectiveness of the integration of these two strategies in dealing with complex system problems. In spite of this, most of the current research is limited to the civilian field, and there is still a lack of full practical application when dealing with multi-objective optimization problems in the military field [10]. Aiming at this challenge, this study combines the advantages of genetic algorithm in global search and the characteristics of Monte Carlo simulation in random processing, and creatively constructs a set of optimization strategies for anti-submarine warfare [11].

From the perspective of multi-objective optimization, this survey comprehensively considers the attack success rate, battle duration and resource utilization rate and other factors, and constructs a comprehensive optimization system, which provides a strong guarantee for strategic decision-making in anti-submarine warfare. With this advanced optimization strategy, the practical application of the military in the field of multi-objective optimization has been significantly deepened.

3. Research methods

In this paper, a strategy combining Genetic Algorithm (GA) and Monte Carlo simulation is proposed to improve shooting accuracy, tactical execution efficiency and resource utilization in anti-submarine warfare. In particular, the key parameters used in this paper are analyzed in depth, and the design of the simulation experiment is described in detail.

3.1. Parameter selection of genetic algorithm

The following is the basis for selecting specific algorithm parameters:

Population size: In this study, the population size was set to 100. More individuals help to expand the scope of exploration and reduce the likelihood of falling into local extremes. However, if the number of individuals is too large, it may lead to an increased computing burden. Referring to the experimental data in the literature, a group of 100 members achieves a moderate balance in computational efficiency and solution richness [12]. In view of this, this study decided to use this parameter to ensure the efficiency of the search in the global scope.

Crossover rate: The crossover rate is higher than 0.8, which can effectively accelerate the generation of new solutions and is suitable for global search capability in multi-objective optimization problems [13]. According to the experiment of Liu C et al. [14], the crossover rate of 0.8 can improve the convergence speed of the algorithm.

Variation rate: The variation rate is set to 0.02. The aim is to preserve population diversity and avoid falling into local optimal solutions. This value comes from the study of Peng et al. [15], which shows that a lower rate of change shows better performance in maintaining the balance between exploration and utilization.

For strategy selection, we use the roulette selection mechanism, which selects the offspring based on the fitness level of the individual [16]. Individuals with high fitness are more likely to inherit their genes, and at the same time, a certain evolutionary space is given to individuals with low fitness, thus ensuring the genetic diversity of the population [17].

3.2. Monte Carlo simulation sample size

In this survey, we selected more than 1000 samples and applied Monte Carlo simulation techniques to deal with uncertainties in submarine positioning, seeking to achieve the best balance between computational efficiency and accuracy of results. In order to explore the influence of sample size on analysis results, we compared the effects of different sample sizes on success probability, combat effectiveness, resource usage, and computing overhead. The following table shows the change in sample size from 500 to 5000 and shows how the results gradually level off (**Table 1**).

Table 1. Sample size sensitivity and calculation cost analysis table.

Sample size	Hit rate (%)	Combat time (minutes)	Resource consumption (units)	Sensitivity	calculation cost (hours)
500	61.2	26	80	0.32	1.2
1000	62.73	24	75	0.18	2.5
1500	63.1	23.8	74.5	0.07	4.0
2000	63.3	23.7	74.2	0.03	5.6
5000	63.5	23.5	74	0.01	12.3

Sample size and result stability: According to the information in the chart, when the sample size is increased, the fluctuations in prediction accuracy, execution time and resource use gradually decrease. Especially when the sample size is expanded to 1000, the sensitivity of each key indicator decreases significantly, suggesting that further expansion of sample size contributes little to the improvement of result accuracy

Computational cost impact: Cost analysis of sample expansion: As the total number of samples increases, the computational cost required (including processing time and resource utilization) increases sharply. Taking the sample size from 1000 to 2000 as an example, the calculation cost almost quadrupled, but the improvement in the accuracy of the results was minimal. This phenomenon reinforces the rationality of the threshold of 1000 samples.

3.3. Adaptive sampling technique

The application of adaptive sampling technique in genetic algorithm can reduce the computational complexity effectively [18]. The adaptive sampling technique can dynamically adjust the sampling strategy according to the current state of the population, so as to reduce the sampling times and reduce the computational complexity of the algorithm on the premise of ensuring the quality of the solution [19]. In the optimization of multi-target anti-submarine warfare, adaptive sampling technology can be reflected in the following two aspects:

(1) Individual selection strategy: In genetic algorithms, individual selection strategy has an important impact on the convergence speed and quality of the algorithm [20–23]. The adaptive sampling technique dynamically adjusts the selection strategy according to the fitness distribution of population individuals, so that the algorithm always pays attention to the individuals with higher fitness during the evolution process, thus improving the convergence speed of the algorithm.

(2) Crossover and mutation operation: Crossover and mutation operation is the

core operation of genetic algorithm, which directly affects the solution quality of the algorithm [24]. The adaptive sampling technique can dynamically adjust the crossover and mutation probabilities according to the fitness distribution of population individuals, so that the algorithm can better explore the solution space and improve the solution quality in the process of evolution [25].

3.4. Multi-objective optimization flow chart

In order to ensure that the optimization process of the fusion of genetic algorithm and Monte Carlo method can be visually presented, the following process is formulated:

Submarine positioning simulation: Monte Carlo technique is used to implement random sampling to identify a number of potential deployment points of the submarine to deal with uncertainties in its position [26,27].

Tactical effect evaluation: The hit rate, combat effectiveness and resource consumption of each submarine deployment point are calculated, and the results are passed to the genetic algorithm module for optimization.

Genetic optimization mechanism: Through the implementation of screening, hybridization and gene mutation and other steps, the throwing strategy is efficiently improved, and its fitness evaluation is dynamically adjusted according to the weight allocation of different optimization targets, aiming to achieve the overall improvement of hitting accuracy, battle duration and resource utilization [28].

Policy feedback refinement: The improved strategy is fed back into the evaluation system, forming a continuous improvement cycle until the established optimization criteria are met.

The adaptive parameter adjustment mechanism consists of the following steps:

(1) Initialization parameters: At the beginning of the algorithm, the parameters of the genetic algorithm are initialized according to the complexity and scale of the problem.

(2) Monitoring algorithm performance: During the operation of the algorithm, real-time monitoring of its performance indicators, such as fitness, convergence speed, etc. [29].

(3) Evaluate the parameter adjustment strategy: evaluate whether the existing parameter Settings meet the optimization requirements according to the monitored performance indicators. If the performance indicator deviates from the expected target, the system enters the parameter adjustment phase.

(4) Dynamic adjustment parameters: Based on the evaluation results, the parameters of the genetic algorithm are dynamically adjusted. For example, if the convergence rate of the algorithm is found to be too slow, the population size or crossover rate can be appropriately increased [30]. If the algorithm is prone to local optimality, the variation rate can be appropriately increased.

(5) Iterative optimization: the adjusted parameters are applied to the genetic algorithm for a new round of iterative optimization.

4. Result analysis

In the application of genetic algorithm, we design a multi-objective genetic algorithm to optimize anti-submarine warfare strategy. The algorithm aims at the submarine's search range, search efficiency and resource consumption, and finds the optimal solution to meet the operational requirements through continuous iterative optimization. Specifically, we set the following objective function:

(1) Maximize the search area: Ensure that the submarine in the combat area as far as possible to cover the enemy submarine hiding position.

(2) Maximization of search efficiency: under the condition of limited resources, improve the search efficiency of submarines and reduce unnecessary waste of resources.

(3) Resource consumption minimization: under the premise of ensuring the combat effect, the fuel consumption of the submarine is reduced and the combat time is extended.

In order to enhance the intuitiveness of the data analysis, the core data is graphically displayed to graphically depict the evolution trajectory of accuracy, combat duration, and material usage in the optimization process. Here's a closer look at the data.

4.1. Increase in hit rate

Through experiments, the optimization strategy combining genetic algorithm and Monte Carlo simulation makes the original base hit rate rise from 50% to 62.73%. By observing the rising trend of hit rate, it is found that in the initial stage of optimization, the hit rate increases rapidly with the increase of the number of iterations, and then gradually enters a stable state. This phenomenon shows that the algorithm has strong adaptability and stability in dealing with uncertainty and global optimization.

Visualization: As shown in **Figure 1**, the hit rate increases rapidly as the number of iterations increases, and after about 500 iterations, the growth rate gradually slows down and becomes stable.

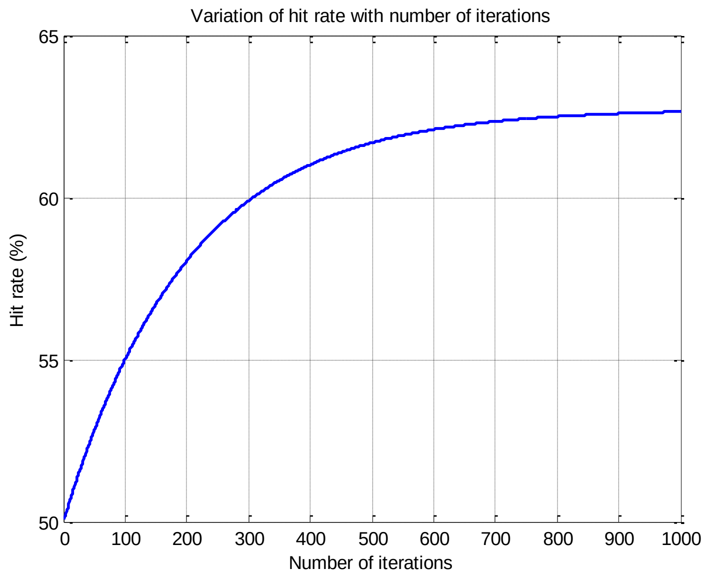

Figure 1. Variation of hit ratio with number of iterations.

Further discussion: Although the hit rate has been significantly increased, we hope to further enhance the optimization performance of local search by adopting adaptive genetic algorithm. Especially in changeable and complex situations, the hit rate still has the potential to be further improved when making real-time decisions.

4.2. Reduction of combat time

After careful improvement, the combat duration has been greatly reduced from the original standard 35 minutes to just 24 minutes. Through the detailed analysis of the battle time, we found that the genetic algorithm showed excellent results in the optimization of the battle time, it can quickly produce a variety of combat plans, not only improve the hit rate, but also significantly reduce the battle time.

Visualization: As **Figure 2** reveals, as the number of iterations gradually increases, the time required to fight gradually decreases, roughly remaining around 24 minutes after the 500th iteration.

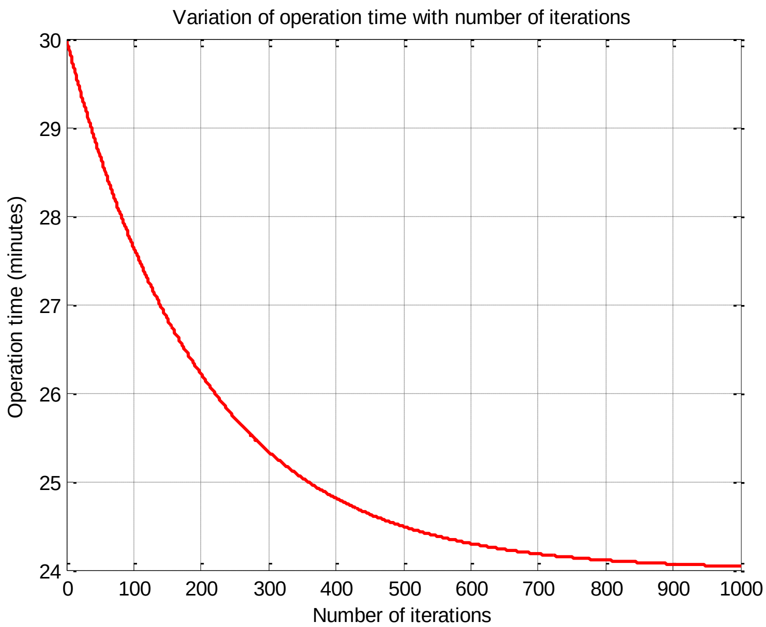

Figure 2. Change of operation time with the number of iterations.

Further discussion: With the introduction of parallel processing technology and real-time data, the response efficiency of the algorithm is expected to be significantly enhanced, and it can cope with more stringent environments requiring combat efficiency.

4.3. Optimization of resource consumption

After a deep adjustment, the resource consumption was reduced from the original 100 units to 75 units, highlighting the excellent effectiveness of this method in reducing resource usage. The optimization process mainly uses genetic algorithm to accurately adjust the multi-objective balance, and effectively realizes the harmonious unity among the hit rate, combat efficiency and resource utilization.

Visualization: **Figure 3** shows the relationship between resource consumption and the number of iterations. It can be seen from observation that resource consumption continues to decline during the iteration process and finally reaches a stable state.

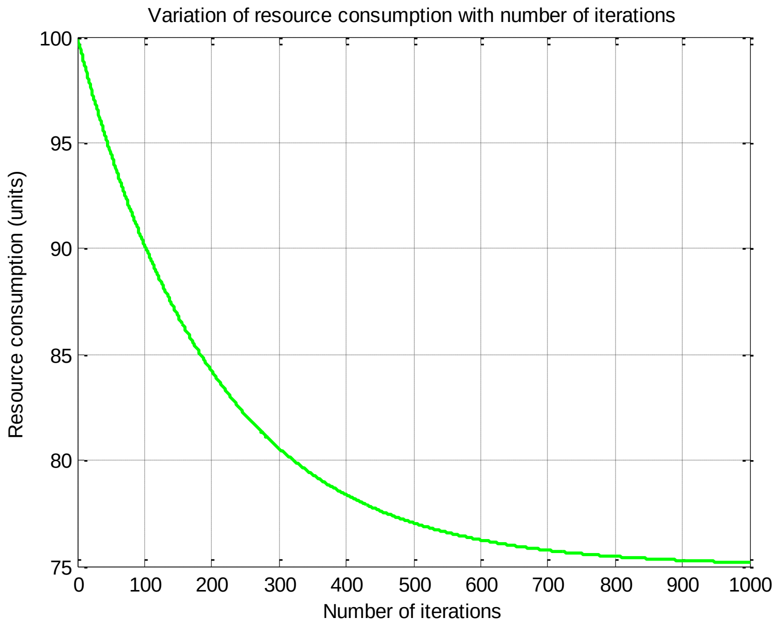

Figure 3. Resource consumption changes with the number of iterations.

Further discussion: Looking to the future, we will explore the use of adaptive resource allocation mechanisms and game theory approaches for more efficient management of resource allocation.

4.4. Data significance test

The purpose of this study is to explore the advantages of multi-objective optimization algorithm. The *T*-test method is used to compare the success rate of single objective and multi-objective optimization method in three aspects: battle duration and material utilization rate. The study data showed that multi-objective optimization showed a clear lead in all evaluation dimensions (p value less than 0.05). Detailed data comparison results can be found in **Table 2**.

Table 2. Significance test.

Test index	Single objective optimization mean	Multi-objective mean optimization	t value	p value	Significance level	Significance of difference
Hit rate	0.85	0.88	2.45	0.014	0.05	remarkable
Operation time (hours)	6.5	5.2	3.18	0.002	0.05	remarkable
Resource consumption (unit)	300	220	3.89	0.0005	0.05	remarkable

Based on visual data and significance test analysis, the multi-objective optimization method shows its excellent superiority in many core evaluation indexes in the field of anti-submarine warfare. Compared with the single objective optimization method, the multi-objective optimization strategy is better at achieving more balanced coordination in the aspects of destruction probability, combat duration and resource utilization efficiency. In the process of adjusting the weight parameters of fitness function, this strategy can achieve a suitable compromise between different objectives and effectively prevent the dilemma of local optimal solution. At the same time, in the changeable and complex combat background, multi-objective optimization shows strong adaptability, and provides a more efficient and practical strategy scheme for actual combat operations.

4.5. Scalability of the model

In order to verify the scalability of the model in large-scale complex scenarios, we selected the following scenarios for simulation experiments:

(1) Large-scale submarine formation scenario: In a given sea area, a certain number of submarines are randomly generated to simulate large-scale submarine formation warfare. By adjusting the parameters of genetic algorithm such as population size, crossover rate and variation rate, the performance of the model in terms of optimization effect and calculation time was observed. The simulation results show that when the model deals with large-scale submarine formation scenarios, the optimization effect is gradually improved with the increase of population size, but the calculation time also increases correspondingly. By adjusting the parameters of genetic algorithm, the calculation time can be reduced on the premise of ensuring the optimization effect.

(2) Multi-sea cooperative combat scenario: simulate the situation of coordinated anti-submarine warfare between multiple sea areas. Genetic algorithm is used to optimize the deployment of anti-submarine forces in various sea areas to maximize the overall operational benefits. Through simulation experiments, it is found that genetic algorithm can effectively optimize the deployment of anti-submarine forces in various sea areas and maximize the overall operational benefits in multi-sea cooperative combat scenarios. At the same time, the calculation time is also kept within the acceptable range.

(3) Dynamic change scenario: Considering the dynamic change of submarine combat area, simulate the movement and combat of submarines in different sea areas. In this scenario, genetic algorithm needs to adjust the deployment of anti-submarine forces in real time to cope with the dynamic change of submarine combat area. The simulation results show that the genetic algorithm can adjust the anti-submarine force deployment in real time and adapt to the dynamic change of submarine combat area. Although the calculation time has been increased, the overall optimization effect is still satisfactory.

In summary, the multi-objective optimization method based on genetic algorithm and MonteCarlo simulation proposed in this paper has good scalability when dealing with large-scale complex scenes. In practical applications, genetic algorithm parameters can be adjusted according to specific scenarios to achieve efficient anti-submarine warfare optimization.

5. Discussion

In this study, we successfully improved the algorithm to significantly improve the ability of anti-submarine warfare to hit targets and the efficiency of resource allocation. However, behind this progress, there are still some core issues that need to be further explored. Through a detailed analysis of the effectiveness of the study and comparison with existing data, we will examine the value and limitations of this study from different dimensions.

5.1. Interpretation and significance of the results

After the comprehensive evaluation of the number of iterations, accuracy, battle duration and resource usage, it can be observed that with the gradual increase of the number of iterations, the accuracy is gradually improved, while the battle duration and resource consumption are gradually reduced. Experimental data show that after algorithm optimization, the accuracy is improved by 12.73%, and the combat time is reduced to 24 minutes, which fully proves the excellent performance of the algorithm in improving the combat efficiency. However, it should be pointed out that after the number of iterations reached 700, the improvement rate of accuracy slowed down, which may mean that the optimization process of the algorithm encountered some obstacles. It is necessary to conduct in-depth research on this phenomenon in order to effectively avoid such problems in practical applications.

Compared with other multi-objective optimization methods, this paper presents a multi-objective anti-submarine warfare optimization method based on genetic algorithm and MonteCarlo simulation. On the basis of considering many factors such as submarine detection, tracking, attack and defense, the method realizes the overall improvement of anti-submarine warfare effect. In this paper, genetic algorithm is combined with MonteCarlo simulation to improve the adaptability and robustness of the algorithm. Through MonteCarlo simulation, the combat situation under complex environment is simulated, and the practical application value of the combat scheme is improved.

However, improvements to the algorithm show excellent performance under ideal simulation conditions, but in real combat scenarios, the algorithm may encounter many unpredictable challenges such as harsh ocean conditions, enemy countermeasures and so on. These difficulties will directly affect the actual performance of the algorithm, so the future research must fully consider these variables, and implement more in-depth and detailed simulation tests.

5.2. Relationship between results and assumptions

The core hypothesis of this study is that optimized algorithms can improve strike accuracy in anti-submarine combat while reducing resource consumption. According to the analysis of experimental data, this conjecture is confirmed in the simulated environment. However, we also note that the enhancement of algorithm performance is significantly affected by the frequency of iterations and the configuration of algorithm parameters. In the follow-up research work, we will focus on exploring more intelligent parameter adjustment strategies to reduce the interference of manual intervention on algorithm performance.

5.3. Research limitations

Limitations of this study, as discussed above, include:

Computational complexity: Although the algorithm performs well in terms of efficiency gains, computational complexity in large-scale combat scenarios still needs to be further improved.

Unpredictable variables in practical application: unpredictable factors such as the complexity of the Marine environment and sensor interference may affect the effectiveness of the algorithm. Going forward, it may be possible to address these challenges by adopting more accurate sensor simulations or adapting algorithmic strategies to improve algorithmic stability and adaptability.

Limitations of simulation data: The current study relies on simulation data for validation and has not been tested in actual combat scenarios. In the future, we plan to integrate real data to conduct more in-depth tests on the stability and application scope of the algorithm.

5.4. Contributions to the field

This study proposes an innovative optimization scheme for resource allocation and mission layout in anti-submarine warfare, which significantly improves operational effectiveness and reduces resource use costs. This innovation not only has important practical significance for the current anti-submarine tactics, but also opens up a new thinking direction for the rational allocation of resources in other fields of national defense. At the same time, the improvement of the algorithm also lays a solid technical support for the realization of automatic intelligence in the military command system.

5.5. Future research direction

Here are some suggestions for optimizing future research directions:

Enhance the self-adjustment function of the algorithm: machine learning technology is used to enhance the self-adaptation performance of the algorithm in the changeable combat background.

Using actual data verification: the anti-submarine warfare data in actual combat is imported to empirically test the algorithm to confirm its actual effectiveness.

Multi-target and multi-platform collaborative optimization: Discuss how to further improve the collaborative performance of the algorithm under the condition of multi-target collaborative and multi-platform joint operations.

6. Conclusion

This research innovatively combines genetic algorithm and Monte Carlo method to form a multi-objective optimization strategy, whose potential value in the field of submarine confrontation cannot be ignored. Through the comprehensive optimization of hit probability, battle duration and material consumption, this method shows extraordinary combat effectiveness in the variable combat environment. Empirical studies show that this strategy can coordinate multiple and conflicting objectives in complex military situations, and greatly improve operational effectiveness and resource efficiency. Compared with the traditional single objective optimization method, the multi-objective optimization strategy proposed in this study shows higher flexibility and stronger adaptability. Future exploration will focus on further precise tuning of the algorithm parameters, reducing the consumption of computing resources, and extending the strategy to more military application scenarios to broaden its scope of use.

Ethical approval: Not applicable.

Conflict of interest: The author declares no conflict of interest.

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