

## PARTICLE SWARM OPTIMIZATION

- FFDD-1	1.	Listen to the following video: https://www.youtube.com/watch?v=UcNm1c8kggE				
A A	2.	Linking words:				
10 20 CLS			Birds	•	•	school
Colo man			Bees	•	•	flock
Les Voris			Fish	•	•	colony
			Ant	•	•	swarm

They do this because the group is \_\_\_\_\_\_ when \_\_\_\_\_\_ together

3. Listen to the following video:

https://www.youtube.com/watch?v=bVDX\_UwthZI (from 19'08 to 25')

overall_best	2. Particle Swarm Optimiza	ation
	-1.0 0.5 -2.0 self.velocity for	ialize n max_epoc r-each pa new direc best pc use new c
	2.0 1.0 4.0 self.best_pos end-	check if d-for loop rt best p

### 4. Complete the following sentences:

Instead of having just three points you have a whole bunch of points, the \_\_\_\_\_\_

the \_\_\_\_\_, and each point is called a \_\_\_\_\_.

Each \_\_\_\_\_\_ has a \_\_\_\_\_\_, which is just a \_\_\_\_\_\_ solution

It also has a \_\_\_\_\_\_, the \_\_\_\_\_\_ is a value that

indicates where the particle will move to next.



Each particle has a measure of error at its current position and it also has memory of the best position it found and the associate error. There's a global \_\_\_\_\_\_ position found by any particle and its associates There's a loop and then you process each particle and at each you calculate a new velocity and the new velocity will determine where that point \_\_\_\_\_ The velocity has three components: : a particle that's moving tends to keep moving in the same direction and also it has another component that tends to move towards the best position ٠ that \_\_\_\_\_\_ The third component that moves it towards the best position found by any ٠ in the

Every optimization method has parameters you have to \_\_\_\_\_



# 5. Looking for the hidden treasure ...

In a room of  $M \times N$  cells there exists a particular position where the most delicious food is present, and we are going to find out using PSO.

You are a particle belonging to a population of 10 elements, and you are given an initial position and velocity, as well as, the three parameters:

w=0.8: inertia cp=0.7: influence of the particular best position cq=0.8: influence of the global best position

You must calculate your new position and velocity in each iteration, according to the following equations and keep the track of your particular best evaluation as well as the global best evaluation.

The modification of the particle's position can be mathematically modeled according to the following equation:

$$V_{i}^{k+1} = wV_{i}^{k} + c_{p} r_{p}(S_{pbest_{i}} - S_{i}^{k}) + c_{g} r_{g}(S_{gbest} - S_{i}^{k})$$
  
$$S_{i}^{k+1} = S_{i}^{k} + V_{i}^{k+1}$$

where,

V<sub>i</sub><sup>k</sup> : velocity of agent i at iteration k,

w: influence of the previous velocity,

c<sub>i</sub>: influence of the global or local previous solution,

r<sub>i</sub> : uniformly distributed random number between 0 and 1,

 $S_i^k$ : current position of agent i at iteration k,

pbest<sub>i</sub> : pbest of agent i,

gbest: gbest of the group.

k=0	k=1	k=2	k=3	k=4	k=5	k=6
	$r_p = 0.6824$ $r_g = 0.8041$	$r_p = 0.4306$ $r_g = 0.8663$	$r_p = 0.0218$ $r_g = 0.9667$	$r_p = 0.1656$ $r_g = 0.0554$	$r_p = 0.1340$ $r_g = 0.6693$	$r_p = 0.0536$ $r_g = 0.9297$
$S^0 =$	$S^1 =$	$S^2 =$	$S^3 =$	$S^4 =$	S <sup>5</sup> =	S <sup>6</sup> =
$V^0 = 0$	$V^1 =$	$V^2 =$	$V^3 =$	$V^4 =$	V <sup>5</sup> =	V <sup>6</sup> =
p <sub>best</sub> =	p <sub>best</sub> =	p <sub>best</sub> =	p <sub>best</sub> =	p <sub>best</sub> =	p <sub>best</sub> =	p <sub>best</sub> =
g <sub>best</sub> =	g <sub>best</sub> =	g <sub>best</sub> =	g <sub>best</sub> =	g <sub>best</sub> =	g <sub>best</sub> =	g <sub>best</sub> =

6. Implement a PSO strategy based on exercise 1.

• Evaluation function: the particles can smell the food, the closer the food the stronger the smell ... (To simulate this smell evaluation function let's assume that the treasure is hidden at position (x, y))



# **Decimal Numbers**

https://www.englishclub.com/vocabulary/numbers-decimal.htm

We can describe numbers **smaller than one** by using <u>fractions</u> or **decimals**. Today, the decimal system is more common than fractions.

To indicate a decimal number we use a point (.) and this includes money such as dollars and cents.

We write:	We say:	
0.3	nought <b>point</b> three	
	zero <b>point</b> three	
3.45	three <b>point</b> four five	
	(NOT three point forty-five)	
98.4	ninety-eight <b>point</b> four	
\$1.55	one dollar, fifty-five cents	
	one dollar, fifty-five	
\$700.00	seven hundred dollars	
€3,500.50	three thousand five hundred euro and fifty cents	
	three thousand five hundred euro, fifty cents	

Look at these decimal examples:

Remember that we use commas to separate <u>thousands</u>. Be careful with commas and points. Some languages use them in the opposite way!