

# Autonomous Robotic Systems

Master Course

Assignment  
Particle Swarm Optimization

# Strategy and advice for assignments

- Do first programming in class (so you can ask questions if you get stuck early)
- Prepare for assignments at home (read lecture slides again, read material)
- Finish programming at home
- **Write simple code**
- **To get graded:**  
Upload code and video demonstration to CANVAS

# Task

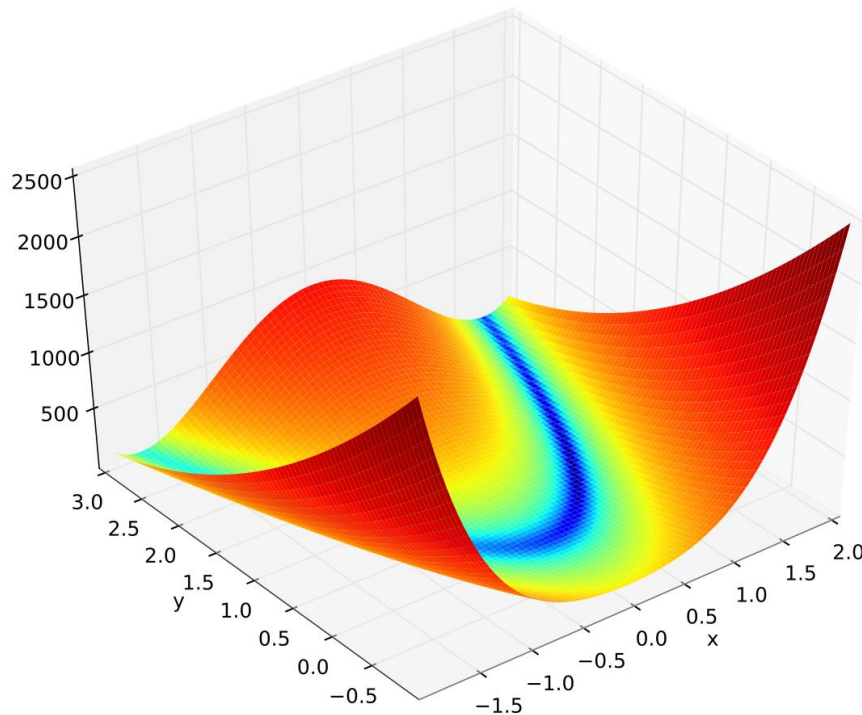
- Evaluate properties of PSO and compare PSO against gradient descent
- Use simulations to convince a customer/project leader/colleague of the pros and cons of PSO
- Find out if it makes sense to combine PSO and gradient descent

**How would you do such experiments?  
(You only have to implement PSO!)**

# Motivation to use benchmark functions

- Need test function also for future algorithms
- Final tasks of robot navigation is too time consuming to debug the algorithm
- Benchmark functions help us to understand if our algorithm works

# Benchmark function: Rosenbrock

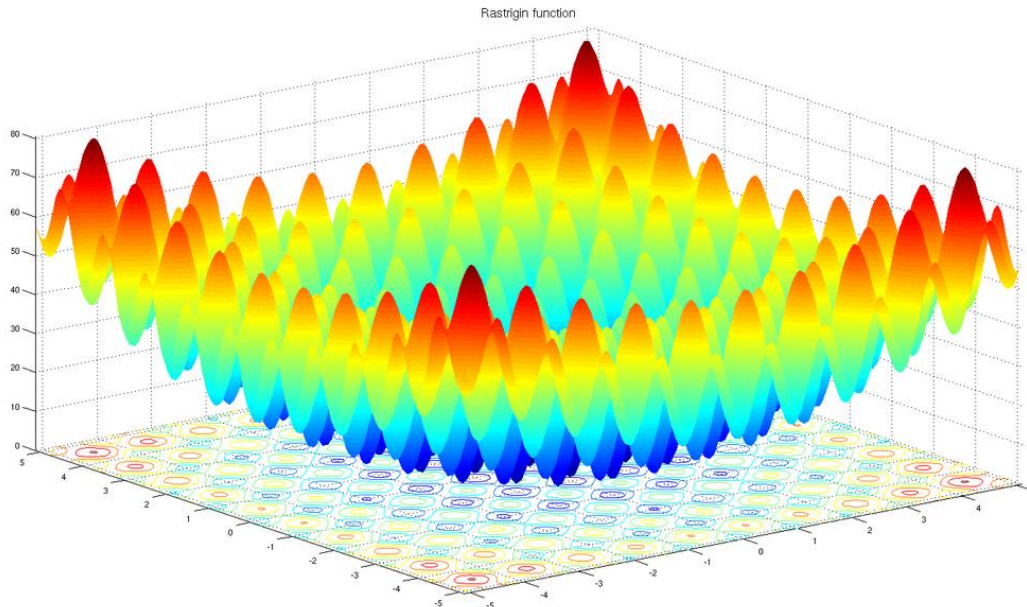


- Deep valley with known minimum minimum at  $(a, a^2)$
- We use  $a=0$
- Easy to find valley
- Difficult to find global minimum
- Also defined for multiple dimensions (see Wikipedia)

Rosenbrock function with two variables

$$f(x, y) = (a - x)^2 + b(y - x^2)^2$$

# Benchmark function: Rastrigin



- Many local minima
- Known global minimum at  $\mathbf{x}=\mathbf{0}$

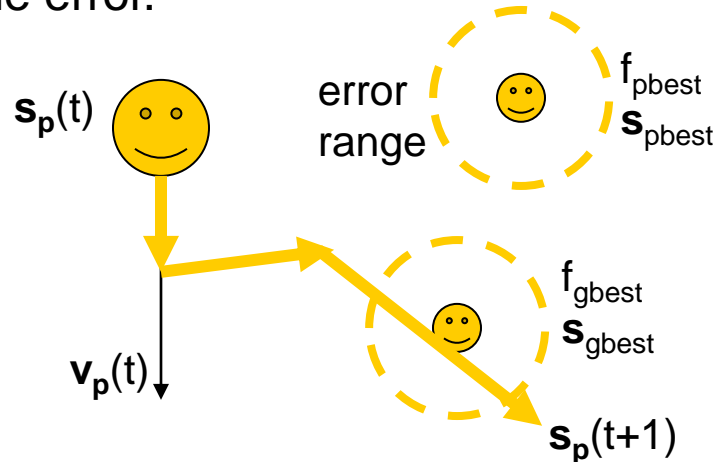
Rastrigin function with two variables

$$f_2(\mathbf{x}) = 10n + \sum_{i=1}^n \left( x_i^2 - 10\cos(2\pi x_i) \right)$$



# Particle's actions

A particle computes the next position by taking into account a fraction of its current velocity  $\mathbf{v}$ , the direction to its previous best location  $\mathbf{pbest}$ , and the direction to the location of the best neighbor  $\mathbf{gbest}$ . The movement towards other particles has some error.



$$\mathbf{v}_p(t + 1) = \mathbf{a} \cdot \mathbf{v}_p(t) + b \cdot R \cdot (\mathbf{s}_{pbest} - \mathbf{s}_p(t)) + c \cdot R \cdot (\mathbf{s}_{gbest} - \mathbf{s}_p(t))$$

$$\mathbf{s}_p(t) = \mathbf{s}_p(t - 1) + \mathbf{v}_p(t) \cdot \Delta t \text{ (Euler Integration, here } \Delta t = 1)$$

where  $\mathbf{a}$ ,  $\mathbf{b}$ ,  $\mathbf{c}$  are learning constants often between 0 and 1 (but see next slide)  
 $R$  is a random number between 0 and 1

## Parameter tuning → read papers

Parameters have been found empirically. E.g. Russell C. Eberhart suggested for best tradeoff between global and local exploration.

- Good approach is to reduce inertia weight  $a$  during run (i.e., from 0.9 to 0.4 over 1000 generations)
- Then usually set  $b$  and  $c$  to 2

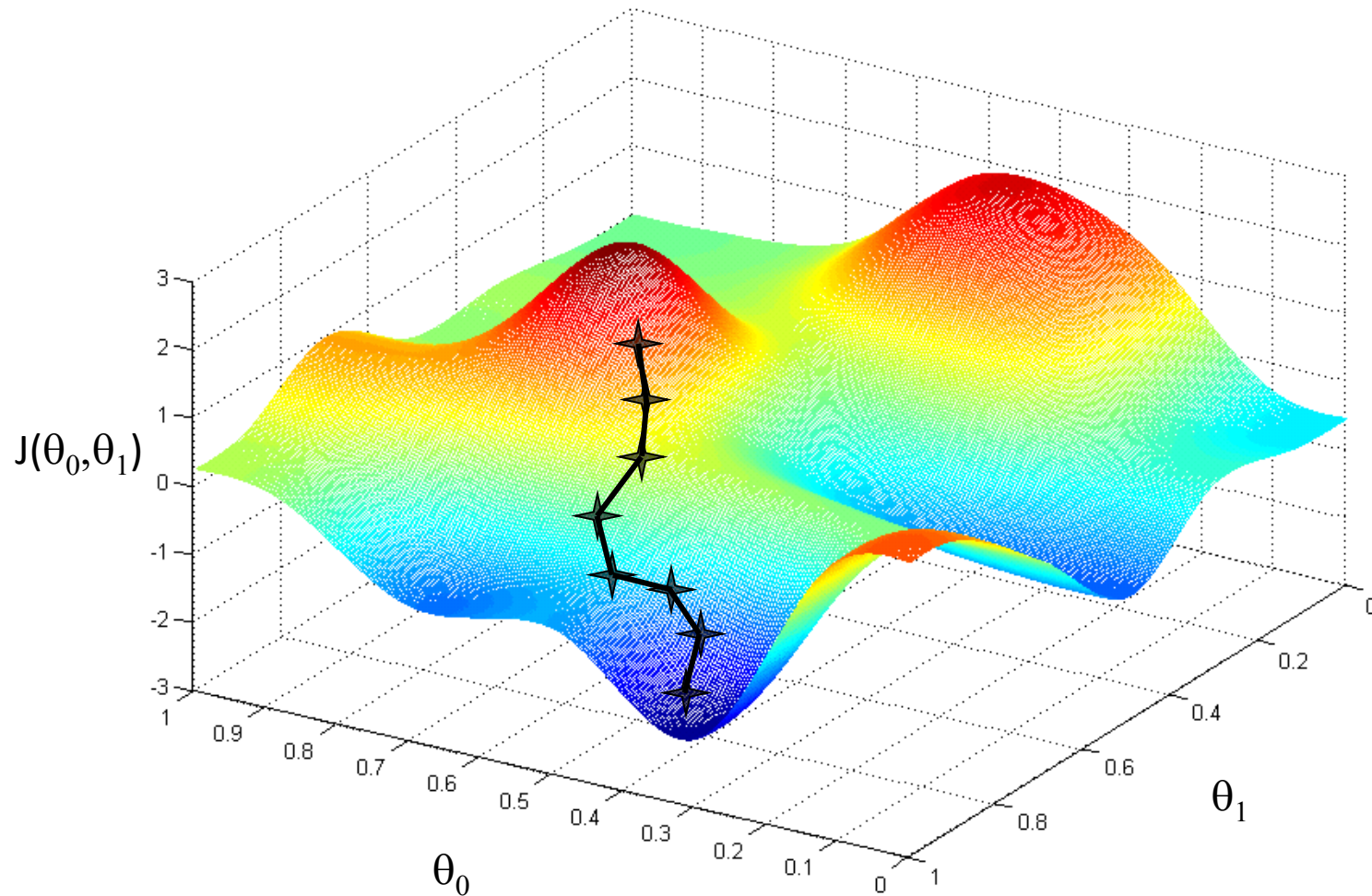


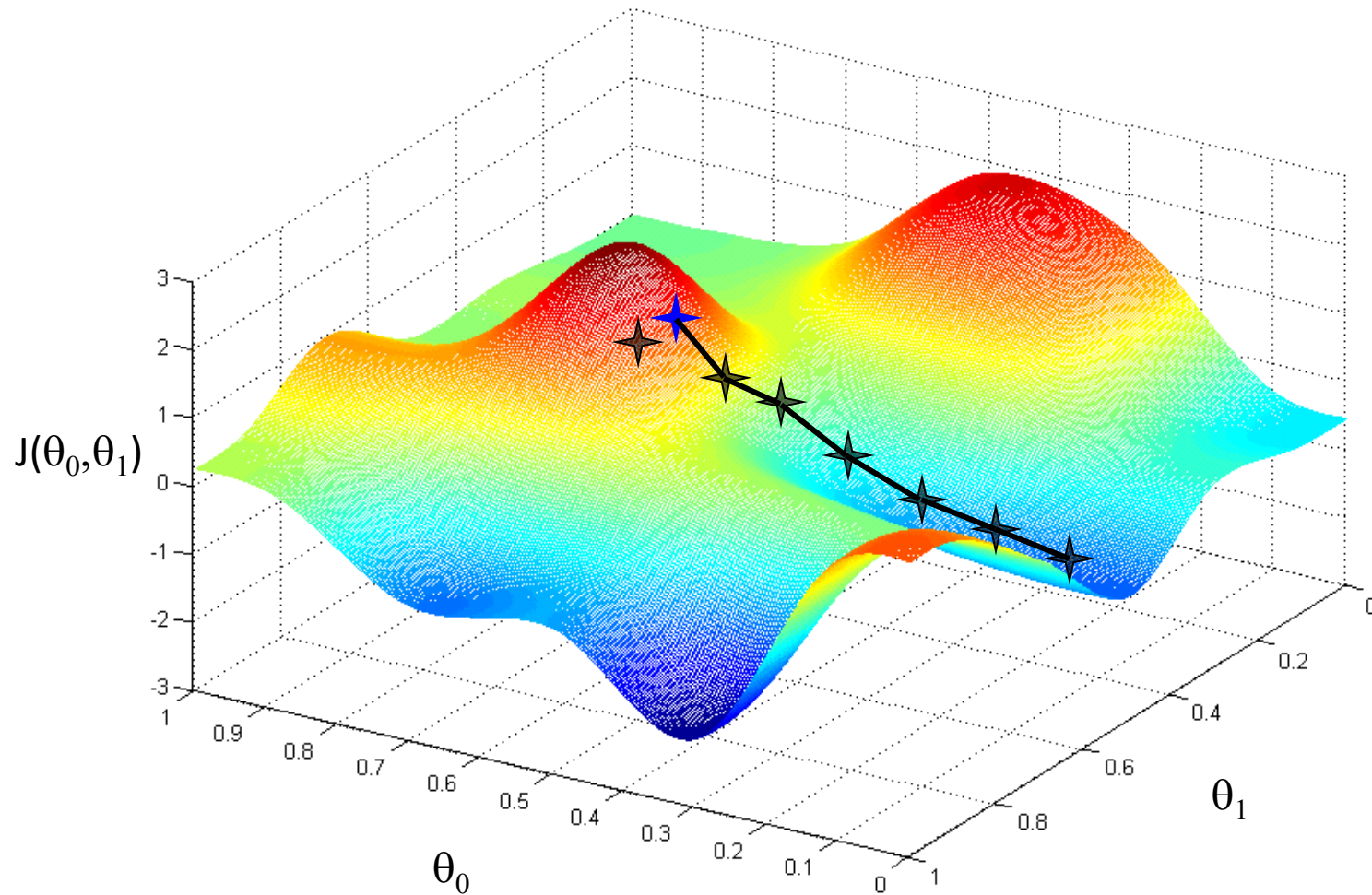
# Gradient Descent

- Very well-known algorithm for finding (local) minima and maxima.
- Used for many optimization problems – not just regression.
- There are other and way more sophisticated methods

Iterative algorithm for finding min/max of function

1. Start with some  $\theta_0, \theta_1$
2. Keep changing  $\theta_0, \theta_1$  to reduce  $J(\theta_0, \theta_1)$   
until you reach a minimum (hopefully)





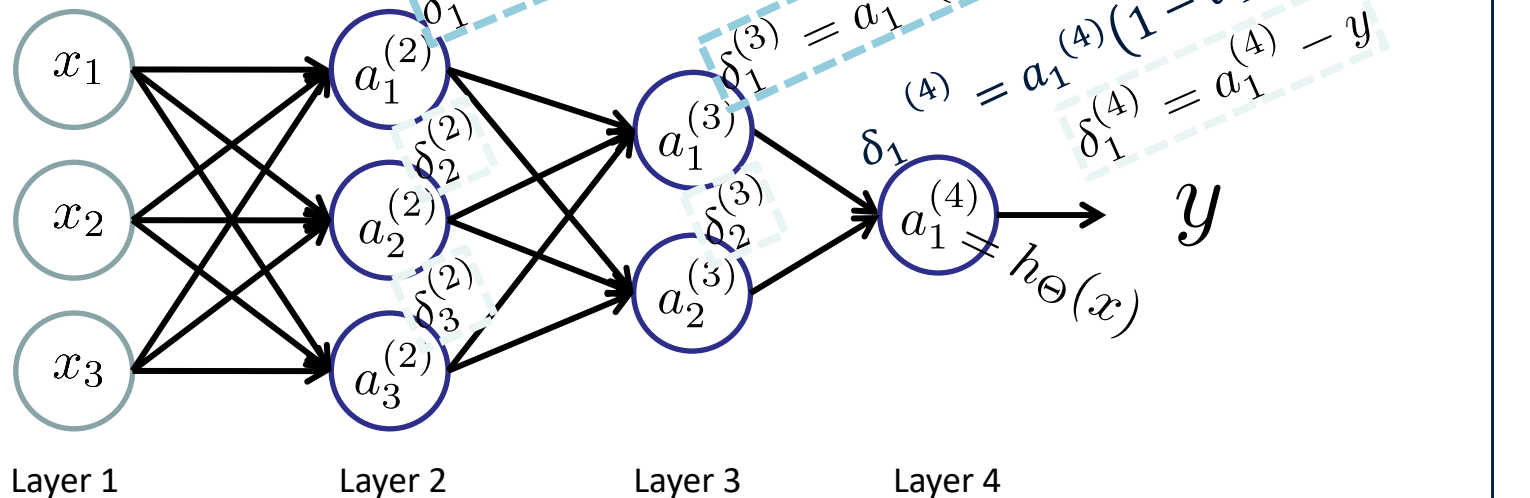
# Learning the weights

## Backpropagation

- gradient descent similar to lin. & log. regression
- where to get errors for internal nodes

Given that:

$$\frac{d}{dx}g(x) = g(x)(1 - g(x))$$



## Get some deep understanding

- What do you think will happen if you run PSO on the benchmark functions?
- Which algorithm will have better performance (PSO or gradient descent)? – why?
- Under which circumstances does it make sense to combine PSO and gradient descent? How would it be best to combine these?

## Summary: Your task

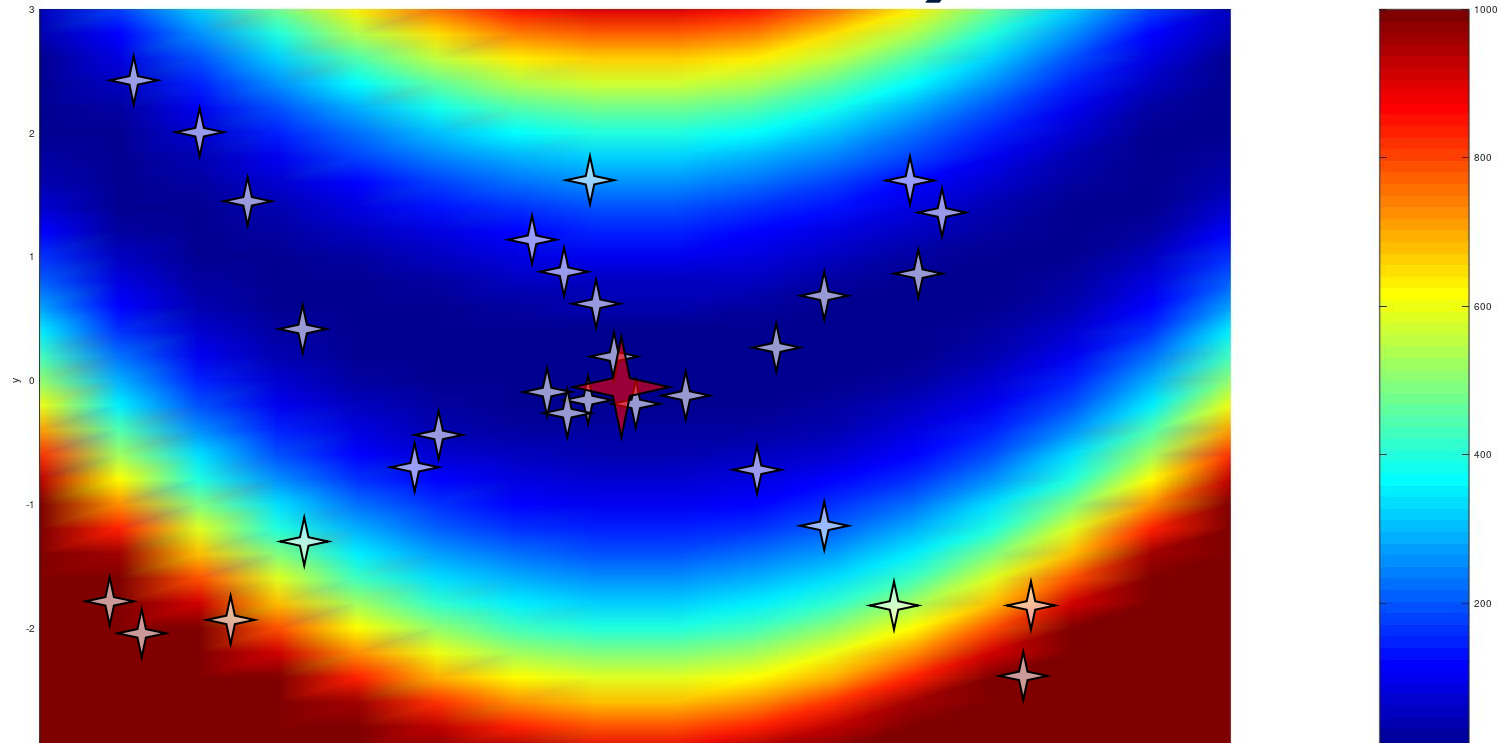
- Implement Rosenbrock and Rastrigin functions with two parameters
- Test PSO on both
- Reason about how Gradient Descent would perform on these functions (Gradient Descent does not have to be implemented – but you can if you want)
- Upload documented code
- Demonstrate simulations (**video demonstration**)
  - Show how particles move on benchmark function
  - Show plot of benchmark function at the same time
  - **Provide real simulation recordings (as in video game), not just pictures, no slides!**

# Hand in

- Documented code (Python, C++, C, Java, Matlab)
  - Make sure that each group member codes something, add names to code (who did what?)
  - **Upload zip archive** containing all code (no other types of archives)
- Recommendation: use language for simple prototyping and plotting (e.g. Python-Anaconda, Matlab/Octave)
- Video demonstration: (mp4 only!, 5-6 minutes max, 150MB max)
  - Explain with your own voice - all team members must present something
  - Perform meaningful experiments, document experimental setup (parameters), explain results



# **Expected demo (but for actual PSO and both benchmark function)**



**Show how particles move together at every iteration**

# Plagiarism

- Do not copy and hand in code from colleagues
- You can talk to colleagues and help each other, but you cannot exchange code between groups.
- Write your own software
- **You must implement PSO yourself (no use of libraries here!)**

# Homework until Tuesday

- Hand in **before** lecture start

# Find favourite colleagues

- Group assignments (2-3 people per group)
  - Add your names here, so we can form groups on CANVAS
  - You can change your group again for coming assignment
- Always make sure that you understand all aspects of an assignment
- Several exam questions will be based on assignments!

<https://docs.google.com/spreadsheets/d/1Zwho72baI0YQf8oAYn5Hs-PRx6U53OQz57NhqbSrLcc/edit?usp=sharing>