```
Initial Parameters...
R(load) = 500 ohms
r = 1.00
w = 0.50

---------
INITIAL Particle 1 ::   pos(duty)=   0.40000000    fitness(Output Power)=  10.64447425
INITIAL Particle 2 ::   pos(duty)=   0.60000000    fitness(Output Power)=  23.53304429
INITIAL Particle 3 ::   pos(duty)=   0.80000000    fitness(Output Power)=  88.83299511

================================================
++++++++++++++Start of Iterations++++++++++++++
================================================
Iteration No: 1
c1 =   0.50000000    c2 =   0.50000000
velocity =

    0.2000
    0.1000
         0

Particle 1 ::   pos(duty)=   0.60000000    fitness(Output Power)=  23.53304429
Particle 2 ::   pos(duty)=   0.70000000    fitness(Output Power)=  41.29564226
Particle 3 ::   pos(duty)=   0.80000000    fitness(Output Power)=  88.83299511


Updated best Fitness Position =   0.80000000


--------
Iteration No: 2
c1 =   0.50000000    c2 =   0.50000000
velocity =

    0.2000
    0.1000
         0

Particle 1 ::   pos(duty)=   0.80000000    fitness(Output Power)=  88.83299511
Particle 2 ::   pos(duty)=   0.80000000    fitness(Output Power)=  88.83299511
Particle 3 ::   pos(duty)=   0.80000000    fitness(Output Power)=  88.83299511


Updated best Fitness Position =   0.80000000


--------
Iteration No: 3
c1 =   0.50000000    c2 =   0.50000000
velocity =

    0.1000
    0.0500
         0
```

```
Particle 1 ::   pos(duty)=   0.90000000    fitness(Output Power)= 147.15016713
Particle 2 ::   pos(duty)=   0.85000000    fitness(Output Power)= 144.98381012
Particle 3 ::   pos(duty)=   0.80000000    fitness(Output Power)=  88.83299511


Updated best Fitness Position =   0.90000000


--------
Iteration No: 4
c1 =   0.50000000    c2 =   0.50000000
velocity =

    0.0500
    0.0500
    0.0500

Particle 1 ::   pos(duty)=   0.95000000    fitness(Output Power)=  37.11431295
Particle 2 ::   pos(duty)=   0.90000000    fitness(Output Power)= 147.15016713
Particle 3 ::   pos(duty)=   0.85000000    fitness(Output Power)= 144.98381012


Updated best Fitness Position =   0.90000000


--------
Iteration No: 5
c1 =   0.50000000    c2 =   0.50000000
velocity =

   -0.0250
    0.0250
    0.0500

Particle 1 ::   pos(duty)=   0.92500000    fitness(Output Power)=  83.48635998
Particle 2 ::   pos(duty)=   0.92500000    fitness(Output Power)=  83.48635998
Particle 3 ::   pos(duty)=   0.90000000    fitness(Output Power)= 147.15016713


Updated best Fitness Position =   0.90000000


--------
Iteration No: 6
c1 =   0.50000000    c2 =   0.50000000
velocity =

   -0.0375
   -0.0125
    0.0250

Particle 1 ::   pos(duty)=   0.88750000    fitness(Output Power)= 175.44992969
Particle 2 ::   pos(duty)=   0.91250000    fitness(Output Power)= 113.56832287
Particle 3 ::   pos(duty)=   0.92500000    fitness(Output Power)=  83.48635998
```

```
Updated best Fitness Position =   0.88750000


--------
Iteration No: 7
c1 =   0.50000000    c2 =   0.50000000
velocity =

   -0.0188
   -0.0250
   -0.0188

Particle 1 ::   pos(duty)=   0.86875000    fitness(Output Power)= 171.54504782
Particle 2 ::   pos(duty)=   0.88750000    fitness(Output Power)= 175.44992969
Particle 3 ::   pos(duty)=   0.90625000    fitness(Output Power)= 130.10849392


Updated best Fitness Position =   0.88750000


--------
Iteration No: 8
c1 =   0.50000000    c2 =   0.50000000
velocity =

    0.0094
   -0.0125
   -0.0219

Particle 1 ::   pos(duty)=   0.87812500    fitness(Output Power)= 179.77581795
Particle 2 ::   pos(duty)=   0.87500000    fitness(Output Power)= 177.96749201
Particle 3 ::   pos(duty)=   0.88437500    fitness(Output Power)= 178.79961210


Updated best Fitness Position =   0.87812500


--------
Iteration No: 9
c1 =   0.50000000    c2 =   0.50000000
velocity =

    0.0047
   -0.0047
   -0.0141

Particle 1 ::   pos(duty)=   0.88281250    fitness(Output Power)= 179.71396794
Particle 2 ::   pos(duty)=   0.87031250    fitness(Output Power)= 173.39446016
Particle 3 ::   pos(duty)=   0.87031250    fitness(Output Power)= 173.39446016


Updated best Fitness Position =   0.87812500
```

```
--------
Iteration No: 10
c1 =   0.50000000    c2 =   0.50000000
velocity =

   -0.0023
    0.0039
    0.0039

Particle 1 ::   pos(duty)=   0.88046875    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.87421875    fitness(Output Power)= 177.32630921
Particle 3 ::   pos(duty)=   0.87421875    fitness(Output Power)= 177.32630921


Updated best Fitness Position =   0.88046875


--------
Iteration No: 11
c1 =   0.50000000    c2 =   0.50000000
velocity =

   -0.0012
    0.0055
    0.0102

Particle 1 ::   pos(duty)=   0.87929687    fitness(Output Power)= 180.10223255
Particle 2 ::   pos(duty)=   0.87968750    fitness(Output Power)= 180.16658078
Particle 3 ::   pos(duty)=   0.88437500    fitness(Output Power)= 178.79961210


Updated best Fitness Position =   0.88046875


--------
Iteration No: 12
c1 =   0.50000000    c2 =   0.50000000
velocity =

    0.0006
    0.0031
    0.0031

Particle 1 ::   pos(duty)=   0.87988281    fitness(Output Power)= 180.19094132
Particle 2 ::   pos(duty)=   0.88281250    fitness(Output Power)= 179.71396794
Particle 3 ::   pos(duty)=   0.88750000    fitness(Output Power)= 175.44992969


Updated best Fitness Position =   0.88046875


--------
Iteration No: 13
c1 =   0.50000000    c2 =   0.50000000
velocity =
```

```
    0.0009
   -0.0012
   -0.0035

Particle 1 ::   pos(duty)=   0.88076172    fitness(Output Power)= 180.21320087
Particle 2 ::   pos(duty)=   0.88164062    fitness(Output Power)= 180.09601165
Particle 3 ::   pos(duty)=   0.88398437    fitness(Output Power)= 179.07025989


Updated best Fitness Position =   0.88046875


--------
Iteration No: 14
c1 =   0.50000000    c2 =   0.50000000
velocity =

    0.0001
   -0.0021
   -0.0035

Particle 1 ::   pos(duty)=   0.88090820    fitness(Output Power)= 180.20262175
Particle 2 ::   pos(duty)=   0.87949219    fitness(Output Power)= 180.14053083
Particle 3 ::   pos(duty)=   0.88046875    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046875


--------
Iteration No: 15
c1 =   0.50000000    c2 =   0.50000000
velocity =

   -0.0004
   -0.0005
   -0.0018

Particle 1 ::   pos(duty)=   0.88054199    fitness(Output Power)= 180.21971674
Particle 2 ::   pos(duty)=   0.87900391    fitness(Output Power)= 180.03895504
Particle 3 ::   pos(duty)=   0.87871094    fitness(Output Power)= 179.96135472


Updated best Fitness Position =   0.88046875


--------
Iteration No: 16
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-03 *

   -0.2563
```

```
    0.8301
    0.8789

Particle 1 ::   pos(duty)=   0.88028564    fitness(Output Power)= 180.21768226
Particle 2 ::   pos(duty)=   0.87983398    fitness(Output Power)= 180.18739780
Particle 3 ::   pos(duty)=   0.87958984    fitness(Output Power)= 180.15679391


Updated best Fitness Position =   0.88046875


--------
Iteration No: 17
c1 =   0.50000000    c2 =   0.50000000
velocity =

    0.0001
    0.0007
    0.0013

Particle 1 ::   pos(duty)=   0.88034058    fitness(Output Power)= 180.21935595
Particle 2 ::   pos(duty)=   0.88056641    fitness(Output Power)= 180.21971674
Particle 3 ::   pos(duty)=   0.88090820    fitness(Output Power)= 180.20262175


Updated best Fitness Position =   0.88046875


--------
Iteration No: 18
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-03 *

    0.1556
    0.3174
    0.2197

Particle 1 ::   pos(duty)=   0.88049622    fitness(Output Power)= 180.22036773
Particle 2 ::   pos(duty)=   0.88088379    fitness(Output Power)= 180.20510769
Particle 3 ::   pos(duty)=   0.88112793    fitness(Output Power)= 180.18011101


Updated best Fitness Position =   0.88046875


--------
Iteration No: 19
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-03 *

    0.0504
```

```
   -0.2075
   -0.5493

Particle 1 ::   pos(duty)=   0.88054657    fitness(Output Power)= 180.21971674
Particle 2 ::   pos(duty)=   0.88067627    fitness(Output Power)= 180.21612797
Particle 3 ::   pos(duty)=   0.88057861    fitness(Output Power)= 180.21910439


Updated best Fitness Position =   0.88046875


--------
Iteration No: 20
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-03 *

   -0.0526
   -0.2625
   -0.3845

Particle 1 ::   pos(duty)=   0.88049393    fitness(Output Power)= 180.22036773
Particle 2 ::   pos(duty)=   0.88041382    fitness(Output Power)= 180.22024928
Particle 3 ::   pos(duty)=   0.88019409    fitness(Output Power)= 180.21369650


Updated best Fitness Position =   0.88046875


--------
Iteration No: 21
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-03 *

   -0.0515
   -0.1038
    0.0824

Particle 1 ::   pos(duty)=   0.88044243    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88031006    fitness(Output Power)= 180.21861699
Particle 3 ::   pos(duty)=   0.88027649    fitness(Output Power)= 180.21768226


Updated best Fitness Position =   0.88044243


--------
Iteration No: 22
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-03 *
```

```
   -0.0257
    0.0662
    0.2203

Particle 1 ::   pos(duty)=   0.88041668    fitness(Output Power)= 180.22024928
Particle 2 ::   pos(duty)=   0.88037624    fitness(Output Power)= 180.21989981
Particle 3 ::   pos(duty)=   0.88049679    fitness(Output Power)= 180.22036773


Updated best Fitness Position =   0.88044243


--------
Iteration No: 23
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-04 *

    0.1287
    0.8497
    0.6895

Particle 1 ::   pos(duty)=   0.88042955    fitness(Output Power)= 180.22024928
Particle 2 ::   pos(duty)=   0.88046122    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88056574    fitness(Output Power)= 180.21971674


Updated best Fitness Position =   0.88044243


--------
Iteration No: 24
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-04 *

    0.1931
    0.3309
   -0.7567

Particle 1 ::   pos(duty)=   0.88044887    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88049431    fitness(Output Power)= 180.22036773
Particle 3 ::   pos(duty)=   0.88049006    fitness(Output Power)= 180.22036773


Updated best Fitness Position =   0.88044887


--------
Iteration No: 25
c1 =   0.50000000    c2 =   0.50000000
velocity =
```

```
   1.0e-04 *

    0.0966
   -0.2272
   -0.6909

Particle 1 ::   pos(duty)=   0.88045852    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88047159    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88042097    fitness(Output Power)= 180.22024928


Updated best Fitness Position =   0.88045852


--------
Iteration No: 26
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-04 *

    0.0483
   -0.1789
    0.0812

Particle 1 ::   pos(duty)=   0.88046335    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045369    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88042909    fitness(Output Power)= 180.22024928


Updated best Fitness Position =   0.88046335


--------
Iteration No: 27
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-04 *

    0.0241
   -0.0412
    0.4102

Particle 1 ::   pos(duty)=   0.88046576    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88044958    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88047011    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046576


--------
Iteration No: 28
```

```
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-04 *

    0.0121
    0.0603
    0.1834

Particle 1 ::   pos(duty)=   0.88046697    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045561    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88048845    fitness(Output Power)= 180.22036773


Updated best Fitness Position =   0.88046697


--------
Iteration No: 29
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-04 *

    0.0060
    0.0870
   -0.1074

Particle 1 ::   pos(duty)=   0.88046757    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88046431    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88047771    fitness(Output Power)= 180.22036773


Updated best Fitness Position =   0.88046757


--------
Iteration No: 30
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-04 *

    0.0030
    0.0598
   -0.1424

Particle 1 ::   pos(duty)=   0.88046788    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88047029    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88046347    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046788
```

```
--------
Iteration No: 31
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-05 *

    0.0151
    0.1784
   -0.4916

Particle 1 ::   pos(duty)=   0.88046803    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88047207    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88045856    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046803


--------
Iteration No: 32
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-05 *

    0.0075
   -0.1132
    0.2277

Particle 1 ::   pos(duty)=   0.88046810    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88047094    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88046083    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046810


--------
Iteration No: 33
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-05 *

    0.0038
   -0.1986
    0.4773

Particle 1 ::   pos(duty)=   0.88046814    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88046896    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88046561    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046814
```

```
--------
Iteration No: 34
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-05 *

    0.0019
   -0.1401
    0.3653

Particle 1 ::   pos(duty)=   0.88046816    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88046756    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88046926    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046816


--------
Iteration No: 35
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-05 *

    0.0009
   -0.0399
    0.1276

Particle 1 ::   pos(duty)=   0.88046817    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88046716    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88047054    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046817


--------
Iteration No: 36
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-06 *

    0.0047
    0.3065
   -0.5457

Particle 1 ::   pos(duty)=   0.88046817    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88046746    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88046999    fitness(Output Power)= 180.22040503
```

```
Updated best Fitness Position =   0.88046817


--------
Iteration No: 37
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-05 *

    0.0002
    0.0508
   -0.1181

Particle 1 ::   pos(duty)=   0.88046818    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88046797    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88046881    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046818


--------
Iteration No: 38
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-06 *

    0.0012
    0.3562
   -0.9074

Particle 1 ::   pos(duty)=   0.88046818    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88046833    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88046790    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046818


--------
Iteration No: 39
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-06 *

    0.0006
    0.1027
   -0.3161

Particle 1 ::   pos(duty)=   0.88046818    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88046843    fitness(Output Power)= 180.22040503
```

```
Particle 3 ::   pos(duty)=   0.88046759    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046818


--------
Iteration No: 40
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-06 *

    0.0003
   -0.0751
    0.1379

Particle 1 ::   pos(duty)=   0.88046818    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88046836    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88046772    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046818


--------
Iteration No: 41
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-06 *

    0.0001
   -0.1263
    0.2961

Particle 1 ::   pos(duty)=   0.88046818    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88046823    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88046802    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046818


--------
Iteration No: 42
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-06 *

    0.0001
   -0.0887
    0.2272
```

```
Particle 1 ::   pos(duty)=   0.88046818    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88046814    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88046825    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046818


--------
Iteration No: 43
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-07 *

    0.0004
   -0.2548
    0.7921

Particle 1 ::   pos(duty)=   0.88046818    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88046811    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88046833    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046818


--------
Iteration No: 44
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-07 *

    0.0002
    0.1888
   -0.3438

Particle 1 ::   pos(duty)=   0.88046818    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88046813    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88046829    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046818


--------
Iteration No: 45
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-07 *

    0.0001
    0.3163
```

```
   -0.7398

Particle 1 ::   pos(duty)=   0.88046818    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88046817    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88046822    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046818


--------
Iteration No: 46
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-07 *

    0.0000
    0.2219
   -0.5678

Particle 1 ::   pos(duty)=   0.88046818    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88046819    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88046816    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046818


--------
Iteration No: 47
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-07 *

    0.0000
    0.0638
   -0.1979

Particle 1 ::   pos(duty)=   0.88046818    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88046819    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88046814    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046818


--------
Iteration No: 48
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-08 *
```

```
    0.0001
   -0.4714
    0.8601

Particle 1 ::   pos(duty)=   0.88046818    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88046819    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88046815    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046818


--------
Iteration No: 49
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-07 *

    0.0000
   -0.0790
    0.1850

Particle 1 ::   pos(duty)=   0.88046818    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88046818    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88046817    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046818


--------
Iteration No: 50
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-07 *

    0.0000
   -0.0555
    0.1420

Particle 1 ::   pos(duty)=   0.88046818    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88046818    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88046818    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88046818


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>>
```