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

---------
INITIAL Particle 1 ::   pos(duty)=   0.81472369    fitness(Output Power)= 102.09478421
INITIAL Particle 2 ::   pos(duty)=   0.90579194    fitness(Output Power)= 131.34414570
INITIAL Particle 3 ::   pos(duty)=   0.12698682    fitness(Output Power)=   5.39209111

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

    0.0455
         0
    0.3894

Particle 1 ::   pos(duty)=   0.86025781    fitness(Output Power)= 159.93648403
Particle 2 ::   pos(duty)=   0.90579194    fitness(Output Power)= 131.34414570
Particle 3 ::   pos(duty)=   0.51638938    fitness(Output Power)=  16.48061101


Updated best Fitness Position =   0.86025781


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

    0.0228
   -0.0228
    0.3666

Particle 1 ::   pos(duty)=   0.88302487    fitness(Output Power)= 179.62068834
Particle 2 ::   pos(duty)=   0.88302487    fitness(Output Power)= 179.62068834
Particle 3 ::   pos(duty)=   0.88302487    fitness(Output Power)= 179.62068834


Updated best Fitness Position =   0.88302487


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

    0.0114
   -0.0114
    0.1833
```

```
Particle 1 ::   pos(duty)=   0.89440841    fitness(Output Power)= 161.78221553
Particle 2 ::   pos(duty)=   0.87164134    fitness(Output Power)= 174.85615739
Particle 3 ::   pos(duty)=   0.95000000    fitness(Output Power)=  37.11431295


Updated best Fitness Position =   0.88302487


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

   -0.0057
    0.0057
    0.0247

Particle 1 ::   pos(duty)=   0.88871664    fitness(Output Power)= 173.58801472
Particle 2 ::   pos(duty)=   0.87733311    fitness(Output Power)= 179.42367396
Particle 3 ::   pos(duty)=   0.97468375    fitness(Output Power)=   9.48299559


Updated best Fitness Position =   0.88302487


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

   -0.0085
    0.0085
   -0.0793

Particle 1 ::   pos(duty)=   0.88017899    fitness(Output Power)= 180.21369650
Particle 2 ::   pos(duty)=   0.88587076    fitness(Output Power)= 177.43675361
Particle 3 ::   pos(duty)=   0.89536675    fitness(Output Power)= 159.41728066


Updated best Fitness Position =   0.88017899


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

   -0.0043
   -0.0000
   -0.0534

Particle 1 ::   pos(duty)=   0.87591017    fitness(Output Power)= 178.60535123
Particle 2 ::   pos(duty)=   0.88587076    fitness(Output Power)= 177.43675361
Particle 3 ::   pos(duty)=   0.84194343    fitness(Output Power)= 133.76605391
```

```
Updated best Fitness Position =   0.88017899


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

    0.0021
   -0.0043
    0.0129

Particle 1 ::   pos(duty)=   0.87804458    fitness(Output Power)= 179.74701701
Particle 2 ::   pos(duty)=   0.88160193    fitness(Output Power)= 180.10894740
Particle 3 ::   pos(duty)=   0.85489028    fitness(Output Power)= 151.96983563


Updated best Fitness Position =   0.88017899


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

    0.0032
   -0.0028
    0.0332

Particle 1 ::   pos(duty)=   0.88124620    fitness(Output Power)= 180.16776157
Particle 2 ::   pos(duty)=   0.87875605    fitness(Output Power)= 179.97185190
Particle 3 ::   pos(duty)=   0.88807535    fitness(Output Power)= 174.61379659


Updated best Fitness Position =   0.88017899


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

    0.0005
    0.0007
    0.0101

Particle 1 ::   pos(duty)=   0.88177980    fitness(Output Power)= 180.06811138
Particle 2 ::   pos(duty)=   0.87946752    fitness(Output Power)= 180.13468474
Particle 3 ::   pos(duty)=   0.89819447    fitness(Output Power)= 152.05719816


Updated best Fitness Position =   0.88017899
```

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

   -0.0013
    0.0007
   -0.0115

Particle 1 ::   pos(duty)=   0.88044579    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88017899    fitness(Output Power)= 180.21369650
Particle 3 ::   pos(duty)=   0.88666149    fitness(Output Power)= 176.53729709


Updated best Fitness Position =   0.88044579


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

   -0.0007
    0.0005
   -0.0107

Particle 1 ::   pos(duty)=   0.87977879    fitness(Output Power)= 180.17969307
Particle 2 ::   pos(duty)=   0.88066813    fitness(Output Power)= 180.21730934
Particle 3 ::   pos(duty)=   0.87596884    fitness(Output Power)= 178.66252211


Updated best Fitness Position =   0.88044579


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

   1.0e-03 *

    0.3335
    0.1334
    0.4202

Particle 1 ::   pos(duty)=   0.88011229    fitness(Output Power)= 180.21004773
Particle 2 ::   pos(duty)=   0.88080153    fitness(Output Power)= 180.21145647
Particle 3 ::   pos(duty)=   0.87638901    fitness(Output Power)= 178.90543951


Updated best Fitness Position =   0.88044579


--------
Iteration No: 13
```

```
c1 =   0.50000000    c2 =   0.50000000
velocity =

    0.0005
   -0.0002
    0.0056

Particle 1 ::   pos(duty)=   0.88061254    fitness(Output Power)= 180.21830170
Particle 2 ::   pos(duty)=   0.88062366    fitness(Output Power)= 180.21830170
Particle 3 ::   pos(duty)=   0.88194542    fitness(Output Power)= 180.02125983


Updated best Fitness Position =   0.88044579


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

    0.0001
   -0.0002
    0.0020

Particle 1 ::   pos(duty)=   0.88069592    fitness(Output Power)= 180.21612797
Particle 2 ::   pos(duty)=   0.88044579    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88397381    fitness(Output Power)= 179.07025989


Updated best Fitness Position =   0.88044579


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

   -0.0002
   -0.0001
   -0.0018

Particle 1 ::   pos(duty)=   0.88048748    fitness(Output Power)= 180.22036773
Particle 2 ::   pos(duty)=   0.88035686    fitness(Output Power)= 180.21935595
Particle 3 ::   pos(duty)=   0.88220980    fitness(Output Power)= 179.94965065


Updated best Fitness Position =   0.88044579


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

   -0.0001
```

```
    0.0000
   -0.0019

Particle 1 ::   pos(duty)=   0.88034157    fitness(Output Power)= 180.21935595
Particle 2 ::   pos(duty)=   0.88040133    fitness(Output Power)= 180.21989981
Particle 3 ::   pos(duty)=   0.88031360    fitness(Output Power)= 180.21861699


Updated best Fitness Position =   0.88044579


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

   1.0e-03 *

    0.0313
    0.0667
   -0.8820

Particle 1 ::   pos(duty)=   0.88037284    fitness(Output Power)= 180.21935595
Particle 2 ::   pos(duty)=   0.88046803    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.87943160    fitness(Output Power)= 180.12862488


Updated best Fitness Position =   0.88044579


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

   1.0e-03 *

    0.0886
    0.0222
    0.5071

Particle 1 ::   pos(duty)=   0.88046143    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88049026    fitness(Output Power)= 180.22036773
Particle 3 ::   pos(duty)=   0.87993870    fitness(Output Power)= 180.19741424


Updated best Fitness Position =   0.88046143


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

   1.0e-03 *
```

```
    0.0443
   -0.0144
    0.7024

Particle 1 ::   pos(duty)=   0.88050572    fitness(Output Power)= 180.22036773
Particle 2 ::   pos(duty)=   0.88047584    fitness(Output Power)= 180.22036773
Particle 3 ::   pos(duty)=   0.88064106    fitness(Output Power)= 180.21730934


Updated best Fitness Position =   0.88046143


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

   1.0e-04 *

   -0.2215
   -0.1833
    0.9763

Particle 1 ::   pos(duty)=   0.88048357    fitness(Output Power)= 180.22036773
Particle 2 ::   pos(duty)=   0.88045752    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88073870    fitness(Output Power)= 180.21320087


Updated best Fitness Position =   0.88046143


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

   1.0e-03 *

   -0.0332
   -0.0072
   -0.3024

Particle 1 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045031    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88043633    fitness(Output Power)= 180.22024928


Updated best Fitness Position =   0.88045035


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

```
   1.0e-03 *

   -0.0166
   -0.0036
   -0.1442

Particle 1 ::   pos(duty)=   0.88043374    fitness(Output Power)= 180.22024928
Particle 2 ::   pos(duty)=   0.88044673    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88029216    fitness(Output Power)= 180.21768226


Updated best Fitness Position =   0.88045035


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

   1.0e-04 *

    0.0830
    0.0002
    0.7910

Particle 1 ::   pos(duty)=   0.88044205    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88044675    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88037126    fitness(Output Power)= 180.21935595


Updated best Fitness Position =   0.88044205


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

   1.0e-03 *

    0.0042
   -0.0023
    0.1075

Particle 1 ::   pos(duty)=   0.88044620    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88044441    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88047874    fitness(Output Power)= 180.22036773


Updated best Fitness Position =   0.88044620


--------
Iteration No: 25
```

```
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-04 *

    0.0208
   -0.0027
    0.3747

Particle 1 ::   pos(duty)=   0.88044828    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88044413    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88051621    fitness(Output Power)= 180.22013808


Updated best Fitness Position =   0.88044828


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

   1.0e-04 *

    0.0104
    0.0193
   -0.3397

Particle 1 ::   pos(duty)=   0.88044931    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88044607    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88048224    fitness(Output Power)= 180.22036773


Updated best Fitness Position =   0.88044931


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

   1.0e-04 *

    0.0052
    0.0259
   -0.3345

Particle 1 ::   pos(duty)=   0.88044983    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88044866    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88044880    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88044983
```

```
--------
Iteration No: 28
c1 =   0.50000000    c2 =   0.50000000
velocity =

   1.0e-04 *

    0.0026
    0.0188
   -0.1620

Particle 1 ::   pos(duty)=   0.88045009    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045054    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88043259    fitness(Output Power)= 180.22024928


Updated best Fitness Position =   0.88045009


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

   1.0e-05 *

    0.0130
    0.0717
    0.8751

Particle 1 ::   pos(duty)=   0.88045022    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045126    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88044134    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88045022


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

   1.0e-05 *

    0.0065
   -0.0159
    0.8816

Particle 1 ::   pos(duty)=   0.88045029    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045110    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88045016    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88045029
```

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

   1.0e-05 *

    0.0032
   -0.0485
    0.4473

Particle 1 ::   pos(duty)=   0.88045032    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045061    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88045463    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88045032


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

   1.0e-06 *

    0.0162
   -0.3895
    0.0811

Particle 1 ::   pos(duty)=   0.88045034    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045022    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88045471    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88045034


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

   1.0e-05 *

    0.0008
   -0.0139
   -0.2147

Particle 1 ::   pos(duty)=   0.88045034    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045009    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88045256    fitness(Output Power)= 180.22040503
```

```
Updated best Fitness Position =   0.88045034


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

   1.0e-05 *

    0.0004
    0.0060
   -0.2184

Particle 1 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045015    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88045038    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88045035


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

   1.0e-05 *

    0.0002
    0.0131
   -0.1108

Particle 1 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045028    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88044927    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88045035


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

   1.0e-06 *

    0.0010
    0.1025
   -0.0152

Particle 1 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045038    fitness(Output Power)= 180.22040503
```

```
Particle 3 ::   pos(duty)=   0.88044926    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88045035


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

   1.0e-06 *

    0.0005
    0.0372
    0.5393

Particle 1 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045042    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88044980    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88045035


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

   1.0e-06 *

    0.0003
   -0.0137
    0.5472

Particle 1 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045040    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88045034    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88045035


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

   1.0e-06 *

    0.0001
   -0.0322
    0.2777
```

```
Particle 1 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045037    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88045062    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88045035


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

   1.0e-07 *

    0.0006
   -0.2530
    0.0412

Particle 1 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88045063    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88045035


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

   1.0e-06 *

    0.0000
   -0.0091
   -0.1347

Particle 1 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045034    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88045049    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88045035


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

   1.0e-06 *

    0.0000
    0.0035
```

```
   -0.1367

Particle 1 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045034    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88045035


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

   1.0e-07 *

    0.0001
    0.0810
   -0.6937

Particle 1 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88045029    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88045035


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

   1.0e-08 *

    0.0004
    0.6344
   -0.1010

Particle 1 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88045028    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88045035


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

   1.0e-07 *
```

```
    0.0000
    0.0230
    0.3368

Particle 1 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045036    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88045032    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88045035


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

   1.0e-07 *

    0.0000
   -0.0087
    0.3419

Particle 1 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045036    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88045035


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

   1.0e-07 *

    0.0000
   -0.0202
    0.1735

Particle 1 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88045037    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88045035


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

```
   1.0e-08 *

    0.0000
   -0.1585
    0.0254

Particle 1 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88045037    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88045035


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

   1.0e-08 *

    0.0000
   -0.0574
   -0.8419

Particle 1 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88045036    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88045035


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

   1.0e-08 *

    0.0000
    0.0219
   -0.8546

Particle 1 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 2 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503
Particle 3 ::   pos(duty)=   0.88045035    fitness(Output Power)= 180.22040503


Updated best Fitness Position =   0.88045035


--------
>>
```