Particle Swarm Optimization

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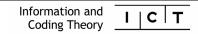
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Introduction

- > What is a **swarm**?
 - ➤ A *group* of insects (typically bees or flies)
 - > Pseudo-random behavior
 - Ending up on the same target
- Developed by James Kennedy and Russel Eberhart in 1995
 - > Unpredictable behavior of bird flocks
 - > A **social behavior** model
 - > **Optimization** Algorithm



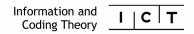
http://en.wikipedia.org/wiki/Swarm

The Basic Concepts

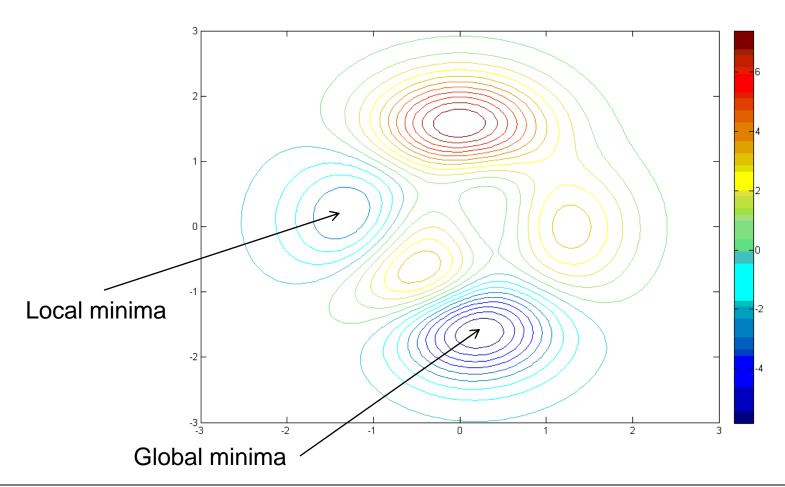
- N particles in a D-dimensional search-space looking for the global optima
- > Each particle changes its location according to two concepts:
 - > Remembers the best location from entire flying history (*pbest*)
 - > "Communication" between particles to obtain the global best (gbest)
- ➤ Particles accelarates towards pbest and gbest → velocity changes with each iteration step
- ➤ Mathematically can be modeled according to following equations:

$$v_{i}^{d}(k+1) = v_{i}^{d}(k) + c_{1} \cdot r_{1}(k) \cdot (pBest_{i}^{d}(k) - x_{i}^{d}(k)) + c_{2} \cdot r_{2}(k) \cdot (gBest_{i}^{d}(k) - x_{i}^{d}(k))$$

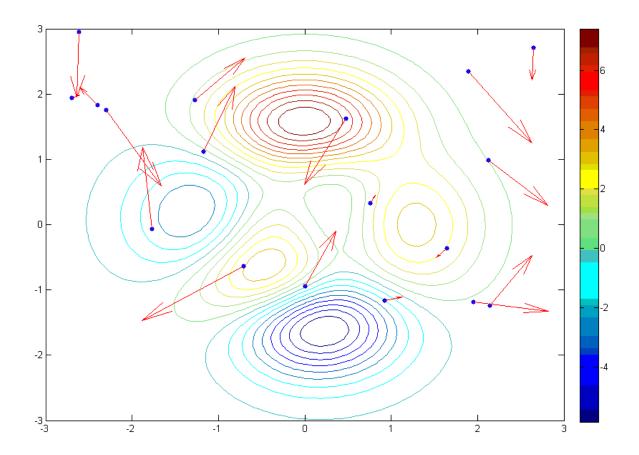
$$x_{i}^{d}(k+1) = x_{i}^{d}(k) + v_{i}^{d}(k+1)$$



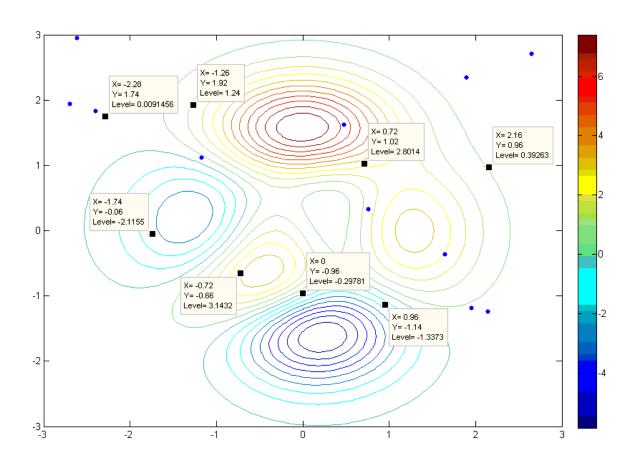
Define the limits of the search-space.



Initialize a population on N particles. Randomly select the position and velocity for each particle in all dimensions.



Evaluate the fitness function for each particle.



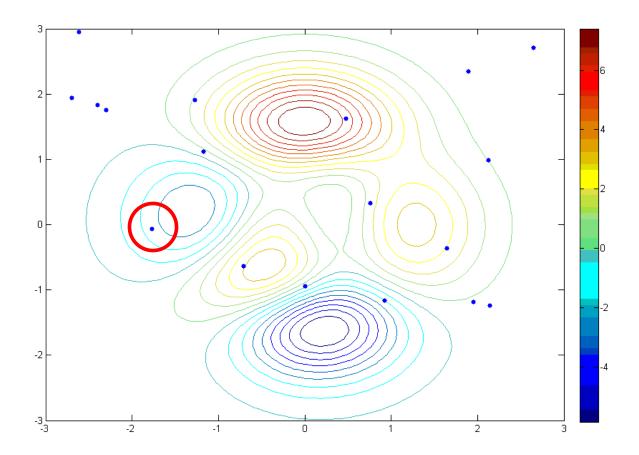
- Compare fitness value with pbest. If fitness is better than pbest, update pbest as the current fitness value.
- Example: In case of a minimization problem
 - > at the k-th iteration:

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fitness(k) = 2.6 , pbest(k-1) = -0.6
fitness(k) > pbest(k-1) \rightarrow pbest = -0.6 (no change)
```

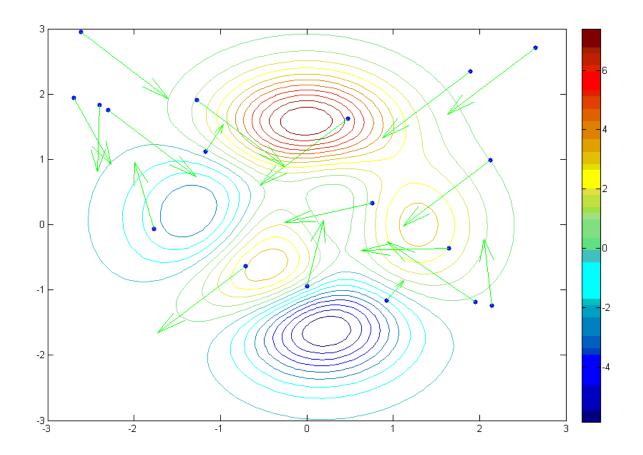
> If:

fitness(k) = -0.6, pbest(k-1) = 2.6
fitness(k) < pbest(k-1)
$$\rightarrow$$
 pbest = fitness(k) = -0.6 (update)

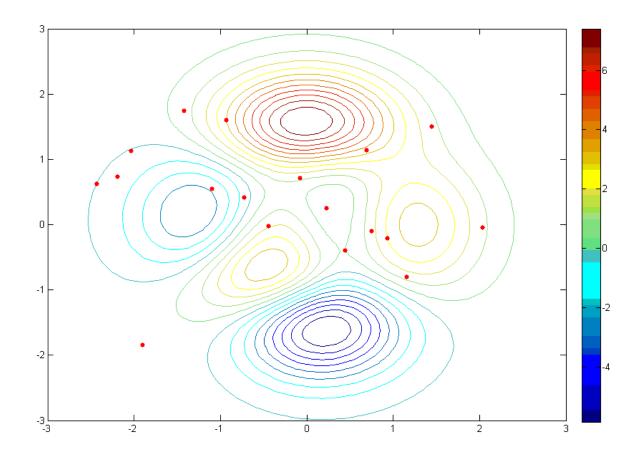
Find the best pbest of the entire population. If it is better than gbest, update gbest as the current best pbest.



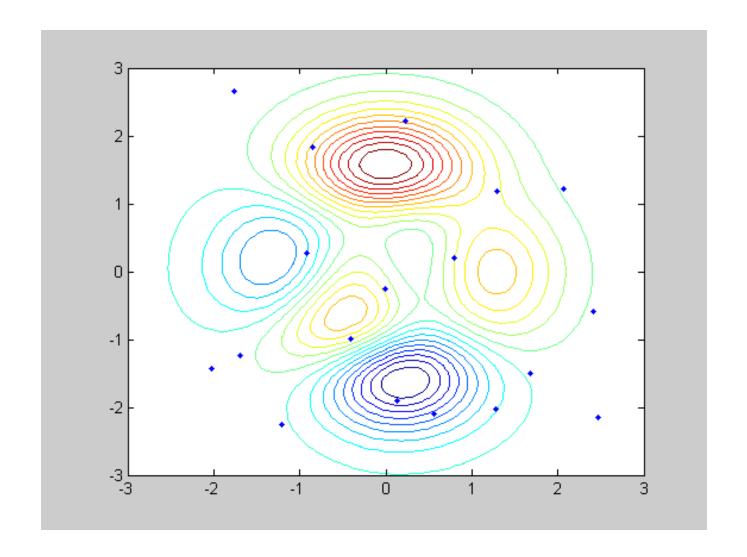
Update velocities and positions of particles according to the iterative equations.



Update velocities and positions of particles according to the iterative equations.



The Original PSO Algorithm - Example



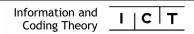
Advantages and Disadvantages (Basic PSO)

Advantages

- Easy to implement and low computational effort.
- Feasible for *multi-dimensional* problems (with a relatively small number of particles).

Disadvantages

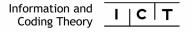
- A premature convergence to a local optima.
- ➤ No convergence / slow convergence → long *run-time*
- ➤ Not adaptive to *time-variant* problems



The Exploration-Exploitation Trade-off

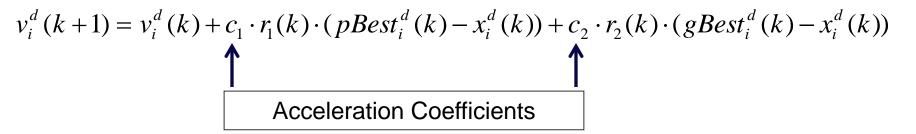
Search Method	Meaning	Aim	Disadvantage
Exploration	The desire of the swarm to explore as many regions as possible of the search space	Avoiding a premature convergence to a local optima	Slow convergence → long run-time
Exploitation	A search being held in a smaller region of search space, in order to pin-point the optimal solution	To increase the rate of convergence	A premature convergence to a local optima

An unavoidable Trade-off?



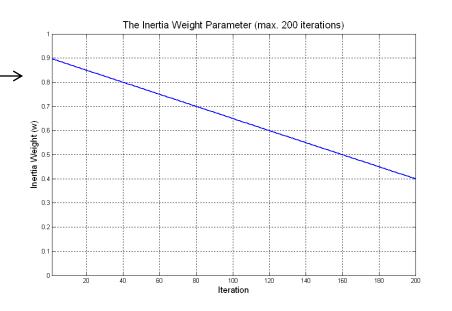
The Evolution of Control Parameters

The Original Equation



> The Inertia Weight

A smooth transition between exploration and exploitation



A State-Space Model for Parameter Selection

The Original Equations

$$\begin{cases} v(k+1) = a \cdot v(k) + b_1 \cdot r_1(k) \cdot (pBest(k) - x(k)) + b_2 \cdot r_2(k) \cdot (gBest(k) - x(k)) \\ x(k+1) = c \cdot x(k) + d \cdot v(k+1) \end{cases}$$

> Deterministic Algorithm

$$r_1(k) = r_2(k) = \frac{1}{2}, \ \forall k$$

Manipulating the original equations

$$b = \frac{b_1 + b_2}{2}$$
 , $p = \frac{b_1}{b_1 + b_2} p_1 + \frac{b_2}{b_1 + b_2} p_2$

A State-Space Model for Parameter Selection

Modified Equations

$$\begin{cases} v(k+1) = a \cdot v(k) + b \cdot (p(k) - x(k)) \\ x(k+1) = c \cdot x(k) + d \cdot v(k+1) \end{cases}$$

- \triangleright Can be proven: c = d = 1
- Matrix Form

$$\begin{bmatrix} v(k+1) \\ x(k+1) \end{bmatrix} = \begin{bmatrix} 1-b & a \\ -b & a \end{bmatrix} \cdot \begin{bmatrix} v(k) \\ x(k) \end{bmatrix} + \begin{bmatrix} b \\ b \end{bmatrix} \cdot p(k)$$

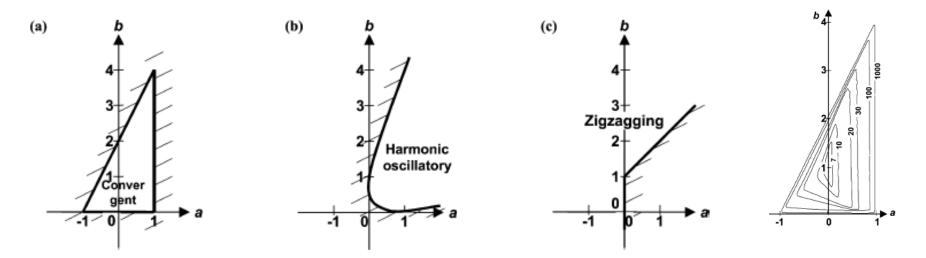
$$\underline{x}(k+1) = \underline{A} \cdot \underline{x}(k) + \underline{B} \cdot p(k)$$

$$\uparrow \qquad \uparrow \qquad \uparrow$$

State Vector System Matrix Steering Matrix

A State-Space Model for Parameter Selection

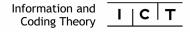
- Convergence Analysis
 - ightharpoonup Find **Eigen values** $\lambda_i \in \mathbb{C}$ of $\underline{A}: \det(\underline{A} \lambda \underline{I}) = 0$
- \succ Condition for convergence: $\left| \lambda_i \right| \! < \! 1, orall i$



Taken from: I. C. Trelea, "The particle swarm optimization algorithm: convergence analysis and parameter selection," Information Processing Letters vol. 85, no. 6, pp. 317–325, Mar. 2003

Adaptive PSO

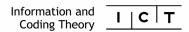
- > Aims to eliminate the exploration-exploitation trade-off
 - Adaptive parameter control
 - Evolutionary State Estimation (ESE)
 - Elitist Learning Strategy (ELS)
 - For more information: see corresponding paper



Applications

Optimization Problems

- PSO for adaptive IIR filter structures
- PSO for virtual MIMO communication protocol
- PSO for Space Alternating Generalized Expectation maximization (SAGE) algorithm for estimation of channel parameters



Summary

- > PSO an Optimizer
 - Very easy for implementation
- An ongoing search to improve its robustness
- Physicists have been working for years to discover the properties that guide the movement of birds... This project will never succeed, however, because there is no analogy that can be brought to the mechanical world "

Deepak Chopra

