

Particle Swarm Optimization

With Novel Heuristics

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We mean to implement PSO and then run it against all of the models that are in `moeaProblems.pdf`. We will add a number of different heuristics to our PSO implementation. One such heuristic we have discussed is using one particle as a predator and having it greedily chase the entire swarm's best known position while the rest of the swarm flees the predator. We hope to implement X number of possible heuristics.