|  |
| --- |
| **Title: A Simple Human Learning Optimization Algorithm**  **Main author:** Ling Wang1, Haoqi Ni1, Ruixin Yang1, Minrui Fei1, and Wei Ye1,2  **Year:**2014  **Link:** <https://www.researchgate.net/publication/283178269>  DOI: 10.1007/978-3-662-45261-5\_7  studied by: Usama Imran (15140098) |
| **Journal:** Communications in Computer and Information Science  **IF:** -  **Pages:** 10 |
| **Structure of the paper**   1. Abstract 2. Introduction  * Literature Review  1. Simple Human Learning Optimization Algorithm   3.1. Initialization  3.2. Learning Operators  3.2.1. Random Learning Operator  3.2.2. Individual Learning Operator  3.2.3. Social Learning Operator  3.3. Updating Operations  4. Experimental Results and Discussions |
| **Experimental setup and experimentation** |
|  |
| **A brief summary of the proposed work [one paragraph]**  A Simple Human Learning Optimization Algorithm is inspired by human learning that how a normal human being learns new things. In this algorithm, learning is divided into three phases: random learning, individual learning, and social learning. Random learning is that the person who is solving a particular problem doesn’t have prior knowledge of that problem. Person improvise by hit and trial method. Individual Learning means personal experiences that provide prior knowledge of the problem that helps to avoid mistakes. Social learning is collective learning or humans in a society. With the combination of these three factors, this algorithm tries to improve its performance on optimization problems. |
| **Critical review:**  This algorithm is compared with binary versions of PSO, DE, HS (harmony search), FOA (fruitfly optimization algorithm). This algorithm should be compared against their original versions. |
| **Any idea to upgrade the concept**  **-** |
| **Name five papers from references, you’d like to read next** |
| **Name five papers from citations, you’d like to read next** |