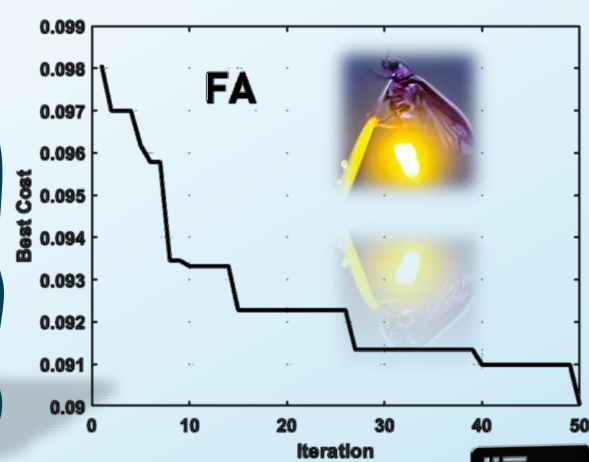
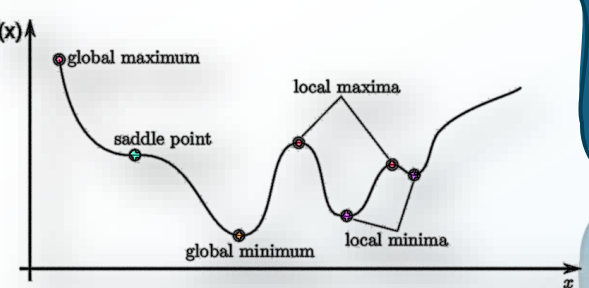


# Metaheuristic Optimization: 4 Cutting-Edge Applications

## Evolved Antenna Design by Particle Swarm Optimization algorithm (PSO)

By: Seyed Muhammad Hossein Mousavi

2025



BY: Seyed Muhammad Hossein Mousavi

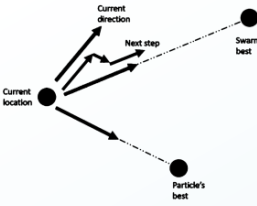


# Outline:

- **Optimization**

- ❖ **Optimization Problems**

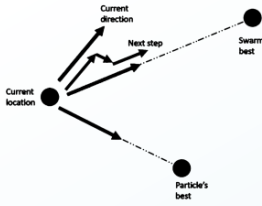
- **Protein Folding by Differential Evolution algorithm (DE)**
    - **Space-Time Warping by Firefly Algorithm (FA)**
    - **Exoplanetary Adaptation Simulation by Genetic Algorithm (GA)**
    - **Evolved Antenna Design by Particle Swarm Optimization (PSO) algorithm**



- **Optimization Problems**

- ❖ **Evolved Antenna Design by Particle Swarm Optimization algorithm (PSO)**

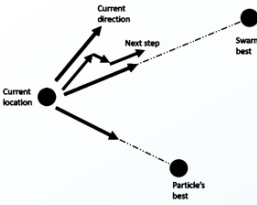
- **Antenna:** A device that transmits or receives electromagnetic waves by converting electrical signals into radio waves and vice versa.
- **Evolved Antenna:** An antenna whose shape or geometry is automatically optimized using evolutionary algorithms instead of manual design.
- **Optimization:** The process of **adjusting design variables** to achieve the best possible performance under given constraints.
- **Objective Function:** A mathematical formula that measures **how good or bad the antenna design is**.  
**Here, lower values mean better performance.**
- **Particle Swarm Optimization (PSO):** A nature-inspired algorithm that simulates the collective behavior of birds or fish to find optimal solutions.
- **Particle:** A single candidate solution in PSO representing **one possible antenna geometry**.



- **Optimization Problems**

- ❖ **Evolved Antenna Design by Particle Swarm Optimization algorithm (PSO)**

- **Swarm:** A group of particles exploring the search space together, sharing information to find the best solution.
- **Fitness / Cost:** A numerical score computed by the objective function that determines how good each antenna design is.
- **Iteration:** One full update cycle where all particles adjust their positions and velocities based on personal and global bests.
- **Global Best (gbest):** The best solution (antenna design) found by the entire swarm up to the current iteration.
- **Personal Best (pbest):** the best antenna design found by one specific particle so far.
- **Inertia Weight (w):** A coefficient controlling how much of the previous velocity a particle keeps in the next iteration (balances exploration/exploitation).

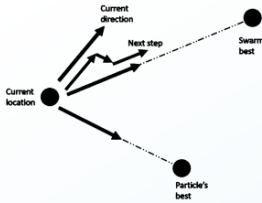




- **Optimization Problems**

- ❖ **Evolved Antenna Design by Particle Swarm Optimization algorithm (PSO)**

- **Cognitive Component (c1):** A PSO parameter that makes each particle move toward **its own best-known position**.
- **Social Component (c2):** A PSO parameter that makes each particle move **toward the swarm's best-known position**.
- **Velocity:** The rate of change of a particle's position determines how fast and in which direction it moves through the search space.
- **Search Space:** The multidimensional region containing all possible antenna designs that PSO explores.
- **Convergence:** The stage when all particles gradually move toward the same best solution.
- **Bending Penalty:** A penalty term that discourages sharp bends or irregularities in the antenna's 3D path.
- **Euclidean Distance:** The straight-line distance between two points in 3D space, used to measure antenna segment lengths.

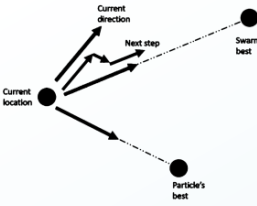


- **Optimization Problems**

- **❖ Evolved Antenna Design by Particle Swarm Optimization algorithm (PSO)**

- **○ The objective function:**

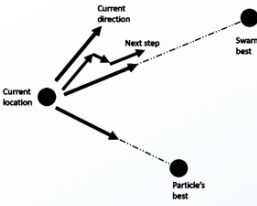
- It tells the PSO which antenna design is better; **shorter and smoother antennas get lower cost values and are considered better.**
- It **calculates the total length of the antenna** by summing all the distances between consecutive joints.
- Shorter antennas are better because they use **less material.**
- **Adds a penalty for sharp vertical bends** by checking how much the z-coordinate changes between points; **smoother antennas get a lower penalty.**



# • Optimization Problems

## ❖ Evolved Antenna Design by Particle Swarm Optimization algorithm (PSO)

- **Why antenna design matters?**
  - Antennas directly control how efficiently wireless systems transmit and receive signals, affecting everything from communication range to power use.
- **Why use metaheuristics like PSO?**
  - Traditional formula-based or manual designs struggle with complex, nonlinear 3-D geometries where analytical optimization is impossible.
- **Why is PSO better in this context?**
  - PSO efficiently **searches vast design spaces** without requiring gradients, **balancing exploration and exploitation** to discover high-performance antenna shapes automatically.



## • Optimization Problems

### ❖ Evolved Antenna Design by Particle Swarm Optimization algorithm (PSO)

#### Input: Antenna Representation

- An antenna is represented as a series of **3D joints** connected by straight segments: Like A.

$$A = \{P_0, P_1, P_2, \dots, P_n\}$$

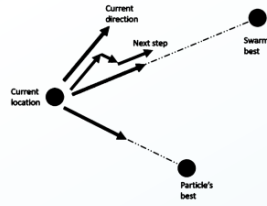
where each point

$$P_i = (x_i, y_i, z_i)$$

- Denotes the 3D coordinates of the  $i$ -th joint of the antenna.
  - $n$  : number of joints (for example, 8 joints)
  - $A$  : represents the entire antenna geometry
  - The full antenna is therefore a matrix of shape  $(n + 1) \times 3$
- **Each antenna design (one candidate solution)** can be written as a flattened vector:

$$A \text{ or } \mathbf{x} = [x_0, y_0, z_0, x_1, y_1, z_1, \dots, x_n, y_n, z_n]$$

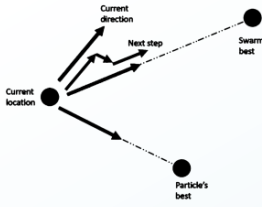
- This vector is what PSO optimizes.





# • Optimization Problems

## ❖ Evolved Antenna Design by Particle Swarm Optimization algorithm (PSO)



### Mathematical Formulation

- The optimization problem is defined as:

$$\min_{\mathbf{x}} f(\mathbf{x})$$

- where  $f(\mathbf{x})$  is the objective (cost) function measuring how good the antenna geometry is. The antenna is evaluated according to two main criteria:

#### 1. Total Length (Efficiency Term):

Shorter antennas are often more efficient and lighter.

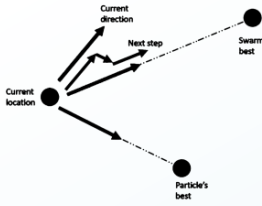
$$L = \sum_{i=0}^{n-1} \|P_{i+1} - P_i\|_2$$

- where  $\|\cdot\|_2$  denotes the Euclidean distance between consecutive joints.



# • Optimization Problems

## ❖ Evolved Antenna Design by Particle Swarm Optimization algorithm (PSO)



### 2. Bending Smoothness (Penalty Term):

- Antennas with sharp vertical bends (large jumps in  $z$ ) are penalized.

$$B = \sum_{i=0}^{n-1} |z_{i+1} - z_i|$$

- Thus, the **final objective function** becomes:

$$f(\mathbf{x}) = L + \lambda B$$

where

- $L$  : total antenna length
- $B$  : bending penalty
- $\lambda$  : weighting factor controlling the influence of bending (Like,  $\lambda = 0.3$ )



## • Optimization Problems

### ❖ Evolved Antenna Design by Particle Swarm Optimization algorithm (PSO)

#### Optimization Process (PSO Core)

- We now minimize  $f(\mathbf{x})$  using Particle Swarm Optimization.

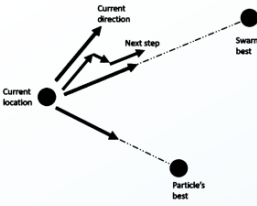
Each particle  $p$  maintains:

- A current position  $\mathbf{x}_p$
  - A velocity  $\mathbf{v}_p$
  - Its best-known position  $\mathbf{pbest}_p$
  - The swarm's best-known position  $\mathbf{gbest}$
- Each iteration updates as:

$$\mathbf{v}_p(t+1) = w\mathbf{v}_p(t) + c_1r_1(\mathbf{pbest}_p - \mathbf{x}_p(t)) + c_2r_2(\mathbf{gbest} - \mathbf{x}_p(t))$$
$$\mathbf{x}_p(t+1) = \mathbf{x}_p(t) + \mathbf{v}_p(t+1)$$

where:

- $w$  : inertia weight (balances exploration vs. exploitation)
  - $c_1, c_2$  : learning coefficients (cognitive and social terms)
  - $r_1, r_2$  : random numbers in  $[0,1]$
- The process repeats for the defined number of iterations (like 200), and the global best solution gradually converges toward the most optimal antenna shape.



- **Optimization Problems**

- **❖ Evolved Antenna Design by Particle Swarm Optimization algorithm (PSO)**

**Output: Optimized Geometry and Convergence**

- After convergence, we obtain:

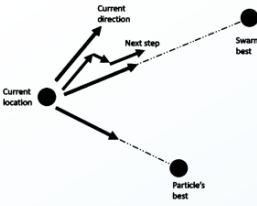
**1. Optimized Antenna Geometry:**

- The 3D coordinates  $A^* = \{P_0^*, P_1^*, \dots, P_n^*\}$  corresponding to the lowest cost found.

**2. Convergence Curve:**

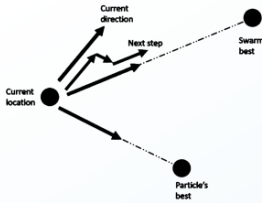
- The cost  $f(\mathbf{x})$  over iterations, showing the swarm's progress:

$$f_{\text{best}}(t) = \min_p f(\mathbf{x}_p(t))$$



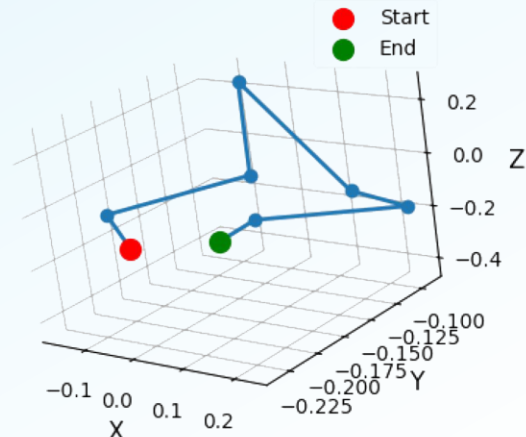
# • Optimization Problems

## ❖ Evolved Antenna Design by Particle Swarm Optimization algorithm (PSO)

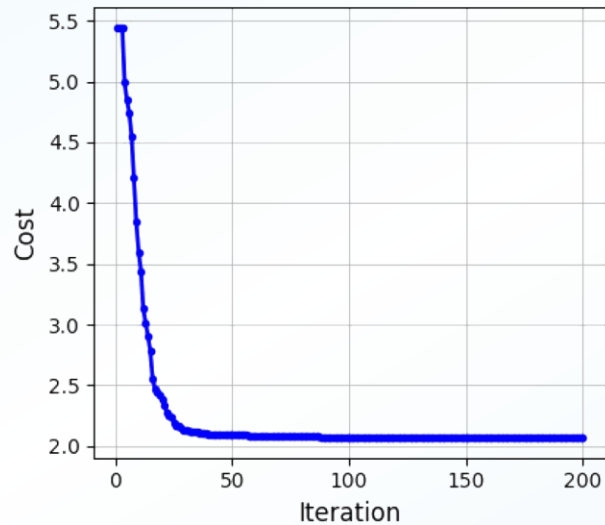


### Optimized Antenna Structures Using Particle Swarm Optimization

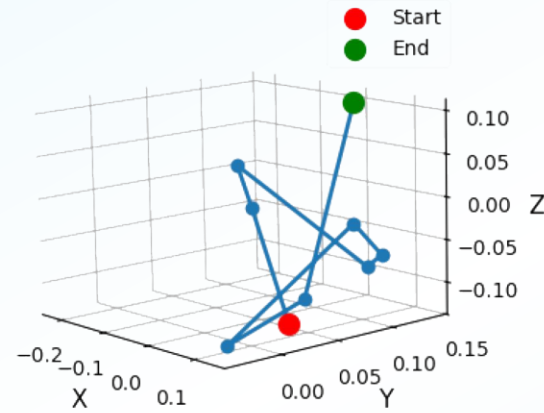
Antenna Design 1



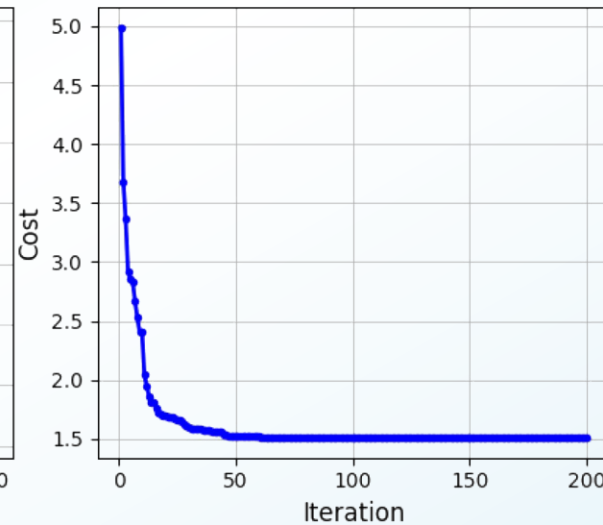
Cost Over Iterations 1



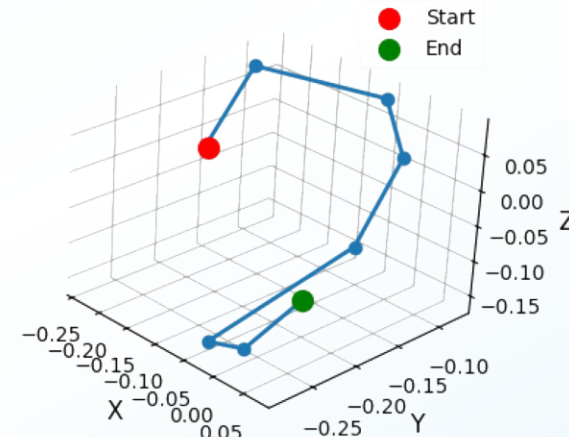
Antenna Design 2



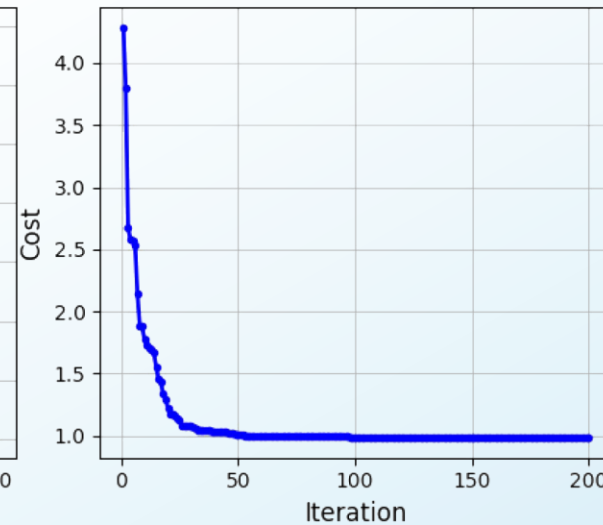
Cost Over Iterations 2



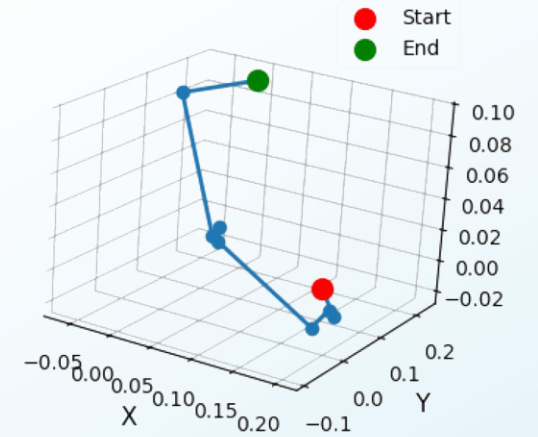
Antenna Design 3



Cost Over Iterations 3



Antenna Design 4



Cost Over Iterations 4

