

SHO GCP Algorithm

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1 General Framework

Algorithm 1 Spotted Hyena Optimization for GCP

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1: procedure SHO_GCP( $G, Max_{itr}$ )
2:   Initialize Agents
3:   Calculate Fitness of Agents
4:    $S := \emptyset$  ▷  $S$  is a set containing relatively fitter agents
5:   for each  $Agent \in Agents$  do
6:     if Agent is considered relatively fitter then
7:        $S := S \cup Agent$ 
8:    $Prey :=$  the fittest agent in  $S$ 
9:    $i := 0$ 
10:  while ( $Conflict_{Prey} \neq 0 \vee Color_{Prey} \geq Pre\_Color_{Prey}$ )  $\wedge (i \leq Max_{itr})$  do
11:     $N := |S|$ 
12:     $\vec{C} := \vec{0}$ 
13:    for each  $Agent \in S$  do
14:       $\vec{C} := \vec{C} + \vec{P}_{Agent}$ 
15:    for each  $Agent \in Agents$  do
16:       $\vec{P}_{Agent} := \frac{\vec{C}}{N}$ 
17:    Identify any one Agent as Prey and rest as Hyenas
18:     $\vec{h} := 5 \cdot \frac{Max_{itr} - i}{Max_{itr} - 1}$ 
19:    for each  $Agent \in Agents$  do
20:       $\vec{B} := 2 \cdot r\vec{d}_1$  ▷  $r\vec{d}_1 \in [0, 1]$ 
21:       $\vec{D}_{Agent} := |\vec{B} \cdot \vec{P}_{Prey} - \vec{P}_{Agent}|$ 
22:    for each  $Agent \in Agents$  do
23:       $\vec{E} := 2 \cdot \vec{h} \cdot r\vec{d}_2 - \vec{h}$  ▷  $r\vec{d}_2 \in [0, 1]$ 
24:       $\vec{P}_{Agent} := \vec{P}_{Prey} - \vec{E} \cdot \vec{D}_{Agent}$ 
25:    update fitness of all Agents
26:     $S := \emptyset$ 
27:    for each  $Agent \in Agents$  do
28:      if  $Fitness_{Agent} \geq$  Acceptable Value then
29:         $S := S \cup Agent$ 
30:     $Prey :=$  the fittest agent in  $S$ 
31:     $i := i + 1$ 
32:  return the coloration obtained by Prey
```
