PSO smart Warp:

· if particle becomes STUCK in a minimum, WARP to area w/ Low particle density
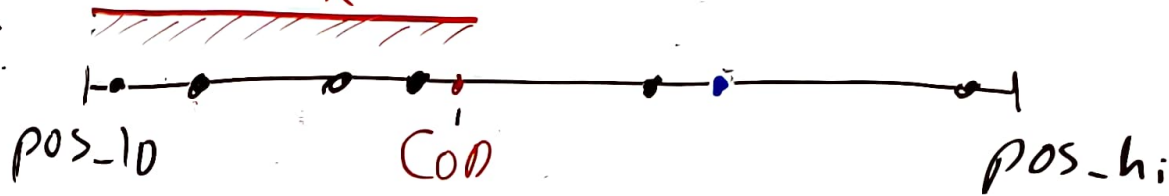
Neighbor Method:

· A particle's NEIGHBORHOOD COHESION factor

— $\bar{d}_{i,n}$ = distance vector from particle i to particle n IN NEIGHBORHOOD

— $CF = \dfrac{1}{\sum\limits_{n} |\bar{d}_{i,n}|}$ (Cohesion Factor; Larger $\Rightarrow$ tightly packed neighborhood)

1D:

pos_lo   CoD   pos_hi

AVG-Method: CoV (center of distrib.) $= avg$(particle position)

$R \equiv$ hi density region

2D:

bounds