PSO Mutation Pseudo Code:

Input:

ParticlePosition, mutationProbability, mutationRatio

Output:

ParticlePosition

Start:

if rand < mutationRatio

L= length(ParticlePosition)

Number of mutated members = mutationRatio\*L

N= Number of mutated members

mutatedIndices= unifrnd(1,L,1,N)

ParticlePos(mutatedIndices)= unifrnd(lowerBound,higherBound,1,N)

End if

End