

A Dynamic Topology in Particle Swarm Optimization for Constrained Problems

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<https://github.com/arturomf94/PSO>

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 - Experiments
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INTRODUCTION

MOTIVATION

What is Particle Swarm Optimization(PSO)?

What is Particle Swarm Optimization(PSO)?

A stochastic optimization method proposed originally by Kennedy and Eberhart in [KE95].

How does it work?

A population of potential solutions are evaluated and iteratively improve their *fitness* based on their past evaluations and the information they receive from their neighbours in a communication topology.

Advantages:

- Easy implementation.
- Rapid convergence.

Limitations:

- Premature convergence.
- Transformation invariance.

Solutions?

- Communication topology.
 - Model coefficients.
 - Population size.
 - Update rules.
 - Hybrid models.

Most efforts have focused on unconstrained optimization problems...

Topology

A modified topology has a considerable effect on the convergence rate and the diversity of the population.

Topology

- Higher connectivity \rightarrow Faster convergence, less diversity.
- Lower connectivity \rightarrow Slower convergence, more diversity.

Topology

Topologies can be dynamic and adaptive.

Focus

We will focus on dynamic topologies in constrained problems.

LITERATURE REVIEW

Useful Reviews

Extensive reviews by Bonyadi in [BM17] and Jordeh in [Jor15].

Topology and Unconstrained Problems

A first approach by Kennedy in [Ken99] experiments with 4 topologies and 4 benchmark functions and concludes that the global topology promotes exploitation, while the local topology promotes exploration.

Topology and Unconstrained Problems

Kennedy and Mendes follow the same direction in [KM02] and [MKN04], respectively, but they lack statistical rigour.

Topology and Unconstrained Problems

In [Eng13] Engelbrecht carries out a more meticulous study and shows that the difference between the performance of different topologies depends highly on the objective function at hand.

Topology and Unconstrained Problems

More recently, in [BK18], Blackwell shows that topologies with a greater degree of *locality*, as the local topology, are better for *harder* problems.

Topology and Unconstrained Problems

Other topologies have been considered in the literature, such as the dynamic hierarchy by Janson in [JM05], the scale-free topology by Zhang in [ZY11] and the small-world topology by Gong in [GZ13].

Dynamic and Adaptive Topologies

In [Cle06] Clerc and in In [LI14] Lim have proposed algorithms whose topologies are adapted according to the performance feedback. In [Sug99] and [MM13] Suganthan and Marinakis, respectively, propose algorithms that starts with the local topology and its connectivity is gradually increased until it reaches a global topology.

PSO for constrained problems

One first approach by Parsopoulos in [PV02] used penalty functions. Other methods include the preservation of feasible solutions, the closeness to the feasible region and penalty functions were used in [HE02], [PC04] y [CH03], by Xiahoui, Pulido and Coath, respectively. Other approaches can be found in [PE07], [HW07], [BLM13] y [ESM13], and for a focus on feasibility rules a complete review can be found in [AAMC16] by Aguilera.

Dynamic Topologies in Constrained Problems

In general, there is a lack of research that overlaps both dynamic topologies and constrained problems. However, an important reference would be [BM14] by Bonyadi, where an algorithm is proposed, that is based on ϵ -level constraint satisfaction. This algorithm was extended in [BLM14], again by Bonyadi, with a dynamic topology that is based on the one used in [Sug99].

Dynamic Topologies in Constrained Problems

Our focus combines a dynamic topology similar to the one used in [Sug99] by Suganthan, the preservation of feasible solutions in [HE02] and feasibility rules reviewed in [AAMC16].

THEORY

EXPERIMENTS

RESULTS

CONCLUSIONS

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