

# Outline

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  - Local best of each particle
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## 3 Closure

# Introduction

- Particle swarm optimization (PSO)
  - ▶ It is motivated from foraging and social behavior of swarm.
- PSO is proposed by Eberhart and Kennedy (1995), "A new optimizer using particle swarm theory". In: Proceedings of the 6th international symposium on micromachine and human science, pp 3943, Nagoya, Japan, Mar 1316, 1995.
- PSO was first proposed for continuous nonlinear functions.
- PSO is developed using two methodologies
  - ▶ Artificial life: mimicking bird flocking, fish schooling, and swarming theory
  - ▶ Evolutionary computation

# Introduction

- PSO is developed using two methodologies
  - ▶ Artificial life: mimicking bird flocking, fish schooling, and swarming theory
  - ▶ Evolutionary computation
- The swarm searches for the food in a cooperative way
- Each member in the swarm learns from its experience and also from other members for changing the search pattern to locate the food.
- PSO is developed using the simple concepts and primitive operators.
- PSO is computationally inexpensive both in memory and speed, and also can be easily implemented using computer programming.

# Particle swarm optimization (PSO)

- PSO starts with initializing population randomly similar to GA.
- Unlike GA operators, solutions are assigned with randomized velocity to explore the search space.
- Each solution in PSO is referred to as particle.

## Three distinct features of PSO

Best fitness of  
each particle

Best fitness  
of swarm

Velocity and  
position update  
of each particle

- $pbest_i$ : the best solution (fitness) achieved so far by particle  $i$
- $gbest$ : the best solution (fitness) achieved so far by any particle in the swarm
- Velocity and position update: for exploring and exploiting the search space to locate the optimal solution.

# Position and Velocity

- Position of particle ( $i$ ) is adjusted as

$$x_i^{(t+1)} = x_i^{(t)} + v_i^{(t+1)} \quad (1)$$

- Velocity of particle ( $i$ ) is updated as follows:

$$v_i^{(t+1)} = \underbrace{wv_i^{(t)}}_{(1)} + \underbrace{c_1 r_1 (p_{(i,lb)}^{(t)} - x_i^{(t)})}_{(2)} + \underbrace{c_2 r_2 (p_{gb}^{(t)} - x_i^{(t)})}_{(3)} \quad (2)$$

- $i$  is the  $i$ -th particle.
- $t$  is the generation counter.
- $v_i^{(0)}$  set randomly.
- $w$  adds to the inertia of the particle.

- $c_1$  and  $c_2$  are the acceleration coefficients.
- $r_1$  and  $r_2$  are random numbers  $\in [0, 1]$ .
- $p_{(i,lb)}^{(t)}$  is the local best of  $i$ -th particle.
- $p_{gb}^{(t)}$  is the global best.

# Velocity Components

$$v_i^{(t+1)} = wv_i^{(t)} + c_1r_1(p_{(i,lb)}^{(t)} - x_i^{(t)}) + c_2r_2(p_{gb}^{(t)} - x_i^{(t)})$$

- **Momentum part,  $wv_i^{(t)}$** 
  - ▶ inertia component
  - ▶ memory of previous flight direction
  - ▶ prevents particle from drastically changing direction



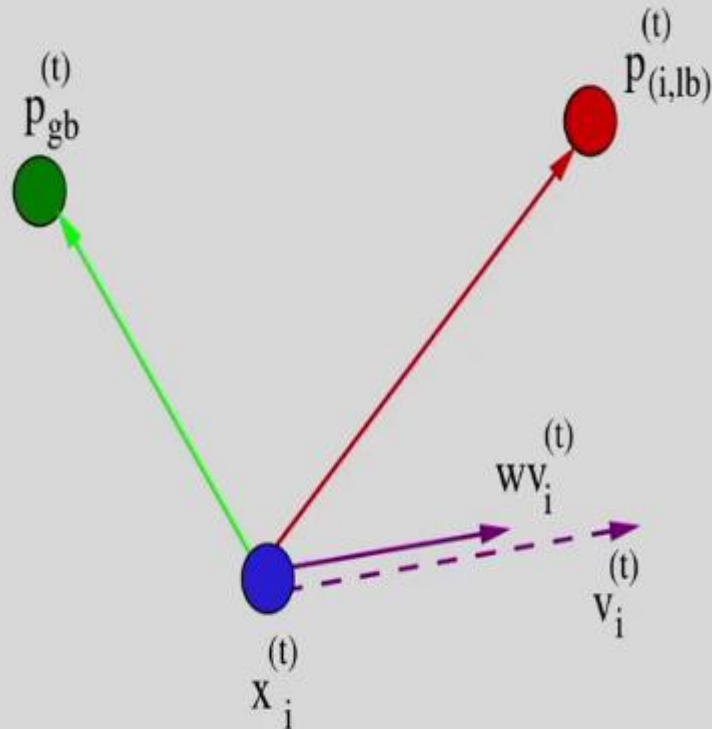


# Velocity Components

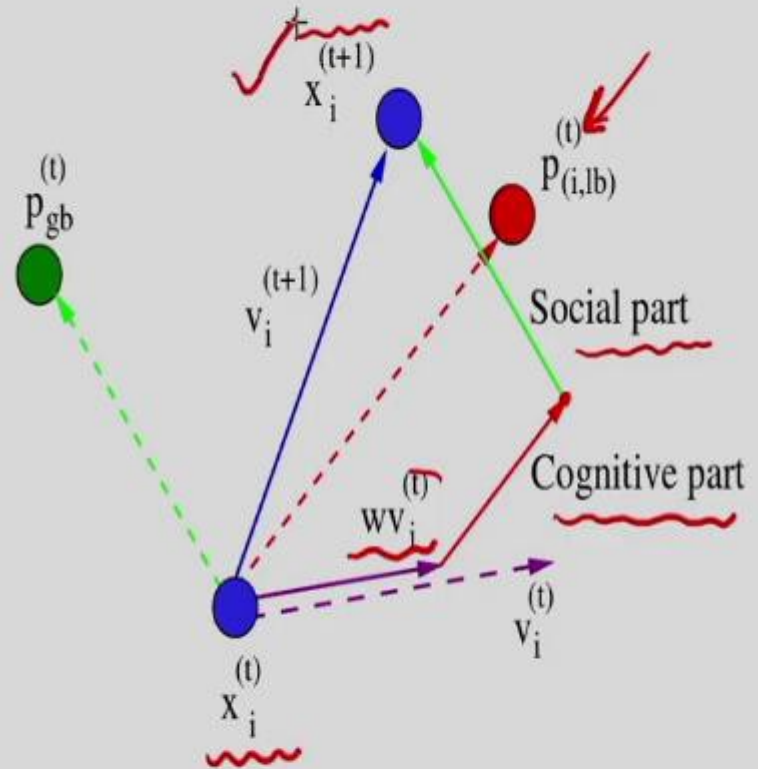
$$v_i^{(t+1)} = wv_i^{(t)} + c_1r_1(p_{(i,lb)}^{(t)} - x_i^{(t)}) + c_2r_2(p_{gb}^{(t)} - x_i^{(t)})$$

- **Momentum part**,  $wv_i^{(t)}$ 
  - ▶ inertia component
  - ▶ memory of previous flight direction
  - ▶ prevents particle from drastically changing direction
- **Cognitive part**,  $c_1r_1(p_{(i,lb)}^{(t)} - x_i^{(t)})$ 
  - ▶ quantifies performance relative to past performances
  - ▶ memory of previous best position
  - ▶ nostalgia
- **Social part**,  $c_2r_2(p_{gb}^{(t)} - x_i^{(t)})$ 
  - ▶ quantifies performance relative to neighbors
  - ▶ envy

# Geometrical Illustration of Velocity Components



- Momentum part,  $wv_i^{(t)}$



- Cognitive part,  $c_1 r_1 (p_{(i,lb)}^{(t)} - x_i^{(t)})$  ←
- Social part,  $c_2 r_2 (p_{gb}^{(t)} - x_i^{(t)})$



# Local and Global Best Positions

- $p_{(i,lb)}^{(t)}$  is the personal best position of  $i$ -th particle in  $t$  generation. Assume minimization problem.

$$p_{(i,lb)}^{(t+1)} = \begin{cases} x_i^{(t+1)} & \text{if } f(x_i^{(t+1)}) < f(p_{(i,lb)}^{(t)}) \\ p_{(i,lb)}^{(t)} & \text{Otherwise.} \end{cases} \quad (3)$$

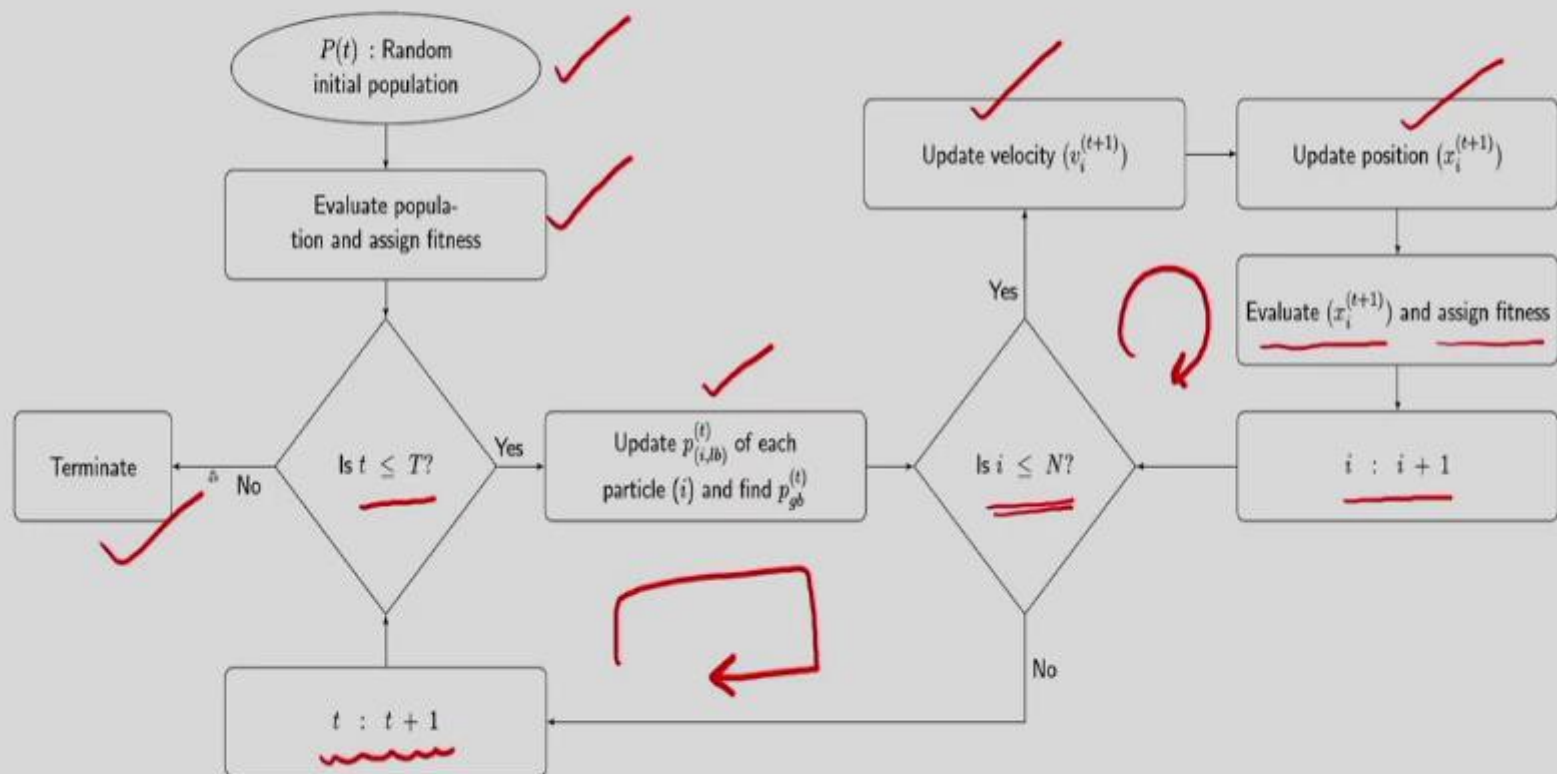
- $p_{gb}^{(t)}$  is the global best position in  $t$  generation which is calculated as

or,  $\underline{p_{gb}^{(t)} \in \{p_{(1,best)}^{(t)}, \dots, p_{(N,best)}^{(t)}\} | f(p_{gb}^{(t)}) = \min\{f(p_{(1,best)}^{(t)}), \dots, f(p_{(N,best)}^{(t)})\}}$

$$\underline{p_{gb}^{(t)} \in \{x_1^{(t)}, \dots, x_N^{(t)}\} | f(p_{gb}^{(t)}) = \min\{f(x_1^{(t)}), \dots, f(x_N^{(t)})\}}, \quad (4)$$

where  $N$  is the number of particles in the swarm.

# Flowchart of ~~DE~~ PSO



# Generalized Framework of EC Techniques

## Algorithm 1 Generalized Framework

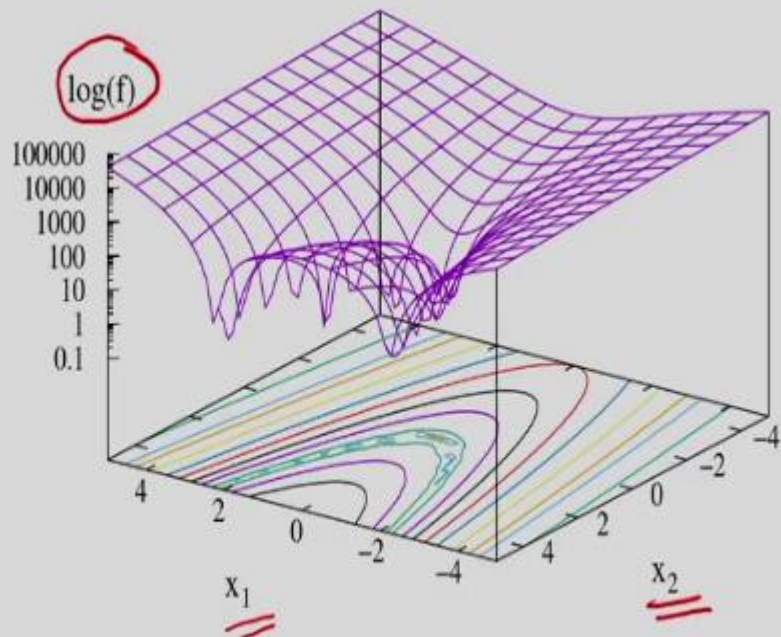
```
1: Solution representation ✓ % Genetics  
2: Input:  $t := 1$  (Generation counter), Maximum allowed generation =  $T$   
3: Initialize random swarm ( $P(t)$ ); % Swarm  
4: Evaluate ( $P(t)$ ); % Evaluate objective, constraints and assign fitness  
5: while  $t \leq T$  do  
6: → Update  $p_{(i,lb)}^{(t)}$  of each particle ( $i$ ) and find  $p_{gb}^{(t)}$ ; ✓ → % New step  
7:   for ( $i = 1; i \leq N, i++$ ) do % For each particle  $i$   
8:      $M(t) := \text{Selection}(P(t));$  Update velocity ( $v_i^{(t+1)}$ ); ←  
9:      $Q(t) := \text{Variation}(M(t));$  Update position ( $x_i^{(t+1)}$ ); ← % Variation  
10:    Evaluate ( $x_i^{(t+1)}$ ) and include it in  $P(t+1)$ ;  
11:  end for  
12: →  $P(t+1) := \text{Survivor}(P(t), Q(t))$ ; ←  
13:    $t := t + 1$ ;  
14: end while
```

# Working Principles Through An Example

## Rosenbrock Function

Minimize  $f(x_1, x_2) = 100(x_2 - x_1^2)^2 + (1 - x_1)^2$ ,  $\leftarrow$

bounds  $-5 \leq x_1 \leq 5$  and  $-5 \leq x_2 \leq 5$ .  $\leftarrow$



- Optimum solution is  $x^* = (1, 1)^T$  and  $f(x) = 0$

# Initial Swarm

- Let the population size is  $N = 8$  and  $t = 1$ .

Initial swarm		
Index( $i$ )	$x_i^{(1)}$	$v_i^{(1)}$
1	$(2.212, 3.009)^T$	$(0.0, 0.0)^T$
2	$(-2.289, -2.396)^T$	$(0.0, 0.0)^T$
3	$(-2.393, -4.790)^T$	$(0.0, 0.0)^T$
4	$(-0.639, 1.692)^T$	$(0.0, 0.0)^T$
5	$(-3.168, 0.706)^T$	$(0.0, 0.0)^T$
6	$(0.215, -2.350)^T$	$(0.0, 0.0)^T$
7	$(-0.742, 1.934)^T$	$(0.0, 0.0)^T$
8	$(-4.563, 4.791)^T$	$(0.0, 0.0)^T$

# Evaluate Population

- We calculate objective function  $f(x_1, x_2) = 100(x_2 - x_1^2)^2 + (1 - x_1)^2$  for each solution.
- For Solution 1:  $x^{(1)} = (2.212, 3.009)^T$  and  $f(x^{(1)}) = 357.154$ .

Initial swarm		
Index( $i$ )	$x_i^{(1)}$	$f(x_i^{(1)})$
1	$(2.212, 3.009)^T$	357.154
2	$(-2.289, -2.396)^T$	5843.569
3	$(-2.393, -4.790)^T$	11066.800
4	$(-0.639, 1.692)^T$	167.414
5	$(-3.168, 0.706)^T$	8718.166
6	$(0.215, -2.350)^T$	574.796
7	$(-0.742, 1.934)^T$	194.618
8	$(-4.563, 4.791)^T$	25731.235

- Let us consider the fitness value same as the function value.



# Local best of each particle

- This is the first generation so the local best of each particle is itself.

Index( $i$ )	$x_i^{(1)}$	$f(x_i^{(1)})$	$p_{(i,lb)}^{(1)}$
1	$(2.212, 3.009)^T$	357.154	$(2.212, 3.009)^T$
2	$(-2.289, -2.396)^T$	5843.569	$(-2.289, -2.396)^T$
3	$(-2.393, -4.790)^T$	11066.800	$(-2.393, -4.790)^T$
4	$(-0.639, 1.692)^T$	167.414	$(-0.639, 1.692)^T$
5	$(-3.168, 0.706)^T$	8718.166	$(-3.168, 0.706)^T$
6	$(0.215, -2.350)^T$	574.796	$(0.215, -2.350)^T$
7	$(-0.742, 1.934)^T$	194.618	$(-0.742, 1.934)^T$
8	$(-4.563, 4.791)^T$	25731.235	$(-4.563, 4.791)^T$

# Global Best of Swarm

- The global best of the swarm is

$$p_{gb}^{(t)} \in \{x_1^{(t)}, \dots, x_N^{(t)}\} | f(p_{gb}^{(t)}) = \min\{f(x_1^{(t)}), \dots, f(x_N^{(t)})\},$$

Index( <i>i</i> )	$x_i^{(1)}$	$f(x_i^{(1)})$	$p_{(i,lb)}^{(1)}$	$p_{gb}^{(1)}$
1	$(2.212, 3.009)^T$	357.154	$(2.212, 3.009)^T$	$(-0.639, 1.692)^T$
2	$(-2.289, -2.396)^T$	5843.569	$(-2.289, -2.396)^T$	$(-0.639, 1.692)^T$
3	$(-2.393, -4.790)^T$	11066.800	$(-2.393, -4.790)^T$	$(-0.639, 1.692)^T$
→ 4	$\{(-0.639, 1.692)^T\}$	167.414	$(-0.639, 1.692)^T$	$(-0.639, 1.692)^T$
5	$(-3.168, 0.706)^T$	8718.166	$(-3.168, 0.706)^T$	$(-0.639, 1.692)^T$
6	$(0.215, -2.350)^T$	574.796	$(0.215, -2.350)^T$	$(-0.639, 1.692)^T$
7	$(-0.742, 1.934)^T$	194.618	$(-0.742, 1.934)^T$	$(-0.639, 1.692)^T$
8	$(-4.563, 4.791)^T$	25731.235	$(-4.563, 4.791)^T$	$(-0.639, 1.692)^T$

# Velocity Update

- The velocity of each particle is updated using

$$v_i^{(t+1)} = wv_i^{(t)} + c_1r_1(p_{i,lb}^{(t)} - x_i^{(t)}) + c_2r_2(p_{gb}^{(t)} - x_i^{(t)})$$

- Assume,  $w = 0.75$ ,  $c_1 = 1.5$  and  $c_2 = 2.0$ .
- Let the random numbers for each particle are

Particle	$r_1$	$r_2$
1	0.661	0.312
2	0.919	0.271
3	0.782	0.824
4	0.299	0.055
5	0.874	0.595
6	0.133	0.582
7	0.031	0.736
8	0.366	0.954

- For **particle 1**,  $x_1^{(1)} = (2.212, 3.009)^T$

$$v_1^{(1)} = (0.0, 0.0)^T,$$

$$p_{1,lb}^{(1)} = (2.212, 3.009)^T,$$

$$p_{gb}^{(1)} = (-0.639, 1.692)^T, r_1 = 0.661 \text{ and } r_2 = 0.312.$$

- $v_{1,1}^{(2)} =$   
 $0.75 \times 0 + 1.5 \times 0.661(2.212 - 2.212) +$   
 $2.0 \times 0.312(-0.639 - 2.212) = -1.779.$

→  $v_{1,2}^{(2)} =$

$$0.75 \times 0 + 1.5 \times 0.661(3.009 - 3.009) +$$

$$2.0 \times 0.312(1.692 - 3.009) = -0.822. \leftarrow$$

# Velocity Update

- For particle 2,  $x_2^{(1)} = \underline{(-2.289, -2.396)^T}$
- $v_2^{(1)} = (0.0, 0.0)^T$ ,
- $p_{2,lb}^{(1)} = (-2.289, -2.396)^T$ ,
- $p_{gb}^{(1)} = (-0.639, 1.692)^T$ ,  $r_1 = \underline{0.919}$  and  
 $r_2 = 0.271$ .

# Velocity Update

- For **particle 2**,  $x_2^{(1)} = (-2.289, -2.396)^T$   
 $v_1^{(1)} = (0.0, 0.0)^T$ ,  
 $p_{(1,lb)}^{(1)} = (-2.289, -2.396)^T$ ,  
 $p_{gb}^{(1)} = (-0.639, 1.692)^T$ ,  $r_1 = 0.919$  and  
 $r_2 = 0.271$ .
- $v_{2,1}^{(2)} =$   
 $0.75 \times 0 + 1.5 \times 0.919(-2.289 - (-2.289)) +$   
 $2.0 \times 0.212(-0.639 - (-2.289)) = 0.893$ .
- $v_{2,2}^{(2)} =$   
 $0.75 \times 0 + 1.5 \times 0.271(-2.396 - (-2.396)) +$   
 $2.0 \times 0.212(1.692 - (-2.396)) = 2.212$ .

Updated velocity of each particle

Particle	$v_{i,1}^{(2)}$	$v_{i,2}^{(2)}$	
1	-1.779	-0.882	←
2	0.893	2.212	←
→ 3	2.890	10.683	✓
4	0.000	0.000	}
5	3.010	1.174	
6	-0.994	4.704	
7	0.151	-0.357	
→ 8	7.491	-5.916	✓



# Position Update

- The position of each particle is updated as

$$x_i^{(t+1)} = x_i^{(t)} + v_i^{(t+1)}$$

Particle	$x_i^{(1)}$	$v_i^{(2)}$
1	$(2.212, 3.009)^T$	$(-1.779, -0.822)^T$
2	$(-2.289, -2.396)^T$	$(0.893, 2.212)^T$
3	$(-2.393, -4.790)^T$	$(2.890, 10.683)^T$
4	$(-0.639, 1.692)^T$	$(0.000, 0.000)^T$
5	$(-3.168, 0.706)^T$	$(3.010, 1.174)^T$
6	$(0.215, -2.350)^T$	$(-0.994, 4.704)^T$
7	$(-0.742, 1.934)^T$	$(0.151, -0.357)^T$
8	$(-4.563, 4.791)^T$	$(7.491, -5.916)^T$

Particle	$x_i^{(2)}$
1	$(0.433, 2.187)^T$
2	$(-1.396, -0.184)^T$
3	$(0.498, 5.893)^T$
4	$(-0.639, 1.692)^T$
5	$(-0.157, 1.879)^T$
6	$(-0.779, 2.354)^T$
7	$(-0.590, 1.577)^T$
8	$(2.928, -1.125)^T$

- The limit on  $x_2$  is  $[-5, 5]$ . Therefore, we keep  $x_2$  of solution 3 on the bound, that is, 5.



# Evaluate Swarm

Fitness of particles after position update

Index( $i$ )	$x_i^{(2)}$	$f(x_i^{(2)})$
1	$(0.433, 2.187)^T$	399.984
2	$(-1.396, -0.184)^T$	460.648
3	$(0.498, 5.000)^T$	2258.514
4	$(-0.639, 1.692)^T$	167.414
5	$(-0.157, 1.879)^T$	345.375
6	$(-0.779, 2.354)^T$	308.580
7	$(-0.590, 1.577)^T$	153.484
8	$(2.928, -1.125)^T$	9406.994

Initial swarm

Index( $i$ )	$x_i^{(1)}$	$f(x_i^{(1)})$
1	$(2.212, 3.009)^T$	357.154
2	$(-2.289, -2.396)^T$	5843.569
3	$(-2.393, -4.790)^T$	11066.800
4	$(-0.639, 1.692)^T$	167.414
5	$(-3.168, 0.706)^T$	8718.166
6	$(0.215, -2.350)^T$	574.796
7	$(-0.742, 1.934)^T$	194.618
8	$(-4.563, 4.791)^T$	25731.235

- Increase the generation counter by 1, meaning,  $t = t + 1 = 2$ .

## Velocity Update: $2^{nd}$ generation

- The velocity of each particle is updated using

$$v_i^{(t+1)} = wv_i^{(t)} + c_1r_1(p_{(i,lb)}^{(t)} - x_i^{(t)}) + c_2r_2(\underbrace{p_{gb}^{(t)} - x_i^{(t)}}_{\text{red wavy line}})$$

- Assume  $w = 0.75$ ,  $c_1 = 1.5$  and  $c_2 = 2.0$ .
- Let the random numbers for each particle are

Particle	$r_1$	$r_2$
1	0.127	0.531
2	0.653	0.225
3	0.533	0.472
4	0.739	0.048
5	0.309	0.837
6	0.148	0.057
7	0.110	0.308
8	0.343	0.320

- For **particle 1**,  $x_1^{(2)} = (2.212, 3.009)^T$   
 $v_1^{(1)} = (-1.779, -0.822)^T$ ,  $r_1 = 0.127$  and  $r_2 = 0.531$ .
- Find the local best of particle 1: Since  $f(x_1^{(1)}) = 357.153 < f(x_1^{(2)}) = 399.984$ , the local best of the particle is its previous position, that is,  $p_{(1,lb)}^{(2)} = (2.212, 3.009)^T$
- For finding the global best of the swarm we need to find the local best of each particle.

## Velocity Update: 2<sup>nd</sup> generation

Find the local best of each particle

Particle	$f(x_i^{(1)})$	$f(x_i^{(2)})$	$p_{(i,lb)}^{(2)}$
1	357.154	399.984	$(2.212, 3.009)^T$
2	5843.569	460.648	$(-1.396, -0.184)^T$
3	11066.800	2258.514	$(0.498, 5.000)^T$
4	167.414	167.414	$(-0.639, 1.692)^T$
5	8718.166	345.375	$(-0.157, 1.879)^T$
6	574.796	308.580	$(-0.779, 2.354)^T$
7	194.618	153.484	$(-0.590, 1.577)^T$
8	25731.235	9406.994	$(2.928, -1.125)^T$

Updated velocity of each particle

Particle	$v_{i,1}^{(3)}$	$v_{i,2}^{(3)}$
1	-2.083	-1.107
2	1.033	2.452
3	1.140	3.934
4	0.005	-0.011
5	1.533	0.374
6	-0.724	3.439
7	0.114	-0.268
8	3.364	-2.705

- The global best particle of the swarm is particle '7', that is,  $p_{gb}^{(2)} = (-0.590, 1.577)^T$ .

# Position Update: 2<sup>nd</sup> generation

- The position of each is updated as

$$x_i^{(t+1)} = x_i^{(t)} + v_i^{(t+1)}$$

Particle	$x_i^{(2)}$	$v_i^{(3)}$
1	$(0.433, 2.187)^T$	$(-2.083, -1.107)^T$
2	$(-1.396, -0.184)^T$	$(1.033, 2.452)^T$
3	$(0.498, 5.000)^T$	$(1.140, 3.934)^T$
4	$(-0.639, 1.692)^T$	$(0.005, -0.011)^T$
5	$(-0.157, 1.879)^T$	$(1.533, 0.374)^T$
6	$(-0.779, 2.354)^T$	$(-0.724, 3.439)^T$
7	$(-0.590, 1.577)^T$	$(0.114, -0.268)^T$
8	$(2.928, -1.125)^T$	$(3.364, -2.705)^T$

Particle	$x_i^{(3)}$
1	$(-1.649, 1.079)^T$
2	$(-0.363, 2.268)^T$
→ 3	$(1.638, 9.827)^T$
4	$(-0.634, 1.681)^T$
5	$(1.376, 2.254)^T$
→ 6	$(-1.503, 5.793)^T$
7	$(-0.477, 1.309)^T$
→ 8	$(6.291, -3.830)^T$

- The variable  $x_2$  of particles '3' and '6', and also variable  $x_1$  of particle '8' are out of the bound.
- Put them on the bound, that is, 5.



# Evaluate Swarm: 2<sup>nd</sup> generation

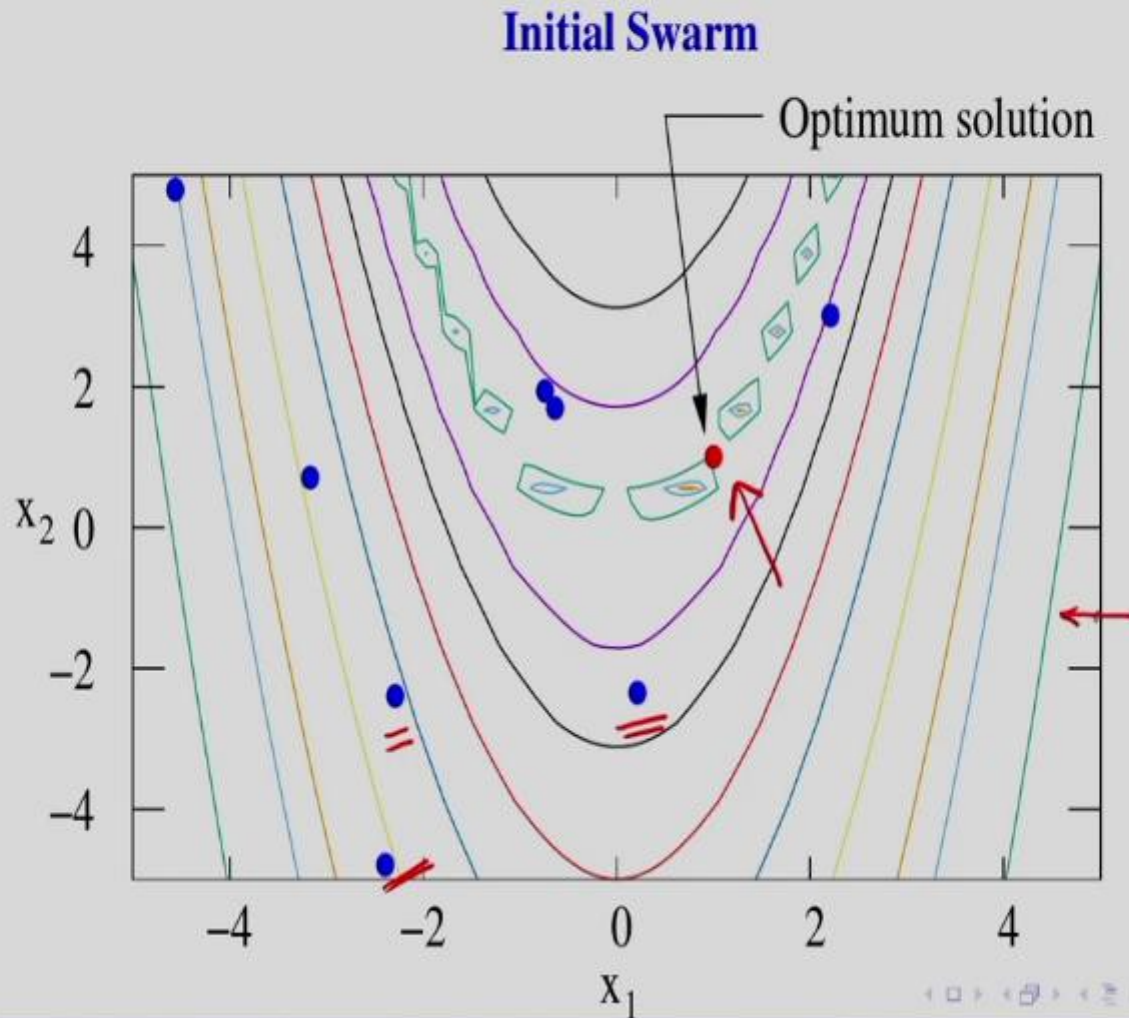
Fitness of particles after second generation

Index( <i>i</i> )	$x_i^{(3)}$	$f(x_i^{(3)})$
1	$(-1.649, 1.079)^T$	276.367
2	$(-0.363, 2.268)^T$	458.327
3	$(1.638, 5.000)^T$	537.876
4	$(-0.634, 1.681)^T$	166.098
5	$(1.376, 2.254)^T$	13.222
6	$(-1.503, 5.000)^T$	575.777
7	$(-0.477, 1.309)^T$	119.231
8	$(5.000, -3.830)^T$	83134.582

Fitness of particles after first generation

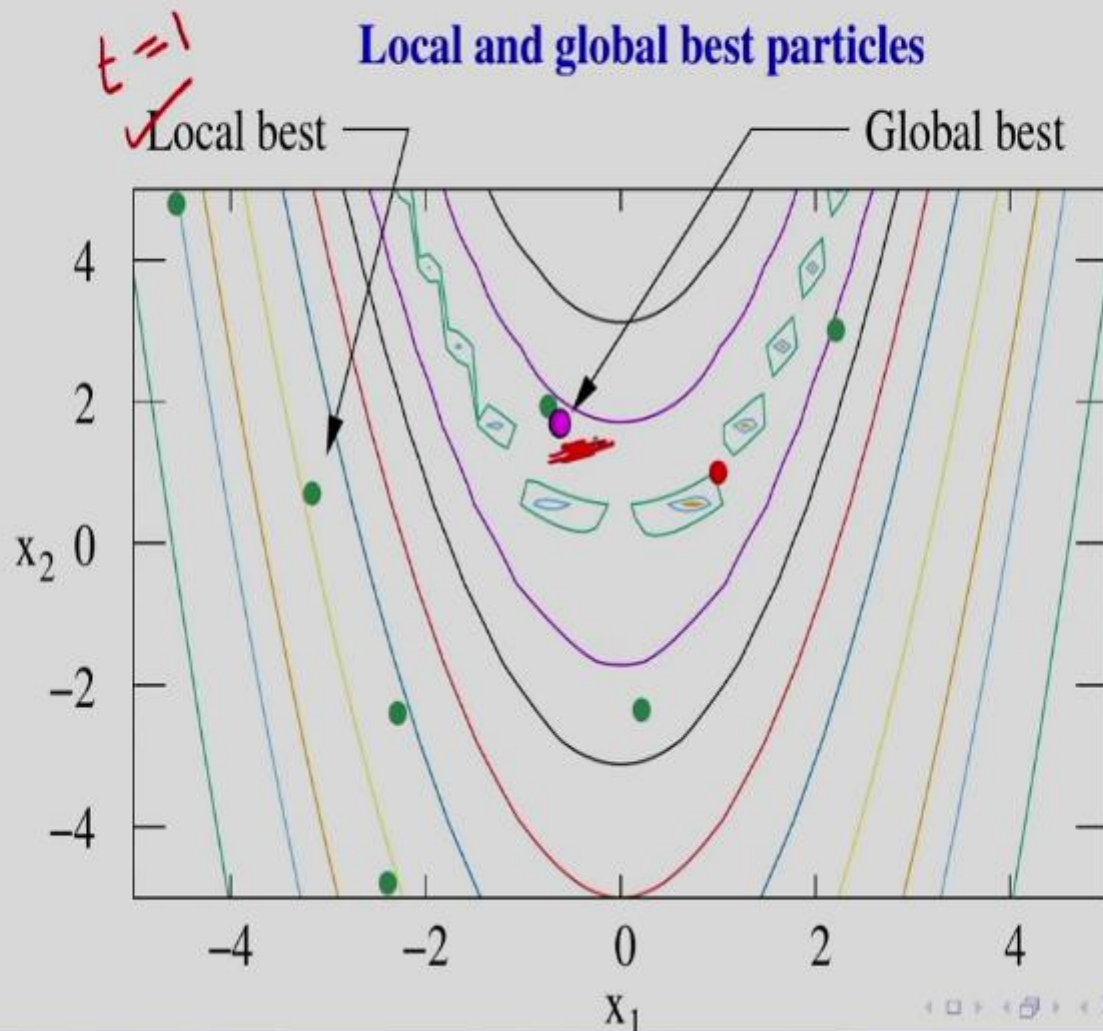
Index( <i>i</i> )	$x_i^{(2)}$	$f(x_i^{(2)})$
1	$(0.433, 2.187)^T$	399.984
2	$(-1.396, -0.184)^T$	460.648
3	$(0.498, 5.000)^T$	2258.514
4	$(-0.639, 1.692)^T$	167.414
5	$(-0.157, 1.879)^T$	345.375
6	$(-0.779, 2.354)^T$	308.580
7	$(-0.590, 1.577)^T$	153.484
8	$(2.928, -1.125)^T$	9406.994

# Graphical Example

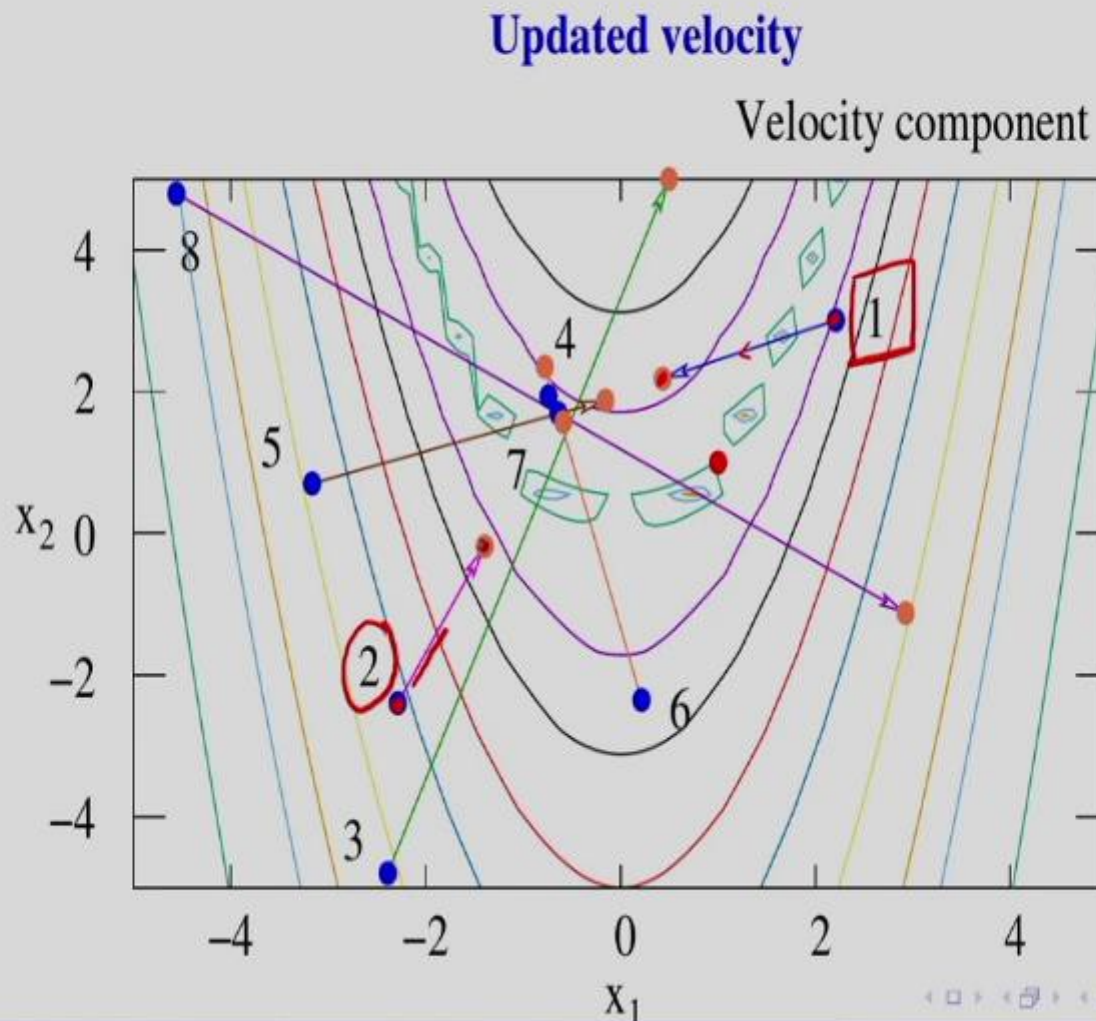




# Graphical Example

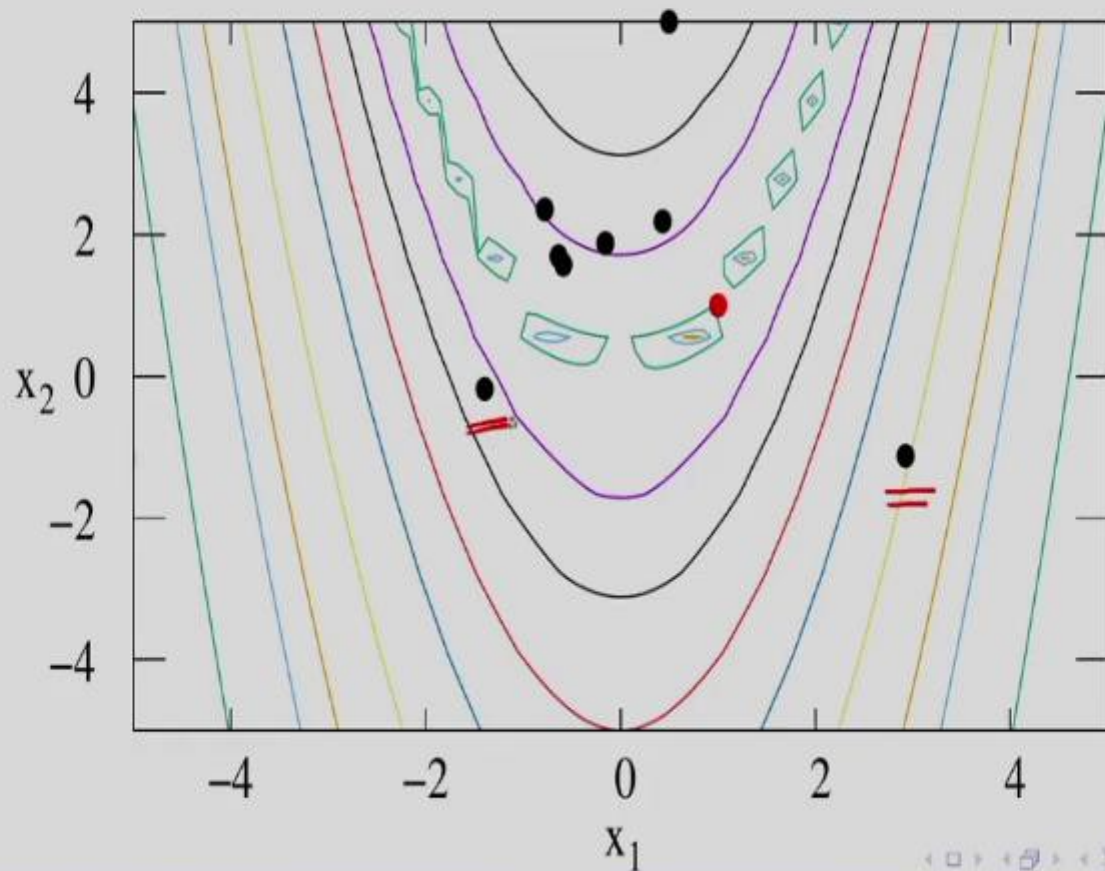


# Graphical Example

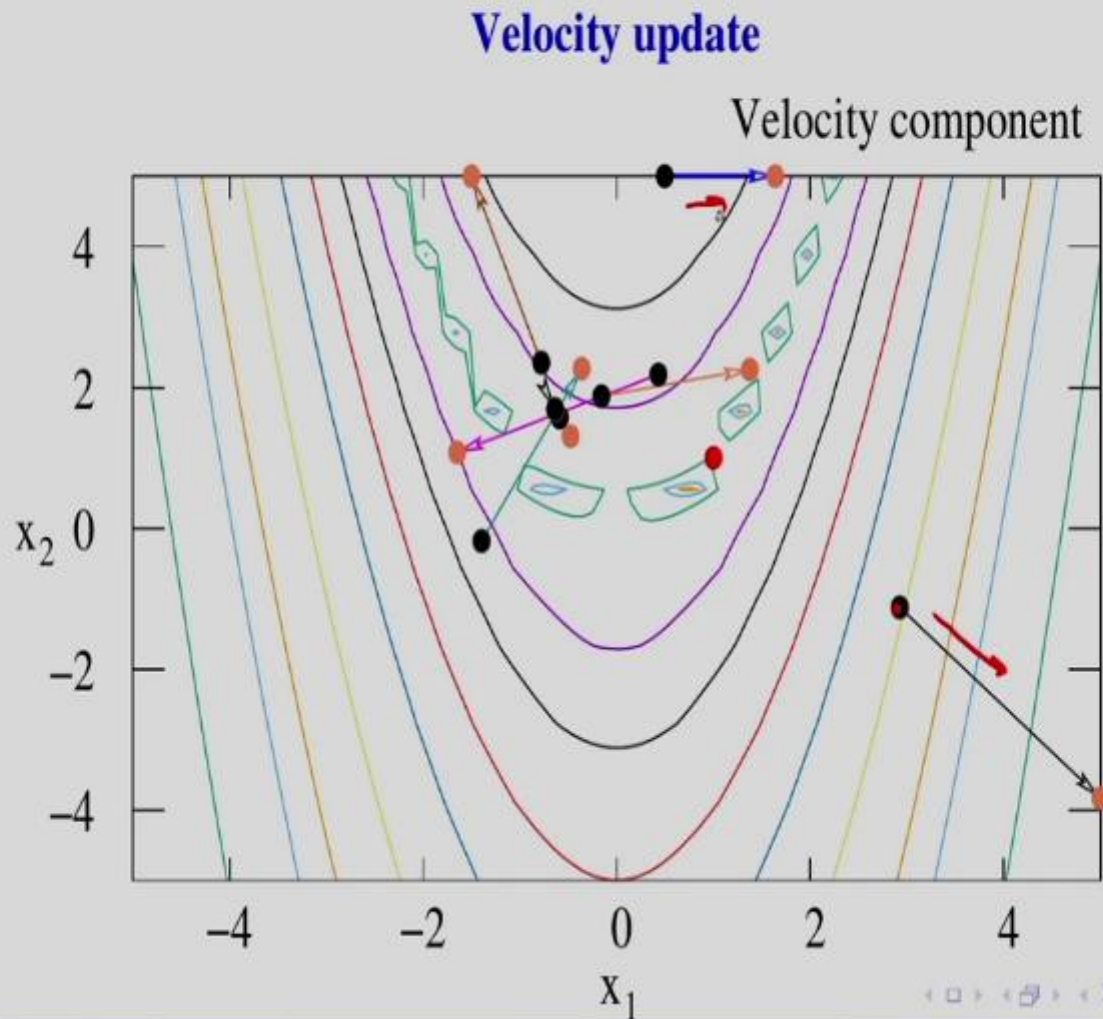


# Graphical Example

Updated positions of particles

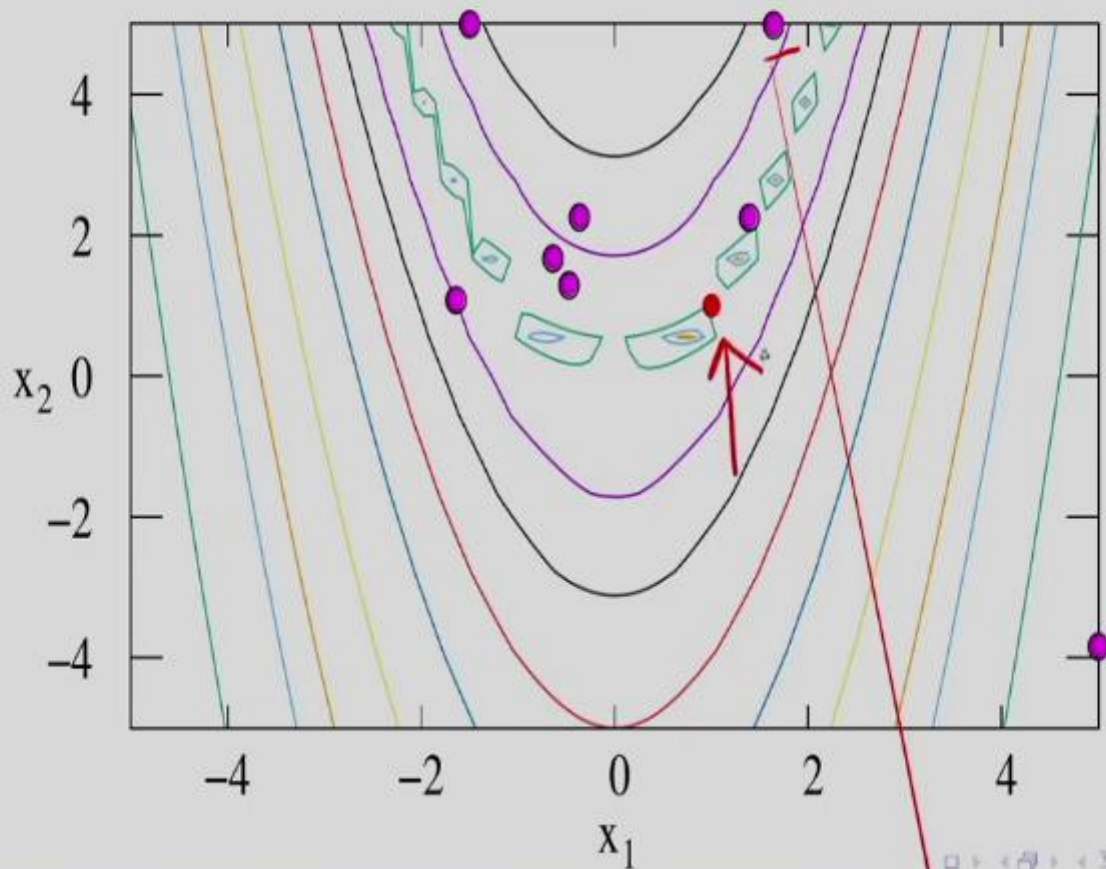


# Graphical Example



# Graphical Example

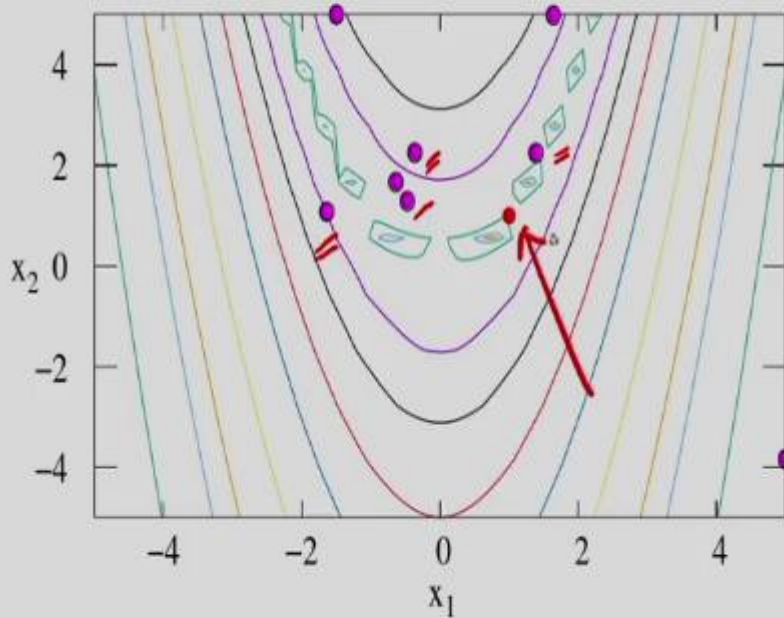
Updated positions of particles





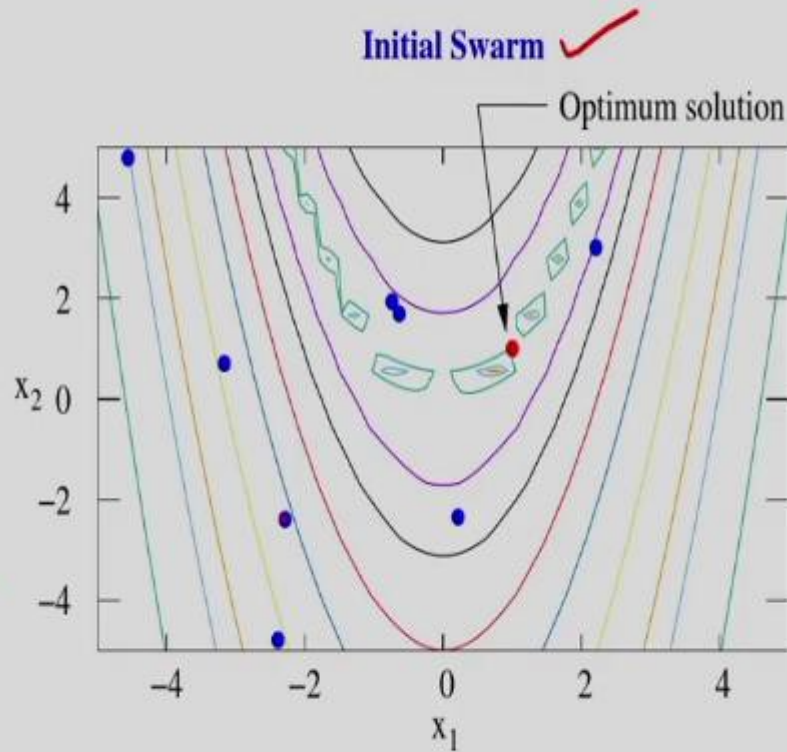
# Graphical Example

Updated positions of particles



Initial Swarm

Optimum solution





# Closure

- Introduction of PSO
- ✓ • Distinct feature of PSO
  - ▶ global best, local best, velocity and position updates
- ✓ • Velocity update
  - ▶ Velocity components: Momentum, cognitive and social parts
  - ▶ Graphical illustration
- ✓ • Position update
- ✓ • Flowchart of PSO
- ✓ • PSO on the generalized framework
- ✓ • Working principles of PSO through Rosenbrock function
- ✓ • Graphical example