



# Swarm Intelligence

Bio-Inspired Algorithms

By: Kunal Patel



# Swarm Intelligence based algorithms


## Introduction, category

- Nature Inspired algorithms
  - Bio-inspired Algorithms
    - **Swarm Intelligence based algorithms**
    - Non Swarm intelligence based algorithms
  - Physics and Chemistry based algorithms
  - Other algorithms



# Swarm Intelligence based algorithms

## Introduction, Characteristic

- Heuristic nonlinear optimization
  - Static optimization parameters taken as n-Dimensions
  - Escape from local minima
  - Convergence towards global minima
  - Balance between exploration(escape from local minima) and exploitation(approach towards minima)
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# Swarm Intelligence based algorithms

## Introduction, General Implementation

- Cost function to be optimized
  - N parameters
  - $f(x)$  functions to be optimized,  $h(x), g(x)$  constrains

$$\min_{x \in \mathbb{R}^n} f_i(x), \quad (i = 1, 2, \dots, M)$$

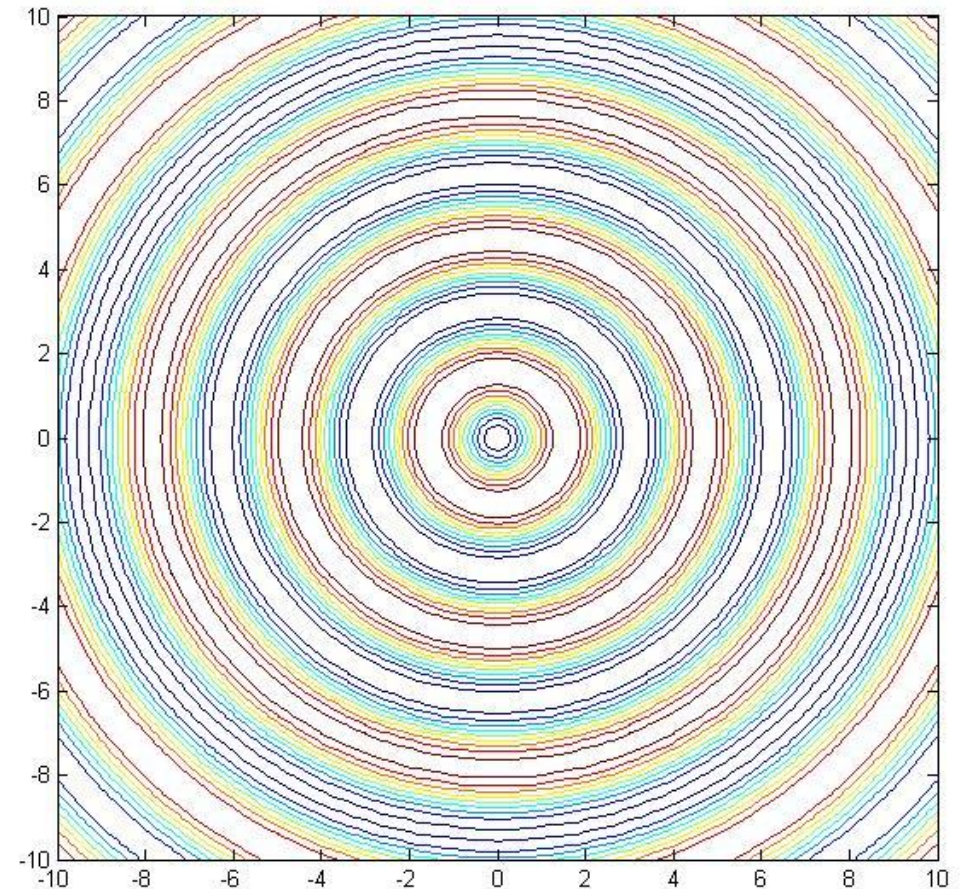
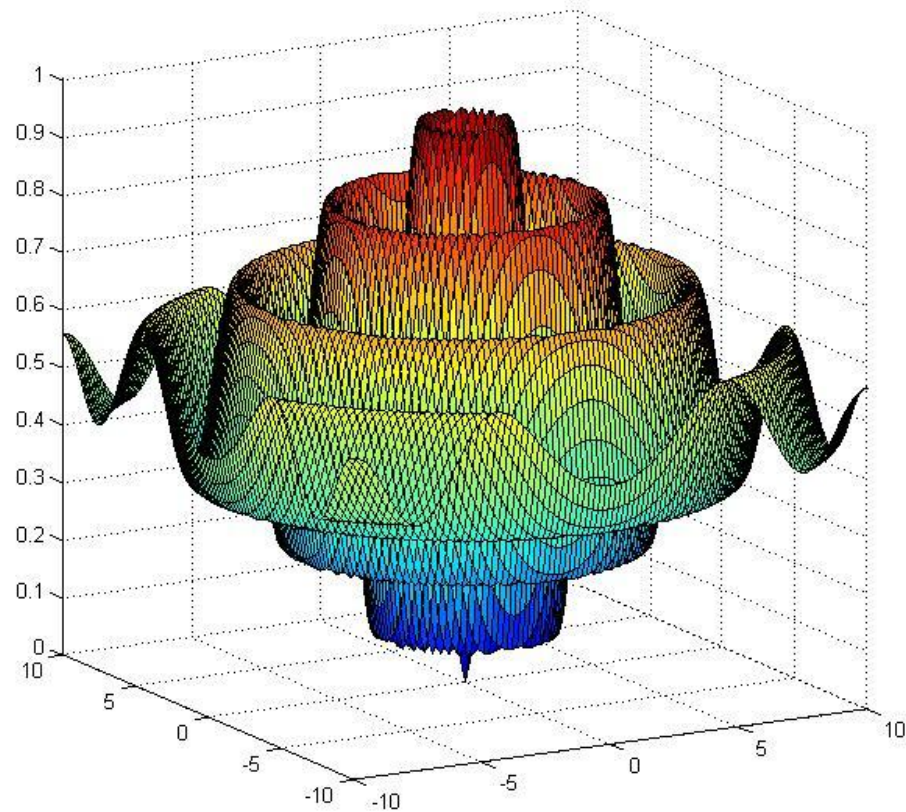
$$\text{Subject to } h_j(x) = 0, \quad (j = 1, 2, \dots, J)$$


$$g_k(x) \leq 0, \quad (k = 1, 2, \dots, K)$$



# Schaffer's F6 cost function


$$f(x) = 0.5 + \frac{\sin^2 \sqrt{x^2 + y^2} - 0.5}{(1 + 0.001 \times (x^2 + y^2))^2}$$





# Swarm Intelligence based algorithms

## Introduction, General Implementation

- Random Walk
    - Uniform distribution
    - Levi's distribution
    - Normal distribution
  - Chaos maps based walk
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# Swarm Intelligence based algorithms

## Introduction, Limitation

- Not guaranteed to reach global minima
  - As random stochastic path can not be predicted
- Can get stuck in local minima
- Requires parameters tuning for balance between exploration and exploitation for better result.
  - Parameters can vary based on cost functions used.
- Computation intensive



# Different Swarm based algorithms




- Particle Swarm optimization algorithms
- Wolf based search algorithms
  - Gray wolf optimization algorithm
- Bat Algorithms
- Firefly Algorithms
- Artificial Fish swarm algorithm
- Artificial Bee colony
- Etc...





# Wolf Based Search algorithm Introduction

- Social predators, hunt in pack
  - Commute as a nuclear family
  - Semi-cooperative, move in group in loosely coupled formation
  - When hunting, simultaneously search for prey
  - Hunting individually, or in a group
  - If sign of prey found, howl and call other wolf
  - If sign of threats like hunter, run away to a far position
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# Demo

- Wolf based Search algorithm
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