

2020

鯰魚粒子群演算法 (Catfish Particle Swarm Optimization, CPSO)

Soft Computing Application Final Project Preview

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Outline



1.介紹



2.原理



3.演算法步驟



4.測試結果

// 鯰魚效應 (Catfish Effect)

『引入強者，激勵弱者』

■ 挪威漁夫的故事

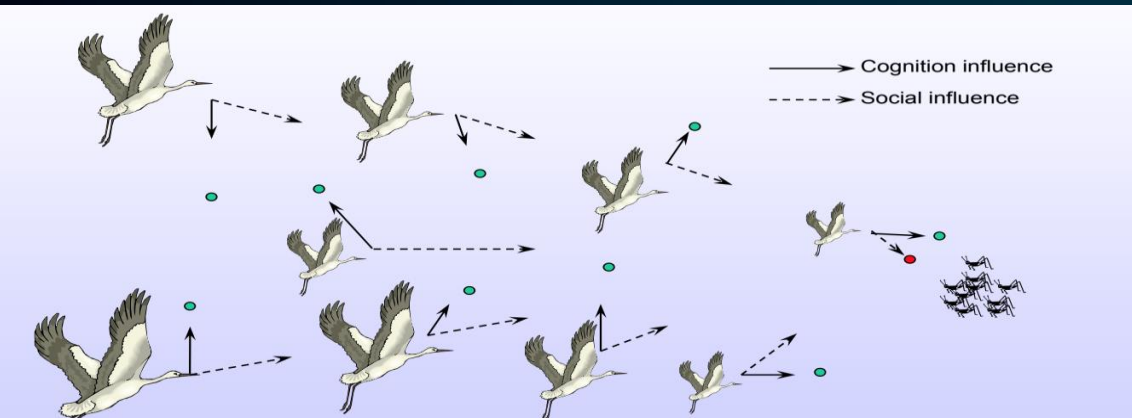
捕撈新鮮的沙丁魚

■ 放入鯰魚

不停游動以求活命。



改進PSO的想法概念



粒子群算法存在一個問題過早收斂

- 粒子陷入局部最優時
- 適應度差的粒子用Catfish 粒子代替
(模擬鯰魚效應)



初始化粒子

評估適應值



判斷是否產生鯰魚粒子

適時跳脫局部最佳解，避免過早收斂



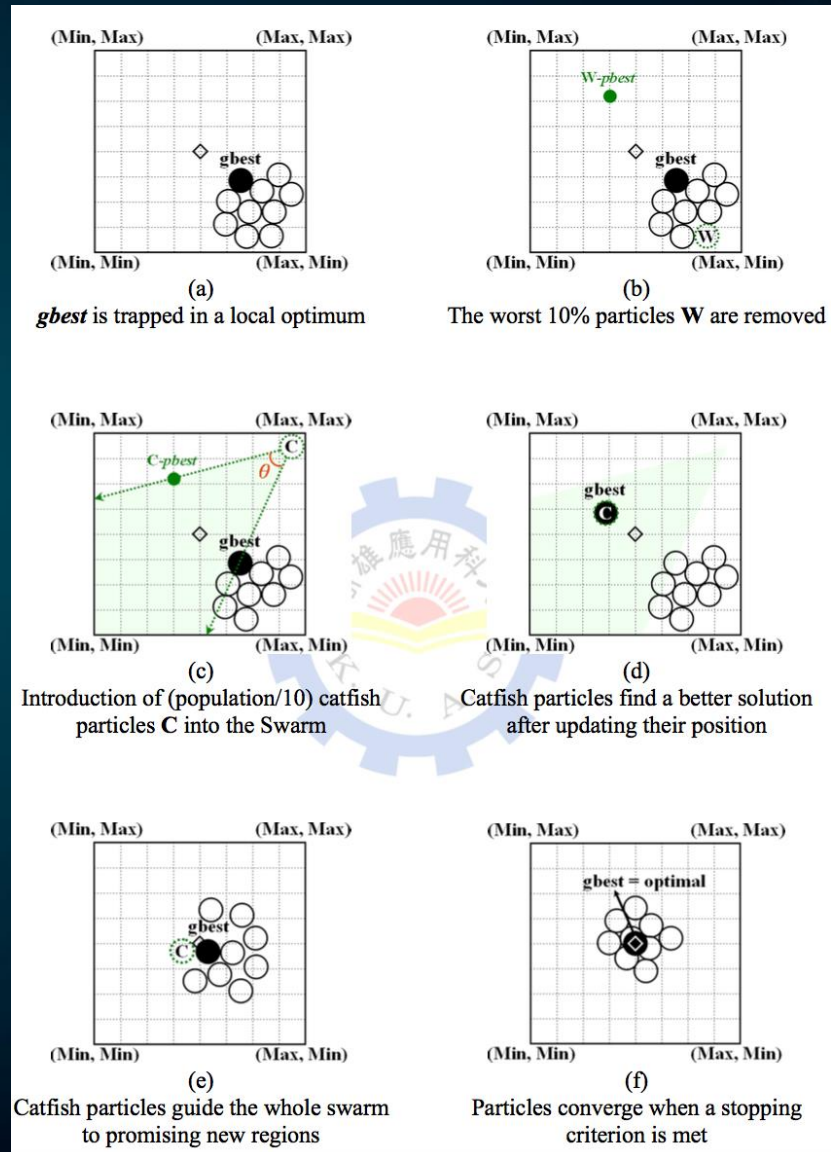
是否更迭完成

輸出最佳位置

// CatfishPSO pseudo-code

```
01: begin
02:   Randomly initialize particles swarm
03:   while (number of iterations, or the stopping criterion is not met)
04:     Evaluate fitness of particle swarm
05:     for  $n = 1$  to number of particles
06:       Find  $p_{best}$ 
07:       Find  $g_{best}$ 
08:       for  $d = 1$  to number of dimension of particle
09:         update the position of particles
10:       next  $d$ 
11:     next  $n$ 
12:     if fitness of  $g_{best}$  is the same Max times then
13:       Remove the 10% of particles  $R$  with the worst 10% fitness value
        of the population
14:       Introduce (population/10) catfish particles  $C$  into the swarm
15:     end if
16:   next generation until stopping criterion
17: end
```

// CatfishPSO pseudo-code





研究相關文獻



寫程式碼



測試資料並與其他
演算法做比較

Benchmark Problems

- Ackley(30)
- Girewank(N)
- Rastrigin(30)
- Rosenbrock(30)

File

Open A Benthmark

Objective Value

Iterations

— Iteration Average
— Iteration Best
— So Far The Best

☒ CatfishPSO ☐ PSO

Create Solver

Rest

Run One Iteration

Run To End

☒ Real Time Update

So Far The Best Value:

So Far The Best Solution:

2

Objective

Solution Information

Time Used:

Reference

- Li-Yeh Chuang a, Sheng-Wei Tsai b, Cheng-Hong Yang (2011),
Improved binary particle swarm optimization using catfish effect for feature selection
- JIUN-HAN HUANG (2017)
An UAV Aerial Image Recognition Based on Modified Evolutionary Computation
- PENG,Y.* –JI,C.M.–SHI,Y.L. (2019)
CATFISH-EFFECT MULTI-OBJECTIVE PARTICLE SWARM OPTIMIZATION FOR COORDINATED
- Sheng-Wei Tsai (2009)
DISPATCHMENT OF WATER AND SEDIMENT IN A RESERVOIR
Particle Swarm Optimizer with Catfish Effect as Scout Strategy for Global Optimization Problem

The background is a dark teal color. It features abstract geometric patterns consisting of overlapping translucent teal triangles and a network of white lines connecting small white dots. These patterns are concentrated in the corners and along the edges, leaving the center relatively clear for the text.

THANK YOU