

# Particle Swarm Optimization

- meta heuristic algorithm
- contains a population of candidate solutions
- particle  $i$  position  $\rightarrow x_i(t)$  where  $x_i(t)$  is a vector in the set of  $X$
- particle  $i$  velocity  $\rightarrow v_i(t)$
- particle  $i$  memory  $\rightarrow p_i(t)$  where  $p_i(t)$  is the best solution for particle  $i$
- $g(t)$  is the common swarm experience, no  $i$