Particle Swarm Optimizer

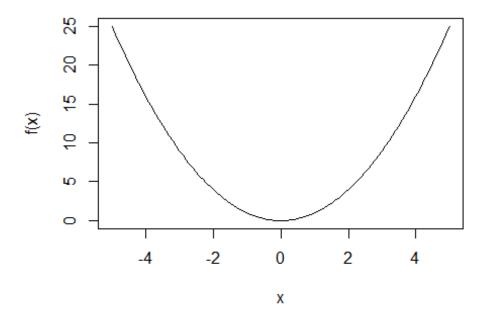
Jack Thomas

April 11, 2019

Trying out 2D first

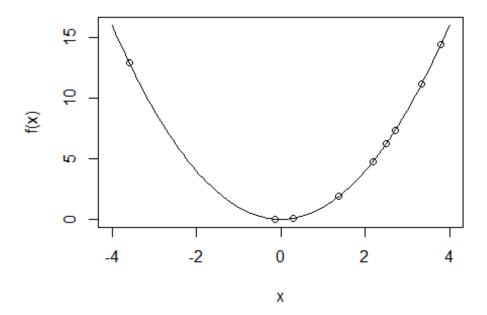
```
set.seed(123)
#Simple function

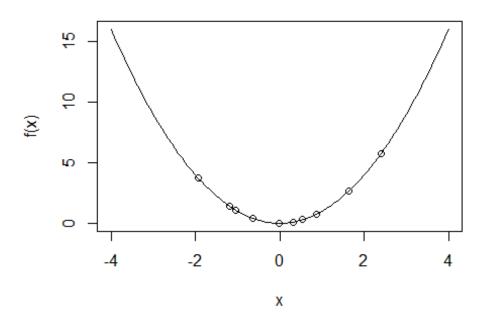
f <- function(x){
   return(x^2)
}</pre>
curve(f(x),-5,5)
```

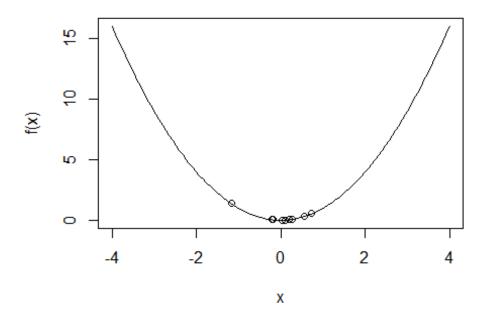


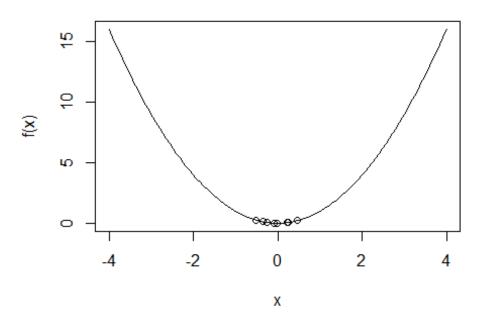
```
swarm <- function(S,lower, upper,omega,phiP,phiG){
  best_swarm <- lower
  #particle positions
  x <- rep(0,S)
  #particle best positions
  p <- rep(0,S)
  #particle velocities
  v <- rep(0,S)</pre>
```

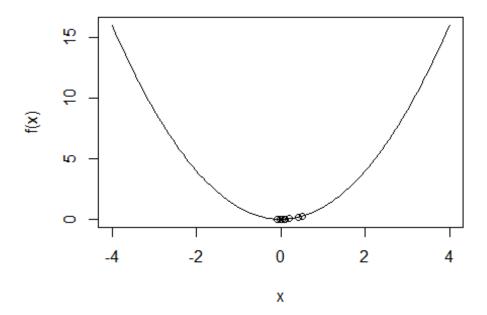
```
#for each particle i
  for (i in 1:S){
    #initial position
    x[i] <- runif(1,lower,upper)</pre>
    p[i] \leftarrow x[i]
    if(f(p[i]) < f(best_swarm)){</pre>
      best_swarm <- p[i]</pre>
    #initial velocity
    v[i] <- runif(1,-abs(upper-lower),abs(upper-lower))</pre>
  #print(x)
  #print(p)
  #print(v)
  #print(best_swarm)
  for(j in 1:100){
    for (i in 1:S){
      rp <- runif(1,0,1)
      rg <- runif(1,0,1)
      v[i] \leftarrow omega*v[i] + phiP*rp*(p[i]-x[i]) + phiG*rg*(best_swarm-x[i])
      x[i] \leftarrow x[i] + v[i]
      if (f(x[i]) < f(p[i])){</pre>
         p[i] \leftarrow x[i]
         #update best position in the swarm
         if (f(p[i]) < f(best_swarm)){</pre>
           best_swarm <- p[i]</pre>
         }
      }
    if(j\%2 == 0 \&\& j < 20){
      curve(f,lower,upper)
      points(x,f(x))
    }
  cat("best x value: ",best_swarm,"\n")
  cat("minimum: ",f(best swarm),"\n")
  cat("\n")
}
swarm(10, -4, 4, .5, .5, .5)
```

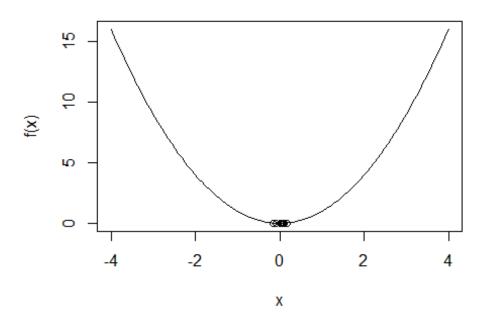


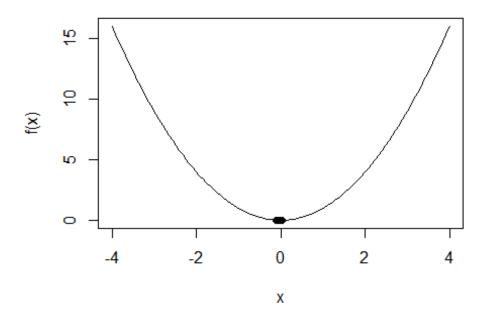


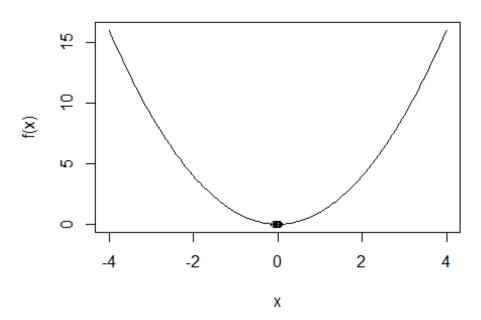


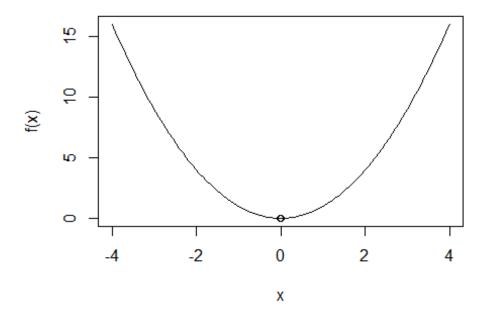








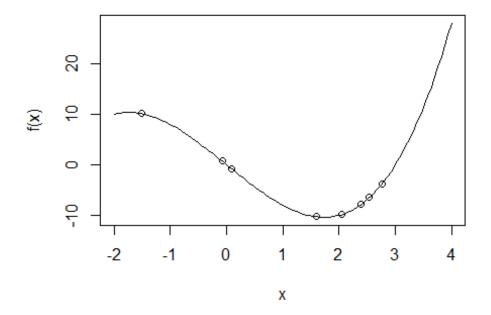


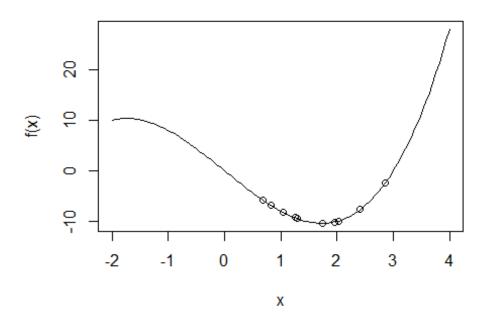


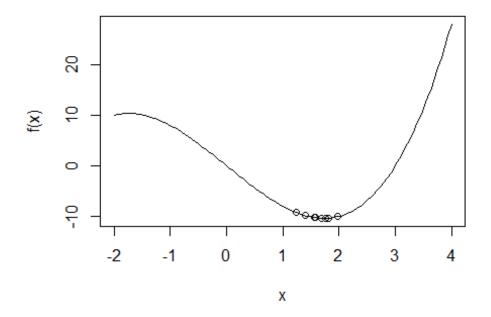
```
## best x value: -8.493187e-17
## minimum: 7.213423e-33

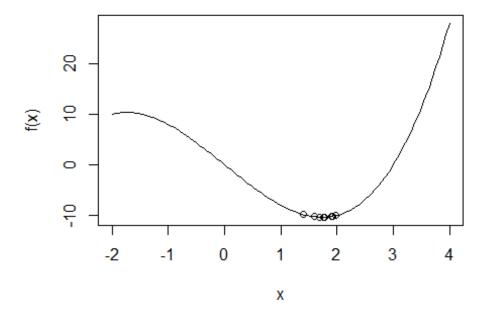
#more complex function
f <- function(x){
   return(x^3 - 9*x)
}
curve(f,-2,4)

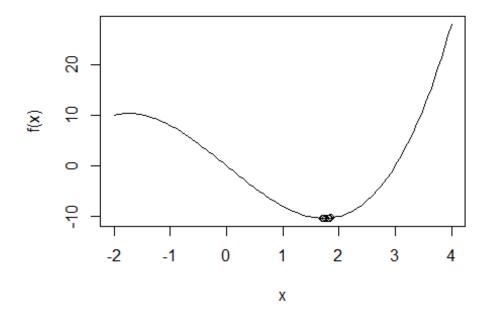
swarm(10,-2,4,.5,.5,.5)</pre>
```

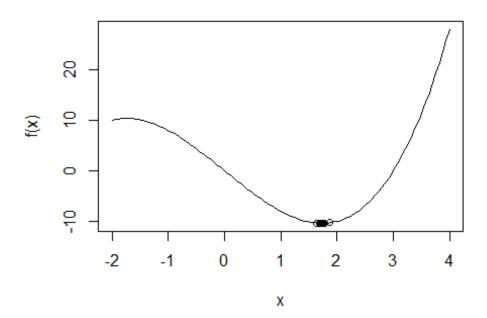


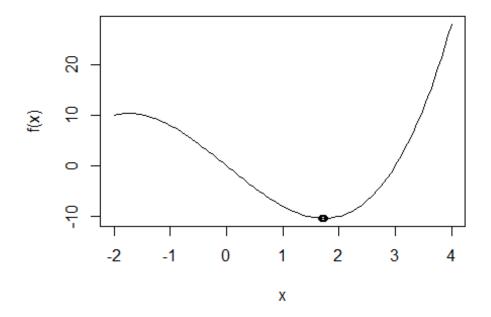


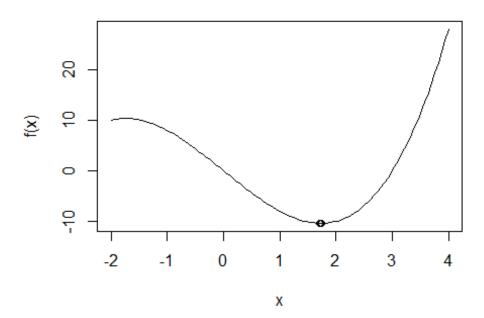


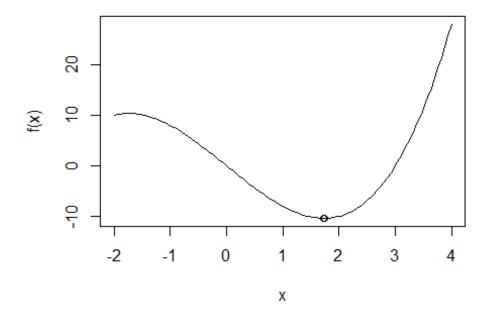












best x value: 1.732051 ## minimum: -10.3923