Technical Report - Project B - Optimization Techniques

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Spring 2022

Question 1.

Particle swarm optimization (PSO) is a nature-inspired algorithms. PSO algorithms search for an optimal solution in the solution space. It is different from other optimization algorithms in such a way that only the objective function is required, and it does not rely on the gradient or any differential form of the objective. It also has very few hyperparameters. While using PSO, we can never prove the real **global optimal** solution can be found. However, we often find that the solution found by PSO is quite close to the global optimal.

The basic PSO can be describes as follows:

 $f: \mathbb{R}^n \to \mathbb{R} \to \mathbb{R}$ the objective function which must be maximized.

Let S be the number of particles in the swarm.

Each particle has a position $\mathbf{x}_i \in \mathbb{R}^n$ in the search-space and a velocity $\mathbf{v}_i \in \mathbb{R}^n$.

Let $\mathbf{x_i}^*$ be the best known position of particle i.

Let **g** be the best known position of the entire swarm.

Initially, each particle takes a random position $\mathbf{x_i}^0$ within the search-space. Also, initial velocities can be set to zero $(\mathbf{v_i}^0 = \mathbf{0} \in \mathbb{R}^n)$.

Let *K* be the maximum number of iterations.

At each step (kth step), the algorithm updates the position of the particles:

$$x_i^k = x_i^{k-1} + v_i^k$$

where,

$$v_{i}^{k} = \theta^{k} v_{i}^{k-1} + c_{1} r_{1i}^{k} (x_{i}^{*} - x_{i}^{k-1}) + c_{2} r_{2i}^{k} (g - x_{i}^{k-1})$$
$$\theta^{k} = \theta^{max} - \left(\frac{\theta^{max} - \theta^{min}}{K}\right) . k$$

 θ is the inertia at each step which is initially set to θ^{max} and descends to θ^{min} as the algorithm approaches its maximum number of iterations. If $\theta = 1$, the particle's motion is entirely influenced by the previous motion, so the particle may keep going in the same direction. If $0 \le \theta < 1$, such influence is reduced, which means that a particle instead goes to other regions in the search domain.

the idea behind the term $(x_i^* - x_i^{k-1})$ is that as the particle gets more distant from the x_i^* (local/personal best) position, the difference $(x_i^* - x_i^{k-1})$ must increase; hence, this term increases, attracting the particle to its best

own position. The parameter c_1 is a positive constant, and it is an individual-cognition parameter. It weighs the importance of the particle's own previous experiences.

 r_1 is a random value parameter with range [0, 1]. This random parameter plays an essential role in avoiding premature convergences, increasing the most likely global optima.

The term $(g - x_i^{k-1})$ works as an attraction for the particles towards the best point (global best). Likewise, c_2 is also a social learning parameter, and it weighs the importance of the global learning of the swarm. And r_2 plays the same role as r_1 .

In this project, for each particle, in each iteration, r_{1i}^k and r_{2i}^k are uniformly distributed random numbers in (0, 1), and $c_1 = c_2 = \frac{1}{2}$.

Additionally, since we are dealing with a minimization problem, we use a substitute function to maximize:

$$F(x) = \frac{1}{0.1 + f(x)}$$

Pseudo code:

```
for each particle i = 1, ..., S do
    \mathbf{x}_i \sim U(\text{lower\_boundary}, \text{upper\_boundary})
    \mathbf{v}_i \leftarrow \mathbf{0} (vector of size n)
   Initialize the particle's best known position to its initial position: \mathbf{x_i}^* \leftarrow \mathbf{x_i}
   if F(\mathbf{x_i}^*) > F(\mathbf{g}) then
       update the swarm's global best position: \mathbf{g} \leftarrow \mathbf{x_i}^*
while a termination criterion is not met (finding solution or reaching maximum iteration) do:
   k = k + 1
   for each particle i = 1, ..., S do
       for each dimension d = 1, ..., n do
           Pick random numbers: r_1, r_2 \sim U(0,1)
           Update the particle's velocity: v_{di}^k \leftarrow \theta^k v_{di}^{k-1} + c_1 r_{1i}^k (x_{di}^* - x_{di}^{k-1}) + c_2 r_{2i}^k (g_d - x_{di}^{k-1})
       Update the particle's position: \mathbf{x}_i \leftarrow \mathbf{x}_i + \mathbf{v}_i
       if F(\mathbf{x}_i) > F(\mathbf{x}_i^*) then
           Update the particle's local best position: \mathbf{x_i}^* \leftarrow \mathbf{x_i}
           if F(\mathbf{x_i}^*) > F(\mathbf{g}) then
               Update the swarm's global best position: \mathbf{g} \leftarrow \mathbf{x_i}^*
```

Minimization objective functions:

Function #1: Sphere Function

$$f = \sum_{i=1}^{n} x_i^2$$

Where, n = 2, 10, 20

The python implementation of the PSO algorithm is attached to this report. The code is structurally simple and straightforward and is extensively commented to provide maximum information.

Two symmetrical boundary cases are examined: [-10, 10] and [-500, 500]

Figures 1 through 12 illustrate the results.

Figure 1. Result log. Function #1; Dimension = 2; Narrow Boundary

Global Best Value at each iteration for function #1; Dimension = 2; Symmetrical Boundary = [-10, 10]

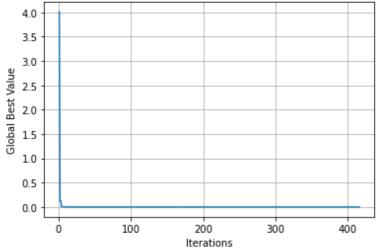


Figure 2. Global Best Diagram

Figure 3. Result log. Function #1; Dimension = 2; Wide Boundary

Global Best Value at each iteration for function #1; Dimension = 2; Symmetrical Boundary = [-500, 500]

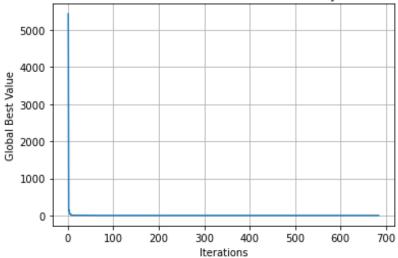


Figure 4. Global Best Diagram

Figure 5. Result log. Function #1; Dimension = 10; Narrow Boundary

Global Best Value at each iteration for function #1; Dimension = 10; Symmetrical Boundary = [-10, 10]

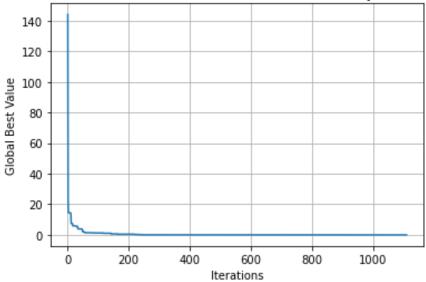


Figure 6. Global Best Diagram

Figure 7. Result log. Function #1; Dimension = 10; Wide Boundary

Global Best Value at each iteration for function #1; Dimension = 10; Symmetrical Boundary = [-500, 500]

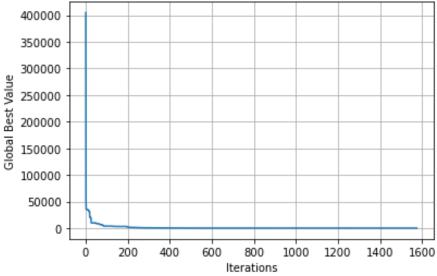


Figure 8. Global Best Diagram

Figure 9. Result log. Function #1; Dimension = 20; Narrow Boundary

Global Best Value at each iteration for function #1; Dimension = 20; Symmetrical Boundary = [-10, 10]

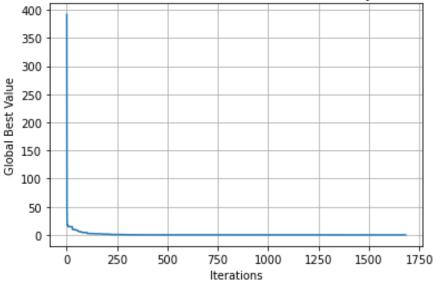


Figure 10. Global Best Diagram

Figure 11. Result log. Function #1; Dimension = 20; Wide Boundary

Global Best Value at each iteration for function #1; Dimension = 20; Symmetrical Boundary = [-500, 500]

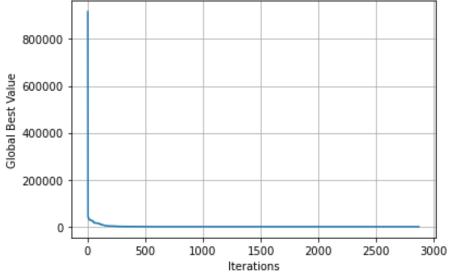


Figure 12. Global Best Diagram

Function #2: Booth Function

$$f(x,y) = (x + 2y - 7)^2 + (2x + y - 5)^2$$

One symmetrical boundary is examined: [-10, 10].

Figures 13 and 14 illustrate the results.

Figure 13. Result log. Function #2; Dimension = 2

Global Best Value at each iteration for function #2; Dimension = 2; Symmetrical Boundary = [-10, 10]

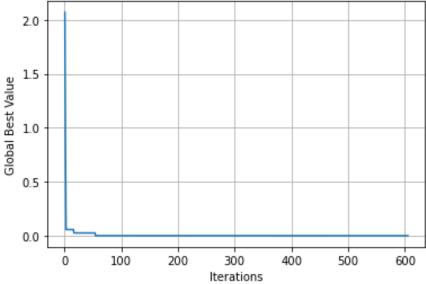


Figure 14. Global Best Diagram