Session: Artificial Bee Colony

Course Title: Computational Intelligence
Course Code: 19CSE422A

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- 6. Demonstrate an implementation of ABC algorithm
- 7. Discuss some applications of the ABC algorithm

At the end of this session, the student will be able to:

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- 5. List the applications of ABC



Recommended Resources for this Session

- Karaboga, Dervis and Basturk, Bahriye, A Powerful and Efficient Algorithm for Numerical Function Optimization: Artificial Bee Colony (ABC) Algorithm, Journal of Global Optimization, November 2007, Volume 39, Issue 3, pp 459-471
- 2. Karaboga et al, *A Comprehensive Survey: Artificial Bee Colony (ABC) Algorithm and Applications*, Artificial Intelligence Review, June 2014, Volume 42, Issue 1, pp 21-57.
- 3. B. Akay and D. Karaboga, *Artificial bee colony algorithm for large-scale problems and engineering design optimization*, Journal of Intelligent Manufacturing, August 2012, Volume 23, Issue 4, pp 1001–1014.
- 4. V. R. Kulkarni, V. Desai and R. V. Kulkarni, "Multistage localization in wireless sensor networks using artificial bee colony algorithm," *Proceedings of the IEEE Symposium Series on Computational Intelligence (SSCI)*, Athens, Greece, December 2016, pp. 1–8.





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- A hive of bees flies 90,000 miles (three orbits around the earth) to collect 1 kg honey



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- They communicate by dancing





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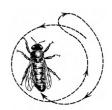
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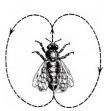
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- Onlookers wait in the nest and establish a food source through the information shared by employed foragers







- The exchange of information is an important occurrence in the formation of collective knowledge
- Communication related to the quality of food sources takes place in the dancing area
- Employed foragers share their information with a probability proportional to the profitability of the food source, and this sharing through waggle dancing is longer in duration
- An onlooker on the dance floor watches numerous dances and decides to employ herself at the most profitable source
- There is a greater probability of onlookers choosing more profitable sources since more information is circulated about the more profitable sources



Artificial Bee Colony (ABC) Algorithm

- 1. ABC is a meta-heuristic algorithm based on the foraging behavior of honey bees
- 2. ABC as an optimization tool, provides a population-based search procedure in which individuals called foods positions are modified by the artificial bees with time and the bees' aim is to discover the places of food sources with high nectar amount and finally the one with the highest nectar
- 3. The position of a food source represents a possible solution to the optimization problem and the nectar amount of a food source corresponds to the quality (fitness) of the associated solution
- 4. It is simple and converges faster to the optimal solution with moderate computational efforts



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- 4. ABC defines two leading modes of the behavior: the recruitment to a rich nectar source and the abandonment of a poor source

Essential Components of ABC

1. Food Sources: In order to select a food source, a forager bee evaluates several properties related with the food source such as its closeness to the hive, richness of the energy, taste of its nectar, and the ease or difficulty of extracting this energy



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- 3. **Unemployed Foragers:** A forager bee that looks for a food source to exploit is called unemployed. It can be either a scout who searches the environment randomly or an onlooker who tries to find a food source by means of the information given by the employed bee. The mean number of scouts is about 5–10%



ABC Algorithm

Algorithm 7B.1. ABC Algorithm

- 1: Initialize Population
- 2: while stopping criteria is met do
- 3: Place employed bees to their food positions
- 4: Place the onlooker bees on the food sources depending on their nectar amounts
- 5: Send the scouts to the search area for discovering new food sources
- 6: Memorize the best food source found so far
- 7: end while



Initialization Step in ABC

1. The first step is initialization where values as maximum population S, dimension D, maximum cycles k_{max} are initialized. Food source is a D dimensional vector represented as $x_{1D}, x_{2D} \dots x_{SD}$. B is a constant value representing a maximum limit to search for food positions



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- 2. Bees evaluate the given objective function f with initial random food positions to determine the fitness f for each x_{iD} where $i = 1, 2, 3, \ldots, S$
- 3. Each employed bee explores its neighboring food sources and apply a greedy selection strategy between its food source and food sources of its neighbors. If the f of the new position is higher then employed bee updates its x_{iD} otherwise it remains unchanged



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- 4. A new candidate position from the existing memory is generated using $v_{ij}=x_{ij}+\phi_{ij}\cdot(x_{ij}-x_{oj})$, where $i,o\in 1,2,\ldots,N$ and $j=1,2,\ldots,D$. o is randomly chosen such that $o\neq i$ and $-1\leq\phi_i\leq 1$.



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- 3. Scout bees discover new food position and randomly replace existing food position as given by: $x_{ij} = x_{\min}^j + q(x_{\max}^j x_{\min}^j)$, where q is a random number in [0,1]

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- 4. For Job shop scheduling, generalized assignment problem, to image edge enhancement

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- 4. Multiple interactions: Employed bees share their information about food sources with their nest mates (onlookers) waiting on the dance area





Demo of MATLAB Simulation of ABC



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- 2. Different communications take place in honey bee colonies through waggle dances
- 3. Major phases in ABC: Initialization, onlooker and scout
- 4. ABC is becoming popular as a competitor to PSO as an optimization algorithm
- 5. There are innumerable engineering applications of the ABC algorithm: Some have been discussed



Any Questions?





Thank You

