

## Assignment No. 7

### **Title: Optimization of Warehouse Layout and Data Clustering Using Particle Swarm Optimization**

**Aim:** Write a program to optimize the layout of a warehouse or Data Clustering problem using particle swarm optimization algorithm.

#### **Objectives**

- Implement the PSO algorithm for optimizing warehouse layout to minimize travel distance and maximize efficiency.
- Apply PSO for data clustering to group similar data points and compare its performance with standard clustering algorithms.
- Analyze the convergence and effectiveness of PSO in both scenarios.

#### **Theory:**

##### **Introduction:**

Particle Swarm Optimization (PSO) is a population-based metaheuristic algorithm inspired by the social behavior of birds flocking or fish schooling. It is widely used for solving complex optimization problems, including warehouse layout design and data clustering. In warehouse layout optimization, PSO helps minimize travel distance and maximize space utilization by determining the optimal arrangement of storage locations and aisles. In data clustering, PSO is used to group similar data points by optimizing the placement of cluster centroids, often outperforming traditional methods like k-means in avoiding local minima.

##### **Particle swarm optimization:**

Below is a concise, practical step-by-step description of the canonical Particle Swarm Optimization (PSO) loop, plus a compact pseudocode you can use as a template.

Goal: minimize (or maximize) an objective function

$$f(\mathbf{x}), \quad \mathbf{x} \in \mathbb{R}^n$$

##### **Step-by-step PSO**

Define the problem and the objective.

- Decide whether you minimise or maximise  $f(\mathbf{x})$ .
- Specify the search space (bounds for each dimension).

## Set PSO hyperparameters

- Swarm size ( $S$ ) (number of particles).
- Inertia weight ( $w$ ) (controls momentum).
- Cognitive coefficient ( $c_1$ ) (particle's self-attraction).
- Social coefficient ( $c_2$ ) (swarm attraction).
- Maximum velocity ( $v_{\max}$ ) (optional clamping).
- Stopping criteria: max iterations, target fitness, or stagnation threshold.

## Initialize swarm

- For each particle ( $i=1 \dots S$ ):
  - Initialise position  $\mathbf{x}_i$  randomly within bounds.
  - Initialise velocity  $\mathbf{v}_i$  (often zeros or small random values).
  - Set personal best  $\mathbf{p}_i \rightarrow \mathbf{x}_i$ .
  - Evaluate fitness  $f(\mathbf{p}_i)$ .
  - Set global best  $\mathbf{g}$  to the best  $\mathbf{p}_i$ .

## Main loop (repeat until stopping criteria)

For each particle ( $i$ ):

Draw two random vectors  $\mathbf{r}_1, \mathbf{r}_2 \sim U(0,1)$  (elementwise).

Update velocity:

$$\begin{aligned}\mathbf{v}_i &\leftarrow w\mathbf{v}_i \\ &+ c_1 \mathbf{r}_1 \odot (\mathbf{p}_i - \mathbf{x}_i) \\ &+ c_2 \mathbf{r}_2 \odot (\mathbf{g} - \mathbf{x}_i)\end{aligned}$$

Velocity clamping (optional): clip each component of

$$\mathbf{v}_i \in [-v_{\max}, v_{\max}]$$

Update position:

$$\mathbf{x}_i \leftarrow \mathbf{x}_i + \mathbf{v}_i$$

- Handle boundaries: if  $\mathbf{x}_i$  goes outside bounds, either clamp to boundary, reflect velocity, or wrap—choose based on problem semantics.
- Evaluate fitness: compute  $f(\mathbf{x}_i)$ .
- Update personal best: if  $f(\mathbf{x}_i)$  better than  $f(\mathbf{p}_i)$ , set  $\mathbf{p}_i \leftarrow \mathbf{x}_i$ .
- Update global best: if  $\mathbf{p}_i$  is better than current  $\mathbf{g}$ , set  $\mathbf{g} \leftarrow \mathbf{p}_i$ .

- Optionally update ( $w$ ) (e.g., linearly decrease) or adapt coefficients.
- Stop and return
- When stopping condition met, return  $g$  and  $f(g)$ .
- Optionally perform a local search starting from  $g$  for refinement or restart PSO from different initial seeds.

#### Practical tips & common variants (short)

- Inertia scheduling: start with a larger ( $w$ ) (favour exploration) and reduce it to favour exploitation.
- Constriction factor: an alternative to clamping; ensures theoretical convergence in some formulations.
- Neighbourhood (lBest) PSO: use a local best among neighbours instead of a single global best — helps avoid premature convergence.
- Binary or discrete PSO: different position/velocity interpretation for combinatorial problems.
- Perform multiple restarts or hybridize with local search if stagnation occurs.

#### Methodology

1. Warehouse Layout Optimization
  - Define the warehouse dimensions and storage requirements.
  - Represent each particle as a possible layout configuration (e.g., aisle positions, storage locations).
  - Use the travel distance or space utilization as the fitness function.
  - Update particle positions and velocities using standard PSO equations until convergence.
2. Data Clustering
  - Initialize particles as cluster centroids.
  - Assign data points to the nearest centroid and calculate the fitness (e.g., sum of squared errors).
  - Update particle positions (centroids) using PSO equations.
  - Repeat until convergence or maximum iterations.

#### Conclusion: