

# TEKSDIO MAS

## Lecture 3: S1

### Exercise: PSO

#### Question 1

- a) Explain the canonical PSO

This is the original PSO of Kennedy & Eberhart, 1995

$$\sigma'_{id} = w v_{id} + w_1 \varphi_1 (p_{id} - x_{id}) + w_2 \varphi_2 (p_{gl} - x_{id})$$

$\underbrace{w v_{id}}_{\text{Inertia term}}$     $\underbrace{w_1 \varphi_1 (p_{id} - x_{id})}_{\text{Cognitive term}}$     $\underbrace{w_2 \varphi_2 (p_{gl} - x_{id})}_{\text{Social term}}$

where  $v'_{id}$  is updated velocity of particle i  
in dimension d

$v_{id}$  is old velocity of particle i  
in dimension d

$\omega_1, \omega_2, \omega_3$  are parameters that  
need to be tuned

$\varrho_1, \varrho_2 \in [0, 1]$  uniform random  
distribution

$x_{id}$  is position of particle i  
in dimension d

$p_{id}$  is best position of particle i  
in dim d

$p_{sd}$  is global best position of all  
particles in dim d

$x'_{id} = x_{id} + v'_{id}$  updated particle position

Random position and velocities of  
particles at initialization is assumed

b) Calculate an iteration of particle 1

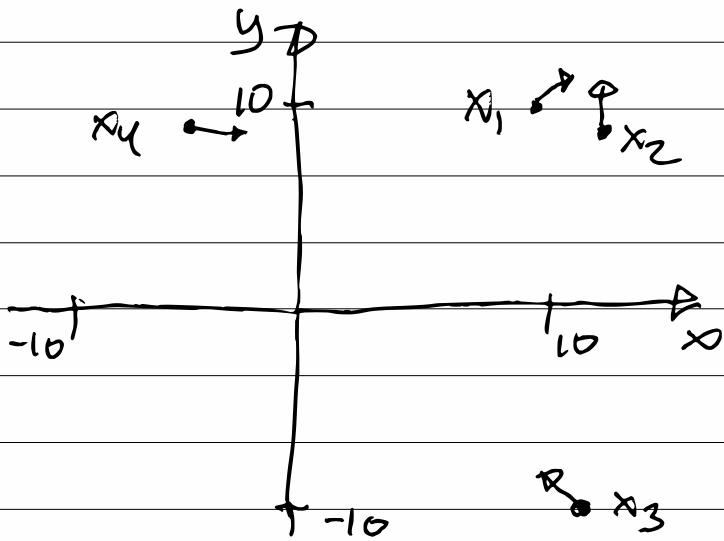
$$x_1 = (10, 10) \quad v_1 = (1, 0.75)$$

$$x_2 = (12, 8) \quad v_2 = (0, 2)$$

$$x_3 = (11, -10) \quad v_3 = (-1, 1)$$

$$x_4 = (-4, 9) \quad v_4 = (2, 0)$$

assuming  $\omega_1 = 0.98$ ,  $\omega_2 = 0.04$ ,  $\omega_3 = 0.02$   
 $k = 0$ , emitter is at  $(0, 0)$



Let's calculate the global best  
particle

$$r_1 = \sqrt{10^2 + 10^2} = \sqrt{200} = 14.14$$

$$r_2 = \sqrt{12^2 + 8^2} = \sqrt{144 + 64} = \sqrt{208} = 14.4$$

$$r_3 = \sqrt{11^2 + (-1)^2} = \sqrt{121 + 100} = \sqrt{221} = 14.87$$

$$r_4 = \sqrt{(-4)^2 + 9^2} = \sqrt{16 + 81} = \sqrt{97} = 9.85$$

which gives the detected signal power of the emitter at each particle

$$P(r_1) = \frac{1}{4\pi(14.14)^2} + 0 \text{ dB} \approx 0,000318$$

$$P(r_2) = \frac{1}{4\pi(14.4)^2} = 0,000384$$

$$P(r_3) = \frac{1}{4\pi(14.87)^2} = 0,000360$$

$$P(r_4) = \frac{1}{4\pi(9.85)^2} = 0,000820$$

$\Rightarrow P_3 = x_4$  Particle 4 is global best position since it is closest to emitter

$$\begin{aligned}
 v'_{11} &= w \cdot v_{11} + w_1 \varphi_1 (x_{11} - x_{11}) + w_2 \varphi_2 (x_{41} - x_{11}) \\
 &= 0.98 \cdot 1 + 0.01 \cdot 0.3 (10 - 10) + 0.02 \cdot 0.9 (-4 - 10) \\
 &= 0.98 + 0 - 0.252 = 0.728
 \end{aligned}$$

$$\begin{aligned}
 v'_{12} &= w \cdot v_{12} + w_1 \varphi_1 (x_{12} - x_{12}) + w_2 \varphi_2 (x_{42} - x_{12}) \\
 &= 0.98 \cdot 0.75 + 0.01 \cdot 0.15 (10 - 10) + 0.02 \cdot 0.1 (9 - 10) \\
 &= 0.735 + 0 - 0.002 = 0.733
 \end{aligned}$$

we have assumed that  $\varphi_1$  and  $\varphi_2$  are randomly drawn each time we use them in a calculation

this gives us updated positions

$$\begin{aligned}
 x'_{11} &= x_{11} + v'_{11} = 10 + 0.73 = 10.73 \\
 x'_{12} &= x_{12} + v'_{12} = 10 + 0.73 = 10.73
 \end{aligned}$$

c) simulate the next particle iterations using NetLogo.