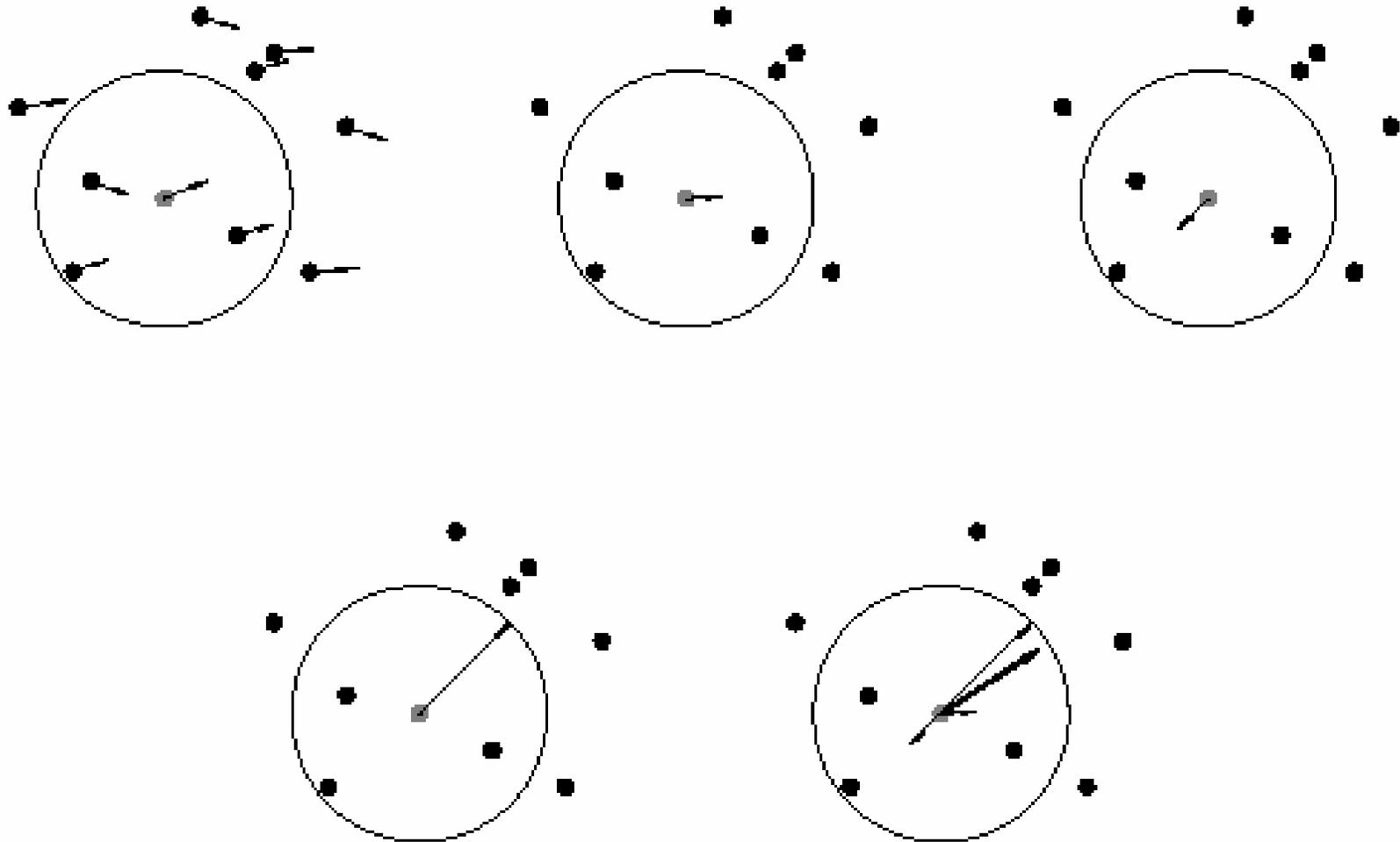


# Boids

- General reference:
  - <http://www.red3d.com/cwr/boids/>



# Particle swarm optimization

- Like ACO, PSO is an example of *swarm intelligence*, loosely based on the properties of a flock of birds or a school of fish.



1. Initialize positions and velocities of the particles  $p_i$ :
  - 1.1.  $x_{i,j} = x_{\min} + r(x_{\max} - x_{\min}), i = 1, \dots, N, j = 1, \dots, n$
  - 1.2.  $v_{i,j} = \alpha \frac{x_{\min} + r(x_{\max} - x_{\min})}{\Delta t}, i = 1, \dots, N, j = 1, \dots, n$
2. Evaluate each particle in the swarm:  $x_i \rightarrow f(x_i), i = 1, \dots, N$ .
3. Update the best position of each particle, and the global best position. Thus, for all particles  $p_i i = 1, \dots, N$ :
  - 3.1. if  $f(x_i) < f(x_i^{\text{pb}})$  then  $x_i^{\text{pb}} \leftarrow x_i$ .
  - 3.2. if  $f(x_i) < f(x^{\text{sb}})$  then  $x^{\text{sb}} \leftarrow x_i$ .
4. Update particle velocities and positions:
  - 4.1.  $v_{i,j} \leftarrow v_{i,j} + c_1 q \left( \frac{x_i^{\text{pb}} - x_{i,j}}{\Delta t} \right) + c_2 r \left( \frac{x^{\text{sb}} - x_{i,j}}{\Delta t} \right), i = 1, \dots, N, j = 1, \dots, n$
  - 4.2.  $x_{i,j} \leftarrow x_{i,j} + v_{i,j} \Delta t, i = 1, \dots, N, j = 1, \dots, n$ .
5. Return to step 2, unless the termination criterion has been reached.

