

PID controller parameters enhanced founded on Artificial Fish Swarm Algorithm

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Abstract. Optimization issues are of great importance to both the industrial and scientific worlds. Artificial Fish Swarm Algorithm (AFSA) is a clever optimization algorithm founded on a behaviour inspired by the nature. The enhanced artificial fish swarm algorithm (EAFSA), settled on chaotic model, is applied to optimize the Proportional Integral Derivatives PID parameters, which increases the dynamic of the tuning mechanism and improves its fundamental behaviour. The simulation results show that this optimization algorithm gives faster response, shorter adjustment time and smaller overshoot.

1. Introduction

Despite all the advances in control, the Proportional-Integral-Derivative PID controller remains the most used controllers for decades. And notwithstanding that advanced control rules are used; it is familiar to have a hierarchical design of the PID control at the lowest rank [1]. Performances of PID are mostly evaluated to control the frequency and the power of the system [2][3][4]. To enhance PID performances, various theories and algorithms have been proposed [5].

Artificial Fish Swarm AFSA algorithm founded on the behavior of the swarm. This algorithm has a strong prevention capability and overall extremity[6][7]. It is adjustable and the speed of convergence is quick [8]. It requires no characteristics such as the fitness value, so it has the particular easy-going ability to test space, belongs in principle to a Swarm with its sophisticated algorithm. In many areas of computing and optimization, this algorithm has been implemented [9] [10][11][12].

In this paper, the AFSA is applied to optimize the PID parameters, and an EAFSA were adopted, which adds the dynamic adjustment mechanism of parameters and improves its basic behaviors. Simulation results prove that it has good optimization outcomes on PID parameters, and the achievement of the EAFSA is better.

The paper is arranged as follows: the second section explains shortly the PID tuning approach. The third section is about the Artificial Fish Swarm Algorithm. Section four provides some results of simulations on Matlab/Simulink to show the performance of AFSA. Finally, section five gives the conclusion of the research.

2. Mathematical model of PID controller



Inherently, the PID controller depends on past and actual error values as well as an augury of the future control errors. In fact, the integral part acts on the average of past errors; the proportional part takes effect on the present error value; and the derived part acts as a forecast of future errors founded on a linear extrapolation. PID computes continually the error value $err(t)$ as the difference between the needed process variable (output) and the required input (reference) as shown below.

$$err(t) = reference - output \quad (1)$$

By adjusting the control variable $u(t)$, the control attempts to minimize the failure over time. In general, the theoretical time description of a PID is as follows:

$$u(t) = K_p \cdot err(t) + K_I \int_0^t err(t) \cdot dt + K_D \cdot \frac{d.err(t)}{dt} \quad (2)$$

With K_p proportional parameter, K_I integral parameter and K_D derivative parameter of the PID controller.

Commonly, the performance of the controller is described by the objective function. That typical criteria for PID tuning, can be such as the integral of absolute error (ITAE), the integral of time-weighted absolute error (ITAE), the integral of time-weighted squared error (ITSE) and the integral of squared error (ISE). However, these criteria don't have an essential repercussion on the designing of robust PID.

In the continuation of the works, the model of the PID is that represented in the following fig.1.

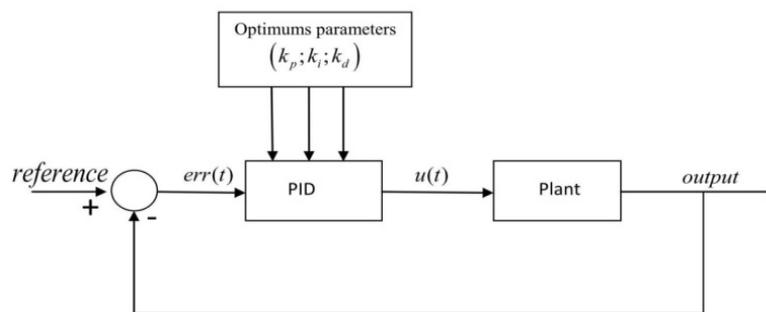


Figure.1. PID controller block diagram based on intelligent control

3. Artificial fish swarm algorithm AFSA

The swarm of artificial fish is a clever optimization algorithm simulating the basic behavior of natural fish stocks by the creation of artificial fish. It builds on a simple bottom compartment of artificial fish [13]. Furthermore, it constructs on the global optimum obtained by individuals' local probing behaviors. This algorithm is able to prevent local extremities and reach global limits. It is flexible in use and rapidly converging [14].

3.1. The fundamental of AFSA

The consistency of an artificial fish food Y is described as the reverse of the objective function J [15]:

$$Y = \frac{1}{J} \quad (3)$$

The fundamental of Artificial Fish Swarm Algorithm (AFSA) is founded on the following steps: searching, swarming, following and bulletin [16]. Consider a space in which, the fish are free to move as shown in fig.2. Detecting the presence of food in this given area causes the quick moving of fish nearest the food position.

Assuming the current position of a selecting fish is x_i and let denote TN a trial number that help to improve the convergence efficiency. The AFSA is described as below, with δ the crowd factor :

- Select the next position x_j within its field of view, and move one step towards it.
- In its field of view, randomly produced a state x_j , if $Y_j > Y_i$ (x_j state when the food concentration is large), then move one step towards x_j . Otherwise, produce new position x_j , then judge. If you try TN and the move condition is still not met, thus random behavior is performed.
- In the range of individual field of view of artificial fish, the center location and number of fish are respectively x_c and n_f . Thereby; if $\frac{Y_c}{n_f} > \delta \cdot Y_i$ (the central location of food is many and not crowded) , then move one step to the central position x_c . Otherwise, the foraging behavior is performed.

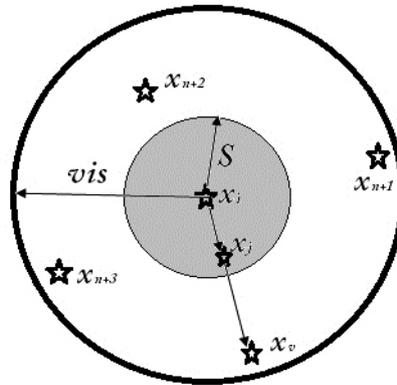


Figure. 2. Field of view and movement of an artificial fish

- x_j is the optimal individual state of the objective function value in the field of view of the artificial fish. If $\frac{Y_j}{n_f} > \delta \cdot Y_i$ (large food and not crowded), then move one step towards x_j . Otherwise, the foraging behavior is performed .

3.2. Enhancing performance of the AFSA

In this section, the descriptions of the improvements of the AFSA are given.

3.2.1 Vision and Step improvement. The field of view and step length have an important effect on the search of ability, precision and convergence speed of AFSA [17][18]. Thereby, the field of view Vis and step length S are dynamically settled according to the goal.

$$\begin{cases} \alpha = \exp[-30 \cdot \beta^\mu] \\ Vis = Vis \times \alpha + Vis_{\min} \\ S = S \times \alpha + S_{\min} \end{cases} \quad (4)$$

with $\beta = \frac{gen}{Mgen}$, gen and $Mgen$ denote respectively the current and the maximum iteration, α

denote the improvement convergence coefficient, S_{min} is the minimum steps length, Vis_{min} is the minimum field of view, and μ is the rate change.

Fig.3 shows the curves of the convergence of α according to μ . Thus, the curves keep the highest value at the commencement of the operation, then progressively becomes larger and smaller, and finally keep the minimum. That leads quickly Vis and S to their maximum values. Thereby, the algorithm searches finely around the optimal value to improve the solution precision.

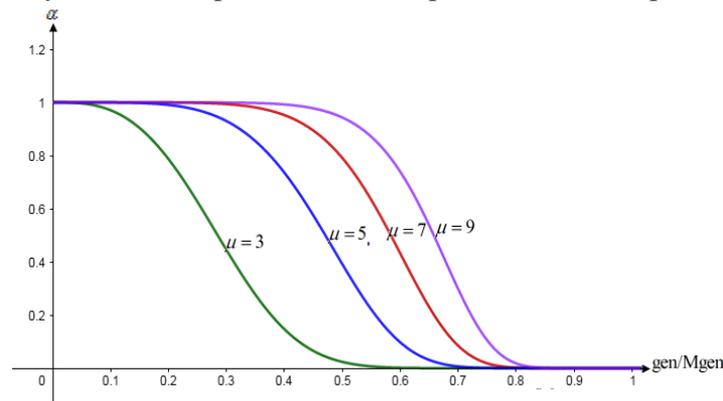


Figure 3. α curve of convergence

3.2.2. Basic Behavior Improvement. Foraging behavior improvement: In the field of view given by the eq.4, choose a position x_j . If $Y_i < Y_j$, then swim directly to x_j , otherwise, choose new position x_j and judge. Repeat until the moving condition met, then move randomly according to the following eq.5.

$$x_j = x_i + Vis \times |2 \times rand(.) - 1| \quad (5)$$

Swarming behavior improvement: The standard AFSA is transformed into the central position of the whole fish in the center position x_c of the individual neighborhood. If $Y_c \cdot F > \delta \cdot Y_i$ then move one step to x_c ; otherwise, the foraging behavior is performed. F denotes the fish size.

$$x_i(t+1) = x_i(t) + \frac{x_c - x_i(t)}{\|x_c - x_i(t)\|} \times rand(.) \times S \quad (6)$$

Foraging behavior improvement: the appropriate position, of AFSA in the individual neighborhood, becomes the global optimal position x_{best} of the whole fish group, and the optimal value is Y_{best} . If $Y_{best} \cdot F > \delta \cdot Y_i$ then move one step to x_{best} ; otherwise, execute the foraging behavior.

$$x_i(t+1) = x_i(t) + \frac{x_{best} - x_i(t)}{\|x_{best} - x_i(t)\|} \times rand(.) \times S \quad (7)$$

3.2.3. Enhanced PID parameters based on AFSA. Tuning model: the state of an individual artificial fish is setting as $x_i = (K_p^i, K_I^i, K_D^i)$ and the distance between individuals is λ_{ij} , described by eq.8.

$$\lambda_{i,j} = \sqrt{(K_p^i - K_p^j)^2 + (K_I^i - K_I^j)^2 + (K_D^i - K_D^j)^2} \quad (8)$$

Fitness function : The fish swarm algorithm solves the problem of large food concentration, so is taken down and converted to the maximum value. Then the food consistence is given by:

$$Y = J^{-1} = \left(\sum_{i=1}^F (k.T^2 \cdot |err(i)| + [u(i) - u(i-1)]^2 .T) \right)^{-1} \tag{9}$$

Improvement of PID parameters: centered on the parameters $(K_p^{ZN}, K_i^{ZN}, K_D^{ZN})$ set by the Ziegler_Nichols tuning method as following :

$$\begin{cases} (1-\gamma)K_p^{ZN} < K_p < (1+\gamma)K_p^{ZN} \\ (1-\gamma)K_i^{ZN} < K_i < (1+\gamma)K_i^{ZN} \\ (1-\gamma)K_D^{ZN} < K_D < (1+\gamma)K_D^{ZN} \end{cases} \tag{10}$$

with $\gamma \in [0,1]$

The flowchart of the AFSA computing is shown in fig.4.

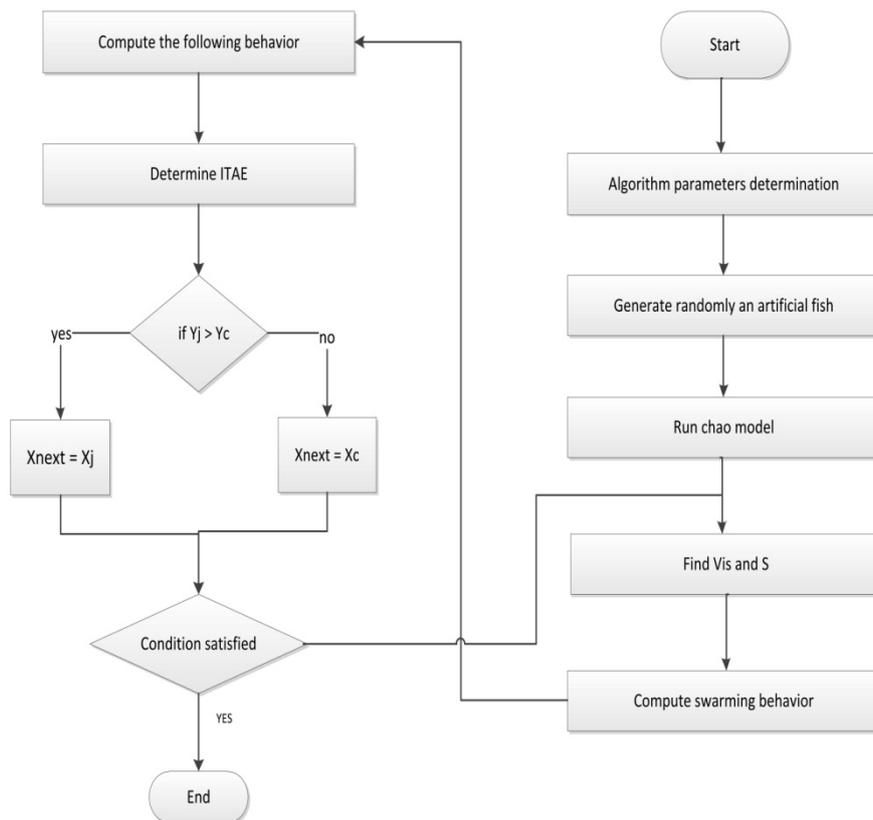


Figure.4. Algorithm based on AFSA improvement

4. Simulation and discussion

In this section, the PID improvement is based on the model build in Simulink given in fig.5. The controller process is describe as follow:

$$G(s) = \frac{e^{-0.5s}}{(s+1)^2} \tag{11}$$

According to the previous equation, the Ziegler_Nichols parameters are obtained: $K_p^{ZN} = 2.82$, $T_I^{ZN} = 24.1026$ and $T_D^{ZN} = 3.9610$. And, the AFSA parameters are set as follows: $\alpha = 0.0002$, $S = 0.3$, $Vis = 2$, $Vis_{min} = 2$, $\delta = 0.618$, $Mgen = 500$, $\gamma = 0.5$ and $F = 100$.

It can be seen from the following Fig.4, Fig.5 and the table, the comparison between these three-step responses. The enhanced step response gives a good response almost without overshoot.

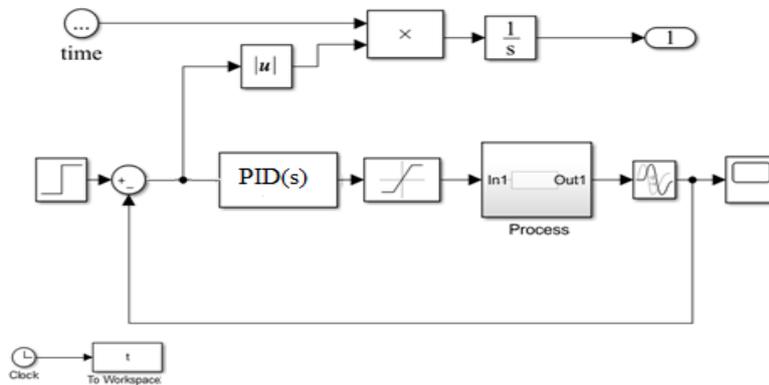


Figure.5. Simulink model of PID controller

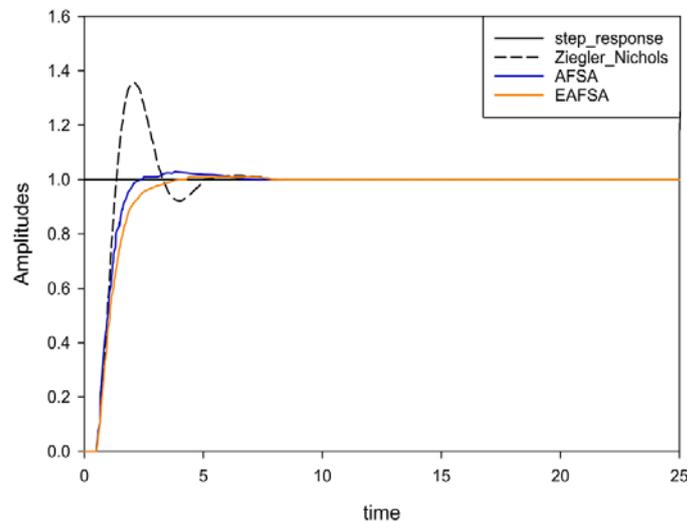


Figure.6. Step response of Ziegler_Nichols, AFSA and EAFSA design methods

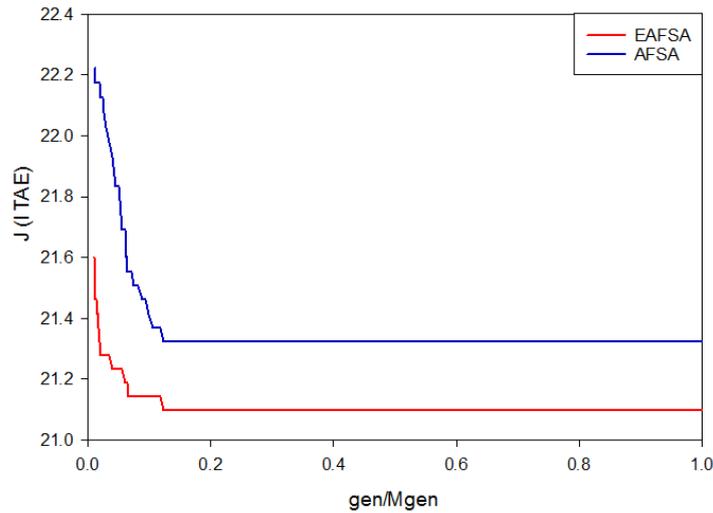


Figure.7. fitness curves of AFSA and EAFSA design methods

Table: parameters and performance based on ZN, AFSA and EAFA

	K_p	T_I	T_D	$O_p(\%)$	$t_s(S)$	$J(ITAE)$	Y
Ziegler-Nichols	2.8200	24.1026	3.9610	38	6.2	35.7310	0.0280
AFSA	1.7959	17.7812	6.1574	2.48	5.3	21.4335	0.0467
EAFSA	1.5843	20.0038	5.6041	0.12	3.4	21.2072	0.0472

The results summarized in the table show that the characteristics (settling time, overshoot, performance) of EAFSA are higher than those of the AFSA:

$$\begin{cases} \Delta t_s = |t_s(AFSA) - t_s(EAFSA)| = 1.9 \\ \Delta Y = |Y(AFSA) - Y(EAFSA)| = 5.10^{-3} \\ \Delta O_p = |O_p(AFSA) - O_p(EAFSA)| = 2.36 \end{cases} \quad (12)$$

The EAFSA is an excellent approach for PID tuning, with considerable advantages like high convergence speed and accuracy, flexibility and less error. Moreover, Fig.7 gives the fitness curves of the AFSA and the EAFSA. In fact, the performance of the system described by the consistency of an artificial fish food $Y = \frac{1}{J}$, shows that the enhanced algorithm leads to good tuning parameters.

Simulation results show the achievement and efficiency of the EAFSA. This approach ensures the system, its stability, a fastest response and lowest overshoot.

5. Conclusion

The simulated artificial configuration method for the PID parameters could effectively optimize the control results and improve the control system's precision and real-time performance. The paper compared the new EAFSA method with the simultaneous setting methods for the improved AFSA PID parameters; our aim is to improve the PID parameters laid down on AFSA in this study. The results of the simulation show good optimization results for PID parameters and better performance of the

EAFSA.

6. References

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