

2 PARTICLE SWARM OPTIMIZATION (PSO)

PSO is a grouping of particles and supports the gathering in his behavior is mainly based on the bird's behavior, as described in [4]. This model was developed by Dr. Eberhart and Dr. Kennedy in 1995, this model is inspired by the social behavior of swarms of birds or fish groups as it travels from one place to another, there are many similarities between the PSO and evolutionary computing techniques. The goal of this algorithm is to get a solution and the result is optimal and best through simulate the behavior of birds in the search for the best food and so any system that relies on this algorithm will be formed at the beginning of the random grouping of random solutions, and are searched within this assembly for the perfect solution and through the renovation generations.

Actually, within the PSO algorithm is searched for the best solution across the track and follow the current elements of a best-particles is similar to the behavior of bees and ants, as presented in [5–7]. Each particle has knowledge of the location with best fitness value of the whole swarm which called the global best or (g best). At each point along their path, each particle also compares the fitness value of their (P best) to that of (g best). If any particle has a (P best) with better fitness value than that of current (g best), then the current (g best) is replaced by that particle's (P best). The movement of particles is stopped once all particles reach close to the position with best fitness value of swarm.

Let the particle of the swarm is represented by the N dimensional vector then the equations of the swarm as the following:

$$X_i = (X_1, X_2, X_3, \dots, X_N) \quad (1)$$

The previous best position of the Nth particles is recorded and represented as follows:

$$P_{best_i} = (P_{best1}, P_{best2}, \dots, P_{bestN}) \quad (2)$$

Where:

Pbest is Particle best position (m), N is the total number of iterations.

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The best position of the particle among all particles in the swarm is represented by gbest, the velocity of the particle is represented as follows:

$$V_i = (V_1, V_2, \dots, V_N) \quad (3)$$

Where:

V_i is the velocity of each particle i

The modified velocity and position of each particle can be calculated from the current velocity and the distance from particle current position to particle best position

P best and to global best position g best is described in the following equations [6]

$$V_i(t) = W \cdot V_i(t-1) + C1 \cdot rand(0,1) \cdot (P_{best} - X_i(t-1)) + C2 \cdot rand(0,1) \cdot (g_{best} - X_i(t-1)) \quad (4)$$

$$X_i(t) = X_i(t-1) + V_i(t) \quad (5)$$

$$i=1, 2, 3, \dots, N \quad (6)$$

$$j=1, 2, 3, \dots, D \quad (7)$$

Where:

$V_i(t)$	Velocity of the particle i at iteration t (m/s)
$X_i(t)$	The Current position of particle i at iteration t (m)
D	The Dimension (m)
C_1	The cognitive acceleration coefficient and it is a positive number
C_2	Social acceleration coefficient and it is a positive number
$rand[0,1]$	A random number obtained from a uniform random distribution function in the interval [0,1]
gbest	The Global best position (m)
W	The Inertia weight

3 ADAPTIVE WEIGHTED PARTICLE SWARM OPTIMIZATION

This technique used as a modification of PSO in multi-objective optimization problems as presented in [8].

AWPSO is consists of inertia weigh (W), and Acceleration factor (A) as described in [7, 12]. The inertia weight formula is as follows which makes W value changes randomly from W_0 to 1 as shown in [9, 10, 6].

$$W = W_0 + rand(0,1) \cdot (1 - W_0) \quad (8)$$

where:

W_0 The initial positive constant in the interval chosen from [0, 1].

Particle velocity at i th iteration as follows:

$$V_i(t) = W \cdot V_i(t-1) + AC1 \cdot rand(0,1) \cdot (P_{best} - X_i(t-1)) + AC2 \cdot rand(0,1) \cdot (g_{best} - X_i(t-1)) \quad (9)$$

Additional term denoted by A called acceleration factor is added in the original velocity equation to improve the swarm

search.

The acceleration factor formula is given as follows [11]:

$$A=A_0+i/n$$

Where:

A_0 the initial positive constant in the interval [0.5, 1].

n the number of iteration

C_1 and C_2 the constant representing the weighing of the stochastic ac-celeration terms that pull each particle towards P_{best} and g_{best} positions

4 SIMULATION AND DESCRIPTION

The system which will be investigated in this paper is a 3-phase grid connected PV system as shown in figure (4). A PV array (100-kWatt) is connected to grid (25-kVolt) via a 3-phase 3-level Voltage Source Converter (VSC) and DC-DC boost converter. This system consists of Maximum Power Point Tracking (MPPT), VSC, Phase Locked Loop (PLL), three phase utility grid, and PV array.

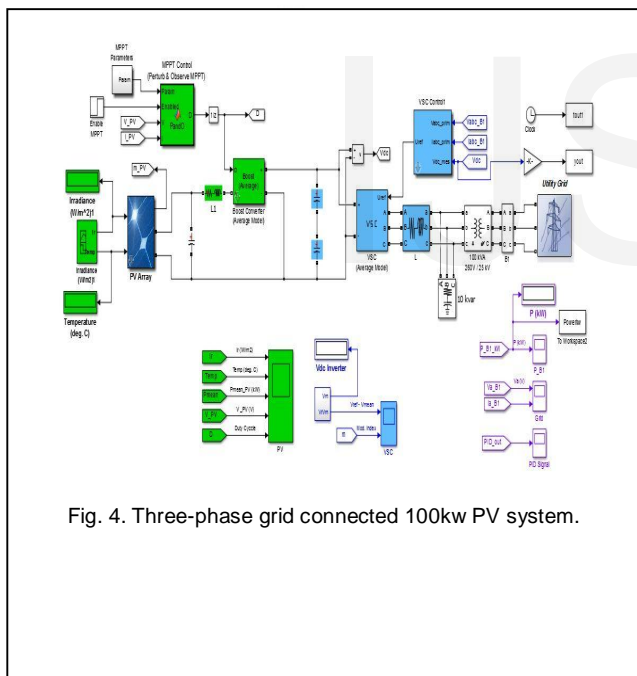


Fig. 4. Three-phase grid connected 100kw PV system.

The PV array consists of 330 Sun power modules (SPR-30E-WHT-D), the maximum power from pv array =100.7 Kw. The manufacturer specifications for one module described in [12] are shown in table (1). The figures (5, 6) shows I-V and P-V characteristics for one module and for the whole array.

Voltage stability analysis of the system will study firstly without controller, and then using conventional PI controllers, and finally using tuning PI parameters by two types of particle swarm optimization (PSO), and (AWPSO), to minimize the error of DC voltage thus make better use of the PV array, fig-

ure (7) Show SIMULINK model of voltage regulation by using PI controller based PSO, The parameters of PSO are shown in table (2).

TABLE 1
ONE MODULE PARAMETERS OF PV ARRAY

Number of series connected cell	Open circuit voltage (Voc)	Short circuit current (Isc)	voltage at maximum power (Vmp)	Current at maximum power (Imp)
96	64.2V	5.96 A	54.7 V	5.58 A

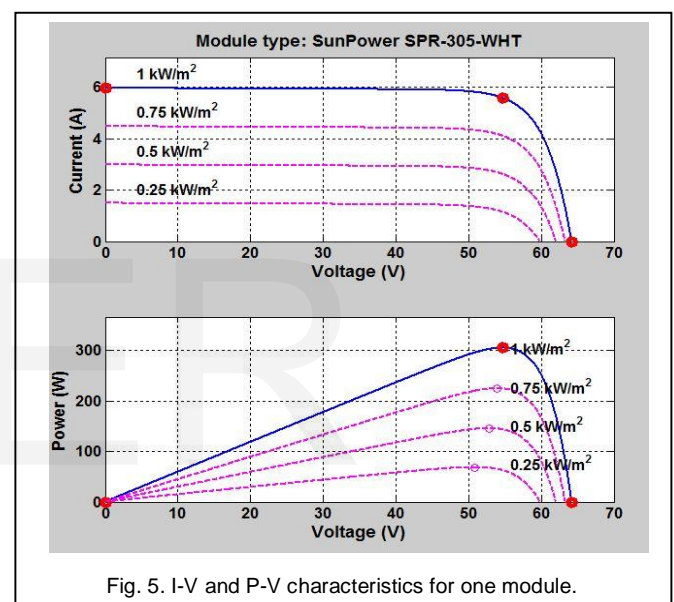


Fig. 5. I-V and P-V characteristics for one module.

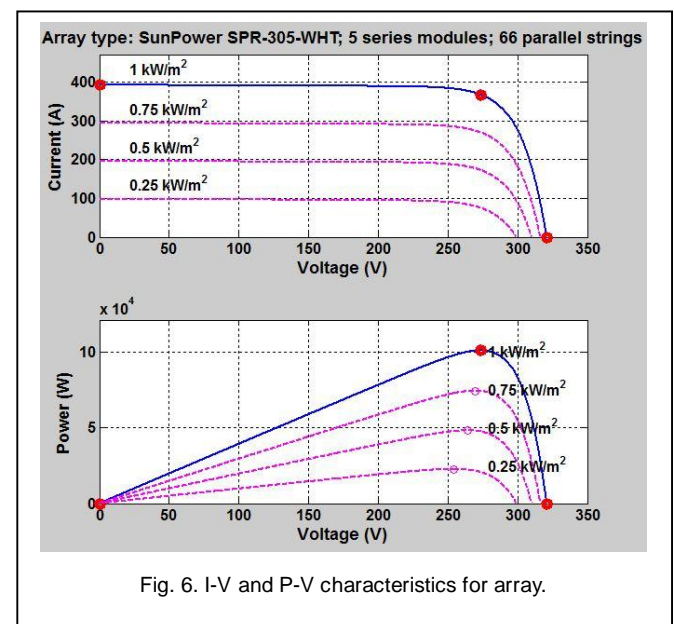


Fig. 6. I-V and P-V characteristics for array.

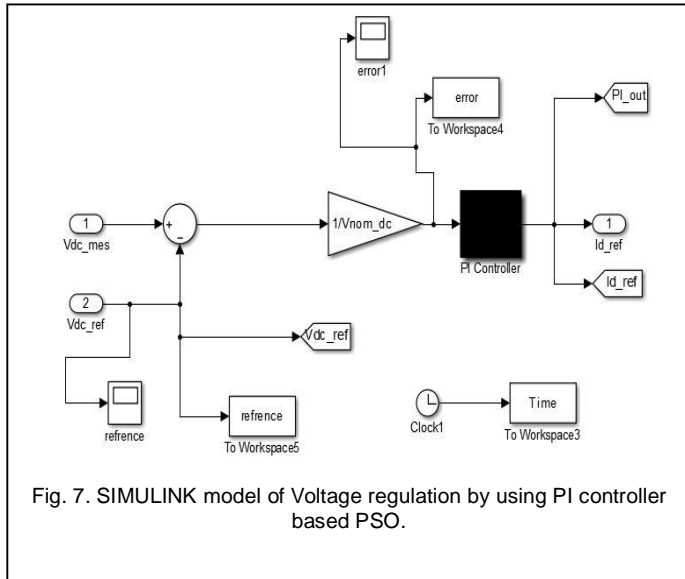


TABLE2
THE PARAMETERS OF PSO

number of swarm beings(N)	number of iterations	percentage of old velocity(C0)	percentage to of uniform initial of positions (C1,C2)	x0range
25	500	0.65	2	[0 700]

Firstly perform simulation of the system, simulation time =6 sec, the comparison of Error of DC voltage without controller, with conventional PI, and with PI based PSO are shown in figure (8), the settling time and overshoot voltage for PI controller based PSO are the best value comparing with the conventional PI controllers which is evident in table (3).

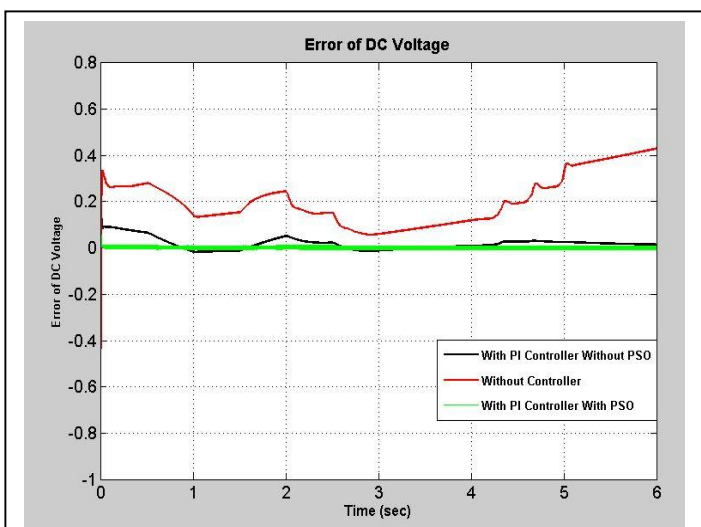


Fig. 8. Error of DC voltage without controller, with conventional PI, and with PI based PSO.

TABLE3

COMPARISON OF RESULTS BETWEEN THE CONVENTIONAL PI AND PI BASED PSO

	Kp	Ki	Settling Time	Time at max	Overshoot
conventional PI	10.5914	8.5246	3.2001	0.0089	12.7364
PI based PSO	173.463	45.5489	0.0113	0.0072	9.0012

Secondly perform simulation of the system, by using PI controller based PSO, and AWPSO with difference percentage of old velocity ($W0$) = 0.35 in eq. (8) in AWPSO method, writing the best results and compare the results between them. The top 10 results and best result for each method are shown in table (4), the settling time and overshoot voltage of AWPSO are smaller than its values using PSO method. The comparison of Error of DC voltage with PI based PSO, and AWPSO are shown in figure (8).

TABLE 4
COMPARISON OF RESULTS BETWEEN PSO, AND AWPSO

	Kp	Ki	SettlingTime	Time_At_Max	Overshoot
PSO	1 225.801	453.606	0.0116	0.0073	9.9614
	2 172.96	81.5938	0.0113	0.0072	9.04
	3 173.463	45.5489	0.0113	0.0072	9.0012
	4 95.2751	681.634	0.0167	0.0075	12.1361
	5 342.765	550.843	0.0284	0.0073	9.7452
	6 79.7486	675.868	0.0481	0.0075	12.6729
	7 191.54	637.118	0.0155	0.0074	10.5462
	8 58.7747	291.144	0.0484	0.0073	10.3031
	9 72.0033	474.816	0.0167	0.0074	11.4204
	10 189.957	464.843	0.0114	0.0073	10.1293
AWPSO	1 345.826	372.391	0.0271	0.0271	9.5249
	2 166.084	73.737	0.0112	0.0072	8.9815
	3 356.976	379.03	0.0282	0.0073	9.5199
	4 13.8391	580.368	0.0542	0.0085	21.582
	5 23.0025	388.657	0.0797	0.0078	14.2578
	6 149.198	453.205	0.0782	0.0073	10.2577
	7 119.975	442.179	0.0157	0.0074	10.4542
	8 221.292	433.081	0.0115	0.0073	9.9385
	9 155.031	213.829	0.0112	0.0073	9.4261
	10 16.2425	130.891	0.1683	0.008	12.02

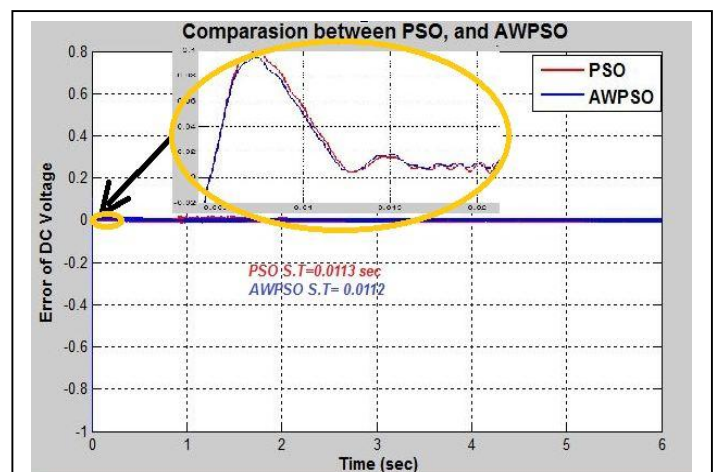


Fig. 9. Comparison between PSO, and AWPSO.

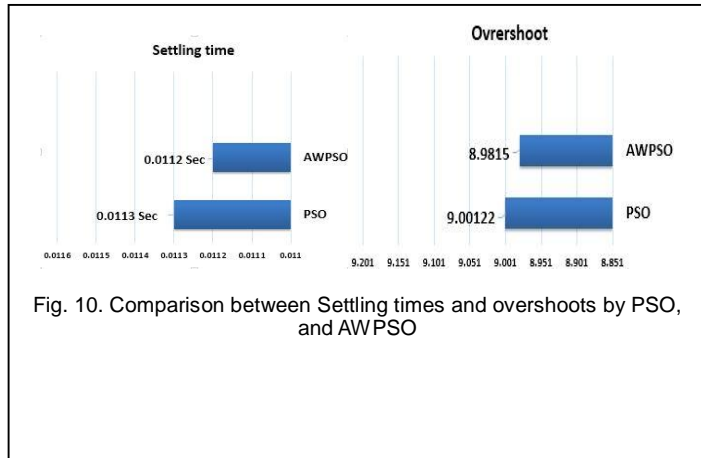


Fig. 10. Comparison between Settling times and overshoots by PSO, and AWPSO

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5 CONCLUSION

Artificial intelligence techniques used in this paper are the Partical Swarm (PSO), and Adaptive Weighted Partical Swarm optimization (AWPSO), the settling times and overshoot voltage values with the two types of swarm controllers are compared with the results using the conventional PI controllers, the (AWPSO) technique gives the best results than PSO and conventional PI for this purpose.

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