

A Chaotic Modified Algorithm for Economic Dispatch Problems with Generator Constraints

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Abstract: The different Economic Dispatch (ED) problems have non-convex/non-smooth total fuel cost function with equality and inequality constraints which make it difficult to be effectively solved. Different heuristic optimization algorithms and stochastic search techniques have been proposed to solve ED problems in previous study. This paper proposes the Chaotic Modified Imperialist Competitive algorithms (CMICA) based on chaos maps to solve different ED problems in power systems. The proposed CMICA methods framework is applied to 10-, 15-, and 40-unit generator systems in order to evaluate its feasibility and efficiency. Simulation results demonstrate that the proposed CMICA methods were indeed capable of obtaining higher quality solutions efficiently in ED problem.

Keywords: Economic Dispatch (ED) Problem, Generator Constraints, Imperialist Competitive Algorithm (ICA), Chaos Maps

1. Introduction

The main objective of Economic Dispatch (ED) problem is to allocate power demand among power systems generators in the most economical manner, while satisfying the operational and physical constraints as valve-point effects, prohibited operating zones, and multi-fuel options [1-2]. In the previous studies various classical optimization techniques and mathematical programming have been used. The classical optimization techniques are based on the assumption that the incremental cost of generator monotonically increases [3-13]. Classical methods are very sensitive to the choosing of the first point and therefore often they converge to a local optimum or even diverge with each other [14].

In the last few years, various evolutionary algorithms have been applied to solve ED optimization problem, such as Tabu Search (TS) [15], Genetic Algorithms (GA) [16-17], Particle Swarm Optimization (PSO) and Teaching-Learning-Based Optimization (TLBO) algorithms [18-25], Differential Evolution (DE) [26], Simulated Annealing (SA) [27], Hybrid GA (HGA) [28], combination of Biogeography-Based Optimization (BBO) and DE (DE/BBO) [29-30], Evolutionary Strategy Optimization (ESO) [31-32], hybrid

SA and PSO (SA-PSO) [1], the hybrid PSO algorithms (PSO-SQP) [33-34], Variable Scaling Hybrid Differential Evolution (VSHDE) [35], BBO algorithm [36], Hybrid Hopfield Neural Network Quadratic Programming based technique (HNN-QP) [37] and New PSO (NPSO) [38] have been used to solve ED problems. These methods have shown that can be efficiently used to eliminate most of the difficulties of classical ones.

ICA technique [39] is one of the modern heuristic optimization algorithms by Atashpaz-Gargari and Lucas in 2007. The performance and effectiveness of ICA algorithm have been continuously reinstated by successful utilization in many engineering applications [40-46]. In this paper, the effectiveness of the CMICA techniques has been demonstrated on three medium and large sized power systems with 10-, 15-, and 40-unit generator systems, respectively. The experimental results on the different ED problems have been compared to recently published results and found to be superior.

2. Formulation of ED Problems

The main objective of practical ED optimization problem is to minimize the total operating costs of a power system over an appropriate period which is subject to satisfy various

constraints of a power system.

The basic objective function of basic ED problem can be mathematically formulated by a single quadratic function [1-2]:

$$\text{cost} = \sum_{i=1}^{N_g} F_i(P_i) = \sum_{i=1}^{N_g} a_i P_i^2 + b_i P_i + c_i \quad (1)$$

Subject to:

Active power generation-demand balance: The total active power output of generating units of power system must be enough to meet the total load demand PD and power system total active power losses PL which is an equality constraint. The active power balance including losses is written as:

$$\sum_{i=1}^{N_g} P_i = P_D + P_L \quad (2)$$

where network power losses P_L can be calculated using loss coefficients B as follows [29, 36]:

$$P_{i,\min} \leq P_i \leq P_{i,\max} \quad \max\{P_{i,\min}, P_i^0 - DR_i\} \leq P_i \leq \min\{P_{i,\max}, P_i^0 + UR_i\} \quad P_{i,\min} - P_i^0 \leq UR_i \quad \text{and} \quad P_{i,\max} - P_i^0 \leq UR_i \quad (4)$$

2.1. Objective Functions for ED Problem

2.1.1. ED Problem Considering Valve-Point Effects

In power systems, the generators with multi-valve stream turbines have Valve-Point Effects (VPE), the characterized in the form of a quadratic function plus the absolute value of a sinusoidal term corresponding to the VPE [45]. The objective function of this problem can be formulated as follows:

$$\text{cost} = \sum_{i=1}^{N_g} F_i(P_i) = \sum_{i=1}^{N_g} a_i P_i^2 + b_i P_i + c_i + |e_i \times \sin(f_i \times (P_{i,\min} - P_i))| \quad (7)$$

2.1.2. ED Problem Considering Multiple Fuels

Also, in practical power system operation conditions, any given unit with Multiple Fuel (MF) cost curves needs to operate on the lower contour of the intersecting curves. Therefore, unlike the conventional total fuel cost function, the fuel cost function of each power generating units should be presented with a few piecewise functions reflecting the effect of fuel type changes such as oil, natural gas and coal [2]. The costs function considering multi-fuel of unit i^{th} is represented in [46] and as follows:

$$F_i(P_i) = \begin{cases} a_{i1} P_i^2 + b_{i1} P_i + c_{i1}, & \text{fuel 1, } P_{i,\min} \leq P_i \leq P_{i1} \\ a_{i2} P_i^2 + b_{i2} P_i + c_{i2}, & \text{fuel 2, } P_{i1} \leq P_i \leq P_{i2} \\ \dots \\ a_{ij} P_i^2 + b_{ij} P_i + c_{ij}, & \text{fuel } j, P_{ij-1} \leq P_i \leq P_{i,\max} \end{cases} \quad (8)$$

2.1.3. ED Problem Considering Prohibited Operating Zones

The input-output curve of practical thermal generating units may have Prohibited Operating Zones (POZ) because of

$$P_L = \sum_{i=1}^{N_g} \sum_{j=1}^{N_g} P_i B_{ij} P_j + \sum_{i=1}^{N_g} B_{0i} P_i + B_{00} \quad (3)$$

Generation limits: The active power output of each network generator limits will be:

$$P_{i,\min} \leq P_i \leq P_{i,\max} \quad (4)$$

Ramp Rate Limits: The actual operating range of all the online units output should be in an acceptable range and is limited by the corresponding ramp rate limits, i.e.:

$$P_i - P_i^0 \leq UR_i \quad \text{and} \quad P_i^0 - P_i \leq DR_i \quad (5)$$

where P_i^0 is the previous generation output of the i^{th} generator; DR_i and UR_i are the down-ramp and up-ramp limits of the i^{th} generator, respectively.

To consider the units output limits and ramp rate limits constraints at the same time, (4) and (5) can be rewritten as an inequality constraint as follows:

faults in the generators themselves or in the associated auxiliaries such as feed pumps, boilers, etc [1, 2]. The POZ constraints can be described as follows:

$$P_i \in \begin{cases} P_{i,\min} \leq P_i \leq P_{i1}^l \\ P_{ik-1}^u \leq P_i \leq P_{ik}^l; k=2, \dots, n_i; \forall i \in \Omega \\ P_{in_i}^u \leq P_i \leq P_{i,\max} \end{cases} \quad (9)$$

The equation (9) indicates that if i^{th} generator and n_i is the number of POZ of the i^{th} generator, it will have $(n_i + 1)$ feasible disjoint operating regions which will form a non-convex set.

3. Proposed ICA Method

3.1. ICA Method

Since this paper proposes the Chaotic Modified Imperialist Competitive Algorithms (CMICA) for solving the ED problem with considering real power loss and bus voltage deviation in the standard IEEE power systems, this section presents some

fundamental concepts about these proposed algorithms.

ICA technique, proposed by Atashpaz and Lucas [39]. The ICA method has proven its superior capabilities and effectiveness, such as better global minimum achievement and faster convergence, applicability in various domains are currently being extensively investigated [40-44].

3.1.1. Generating Initial Empires

The goal of optimization is to find an optimal solution in terms of variable values which should be optimized. In ICA technique, a country is a $1 \times N_{var}$ array which is defined as follow:

$$country = [P_1, P_2, P_3, \dots, P_{N_{var}}] \quad (10)$$

where P_i s are considered as the variables of the cost function that should be optimized.

The country includes a combination of some socio-political characteristics such as, welfare, culture, economic and academic education.

The optimal solution is the maximum power (minimum cost) which can be found by evaluating the cost of a country as follow,

$$cost_i = f(country) = f(P_1, P_2, P_3, \dots, P_{N_{var}}) \quad (11)$$

In the first step of this technique, ICA algorithm starts with a randomly initial population of size $N_{country}$. The N_{imp} is selected from the strongest initial countries to form the empires, and the remaining N_{col} of the initial countries will form the colonies. The normalized cost of an imperialist state to divide the colonies among imperialists is explained as follows:

$$C_n = \max_i \{c_i\} - c_n \quad (12)$$

where c_n is the cost of n th imperialist and C_n is the normalized cost which is the portion of colonies that must be possessed by the imperialist. The normalized power of each imperialist's state can be evaluated as follows:

$$P_n = \frac{C_n}{\sum_{i=1}^{N_{imp}} C_i} \quad (13)$$

To divide the early colonies among the imperialist by their power, some of initial colonies are given to each imperialist. The initial colonies are distributed among empires according to their power, so, the initial number of colonies for n th empire can be explained as follows,

$$N.C_n = \text{round} \{P_n . N_{col}\} \quad (14)$$

where $N.C_n$ factor is the initial population number of colonies of the empire and N_{col} presents the total number of existing colonies countries in the initial countries crowds,

where the bigger and powerful empires have greater number of colonies and weaker empires have less number of colonies.

3.1.2. Absorption Policy Modeling

The imperialist states tried to absorb their colonies and make them a part of themselves by pursuing assimilation policy. In other words, the central government attempts to close colony country to its own imperialist by applying attraction policy. More precisely, imperialist states force their colonies to move toward themselves along different socio-political axis. In the ICA, this process is modelled by moving all of the colonies toward the imperialist along different optimization axis. In Figure 1, d is distance among colony and imperialist who presents distance between imperialist and colony countries, and x is the accidental number with steady distribution, and θ is a random number with uniform distribution. The x variable can be defined as follows:

$$x \sim U(0, \beta \times d) \quad (15)$$

where β is an assimilation factor which can be a number bigger than one and nears to two, and a good selection can be $\beta=2$. The θ parameter is defined as follows:

$$\theta \sim U(-\gamma, +\gamma) \quad (16)$$

where γ is a vector and its elements are uniformly distributed random numbers between zero and one, which is an ideal parameter that its growth causes increasing in searching area around imperialist and reduction of its value causes colonies close possibly to the vector of connecting colony to the imperialist, and usually the value of γ is arbitrary and about $\pi/5$ (Rad).

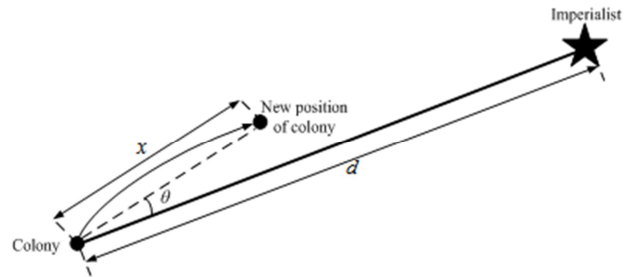


Figure 1. Giving a move to the colonies toward their corresponding imperialist in an accidental deviated orientation.

3.1.3. Total Power of an Empire

Total power of an empire is mainly related by the power of imperialist country; however the power of colonies of an empire has a little effect on the sum power. The sum cost of an empire depends on the power of imperialist and its colony by considering of the both above mentioned factors that can be calculates as follow,

$$T.C_n = \text{Cost}(\text{imperialist}_n) + \xi \text{mean}\{\text{Cost}(\text{colonies of empire}_n)\} \quad (17)$$

where $T.C_n$ is the total cost of the n th empire and ξ

which the power of colonies on the empire power is tuned by it, is a positive number that has value between zero and one and near to zero. The value of 0.15 for ζ has shown good balanced results in most of the implementations.

3.1.4. Imperialistic Competitions

This competition is modelled by just choosing the weakest colony of empire and making a competition among all empires. Finally, the most powerful empires take possession of others. In the first step of modeling of the competition between the empires for possessing these colonies, the weakest empire is selected to start the competition. Then the possession probability of each empire (P_p) is estimated proportional to the total power of the empire. The normalized total cost of an empire is determined by:

$$N.T.C._n = \max_i \{T.C._i\} - T.C._n \quad (18)$$

where $T.C._n$ is total cost of n th empire and $N.T.C._n$ is normalized cost of that n th empire.

By having the normalized total cost, the possession probability of each empire is defined by:

$$P_{p_n} = \frac{N.T.C._n}{\sum_{i=1}^{N_{imp}} N.T.C._i} \quad (19)$$

Next, the mentioned colonies will be divided accidentally between the empires with a certain probability. In order to divide the given colonies among the empires, vector P is formed as follows:

$$P = [P_{p_1}, P_{p_2}, P_{p_3}, \dots, P_{p_{N_{imp}}}] \quad (20)$$

After that, the vector R should be defined with the same size of vector P , and the arrays of this vector are accidental number with the same distribution in [1].

$$R = [r_1, r_2, r_3, \dots, r_{N_{imp}}] \quad (21)$$

Then, vector D is constructed by subtracting R from P .

$$D = P - R = [D_1, D_2, \dots, D_{N_{imp}}] = [p_{p_1} - r_1, p_{p_2} - r_2, \dots, p_{p_{N_{imp}}} - r_{N_{imp}}] \quad (22)$$

3.2. Chaos Maps

The choice of chaotic sequences is justified theoretically by their unpredictability. The nature of chaos is apparently random and unpredictable, and mathematically, it is randomness of a simple deterministic dynamical system and can be considered as sources of randomness [47, 48]. Table 1 describes ten distinguished 1-D maps, in which the k means the index of the chaotic sequence, and x_k represents the k^{th} number in the chaotic sequence.

3.3. CICA Method

New algorithms called chaotic algorithms can be created by using chaotic behavior [49-50]. The random-based optimization algorithms which use chaotic variables are called Chaotic Optimization Algorithm (COA). The COA technologies can accomplish overall searches at higher speeds than stochastic searches that depend on probabilities, due to the non-repetition and periodicity of chaos [48-56]. In CICA way, the entire colony move towards their imperialist with a constant speed that increases the probability of the algorithm being trapped in a local optimum. And therefore, the choice of the initial value of β in the algorithm will be very important and also one of the important characteristics of chaotic algorithms is having the less sensitivity to the initial value. In this paper, for enhancing the performance of ICA algorithm and reducing the sensitivity to initial value of the β , chaotic variables are used. As a result, the equation of motion of the imperial colonies can be rewritten as follows:

$$\begin{aligned} \text{Position}(\text{Colony}_{\text{new}}) &= \text{Position}(\text{Colony}_{\text{old}}) \\ &+ x_{k+1}(\text{Colony}_{\text{new}}) * \beta * (\underbrace{\text{Position}(\text{Imperialist}) - \text{Position}(\text{Colony}_{\text{old}})}_d) \end{aligned} \quad (23)$$

Table 1. Chaotic sequences [78-82] for CMICA method.

Map name	Method	Definition	Details
Logistic	CMICA/M1	$x_{k+1} = \alpha x_k (1 - x_k)$	$\alpha = 4$; $x_0 \in (0, 1)$ and $x_0 \neq \{0.0, 0.25, 0.75, 0.5, 1.0\}$
Cusb	CMICA/M2	$x_{k+1} = 1 - (2 * x_k^{0.5})$	-
Sinus	CMICA/M3	$x_{k+1} = 2.3(x_k^{2 \sin(\pi x_k)})$	-
Tent	CMICA/M4	$x_{k+1} = \begin{cases} \frac{x_k}{0.7} & x_k < 0.7 \\ \frac{10}{3}(1 - x_k) & x_k \geq 0.7 \end{cases}$	-
Gaussian	CMICA/M5	$x_{k+1} = \begin{cases} 0 & x_k = 0 \\ \frac{1}{x_k \bmod(1)} & \text{otherwise} \end{cases}$	$\frac{1}{x_k \bmod(1)} = \frac{1}{x_k} - \left\lfloor \frac{1}{x_k} \right\rfloor$
Singer	CMICA/M6	$x_{k+1} = \mu(7.86x_k - 23.31x_k^2 + 28.75x_k^3 - 13,3028.75x_k^4)$	where μ is a control parameter, and is between 0.9 and 1.08.
Cubic	CMICA/M7	$x_{k+1} = \alpha x_k (1 - x_k^2)$	$\alpha = 2.59$

Map name	Method	Definition	Details
Circle	CMICA/M8	$x_{k+1} = x_k + \beta - (\alpha / 2\pi) \sin(2\pi x_k) \bmod(1)$	With $\alpha = 0.5$ and $\beta = 0.2$.
Chebyshev	CMICA/M9	$x_{k+1} = \cos(k \cos^{-1}(x_k))$	-
Sinusoidal	CMICA/M10	$x_{k+1} = \alpha x_k^2 \sin(\pi x_k)$	With $\alpha = 2.3$.

3.4. Modified CICA Method

Another important tip on ICA algorithm is the movement of colony towards its imperialist which are not affected by the colonies of its own imperialist. In this paper, some of the colonies move towards their imperialist in a way that they

can be affected by other colonies of their own imperialist. Actually, in the modified algorithm, the imperialists try to reduce the average distance of their colonies and pull the whole set towards them. The equation of this motion can be shown as follow,

$$Position(Colony_{new}) = Position(Colony_{old}) + x_{k+1}(Colony_{new}) * \beta * (Position(Imperialist_n) - \underbrace{\frac{1}{N.C_n} \sum_{i=1}^{N.C_n} Position(Colony_i)}_{d_{mean}})) \quad (24)$$

and the general equation of absorbing colonies by their imperialist is as follows:

$$\begin{cases} Position(Colony_{new}) = Position(Colony_{old}) + x_{k+1}(Colony_{new}) * \beta \\ * (Position(Imperialist) - Position(Colony_{old})), & \text{if } rand > 0.35 \\ Position(Colony_{new}) = Position(Colony_{old}) + x_{k+1}(Colony_{new}) * \beta \\ * (Position(Imperialist_n) - \frac{1}{N.C_n} \sum_{i=1}^{N.C_n} Position(Colony_i)), & \text{otherwise.} \end{cases} \quad (25)$$

4. Simulation Results

In this section of study, the CMICA methods have been applied to different ED problems in three different test cases (10, 15, and 40 thermal units). The initial population size of all proposed methods were fixed as 100, the maximum iteration number was set as 600. Generally, in order to employ CMICA algorithms on different ED problems, we should follow the below procedure:

Step 1: Calling the needed information for power system and CMICA algorithm.

Step 2: Production of chaotic algorithm's initial population of countries.

Step 3: Calculation of ED problem objective function with imposing the constrained different ED problems, power generation-demand balance and the power limit constraint, for every available answer in population of initial countries of CMICA. The flowchart of constraint-handling procedure is given in [68].

Step 5: Selection of empires and distributing population of initial countries on empires with consideration to calculated normalized value of objective function in previous step.

Step 6: Movement of colonies towards imperialists and absorption action.

Step 7: Position replacement between imperialists and colony with consideration to calculated normalized value of objective function.

Step 8: Imperialistic competition between empires, fall of weak empire and repeat of 6th to 8th steps until end of total number of repetitions.

4.1. Case A: ED Problem Considering VPE and MFs

The first test system of simulation, which consists of 10 generators, is an ED problem with both valve point effects and multiple fuels supplying to a load demand of 2700 MW [67].

The fuel cost function of thermal unit i th can be expressed as:

$$F_i(P_i) = \begin{cases} a_{i1}P_i^2 + b_{i1}P_i + c_{i1} + |e_{i1} \times \sin(f_{i1} \times (P_{i1,\min} - P_i))|, & \text{fuel 1, } P_{i,\min} \leq P_i \leq P_{i1} \\ a_{i2}P_i^2 + b_{i2}P_i + c_{i2} + |e_{i2} \times \sin(f_{i2} \times (P_{i2,\min} - P_i))|, & \text{fuel 2, } P_{i1} \leq P_i \leq P_{i2} \\ \dots \\ a_{ij}P_i^2 + b_{ij}P_i + c_{ij} + |e_{ij} \times \sin(f_{ij} \times (P_{ij,\min} - P_i))|, & \text{fuel } j, P_{ij-1} \leq P_i \leq P_{i,\max} \end{cases} \quad (26)$$

The comparison between best results using CMICA algorithm are shown in Table 2. For this test system, the best

of minimum total fuel costs is \$/h 623.8507 using CMICA method based on tent map (CMICA/M4). The computational

efficiency results of the fuel cost minimum, the fuel cost maximum, the fuel cost mean, the standard deviations and the average CPU time (s) among the 50 runs of solutions satisfying the system constraints obtained by the proposed CMICA algorithms for 10 thermal units test system are

compared to those from other previous reported results such as CGA-MU [67], CBPSO-RVM [68], NPSO-LRS [38] and CSA [71], as shown in Table 3. It is clearly visible that the proposed CMICA algorithms outperform all previous reported algorithms in terms of achieving the fuel cost.

Table 2. Best solutions obtained by proposed ICA algorithms for 10 unit system (case A).

Unit	Fuel	Unit power output (MW)											
		ICA	MICA	Chaotic MICA methods									
				CMICA/M1	CMICA/M2	CMICA/M3	CMICA/M4	CMICA/M5	CMICA/M6	CMICA/M7	CMICA/M8	CMICA/M9	CMICA/M10
1	2	221.6751	218.594	219.6265	217.567	217.5663	219.6223	220.648	217.567	218.594	210.6986	218.594	216.542
2	1	210.4739	211.9593	210.4739	210.7215	209.7312	209.9788	210.7215	213.1971	212.4544	205.6421	212.2069	211.9593
3	1	279.6493	279.5828	279.6489	281.6651	280.6562	280.6571	278.6406	281.6653	279.6489	279.7871	279.6489	282.6732
4	3	237.2207	240.9831	239.6394	239.3707	240.0425	240.0425	239.3707	240.8488	239.1019	240.9954	241.5206	240.58
5	1	275.9598	275.8557	279.8774	279.6876	282.2783	280.0155	279.9505	280.5375	276.9936	280.5915	280.0039	280.2367
6	3	240.9831	239.1019	239.2363	238.6988	240.1769	240.4457	240.1769	240.8488	240.3113	241.087	239.5051	239.1019
7	1	292.4704	287.4507	292.4696	287.6959	287.5789	287.728	287.7277	287.794	292.4697	299.1469	290.0985	287.7505
8	3	241.5206	240.4457	240.7144	240.8488	240.58	239.1019	240.1769	239.1019	240.7144	234.6658	239.1019	239.6394
9	3	421.2979	426.6803	425.5196	427.1749	425.4462	426.4931	426.3422	425.6264	423.8219	417.3747	422.9117	425.4072
10	1	278.7482	279.3465	272.7677	276.5697	275.9403	275.914	276.245	272.8132	275.888	289.9813	276.4085	276.1058
Total cost (\$)		623.9874	623.8978	623.8549	623.861	623.8819	623.8507	623.8578	623.8752	623.8711	625.1359	623.8735	623.8539

Table 3. Comparison of best solutions obtained by proposed ICA algorithms and reported solutions for 10 unit system.

Method	Minimum cost (\$/h)	Maximum cost (\$/h)	Mean cost (\$/h)	Standard deviation	Average CPU time (s)
CGA_MU [67]	624.7193	633.8652	627.6087	-	26.64
IGA_MU [67]	624.5178	630.8705	625.8692	-	7.32
CPSO [68]	624.1715	624.7844	624.5493	0.1278	-
PSO-GM [68]	624.305	625.0854	624.6749	0.158	-
CBPSO-RVM [68]	623.9588	624.293	624.0816	0.0576	-
PSO-LRS [38]	624.2297	628.3214	625.7887	-	0.88
NPSO [38]	624.1624	627.4237	625.218	-	0.35
NPSO-LRS [38]	624.1273	626.9981	624.9985	-	0.52
CSA [71]	623.8684	626.3666	623.9495	0.2438	1.587
PSO [69]	624.3506	629.1037	625.8198	-	-
APSO [69]	624.0145	627.3049	624.8185	-	-
ICA	623.9874	626.0024	624.3711	0.2357	1.64
MICA	623.8978	624.6258	624.1096	0.1085	1.67
CMICA/M1	623.8549	623.9554	623.9178	0.0571	1.19
CMICA/M2	623.861	623.9596	623.9081	0.0564	1.81
CMICA/M3	623.8819	623.966	623.9311	0.0573	1.38
CMICA/M4	623.8507	623.9699	623.883	0.0549	1.49
CMICA/M5	623.8578	623.9744	623.8978	0.0815	1.54
CMICA/M6	623.8752	623.9475	623.9165	0.0469	1.05
CMICA/M7	623.8711	623.9225	623.8985	0.038	1.65
CMICA/M8	625.1359	628.0922	626.9547	0.5682	1.47
CMICA/M9	623.8735	623.9806	623.9214	0.0563	1.15
CMICA/M10	623.8539	624.146	623.9274	0.0907	1.36

The convergence characteristics for proposed CICA algorithms of 10 unit test system for ED problem for case A are shown in Figure 2.

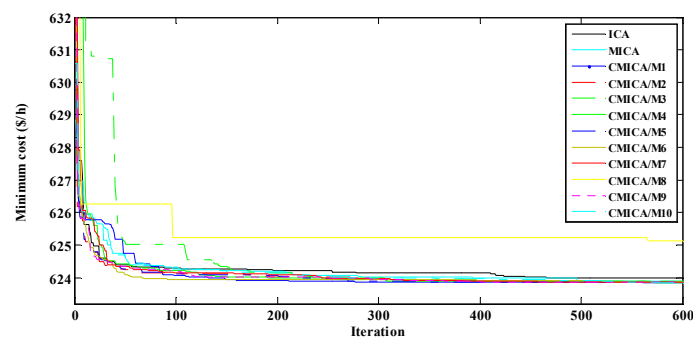


Figure 2. Convergence characteristics of proposed algorithms for 10 unit system (case A).

4.2. Case B: ED Problem Considering Generators Prohibited Operating Zones and Transmission Network Power Losses

The case B of simulation for ED problem consists of 15 generators and is a network with power system thermal units prohibited operating zones and transmission network power losses supplying to a load demand of 2630 MW [74].

The best solutions of generation output of each system unit using proposed ICA algorithms are provided and shown in Table 4, the best of minimum total fuel cost is \$/h

32,543.2882 using CMICA method based on Chebyshev map (CMICA/M9). Comparison of simulation results using proposed algorithms and previous reported results best for 15 unit system (case B) are shown in Table 5, the best previous reported results is \$/h 32,544.9704 using proposed CSA [71] method. The proposed CMICA algorithms perform better than original ICA algorithm in all accounts. Amongst all the reported results, proposed CMICA algorithms yield better results than previous listed algorithms in all accounts.

Table 4. Best solutions obtained by proposed CMICA algorithms for 15 unit system (case B).

Unit	Units power output (MW)									
	Chaotic MICA methods									
	CMICA/M1	CMICA/M2	CMICA/M3	CMICA/M4	CMICA/M5	CMICA/M6	CMICA/M7	CMICA/M8	CMICA/M9	CMICA/M10
1	455	455	455	455	455	455	455	455	455	455
2	455	455	455	455	455	455	455	455	455	455
3	130	130	130	130	130	130	130	130	130	130
4	130	130	130	130	130	130	130	130	130	130
5	231.5103	232.3193	231.4876	231.7559	231.4876	229.6902	233.3073	232.9779	231.4839	231.7684
6	460	460	460	460	460	456.5507	460	460	460	460
7	465	465	465	465	465	465	465	465	465	465
8	60	60	60	60	60	60	60	60	60	60
9	25	25	25	25	25	25	25	25	25	25
10	35.715	35.3739	35.5584	35.5414	35.5584	41.1988	34.0864	35.3901	35.4436	35.713
11	74.0987	73.6505	74.2783	74.033	74.2783	73.8171	73.9789	72.9905	74.3972	73.8484
12	80	80	80	80	80	80	80	80	80	80
13	25	25	25	25	25	25	25	25	25	25
14	15	15	15	15	15	15	15	15	15	15
15	15	15	15	15	15	15	15	15	15	15
Losses (MW)	26.3241	26.3438	26.3243	26.3303	26.3243	26.2635	26.3726	26.3586	26.3248	26.3298
Total cost (\$/h)	32,543.2888	32,543.2913	32,543.289	32,543.2889	32,543.289	32,544.5605	32,543.3005	32,543.2992	32,543.2882	32,543.2901

Table 5. Comparison of best solutions obtained by proposed ICA algorithms and reported best solutions for 15 unit system.

Algorithms	Minimum cost (\$/h)	Maximum cost (\$/h)	Mean cost (\$/h)	Standard deviation	Average CPU ime (s)
RDPSO [72]	32,652.3357	32,944.3089	32,739.7165	56.707	-
DSPSO-TSA [2]	32,715.06	32,730.39	32,724.63	8.4	2.3
MDE [76]	32,704.9	32,711.5	32,708.1	-	-
APSO [77]	32,742.7774	-	32,976.6812	133.9276	-
IHSWM [75]	32,693.1304	32,721.3988	32,699.5168	4.6937	-
CIHBMO [74]	32,548.585876	32,548.585876	32,548.585876	-	3.1
IHBMO [74]	32,552.4613	32,554.6649	32,552.8961	-	2.8
MsEBBO/mig [73]	32,692.3972	32,692.4913	32,692.4043	0.0176	-
MsEBBO/mut [73]	32,692.3973	32,692.4211	32,692.4019	0.0063	-
MsEBBO/sin [73]	32,692.3972	32,692.4435	32,692.4029	0.0092	-
MsEBBO [73]	32,692.3972	32,692.3975	32,692.3973	6.09e-05	-
CSA [71]	32,544.9704	32,546.6734	32,545.0068	0.2386	0.589
ICA	32,545.8185	32,553.3592	32,548.794	5.059	0.82
MICA	32,544.559	32,548.2506	32,546.0017	3.416	0.86
CMICA/M1	32,543.2888	32,546.6852	32,545.924	0.9108	1.04
CMICA/M2	32,543.2913	32,546.5714	32,545.8815	0.8275	0.79
CMICA/M3	32,543.289	32,547.1281	32,545.9093	2.1163	0.86
CMICA/M4	32,543.2889	32,546.6347	32,545.773	1.7042	1.1
CMICA/M5	32,543.289	32,544.5962	32,543.9014	0.2295	0.94
CMICA/M6	32,544.5605	32,554.7583	32,550.2175	5.6314	0.76
CMICA/M7	32,543.3005	32,548.9595	32,545.7942	0.805	0.95
CMICA/M8	32,543.2992	32,548.1266	32,544.275	0.8349	0.92
CMICA/M9	32,543.2882	32,545.6838	32,543.899	0.2691	0.83
CMICA/M10	32,543.2901	32,546.1258	32,544.3915	0.4726	0.97

4.3. Case C: ED Problem Considering Valve Point Effects Using Large-Scale Generating System

In case C of simulation, the CMICA algorithms have been applied to the ED problem with 40-generating unit, the system is presented in [16].

The results best for CMICA algorithms are provided in Tables 6. According to Table 6, it can be observed that the

best results obtained by ICA algorithms is \$/h 121,412.5376 which is obtained by the proposed CMICA/M2 method. The CMICA algorithms always provide the same solution in more simulations, which shows the reliability of the proposed methods. The convergence performance of ICA algorithms for 40-unit test system plotted in Figure 3.

Table 6. Comparison of best solutions obtained by proposed ICA algorithms and reported best solutions for 40 unit system.

Algorithms	Minimum cost (\$/h)	Maximum cost (\$/h)	Mean cost (\$/h)	Standard deviation	Average CPU time (s)
CBPSO-RVM [68]	121,555.32	123,094.98	122,281.14	259.99	-
DEvol [70]	121,412.91	121,464.4	121,430.0	-	-
MDE [76]	121,414.79	121,466.04	121,418.44	-	-
DE/BBO [29]	121,420.8948	121,420.8963	121,420.8952	-	-
IHSWM [75]	121,412.57	121,415.78	121,413.3879	-	-
CIHBMO [74]	121,412.57	121,412.63	121,412.5919	-	16.8
IHBMO [74]	121,517.8	121,711.8526	121,589.1827	-	15.2
BBO [36]	121,426.953	121,688.6634	121,508.0325	-	1.1749
MsEBBO/mig [73]	121,415.52	121,521.6899	121,476.2517	36.4077	-
MsEBBO/mut [73]	121,416.2885	121,585.0186	121,500.9279	32.7428	-
MsEBBO/sin [73]	121,415.309	121,479.3657	121,421.6556	11.5696	-
MsEBBO [73]	121,412.5344	121,450.0026	121,417.1877	5.7996	-
CSA [71]	121,412.5355	121,810.2538	121,520.4106	63.5705	3.03
ICA	121,425.6295	121,680.6004	121,515.8134	54.32	3.93
MICA	121,419.9407	121,505.1538	121,432.524	43.17	3.75
CMICA/M1	121,422.7704	121,428.9514	121,424.2761	1.76	4.18
CMICA/M2	121,412.5376	121,414.265	121,413.0084	0.85	4.58
CMICA/M3	121,412.5421	121,416.3812	121,414.075	0.82	3.62
CMICA/M4	121,412.5421	121,414.4127	121,412.8592	0.97	4.05
CMICA/M5	121,412.541	121,415.7735	121,413.2618	0.74	4.2
CMICA/M6	121,434.2654	121,474.985	121,445.2107	4.58	3.69
CMICA/M7	121,412.5421	121,414.6913	121,414.0204	0.66	4.14
CMICA/M8	121,416.2547	121,901.5275	121,518.4232	40.12	3.94
CMICA/M9	121,412.5452	121,415.886	121,412.9415	1.03	4.05
CMICA/M10	121,412.5445	121,414.7892	121,412.7604	0.53	3.72

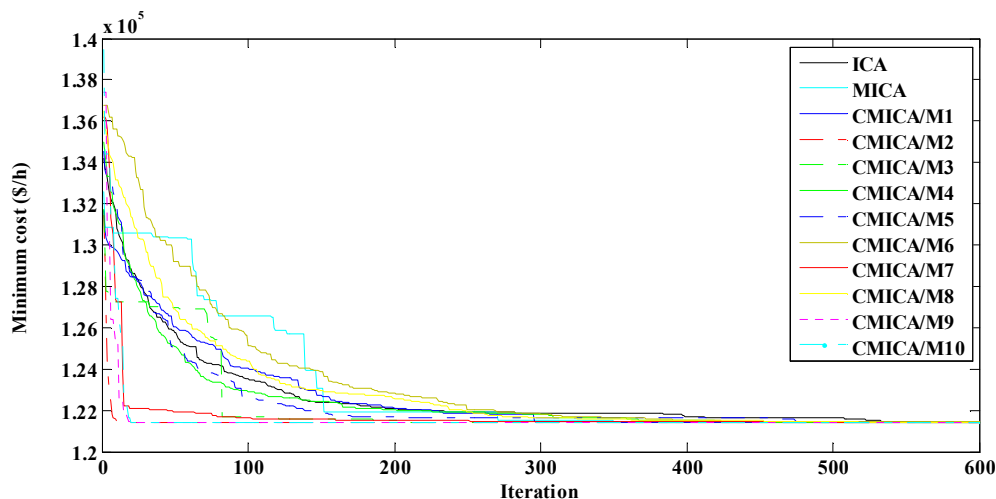


Figure 3. Convergence characteristics of proposed algorithms for 40 unit system (case C).

5. Conclusion

This paper proposes CMICA algorithms based on different chaotic maps for solving ED problems. Many nonlinear characteristics of the ED problems. The comparative and application studies of different chaotic maps have been done

for improving the global searching capability and escaping from a local minimum of ICA method. The simulation results clearly demonstrated that proposed CMICA algorithms which are capable of achieving global solutions is simple with computationally efficient and has stable and better dynamic convergence characteristics.

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