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03MAIR-Algoritmos-de-optimizacion / AG3 / Isabel_Vazquez_AG3.ipynb

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AG-Actividad Guiada 3

Nombre: Isabel Vázquez Trigás

<https://github.com/404isabel/03MAIR-Algoritmos-de-optimizacion/tree/master/AG3>

```
In [13]: import urllib.request
file="swiss42.tsp"
urllib.request.urlretrieve("http://elib.zib.de/pub/mp-testdata/tsp/tsplib/tsp/swiss42.tsp",file
)
```

```
Out[13]: ('swiss42.tsp', <http.client.HTTPMessage at 0x7fd51edc0898>)
```

```
In [11]: !pip install tsplib95
```

```
Requirement already satisfied: tsplib95 in /usr/local/lib/python3.6/dist-packages (0.3.2)
Requirement already satisfied: networkx==2.1 in /usr/local/lib/python3.6/dist-packages (from tsp
lib95) (2.1)
Requirement already satisfied: Click>=6.0 in /usr/local/lib/python3.6/dist-packages (from tsplib
95) (7.0)
Requirement already satisfied: decorator>=4.1.0 in /usr/local/lib/python3.6/dist-packages (from
networkx==2.1->tsplib95) (4.3.2)
```

```
In [0]: import tsplib95
import random
from math import e

problem = tsplib95.load_problem(file)

#Nodos
Nodos = list(problem.get_nodes())

#Aristas
Aristas = list(problem.get_edges())

#print("Nodos",Nodos)
```

```
In [15]: print("Nodos",Nodos)
        print("Aristas",Aristas)
```

```
Nodos [0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24,
25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41]
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```

In [0]: *#Devuelve el factorial de un numero*

```

def factorial(n):
    if n == 0:
        return 1
    else:
        return n * factorial(n-1)

```

In [43]: *#Se genera una solucion aleatoria con comienzo en en el nodo 0*

```

def crear_solucion(Nodos):
    solucion = [0]
    for i in range(len(Nodos)-1):
        solucion = solucion + [random.choice(list(set(Nodos) - set({0}) - set(solucion)))]
    return solucion

```

```

#Devuelve la distancia entre dos nodos
def distancia(a,b, problem):
    return problem.wfunc(a,b)

#distancia(0,1,problem)

#Devuelve la distancia total de una trayectoria
def distancia_total(solucion, problem):
    distancia_total = 0
    for i in range(len(solucion)-1):
        distancia_total += distancia(solucion[i] ,solucion[i+1] , problem)
    return distancia_total + distancia(solucion[len(solucion)-1] ,solucion[0], problem)

solucion=crear_solucion(Nodos)
#print(solucion)
distancia_total(solucion,problem)

```

Out[43]: 4582

```

In [84]: def busquedaAleatoria(problem, N):

    Nodos = list(problem.get_nodes())

    mejor_solucion = []
    mejor_distancia = 10e100

    for i in range(N):
        solucion=crear_solucion(Nodos)

        distancia = distancia_total(solucion,problem)

        if distancia < mejor_distancia:

            mejor_solucion = solucion

            mejor_distancia = distancia

```



```

print("Mejor solución :",mejor_solucion)
print("Mejor distancia :",mejor_distancia)

return mejor_solucion

```

```
sol=busquedaAleatoria(problem, 10)
```

Mejor solución : [0, 13, 10, 21, 35, 38, 9, 39, 16, 40, 8, 12, 33, 34, 15, 24, 18, 11, 7, 31, 3
7, 14, 2, 28, 27, 22, 41, 17, 5, 1, 4, 23, 30, 29, 20, 36, 6, 3, 32, 25, 26, 19]
Mejor distancia : 4329

```

In [85]: def genera_vecina(solucion):
    #Generador de soluciones vecinas: 2-opt (intercambiar 2 nodos) Si hay N nodos se generan (N-
    1)x(N-2)/2 soluciones
    #print(solucion)
    mejor_solucion = []
    mejor_distancia = 10e100
    for i in range(1,len(solucion)-1):
        for j in range(i+1, len(solucion)):
            vecina = solucion[:i] + [solucion[j]] + solucion[i+1:j] + [solucion[i]] + solucion[j+1:]
            distancia_vecina = distancia_total(vecina, problem)
            if distancia_vecina <= mejor_distancia:
                mejor_distancia = distancia_vecina
                mejor_solucion = vecina
    return mejor_solucion

solucion=crear_solucion(Nodos)
print(solucion)

nueva_solucion = genera_vecina(solucion) #Se ve cómo se han intercambiado 2 nodos
print(nueva_solucion)

```

[0, 5, 10, 19, 8, 4, 15, 14, 26, 32, 36, 1, 20, 11, 28, 3, 6, 18, 33, 25, 27, 41, 12, 37, 29, 9,
17, 16, 7, 23, 2, 22, 38, 40, 24, 31, 35, 21, 30, 13, 39, 34]
[0, 5, 10, 19, 8, 4, 15, 14, 26, 32, 36, 1, 20, 33, 28, 3, 6, 18, 11, 25, 27, 41, 12, 37, 29, 9,
17, 16, 7, 23, 2, 22, 38, 40, 24, 31, 35, 21, 30, 13, 39, 34]

```

In [86]: def busqueda_local(problem,N):
    mejor_solucion = []

```

```

mejor_distancia = 10e100

Nodos = list(problem.get_nodes())

solucion_referencia = crear_solucion(Nodos)

for i in range(N):
    vecina = genera_vecina(solucion)
    distancia_vecina = distancia_total(vecina,problem)

    if distancia_vecina < mejor_distancia:
        mejor_solucion=vecina
        mejor_distancia=distancia_vecina
        solucion_referencia=vecina

print("Mejor solución:",mejor_solucion)
print("Mejor distancia:",mejor_distancia)

return mejor_solucion

#print(solucion_referencia)

sol=busqueda_local(problem,10)

Mejor solución: [0, 5, 10, 19, 8, 4, 15, 14, 26, 32, 36, 1, 20, 33, 28, 3, 6, 18, 11, 25, 27, 4
1, 12, 37, 29, 9, 17, 16, 7, 23, 2, 22, 38, 40, 24, 31, 35, 21, 30, 13, 39, 34]
Mejor distancia: 4058

```

```

In [0]: #No mejora el algoritmo anterior
def genera_vecina_aleatorio(solucion):
    #Generador de 1 solucion vecina 2-opt (intercambiar 2 nodos)
    #Se puede mejorar haciendo que la elección no se uniforme sino entre las que estén más proxim
as
    i = random.choice(range(1, len(solucion)) )
    j = random.choice(list(set(range(1, len(solucion))) - {i}))
    vecina = solucion[:i] + [solucion[j]] + solucion[i+1:j] + [solucion[i]] + solucion[j+1:]
    return vecina

```

```

def probabilidad(T,d):
    r=random.random()
    return r <= (e**(-1*d))/(T*1.0)
    #if(r <= (e**(-1*d))/(T*1.0)):
    #    return True
    #else:
    #    return False

def bajar_temperatura(T):
    return T-1

```

```

In [89]: def recocido_simulado(problem, TEMPERATURA):
    #problem = datos del problema
    #T = Temperatura

    solucion_referencia = crear_solucion(Nodos)
    distancia_referencia = distancia_total(solucion_referencia, problem)

    mejor_solucion = []
    mejor_distancia = 10e100

    while TEMPERATURA > 0:
        #Genera una solución vecina(aleatoria)
        vecina = genera_vecina_aleatorio(solucion_referencia)
        #vecina = genera_vecina(solucion_referencia)#Mejores soluciones

        #Calcula su valor(distancia)
        distancia_vecina = distancia_total(vecina, problem)

        #Si es la mejor solución de todas se guarda
        if distancia_vecina < mejor_distancia:
            mejor_solucion = vecina
            mejor_distancia = distancia_vecina

        #Si la nueva vecina es mejor, se cambia y si es peor se cambia según una probabilidad depen
        #diente de T y de |distancia_referencia - distancia_vecina|
        if distancia_vecina < distancia_referencia or probabilidad(TEMPERATURA, abs(distancia_referencia - distancia_vecina)) :
            solucion_referencia = vecina

```

```

        distancia_referencia = distancia_vecina

    TEMPERATURA = bajar_temperatura(TEMPERATURA)

    print("La mejor solución encontrada es " , end="")
    print(mejor_solucion)
    print("con una distancia total de " , end="")
    print(mejor_distancia)
    return mejor_solucion

sol = recocido_simulado(problem, 10000)

```

La mejor solución encontrada es [0, 1, 3, 4, 8, 10, 11, 25, 9, 29, 30, 28, 27, 2, 39, 21, 24, 40, 23, 41, 12, 18, 26, 5, 15, 37, 17, 31, 36, 35, 20, 33, 34, 38, 22, 32, 6, 13, 19, 16, 14, 7] con una distancia total de 1722

```

In [0]: #Colonia de hormigas
def Add_Nodo(problem, H ,T ) : #H (hormiga):recorrido parcial T:feromona ---> mejorar este método, no se está teniendo en cuenta T (jugar con los dos parámetros, distancia y feromona)
    #Establecer una una funcion de probabilidad para
    # añadir un nuevo nodo dependiendo de los nodos mas cercanos y de las feromonas depositadas
    Nodos = list(problem.get_nodes())
    return random.choice( list(set(range(1,len(Nodos))) - set(H) ) ) #añade un nodo de modo aleatorio, debería ser en base a la feromona T

def Incrementa_Feromona(problem, T, H):
    #Incrementar segun la calidad de la solución. Añadir una cantidad inversamente proporcional a la distancia total
    for i in range(len(H)-1):
        T[H[i]][H[i+1]] += 1000/distancia_total(H, problem) #más feromonas a las distancias más pequeñas
    return T

def Evaporar_Feromonas(T):
    #Podemos elegir diferentes funciones de evaporación dependiendo de la cantidad actual y de la suma total de feromonas depositadas,...
    #Evapora 0.3 el valor de la feromona, sin que baje de 1 --> mejorable, podría hacerse en base al número de ciclos, etc...
    T = [[ max(T[i][j] - 0.3 , 1) for i in range(len(Nodos)) ] for j in range(len(Nodos))]

```

```
return T
```

```
In [91]: def hormigas(problem, N):
    #problem = datos del problema
    #N = Número de agentes(hormigas)

    #Nodos
    Nodos = list(problem.get_nodes())
    #Aristas
    Aristas = list(problem.get_edges())

    #Inicializa las aristas con una cantidad inicial de feromonas:1
    T = [[ 1 for _ in range(len(Nodos)) ] for _ in range(len(Nodos))]

    #Se generan los agentes(hormigas) que serán estructuras de caminos desde 0
    Hormiga = [[0] for _ in range(N)]

    #Recorre cada agente construyendo la solución
    for h in range(N):
        #print("\nAgente:", h)
        #Para cada agente se construye un camino
        for i in range(len(Nodos)-1):

            #Elige el siguiente nodo
            Nuevo_Nodo = Add_Nodo(problem, Hormiga[h] ,T )

            Hormiga[h].append(Nuevo_Nodo)

        #Incrementa feromonas en esa arista
        T = Incrementa_Feromona(problem, T, Hormiga[h] )
        #print("Feromonas(1)", T)

        #Evapora Feromonas
        T = Evaporar_Feromonas(T)
        #print("Feromonas(2)", T)

        #Seleccionamos el mejor agente
        mejor_solucion = []
        mejor_distancia = 10e100
        for h in range(N):
```

```
for h in range(N):
    distancia_actual = distancia_total(Hormiga[h], problem)
    if distancia_actual < mejor_distancia:
        mejor_solucion = Hormiga[h]
        mejor_distancia = distancia_actual

print(mejor_solucion)
print(mejor_distancia)

hormigas(problem, 1000)

[0, 35, 32, 22, 11, 17, 19, 5, 8, 4, 2, 34, 20, 26, 37, 36, 10, 41, 23, 3, 6, 15, 27, 29, 21, 1
2, 25, 16, 14, 39, 40, 24, 28, 9, 38, 31, 33, 13, 30, 7, 1, 18]
3922
```

In [0]:

