

SCOA6

April 29, 2022

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[1]: import random
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[2]: def toss(p):  
    return random.randint(0, 100) <= p
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[3]: class SwapOperator:  
    def __init__(self, i, j):  
        self.i = i  
        self.j = j  
  
    def get_max(self):  
        return max(self.i, self.j)  
  
    def __str__(self):  
        pair = (self.i, self.j)  
        return str(pair)  
  
    def __repr__(self):  
        pair = (self.i, self.j)  
        return str(pair)
```

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[4]: class SwapSequence:  
    def __init__(self, seq):  
        self.seq = seq # List of SwapOperator objects  
  
    def iterate(self):  
        for so in self.seq:  
            yield so  
  
    def add_swap_operator(self, so):  
        self.seq.append(so)  
  
    def get_highest_index(self):  
        hi = 0  
        for so in self.seq:  
            hi = max(hi, so.get_max())  
        return hi
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def copy(self):
    ret = []
    for so in self.seq:
        ret.append(SwapOperator(so.i, so.j))
    return SwapSequence(ret)

def __add__(self, b): # Returns *Basic SwapSequence* that is equivalent to
→ list(Sequence a) + list(Sequence b)
    c_seq = self.seq + b.seq
    c = SwapSequence(c_seq)
    n = c.get_highest_index() + 1

    initial_solution = Solution.gen_random_Solution(n)
    resultant_solution = initial_solution.add(c)

    return resultant_solution.sub(initial_solution)

def __str__(self):
    return str(self.seq)

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[5]: class Solution:
    def __init__(self, perm):
        self.perm = perm # A basic permutation

    def __add_SO(self, so, p):
        ret = self.copy()
        if toss(p):
            ret.perm[so.i], ret.perm[so.j] = ret.perm[so.j], ret.perm[so.i]
        return ret

    def __add_SS(self, ss, p):
        ret = self.copy()
        for so in ss.iterate():
            ret = ret.add(so, p)
        return ret

    def add(self, obj, p = 100):
        if isinstance(obj, SwapOperator):
            return self.__add_SO(obj, p)
        elif isinstance(obj, SwapSequence):
            return self.__add_SS(obj, p)
        else: return None

    def sub(self, b, p = 100):
        b = b.copy()
        a = self.copy()
        n = len(a.perm)

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ss = []
for i in range(n):
    for j in range(n):
        if a.perm[i] == b.perm[j]:
            if i != j:
                so = SwapOperator(i, j)
                ss.append(so)
                b = b.add(so, p)
            else:
                break
    return SwapSequence(ss)

def get(self, ind):
    return self.perm[ind]

def copy(self):
    return Solution(self.perm[:])

def __str__(self):
    return str(self.perm)

def __eq__(self, b):
    for i in range(len(self.perm)):
        if self.get(i) != b.get(i):
            return False
    return True

@classmethod
def gen_random_Solution(cls, n):
    perm = [i for i in range(n)]
    random.shuffle(perm)
    return Solution(perm)

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[6]: class Particle:
    def __init__(self, position, velocity, tsp):
        self.position = position
        self.p_best = self.position.copy()
        self.velocity = velocity
        self.fitness = tsp.apply_solution(position)
        self.p_best_fitness = self.fitness

    def get_fitness(self):
        return self.fitness

    def get_position(self):
        return self.position

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def get_p_best(self):
    return self.p_best

def get_p_best_fitness(self):
    return self.p_best_fitness

def update_velocity(self, g_best, alpha, beta):
    ini = self.velocity.copy()
    term1 = self.p_best.sub(self.position, alpha)
    term2 = g_best.sub(self.position, beta)
    self.velocity += term1 + term2

def update_position(self, tsp):
    initial = self.position
    new = self.position.add(self.velocity)

    n_fitness = tsp.apply_solution(new)

    if n_fitness < self.get_p_best_fitness():
        self.p_best = new.copy()
        self.p_best_fitness = n_fitness

    self.fitness = n_fitness
    self.position = new

def __str__(self):
    ret = f"Particle: {self.position}, fitness: {self.get_fitness()},  

→best_fitness: {self.get_p_best_fitness()}"
    return ret

def __repr__(self):
    ret = f"Particle: {self.position}, fitness: {self.get_fitness()},  

→best_fitness: {self.get_p_best_fitness()}"
    return ret

@classmethod
def gen_random_Particle(self, n, tsp):
    position = Solution.gen_random_Solution(n)
    velocity = Solution.gen_random_Solution(n).sub(Solution.  

→gen_random_Solution(n))
    return Particle(position, velocity, tsp)

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[7]: class TSP:
    def __init__(self, g):
        self.g = g
        self.n = len(g)

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def apply_solution(self, s):
    cost = 0
    for i in range(self.n):
        cost += self.g[s.get(i)][s.get((i + 1) % self.n)]
    return cost

@classmethod
def gen_random_TSP(cls, n, soln):
    ret = []
    for i in range(n):
        row = []
        for j in range(n):
            row.append(random.randint(2, 10))
        ret.append(row)
        ret[i][i] = 0
    soln = soln.perm
    for i in range(n):
        ret[soln[i]][soln[(i+1)%n]] = 1
    return TSP(ret)

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[8]: def get_g_best(particles, g_best):
    g_best, g_best_fitness = g_best
    for particle in particles:
        if particle.get_p_best_fitness() < g_best_fitness:
            g_best = particle.get_p_best().copy()
            g_best_fitness = particle.get_p_best_fitness()
    return g_best, g_best_fitness

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[9]: ALPHA = 70
    BETA = 80
    POPULATION_SIZE = 20
    NUM_NODES = 10
    NUM_ITERATIONS = 1000

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[10]: actual_solution = [i for i in range(NUM_NODES)]
    random.shuffle(actual_solution)
    actual_solution = Solution(actual_solution)

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[11]: tsp = TSP.gen_random_TSP(NUM_NODES, actual_solution)
    particles = [Particle.gen_random_Particle(NUM_NODES, tsp) for _ in
    ↪range(POPULATION_SIZE)]
    g_best_fitness = particles[0].get_fitness()
    g_best, g_best_fitness = get_g_best(particles, (particles[0], g_best_fitness))

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[12]: print("Initial Particles: ")
    for particle in particles:
        print(particle)

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print(f"Best Solution: {g_best}, Fitness: {g_best_fitness}")
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Initial Particles:

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Particle: [0, 5, 3, 9, 7, 2, 4, 6, 8, 1], fitness: 59, best_fitness: 59
Particle: [9, 4, 2, 8, 1, 0, 6, 5, 7, 3], fitness: 56, best_fitness: 56
Particle: [5, 2, 1, 3, 9, 8, 7, 4, 0, 6], fitness: 58, best_fitness: 58
Particle: [9, 0, 8, 5, 4, 1, 7, 2, 6, 3], fitness: 63, best_fitness: 63
Particle: [4, 3, 9, 0, 5, 7, 1, 2, 8, 6], fitness: 45, best_fitness: 45
Particle: [2, 1, 7, 0, 5, 3, 6, 4, 8, 9], fitness: 51, best_fitness: 51
Particle: [1, 2, 9, 6, 8, 4, 3, 5, 7, 0], fitness: 50, best_fitness: 50
Particle: [3, 4, 9, 2, 1, 0, 6, 7, 8, 5], fitness: 54, best_fitness: 54
Particle: [8, 5, 4, 1, 6, 3, 9, 7, 2, 0], fitness: 63, best_fitness: 63
Particle: [5, 6, 0, 7, 2, 3, 1, 4, 8, 9], fitness: 51, best_fitness: 51
Particle: [2, 8, 3, 9, 0, 7, 1, 6, 5, 4], fitness: 49, best_fitness: 49
Particle: [0, 9, 2, 3, 4, 6, 5, 1, 8, 7], fitness: 48, best_fitness: 48
Particle: [9, 4, 2, 6, 0, 1, 8, 3, 7, 5], fitness: 61, best_fitness: 61
Particle: [2, 1, 3, 7, 9, 5, 6, 8, 4, 0], fitness: 61, best_fitness: 61
Particle: [1, 5, 0, 7, 3, 6, 9, 2, 8, 4], fitness: 45, best_fitness: 45
Particle: [0, 3, 7, 4, 9, 5, 8, 6, 1, 2], fitness: 53, best_fitness: 53
Particle: [4, 1, 0, 7, 9, 3, 2, 6, 5, 8], fitness: 41, best_fitness: 41
Particle: [4, 6, 1, 2, 7, 3, 8, 5, 9, 0], fitness: 54, best_fitness: 54
Particle: [6, 8, 9, 5, 1, 3, 7, 2, 4, 0], fitness: 47, best_fitness: 47
Particle: [1, 9, 3, 6, 5, 2, 0, 8, 7, 4], fitness: 56, best_fitness: 56
Best Solution: [4, 1, 0, 7, 9, 3, 2, 6, 5, 8], Fitness: 41
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[13]: for i in range(NUM_ITERATIONS):
      for particle in particles:
          particle.update_velocity(g_best, ALPHA, BETA)
          particle.update_position(tsp)
          g_best, g_best_fitness = get_g_best(particles, (g_best, g_best_fitness))
      print(f"Iteration {i}, Best Solution: {g_best}, Fitness: {g_best_fitness}")
```

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Iteration 0, Best Solution: [8, 5, 0, 6, 9, 2, 3, 7, 4, 1], Fitness: 33
Iteration 1, Best Solution: [8, 5, 0, 6, 9, 2, 3, 7, 4, 1], Fitness: 33
Iteration 2, Best Solution: [8, 5, 0, 6, 9, 2, 3, 7, 4, 1], Fitness: 33
Iteration 3, Best Solution: [8, 5, 0, 6, 9, 2, 3, 7, 4, 1], Fitness: 33
Iteration 4, Best Solution: [0, 8, 7, 6, 9, 3, 2, 4, 5, 1], Fitness: 31
Iteration 5, Best Solution: [0, 8, 7, 6, 9, 3, 2, 4, 5, 1], Fitness: 31
Iteration 6, Best Solution: [0, 8, 7, 6, 9, 3, 2, 4, 5, 1], Fitness: 31
Iteration 7, Best Solution: [0, 8, 7, 6, 9, 3, 2, 4, 5, 1], Fitness: 31
Iteration 8, Best Solution: [0, 8, 7, 6, 9, 3, 2, 4, 5, 1], Fitness: 31
Iteration 9, Best Solution: [0, 8, 7, 6, 9, 3, 2, 4, 5, 1], Fitness: 31
Iteration 10, Best Solution: [0, 8, 7, 6, 9, 3, 2, 4, 5, 1], Fitness: 31
Iteration 11, Best Solution: [0, 8, 7, 6, 9, 3, 2, 4, 5, 1], Fitness: 31
Iteration 12, Best Solution: [0, 8, 7, 6, 9, 3, 2, 4, 5, 1], Fitness: 31
Iteration 13, Best Solution: [4, 8, 3, 6, 9, 0, 2, 5, 1, 7], Fitness: 27
Iteration 14, Best Solution: [4, 8, 3, 6, 9, 0, 2, 5, 1, 7], Fitness: 27
Iteration 15, Best Solution: [4, 8, 3, 6, 9, 0, 2, 5, 1, 7], Fitness: 27
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[illegible]

[illegible]

[illegible]

[illegible]

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[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

Iteration 976, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 977, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 978, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 979, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 980, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 981, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 982, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 983, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 984, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 985, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 986, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 987, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 988, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 989, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 990, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 991, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 992, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 993, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 994, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 995, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 996, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 997, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 998, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16
Iteration 999, Best Solution: [4, 8, 3, 5, 7, 1, 0, 6, 9, 2], Fitness: 16

```
[14]: print(actual_solution)
      print(g_best)
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[6, 9, 2, 7, 4, 8, 3, 5, 1, 0]
[4, 8, 3, 5, 7, 1, 0, 6, 9, 2]
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