

Operations Research – Project

VŠB-TUO, ZS 2014/2015

Implementation of Artificial Bee Colony Algorithm to Solve No-Wait Flow Shop Problem

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Introduction

This document is intended as documentation and test results presentation for semester project of implementation Artificial Bee Colony in Java to solve No-Wait Flow Shop scheduling problem.

Implementation

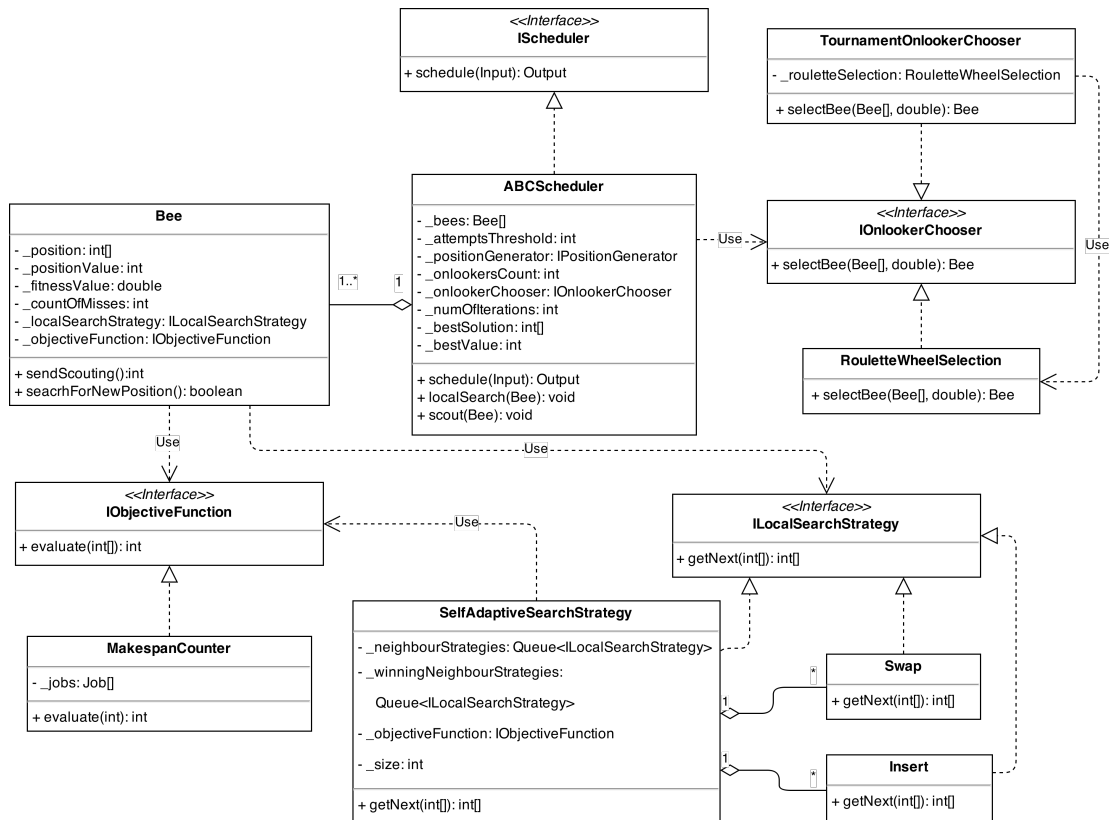
You can find all the source codes in directory src, where the application source code is in directory main and unit tests source codes are in directory test. There are pretty much tests for the implementation so all the parts should be correct.

For our problem of No-Wait Flow Shop with given input, search space is the order of execution obtained job to minimize the makespan. Thus for n jobs, the possible solution is each permutation of numbers 0 to $n-1$, where the permutation defines the index of jobs.

In Java we can represent this as an array of integers.

The input will be represented with Java class Input, containing all jobs requested to schedule. The output is the best found permutation discovered by algorithm and some other statistics information like best/worst found value, standard deviation and average execution time for one execution of algorithm for problem instance.

All the parts of the algorithm are represented as objects and most of them covered by interface, to allow easily change parts of algorithm. Most important class is ABCScheduler, where is implemented the ABC algorithm itself. Now follows UML diagram of most important classes of implementation.



As we can see, ABCScheduler uses Bee objects to search feasible solutions space, hold their positions and IOnlookerChooser to choose bees for onlookers after bees searching. Other fields are intended as parameters for the algorithm, which the scheduler accepts in constructor. Objective function implementation is counter of makespan, which simply counts makespan for the given permutation of jobs, since it holds information about jobs as its field. As mentioned before, if we want to change the optimization for makespan for something different, we just need to implement the interface IObjectiveFunction.

It is similar for the local search strategy. Swap and Insert are simply and self-describing modification of jobs permutation. SelfAdaptiveSearchStrategy uses previous two and tries to adapt to given algorithm as described in [3]. Onlookers are selected with IOnlookerChooser implementation TournamentOnlookerChooser, which internally uses Roulette Wheel Selection algorithm to pick two bees and then selecting the one with better found solution also as described in [3].

Near these core classes, there are other classes holding input and output, performing reading of input and exporting the results to html for now.

Executable classes

There are four executable classes, which contains Java main method.

Class Program accepts the path to the input file as the only one parameter and exports the result to the standard output. This class is also set as main class after project build.

There are three other classes which can be made as executable.

AllInDirSchedule is there to apply algorithm on all text files named as numbers in directory taken as parameter, writing its output to file output.html in working directory, rewriting the old one if exists.

DebugSchedule, which behaves the same as Program, but writes all the steps of ABC algorithm to output in advance.

The last one is BruteForceComparison, which tries to solve the problem with brute force to compare the result of the ABC algorithm against best possible solution. ABC algorithm runs 30 times for each of the input instance.

After the build described below, you can run main program for example with this command:

```
java -jar build/libs/Flowshop-with-No-Wait-ABC-1.0.jar data/41.txt
```

Build

Gradle is used as the build system.

After cloning the repository, you can build the jar with the default Program executable on any machine with executing **gradlew build**, which will use Gradle Wrapper, download the Gradle to your computer if not present, builds the jar and also executes the tests. Jar can be found in path `/build/libs`.

Test Results

There were 30 runs of algorithm on every instance of the provided input data. The results were obtained with settings of scheduler like this: 50 bees, 50 Onlookers, 1000 iterations, 10 misses as the threshold for bee becoming scout, SelfAdaptiveSearchStrategy and TournamentOnlookerChooser used.

File: 41.txt

[illegible]**File: 42.txt**[illegible]

File: 43.txt

[illegible]

File: 44.txt

[illegible]

File: 45.txt

[illegible]

File: 46.txt

[illegible]

File: 47.txt

[illegible]

File: 48.txt

[illegible]

File: 49.txt

[illegible]

File: 50.txt

[illegible]

File: 51.txt

[illegible]

File: 52.txt

[illegible]

File: 53.txt

[illegible]

File: 54.txt

[illegible]

File: 55.txt

[illegible]

File: 56.txt

[illegible]

File: 57.txt

[illegible]

File: 58.txt

[illegible]

File: 59.txt

[illegible]

File: 60.txt

[illegible]

File: 61.txt

[illegible]

File: 62.txt

[illegible]

File: 63.txt

[illegible]

File: 64.txt

[illegible]

File: 65.txt

[illegible]

File: 66.txt

[illegible]

File: 67.txt

[illegible]

File: 68.txt

[illegible]

File: 69.txt

[illegible]

File: 70.txt

[illegible]

File: 71.txt

[illegible]

File: 72.txt

[illegible]

File: 73.txt

[illegible]

File: 74.txt

[illegible]

File: 75.txt

[illegible]

File: 76.txt

[illegible]

File: 77.txt

[illegible]

File: 78.txt

[illegible]

File: 79.txt

Sequence no.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Makespan	10919	10720	10907	10743	10902	10471	10676	10776	10764	10858	10768	10691	10673	10795	10709
Sequence no.	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Makespan	10836	10850	10648	10722	10774	10861	10904	10750	10781	10721	10653	10780	10752	10746	10877
Best result	10471														
Worst result	10919														
Standard deviation	95.001														
Average time	1.135 s														

File: 80.txt

[illegible]

There were also made few experiments and comparisons with different parameters and various local search strategies. In compare with the direct scheduling of jobs in order as there were in input files, ABC algorithm resulted in significantly better results and since the computed makespans for all runs for one problem instance tend to be close to each other, we can evaluate the implementation as working. Due to high degree of modularity of algorithm, every part can be easily changed and a lot of experiments with search strategies, onlooker selecting, initial solutions etc. can be made.

Conclusion

We presented our implementation of the ABC algorithm in Java. ABC algorithm is powerful and easily customizable algorithm and this idea also tries to go through the implementation. The obtained result are promising and there is also a huge space for improvement as in case for new algorithms for certain parts, then for performance optimization since the easiest way to get better results is to increase the number of iterations.

Through this project, I became quite familiar with the ABC algorithm and it became next great part of my knowledge base, which I consider as the most important impact of the project.

References

- [1] Karaboga, D. , Artificial Bee Colony Algorithm Homepage
<http://mf.erciyes.edu.tr/abc/>
- [2] Karaboga, D., *Artificial Bee Colony Algorithm*, Scholarpedia 2010,
http://www.scholarpedia.org/article/Artificial_bee_colony_algorithm
- [3] Quan-Ke Pan, M. Fatih Tasgetiren, P.N. Suganthan, T.J. Chua, *A discrete artificial bee colony algorithm for the lot-streaming flow shop scheduling problem*, Elsevier Inc. 2011
<http://www.sciencedirect.com/science/article/pii/S0020025509005684>