

INF273 – Assignment #3

Implement a Local Search, and a Simulated Annealing algorithm to solve a pickup and delivery problem with time windows.

- Work with the same six instances you used in assignment #2
- You should implement the following algorithms, run them 10 times for each instance and report six tables (one for each problem instance) in the given format
- Start with an initial solution that every call is outsourced
- You should also report the best-found solution for each instance (in the same format as it has been discussed in the class and is available on the lecture slides). For each instance, only report the best solution you get from the six different algorithm setups.
- You should use *1-reinsert*, *2-exchange*, and *3-exchange* heuristics as operators.

Instance name (e.g. Call 7 Vehicle 3)				
	Average objective	Best objective	Improvement (%)	Running time in seconds
Random Search	Copy from A#2	Copy from A#2	Copy from A#2	Copy from A#2
Local Search-1-insert				
Local Search-2-exchange				
Local Search-3-exchange				
Simulated Annealing-1-insert				
Simulated Annealing-2-exchange				
Simulated Annealing-3-exchange				

Local search (modified for assignment #3)

- 1: Input: initial solution (s_0),
 - 2: Input: neighborhood operators: *2-exchange*, *3-exchange*, or *1-reinsert*
 - 3: Input: evaluation function f , $f(s) \rightarrow$ the cost of s
 - 4: $BestSolution \leftarrow s_0$
 - 5: **for** iteration = 1 to 10000
 - 6: $NewSolution \leftarrow \text{Operator}(BestSolution)$
 - 7: **if** $NewSolution$ is feasible and $f(NewSolution) < f(BestSolution)$ then
 - 8: $BestSolution \leftarrow NewSolution$
 - 9: **end if**
 - 10: **end for**
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Simulated Annealing (modified for assignment #3)

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1:  Input: initial solution ( $s_0$ ),
2:  Input: neighborhood operators: 2-exchange, 3-exchange, or 1-reinsert
3:  Parameters:  $T_f$  (final temperature) = 0.1
4:  Input: evaluation function  $f$ ,  $f(s) \rightarrow$  the cost of  $s$ 
5:   $Incumbent \leftarrow s_0$ ,  $BestSolution \leftarrow s_0$ 
6:  for  $w = 1$  to 100
7:       $NewSolution \leftarrow \text{Operator}(Incumbent)$ 
8:       $\Delta E \leftarrow f(NewSolution) - f(Incumbent)$ 
9:      if  $NewSolution$  is feasible and  $\Delta E < 0$  then
10:          $Incumbent \leftarrow NewSolution$ 
11:         if  $f(Incumbent) < f(BestSolution)$  then
12:              $BestSolution \leftarrow Incumbent$ 
13:         end if
14:     elseif  $NewSolution$  is feasible
15:         if  $Rand < 0.8$  then
16:              $Incumbent \leftarrow NewSolution$ 
17:         end if
18:          $\Delta_w \leftarrow \Delta E$ 
19:     end if
20: end for
21:  $\Delta_{avg} = \text{mean}(\Delta_w)$ 
22:  $T_0 = \frac{-\Delta_{avg}}{\ln(0.8)}$ ,  $\alpha = \sqrt[9900]{T_f / T_0}$ 
23:  $T \leftarrow T_0$ 
24: for iteration = 1 to 9900
25:      $NewSolution \leftarrow \text{Operator}(Incumbent)$ 
26:      $\Delta E \leftarrow f(NewSolution) - f(Incumbent)$ 
27:     if  $NewSolution$  is feasible and  $\Delta E < 0$  then
28:          $Incumbent \leftarrow NewSolution$ 
29:         if  $f(Incumbent) < f(BestSolution)$  then
30:              $BestSolution \leftarrow Incumbent$ 
31:         end if
32:     elseif  $NewSolution$  is feasible and  $Rand < p = e^{\frac{-\Delta E}{T}}$ 
33:          $Incumbent \leftarrow NewSolution$ 
34:     end if
35:      $T = \alpha * T$ 
36: end for
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