|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Danzig \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | | Danzig \_algorithm  Single-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Saltation  Linear-rank | Danzig \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Saltation  Linear-rank |
| max | 543 | 543 | 543 | 543 | 543 | 543 | 543 | 543 | 543 | 543 | 543 | 543 | 543 | 543 | 543 | 543 |
| prob. | 0,03 | 0,57 | 0,17 | 0,77 | 0,10 | 0,67 | 0,07 | 0,63 | 0,10 | 0,83 | 0,07 | 0,80 | 0,27 | 0,83 | 0,17 | 0,87 |
| i-avg | 9,63 | 4,80 | 7,20 | 4,53 | 3,53 | 4,30 | 9,27 | 6,03 | 11,37 | 5,23 | 5,17 | 5,80 | 3,57 | 5,43 | 8,17 | 6,50 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Danzig \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Point mutation  Linear-rank | Danzig \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Inversion  Linear-rank | Danzig \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Translocation  Linear-rank | Danzig \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Saltation  Linear-rank | Random \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Single-point crossover  Point mutation  Linear-rank | Random \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Single-point crossover  Inversion  Linear-rank | Random \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Single-point crossover  Translocation  Linear-rank | Random \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Single-point crossover  Saltation  Linear-rank |
| 543 | 543 | 543 | 543 | 543 | 543 | 543 | 543 | 543 | 543 | 541 | 543 | 543 | 543 | 543 | 543 |
| 0,17 | 0,87 | 0,13 | 0,97 | 0,30 | 0,90 | 0,17 | 0,93 | 0,10 | 0,77 | 0,07 | 0,53 | 0,10 | 0,67 | 0,17 | 0,60 |
| 4,60 | 5,17 | 3,03 | 5,27 | 2,37 | 5,50 | 7,13 | 5,03 | 7,57 | 5,90 | 4,33 | 5,30 | 3,63 | 4,87 | 9,97 | 5,60 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Random \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Two-point crossover  Point mutation  Linear-rank | Random \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Two-point crossover  Inversion  Linear-rank | Random \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Two-point crossover  Translocation  Linear-rank | Random \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Two-point crossover  Saltation  Linear-rank | Random \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Random \_algorithm  Uniform crossover  Point mutation  Linear-rank | Random \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Random \_algorithm  Uniform crossover  Inversion  Linear-rank | Random \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Random \_algorithm  Uniform crossover  Translocation  Linear-rank | Random \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Random \_algorithm  Uniform crossover  Saltation  Linear-rank |
| 543 | 543 | 542 | 543 | 543 | 543 | 543 | 543 | 543 | 543 | 543 | 543 | 543 | 543 | 543 | 543 |
| 0,13 | 0,73 | 0,20 | 0,63 | 0,10 | 0,83 | 0,17 | 0,63 | 0,23 | 0,87 | 0,23 | 0,80 | 0,20 | 0,97 | 0,20 | 0,90 |
| 6,80 | 4,63 | 4,70 | 5,27 | 3,10 | 4,97 | 9,43 | 5,13 | 9,17 | 5,30 | 4,80 | 5,80 | 2,40 | 4,83 | 6,03 | 5,33 |

*Задача 9.2.1.1* ▲ *- оптимум* ▲ *- мин. число итераций до локального оптимума* ▲ *- средн. макс. число (*▲ *- средн. мин. число) итераций до локального оптимума*

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Danzig \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | | Danzig \_algorithm  Single-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Saltation  Linear-rank | Danzig \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Saltation  Linear-rank |
| max | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 |
| prob. | 0,03 | 0,50 | 0,10 | 0,43 | 0,13 | 0,40 | 0,03 | 0,47 | 0,13 | 0,47 | 0,07 | 0,73 | 0,10 | 0,70 | 0,13 | 0,67 |
| i-avg | 7,73 | 5,87 | 6,53 | 6,10 | 4,87 | 4,40 | 5,50 | 4,30 | 5,53 | 4,73 | 2,53 | 5,47 | 2,40 | 5,13 | 3,40 | 5,77 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Danzig \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Point mutation  Linear-rank | Danzig \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Inversion  Linear-rank | Danzig \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Translocation  Linear-rank | Danzig \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Saltation  Linear-rank | Random \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Single-point crossover  Point mutation  Linear-rank | Random \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Single-point crossover  Inversion  Linear-rank | Random \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Single-point crossover  Translocation  Linear-rank | Random \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Single-point crossover  Saltation  Linear-rank |
| 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 |
| 0,10 | 0,83 | 0,20 | 0,73 | 0,03 | 0,57 | 0,10 | 0,90 | 0,20 | 0,53 | 0,03 | 0,47 | 0,07 | 0,60 | 0,07 | 0,43 |
| 7,80 | 5,47 | 7,33 | 5,90 | 2,73 | 5,63 | 6,40 | 6,27 | 9,83 | 5,60 | 8,97 | 6,27 | 3,27 | 5,57 | 5,53 | 5,07 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Random \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Two-point crossover  Point mutation  Linear-rank | Random \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Two-point crossover  Inversion  Linear-rank | Random \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Two-point crossover  Translocation  Linear-rank | Random \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Two-point crossover  Saltation  Linear-rank | Random \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Random \_algorithm  Uniform crossover  Point mutation  Linear-rank | Random \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Random \_algorithm  Uniform crossover  Inversion  Linear-rank | Random \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Random \_algorithm  Uniform crossover  Translocation  Linear-rank | Random \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Random \_algorithm  Uniform crossover  Saltation  Linear-rank |
| 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 | 539 |
| 0,10 | 0,70 | 0,07 | 0,60 | 0,07 | 0,80 | 0,03 | 0,70 | 0,13 | 0,77 | 0,07 | 0,80 | 0,10 | 0,63 | 0,13 | 0,73 |
| 6,80 | 4,90 | 4,77 | 4,90 | 2,63 | 5,43 | 4,60 | 4,77 | 4,87 | 5,90 | 6,80 | 5,77 | 2,93 | 5,00 | 7,27 | 5,07 |

*Задача 9.2.1. 2* ▲ *- оптимум* ▲ *- мин. число итераций до локального оптимума* ▲ *- средн. макс. число (*▲ *- средн. мин. число) итераций до локального оптимума*

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Danzig \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | | Danzig \_algorithm  Single-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Saltation  Linear-rank | Danzig \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Saltation  Linear-rank |
| max | 680 | 680 | 680 | 680 | 680 | 680 | 680 | 680 | 680 | 680 | 680 | 680 | 679 | 680 | 680 | 680 |
| prob. | 0,07 | 0,33 | 0,10 | 0,50 | 0,07 | 0,50 | 0,13 | 0,47 | 0,03 | 0,60 | 0,07 | 0,63 | 0,10 | 0,53 | 0,13 | 0,50 |
| i-avg | 10,57 | 6,07 | 5,37 | 4,87 | 2,77 | 4,63 | 4,77 | 5,53 | 6,63 | 6,33 | 3,43 | 7,33 | 3,80 | 5,97 | 6,10 | 5,67 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Danzig \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Point mutation  Linear-rank | Danzig \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Inversion  Linear-rank | Danzig \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Translocation  Linear-rank | Danzig \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Saltation  Linear-rank | Random \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Single-point crossover  Point mutation  Linear-rank | Random \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Single-point crossover  Inversion  Linear-rank | Random \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Single-point crossover  Translocation  Linear-rank | Random \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Single-point crossover  Saltation  Linear-rank |
| 680 | 680 | 680 | 680 | 680 | 680 | 680 | 680 | 680 | 680 | 680 | 680 | 680 | 680 | 680 | 680 |
| 0,13 | 0,60 | 0,07 | 0,77 | 0,07 | 0,67 | 0,07 | 0,80 | 0,07 | 0,43 | 0,07 | 0,27 | 0,07 | 0,43 | 0,03 | 0,53 |
| 4,30 | 6,07 | 4,63 | 6,40 | 2,30 | 5,13 | 5,60 | 4,87 | 5,80 | 5,30 | 4,27 | 5,73 | 3,53 | 5,97 | 7,07 | 5,27 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Random \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Two-point crossover  Point mutation  Linear-rank | Random \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Two-point crossover  Inversion  Linear-rank | Random \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Two-point crossover  Translocation  Linear-rank | Random \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Two-point crossover  Saltation  Linear-rank | Random \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Random \_algorithm  Uniform crossover  Point mutation  Linear-rank | Random \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Random \_algorithm  Uniform crossover  Inversion  Linear-rank | Random \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Random \_algorithm  Uniform crossover  Translocation  Linear-rank | Random \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Random \_algorithm  Uniform crossover  Saltation  Linear-rank |
| 680 | 680 | 680 | 680 | 680 | 680 | 680 | 680 | 680 | 680 | 680 | 680 | 679 | 680 | 680 | 680 |
| 0,13 | 0,43 | 0,10 | 0,57 | 0,07 | 0,40 | 0,17 | 0,53 | 0,03 | 0,70 | 0,17 | 0,50 | 0,03 | 0,70 | 0,03 | 0,53 |
| 5,93 | 6,07 | 2,53 | 5,17 | 2,37 | 4,77 | 5,03 | 6,63 | 2,50 | 7,07 | 6,77 | 6,80 | 2,20 | 5,23 | 4,43 | 6,07 |

*Задача 9.2.1.3* ▲ *- оптимум* ▲ *- мин. число итераций до локального оптимума* ▲ *- средн. макс. число (*▲ *- средн. мин. число) итераций до локального оптимума*

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Danzig \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | | Danzig \_algorithm  Single-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Saltation  Linear-rank | Danzig \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Saltation  Linear-rank |
| max | 574 | 575 | 575 | 575 | 575 | 575 | 575 | 575 | 575 | 575 | 574 | 575 | 575 | 575 | 575 | 575 |
| prob. | 0,17 | 0,27 | 0,03 | 0,37 | 0,03 | 0,23 | 0,07 | 0,17 | 0,10 | 0,63 | 0,17 | 0,37 | 0,07 | 0,47 | 0,03 | 0,53 |
| i-avg | 7,07 | 5,47 | 6,10 | 4,73 | 3,43 | 5,43 | 7,83 | 5,33 | 9,20 | 6,57 | 6,33 | 5,33 | 2,93 | 6,07 | 6,50 | 5,23 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Danzig \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Point mutation  Linear-rank | Danzig \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Inversion  Linear-rank | Danzig \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Translocation  Linear-rank | Danzig \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Saltation  Linear-rank | Random \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Single-point crossover  Point mutation  Linear-rank | Random \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Single-point crossover  Inversion  Linear-rank | Random \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Single-point crossover  Translocation  Linear-rank | Random \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Single-point crossover  Saltation  Linear-rank |
| 575 | 575 | 575 | 575 | 575 | 575 | 575 | 575 | 574 | 575 | 575 | 575 | 575 | 575 | 574 | 575 |
| 0,13 | 0,63 | 0,07 | 0,63 | 0,03 | 0,60 | 0,13 | 0,70 | 0,10 | 0,33 | 0,03 | 0,37 | 0,03 | 0,23 | 0,17 | 0,37 |
| 5,83 | 5,50 | 5,50 | 5,50 | 2,20 | 5,47 | 4,00 | 5,07 | 9,70 | 4,97 | 5,77 | 7,40 | 3,57 | 4,70 | 6,03 | 5,33 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Random \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Two-point crossover  Point mutation  Linear-rank | Random \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Two-point crossover  Inversion  Linear-rank | Random \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Two-point crossover  Translocation  Linear-rank | Random \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Two-point crossover  Saltation  Linear-rank | Random \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Random \_algorithm  Uniform crossover  Point mutation  Linear-rank | Random \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Random \_algorithm  Uniform crossover  Inversion  Linear-rank | Random \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Random \_algorithm  Uniform crossover  Translocation  Linear-rank | Random \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Random \_algorithm  Uniform crossover  Saltation  Linear-rank |
| 575 | 575 | 575 | 575 | 575 | 575 | 575 | 575 | 575 | 575 | 574 | 575 | 574 | 575 | 575 | 575 |
| 0,10 | 0,50 | 0,03 | 0,63 | 0,03 | 0,33 | 0,10 | 0,43 | 0,10 | 0,70 | 0,13 | 0,63 | 0,03 | 0,53 | 0,20 | 0,83 |
| 5,80 | 5,53 | 6,73 | 7,47 | 3,77 | 4,87 | 8,40 | 6,70 | 7,83 | 5,57 | 5,27 | 6,90 | 2,27 | 5,83 | 5,57 | 5,23 |

*Задача 9.2.1.4* ▲ *- оптимум* ▲ *- мин. число итераций до локального оптимума* ▲ *- средн. макс. число (*▲ *- средн. мин. число) итераций до локального оптимума*

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Danzig \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | | Danzig \_algorithm  Single-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Saltation  Linear-rank | Danzig \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Saltation  Linear-rank |
| max | 670 | 670 | 670 | 670 | 670 | 670 | 669 | 670 | 670 | 670 | 670 | 670 | 670 | 670 | 670 | 670 |
| prob. | 0,13 | 0,67 | 0,17 | 0,67 | 0,17 | 0,73 | 0,03 | 0,70 | 0,13 | 0,67 | 0,20 | 0,90 | 0,03 | 0,67 | 0,07 | 0,87 |
| i-avg | 10,93 | 4,87 | 4,67 | 4,97 | 2,07 | 4,90 | 7,27 | 4,60 | 12,53 | 5,57 | 5,30 | 6,40 | 3,00 | 5,93 | 7,00 | 4,43 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Danzig \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Point mutation  Linear-rank | Danzig \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Inversion  Linear-rank | Danzig \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Translocation  Linear-rank | Danzig \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Saltation  Linear-rank | Random \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Single-point crossover  Point mutation  Linear-rank | Random \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Single-point crossover  Inversion  Linear-rank | Random \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Single-point crossover  Translocation  Linear-rank | Random \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Single-point crossover  Saltation  Linear-rank |
| 670 | 670 | 670 | 670 | 670 | 670 | 670 | 670 | 670 | 670 | 670 | 670 | 670 | 670 | 670 | 670 |
| 0,13 | 0,77 | 0,23 | 0,93 | 0,17 | 0,90 | 0,17 | 0,90 | 0,13 | 0,57 | 0,17 | 0,73 | 0,07 | 0,73 | 0,17 | 0,63 |
| 6,70 | 5,50 | 3,37 | 4,50 | 4,47 | 5,43 | 3,87 | 4,97 | 4,90 | 5,13 | 6,77 | 5,80 | 2,10 | 5,17 | 8,03 | 7,57 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Random \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Two-point crossover  Point mutation  Linear-rank | Random \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Two-point crossover  Inversion  Linear-rank | Random \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Two-point crossover  Translocation  Linear-rank | Random \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Two-point crossover  Saltation  Linear-rank | Random \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Random \_algorithm  Uniform crossover  Point mutation  Linear-rank | Random \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Random \_algorithm  Uniform crossover  Inversion  Linear-rank | Random \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Random \_algorithm  Uniform crossover  Translocation  Linear-rank | Random \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Random \_algorithm  Uniform crossover  Saltation  Linear-rank |
| 670 | 670 | 670 | 670 | 669 | 670 | 670 | 670 | 670 | 670 | 670 | 670 | 670 | 670 | 670 | 670 |
| 0,07 | 0,57 | 0,20 | 0,70 | 0,03 | 0,63 | 0,10 | 0,73 | 0,27 | 0,87 | 0,17 | 0,70 | 0,23 | 0,87 | 0,23 | 0,83 |
| 7,20 | 4,93 | 7,43 | 7,57 | 3,90 | 4,83 | 3,20 | 4,90 | 6,80 | 5,40 | 5,53 | 4,83 | 3,13 | 5,13 | 4,10 | 4,77 |

*Задача 9.2.1.5* ▲ *- оптимум* ▲ *- мин. число итераций до локального оптимума* ▲ *- средн. макс. число (*▲ *- средн. мин. число) итераций до локального оптимума*

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Danzig \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | | Danzig \_algorithm  Single-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Saltation  Linear-rank | Danzig \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Saltation  Linear-rank |
| dev.% | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| prob.(avg) % | 5,33 | 46,67 | 11,33 | 54,67 | 10,00 | 50,67 | 6,00 | 48,67 | 10,00 | 64,00 | 8,00 | 68,67 | 9,33 | 64,00 | 10,67 | 68,67 |
| i-avg | 19,43 | 13,54 | 14,93 | 12,60 | 8,33 | 11,83 | 13,68 | 12,90 | 22,63 | 14,22 | 8,22 | 15,17 | 5,95 | 14,27 | 15,58 | 13,80 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Danzig \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Point mutation  Linear-rank | Danzig \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Inversion  Linear-rank | Danzig \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Translocation  Linear-rank | Danzig \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Saltation  Linear-rank | Random \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Single-point crossover  Point mutation  Linear-rank | Random \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Single-point crossover  Inversion  Linear-rank | Random \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Single-point crossover  Translocation  Linear-rank | Random \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Single-point crossover  Saltation  Linear-rank |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 13,33 | 74,00 | 14,00 | 80,67 | 12,00 | 72,67 | 12,67 | 84,67 | 10,00 | 52,67 | 6,00 | 47,33 | 6,67 | 53,33 | 8,67 | 51,33 |
| 14,62 | 13,85 | 11,93 | 13,78 | 7,03 | 13,58 | 13,50 | 13,10 | 14,05 | 13,45 | 12,89 | 15,25 | 8,05 | 13,14 | 15,30 | 14,42 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Random \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Two-point crossover  Point mutation  Linear-rank | Random \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Two-point crossover  Inversion  Linear-rank | Random \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Two-point crossover  Translocation  Linear-rank | Random \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Two-point crossover  Saltation  Linear-rank | Random \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Random \_algorithm  Uniform crossover  Point mutation  Linear-rank | Random \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Random \_algorithm  Uniform crossover  Inversion  Linear-rank | Random \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Random \_algorithm  Uniform crossover  Translocation  Linear-rank | Random \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Random \_algorithm  Uniform crossover  Saltation  Linear-rank |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 10,67 | 58,67 | 8,00 | 62,67 | 5,33 | 60,00 | 11,33 | 60,66 | 15,33 | 78,00 | 12,67 | 68,67 | 10,67 | 74,00 | 16,00 | 76,66 |
| 16,27 | 13,03 | 10,73 | 15,19 | 5,93 | 12,43 | 15,33 | 14,07 | 15,58 | 14,62 | 11,95 | 15,05 | 4,23 | 13,01 | 13,70 | 13,23 |

*Суммарный отчет для класса тестовых задач подсуммами* ▲ *– отклонение от оптимума в процентах*