

Solving The Travelling Salesman Problem by Genetic Algorithm



Background

The travelling salesman problem (TSP)

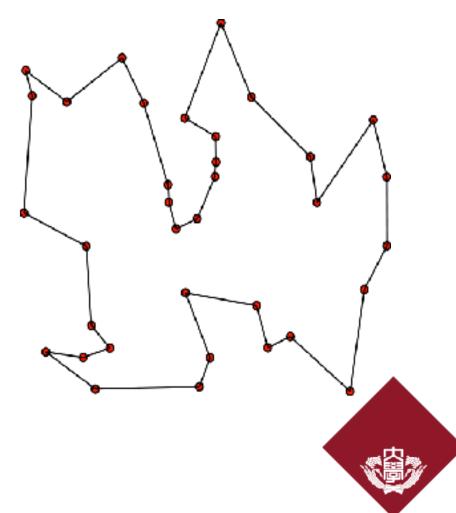
"Given a list of cities and the distances between each pair of cities, what is the shortest possible route that visits each city exactly once and returns to the origin city?"



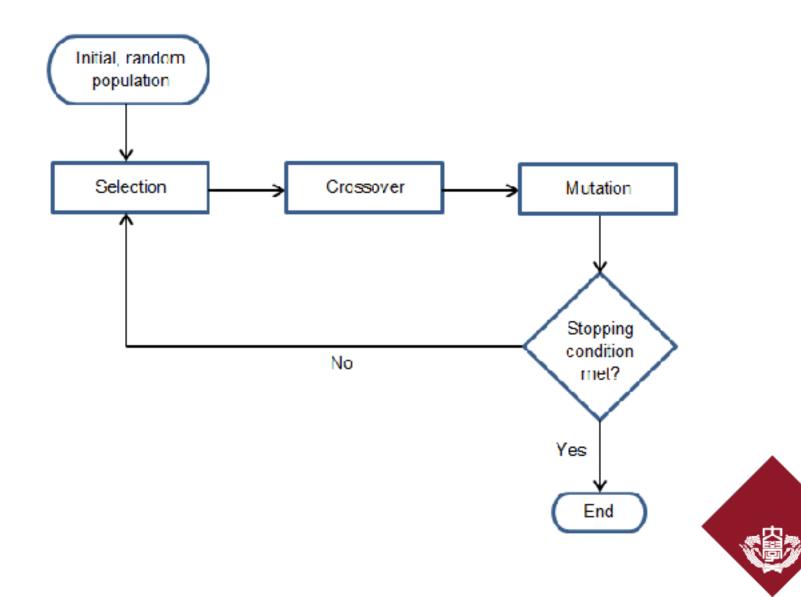
Background

```
NAME: berlin52
TYPE: TSP
COMMENT: 52 locations in Berlin (Groetschel)
DIMENSION: 52
EDGE WEIGHT TYPE: BUC 2D
NODE COORD SECTION
1 565.0 575.0
2 25.0 185.0
3 345.0 750.0
4 945.0 685.0
5 845.0 655.0
6 880.0 660.0
7 25.0 230.0
8 525.0 1000.0
9 580.0 1175.0
10 650.0 1130.0
11 1605.0 620.0
12 1220.0 580.0
13 1465.0 200.0
14 1530.0 5.0
15 845.0 680.0
16 725.0 370.0
17 145.0 665.0
18 415.0 635.0
19 510.0 875.0
20 560.0 365.0
21 300.0 465.0
22 520.0 585.0
23 480.0 415.0
24 835.0 625.0
25 975.0 580.0
```

Berlin 52



Genetic Algorithm



Current Work

Selection

1, Roulette Selection

2, Elite Selection

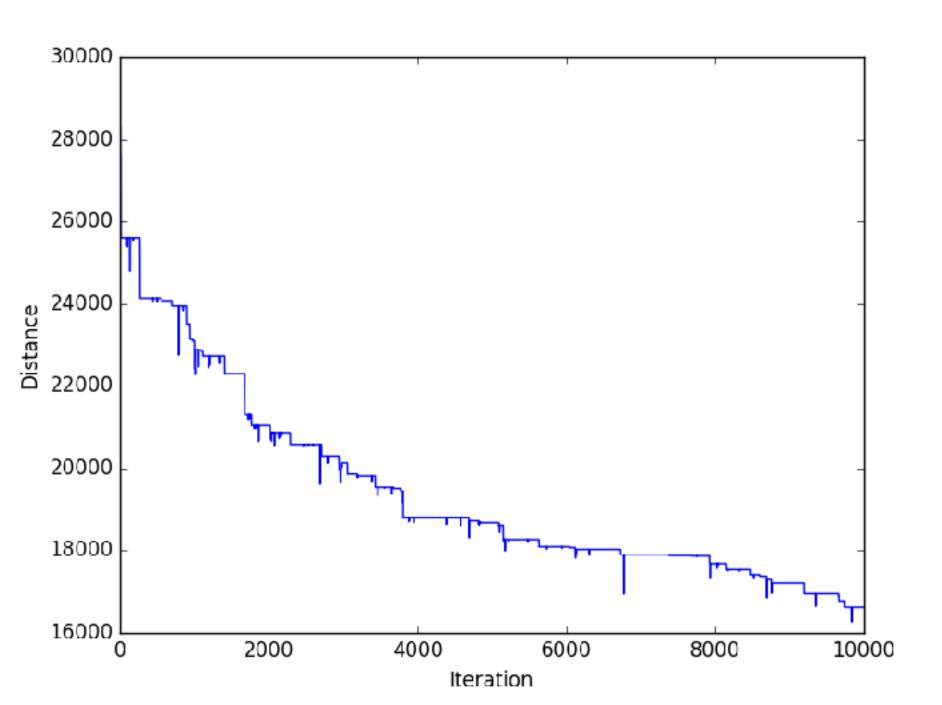


Roulette Selection

Naïve Version:

$$p_i = \frac{S_i}{\sum_{i=0}^n S_i}$$

Reorder p_i list, shortest candidate choice has the biggest probability to be chosen.

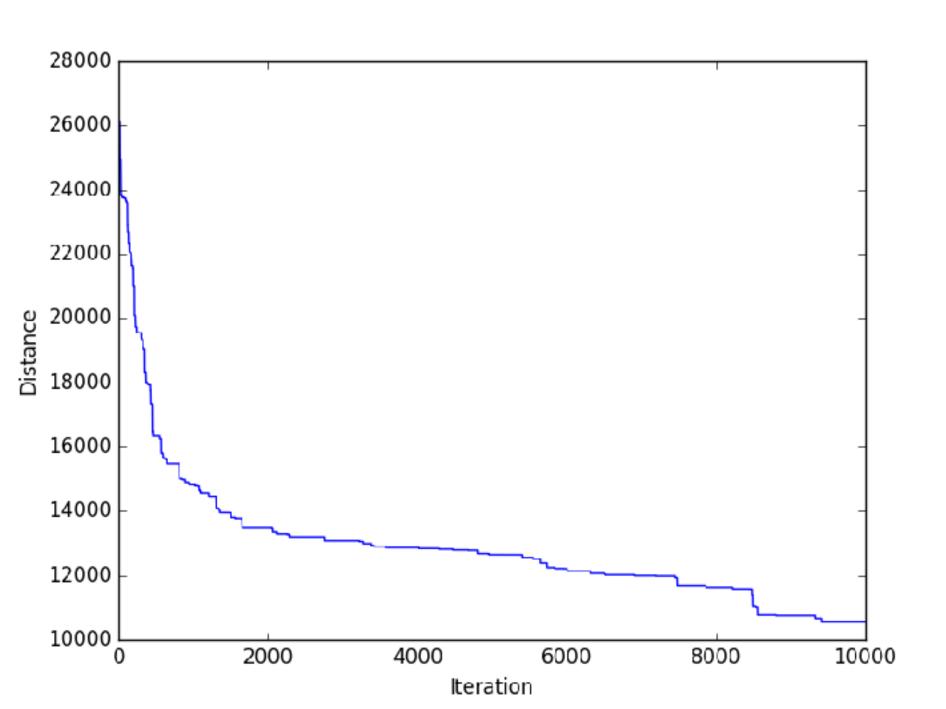


Roulette Selection

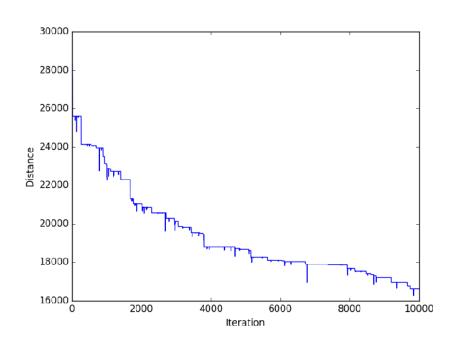
Advance Version:

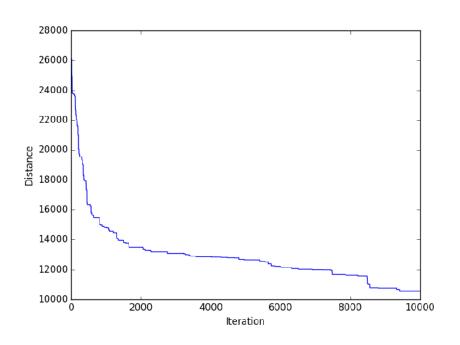
$$p_{i} = \frac{S'_{max} - S'_{i}}{\sum_{i=0}^{n} (S'_{max} - S'_{i})}$$





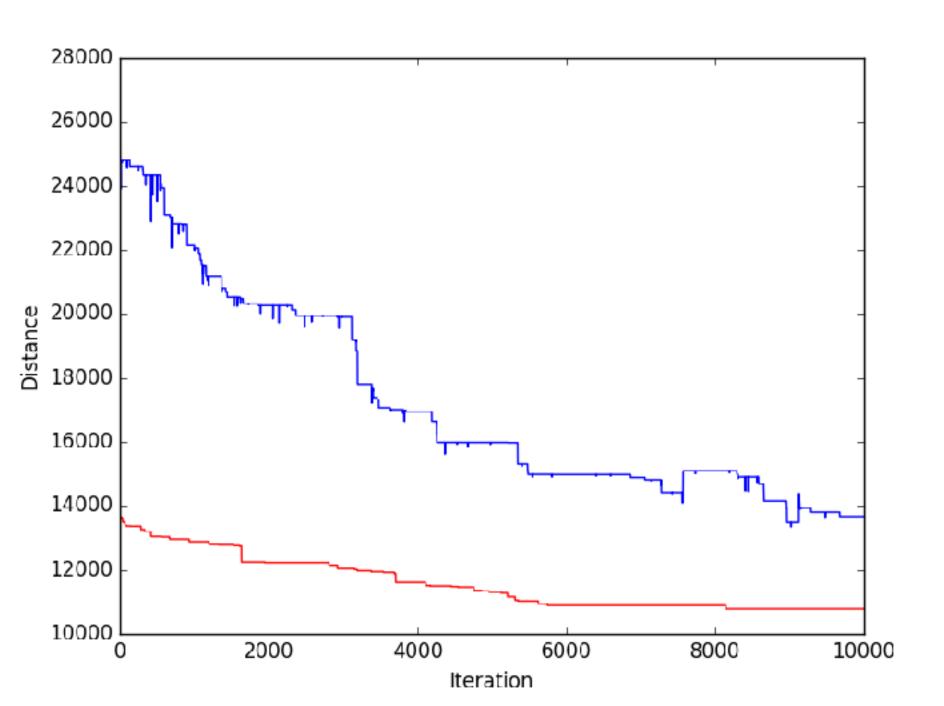
Roulette Selection





Naïve Version

Advance Version



Mutation

A bug during programming hint me:

$$S'_{max} = S'_i$$

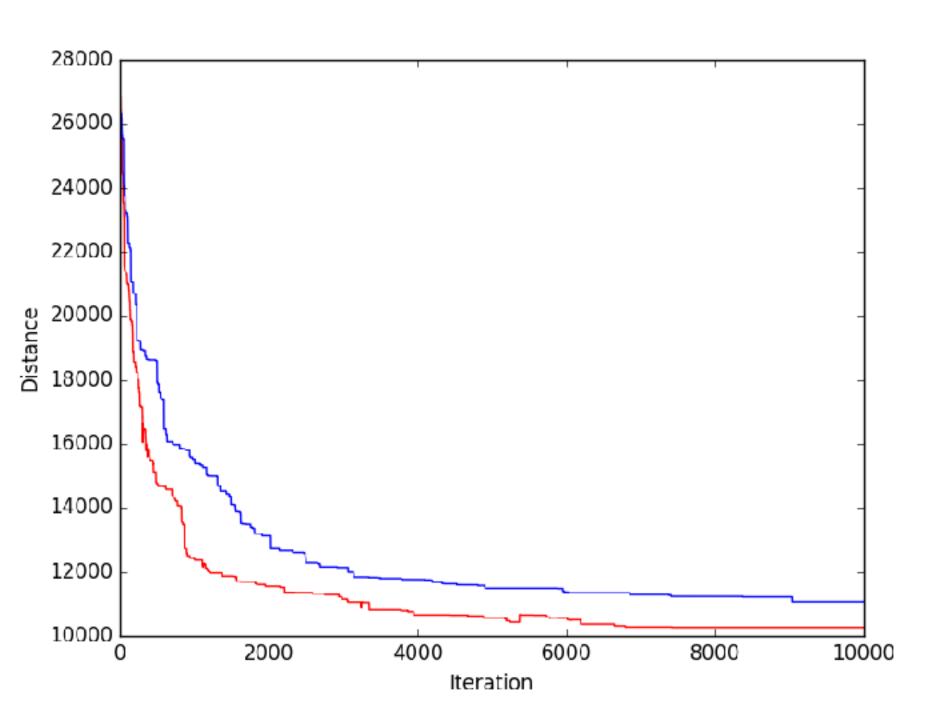
$$\sum_{i=0}^{n} (S'_{max} - S'_i) = 0$$

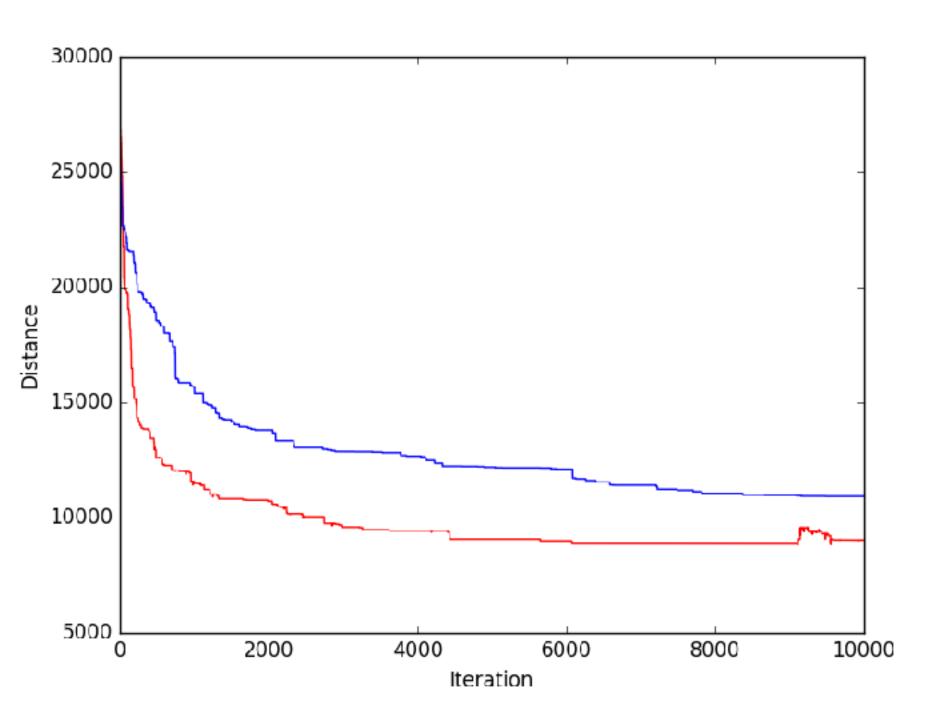


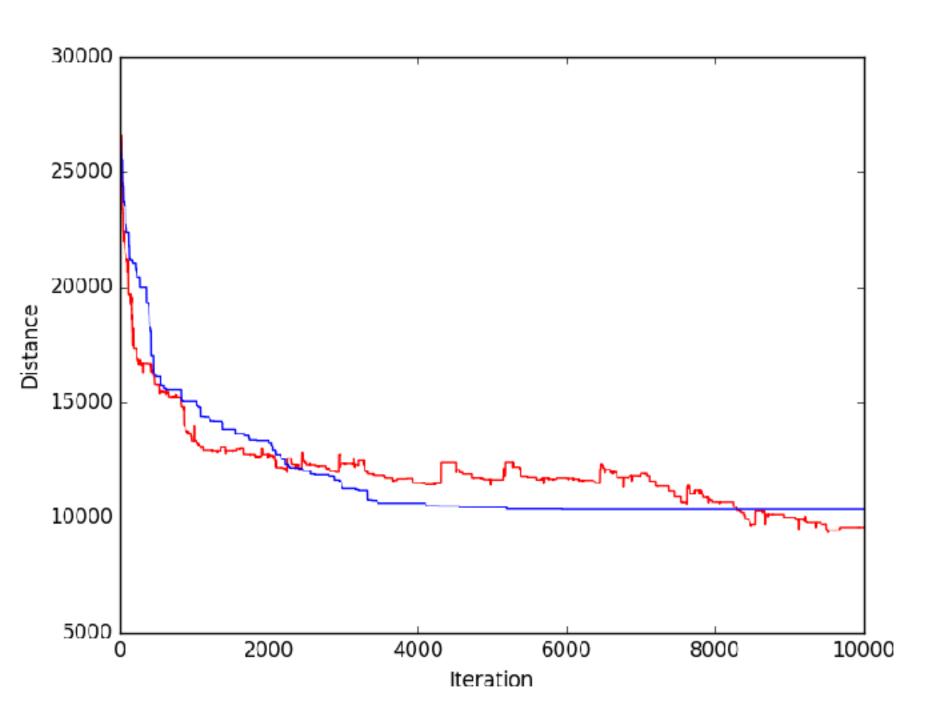
Mutation

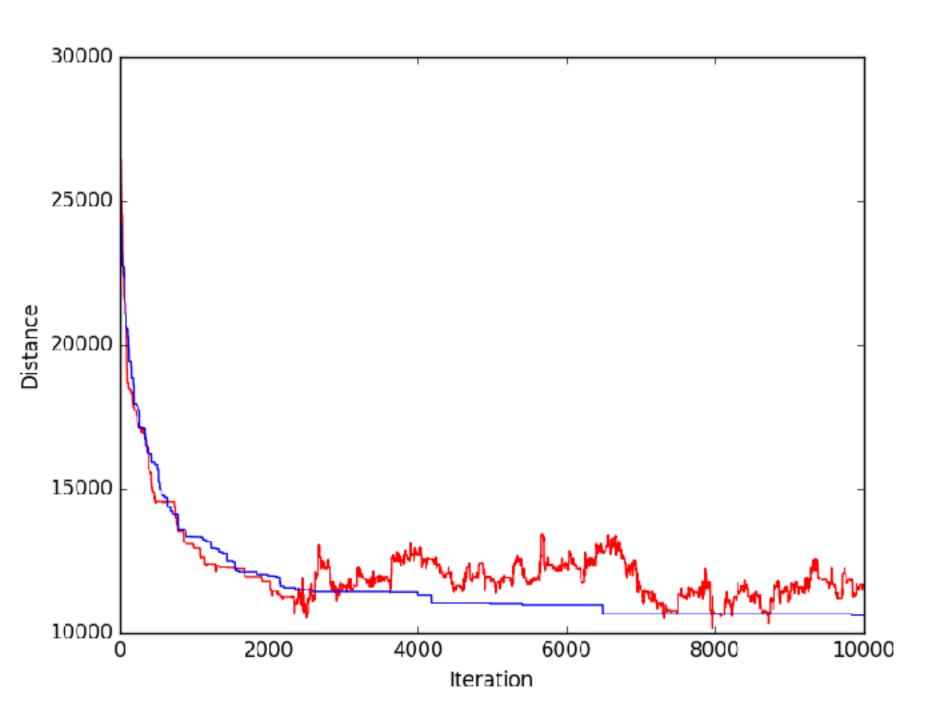
When
$$\sum_{i=0}^{n} (S'_{max} - S'_i) < a$$

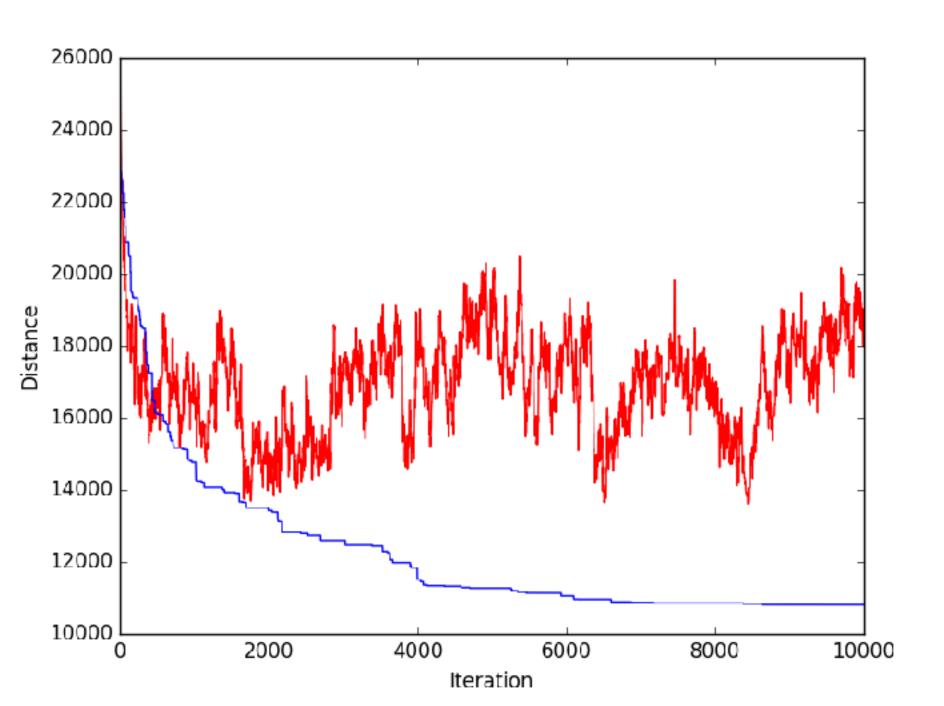








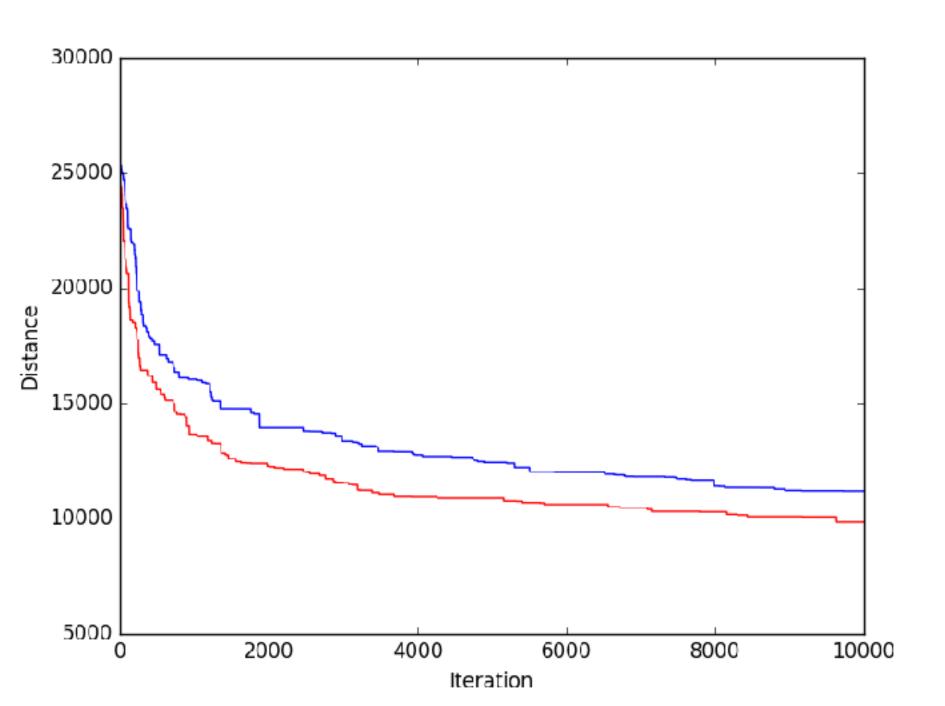




Elite Selection

Use the best choice in candidate list to crossover with other choices

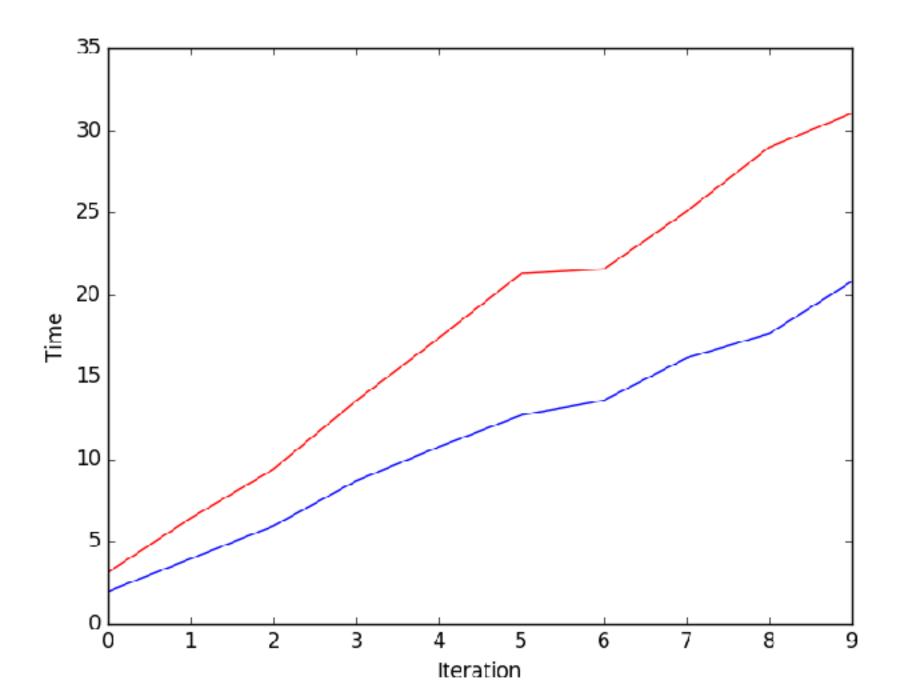




Other Improvement

Build up a Distance Matrix instead of calculating sum distance every time.





Future Work

Future Work

1, Use graph theory to improve the selection method

2, Compare with ACO



Thank you for listening!

