# Homework 5

#### Problem 1: EA for N-Queens Problem - EA\_N\_Queens.py

This program first generates the initial population of random solutions. Each individual is a list of size N, where each entry represents a queen placed in a random row in a specific column. This process is repeated population\_size times to create diverse individuals that will evolve.

- a) Fitness Function: This function calculates the number of attacking queen pairs for a given individual solution. It compares every pair of queens to check if they share the same column or diagonal and increments the attack count for each such pair. The fewer the attacks, the better the fitness.
- b) Fitness of the Population: This function applies the fitness function to each individual in the population. It returns a list of fitness scores, allowing the algorithm to evaluate which individuals have fewer attacking queens and are better candidates for reproduction.
- c) Crossover Function: This function takes two parent solutions and produces two children by swapping segments between the parents. Two random crossover points are chosen, and the middle portion between those points is exchanged, combining traits from both parents in the child.
- d) Mutation Function: This function introduces variation into a solution by randomly swapping the positions of two queens with a certain probability.
- e) Selection Function: This function performs tournament selection, where small groups of individuals compete, and the one with the best fitness is chosen.
- f) Evolution Loop: In each generation, new children are created by crossover and mutation. The current population is combined with the children, and the best solutions are selected for the next generation. This process continues until an optimal solution is found or the maximum number of generations is reached.

At the end of the evolution process, the best individual in the population is identified based on their fitness. If an optimal solution (with zero attacking queens) is found, the algorithm outputs this solution as the final result.

```
C:\Users\nagam\Documents\\RSDS\Artificial_Intelligence\Homework\HWS>python EA.N.Queens.py
Initial population: [13, 7, 4, 6, 5, 2, 6, 5], [0, 5, 6, 2, 3, 3, 5, 6], [2, 5, 3, 6, 7, 3, 6, 7], [7, 7, 7, 6, 3, 1, 6, 7], [6, 6, 4, 4, 2, 6, 2, 4], [4, 6], [4, 6, 8, 2, 4, 5, 7], [6, 6, 4, 6, 7], [7, 2, 2, 2, 2, 6], [6, 1, 2, 5, 7, 3, 6], [5, 7, 3, 6], [5, 7, 5, 3, 4, 3, 5], [6, 6, 4, 4], [7, 7, 5, 3, 4, 3, 5], [7, 7, 8, 9], [7, 7, 8, 9], [7, 7, 8, 9], [7, 7, 8, 9], [7, 7, 8, 9], [7, 8, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9], [7, 9],
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## Problem 2: EA for TSP - EA\_TSP.py & EA\_TSP\_for\_large\_data.py

- a) Fitness Function: This function calculates the total distance of a given tour. It iterates through each city in the tour, calculating the Euclidean distance between consecutive cities, including the return to the starting city. The sum of these distances is returned as the tour's fitness value, where lower values represent shorter distances and better solutions.
- b) Crossover Function: This function performs ordered crossover between two parent tours. Two random points are chosen to define a segment, and this segment is copied from each parent to the respective child. The remaining positions in each child are filled with cities from the other parent while maintaining the original order, ensuring no city is repeated.
- c) Mutation Function: The mutation function introduces random changes in the tour with a given probability. If mutation occurs, it swaps the positions of two randomly selected cities in the tour.
- d) Validate Tour Function: This function ensures that the tour generated is valid by checking if all positions in the tour contain valid city indices (i.e., no None values).
- e) Selection Function: In function a small group of individuals from the population is randomly selected, and the one with the best fitness (shortest distance) is chosen to continue to the next generation.
- f) Plot Tour Function: This function visualizes a given tour by plotting it on a graph, where the cities are represented as points, and the tour as a path connecting them. It saves the resulting plot as an image.
- g) Evolution Process: The evolutionary loop generates new children using crossover and mutation. It combines the current population with the new children and then

applies selection to retain the best individuals for the next generation. This process is repeated for a fixed number of generations or until an optimal solution is found.

## **EA\_TSP.py** (N=10)

In the program, cities are generated randomly using the NumPy function np.random.randint(0, 100, size=(N, 2)). This creates an array of N cities, where each city has two coordinates (x, y), representing its location on a 2D plane. The x and y values are integers between 0 and 100, simulating the random placement of cities within a 100x100 grid. These coordinates are then used to calculate distances between cities during the evolution process.

```
C:\Users\nagam\Documents\MSDS\Artificial_Intelligence\Homework\HWS>python EA_TSP.py

Generated cities: [[57 66]
[15 40]
[59 50]
[60 4]
[73 22]
[71 48]
[72 35]
[69 13]
[5 24]
[68 39]

Generation 1: Best fitness = 279.88273158538306

Generation 2: Best fitness = 247.12238988435833

Generation 3: Best fitness = 247.12238988435833

Generation 3: Best fitness = 247.12238988435833

Generation 6: Best fitness = 248.39036967383983

Generation 6: Best fitness = 248.39036967383983

Generation 7: Best fitness = 248.39036967383983

Generation 8: Best fitness = 248.39036967383983

Generation 9: Best fitness = 248.39036967383983

Generation 9: Best fitness = 248.39036967383983

Generation 10: Best fitness = 248.39036967383983

Generation 11: Best fitness = 248.3903696738983

Generation 12: Best fitness = 248.3803893441995

Generation 13: Best fitness = 248.2803893441995

Generation 14: Best fitness = 248.2803693441995

Generation 15: Best fitness = 248.4803693441995

Generation 16: Best fitness = 248.4803693441995

Generation 17: Best fitness = 248.4803693441995

Generation 18: Best fitness = 248.4803693441995

Generation 19: Best fitness = 248.4803835397

Generation 19: Best fitness = 248.48094128855397

Generation 20: Best fitness = 248.48094128855397

Generation 21: Best fitness = 248.48094128855397

Generation 22: Best fitness = 248.48094128855397

Generation 23: Best fitness = 248.88094128855397

Generation 23: Best fitness = 248.88094128855397

Generation 24: Best fitness = 248.88094128855397

Generation 25: Best fitness = 248.88094128855397

Generation 26: Best fitness = 248.88094128855397

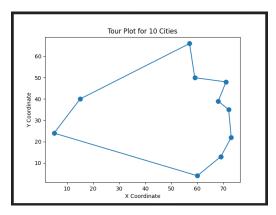
Generation 27: Best fitness = 248.88094128855397

Generation 28: Best fitness = 248.88094128855397

Generation 29: Best fitness = 248.8809
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Generation 29: Best fitness = 265. 8367384193755
Generation 30: Best fitness = 265. 8367384193755
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Generation 34: Best fitness = 265. 8367384193755
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Generation 40: Best fitness = 265. 8367384193755
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Generation 56: Best fitness = 265. 8367384193755
Generation 57: Best fitness = 265. 8367384193755
Generation 58: Best fitness = 265. 8367384193755
Generation 59: Best fitness = 265. 8367384193755
Generation 69: Best fitness = 265. 83
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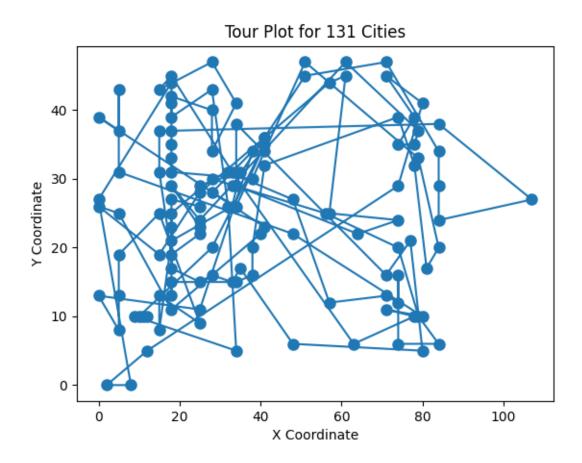
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eneration 68: Best fitness = 205.8367304193755
eneration 69: Best fitness = 205.8367304193755
eneration 70: Best fitness = 205.8367304193755
eneration 71: Best fitness = 205.8367304193755
eneration 72: Best fitness = 205.8367304193755
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fitness = 205.8367304193755
  eneration 93:
                                                          fitness = 205.8367304193755
             ation 100: Best fitness = 205.8367304193755
tour: [7, 4, 6, 9, 5, 2, 0, 1, 8, 3]
tour distance: 205.8367304193755
             plot saved as tour_plot.png
C:\Users\nagam\Documents\MSDS\Artificial_Intelligence\Homework\HW5>
```



### EA\_TSP\_for\_large\_data.py

The input to this program comes from a .tsp file, which contains a list of city coordinates for solving the Traveling Salesman Problem (TSP). The read\_tsp\_file function parses the file by looking for the section marked NODE\_COORD\_SECTION, which signifies the start of the city data. Each line after this section contains the index of the city followed by its x and y coordinates. The function reads these coordinates until it reaches the EOF marker, and stores them as a list of city coordinates. These coordinates are then converted into a NumPy array, where each city has a pair of floating-point numbers representing its x and y positions on a 2D plane. The total number of cities is determined by the length of this array, which in the case of the provided example (xqf131.tsp), would typically contain 131 cities. This data serves as the input for the genetic algorithm to calculate the optimal tour.

**OUTPUT:** Output of the *EA\_TSP\_for\_large\_data.py* program is copied in EA\_TSP\_for\_large\_data\_OUTPUT.txt. I have ran the program for 500 iterations as its taking time for finding the solution.



Problem 3: Ant Colony Optimization for TSP - Ant\_Colony\_Optimization\_TSP.py

- a) calculate\_cost(path, distance\_matrix): This function calculates the total distance (cost) of a given path based on the provided distance matrix. It iterates over each city in the path, summing up the distances between consecutive cities and the final city back to the first one, ensuring the tour is complete. The result is the total cost of traveling through the cities in the specified order.
- b) select\_next\_city(current\_city, visited): This function selects the next city to visit using a probabilistic approach based on pheromone levels and visibility (inverse of distance). For each unvisited city, the probability is computed as a function of pheromone strength and visibility raised to their respective powers. After normalizing the probabilities, the next city is chosen using stochastic sampling. If no valid probabilities are left, a random unvisited city is selected.

- c) two\_opt\_mutation(path, distance\_matrix): This function applies the 2-opt mutation, a local search algorithm, to improve the current path. It generates new paths by reversing sections of the current path and compares their costs. If a new path has a lower cost, it replaces the current path. The function returns the best path found after evaluating all possible 2-opt swaps.
- d) find\_path(start): Starting from a given city, this function builds a complete path for an ant. It iteratively selects the next city to visit using the select\_next\_city function until all cities are visited. The cities are stored in the path list, and a set visited keeps track of cities already included in the path.

The main loop runs the Ant Colony Optimization (ACO) for a specified number of iterations. For each ant, it finds a path, applies 2-opt mutation, and calculates the cost. If the ant's path is the best found so far, it's saved as the global best. Each ant contributes to updating the pheromone matrix based on the quality (cost) of its path. After every iteration, pheromone evaporation occurs, and the pheromone matrix is updated. The process continues until the algorithm converges or reaches the maximum number of iterations.

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C:\Users\nagam\Documents\MSDS\Artificial_Intelligence\Homework\HW5\Submission>python Ant_Colony_Optimization_TSP.py
Generation 1: Best fitness =
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Generation 84: Best fitness = Generation 85: Best fitness =
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Generation 90: Best fitness =
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Generation 91: Best fitness =
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Generation 92: Best fitness =
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Generation 93: Best fitness = 347.0
Generation 94: Best fitness = 347.0
Generation 95: Best fitness =
                                          347.0
Generation 96: Best fitness =
Generation 97: Best fitness =
                                          347.0
Generation 98: Best fitness = 347.0
Generation 99: Best fitness = 347.0
Generation 100: Best fitness = 347.0
Best path found: [3, 7, 0, 4, 5, 2, 6, 1, 8, 9]
Best path cost: 347.0
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```