

# Evolutionary Computation Lab II

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# 1 Problem description

We are given three columns of integers with a row for each node. The first two columns contain  $x$  and  $y$  coordinates of the node positions in a plane. The third column contains node costs.

1. Select exactly 50% of the nodes (if the number of nodes is odd we round the number of nodes to be selected up).
2. Form a Hamiltonian cycle (closed path) through this set of nodes such that the sum of the total length of the path plus the total cost of the selected nodes is minimized. The distances between nodes are calculated as Euclidean distances rounded mathematically to integer values.

The distance matrix should be calculated just after reading an instance and then only the distance matrix (no nodes coordinates) should be accessed by optimization methods to allow instances defined only by distance matrices.

## 2 Corrections from report 1

### Node costs in neighborhood

It's been pointed out that neighborhood in the previous report should have included node costs (which I intentionally left out when computing nearest neighbor). This led to higher (worse) results than what's possible when including the cost.

Fixed in [f4ca6c8](#).

### Major error in greedy cycle

Furthermore, I have discovered a major error in my greedy cycle implementation, that renders all results incredulous. The error regarded pairwise node iteration, which is critical for computing deltas.

Fixed in [d66d28c](#).

Updated results are available in the *Results* section.

For updated visualizations, [see here](#).

### 3 Pseudocode

#### 3.1 RCL

**Input** set of graph nodes  $G$ , set of candidate nodes  $N$ , size  $S$ , percentage  $P$

**Output** An RCL  $N'$  (subset of  $N$ ) of size  $S$ , chosen by repeatedly sampling from  $P\%$  best nodes

##### Steps

1. Initialize  $N'$  to an empty list.
2. While  $\text{size}(N') \neq S$ , do:
  - (a) Construct a subset  $M$  of  $N$ , which contains a random  $P\%$  of nodes from  $N$ .
  - (b) If  $\text{size}(G) = 0$ , then:
    - i. Pick a random node from  $M$  and move it from  $N$  to  $N'$ .
  - (c) Else If  $\text{size}(G) = 1$ , then:
    - i. Pick a node from  $M$  which is the **nearest neighbor** to the only node in  $G$  and move it from  $N$  to  $N'$ .
  - (d) Else:
    - i. Pick a node from  $M$  which constitutes the smallest increase in the objective function (**greedy cycle**) for  $G$ ; move it from  $N$  to  $N'$ .

#### 3.2 2\_regret

**Input** set of graph nodes  $G$ , candidate node  $n$

**Output** 2-regret of  $n$  with respect to  $G$ .

##### Steps

1. Initialize  $d1$  to the objective function delta if  $n$  was inserted between the *first* pair of nodes from  $G$ .
2. Initialize  $d2$  to the objective function delta if  $n$  was inserted between the *second* pair of nodes from  $G$  ("second pair" = 2nd and 3rd, **not** 3rd and 4th!).
3. Ensure  $d1 > d2$  (swap values if necessary).
4. For every remaining (3rd, 4th, ...) pair  $p$  of nodes in  $G$ , do:
  - (a) Compute the objective function delta  $d$  if  $n$  was inserted between  $p$ .
  - (b) If  $d > d1$ , then:

- i. Let  $d2 = d1$ .
  - ii. Let  $d1 = d$ .
- (c) Else if  $d > d2$ , then:
  - i. Let  $d1 = d$ .
- 5. Return  $d1 - d2$ .

### 3.3 2-regret solution

**Input** A set  $N$  of nodes.

**Output** An ordered subset  $N'$  of  $N$ , with half of  $N$ 's cardinality.

**Steps**

1. Initialize  $N'$  to an empty list.
2. While  $\text{len}(N') < \text{len}(N)/2$ , do:
  - (a) Let  $\text{rcl} = \text{RCL}(N', 10, 0.04)$ .
  - (b) Choose node  $n$  from  $N$ , such that  $2\_regret(N', n)$  is maximal.
  - (c) Remove  $n$  from  $N$ .
  - (d) Add  $n$  to  $N'$ .

### 3.4 Weighted sum criterion solution (50/50)

**Input** A set  $N$  of nodes.

**Output** An ordered subset  $N'$  of  $N$ , with half of  $N$ 's cardinality.

**Steps**

1. Initialize  $N'$  to an empty list.
2. While  $\text{len}(N') < \text{len}(N)/2$ , do:
  - (a) Let  $\text{rcl} = \text{RCL}(N', 10, 0.04)$ .
  - (b) Choose node  $n$  from  $N$ , such that  $2\_regret(N', n) - \text{delta}$  is maximal, where  $\text{delta}$  denotes the best (minimal) objective function change attainable by inserting  $n$  anywhere in  $N'$ .
  - (c) Remove  $n$  from  $N$ .
  - (d) Add  $n$  to  $N'$ .

## 4 Results

ALG.	FILE	min		avg	max	
random	TSPA.csv	241,510		266,062	308,034	
	TSPB.csv	241,731		266,549	293,093	
	TSPC.csv	189,473		215,587	239,581	
	TSPD.csv	195,876		218,919	250,422	
nn	TSPA.csv	110,035	84,471	116,145	87,649	125,805 95,013
	TSPB.csv	106,815	77,448	116,181	79,304	124,675 82,669
	TSPC.csv	62,629	56,304	66,196	58,877	71,616 63,304
	TSPD.csv	62,788	50,335	66,847	54,406	71,396 59,846
cycle	TSPA.csv	113,298	75,666	123,691	77,069	129,175 80,321
	TSPB.csv	111,981	68,764	120,922	70,685	131,174 76,324
	TSPC.csv	67,077	53,226	72,771	55,845	75,763 58,876
	TSPD.csv	66,193	50,409	71,606	55,055	77,797 60,077
2-regret	TSPA.csv	86,224		103,385		119,577
	TSPB.csv	83,179		97,807		113,449
	TSPC.csv	58,778		66,161		71,821
	TSPD.csv	53,396		63,387		69,441
wsc	TSPA.csv	80,427		87,553		101,498
	TSPB.csv	73,310		82,983		95,733
	TSPC.csv	54,306		60,334		66,962
	TSPD.csv	51,420		58,478		66,263

## 5 Visualizations

### 5.1 TSPA.csv

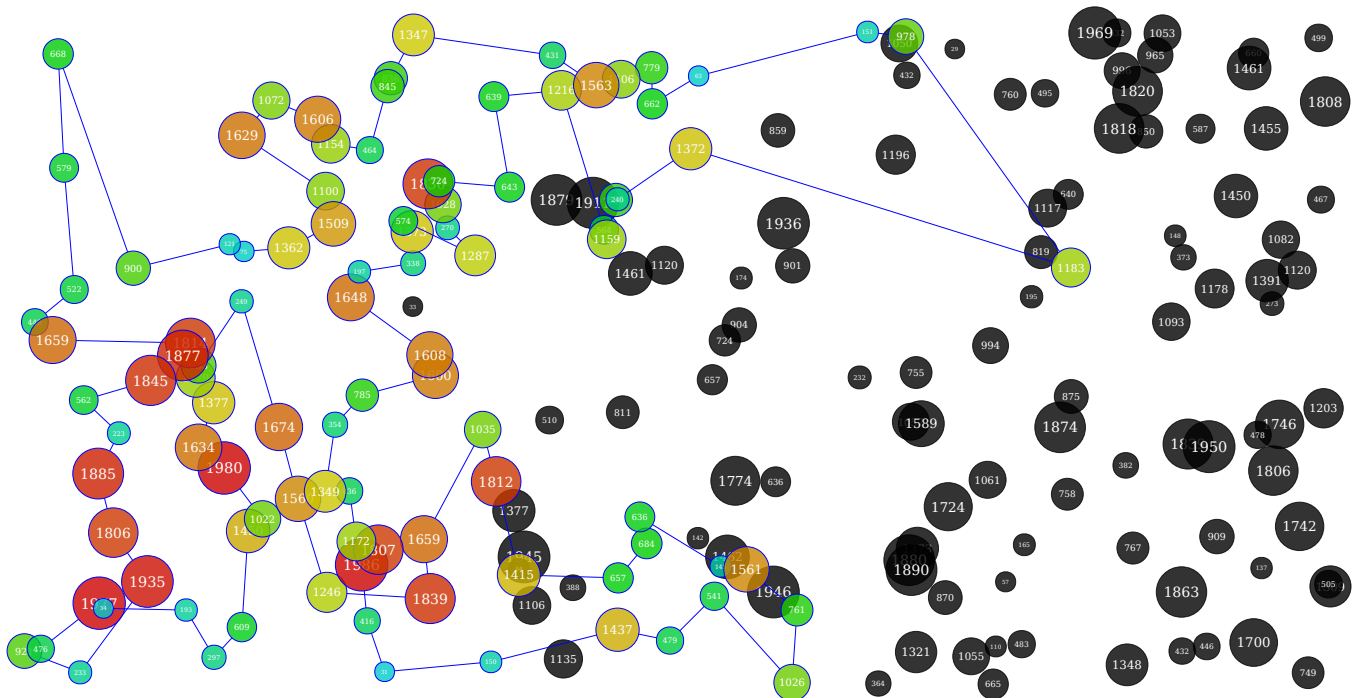


Figure 1: Best 2-regret solution to TSPA (119,577)

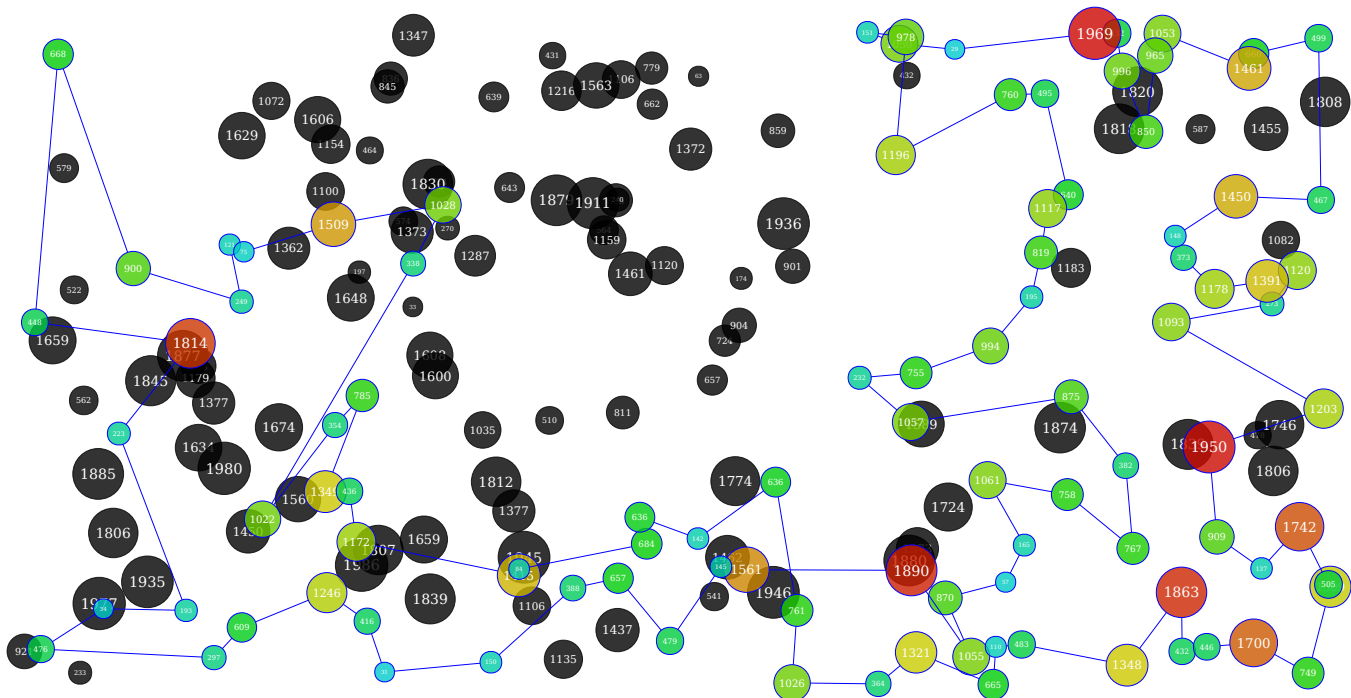


Figure 2: Best weighted-sum-criterion solution to TSPA (101,498)

## 5.2 TSPB.csv

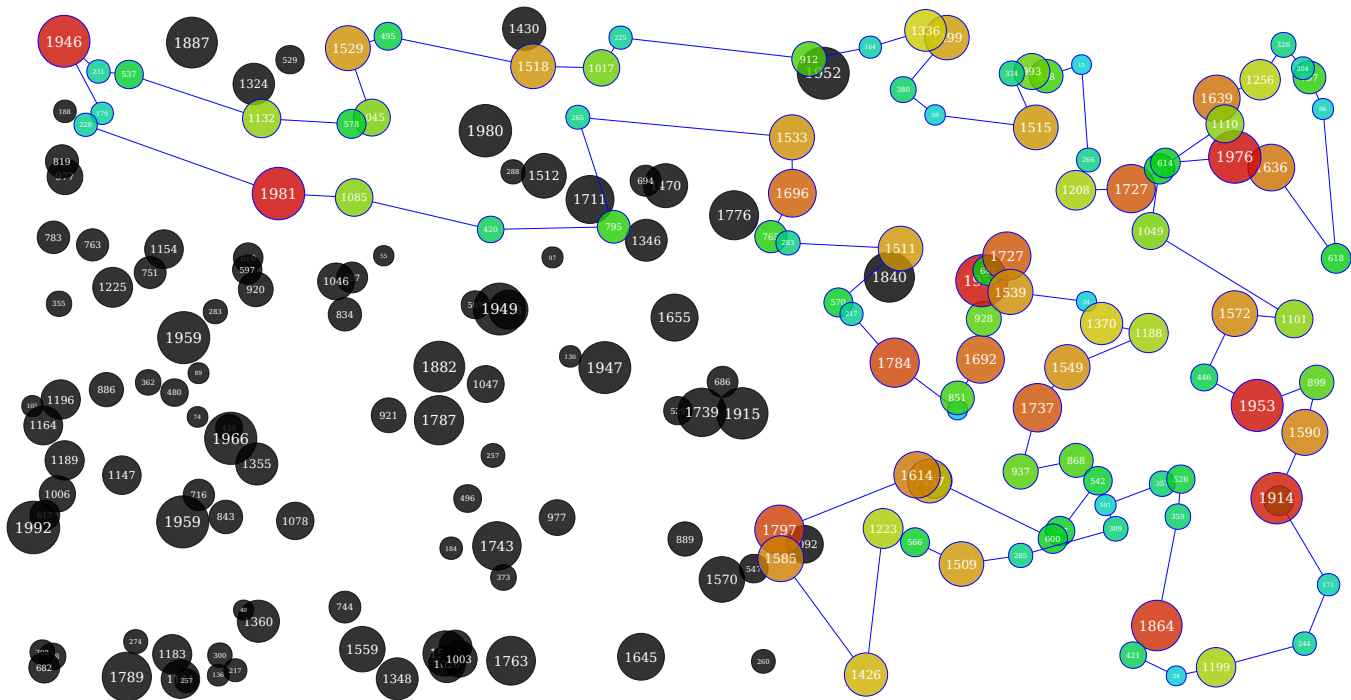


Figure 3: Best 2-regret solution to TSPB (113,449)

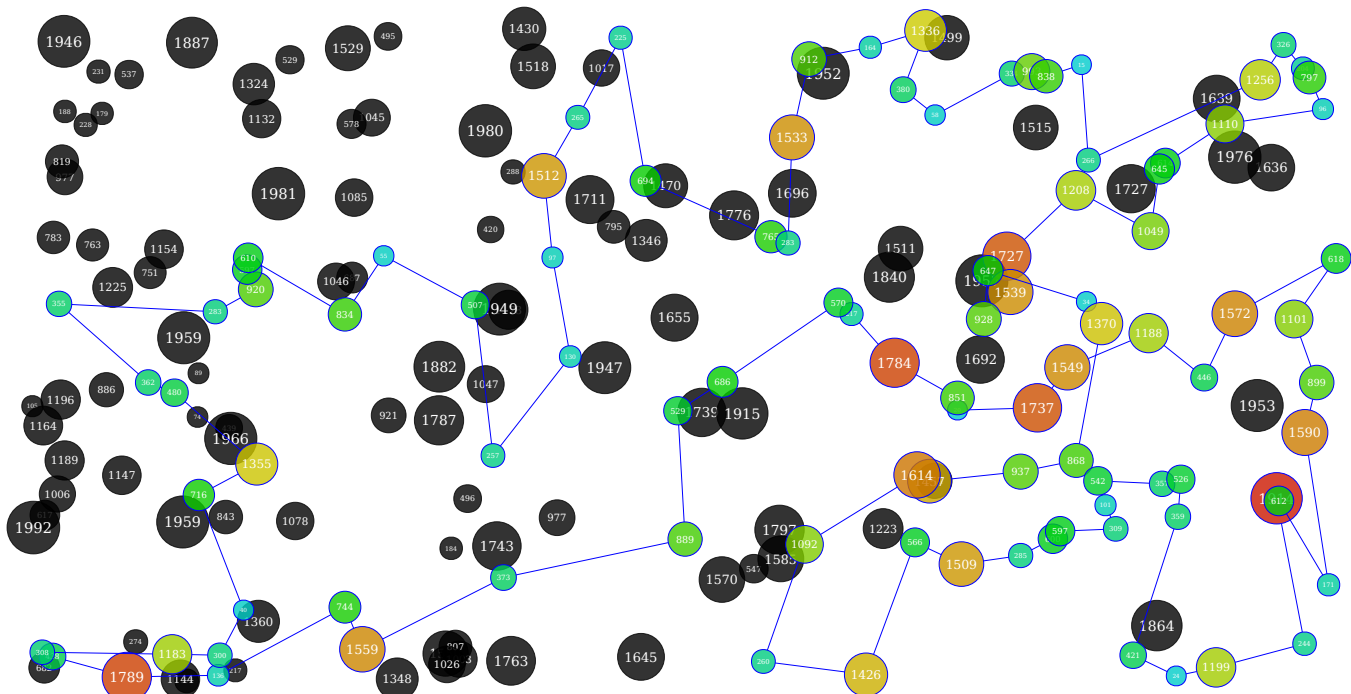


Figure 4: Best weighted-sum-criterion solution to TSPB (95,733)

### 5.3 TSPC.csv

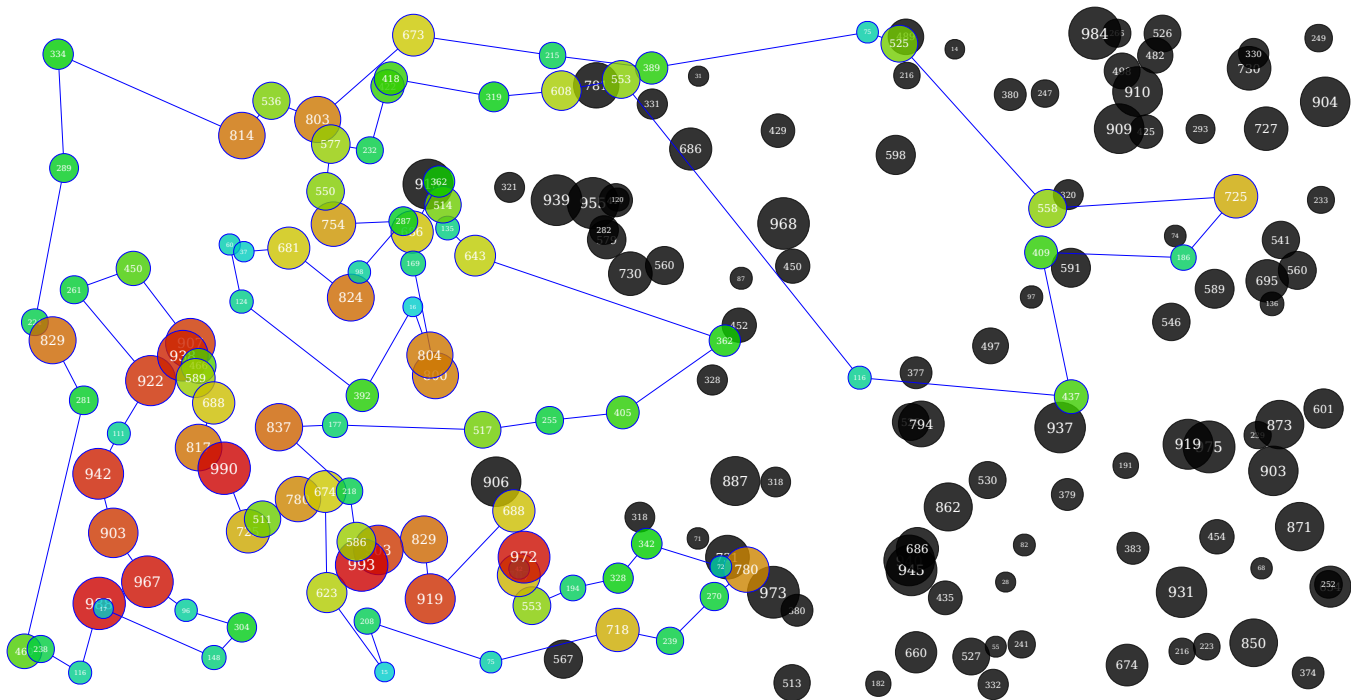


Figure 5: Best 2-regret solution to TSPC (71,821)



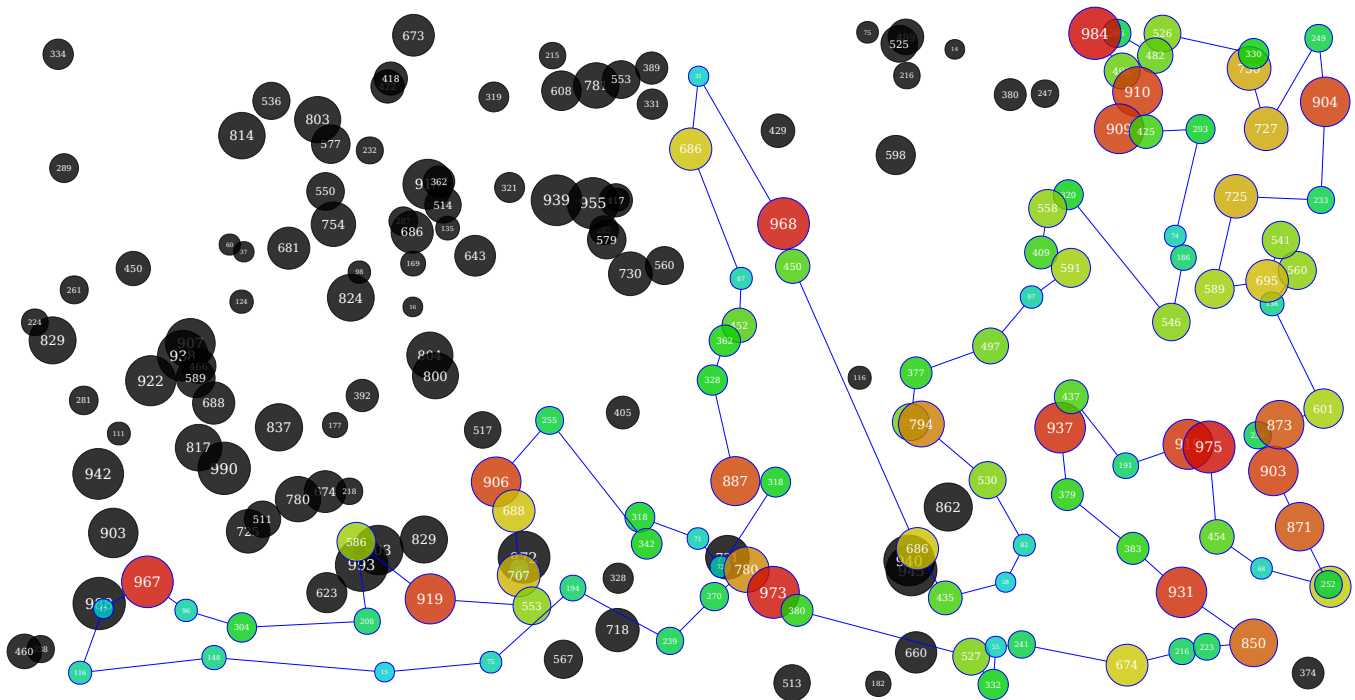


Figure 6: Best weighted-sum-criterion solution to TSPC (66,962)

## 5.4 TSPD.csv

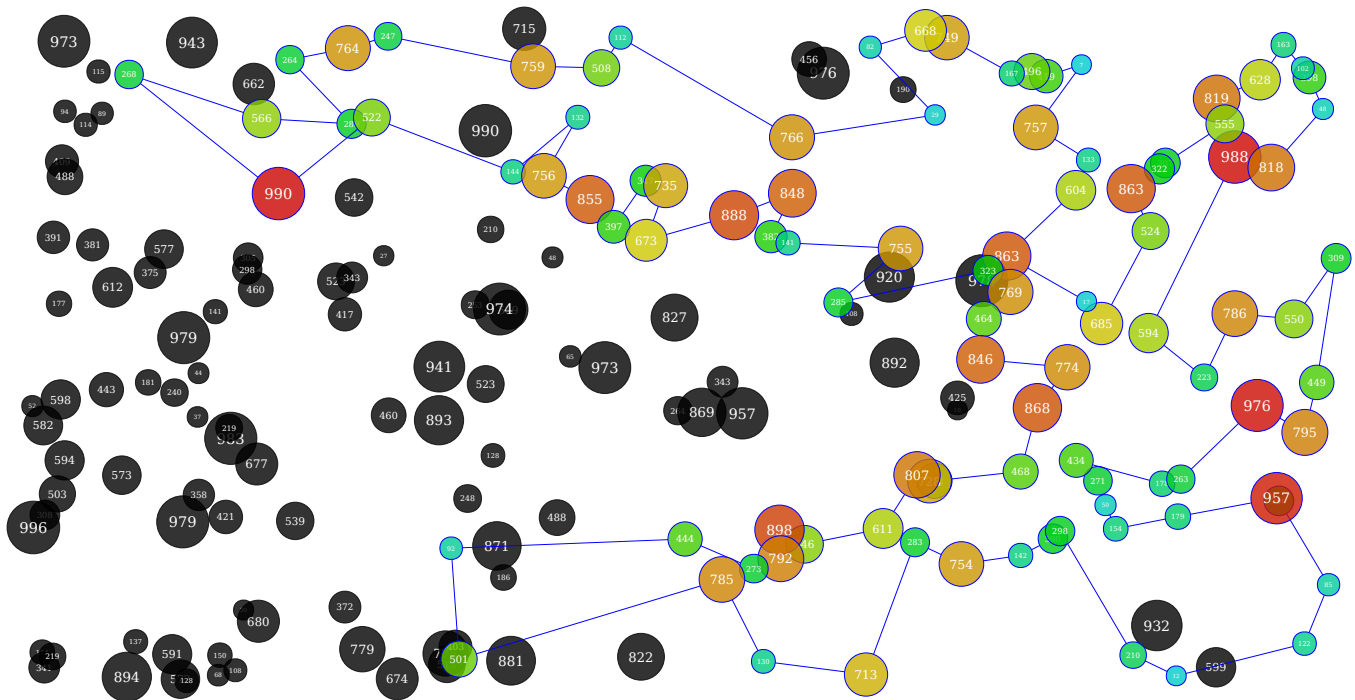


Figure 7: Best 2-regret solution to TSPD (69,441)

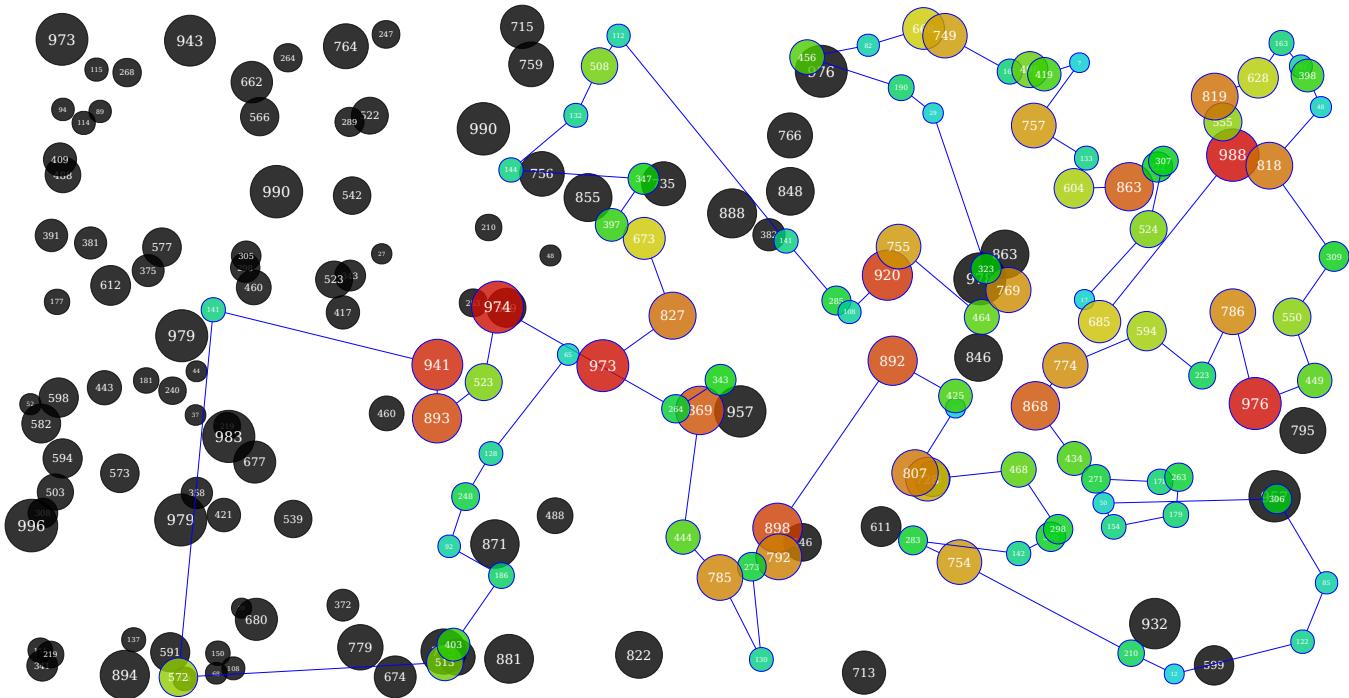


Figure 8: Best weighted-sum-criterion solution to TSPD (66,263)

## 6 Source code

The source code for all the experiments and this report is hosted on GitHub:  
<https://github.com/RoyalDonkey/put-ec-tasks>

## 7 Conclusions

After updating the first report, greedy cycle became the best method, and results obtained in this report seem to reinforce that – While 2-regret is pretty good, it gives worse solutions and weighing it with greedy cycle always leads to improvements.

In hindsight, I don't think implementing Restricted Candidate List was at all necessary for this assignment, but I did it anyway (initially I thought I needed it, and then it was too late to turn back).