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Assignment: Robot Task Optimization Using Genetic Algorithm

Objective:

The goal of this assignment is to develop and implement a Genetic Algorithm (GA) to optimize the assignment of multiple robots to a set of tasks in a dynamic production environment. Your primary objectives are to minimize the total production time, ensure a balanced workload across robots, and prioritize critical tasks effectively. Additionally, you will create a detailed visualization to illustrate the final task assignments, robot efficiencies, and task priorities.

Assignment Details

1. Background:

- You have a set of tasks, each with a specified duration and priority.
- A pool of robots is available, each with a unique efficiency factor.
- The production environment is dynamic, with tasks and priorities potentially changing over time.

2. Tasks:

- **Data Preparation:** Generate mock data for tasks (including durations and priorities) and robots (including efficiency factors).

```
def generate_mock_data(num_tasks=10, num_robots=5):  
    task_durations = np.random.randint(1, 11, size=num_tasks)  
    task_priorities = np.random.randint(1, 6, size=num_tasks)  
    robot_efficiencies = np.random.uniform(0.5, 1.5, size=num_robots)  
    return task_durations, task_priorities, robot_efficiencies
```

Here we create random duration, priorities of num_task where num_tasks=10, it can be any value which need to be solved by the robots.

we also define each robot efficiencies of num_robots which is currently defined 5 but can be pass anything through the parameter.

- **GA Implementation:** Implement a Genetic Algorithm to optimize task assignments considering task duration, robot efficiency, and task priority.

- Visualization: Create a grid visualization of the task assignments highlighting key information.

3. Genetic Algorithm Components:

- **Individual Representation:** Represent each potential solution as a vector where each element indicates the robot assigned to each task.

Individual I is represented as a vector of N integers, where N is the number of tasks, and each integer I_n (where $1 \leq n \leq N$) corresponds to the ID of the robot assigned to task n .

$I = [r_1, r_2, \dots, r_N]$

First we defined initial population randomly by,

```
population_size = 100
generation = 1000
mutation_rate = 0.1

# Placeholder for the initial population generation
population = [np.random.randint(0, len(robot_efficiencies),
size=len(task_durations)) for _ in range(population_size)]
```

Here we define population size as 100, and generation 1000, we have tried with different values but 1000 seems fine.

Here population array will have 100 np array inside it, where each array will have values ranging from 0 to how many robot we have in this case 5, since the counting start from 0, it will end at 4 and each inside array will have 10 values. **[0,4,2,2,4,3,0,3,3,2]**

- **Fitness Function:**

The fitness function aims to minimize the total production time while ensuring a balanced workload across robots and prioritizing critical tasks. It can be decomposed into several components: Total Time, Workload balance;

- Calculate the total production time, T_{total} , as the maximum time taken by any robot based on its assigned tasks and efficiency.
- Compute workload balance, B , as the standard deviation of the total times across all robots.
- Define the fitness function, F , to minimize both T_{total} and B , incorporating task priorities.

- Check the part fitness function calculations.

```
def fitness_function(population, task_durations, task_priorities,
robot_efficiencies):
    fitness = []
    total_robot = len(robot_efficiencies)
    for i in range(len(population)):
        present_population = population[i]
        Tr = np.zeros(total_robot, dtype=int)
        for j in range(len(present_population)):
            task = j
            robot = present_population[task]
            td_robot = task_durations[task]
            tp_robot = task_priorities[task]
            re_robot = robot_efficiencies[robot]
            Tr[robot] = Tr[robot] + ((td_robot * tp_robot) / re_robot)
        Ttotal = np.max(Tr)
        B = np.std(Tr)
        fitness.append(Ttotal + B)
    return fitness
```

this is our fitness function, where we implemented

$$Tr = \sum_{n \in \text{tasks}(r)} D_n * P_n / E_r$$

$$T_{\text{total}} = \max (T_1, T_2, \dots , T_R)$$

where:

- $\text{tasks}(r)$ is the set of tasks assigned to robot r ,
- D_n is the duration of task n ,
- P_n is the priority weight of task n ,
- E_r is the efficiency of robot R
- R is the total number of robots.

$B = \sigma(T_1, T_2, \dots, T_R)$ here this is the standard deviation for balancing the workload,
then $F(I) = T_{\text{total}} + B$

• Selection, Crossover, and Mutation:

The selection process is crucial for guiding the GA towards optimal solutions by choosing individuals from the current population to breed the next generation. we have used Tournament Selection. Where we have choosed half of the population to be in mating pool by their fitness value, we choosed the values whom's fitness value is the lowest. because we are trying to minimize the cost and minimize the standard deviation of workload.

```
def select_parents(population, fitness):
    num_parents = int(len(population)/2)
    parents = []

    for _ in range(num_parents):
        min_fitness_idx = np.argmin(fitness)
        parents.append(population[min_fitness_idx])
        fitness[min_fitness_idx] = np.inf # so this individual is not selected
again

    return parents
```

after selecting each parent we have made the fitness value of them infinite so that they would never be picked up again.

Crossover:

Crossover is a genetic operation used to combine the genetic information of two parents to generate new offspring. It is pivotal for introducing new genetic combinations into the population.

we have used single point crossover.

Single-Point Crossover:

- Randomly choose a crossover point on the parent individuals' genomes.
- Create offspring by swapping all genes (task assignments in our context)

after this point between the two parents.

- Example: If our crossover point is 3 and we have two parents

[A, B, C, D, E] and

[V, W, X, Y, Z],

the offspring would be [A, B, C, Y, Z] and [V, W, X, D, E].

we have tried another implementation of this,

```
def crossover(parents, num_offspring):
    # Single point crossover
    offspring = []
    for _ in range(num_offspring):
        crossover_point = np.random.randint(1, len(parents[0]))
        parent1_idx = np.random.randint(0, len(parents))
        parent2_idx = np.random.randint(0, len(parents))
        offspring_part1 = parents[parent1_idx][0:crossover_point]
        offspring_part2 = parents[parent2_idx][crossover_point:]
        offspring2_part1 = parents[parent2_idx][0:crossover_point]
        offspring2_part2 = parents[parent1_idx][crossover_point:]
        offspring.append(np.concatenate((offspring_part1, offspring_part2)))
        offspring.append(np.concatenate((offspring2_part1, offspring2_part2)))

    return offspring
```

we have tried to use 50% parent and only make offspring of 50% then make them new generation. so in our first implementation we choosed 2 parent randomly each time and make 1 offspring each time.

and in our 2nd implementation we made 2 offspring from 2 parent by swaping their component. on each iterations, we have choosed the random crossover_point.

Mutation:

Mutation introduces random genetic variations, providing new genetic structures for exploration and helping the algorithm escape local optima.

1. Task Swapping: Randomly select two tasks within an individual's assignment list and swap their assigned robots.

another implementation is, randomly choose a point and put random value between 0 to len of robots. each gives the different output at the end. we finalized the task swapping.

```
def mutation(offspring, mutation_rate, robot_efficiencies):
    # Mutation changes a single gene in each offspring randomly.
    for idx in range(len(offspring)):
        for _ in range(int(len(offspring[idx])*mutation_rate)):
            # mutation_gene = np.random.randint(0, len(offspring[idx]))

            # new_value = np.random.randint(0, len(robot_efficiencies))
            # offspring[idx][mutation_gene] = new_value
```

```

        T1 = np.random.randint(0, len(offspring[idx]))
        T2 = np.random.randint(0, len(offspring[idx]))
        offspring[idx][T1], offspring[idx][T2] = offspring[idx][T2] ,
offspring[idx][T1]
    return offspring

```

Choosing Best solution:

```

fitness = fitness_function(population, task_durations, task_priorities,
robot_efficiencies)

print(fitness[np.argmin(fitness)])
best_solution = population[np.argmin(fitness)]

```

after the last mutation we have calculated fitness again and choosed the best value according to the min fitness point.

4. Visualization:

- Create a grid where each row represents a robot and each column represents a task.
- Use color intensity to indicate task duration, with annotations for significant durations.
- Annotate each row with the robot's efficiency and each column with the task's priority.
- Check the example code section where the code is partially done.
- Annotate each cell with task priority and duration

to implement this we have used matplotlib

```

def visualize_assignments_improved(solution, task_durations, task_priorities,
robot_efficiencies):
    # Create a grid for visualization based on the solution provided
    grid = np.zeros((len(robot_efficiencies), len(task_durations)))
    for task_idx, robot_idx in enumerate(solution):
        grid[robot_idx, task_idx] = task_durations[task_idx]

    fig, ax = plt.subplots(figsize=(12, 6))
    cmap = mcolors.LinearSegmentedColormap.from_list("", ["white", "blue"]) #
Custom colormap

```

```

# Display the grid with task durations
cax = ax.matshow(grid, cmap=cmap)
fig.colorbar(cax, label='Task Duration (hours)')

# Annotate each cell with task priority and duration
for i in range(len(task_durations)):
    for j in range(len(robot_efficiencies)):
        text_color = 'white' if grid[j, i] > 0 and task_durations[i] >= 5
else 'black'
        ax.text(i, j, f'P{task_priorities[i]}\n{task_durations[i]}H',
va='center', ha='center', color=text_color)

# Set the ticks and labels for tasks and robots
ax.set_xticks(np.arange(len(task_durations)))
ax.set_yticks(np.arange(len(robot_efficiencies)))
ax.set_xticklabels([f'Task {i+1}' for i in range(len(task_durations))],
rotation=45, ha="left")
ax.set_yticklabels([f'Robot {i+1} (Efficiency: {eff:.2f})' for i, eff in
enumerate(robot_efficiencies)])

plt.xlabel('Tasks')
plt.ylabel('Robots')
plt.title('Task Assignments with Task Duration and Priority')

# Create a legend for task priorities
priority_patches = [mpatches.Patch(color='white', label=f'Priority {i}') for
i in range(1, 6)]
plt.legend(handles=priority_patches, bbox_to_anchor=(1.20, 1), loc='upper
left', title="Task Priorities")

plt.tight_layout()
plt.show()

```

```

# Annotate each cell with task priority and duration
for i in range(len(task_durations)):
    for j in range(len(robot_efficiencies)):
        text_color = 'white' if grid[j, i] > 0 and task_durations[i] >= 5
else 'black'
        ax.text(i, j, f'P{task_priorities[i]}\n{task_durations[i]}H',
va='center', ha='center', color=text_color)

```

specifically these line of code put the priority and duration value inside the grid and text color according to them.