

Assignment 1 - Greedy heuristic

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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. The goal is to select exactly 50% of the nodes (if the number of nodes is odd we round the number of nodes to be selected up) and 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.

Methods

Random solution

Pseudocode

```
solution <- []
if dataSize % 2 not equal 0 then dataSize = dataSize + 1
numberOfNodesToVisit <- dataSize / 2
while size of solution < numberOfNodesToVisit:
    randomNode <- random integer in [0, dataSize)
    if randomNode not in currentSolution:
        append randomNode to currentSolution
    end if
end while
```

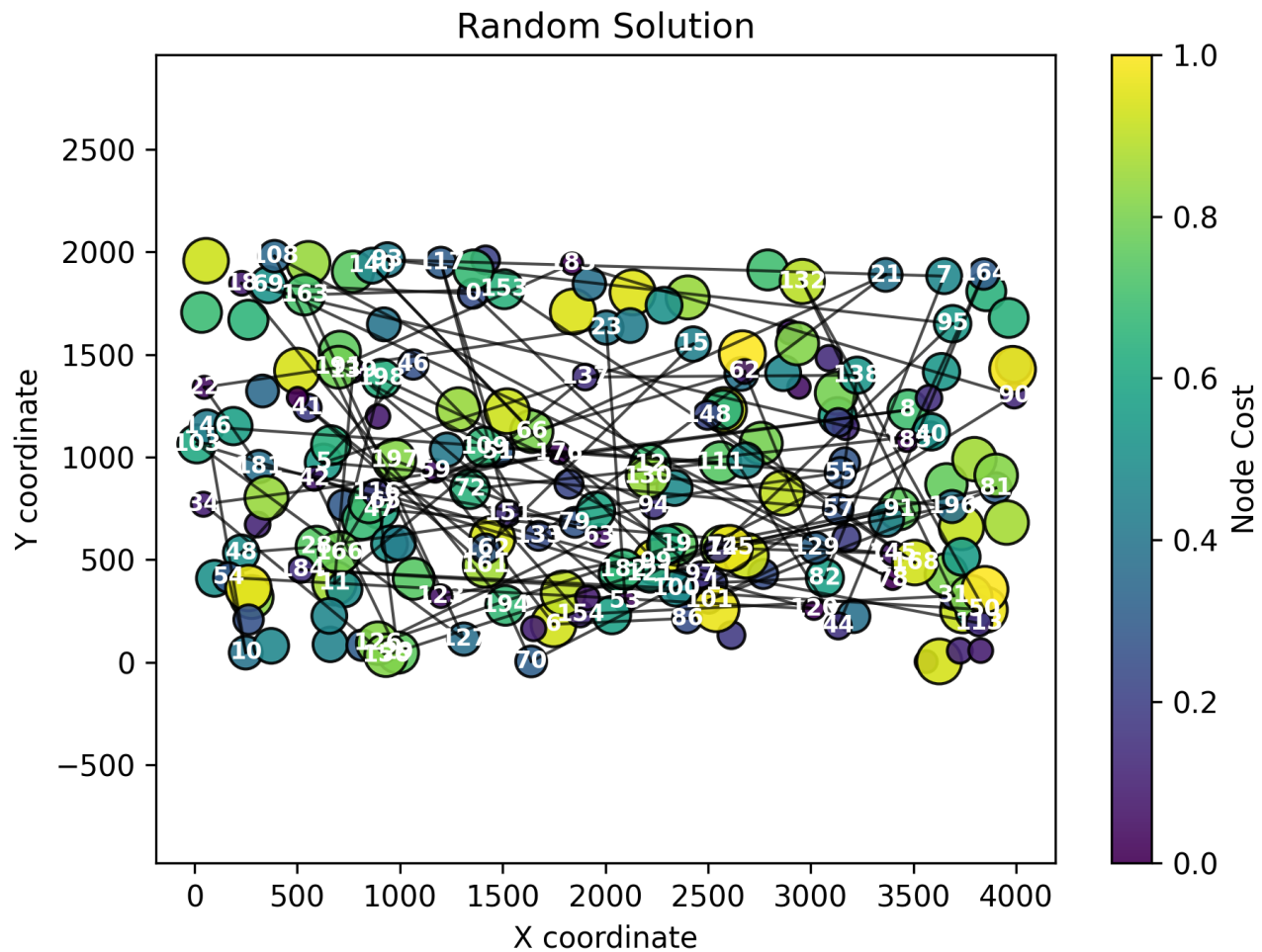
Results

Best score	Worst score	Average score
231391	292542	263102

Best found solution:

86	6	59	8	34	156	74	91	182	103	127	163	153	168	148	44	164	185	18	194	70	97
176	116	120	54	10	146	111	72	154	31	132	50	184	100	95	93	7	82	1	90	183	191
19	126	63	197	166	198	94	79	181	22	23	53	139	11	137	138	57	5	15	162	41	161

```
151 117 51 46 48 28 55 109 133 21 65 42 29 47 145 125 196 130 121 40 12 0
69 78 108 123 81 101 129 62 66 140 99 113
```



Nearest neighbour considering adding the node only at the end of the current path

Pseudocode

```
procedure GET_BEST_NEAREST_NEIGHBOUR(currentNode, unvisitedNodes,
distanceMatrix, costVector)
    bestNode ← -1
    bestScore ← +∞

    for each node in unvisitedNodes do
        score ← distanceMatrix[currentNode][node] + costVector[node]
        if score < bestScore then
            bestScore ← score
            bestNode ← node
        end if
    end for

    return bestNode
end procedure
```

```

procedure NEAREST_NEIGHBOUR_SOLUTION_ONLY_AT_END(distanceMatrix,
costVector, dataSize)
    set random seed to current time

    if dataSize is odd then
        increment dataSize by 1
    end if

    numberOfNodesToVisit ← dataSize / 2
    currentSolution ← empty list
    startingNode ← random integer in [0, dataSize)
    append startingNode to currentSolution

    unvisitedNodes ← all nodes except startingNode

    while size of currentSolution < numberOfNodesToVisit:
        nextNode ← GET_BEST_NEAREST_NEIGHBOUR(currentSolution.last,
unvisitedNodes, distanceMatrix, costVector)

        if nextNode = -1 then
            break
        end if

        append nextNode to currentSolution
        remove nextNode from unvisitedNodes
    end while
end procedure

```

Results

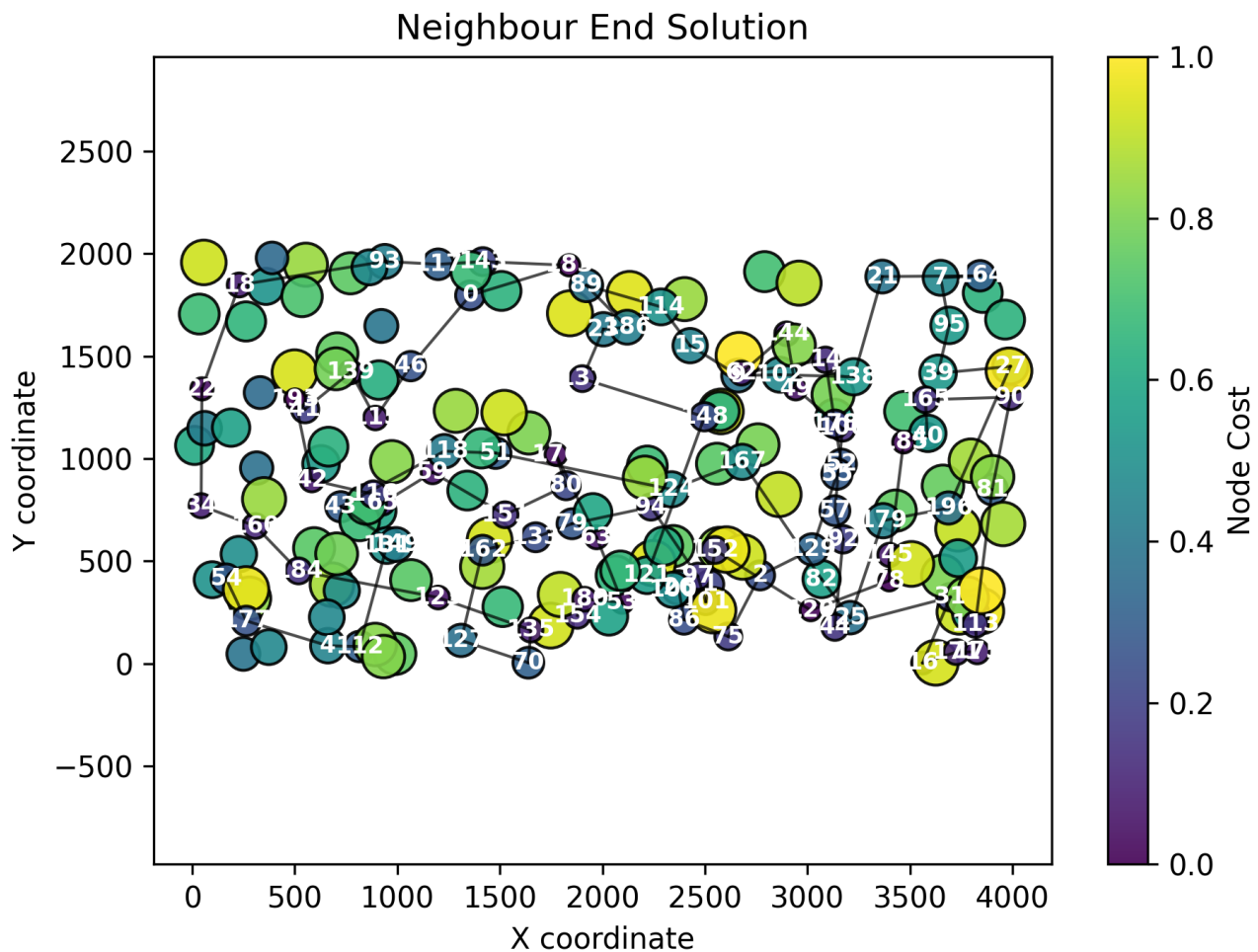
Best score	Worst score	Average score
81598	88112	83234.5

Best found solution:

```

154 180 53 63 176 80 151 59 65 116 42 193 41 139 115 46 0 183 143 117 93
18 22 34 160 184 123 135 70 127 162 133 79 94 97 101 1 152 120 78 145 185
40 165 90 81 113 175 171 16 31 44 92 57 106 49 144 62 14 178 52 55 129 2
75 86 26 100 121 148 137 23 186 89 114 15 9 102 138 21 164 7 95 39 27 196
179 25 82 167 124 51 118 43 149 131 112 4 177 54

```



Nearest neighbor considering adding the node at all possible position, i.e. at the end, at the beginning, or at any place inside the current path

Pseudocode

```

procedure NEAREST_NEIGHBOUR_SOLUTION(distanceMatrix, nodeCostVector,
  numberOfNodes, numberOfSolutionsPerStart = 200)
  if numberOfNodes <= 0 then
    return
  end if

  if numberOfNodes is even then
    nodesToVisit ← numberOfNodes / 2
  else
    nodesToVisit ← (numberOfNodes + 1) / 2
  end if

  initialize random generator rng
  totalRuns ← numberOfSolutionsPerStart * numberOfNodes

  totalSum ← 0
  bestObjective ← +∞
  worstObjective ← -∞
  bestSolution ← empty list

```

```

    for run from 1 to totalRuns do
        startNode ← random integer in [0, numberOfNodes)
        routeNodes ← list containing startNode
        isNodeUsed ← boolean array of size numberOfNodes initialized to
false
        isNodeUsed[startNode] ← true

        while size(routeNodes) < nodesToVisit do
            bestObjectiveDelta ← +∞
            candidates ← empty list

            for candidateNode from 0 to numberOfNodes - 1 do
                if isNodeUsed[candidateNode] then
                    continue
                end if

                for insertionPosition from 0 to size(routeNodes) do
                    if insertionPosition == 0 then
                        predecessor ← NONE
                    else
                        predecessor ← routeNodes[insertionPosition - 1]
                    end if

                    if insertionPosition == size(routeNodes) then
                        successor ← NONE
                    else
                        successor ← routeNodes[insertionPosition]
                    end if

                    addedDistance ← 0
                    if predecessor != NONE then addedDistance ←
addedDistance + distanceMatrix[predecessor][candidateNode] end if
                    if successor != NONE then addedDistance ←
addedDistance + distanceMatrix[candidateNode][successor] end if

                    removedDistance ← 0
                    if predecessor != NONE and successor != NONE then
[successor]
                        removedDistance ← distanceMatrix[predecessor]
                    end if

                    objectiveDelta ← nodeCostVector[candidateNode] +
(addedDistance - removedDistance)

                    if objectiveDelta < bestObjectiveDelta then
                        bestObjectiveDelta ← objectiveDelta
                        candidates ← list containing
pair(insertionPosition, candidateNode)
                    else if objectiveDelta == bestObjectiveDelta then
                        append pair(insertionPosition, candidateNode) to
candidates
                    end if
                end for
            end for
        end while
    end for

```

```

        end for

        if candidates is empty then
            break
        end if

        chosenPair ← uniformly random choice from candidates using rng
        chosenInsertion ← chosenPair.insertionPosition
        chosenCandidate ← chosenPair.candidateNode

        insert chosenCandidate into routeNodes at position
        chosenInsertion
        isNodeUsed[chosenCandidate] ← true
    end while

    objectiveValue ← EVALUATE_SOLUTION(routeNodes, distanceMatrix,
nodeCostVector)
    totalSum ← totalSum + objectiveValue

    if objectiveValue < bestObjective then
        bestObjective ← objectiveValue
        bestSolution ← copy of routeNodes
    end if

    if objectiveValue > worstObjective then
        worstObjective ← objectiveValue
    end if
end for

averageObjective ← totalSum / totalRuns
print "min =", bestObjective, " max =", worstObjective, " avg =",
averageObjective
print "Best solution:", bestSolution
end procedure

procedure EVALUATE_SOLUTION(routeNodes, distanceMatrix, nodeCostVector)
    totalCost ← 0
    for i from 0 to size(routeNodes) - 1 do
        totalCost ← totalCost + nodeCostVector[routeNodes[i]]
        if i > 0 then
            totalCost ← totalCost + distanceMatrix[routeNodes[i - 1]]
[routeNodes[i]]
        end if
    end for
    return totalCost
end procedure

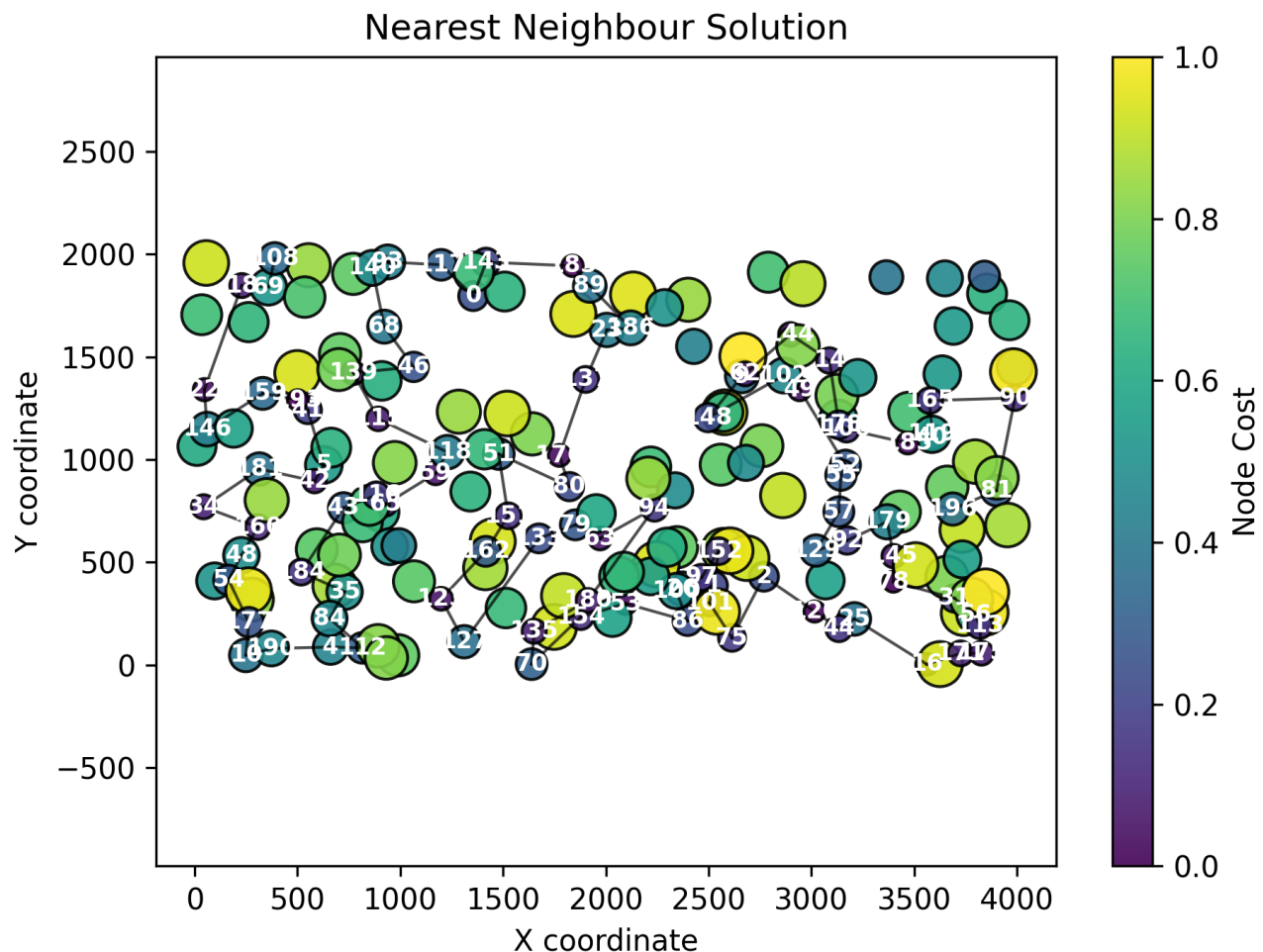
```

Results

Best score	Worst score	Average score
69941	73650	71071.2

Best found solution:

```
196 81 90 165 119 40 185 106 178 14 144 62 9 148 102 49 52 55 57 129 92
179 145 78 31 56 113 175 171 16 25 44 120 2 75 101 1 152 97 26 100 86 53
154 70 135 180 94 63 79 133 127 123 162 151 51 80 176 137 23 186 89 183
143 0 117 93 140 68 46 139 115 118 59 65 116 43 184 35 84 112 4 190 10 177
54 48 160 34 181 42 5 41 193 159 146 22 18 69 108
```



Greedy solution

Pseudocode

```
procedure FULLY_GREEDY_SOLUTION(distanceMatrix, nodeCostVector,
numberOfNodes, numberOfSolutionsPerStart = 200)
  if numberOfNodes <= 0 then return

  nodesToVisit ← if numberOfNodes is even then numberOfNodes / 2 else
(numberOfNodes + 1) / 2
  initialize random generator rng
  define secondNodeDist uniform int in [0, numberOfNodes - 1]

  totalSum ← 0
```

```

bestObjective ← +∞
worstObjective ← -∞
bestSolution ← empty list
bestScore ← +∞

for startNode from 0 to numberOfNodes - 1 do
  for run from 1 to numberOfSolutionsPerStart do
    cycle ← empty list (reserve nodesToVisit)
    used ← boolean array sized numberOfNodes initialized to false

    append startNode to cycle
    used[startNode] ← true

    if nodesToVisit > 1 then
      second ← random integer from secondNodeDist
      while used[second] do
        second ← random integer from secondNodeDist
      end while
      append second to cycle
      used[second] ← true
    end if

    while size(cycle) < nodesToVisit do
      bestDelta ← +∞
      candidates ← empty list of pairs(insertPosition, node)

      for node from 0 to numberOfNodes - 1 do
        if used[node] then continue
        for i from 0 to size(cycle) - 1 do
          pred ← cycle[i]
          succ ← cycle[(i + 1) mod size(cycle)]
          added ← distanceMatrix[pred][node] +
distanceMatrix[node][succ]
          removed ← distanceMatrix[pred][succ]
          delta ← nodeCostVector[node] + (added - removed)

          if delta < bestDelta then
            bestDelta ← delta
            candidates ← list containing pair(i + 1, node)
          else if delta == bestDelta then
            append pair(i + 1, node) to candidates
          end if
        end for
      end for

      if candidates is empty then break

      chosen ← uniformly random element from candidates using
rng

      insertPos ← chosen.insertPosition mod (size(cycle) + 1)
      chosenNode ← chosen.node
      insert chosenNode into cycle at position insertPos
      used[chosenNode] ← true
    end while
  end for
end for

```



```

        score ← 0
        if cycle not empty then
            for i from 0 to size(cycle) - 1 do
                score ← score + nodeCostVector[cycle[i]]
                score ← score + distanceMatrix[cycle[i]][cycle[(i + 1)
mod size(cycle)]]
            end for
        end if

        totalSum ← totalSum + score
        if score < bestObjective then bestObjective ← score
        if score > worstObjective then worstObjective ← score
        if score < bestScore then bestScore ← score; bestSolution ←
copy of cycle
    end for
end for

average ← totalSum / (numberOfNodes * numberOfSolutionsPerStart)
end procedure

```

Results

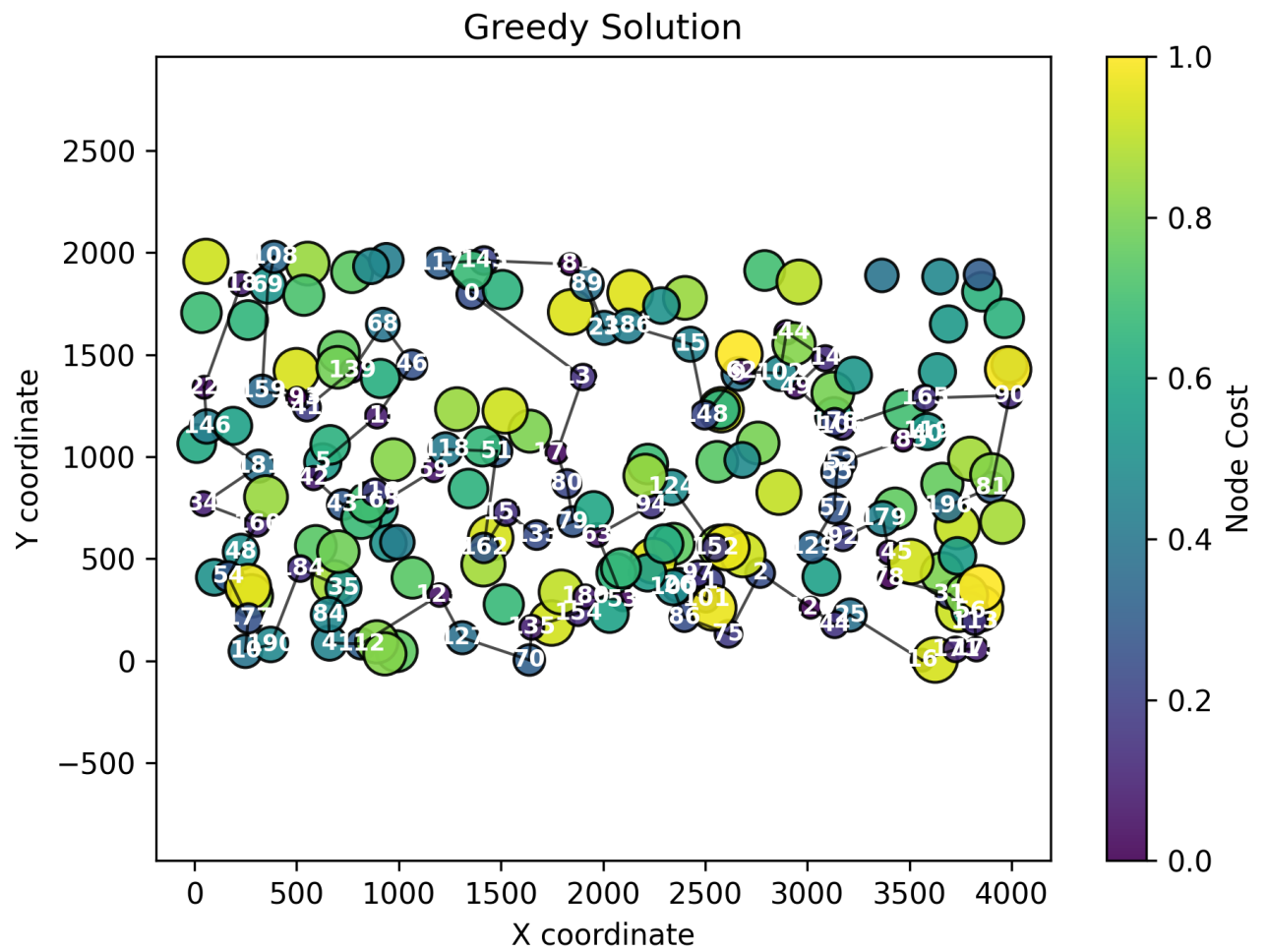
Best score	Worst score	Average score
70285	76228	72694.4

Best found solution:

```

40 119 185 52 55 57 129 92 179 145 78 31 56 113 175 171 16 25 44 120 2 75
86 100 26 101 1 97 152 124 94 63 53 180 154 135 70 127 123 112 4 84 35 184
190 10 177 54 48 160 34 181 146 22 18 108 69 159 193 41 139 68 46 115 5 42
43 116 65 59 118 51 162 151 133 79 80 176 137 0 117 143 183 89 23 186 15
148 9 62 102 144 14 49 178 106 165 90 81 196

```



- All the best paths were evaluated using our own checker in python:

--- path_random --- Length: 100, Max index: 198, Inferred nodes: 199 Duplicates: None Out of range indices: None Missing indices count: 100 Missing indices (first 20): [2, 3, 4, 9, 13, 14, 16, 17, 20, 24, 25, 26, 27, 30, 32, 33, 35, 36, 37, 38] ...

--- path_neighbour_end --- Length: 100, Max index: 196, Inferred nodes: 197 Duplicates: None Out of range indices: None Missing indices count: 100 Missing indices (first 20): [3, 5, 6, 8, 10, 11, 12, 13, 17, 19, 20, 24, 28, 29, 30, 32, 33, 35, 36, 37] ...

--- path_neighbour --- Length: 100, Max index: 196, Inferred nodes: 197 Duplicates: None Out of range indices: None Missing indices count: 100 Missing indices (first 20): [3, 6, 7, 8, 11, 12, 13, 15, 17, 19, 20, 21, 24, 27, 28, 29, 30, 32, 33, 36] ...

--- path_greedy --- Length: 100, Max index: 196, Inferred nodes: 197 Duplicates: None Out of range indices: None Missing indices count: 100 Missing indices (first 20): [3, 6, 7, 8, 11, 12, 13, 17, 19, 20, 21, 24, 27, 28, 29, 30, 32, 33, 36, 37] ...

Link to the source code (Github repository - directory Assignment 1)

[Assignment 1 - Greedy Heuristic](#)