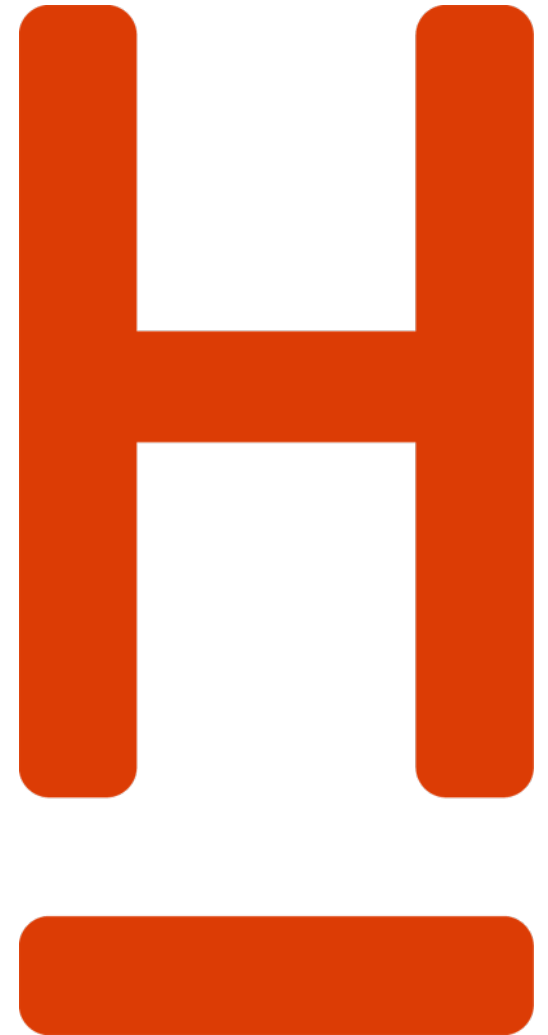


**HOCHSCHULE
HANNOVER**
UNIVERSITY OF
APPLIED SCIENCES
AND ARTS

–
*Fakultät IV
Wirtschaft und
Informatik*

Improvements on AFB

Advancing the Metaheuristic for TSP



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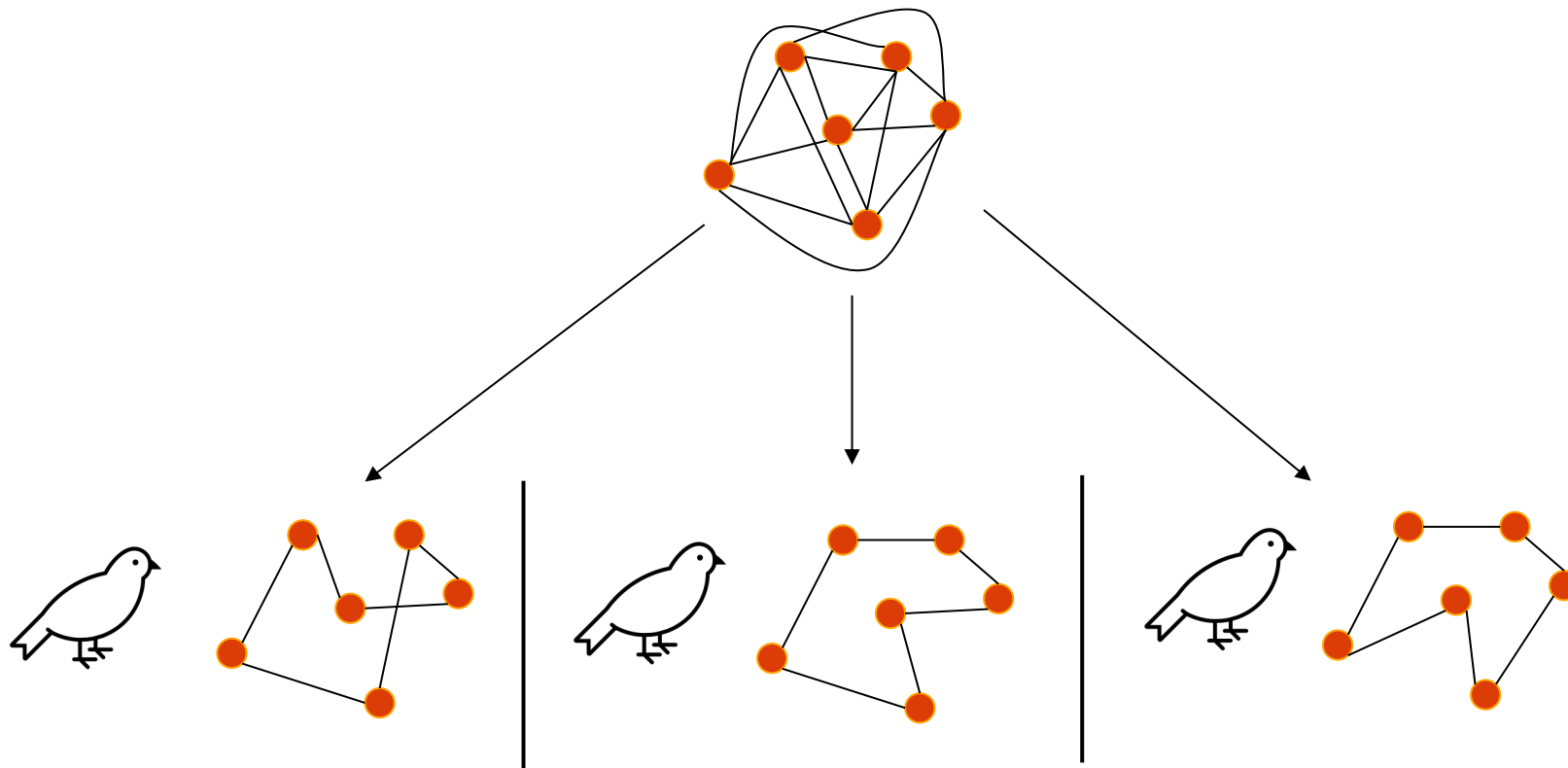
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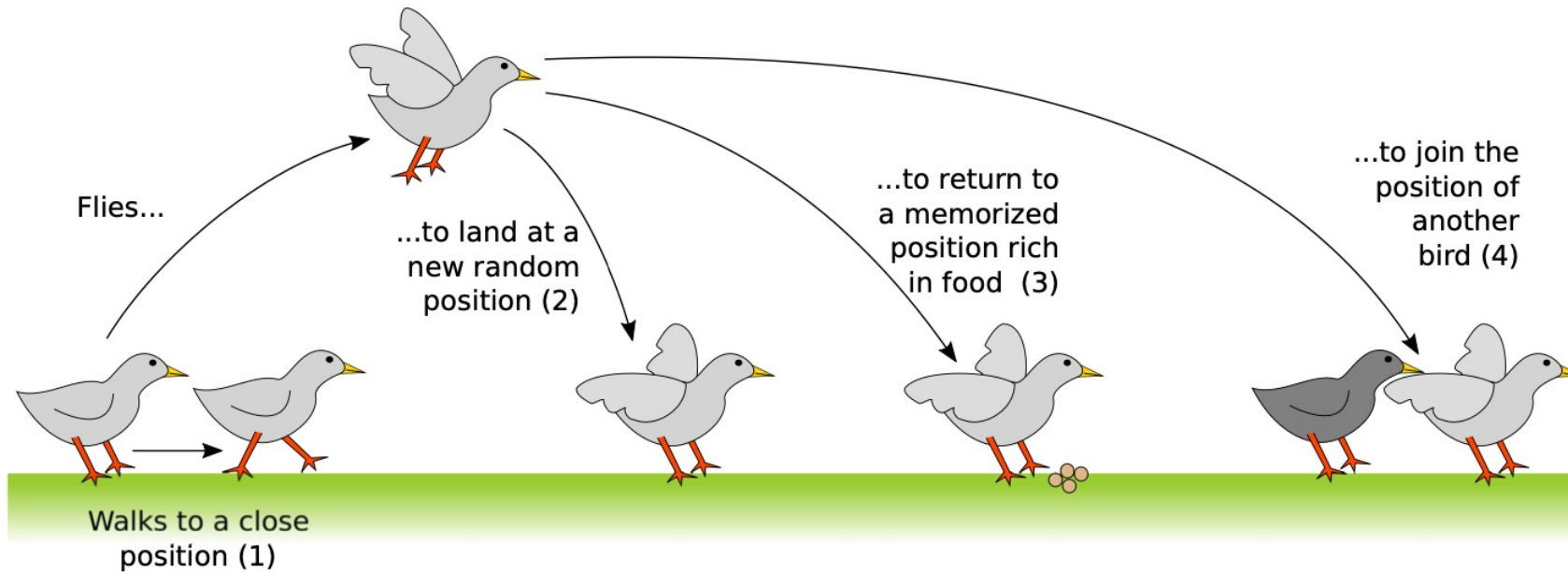


Recap

- Each Bird represents one possible solution (one tour)
- Each operation performed by a bird, alters its respective solutions



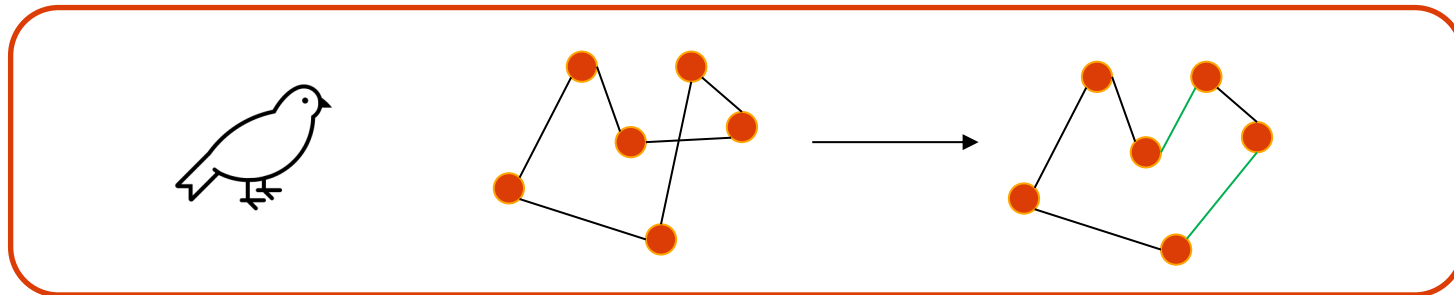
Recap



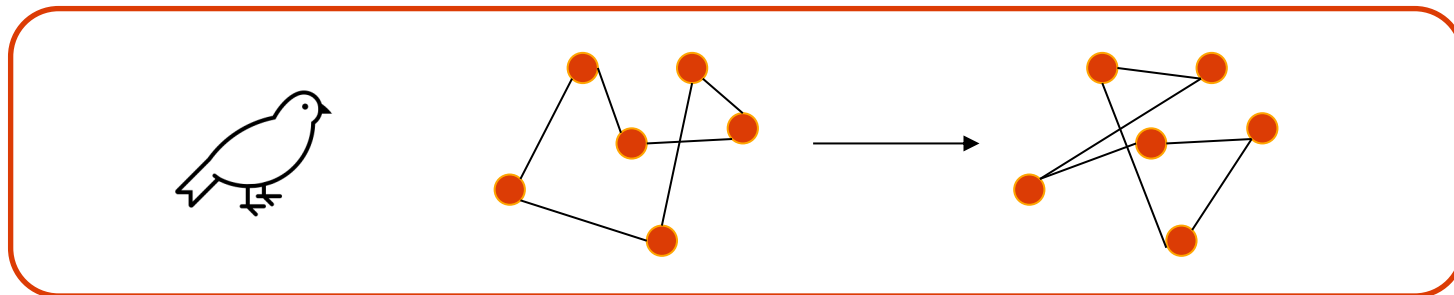
Recap

- Each action of a bird corresponds to a change of its own solution
- Each solution is valid
- The number of candidate solutions (or agents respectively) does not change (currently)

(1) Walk

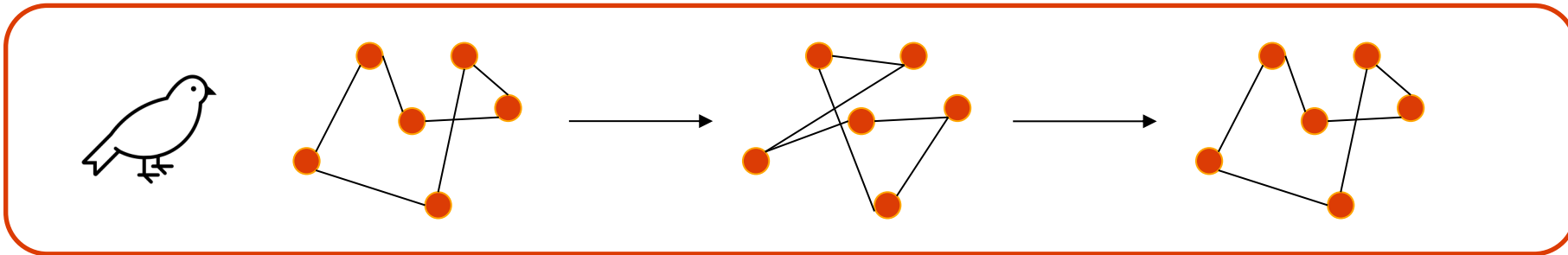


(2) Fly

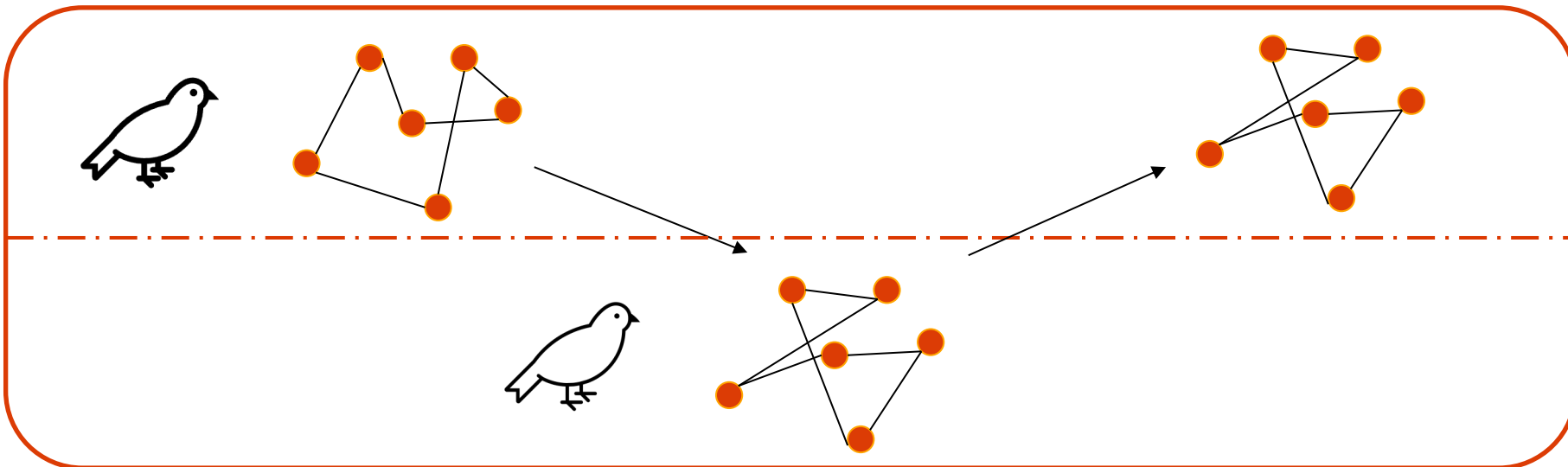


Recap

(3) Return



(4) Join



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Methodology

- To benchmark our improvements, we select five feasible solutions from TSPLIB
 - Each problem has a different order of magnitude to account for the variety of different configurations possible
- Each problem is run 10x, to account for the randomness (50 test in total)
- We record the mean percentage error, and the median time in seconds
- Problems: eil101, pa561, pr1002, u2156, pr2392

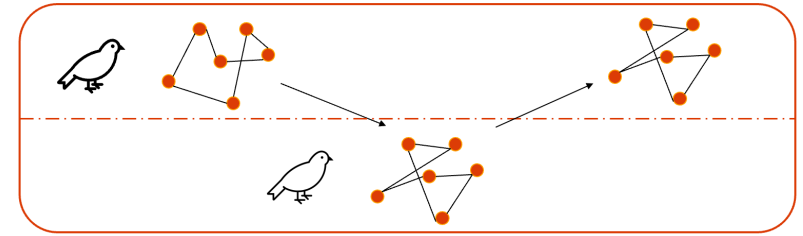


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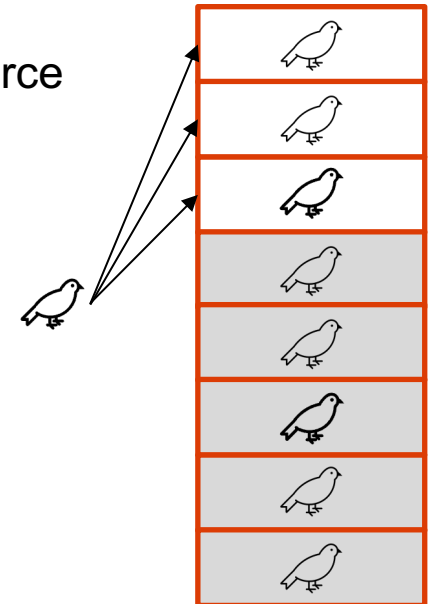
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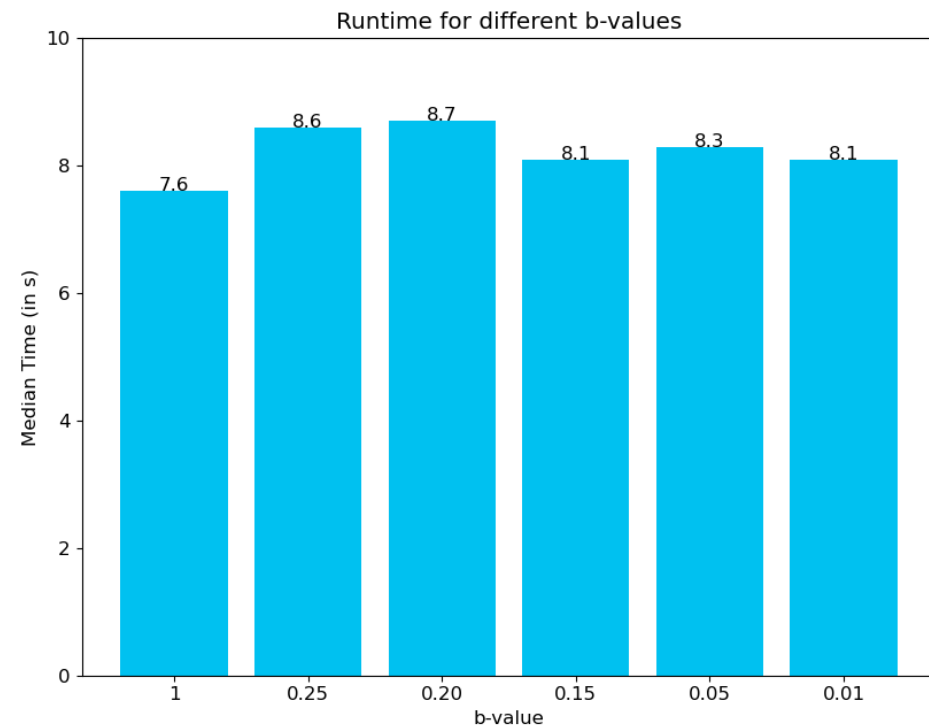
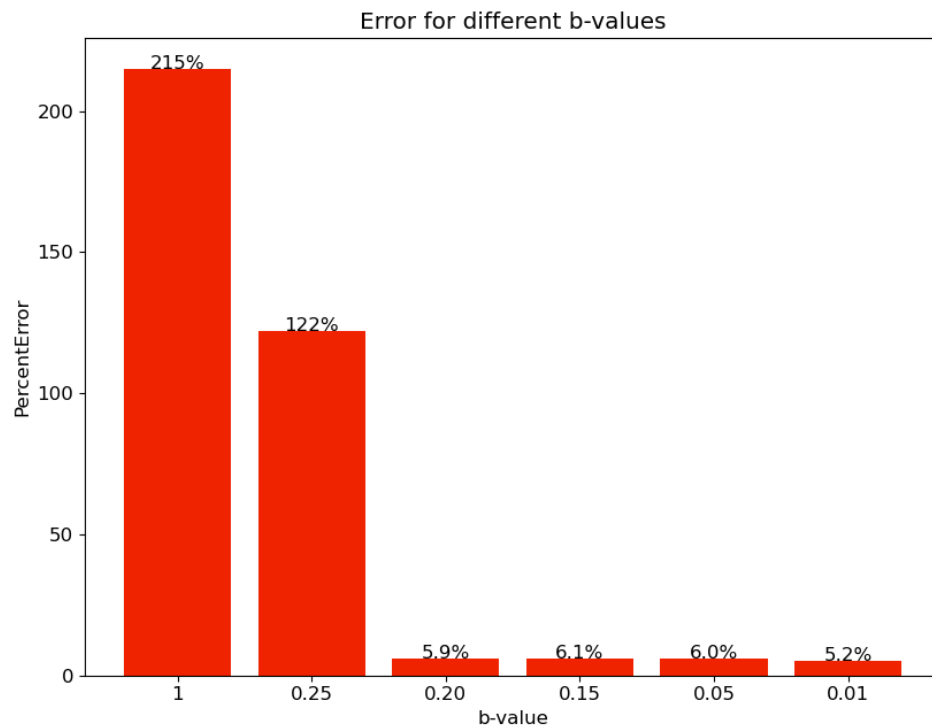
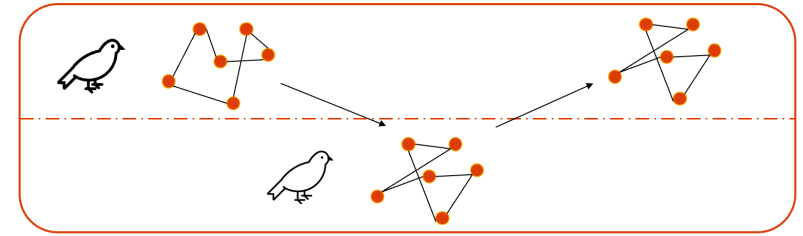
Top-b Join



- Default behavior: If a big bird joins another, he chooses one randomly
- Contradicts the idea that birds tend to join others, if they found a good food source
 - Good food source translates to a good solution
- That is why we decide to allow a big bird to only join the top-b percent
 - Pick one of the top-b birds randomly
- Means ordering the birds by their tour length after each iteration/phase
 - Increases runtime due to sorting complexity



Top-b Join

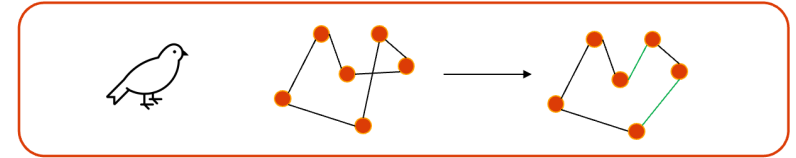


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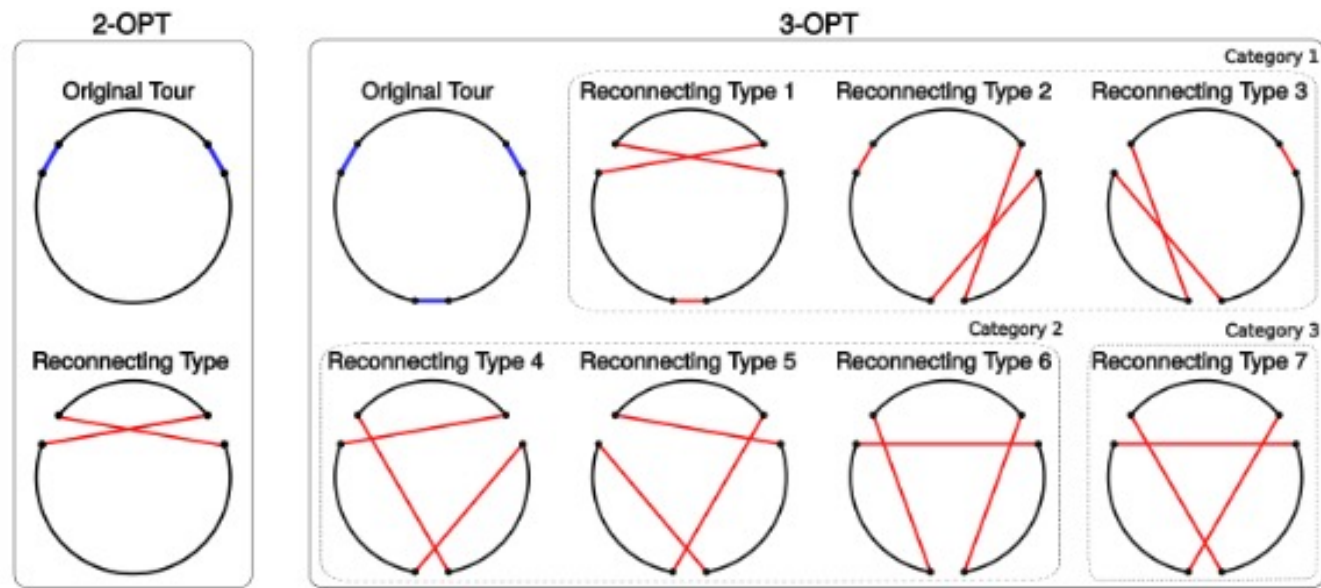
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3-Opt



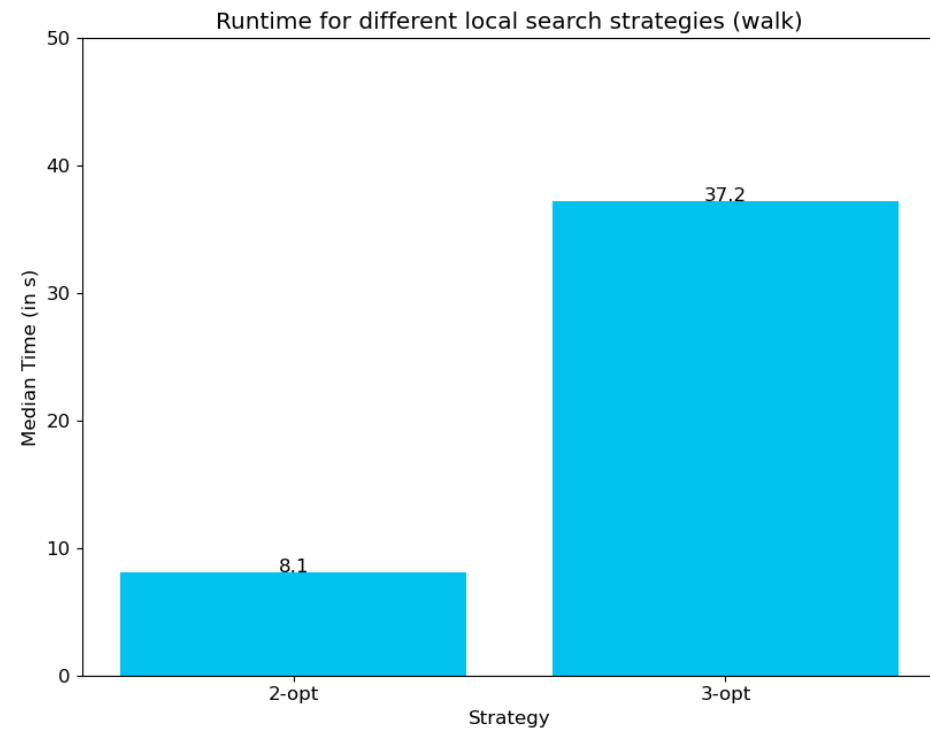
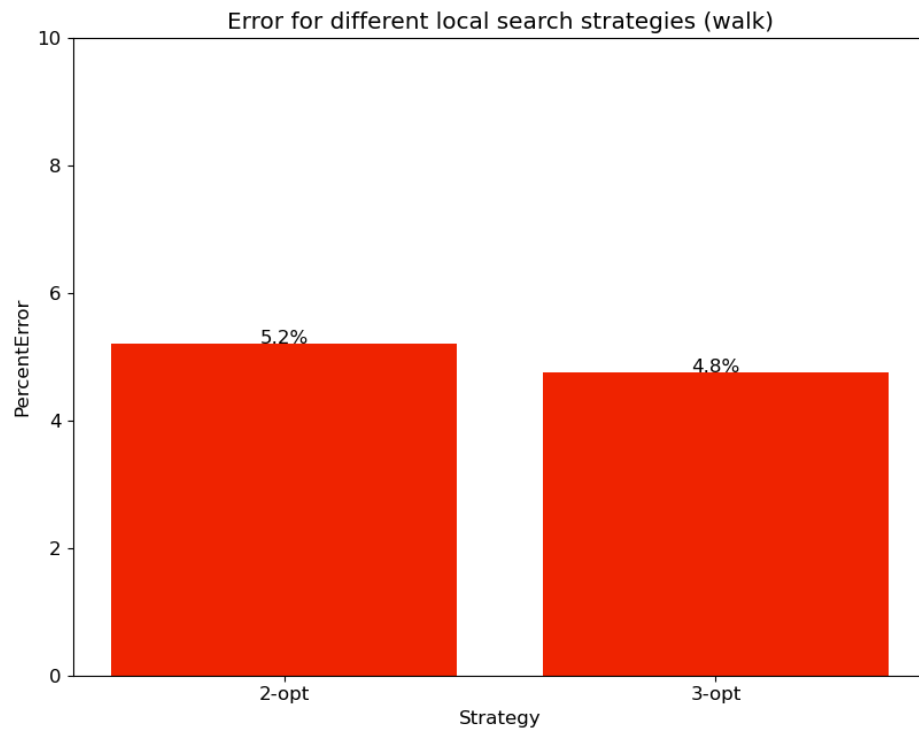
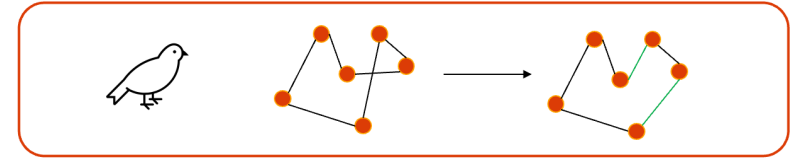
- When performing the walk-operation, so the local search, a bird uses 2-opt to search for a potential better solution
- Naturally, we also tested 3-opt as a more powerful alternative



Source: Jingyan Sui, Shizhe Ding, Ruizhi Liu, Liming Xu, Dongbo Bu. Learning 3-opt heuristics for traveling salesman problem via deep reinforcement learning. Proceedings of The 13th Asian Conference on Machine Learning, PMLR 157:1301-1316, 2021.



3-Opt

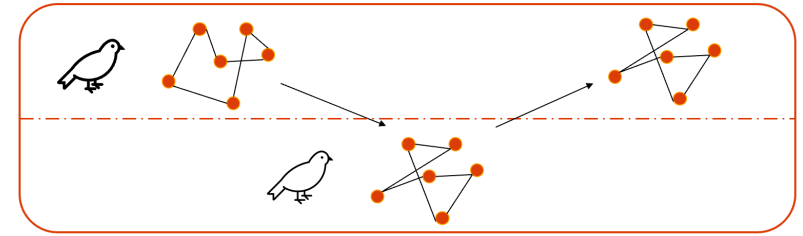


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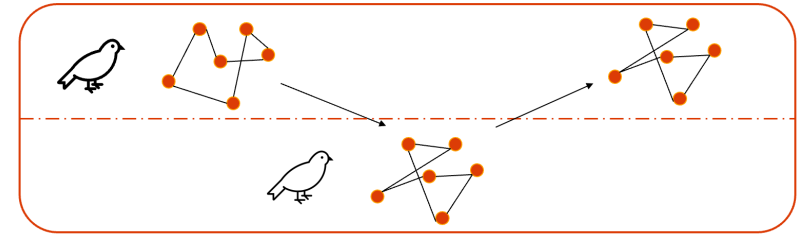
Delegating Responsibility



- Seen before: 3-opt (+ sorting for top-b join) yield very high computation effort
- How can one make the algorithm faster while keeping the performance close to before?
- Answer: Allow only big/small birds to perform 3-opt, the other 2-opt
 - Both were tested, but big birds make more sense regarding their “superiority”



Delegating Responsibility

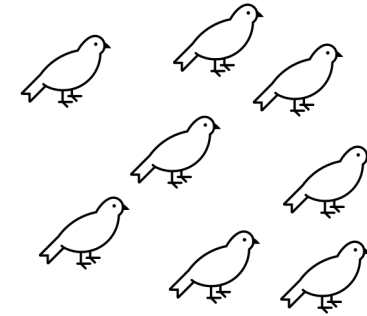


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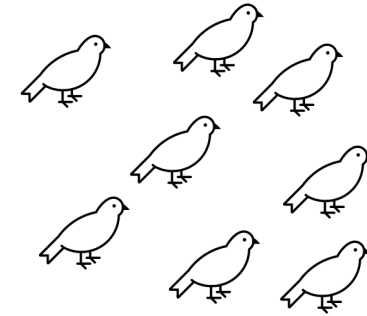
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Nearest-Neighbor Initialization



Nearest-Neighbor Initialization

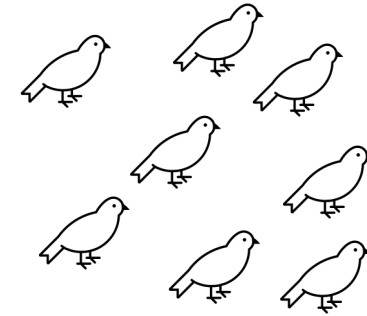


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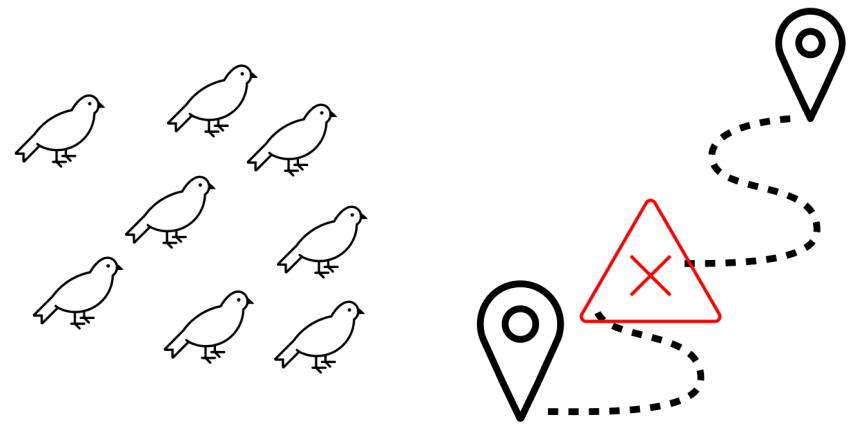
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Optimization Behavior



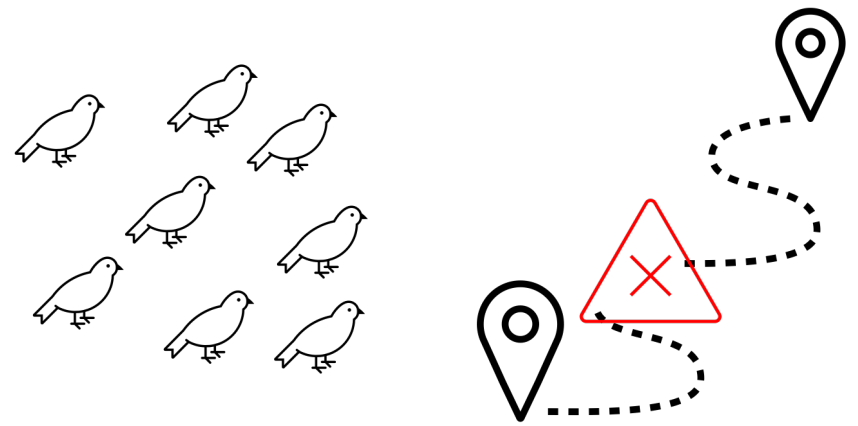
Early Stopping



- Algorithm shows very fast convergence behavior
 - Especially for problems with a rather low number of cities
- How many iterations are needed to achieve a good result for a given problem is difficult to estimate
- Therefore, a predefined number of iterations yields unnecessary long computation times that do not improve the results
- One solution is to stop the algorithm, if the current solution(s) do not improve



Early Stopping



Vielen Dank für Ihre Aufmerksamkeit!



Literature

- Jean-Baptiste Lamy. Artificial Feeding Birds (AFB): a new metaheuristic inspired by the behavior of pigeons. Advances in nature-inspired computing and applications, 2019, 10.1007/978-3-319-96451-5_3 . hal-02264232

