

# Evolutionary Computation Theory and Application

## - Assignment 2: Traveling Salesman Problem -

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## 1 General Remarks

Please Follow those remarks. Deviating will lead to a reduced score

- Lable your axis
- Include a descriptive, not covering legend in your plots
- Caption you images with a clear description
- Remember to name the file correctly
- Make sure that both team members submit the same file, with the same name
- Please make sure that all figures and lines are clearly readable

## 2 Solution

| Parameter            | Value      |
|----------------------|------------|
| Population size      | XXX        |
| Crossover Rates      | 1, 2, 3, 4 |
| Mutation Rates       | 1, 2, 3, 4 |
| Repetitions          | 30         |
| Generations          | XXX        |
| Average best fitness | XXX        |

Table 1: Add a Table describing all relevant parameters for your experiments. You can add more parameters as you seem fit.

### 3 Results

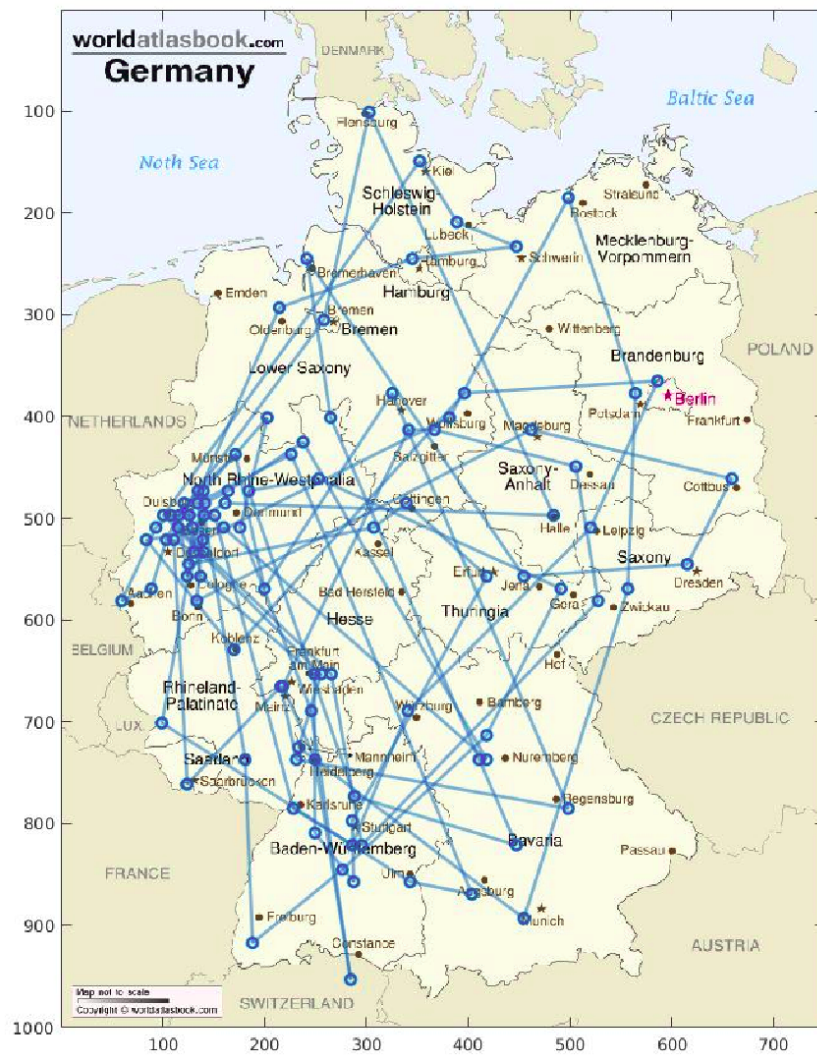


Figure 1: Show your best map

### 3.1 Different mutation rates

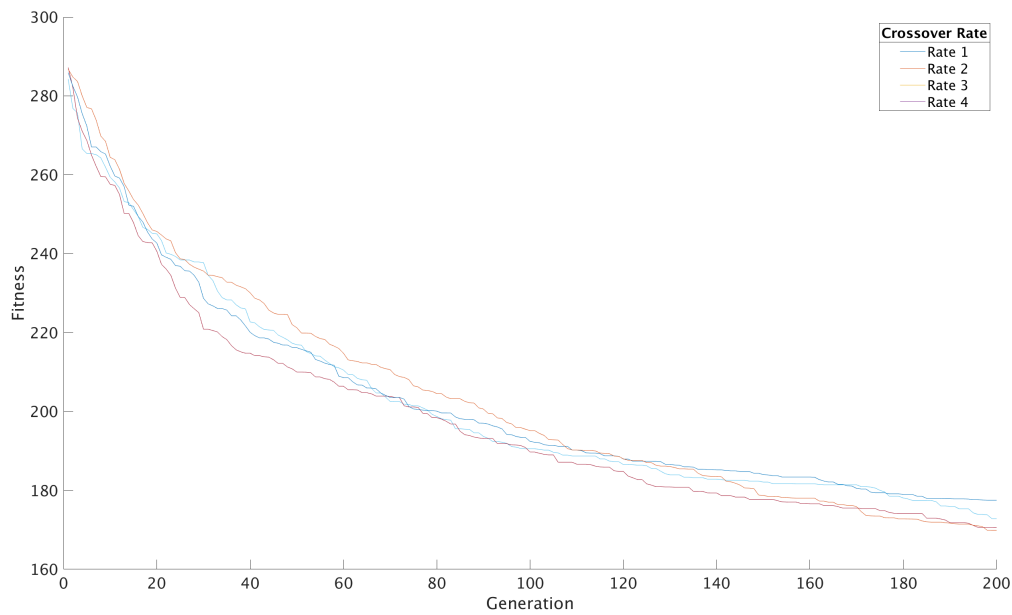


Figure 2: Caption describing your plot

Describe and explain the different mutation rates and how they influence the learning behaviour. Please remember to also focus on why, not only on what. Also elaborate on the mutation rate you have chosen as best mutation rate.

### 3.2 Different crossover rates

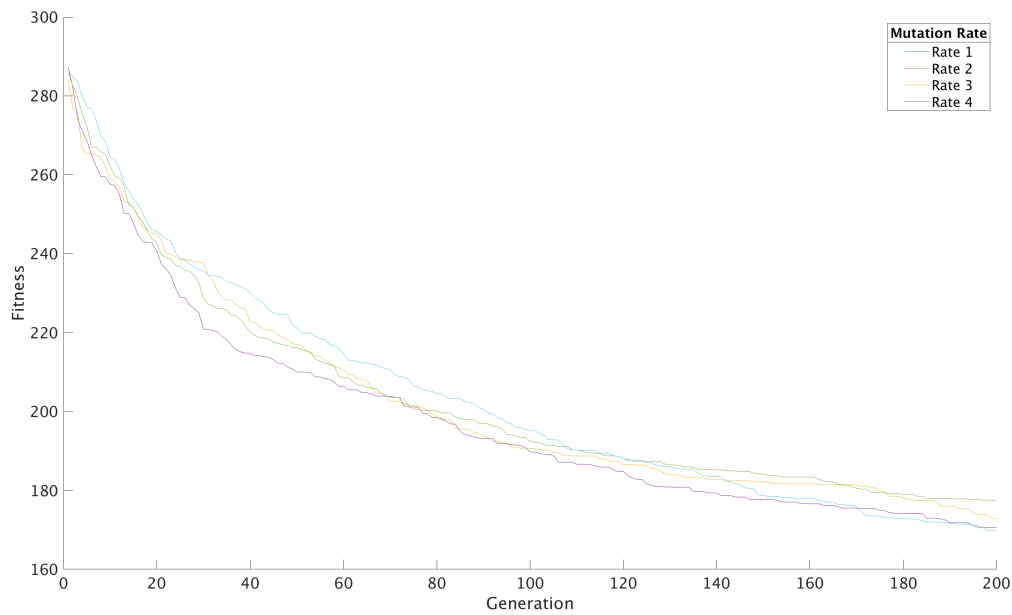


Figure 3: Caption describing your plot

Describe and explain the different crossover rates and how they influence the learning behaviour. Please remember to also focus on why, not only on what. Also elaborate on the crossover rate you have chosen as best mutation rate.