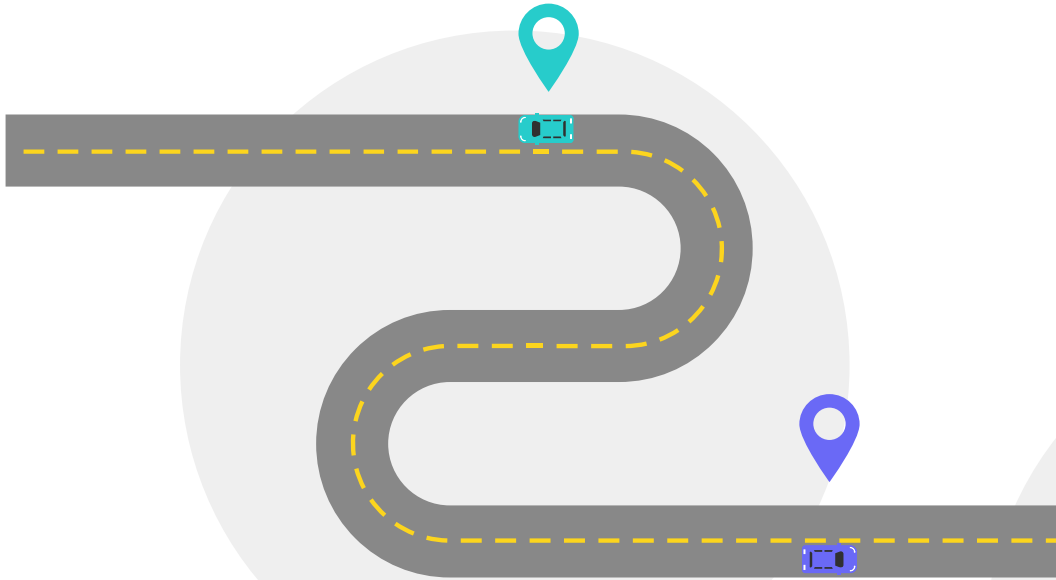
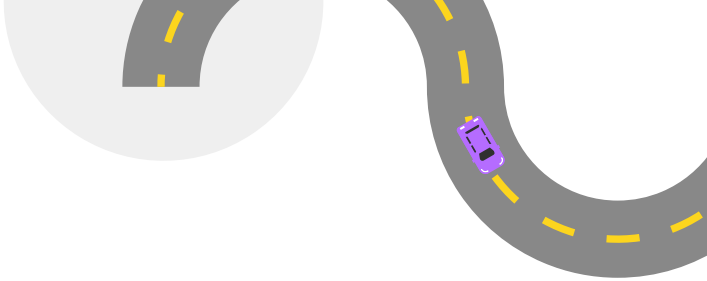
186.190 Optimization in Transport and Logistics 2024S

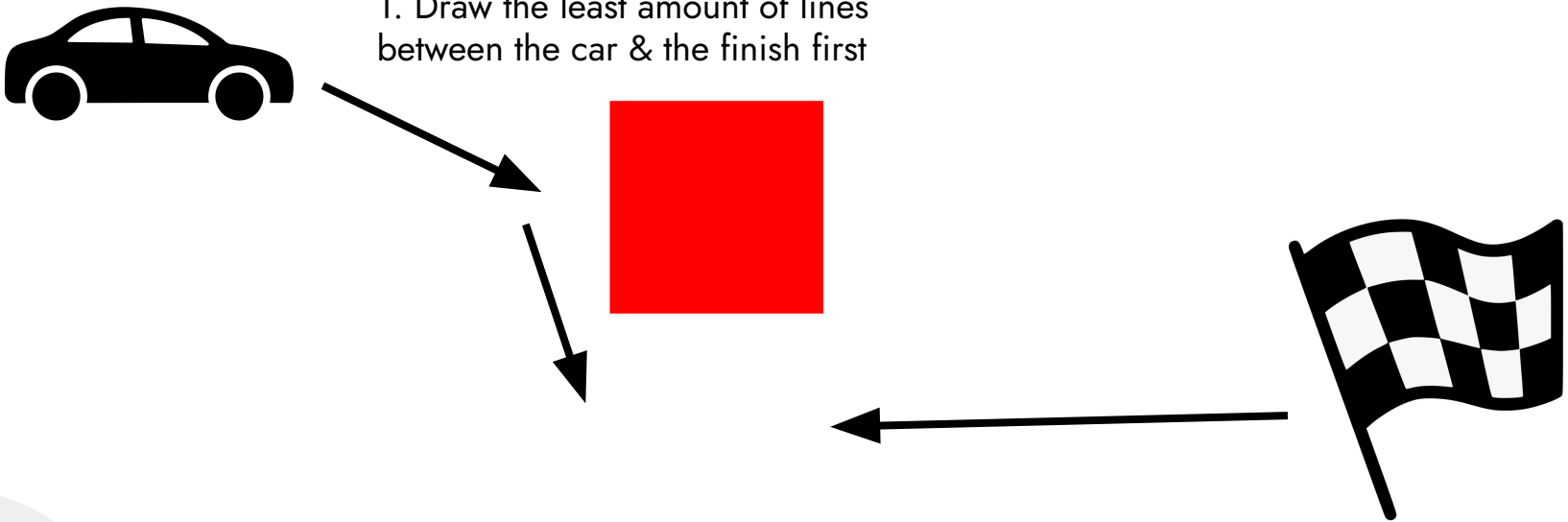
Programming Exercise Meta Heuristic

William Amminger



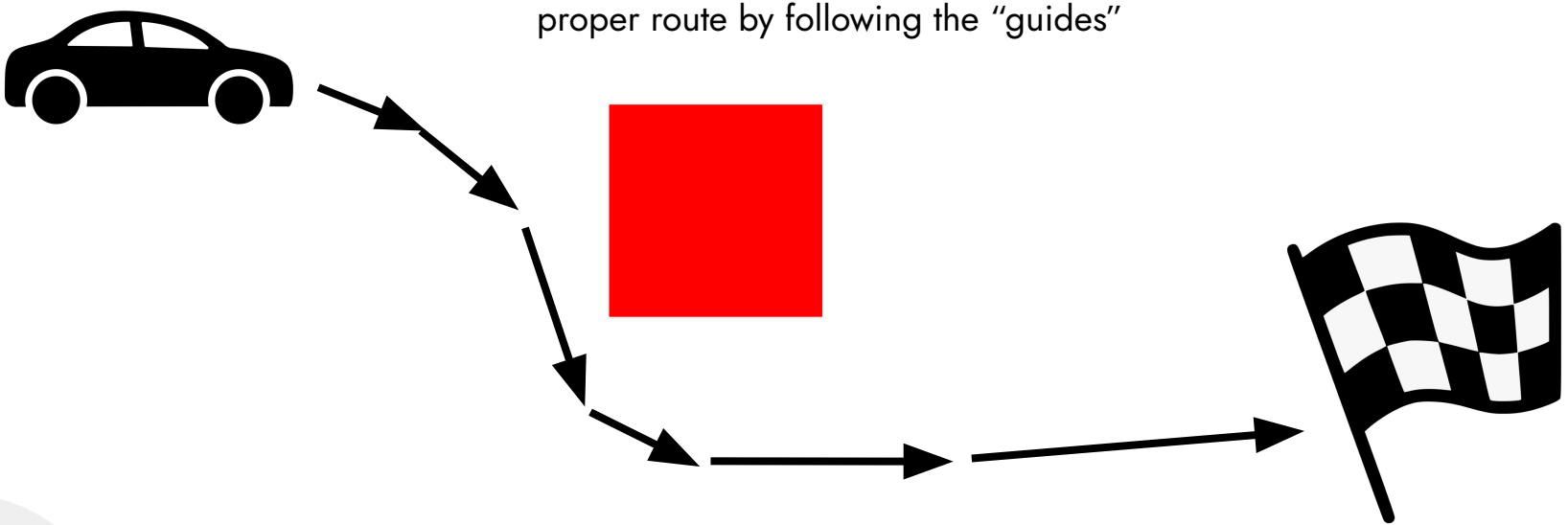
General Idea



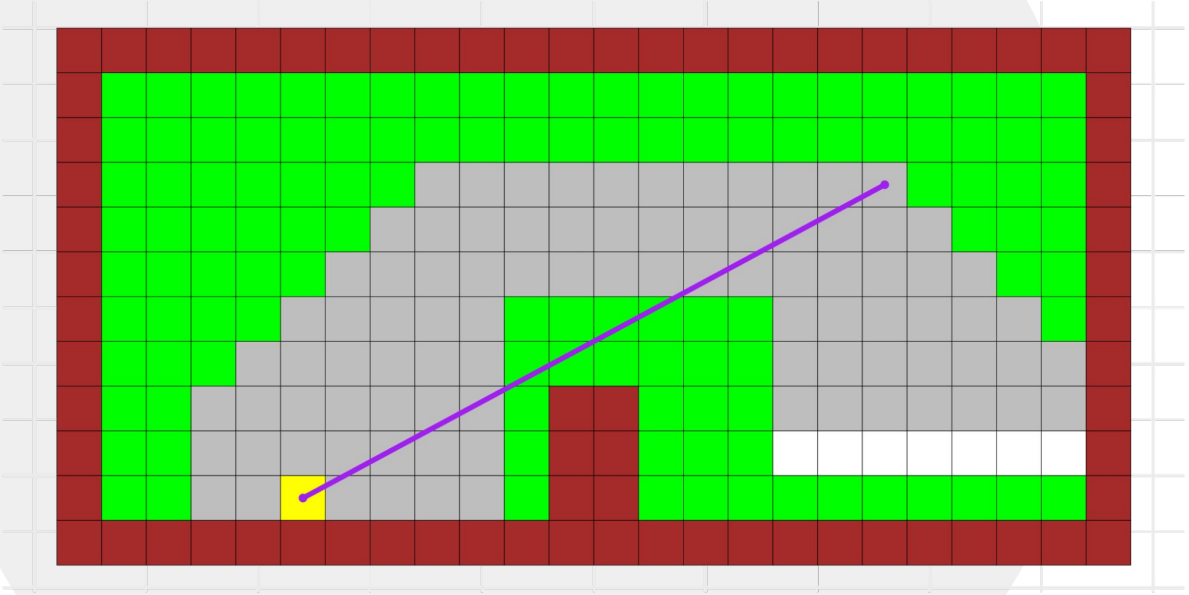


General Idea

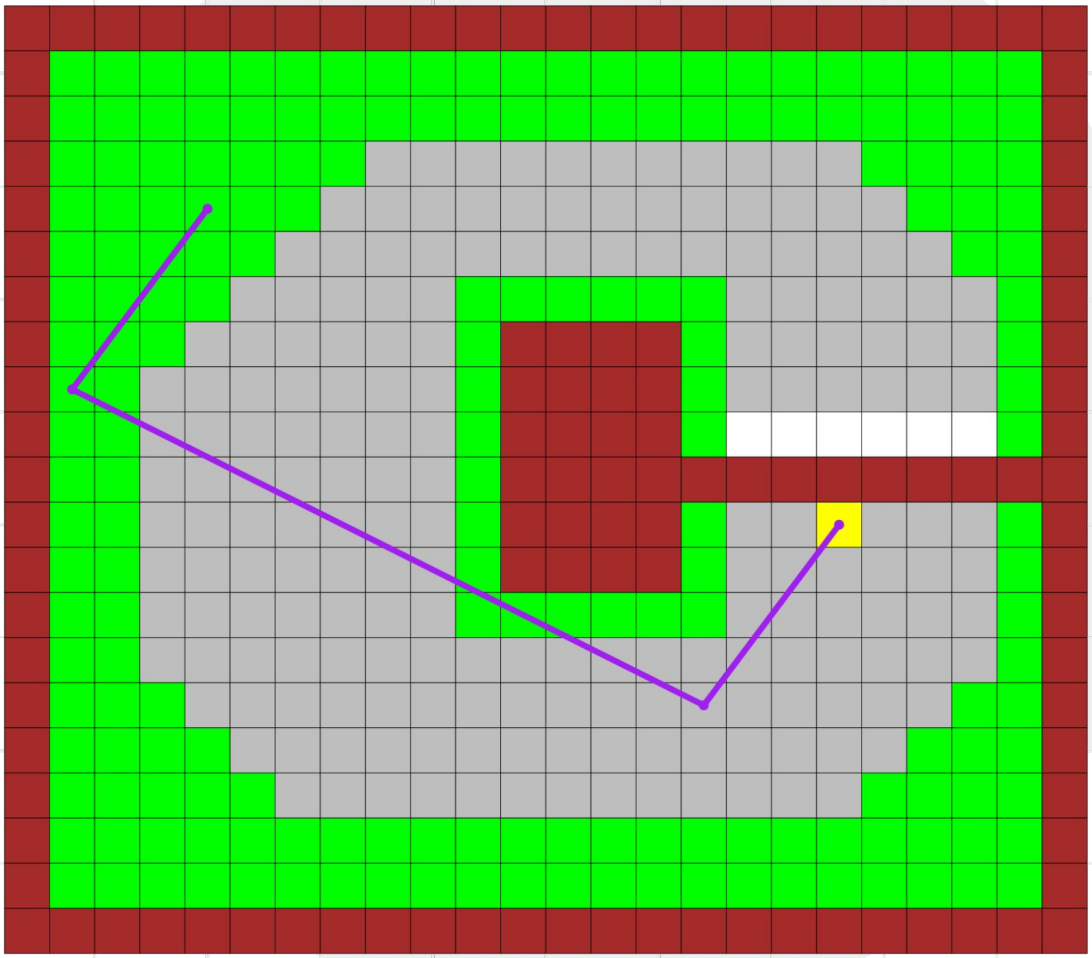
then use the old heuristic to create a proper route by following the “guides”



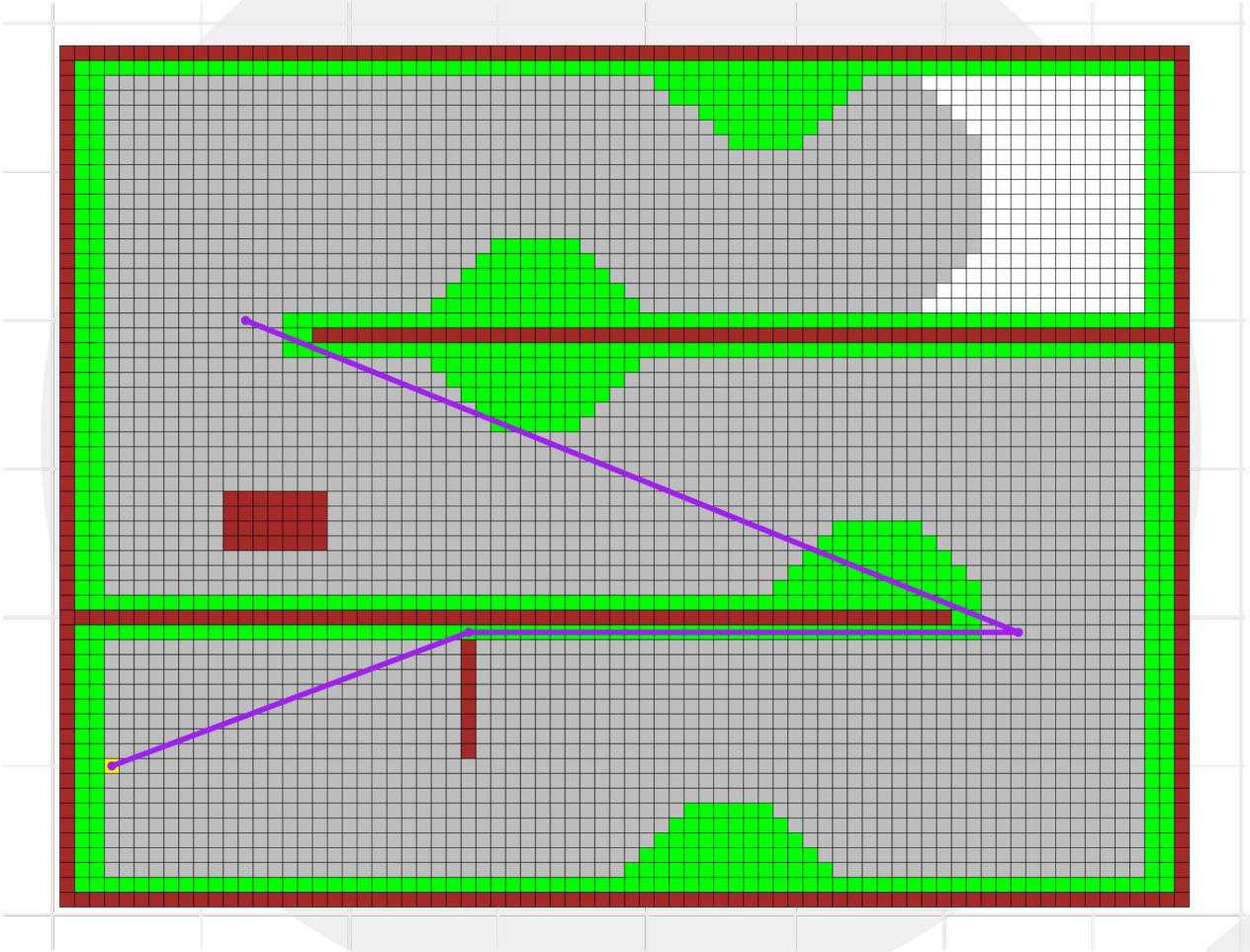
track_01 step 5 : finished
2024-06-24_14-32-20



2024-06-24_14-32-28

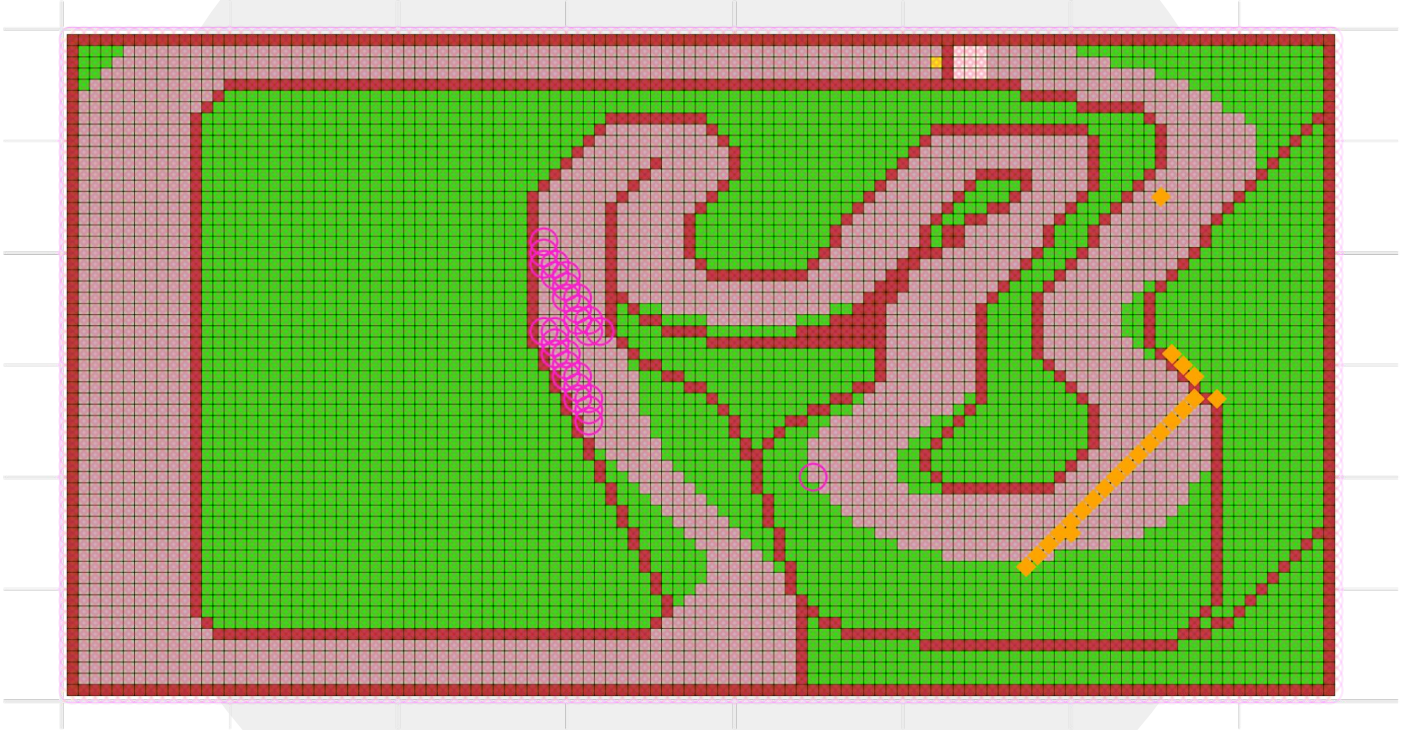


track_04 step 7 : finished
2024-06-24_14-36-58



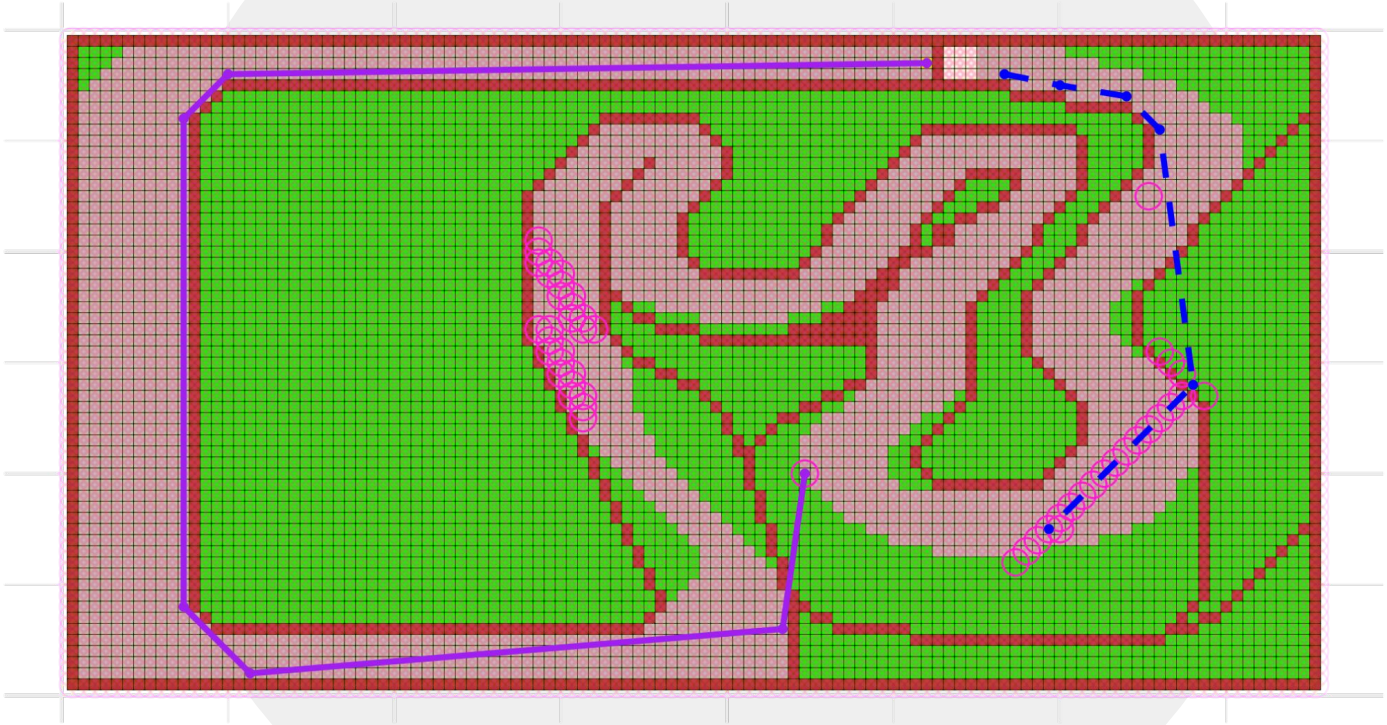
Problem: really good at finding corners

track_05 step 13 : candidates
2024-06-24_14-44-29

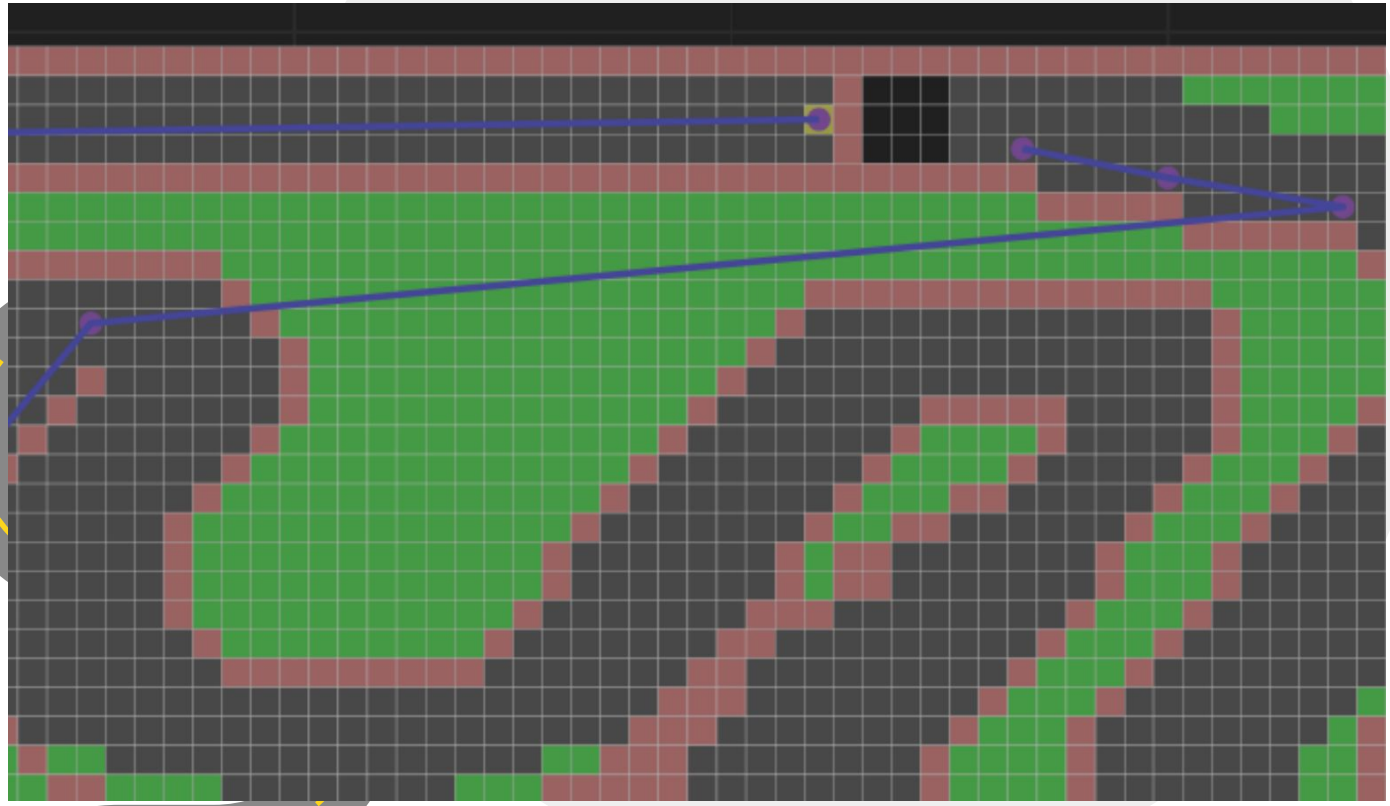


Problem: really good at finding corners

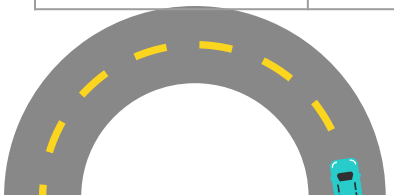
track_05 step 14 : everything
2024-06-24_14-44-30

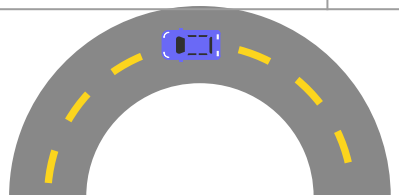


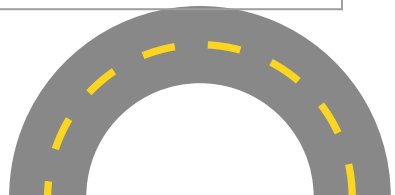
Problem: really good at finding corners



Track 1	~4 seconds	~10 moves
Track 2	~12 seconds	~20-40, varies alot
Track 3	~5-10 minutes	50
Track 4	~ 5 minutes	
Track 5	very long	jump through corners issue
Track 6	very long	jump through corners issue
Track 7		
Track 8		
Track 9		
Track 10	~40	~40 seconds







Thanks for listening!