CS 202 Iditarod - Kaltag

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 $Source\ Code\ Link: \ https://github.com/siddhartha-crypto/cs202/tree/master/iditarod/kaltag$

1 Design

1.1 SVG Output - Part I

I intend to make the SVG a separate class.

In looking at the two challenges, I believe that it's best to design the class so that it can easily display a work-in-progress output. Therefore, I will attempt to do both this assignment and the next assignment simultaneously.

2 Post Mortem

2.1 TSPLIB

I struggled a little bit with getting the binary to render properly. In the end, I resulted to trial and error with the size for which I would add in the data at the end of the svg file.

3 Commit History

3.1 (First Half – Both Projects Simultaneous)

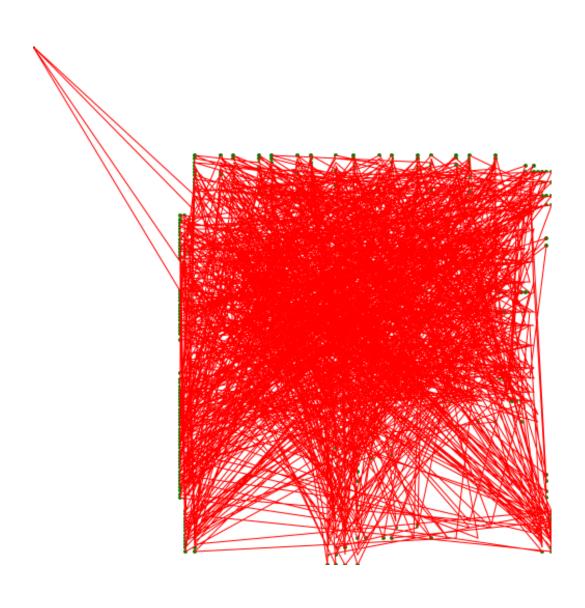
- 2020-04-21 Iditarod: Initiate Galena
- 2020-04-21 Initiate Kaltag
- 2020-04-21 Initialize SVG file
- 2020-04-21 Add a circle to an existing SVG using binary output
- 2020-04-21 Print a test circle to an SVG
- 2020-04-21 Print a test circle to a SVG file
- 2020-04-21 Set max lat and lons
- 2020-04-21 Draw rudimentary path for file
- 2020-04-22 Successfully complete path circuit through at least one file

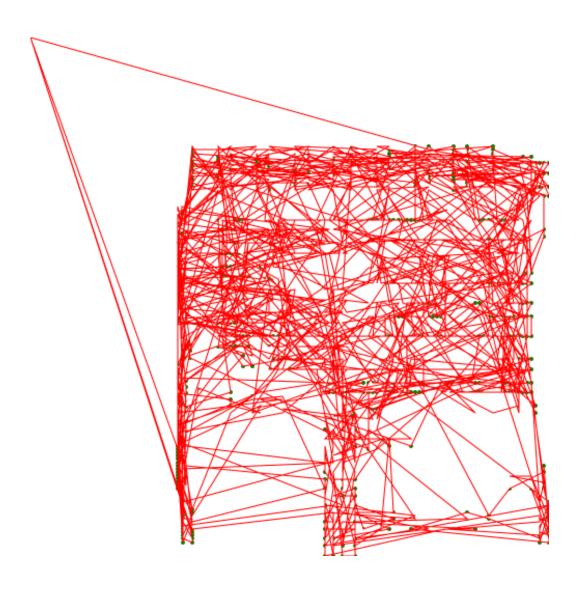
4 Sample Output

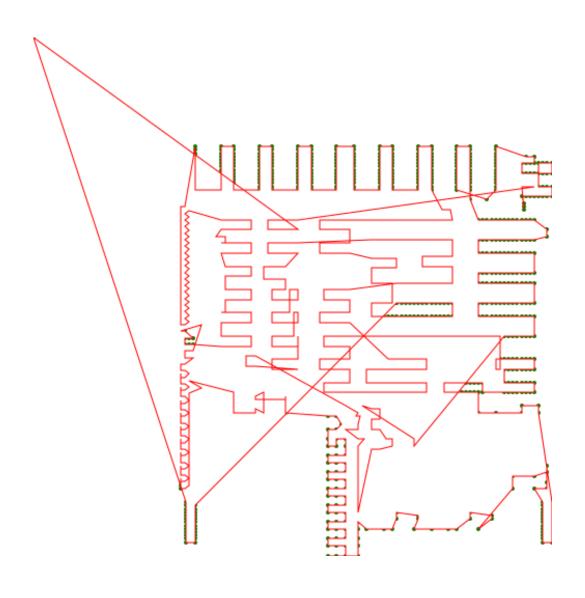
4.1 Kaltag

```
Printing SVG for: 567 and 536
Printing SVG for: 536 and 535
Printing SVG for: 535 and 508
Printing SVG for: 508 and 507
Printing SVG for: 507 and 506
Printing SVG for: 506 and 509
Printing SVG for: 509 and 534
Printing SVG for: 534 and 537
Printing SVG for: 537 and 566
Printing SVG for: 566 and 569
Printing SVG for: 569 and 590
Printing SVG for: 590 and 593
Printing SVG for: 593 and 1
Printing SVG for: 1 and 2
Printing SVG for: 2 and 1267
Printing SVG for: 1267 and 1268
Printing SVG for: 1268 and 1269
Printing SVG for: 1269 and 1270
Printing SVG for: 1270 and 1271
Printing SVG for: 1271 and 1272
Printing SVG for: 1272 and 1273
Printing SVG for: 1273 and 1274
Printing SVG for: 1274 and 1275
Printing SVG for: 1275 and 1276
Printing SVG for: 1276 and 1277
Printing SVG for: 1277 and 1278
Printing SVG for: 1278 and 1279
Printing SVG for: 1279 and 1280
Printing SVG for: 1280 and 1281
Printing SVG for: 1281 and 1282
Printing SVG for: 1282 and 1283
Printing SVG for: 1283 and 1284
Printing SVG for: 1284 and 1285
```

- Printing SVG for: 1285 and 1286
 Printing SVG for: 1286 and 1287
 Printing SVG for: 1287 and 1288
 Printing SVG for: 1288 and 1289
 Printing SVG for: 1289 and 1290
 Printing SVG for: 1290 and 1291
 Printing SVG for: 1291 and 872
- Best Distance for SolveGreedy: 62838.5







5 My Programs

5.1 SVG main.cpp

```
1 /*
2 * main.cpp
3 * CS202
  * April 22, 2020
   * Bryan Beus
   * Kaltag station for Iditarod Challenge
9 #include <iomanip>
10 #include <vector>
n #include <string>
12 #include <iostream>
13 #include <fstream>
14 #include <filesystem>
15 #include <stdlib.h>
16 #include <memory>
17 // #define BOOST_NO_CXX11_SCOPED_ENUMS
18 // #include <boost/thread.hpp>
19 // #undef BOOST_NO_CXX11_SCOPED_ENUMS
21 #include "Takotna.hpp"
22 #include "CityNode.hpp"
23 #include "CityPath.hpp"
24 #include "CityList.hpp"
25 #include "Miscellaneous.hpp"
26 #include "TspSolver.hpp"
28 using std::cin;
29 using std::cout;
30 using std::to_string;
31 using std::endl;
32 using std::vector;
33 using std::string;
34 using std::ofstream;
using std::ifstream;
36 using std::istringstream;
37 using std::pair;
38 using std::make_pair;
39 using std::setw;
40 using std::right;
41 using std::left;
43 namespace fs = std::filesystem;
44 // using namespace boost;
45 // using namespace boost::this_thread;
```

```
47 int main() {
48
      clearConsole();
49
50
      vector<string> fileNames;
51
      callFileNames(fileNames);
52
      vector<CityList> citylists;
53
54
      // Parse File
55
56
      // for (size_t i = 0; i < fileNames.size(); i++) {
      for (size_t i = 0; i < 1; i++) {
57
           cout << "Parsing file: " << fileNames.at(i) << endl;</pre>
58
           string file = "./big/" + fileNames.at(i);
59
           ifstream fin(file);
60
           if (!fin) {
61
               cout´<< "Error loading file: " << file << endl;
62
               exit(0);
63
64
6.5
           CityList newList;
66
           newList.parseFile(fin);
67
           citylists.push_back(newList);
68
      }
69
70
      // SolveRandomly()
71
      double bestDistanceRandom = 1000000000000;
79
      string filepath = "./output_images/randomly";
73
      fs::create_directory(filepath);
74
      for (size_t i = 0; i < citylists.size(); i++) {</pre>
75
      // for (size_t i = 0; i < 1; i++) {
76
           CityPath citypath;
77
           TspSolver tsp
78
          double randomDistance = tsp.SolveRandomly(citylists.at(i),
79
              citypath, to_string(i));
           if (bestDistanceRandom > randomDistance)
80
           → bestDistanceRandom = randomDistance;
81
      cout << "Best Distance for SolveRandomly: " <<</pre>
82
       → bestDistanceRandom << endl;</pre>
83
      // SolveMyWay()
      double bestDistanceMyWay = 10000000000000;
85
      filepath = "./output_images/my_way";
86
      fs::create_directory(filepath);
87
      for (size_t i = 0; i < citylists.size(); i++) {
// for (size_t i = 0; i < 1; i++) {</pre>
88
89
           CityPath citypath;
90
           TspSolver tsp
           double MyWayDistance = tsp.SolveMyWay(citylists.at(i),
92

→ citypath, to_string(i));

           if (bestDistanceMyWay > MyWayDistance) bestDistanceMyWay
93
```

```
94
       cout << "Best Distance for SolveMyWay: " << bestDistanceMyWay</pre>
95
        96
       // SolveGreedy()
97
       double bestDistanceGreedy = 1000000000000;
98
       filepath = "./output_images/greedy";
99
       fs::create_directory(filepath);
100
       for (size_t i = 0; i < citylists.size(); i++) {
// for (size_t i = 0; i < 1; i++) {</pre>
101
102
            CityPath citypath;
103
            TspSolver tsp;
            double greedyDistance = tsp.SolveGreedy(citylists.at(i),
105

→ citypath, to_string(i));
            if (bestDistanceGreedy > greedyDistance)
106
            → bestDistanceGreedy = greedyDistance;
107
       cout << "Best Distance for SolveGreedy: " <<</pre>
108
        → bestDistanceGreedy << endl;</pre>
109
       return 0;
110
111 }
```