

# Solving the Traveling Salesman Problem with Genetic Algorithms

Daniel Kearney

March 19, 2018

# Contents

0.1	Overview . . . . .	2
0.1.1	History of the Genetic Algorithm . . . . .	2
0.1.2	The Traveling Salesman Problem . . . . .	2
0.2	Genetic Algorithm Function . . . . .	2
0.3	Genetic Algorithm Implementation . . . . .	2
0.3.1	Selection . . . . .	2
0.3.2	Crossing Over . . . . .	2
0.3.3	Mutation . . . . .	2
0.4	Genetic Algorithm Implementation in Python . . . . .	2
0.5	Results . . . . .	2

## **0.1 Overview**

### **0.1.1 History of the Genetic Algorithm**

### **0.1.2 The Traveling Salesman Problem**

## **0.2 Genetic Algorithm Function**

The genetic algorithm works by mimicking the mechanism of chromosomes and genes in evolutionary biology. The algorithm works by creating a random ‘generation’ of solutions to seed the iterative process. Each individual solution – called a ‘chromosome’ – has a random solution to the problem at hand, at first.

The iterative step of the process works by using a method to pick the fittest members of each generation and selecting them as parents for the next generation. Pairs of parents are ‘crossed over’, where the parent solutions are co-mingled, and finally, a bit of randomness is added by ‘mutating’ some of the solutions with random adjustments. The process then repeats, for a certain number of generations or until some fitness level is reached.

## **0.3 Genetic Algorithm Implementation in Python**

### **0.3.1 Selection**

### **0.3.2 Crossing Over**

### **0.3.3 Mutation**

## **0.4 Complexity Analysis**

## **0.5 Results**

### **0.5.1 Small Dataset**

### **0.5.2 Large Dataset**

### **0.5.3 Large Real-world Dataset**