The Travelling Salesman Problem

Solved with Ant System

The travelling salesman problem is well known within the field of computer optimizations. It is the task of finding the shortest way between all the nodes on a graph and end on the same node as you started. The story comes from a salesman trying to visist every city and come back with shortest road.

First used random, then shortest.

How they performed

Did good on small graphs, random with a lot of ants

-The algortim used, describe AS.

-Good way to implement because it is intuitive and easy to understand what is going on

-graphs with result

-why it doesn’t find the optimal path

-increase alpha same thing as decreace beta

-further improvements

-takes a long time to update pheromone