

Contributions

Gabriel Rodrigues

- Generation of initial population based on value heuristic
- Script to test the impact of different algorithms to generate populations.
- Modifications on the KP and TSP EA, and the base files SEA for permutation and random keys.
- Minors bug fixing and refactoring.
- Discussion of approaches, intuitions and conclusions.
- Report
 - Structure of it.
 - Introduction
 - State of the art
 - Conclusions
 - Proofreading, few corrections and additions to the rest of the paper.

Gonçalo Pereira

- Configuration file system (json)
- Script input arguments
- TSP EA direct representation and associated EA functions
- KP EA algorithm
- TTP EA algorithm
- Experimentation on TSP, KP and TTP EA
- README and RUNNING files
- Report
 - Methodology and Algorithms
 - sections 3.4, 3.5, 3.6
 - Experimental Results
 - section 4.2 & 4.3 - TTP EA experiment
 - Conclusions & Future Work
 - TTP EA
 - Proofreading

José Marcelino

- Script to generate configurations files
 - Random generated followed by run
 - Experiments in order to tune parameters
- Report
 - Conclusions
 - section 5

Sebastian Rehfeldt

- initial solution for separated approach
 - collecting instances and linkern tools

- trying out code from provided websites
<https://sites.google.com/site/mohammadrezabonyadi/standarddatabases/travelling-thief-problem-data-bases-and-raw-results>
- reading of files and basic code structure (choice between linkern tour and EA for TSP) including a basic config file
- EA for TSP using random keys
- KP solver using the proposed heuristic
- Calculation of the objective value
- Top k selection for the TSP EA
- Generation of initial population based on distance heuristic
- Experiments on initial representation and heuristic for initialization
- Report
 - Abstract
 - Methodology
 - intro, 3.1 - 3.3 as well as 3.7
 - Experimental Results
 - intro, 4.1, 4.2 and parts of 4.3
 - Proofreading and minor changes
 - Conclusion
 - Future Work