

# **Pursuit and Evasion**

**Bachelor Thesis**

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Feb 2011

## **Abstract**

Abstract in ENGLISH

## Sammanfattning

Abstract på SVENSKA

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# Chapter 1

## Introduction

Giving a general overview of the report.

### 1.1 Organization Of the Report

- Chapter 2 explains the simulation environment we built.
- Chapter 3 contains a description of the algorithms we decided to use.
- Chapter 4 contains the results of our simulations.
- Chapter 5 contains a discussion of our results, comparison and conclusions.

### 1.2 Background

The objective of this section is to give a short theoretical background of optimization. Also a general description of the Pursuit and Evasion problem.

#### 1.2.1 What is optimization

What is optimization?

What is an optimal solution?

Non-optimal solutions?

Good solutions and computational time?

#### 1.2.2 (the need for) a near optimal solution

Giving a very short background for the following section.

### **1.2.3 P & NP problems**

explain what P and NP-hard problems is, and what consequences it yields.

### **1.2.4 Heuristic methods**

Explanation of what heuristic methods is, and how one sacrifices optimality for gain in computational time.



# Chapter 2

## Problem formulation

The essentials of our problem formulation today is "To test implementation of greedy approach, tabu search and genetic programming and evaluation." The exact formulation is in progress...

### 2.1 Problem with the problem

the headline is self explanatory, the ide her is to discuss the P vs NP aspekt. maybe this will be incorporated with another part of the introduction

### 2.2 Approach

A description of our approach to the problem. Describing the overview of our approach. Mentioning the creation of an testing enviroment, choice and application of heuristics and target data to evaluate the effectiveness.

# Chapter 3

## Simulation Environment

In order to attain the data needed for a comparison of our different algorithms it was necessary to construct a good testing environment. We decided to create this environment by the use of two separate parts. One part is called the "Map generator". This part creates a map of the environment, tests the feasibility and prints feasible environments into an output file. The other part is called the "Network generator". This part reads in an environment from a file, creates a graph network to the corresponding map and gives each node in the network its relevant information.

### 3.1 Map generator

The Map Generator (MG) creates random feasible environments. A feasible environment is described more in detail in section 2, but in short one could say that an environment is feasible if it is simply connected and can be divided into a finite set of convex regions. Given the desired size and the density (percentage of obstacles per total area) as inputs, MG creates square shaped feasible environment with randomly placed obstacles and saves the map in an external file. For simplicity we have chosen to construct environments consisting only of square regions. We suggest that this does not result in a loss of generality since one can construct any feasible environment by a sufficiently fine meshing of squares.

pseudo-code, Map Generator:

input variables:

int size; //Specifies the width and height of the square matrix A.

int NumberOfEnv; // Specifies how many feasible environments to create.

int Obstacle; // Specifies the number of obstacles in percents, e.g. number of obstacles per total area of A.

while (created feasible environments is less than the variable NumberOfEnv )

Create a matrix A with all elements set to one;  
in a random maner, turn elements in A to zero (corresponding to obstacles) until the desired amount of obstacles have been placed.  
Test if A is connected  
if A is connected write the matrix A to the file OK.out  
if A is not connected write the matrix to a file NotOK.out

## 3.2 Network Generator

The Network Generator (NG) generates a node network from an environment matrix. Each node contains data of its adjacent nodes, all the nodes visible from it and its current state. For input the NG uses an environment matrix that is either created by the MG or by hand.

Pseudo-code, Node Network Generator:

- Read environment matrix A
- Represent each element in A with a node in a matrix B
- For each node in B:
  - Set name to its position in the matrix
  - Find and store all nodes that is adjacent to the current node
  - Find and store all visible nodes

# Chapter 4

## Methods

A Description of the methods and algorithms we have used.

### 4.1 Greedy

Greedy

#### 4.1.1 Description

A description of what Greedy is

#### 4.1.2 Algorithm

A description of the algorithm

#### 4.1.3 Implementation

A description of how the algorithm is implemented

#### 4.1.4 Development process

How the development of the algorithm have proceeded.

### 4.2 Tabu

Tabu

#### 4.2.1 Description

A description of what Tabu is

### **4.2.2 Algorithm**

A description of the algorithm

### **4.2.3 Implementation**

A description of how the algorithm is implemented

### **4.2.4 Development process**

How the development of the algorithm have proceeded.

## **4.3 Genetic**

### **4.3.1 Description**

Genetic algorithms is based on the idea of evolution. Using a combination of reproduction, mutation and survival of the fittest a solution is generated.

### **4.3.2 Algorithm**

A description of the algorithm

### **4.3.3 Implementation**

A description of how the algorithm is implemented

### **4.3.4 Development process**

How the development of the algorithm have proceeded.

# Chapter 5

## Results

Statistics, tables and a description of the tables. Also why we have chosen these tables etc.

Results for MILP evaluation could also be added here.

# Chapter 6

## Discussion

This chapter contains analysis of each algorithm, why it did or did not work, how it compares to the other algorithms and a conclusion. The main purpose is to present conclusions from the data presented in the previous chapter.

### 6.1 Analysis

An analysis of each algorithm, evaluation of why it did or did not work.

### 6.2 Comparsion and statistics

A comparsion between the algorithms, and perhaps also with MILP.

# Chapter 7

## Conclusion

A conclusion of our work, and future work.



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