

參數設定：

```
EXPERIMENT 50  
ITERATION 1000  
POPULATION 10  
DELTA 0.02/0.05/0.07/0.1(依序嘗試)
```

初始化：

```
void init()  
{  
    for (int i = 0; i < ITEM_NUM; i++)  
    {  
        Q[i] = 0.5;  
    }  
}
```

測量產生解：

$\text{randNum} < Q[j]$ \rightarrow 選 \rightarrow 1

$\text{randNum} \geq Q[j]$ \rightarrow 不選 \rightarrow 0

```
void measure()
{
    for (int i = 0; i < POPULATION; i++)
    {
        for (int j = 0; j < ITEM_NUM; j++)
        {
            float randNum = rand() % 101 / (float)100; //0~1

            if (randNum < Q[j])
            {
                chrom[i].gene[j] = 1;
            }
            else
            {
                chrom[i].gene[j] = 0;
            }
        }
    }
}
```

計算適應值：

item	Weight = $\text{index}/10+1$	Value = $\text{weight}+5$
A : gene[0~9]	1	6
B : gene[10~19]	2	7
C : gene[20~29]	3	8
D : gene[30~39]	4	9
E : gene[40~49]	5	10
F : gene[50~59]	6	11
G : gene[60~69]	7	12
H : gene[70~79]	8	13
I : gene[80~89]	9	14
J : gene[90~99]	10	15

```
void fitness()
{
    for (int i = 0; i < POPULATION; i++)
    {
        int weight_ind = 0, value_ind = 0;
        chrom[i].weight = 0;
        chrom[i].value = 0;
        for (int j = 0; j < ITEM_NUM; j++)
        {
            // weight fitness
            weight_ind = j / 10 + 1;
            chrom[i].weight += chrom[i].gene[j] * weight_ind;

            //value fitness
            value_ind = weight_ind + 5;
            chrom[i].value += chrom[i].gene[j] * value_ind;
        }
    }
}
```

🔧修復：

將重量>275 的族群 從 CP 值小的方向開始減輕 直到重量≤275

```
void fitness()
{
    for (int i = 0; i < POPULATION; i++)
    {
        int weight_ind = 0, value_ind = 0;
        chrom[i].weight = 0;
        chrom[i].value = 0;
        for (int j = 0; j < ITEM_NUM; j++)
        {
            // weight fitness
            weight_ind = j / 10 + 1;
            chrom[i].weight += chrom[i].gene[j] * weight_ind;

            //value fitness
            value_ind = weight_ind + 5;
            chrom[i].value += chrom[i].gene[j] * value_ind;
        }

        //repaired
        int index = ITEM_NUM;
        while (chrom[i].weight > WEIGHT_LIMIT)
        {
            if (chrom[i].gene[index] == 1)
            {
                // 1→0
                chrom[i].gene[index] = 0;

                //weight↓ value↓
                chrom[i].weight -= (index / 10 + 1); //weight_ind = index / 10 + 1;
                chrom[i].value -= (index / 10 + 6); //value_ind = weight_ind + 5;
            }
            index--;
        }
    }
}
```

更新量子態：

找出 Best, Worst

```
for (int i = 0; i < POPULATION; i++)
{
    //find the best value in POPULATION
    if (chrom[i].value >= best && chrom[i].weight <= WEIGHT_LIMIT)
    {
        best = chrom[i].value;
        best_index = i;
    }

    //find the worst value in POPULATION
    if (chrom[i].value < worst && chrom[i].weight <= WEIGHT_LIMIT)
    {
        worst = chrom[i].value;
        worst_index = i;
    }
}
```

更新機率矩陣

```
//renew the propability in Q[]
for (int i = 0; i < ITEM_NUM; i++)
{
    if (chrom[best_index].gene[i] == 1 && chrom[worst_index].gene[i] == 0)
    {
        Q[i] += DELTA;
    }
    else if (chrom[best_index].gene[i] == 0 && chrom[worst_index].gene[i] == 1)
    {
        Q[i] -= DELTA;
    }
    else //chrom[best_index].gene[i] == chrom[worst_index].gene[i]
    {
        //probability will not renew
    }
}
```

更新全域最佳解

```
//renew the optimal solution (global best)
if (chrom[best_index].value > opt_sol.value)
{
    opt_sol = chrom[best_index];
    opt_index = best_index;
    found = gen; //the generation which find the optimal solution
}
}
```

(一) 實驗 50 次－看平均找到 Global Best 是在第幾代

Before repaired:

```
DELTA 0.02  
Average Found Generation: 729  
Average Best Value: 619
```

After repaired:

試不同 DELTA

```
DELTA 0.02  
Average Found Generation: 177  
Average Best Value: 620
```

```
DELTA 0.05  
Average Found Generation: 70  
Average Best Value: 620
```

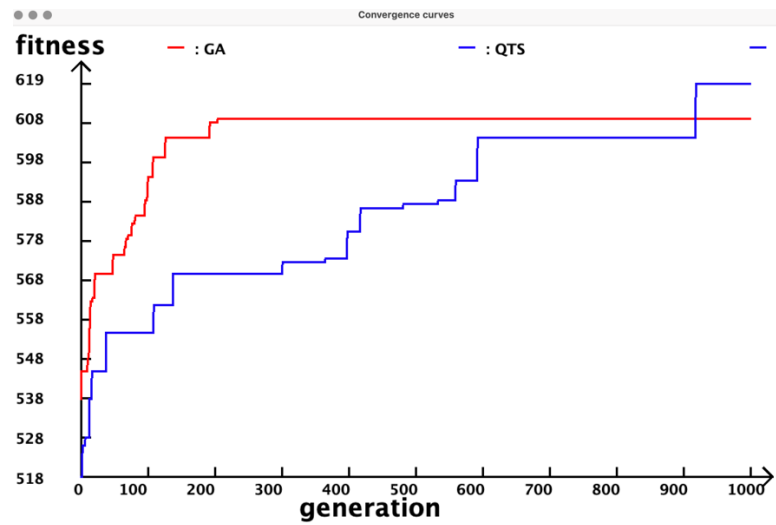
```
DELTA 0.07  
Average Found Generation: 60  
Average Best Value: 620
```

```
DELTA 0.1  
Average Found Generation: 38  
Average Best Value: 620
```

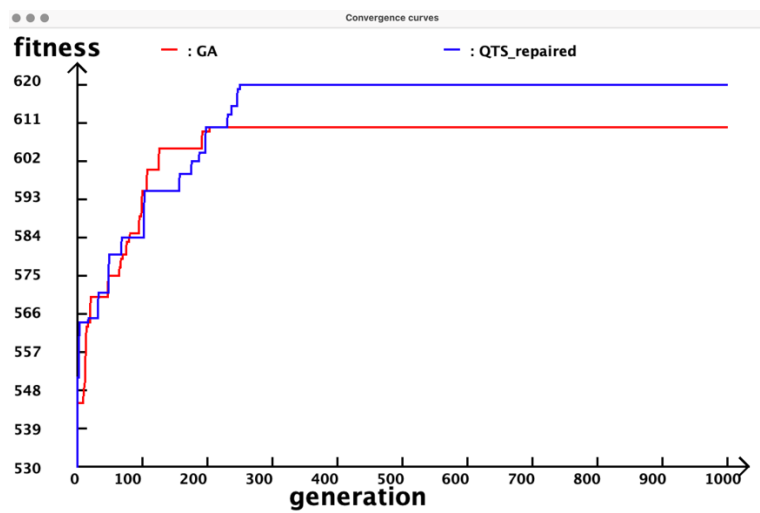
經由設定不同 DELTA 得知→ DELTA 越大，越快找到最佳解

(二) DVTOP

Before repaired:



After repaired:



After repaired VS. Before repaired

