# Traveling salesperson problem Homework 1.

# **EOA**

CTU, FEL

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#### Running the application

Program can be either run as script by running 'model.py' for console output or by running 'main.py' which starts the full graphical user interface of the program.

#### Modules

model.py: Represents algorithm and it's parameters.

<u>local search.py</u>: Implements exhaustive 2-opt, 3-opt and first-improving local search with variable perturbation (either swap2 or reverse\_subsequence)

*evolutionary algorithm.py*: Basic evolution pipeline:

 $parent\ selection(truncate/tournament) \rightarrow breed:(crossover \rightarrow mutate) \rightarrow population\ replacement$  with multiple changeable parameters and operators.

*operators.py:* Implements various crossover and mutation/perturbation operators.

#### crossovers:

- *OX2* (Order Xover 2),
- *PMX* (Partially Mapped Xover),
- *ERX* (Edge recombination Xover)

#### mutations:

- reverse sub = reverse sub-sequence of length k
- *swap2* = swap two genes in permutation (yields random k-opts)

<u>function tools.py</u> Contains all other and helper functions and tools.

Gathering statistics by running algorithm multiple times.

#### Population initialization:

- *'random'* = initialize population of given size with random solutions.
- 'nearest\_neighbour = constructive heuristics, choosing the best (distance) available neighbour, deterministic.

*controller.py:* Represents controller in MVC (model-view-controller), one main GUI thread and two helper threads. Worker – running model, ViewUpdater – live plotting the best solution and fitness in time(fitness calls).

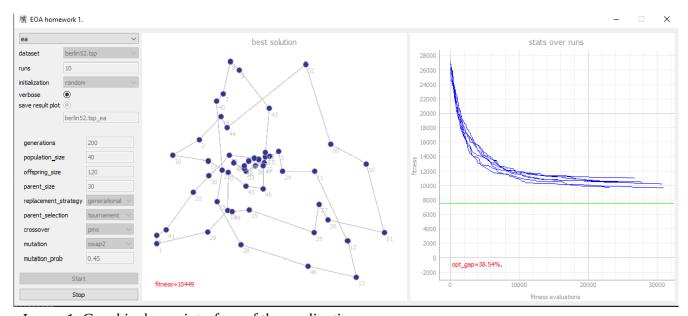
*view.py*: Implements the application UI. Using *PyQt5*. Live plots use *pyqtgraph* package.

*plotting matplotlib.py*, *plotting pyqtgraph.py*: Plotting the graphs running the application from console or GUI respectively.

### **Dependencies**:

- PyQt5
- pyqtgraph
- matplotlib
- numpy

## Graphical user interface



 ${\it Image 1. Graphical user interface of the application.}$ 

The left panel allows to set parameters of the model. User can choose algorithm, dataset, etc. Setting verbose, prints run-time info/changes to the console.

Middle pannel shows at real-time the best found solution and it's fitness.

Right pannel plots the real-time progress of actual run of the chosen model and the actual optimum gap. Start the search by clicking Start button.

# **Model parameters**

```
self.available_algorithms = {
          "ea": evolutionary_algorithm,
          "ls": local_search,
          "opt-2": opt_2_best_improving,
          "opt-3": opt_3_best_improving
     }
```

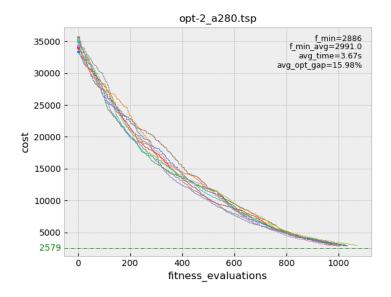
Code snippet 1: Available algorithms.

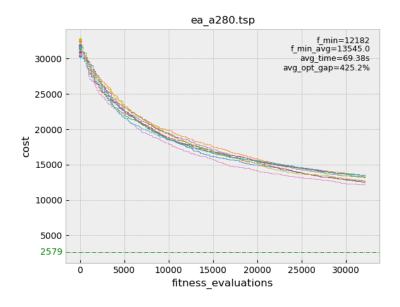
#### Code snippet 2: Prepared datasets (with their optimums).

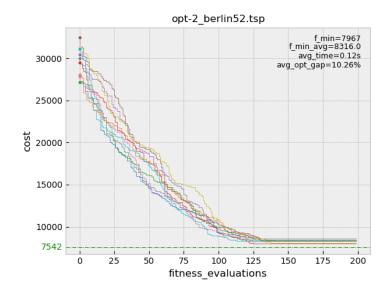
```
self.params_general = {'algorithm': self.available_algorithms[self.algorithm_name],
              'algorithm_name': self.algorithm_name,
              'generations': 200,
              'solution size': self.graph.dimension,
              'runs': 10,
              'dataset name': self.dataset name,
              'optimum': self.optimums[self.dataset_name],
              'plot_solutions': False,
              'verbose': True,
              'save_result_plot': True,
              'save_results_file_name': self.dataset_name + "_" + self.algorithm_name}
self.params_ea = {'population_size': 40,
           'offspring size': 120,
           'parents_size': 30,
           'initialize_solution_func': initialize_solution_permutation,
           'replacement_strategy': "generational",
           'parent_selection': "tournament",
           'crossover': "pmx",
           'mutation': "swap2",
           'mutation_prob': 0.45,
self.params_ls = {'initialize_solution_func': initialize_solution_permutation,
           'perturbation_operator': mutate,
           'distances': get_distances(self.graph),
           'ls_stype': opt_2_best_improving,
```

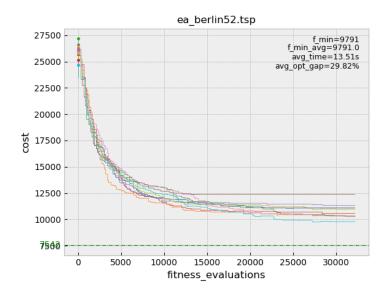
Code snippet 3: Model parameters – default setting.

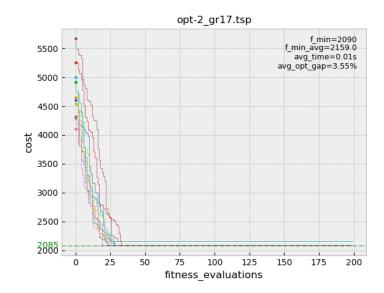
# Graphs (10 runs)

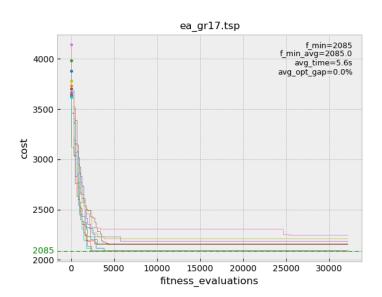


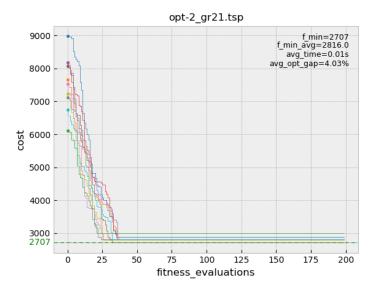


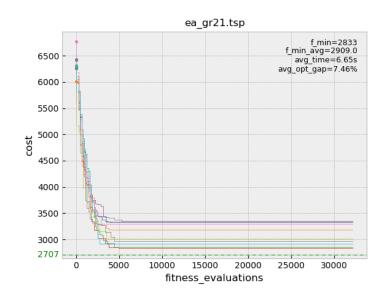


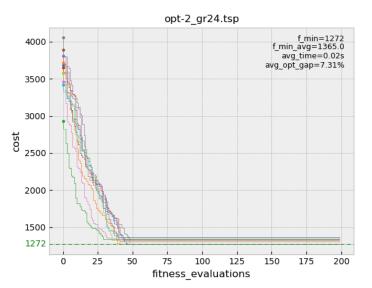


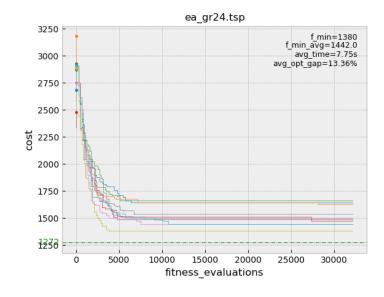


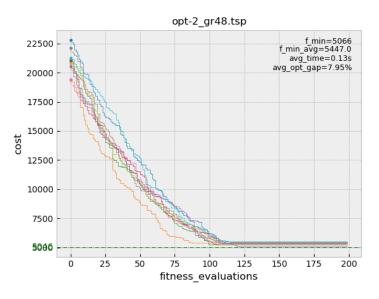


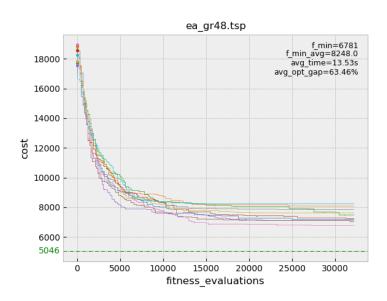


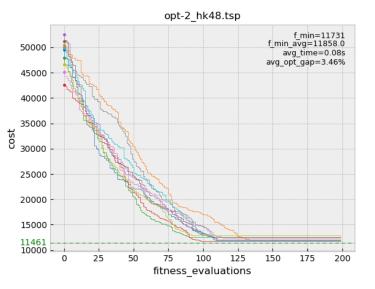


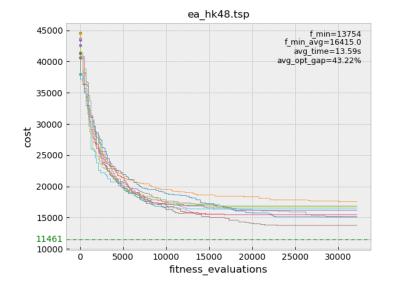


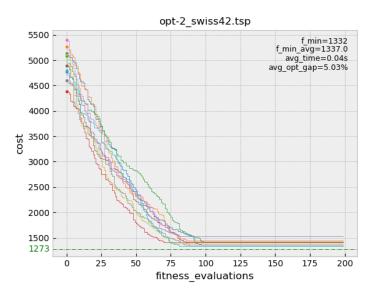


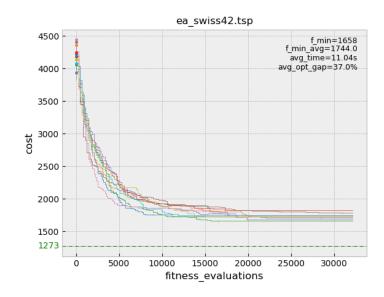


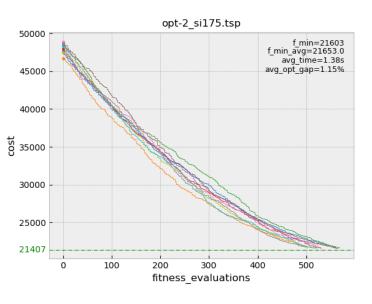


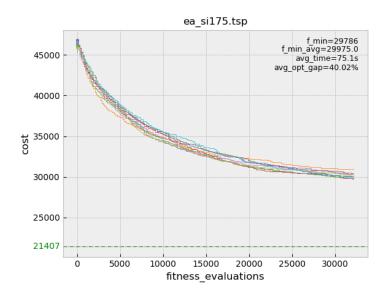












#### Results

The local search with 2-opt wins over evolutionary algorithm on all 10 tested datasets in terms of both speed of convergence and found optimum. The 3-opt in terms of optimality beats 2-opt but has cubic time complexity in number of nodes instead quadratic of the 2-opt, which is quite significant for the larger datasets.

#### **Notes**

Loading datasets: using *tsplib95* package facilitating datasets input.

For the bigger datasets I was not able to plot the solutions. 10 runs on datasets with  $\sim$ 1000 nodes was to much for my laptop.

#### **Improvements**

GUI not fully debugged, possibility of crashes in some situations.

Implement more algorithms/operators.

EA pipeline and operators could be speed/memory optimized.