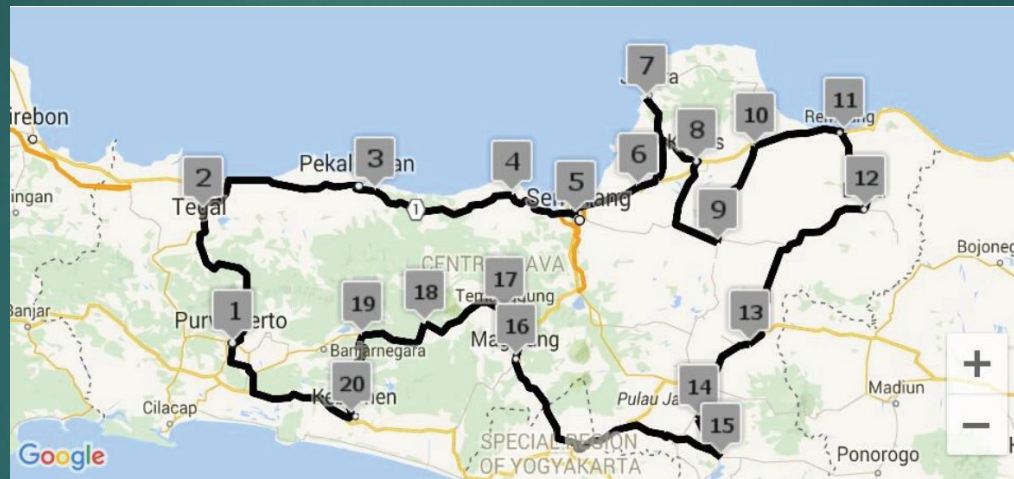


# An Application of Traveling Salesman Problem Using the Improved Genetic Algorithm on Android Google Maps

2016 EIC by Teguh Narwadi and Subiyanto



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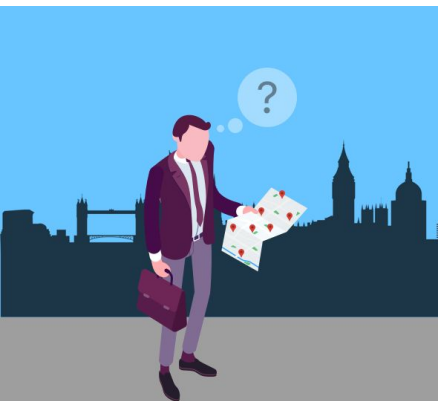
# An Application of Traveling Salesman Problem Using the Improved Genetic Algorithm on Android Google Maps

**TSP**  
**Traveling Salesman Problem**

**GA**  
**Genetic Algorithm**

**Android Google Maps**

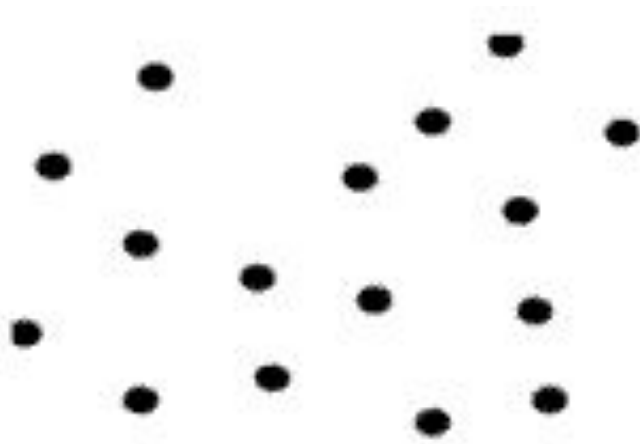
**Improved Genetic  
Algorithm**



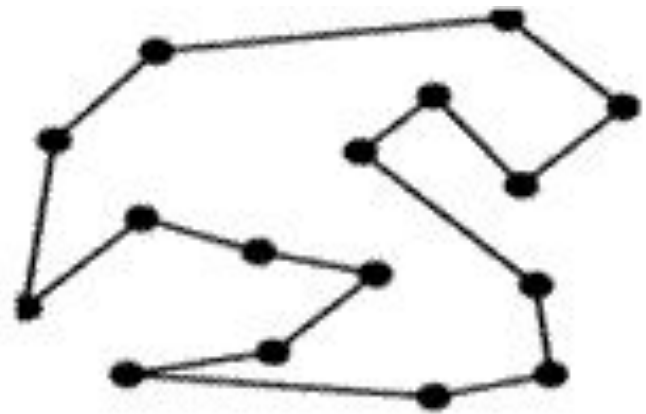


# TSP

## Travelling Salesman Problem



INPUT



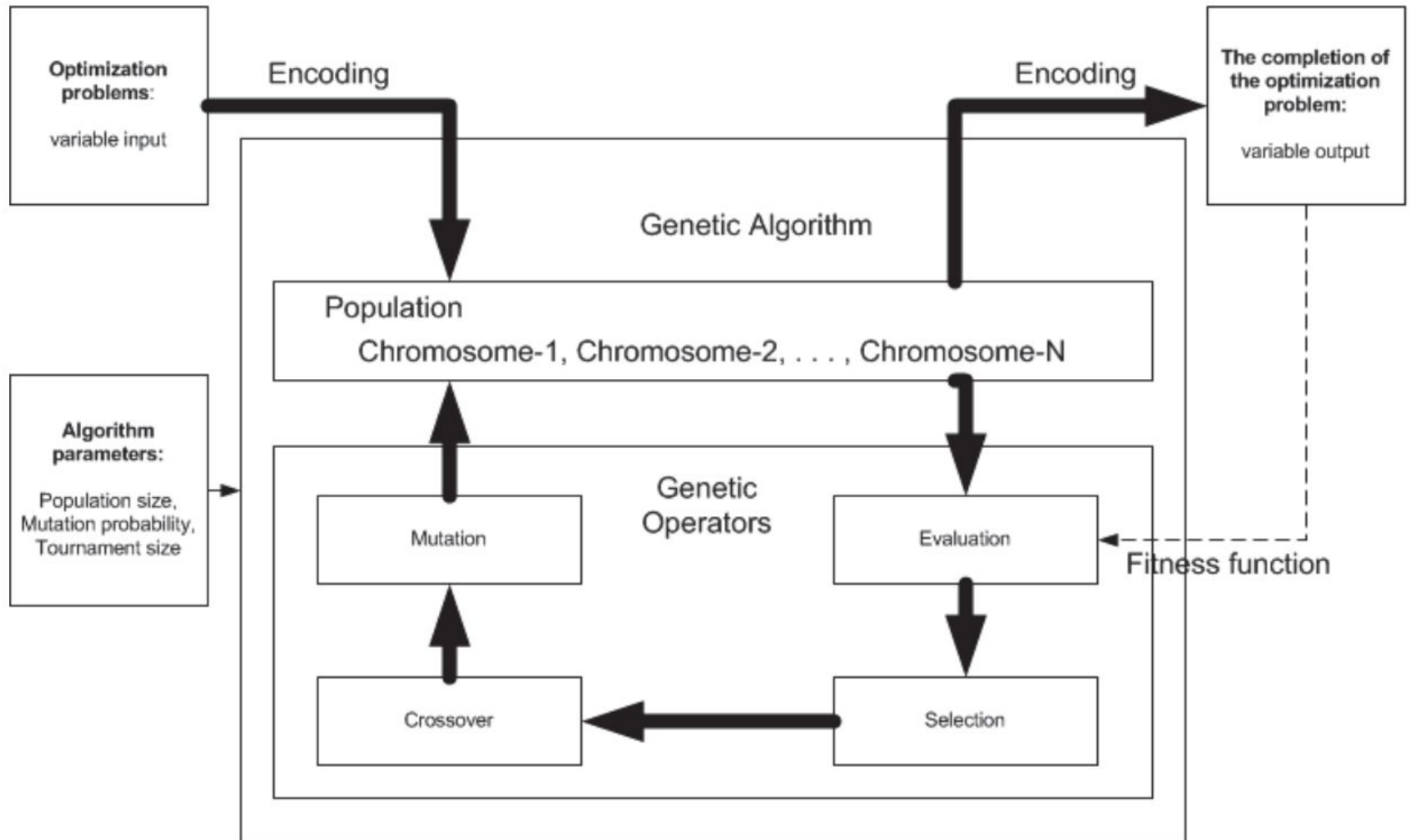
OUTPUT

# GA : Genetic Algorithm



Crossover  
Mutation

# The overall structure of Genetic Algorithm





# Genetic Algorithm

1. Representation
2. Initialization
3. Evaluation
4. Selection
5. Crossover
6. Mutation
7. Termination condition



GA

1

2

3

4

5

6

7

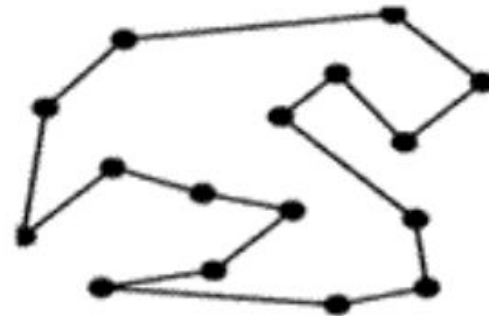
1. Representation

Path 1-2-3-4-5

2. Initialization  
random selection



3. Evaluation  
shortest path



OUTPUT

GA

1

2

3

4

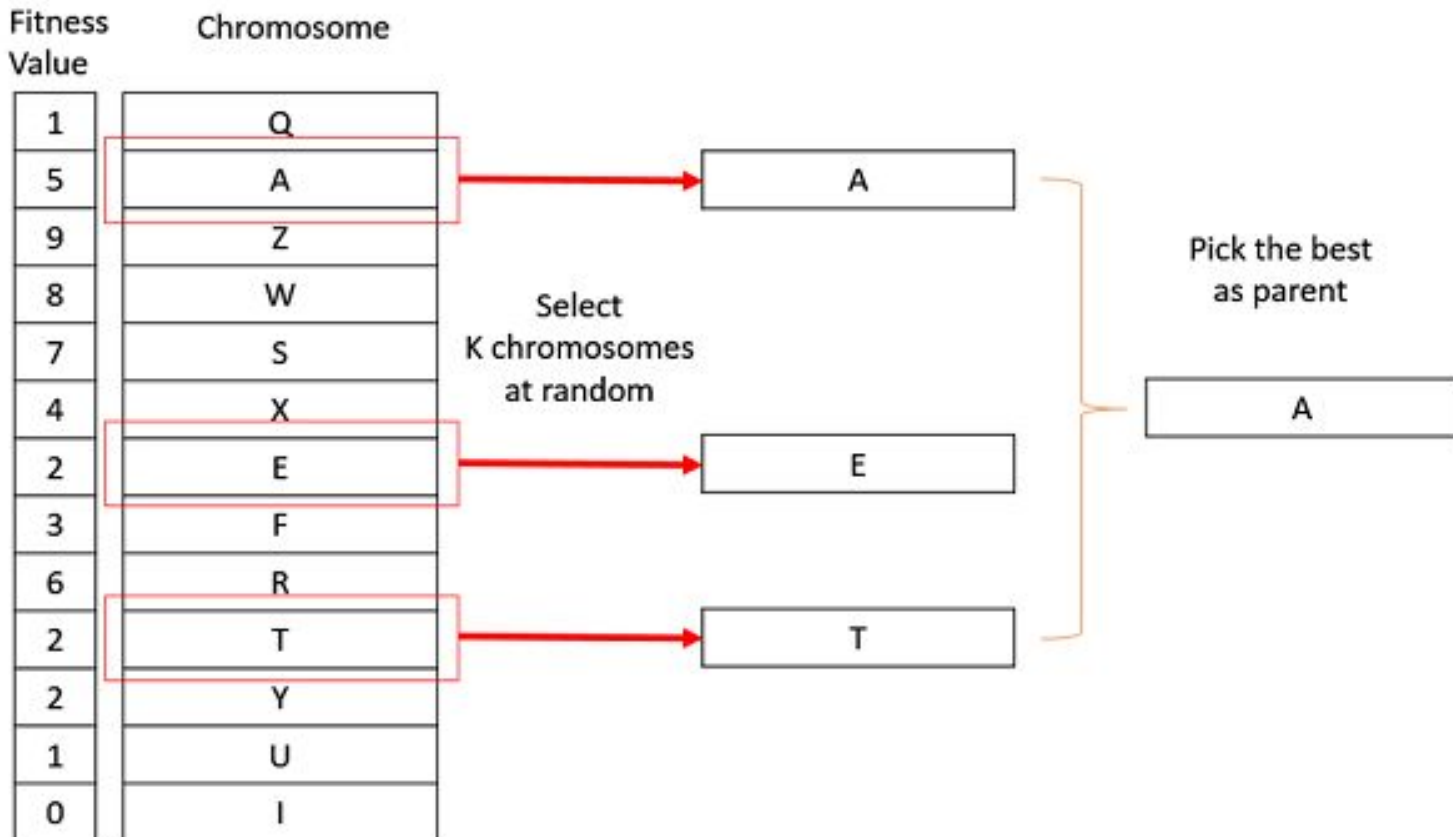
5

6

7

## 4. Selection

Tournament selection + elite selection





GA

1

2

3

4

5

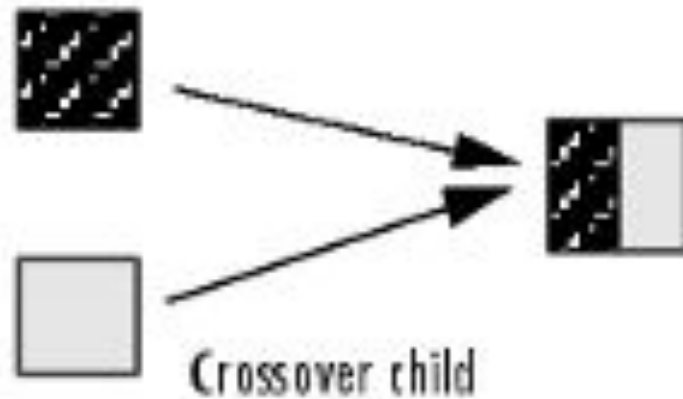
6

7

## 4. Selection :

Tournament selection +

elite selection



GA	1	2	3	4	5	6	7
----	---	---	---	---	---	---	---

## 5. Crossover

order crossover (OX)

Parent 1:	8	4	7	<u>3</u>	<u>6</u>	<u>2</u>	<u>5</u>	<u>1</u>	9	0
Parent 2:	0	1	2	3	4	5	6	7	8	9
Child 1:	0	4	7	<u>3</u>	<u>6</u>	<u>2</u>	<u>5</u>	<u>1</u>	8	9

GA	1	2	3	4	5	6	7
----	---	---	---	---	---	---	---

## 5. Crossover

### order crossover (OX)

Parent A:	8	7	2	5	1	4	6	3
Parent B:	2	5	8	7	4	1	3	6
Child:	2	8	7	5	1	4	3	6

GA

1

2

3

4

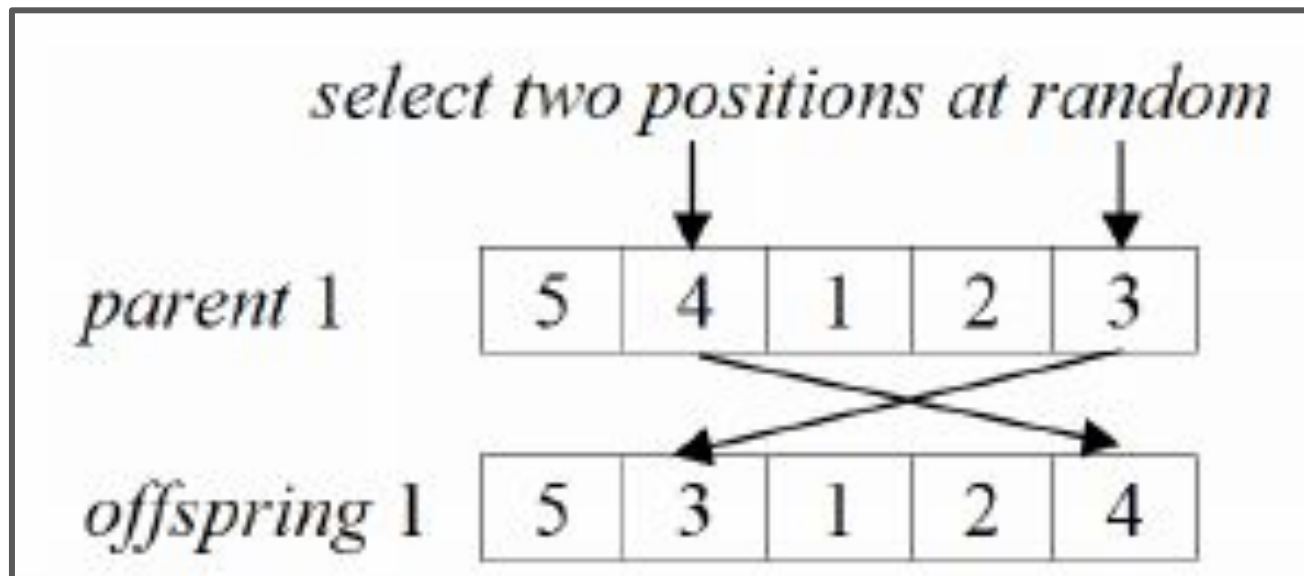
5

6

7

## 6. Mutation

exchange mutation -> randomly two genes



GA	1	2	3	4	5	6	7
----	---	---	---	---	---	---	---

## 7. Termination condition

maximum time period





**Genetic  
Algorithm**

vs.



**Hybrid  
Genetic  
Algorithm**





**Hybrid  
Genetic  
Algorithm**



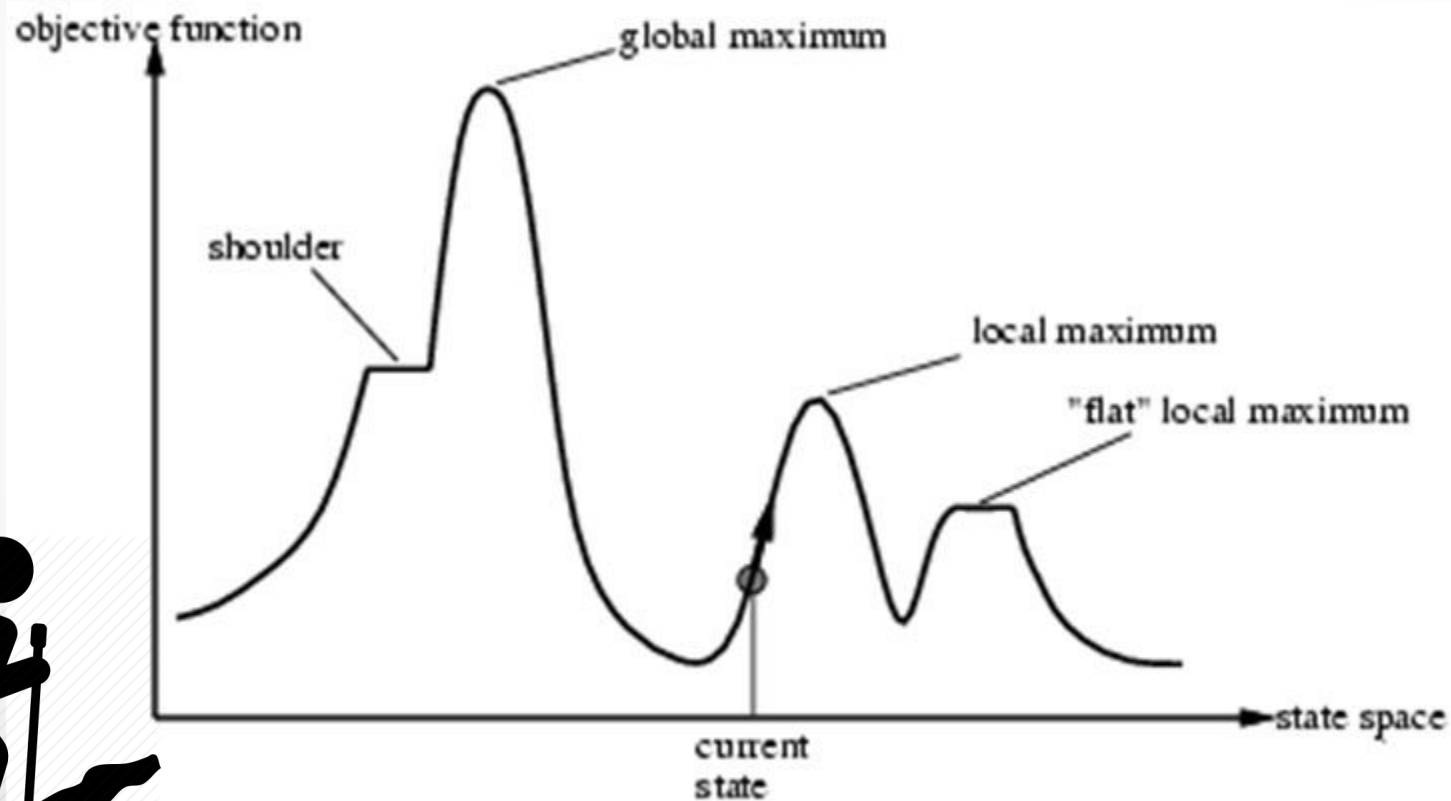
**Genetic  
Algorithm**



**Hill climbing**

# Hill-climbing search

- Problem: depending on initial state, can get stuck in local maxima.



# Hill climbing in HGA

**Procedure:** Iterative hill climbing method

**Begin**

Select best individual  $v_c$  from current GA population according to fitness function;

Generate as many individuals as the population size in the  $v_c$  neighborhood randomly;

Select the individual  $v_n$  with the best fitness value from newly generated individuals;

**If**  $\text{fitness}(v_c) < \text{fitness}(v_n)$  **then**

$v_c \rightarrow v_n$

**Else If**  $\text{fitness}(v_c) \geq \text{fitness}(v_n)$  **then**

$v_c \rightarrow v_c$

**end**

**End**



# Hill climbing in HGA

1. Choose the best  $V_c$   
current pop from fitness fn.
2. Generate  $V_n$  from  $V_c$   
Randomly, total num. = pop.size
3. Choose the best  $V_n$
4. Compare between  $V_c$  &  $V_n$   
IF  $V_n$  better ,THEN  $V_c = V_n$



# Hybrid Genetic Algorithm

## **Procedure:** Hybrid Genetic Algorithm

### **Begin**

Step1: Initial population:

Encode the problem using path representation and generate initial population

Step2: Evaluation:

Evaluate the current population using the fitness function

Step3: Genetic operators:

Selection: Select two parents for crossover using tournament selection

Crossover: Crossover two chromosomes selected using order crossover

Mutation: Mutate the offspring using exchange mutation



Step4: Local Search:

Using hill climbing method to search a new best individual

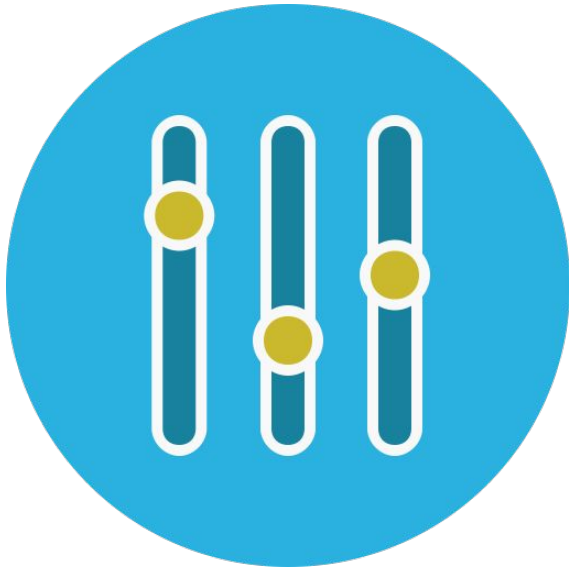
Step5: Termination condition:

The termination conditions have been set to a time frame of 60 seconds. If this termination condition are reach and stop looping.

### **End**



# EXPERIMENTS



Find  
Parameter  
in HGA



Compare  
Result Between  
GA & HGA



# EXPERIMENTS

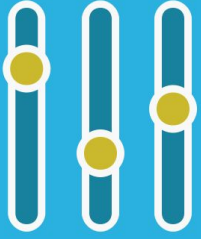
## Hardware & Software



smartphone android  
Quad-core 1.3 GHz Cortex-A7,  
1 GB RAM,  
Android OS v4.4.2 (Kitkat)

The application developed by  
Android Developer Tool (ADT)  
Java prog. language.





# Parameter in HGA

1. Mutation Probability ( $p_m$ )
2. Termination Condition
3. Population Size

# Parameter in HGA

## Dataset TSPLIB

library of sample instances for the TSP


3 sample data ,  
each 20 times

No	Coordinate X	Coordinate Y
<i>1</i>	<i>288</i>	<i>149</i>
<i>2</i>	<i>288</i>	<i>129</i>
<i>3</i>	<i>270</i>	<i>133</i>
<i>4</i>	<i>256</i>	<i>141</i>
<i>5</i>	<i>256</i>	<i>157</i>

# Parameter in HGA

## Mutation Probability

**TABLE 1.** Results over different instances using different mutation probabilities

instance		$pm=0.01$	$pm=0.03$	$pm=0.05$ 
burma14	best	3668	3650	3210
	avg	4016.2	3743.8	3642.6
	time	0.040	0.054	0.064
ulysses22	best	8530	9233	8386
	avg	9575.8	9701.6	9415.2
	time	0.187	0.215	0.179
bays29	best	14786	13650	12377
	avg	15021	14508.2	14116.2
	time	0.466	0.518	0.412

# Parameter in HGA

## Termination Condition

**TABLE 2.** The result of the termination condition



instance	n		s=20	s=40	s=60
burma14	14	best	3087	3087	3087
		avg	3087	3087	3087
ulysses22	22	best	7579	7530	7530
		avg	7681	7626	7603
bays29	29	best	9542	9213	9105
		avg	10272	9741	9488

# Parameter in HGA

## Population Size

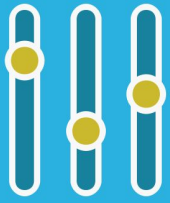
**TABLE 3.** The result of the population size

instance	n	pop size	best	avg
burma14	14	14	3087	3087
		28	3087	3087
		42	3087	3087
ulysses22	22	22	7530	7590
		44	7530	7601
		66	7530	7592
bays29	29	29	9105	9468
		58	9203	9582
		87	9203	9653



Population Size = n





# Parameter in HGA

## **Dataset TSPLIB**

library of sample instances for the TSP

- |                          |          |
|--------------------------|----------|
| 1. Mutation Probability  | 5%       |
| 2. Termination Condition | 60s      |
| 3. Population Size       | n cities |

# Compare Result Between GA & HGA



**Genetic  
Algorithm**



**Hybrid  
Genetic  
Algorithm**

# GOOGLE MAPS ANDROID



Google Maps API



Latitude and Longitude  
distance between cities

# Database



SQLite

Relational database

Matrix of distance

# Test DataSet



# Test DataSet

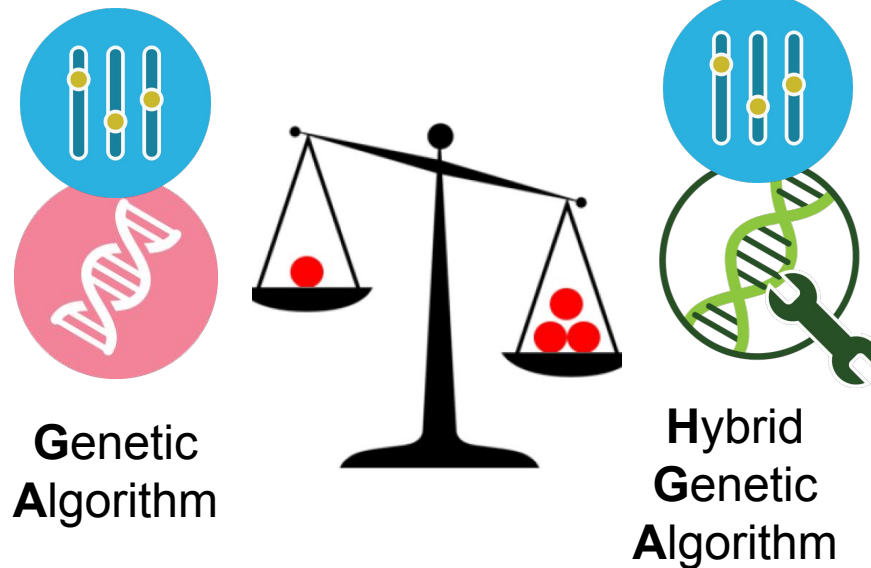
**TABLE 4.** The several cities in Central Java, Indonesia

No.	City	Latitude	Longitude
1	Pati	-6.753899	111.042784
2	Purwodadi	-7.083219	110.913327
3	Demak	-6.894602	110.638154
4	Temanggung	-7.316753	110.178341
5	Magelang	-7.476794	110.218917
6	Sragen	-7.427645	111.023387
7	Rembang	-6.705611	111.348445
8	Wonosobo	-7.358785	109.902953
9	Kendal	-6.920633	110.20483
10	Batang	-6.906720	109.732468
11	Banjarnegara	-7.399196	109.688866
12	Semarang	-6.990155	110.422515
13	Purwokerto	-7.427879	109.242443
14	Blora	-6.970731	111.421695
15	Kudus	-6.808916	110.842946
16	Jepara	-6.590626	110.667318
17	Kebumen	-7.669664	109.651954
18	Sukoharjo	-7.683752	110.846919
19	Slawi	-6.974607	109.139532
20	Wonogiri	-7.813768	110.926073



# Test DataSet

population size 5, 8, 12, 16, and 20 -> 5 Cases  
Simulation 10 times for each



# Result

**TABLE 5.** The result of the experiments

No	Data	Number of cities	Distance (meters)					
			GA			HGA		
			Best	Worst	Average	Best	Worst	Average
1	Case1	5	333390	333390	333390	333390	333390	333390
2	Case2	8	518053	595128	533484.6	518053	518053	518053
3	Case3	12	667143	872809	750450.6	622172	719781	679885.6
4	Case4	16	999926	1107099	1060378.4	823899	977451	906274
5	Case5	20	1175422	1314313	1260734.8	1001333	1289746	1185912.8



More cities More Complex problem  
-> HGA even better than GA

# Result

	Avg Distant			
	GA	HGA	GA %	HGA %
Case1 : 5 cities	333390	333390	100	100
Case2 : 8 cities	533484.6	518053	100	97
Case3 : 12 cities	750450.6	679885.6	100	91
Case4 : 16 cities	1060378.4	906274	100	85
Case5 : 20 cities	1260734.8	1185912.8	100	94



In 5 tests (100%) show that  
HGA is better than GA



**Thank You**