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03MAIR-Algoritmos-de-Optimizacion-2019 / AG3 / Luis Fauré Navarro - AG3.ipynb

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Luis Fauré Navarro

AG3 - Actividad Guiada

<https://github.com/lfauren/03MAIR-Algoritmos-de-Optimizacion-2019/tree/master/AG3>

```
In [0]: import urllib.request
file = "swiss42.tsp"
urllib.request.urlretrieve("http://elib.zib.de/pub/mp-testdata/tsp/tsplib/tsp/swiss42.tsp", file)
```

```
Out[0]: ('swiss42.tsp', <http.client.HTTPMessage at 0x7ff43335e5f8>)
```

<http://elib.zib.de/pub/mp-testdata/tsp/tsplib/tsp/swiss42.tsp> Esta es la dirección del archivo "swiss42.tsp"

```
In [0]: !pip install tsplib95
```

```
Requirement already satisfied: tsplib95 in /usr/local/lib/python3.6/dist-packages (0.3.2)
Requirement already satisfied: networkx==2.1 in /usr/local/lib/python3.6/dist-packages (from tsplib95) (2.1)
Requirement already satisfied: Click>=6.0 in /usr/local/lib/python3.6/dist-packages (from tsplib95) (7.0)
Requirement already satisfied: decorator>=4.1.0 in /usr/local/lib/python3.6/dist-packages (from networkx==2.1->tsplib95) (4.3.2)
```

```
In [0]: import tsplib95
import random
from math import e

problem = tsplib95.load_problem(file)
#Nodos
Nodos = list(problem.get_nodes())
#Aristas
Aristas = list(problem.get_edges())
```

```
In [0]: print('Nodos', Nodos)
print('Aristas', Aristas)
```

```
Nodos [0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24,
25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41]
Aristas [(0, 0), (0, 1), (0, 2), (0, 3), (0, 4), (0, 5), (0, 6), (0, 7), (0, 8), (0, 9), (0, 1
0), (0, 11), (0, 12), (0, 13), (0, 14), (0, 15), (0, 16), (0, 17), (0, 18), (0, 19), (0, 20),
(0, 21), (0, 22), (0, 23), (0, 24), (0, 25), (0, 26), (0, 27), (0, 28), (0, 29), (0, 30), (0, 3
1), (0, 32), (0, 33), (0, 34), (0, 35), (0, 36), (0, 37), (0, 38), (0, 39), (0, 40), (0, 41),
(1, 0), (1, 1), (1, 2), (1, 3), (1, 4), (1, 5), (1, 6), (1, 7), (1, 8), (1, 9), (1, 10), (1, 1
1), (1, 12), (1, 13), (1, 14), (1, 15), (1, 16), (1, 17), (1, 18), (1, 19), (1, 20), (1, 21),
(1, 22), (1, 23), (1, 24), (1, 25), (1, 26), (1, 27), (1, 28), (1, 29), (1, 30), (1, 31), (1, 3
2), (1, 33), (1, 34), (1, 35), (1, 36), (1, 37), (1, 38), (1, 39), (1, 40), (1, 41), (2, 0), (2,
1), (2, 2), (2, 3), (2, 4), (2, 5), (2, 6), (2, 7), (2, 8), (2, 9), (2, 10), (2, 11), (2, 12),
(2, 13), (2, 14), (2, 15), (2, 16), (2, 17), (2, 18), (2, 19), (2, 20), (2, 21), (2, 22), (2, 2
3), (2, 24), (2, 25), (2, 26), (2, 27), (2, 28), (2, 29), (2, 30), (2, 31), (2, 32), (2, 33),
(2, 34), (2, 35), (2, 36), (2, 37), (2, 38), (2, 39), (2, 40), (2, 41), (3, 0), (3, 1), (3, 2),
(3, 3), (3, 4), (3, 5), (3, 6), (3, 7), (3, 8), (3, 9), (3, 10), (3, 11), (3, 12), (3, 13), (3,
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(3, 25), (3, 26), (3, 27), (3, 28), (3, 29), (3, 30), (3, 31), (3, 32), (3, 33), (3, 34), (3, 3
5), (3, 36), (3, 37), (3, 38), (3, 39), (3, 40), (3, 41), (4, 0), (4, 1), (4, 2), (4, 3), (4,
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(5, 38), (5, 39), (5, 40), (5, 41), (6, 0), (6, 1), (6, 2), (6, 3), (6, 4), (6, 5), (6, 6), (6,
7), (6, 8), (6, 9), (6, 10), (6, 11), (6, 12), (6, 13), (6, 14), (6, 15), (6, 16), (6, 17), (6,
18), (6, 19), (6, 20), (6, 21), (6, 22), (6, 23), (6, 24), (6, 25), (6, 26), (6, 27), (6, 28),
(6, 29), (6, 30), (6, 31), (6, 32), (6, 33), (6, 34), (6, 35), (6, 36), (6, 37), (6, 38), (6, 3
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(7, 9), (7, 10), (7, 11), (7, 12), (7, 13), (7, 14), (7, 15), (7, 16), (7, 17), (7, 18), (7, 1
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(9, 22), (9, 23), (9, 24), (9, 25), (9, 26), (9, 27), (9, 28), (9, 29), (9, 30), (9, 31), (9, 3
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(12, 34), (12, 35), (12, 36), (12, 37), (12, 38), (12, 39), (12, 40), (12, 41), (13, 0), (13,
1), (13, 2), (13, 3), (13, 4), (13, 5), (13, 6), (13, 7), (13, 8), (13, 9), (13
```

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```

1, 20), (37, 21), (37, 22), (37, 23), (37, 24), (37, 25), (37, 26), (37, 27), (37, 28), (37, 29), (37, 30), (37, 31), (37, 32), (37, 33), (37, 34), (37, 35), (37, 36), (37, 37), (37, 38), (37, 39), (37, 40), (37, 41), (38, 0), (38, 1), (38, 2), (38, 3), (38, 4), (38, 5), (38, 6), (38, 7), (38, 8), (38, 9), (38, 10), (38, 11), (38, 12), (38, 13), (38, 14), (38, 15), (38, 16), (38, 17), (38, 18), (38, 19), (38, 20), (38, 21), (38, 22), (38, 23), (38, 24), (38, 25), (38, 26), (38, 27), (38, 28), (38, 29), (38, 30), (38, 31), (38, 32), (38, 33), (38, 34), (38, 35), (38, 36), (38, 37), (38, 38), (38, 39), (38, 40), (38, 41), (39, 0), (39, 1), (39, 2), (39, 3), (39, 4), (39, 5), (39, 6), (39, 7), (39, 8), (39, 9), (39, 10), (39, 11), (39, 12), (39, 13), (39, 14), (39, 15), (39, 16), (39, 17), (39, 18), (39, 19), (39, 20), (39, 21), (39, 22), (39, 23), (39, 24), (39, 25), (39, 26), (39, 27), (39, 28), (39, 29), (39, 30), (39, 31), (39, 32), (39, 33), (39, 34), (39, 35), (39, 36), (39, 37), (39, 38), (39, 39), (39, 40), (39, 41), (40, 0), (40, 1), (40, 2), (40, 3), (40, 4), (40, 5), (40, 6), (40, 7), (40, 8), (40, 9), (40, 10), (40, 11), (40, 12), (40, 13), (40, 14), (40, 15), (40, 16), (40, 17), (40, 18), (40, 19), (40, 20), (40, 21), (40, 22), (40, 23), (40, 24), (40, 25), (40, 26), (40, 27), (40, 28), (40, 29), (40, 30), (40, 31), (40, 32), (40, 33), (40, 34), (40, 35), (40, 36), (40, 37), (40, 38), (40, 39), (40, 40), (40, 41), (41, 0), (41, 1), (41, 2), (41, 3), (41, 4), (41, 5), (41, 6), (41, 7), (41, 8), (41, 9), (41, 10), (41, 11), (41, 12), (41, 13), (41, 14), (41, 15), (41, 16), (41, 17), (41, 18), (41, 19), (41, 20), (41, 21), (41, 22), (41, 23), (41, 24), (41, 25), (41, 26), (41, 27), (41, 28), (41, 29), (41, 30), (41, 31), (41, 32), (41, 33), (41, 34), (41, 35), (41, 36), (41, 37), (41, 38), (41, 39), (41, 40), (41, 41)]

```

```

In [0]: def factorial(n):
        if n == 0:
            return 1
        else:
            return n*factorial(n-1)

        #Se genera una solucion aleatoria con comienzo en en el nodo 0
        def crear_solucion(Nodos):
            solucion = [0]
            for i in range(len(Nodos)-1):
                solucion = solucion + [random.choice(list(set(Nodos) - set({0}) - set(solucion)))]
            return solucion

        #Devuelve la distancia entre dos nodos
        def distancia(a,b, problem):
            return problem.wfunc(a,b)

        #Devuelve la distancia total de una trayectoria/solucion
        def distancia_total(solucion, problem):

```

```

    distancia_total = 0
    for i in range(len(solucion)-1):
        distancia_total += distancia(solucion[i],solucion[i+1] , problem)
    return distancia_total + distancia(solucion[len(solucion)-1] ,solucion[0], problem)

solucion = crear_solucion(Nodos)
distancia_total(solucion, problem)

```

Out[0]: 4584

```

In [0]: def busqueda_aleatoria(problem, N):
        Nodos = list(problem.get_nodes())
        mejor_solucion = []
        mejor_distancia = 10e100
        for i in range(N):
            solucion = crear_solucion(Nodos)
            distancia = distancia_total(solucion, problem)
            if distancia < mejor_distancia:
                mejor_solucion = solucion
                mejor_distancia = distancia
        print("Mejor solución:" , mejor_solucion)
        print("Distancia      :" , mejor_distancia)
        return mejor_solucion

```

```
sol = busqueda_aleatoria(problem, 50000)
```

```

Mejor solución: [0, 14, 17, 20, 34, 40, 41, 16, 37, 22, 29, 3, 18, 4, 19, 5, 1, 24, 21, 38, 30,
9, 23, 32, 36, 7, 31, 8, 10, 25, 11, 28, 12, 13, 26, 33, 35, 39, 2, 15, 6, 27]
Distancia      : 3606

```

```

In [0]: def genera_vecina(solucion):
        #Generador de soluciones vecinas: 2-opt (intercambiar 2 nodos) Si hay N nodos se generan (N-1)x(N-2)/2 soluciones
        #print(solucion)
        mejor_solucion = []
        mejor_distancia = 10e100
        for i in range(1,len(solucion)-1):
            for j in range(i+1, len(solucion)):
                vecina = solucion[:i] + [solucion[j]] + solucion[i+1:j] + [solucion[i]] + solucion[j+1:]
                distancia_vecina = distancia_total(vecina, problem)

```



```

        if distancia_vecina <= mejor_distancia:
            mejor_distancia = distancia_vecina
            mejor_solucion = vecina
    return mejor_solucion

solucion = crear_solucion(Nodos)
print(solucion)
nueva_solucion = genera_vecina(solucion)
print(nueva_solucion)

```

```

[0, 11, 26, 18, 29, 9, 31, 16, 34, 41, 15, 6, 10, 33, 39, 3, 21, 7, 32, 30, 17, 12, 25, 1, 19,
5, 35, 28, 20, 8, 40, 23, 13, 27, 38, 4, 2, 24, 37, 14, 22, 36]
[0, 11, 26, 18, 29, 9, 31, 16, 34, 41, 15, 6, 10, 33, 39, 24, 21, 7, 32, 30, 17, 12, 25, 1, 19,
5, 35, 28, 20, 8, 40, 23, 13, 27, 38, 4, 2, 3, 37, 14, 22, 36]

```

```

In [0]: def busqueda_local(problem, N):
        mejor_solucion = []
        mejor_distancia = 10e100
        Nodos = list(problem.get_nodes())
        solucion_referencia = crear_solucion(Nodos)
        for i in range(N):
            vecina = genera_vecina(solucion_referencia)
            distancia_vecina = distancia_total(vecina, problem)
            if distancia_vecina < mejor_distancia:
                mejor_solucion = vecina
                mejor_distancia = distancia_vecina
            solucion_referencia = vecina
        print("Mejor solución:" , mejor_solucion)
        print("Distancia      :" , mejor_distancia)
        return mejor_solucion

```

```
sol = busqueda_local(problem, 100)
```

```

Mejor solución: [0, 32, 30, 38, 34, 33, 20, 15, 16, 14, 19, 13, 5, 8, 23, 41, 25, 11, 26, 6, 31,
35, 36, 17, 37, 7, 1, 3, 4, 18, 12, 10, 2, 28, 29, 22, 39, 21, 24, 40, 9, 27]
Distancia      : 1838

```

```

In [0]: def genera_vecina_aleatorio(solucion):
        #Generador de 1 solucion vecina 2-opt (intercambiar 2 nodos)
        #Se puede mejorar haciendo que la elección no se uniforme sino entre las que estén más proxim

```

```

as
i = random.choice(range(1, len(solucion)) )
j = random.choice(list(set(range(1, len(solucion))) - {i}))
vecina = solucion[:i] + [solucion[j]] + solucion[i+1:j] + [solucion[i]] + solucion[j+1:]
return vecina

def probabilidad(T,d):
    r=random.random();
    if(r <= (e**(-1*d))/(T*1.0)):
        return True
    else:
        return False

def bajar_temperatura(T):
    return T-1

```

```

In [0]: def recocido_simulado(problem, TEMPERATURA):
    #problem = datos del problema
    #T = Temperatura
    solucion_referencia = crear_solucion(Nodos)
    distancia_referencia = distancia_total(solucion_referencia, problem)
    mejor_solucion = []
    mejor_distancia = 10e100
    while TEMPERATURA > 0:
        #Genera una solución vecina(aleatoria)
        vecina = genera_vecina(solucion_referencia)
        #Calcula su valor(distancia)
        distancia_vecina = distancia_total(vecina, problem)
        #Si es la mejor solución de todas se guarda
        if distancia_vecina < mejor_distancia:
            mejor_solucion = vecina
            mejor_distancia = distancia_vecina
        #Si la nueva vecina es mejor se cambia y si es peor se cambia según una probabilidad dependiente de T y de |distancia_referencia - distancia_vecina|
        if distancia_vecina < distancia_referencia or probabilidad(TEMPERATURA, abs(distancia_referencia - distancia_vecina)) :
            solucion_referencia = vecina
            distancia_referencia = distancia_vecina
        TEMPERATURA = bajar_temperatura(TEMPERATURA)
    print("La mejor solución encontrada es " , end="")

```

```

print(mejor_solucion)
print("con una distancia total de " , end="")
print(mejor_distancia)
return mejor_solucion

```

```
sol = recocido_simulado(problem, 100)
```

La mejor solución encontrada es [0, 31, 17, 36, 35, 20, 33, 34, 32, 30, 29, 9, 40, 24, 21, 39, 2, 38, 23, 41, 25, 11, 12, 4, 3, 6, 5, 14, 15, 16, 19, 13, 26, 18, 10, 8, 28, 2, 27, 1, 37, 7]
con una distancia total de 1632

```

In [0]: def Add_Nodo(problem, H ,T ) :
        #Establecer una una funcion de probabilidad para
        # añadir un nuevo nodo dependiendo de los nodos mas cercanos y de las feromonas depositadas
        Nodos = list(problem.get_nodes())
        return random.choice( list(set(range(1,len(Nodos))) - set(H) ) )

def Incrementa_Feromona(problem, T, H ) :
    #Incrementar segun la calidad de la solución. Añadir una cantidad inversamente proporcional a
    la distancia total
    for i in range(len(H)-1):
        T[H[i]][H[i+1]] += 1000/distancia_total(H, problem)
    return T

def Evaporar_Feromonas(T ) :
    #Podemos elegir diferentes funciones de evaporación dependiendo de la cantidad actual y de la
    suma total de feromonas depositadas,...
    #Evapora 0.3 el valor de la feromona, sin que baje de 1
    T = [[ max(T[i][j] - 0.3 , 1) for i in range(len(Nodos)) ] for j in range(len(Nodos))]
    return T

```

```

In [0]: def hormigas(problem, N) :
        #problem = datos del problema
        #N = Número de agentes(hormigas)
        #Nodos
        Nodos = list(problem.get_nodes())
        #Aristas
        Aristas = list(problem.get_edges())
        #Inicializa las aristas con una cantidad inicial de feromonas:1
        T = [[ 1 for i in range(len(Nodos)) ] for j in range(len(Nodos))]

```

```

T = [[1 for _ in range(len(Nodos))], [0 for _ in range(len(Nodos))]]
#Se generan los agentes(hormigas) que serán estructuras de caminos desde 0
Hormiga = [[0] for _ in range(N)]
#Recorre cada agente construyendo la solución
for h in range(N) :
    #print("\nAgente:", h)
    #Para cada agente se construye un camino
    for i in range(len(Nodos)-1) :
        #Elige el siguiente nodo
        Nuevo_Nodo = Add_Nodo(problem, Hormiga[h] ,T )
        Hormiga[h].append(Nuevo_Nodo)
    #Incrementa feromonas en esa arista
    T = Incrementa_Feromona(problem, T, Hormiga[h] )
    #print("Feromonas(1)", T)
    #Evapora Feromonas
    T = Evaporar_Feromonas(T)
    #print("Feromonas(2)", T)
#Seleccionamos el mejor agente
mejor_solucion = []
mejor_distancia = 10e100
for h in range(N) :
    distancia_actual = distancia_total(Hormiga[h], problem)
    if distancia_actual < mejor_distancia:
        mejor_solucion = Hormiga[h]
        mejor_distancia = distancia_actual
print(mejor_solucion)
print(mejor_distancia)

hormigas(problem, 1000)

```

```

[0, 18, 9, 13, 32, 11, 15, 36, 20, 29, 30, 35, 34, 1, 27, 2, 41, 16, 31, 19, 26, 14, 7, 28, 12,
10, 25, 4, 5, 6, 40, 8, 23, 22, 38, 17, 37, 33, 3, 24, 21, 39]
3763

```

In [0]:

