Anexo I – Verificar quantidade de CPUs disponíveis

```
package main
import (
    "fmt"
    "runtime"
)
func main() {
    runtime.GOMAXPROCS(runtime.NumCPU())
    fmt.Println("O numero de processadores disponíveis foi: ", runtime.NumCPU())
}
```

Anexo II - Programa TESTE Sequencial

```
package main
import (
     "bufio"
     "fmt"
     "math"
     "math/rand"
     "os"
     "sort"
     "strconv"
     "strings"
     "time"
     "github.com/pmylund/sortutil"
)
type city struct {
     id
                          int
     latitude, longitude float64
}
type chromosome struct {
     id
             int
     fitness float64
     cities []city
}
type set map[interface{}]bool
func main() {
     if len(os.Args) > 4 {
           fileDirectory, populationSize, generations, mutation :=
readArgs()
           searchInstance(fileDirectory, populationSize, generations,
mutation)
     } else {
           fmt.Println("Passe os argumentos para executar o experimento")
           fmt.Println("ARGS: fileDirectory, populationSize, generations,
mutation")
     }
}
func searchInstance(fileDirectory, populationSizeString,
generationsString, mutationString string) {
     fileCities := readCity(fileDirectory)
     cities := getArrayOfCities(fileCities)
     populationSize, err := strconv.Atoi(populationSizeString)
     if err != nil {
           fmt.Println("0 tamanho da polulação é inválido\n", err)
           os.Exit(1)
     }
```

```
generations, err := strconv.Atoi(generationsString)
     if err != nil {
           fmt.Println("0 valor das gerações é inválido\n", err)
          os.Exit(1)
     }
     mutation, err := strconv.ParseFloat(mutationString, 64)
     if err != nil {
           fmt.Println("0 valor das mutações é inválido\n", err)
          os.Exit(1)
     }
     var population []chromosome
     population = createInitialPopulationWithFitness(cities,
populationSize)
     for index := 0; index < generations; index++ {</pre>
           sortutil.AscByField(population, "fitness")
           population := elitism(populationSize, population)
           lenPopulationSelecionada := len(population)
          var percent = (populationSize) * 75 / 100
          if percent%2 != 0 {
                percent - -
          }
           for len(population) < populationSize {</pre>
                var indexes = randomInts(2, 0, populationSize,
makeRandomNumberGenerator())
                sort.Ints(indexes)
                valor1 :=
ox(population[rand.Intn(lenPopulationSelecionada)].cities,
population[rand.Intn(lenPopulationSelectionada)].cities, indexes[0],
indexes[1])
                population = append(population,
mutate(createChromosome(valor1), populationSize, mutation))
           fmt.Println(population[0].fitness)
     }
     fmt.Println(population[0].fitness)
}
func ox(p1, p2 []city, a, b int) []city {
     var (
          n = len(p1)
          o1 = make([]city, n)
          o2 = make([]city, n)
     )
     copy(o1[a:b], p1[a:b])
     copy(o2[a:b], p2[a:b])
```

```
var o1Lookup, o2Lookup = make(set), make(set)
     for i := a; i < b; i++ {
           olLookup[pl[i]] = true
           o2Lookup[p2[i]] = true
     }
     var j1, j2 = b, b
     for i := b; i < b+n; i++ {
           var k = i % n
           if !o1Lookup[p2[k]] {
                o1[j1%n] = p2[k]
                j1++
           if !o2Lookup[p1[k]] {
                o2[j2%n] = p1[k]
                j2++
     return ol
}
func randomInts(k, min, max int, rng *rand.Rand) (ints []int) {
     ints = make([]int, k)
     for i := 0; i < k; i++ \{
           ints[i] = i + min
     for i := k; i < max-min; i++ {
           var j = rng.Intn(i + 1)
           if j < k {
                ints[j] = i + min
           }
     }
     return
}
func makeRandomNumberGenerator() *rand.Rand {
     return rand.New(rand.NewSource(time.Now().UnixNano()))
}
func mutate(gene chromosome, populationSize int, motation float64)
chromosome {
     if motation == 0 {
           return gene
     }
     for rand.Float64() < motation {</pre>
           position1 := rand.Intn(populationSize)
           position2 := rand.Intn(populationSize)
           aux := gene.cities[position1]
           gene.cities[position1] = gene.cities[position2]
           gene.cities[position2] = aux
           gene.fitness = calculateFitness(gene.cities)
     }
```

```
return gene
}
func elitism(populationSize int, geracao []chromosome) []chromosome {
     var percent = (populationSize) * 25 / 100
     if percent%2 != 0 {
          percent++
     }
     return geracao[0:int(percent)]
}
func calculateTotalFitness(populationSize int, geracao []chromosome)
float64 {
     var totalFitness float64
     for _, valor := range geracao {
           totalFitness += valor.fitness
     return totalFitness
}
func createInitialPopulationWithFitness(cities []city, populationSize
int) []chromosome {
     primeiraGeracao := []chromosome{}
     for index := 0; index < populationSize; index++ {</pre>
          primeiraGeracao = append(primeiraGeracao,
createChromosomeOfInitialPopulation(cities))
     return primeiraGeracao
}
func createChromosomeOfInitialPopulation(cities []city) chromosome {
     tmp := make([]city, len(cities))
     copy(tmp, cities)
     individuo := shuffle(tmp)
     fitness := calculateFitness(shuffle(cities))
     return chromosome{fitness: fitness, cities: individuo}
}
func createChromosome(cities []city) chromosome {
     fitness := calculateFitness(cities)
     return chromosome{fitness: fitness, cities: cities}
}
func readArgs() (string, string, string, string) {
     return os.Args[1], os.Args[2], os.Args[3], os.Args[4]
func calculateFitness(cities []city) float64 {
     var length = len(cities) - 1
     var fitness float64
```

```
for index := 0; index < length; index++ {</pre>
           fitness += calculateDistanceCoordenate(cities[index],
cities[index+1])
     fitness += calculateDistanceCoordenate(cities[length], cities[0])
     return fitness
}
func calculateDistanceCoordenate(cidadeOrigem, cidadeDestino city)
float64 {
     return 6371 * math.Acos(math.Cos(math.Pi*(90-
cidadeDestino.latitude)/180)*math.Cos((90-
cidadeOrigem.latitude)*math.Pi/180)+math.Sin((90-
cidadeDestino.latitude)*math.Pi/180)*math.Sin((90-
cidadeOrigem.latitude)*math.Pi/180)*math.Cos((cidadeOrigem.longitude-
cidadeDestino.longitude)*math.Pi/180))
}
func getArrayOfCities(fileCities *bufio.Reader) []city {
     line, err := readLine(fileCities)
     var cities = []city{}
     for err == nil {
          cities = addCity(cities, line)
           line, err = readLine(fileCities)
     }
     rand.Seed(time.Now().UnixNano())
     cities = shuffle(cities)
     return cities
}
func shuffle(cities []city) []city {
     for index := range cities {
           rand := rand.Intn(index + 1)
           cities[index], cities[rand] = cities[rand], cities[index]
     return cities
}
func addCity(cities []city, line string) []city {
     id, latitude, longitude := convertLineOfCity(line)
     cidade := city{id: id, latitude: latitude, longitude: longitude}
     cities = append(cities, cidade)
     return cities
}
func convertLineOfCity(line string) (id int, latitude float64, longitude
float64) {
     var err error
```

```
idString := strings.Split(line, " ")[0]
     latitudeString := strings.Split(line, " ")[1]
     longitudeString := strings.Split(line, " ")[2]
     id, err = strconv.Atoi(idString)
     latitude, err = strconv.ParseFloat(latitudeString, 64)
     longitude, err = strconv.ParseFloat(longitudeString, 64)
     if err != nil {
           fmt.Printf("Erro na conversao de uma das linhas das cidades:
%v\n", err)
          os.Exit(1)
     }
     return id, latitude, longitude
}
func readCity(fileDirectory string) *bufio.Reader {
     fileCities, err := os.Open(fileDirectory)
     if err != nil {
           fmt.Printf("Erro ao abrir o Arquivo: %v\n", err)
          os.Exit(1)
     return bufio.NewReader(fileCities)
}
func readLine(r *bufio.Reader) (string, error) {
     var (
          isPrefix bool = true
                   error = nil
          line, ln []byte
     for isPrefix && err == nil {
          line, isPrefix, err = r.ReadLine()
          ln = append(ln, line...)
     return string(ln), err
}
```

Anexo III - Programa TESTE Paralelo

```
package main
import (
     "bufio"
     "fmt"
     "math"
     "math/rand"
     "os"
     "runtime"
     "sort"
     "strconv"
     "strings"
     "time"
     "github.com/pmylund/sortutil"
)
type city struct {
     id
                          int
     latitude, longitude float64
}
type chromosome struct {
     fitness float64
     cities []city
}
type set map[interface{}]bool
func main() {
     runtime.GOMAXPROCS(runtime.NumCPU())
     if len(os.Args) > 4 {
           fileDirectory, populationSize, generations, mutation :=
readArgs()
           searchInstance(fileDirectory, populationSize, generations,
mutation)
     } else {
           fmt.Println("Passe os argumentos para executar o experimento")
           fmt.Println("ARGS: fileDirectory, populationSize, generations,
mutation")
     }
}
func readArgs() (string, string, string) {
     return os.Args[1], os.Args[2], os.Args[3], os.Args[4]
}
func searchInstance(fileDirectory, populationSizeString,
generationsString, mutationString string) {
```

```
populationSize, err := strconv.Atoi(populationSizeString)
     if err != nil {
           fmt.Println("0 tamanho da polulação é inválido\n", err)
           os.Exit(1)
     generations, err := strconv.Atoi(generationsString)
     if err != nil {
           fmt.Println("0 valor das gerações é inválido\n", err)
           os.Exit(1)
     mutation, err := strconv.ParseFloat(mutationString, 64)
     if err != nil {
           fmt.Println("0 valor das mutações é inválido\n", err)
           os.Exit(1)
     }
     fileCities := readCity(fileDirectory)
     cities := getArrayOfCities(fileCities)
     var elitismCut = (populationSize * 25) / 100
     if elitismCut%2 != 0 {
           elitismCut++
     }
     var population []chromosome
     populationChan := make(chan chromosome, populationSize)
     for index := 0; index < populationSize; index++ {</pre>
           go createChromosomeOfInitialPopulation(populationChan, cities)
     }
     for index := 0; index < populationSize; index++ {</pre>
           population = append(population, <-populationChan)</pre>
     for index := 0; index < generations; index++ {</pre>
           sortutil.AscByField(population, "fitness")
           population := elitism(populationSize, elitismCut, population)
           maxFilhos := populationSize - len(population)
           newPopulationChan := make(chan []city, maxFilhos)
           for index := 0; index < maxFilhos; index++ {</pre>
                var indexes = randomInts(2, 0, populationSize,
makeRandomNumberGenerator())
                sort.Ints(indexes)
                go ox(newPopulationChan,
population[rand.Intn(elitismCut)].cities,
population[rand.Intn(elitismCut-1)].cities, indexes[0], indexes[1])
           }
```

```
for index := 0; index < maxFilhos; index++ {</pre>
                 newcro := make(chan chromosome)
                 go createChromosome(newcro, <-newPopulationChan)</pre>
                 population = append(population, mutate(<-newcro,</pre>
populationSize, mutation))
           fmt.Println(population[0].fitness)
     }
     fmt.Println(population[0].fitness)
}
func ox(newGen chan []city, pail, pail []city, cortel, cortel int) {
     var (
           n = len(pai1)
           o1 = make([]city, n)
           o2 = make([]city, n)
     )
     copy(o1[corte1:corte2b], pai1[corte1:corte2b])
     copy(o2[corte1:corte2b], pai2[corte1:corte2b])
     var o1Lookup, o2Lookup = make(set), make(set)
     for index := corte1; index < corte2b; index++ {</pre>
           olLookup[pail[index]] = true
           o2Lookup[pai2[index]] = true
     }
     var j1, j2 = corte2b, corte2b
     for index := corte2b; index < corte2b+n; index++ {</pre>
           var k = index % n
           if !o1Lookup[pai2[k]] {
                 o1[j1%n] = pai2[k]
                 j1++
           if !o2Lookup[pai1[k]] {
                 o2[i2%n] = pai1[k]
                 j2++
           }
     }
     newGen <- o1
}
func mutate(gene chromosome, populationSize int, motation float64)
chromosome {
     if motation == 0 {
           return gene
     for rand.Float64() < motation {</pre>
           position1 := rand.Intn(populationSize)
```

```
position2 := rand.Intn(populationSize)
          aux := gene.cities[position1]
          gene.cities[position1] = gene.cities[position2]
          gene.cities[position2] = aux
     }
     return gene
}
func makeRandomNumberGenerator() *rand.Rand {
     return rand.New(rand.NewSource(time.Now().UnixNano()))
}
func randomInts(k, min, max int, rng *rand.Rand) (ints []int) {
     ints = make([]int, k)
     for i := 0; i < k; i++ \{
          ints[i] = i + min
     for i := k; i < max-min; i++ {
          var j = rng.Intn(i + 1)
          if j < k {
                ints[j] = i + min
           }
     }
     return
}
func elitism(populationSize int, percent int, geracao []chromosome)
[]chromosome {
     return geracao[0:percent]
}
func createChromosome(chos chan chromosome, cities []city) {
     calculateFitnessChan := make(chan float64)
     go calculateFitness(calculateFitnessChan, cities)
     chos <- chromosome{fitness: <-calculateFitnessChan, cities: cities}</pre>
}
func createChromosomeOfInitialPopulation(populationChan chan chromosome,
cities []city) {
     tmp := make([]city, len(cities))
     copy(tmp, cities)
     individuo := shuffle(tmp)
     calculateFitnessChan := make(chan float64)
     go calculateFitness(calculateFitnessChan, individuo)
     populationChan <- chromosome{fitness: <-calculateFitnessChan,</pre>
cities: individuo}
func calculateFitness(calculateFitnessChan chan float64, cities []city)
```

```
var length = len(cities) - 1
     var fitness float64
     for index := 0; index < length; index++ {</pre>
           fitness += calculateDistanceCoordenate(cities[index],
cities[index+1])
     fitness += calculateDistanceCoordenate(cities[length], cities[0])
     calculateFitnessChan <- fitness</pre>
}
func calculateDistanceCoordenate(cidadeOrigem, cidadeDestino city)
float64 {
     return 6371 * math.Acos(math.Cos(math.Pi*(90-
cidadeDestino.latitude)/180)*math.Cos((90-
cidadeOrigem.latitude)*math.Pi/180)+math.Sin((90-
cidadeDestino.latitude)*math.Pi/180)*math.Sin((90-
cidadeOrigem.latitude)*math.Pi/180)*math.Cos((cidadeOrigem.longitude-
cidadeDestino.longitude)*math.Pi/180))
}
func readCity(fileDirectory string) *bufio.Reader {
     fileCities, err := os.Open(fileDirectory)
     if err != nil {
           fmt.Printf("Erro ao abrir o Arguivo: %v\n", err)
          os.Exit(1)
     return bufio.NewReader(fileCities)
}
func getArrayOfCities(fileCities *bufio.Reader) []city {
     line, err := readLine(fileCities)
     var cities = []city{}
     for err == nil {
          cities = addCity(cities, line)
           line, err = readLine(fileCities)
     }
     return cities
}
func readLine(r *bufio.Reader) (string, error) {
     var (
           isPrefix bool = true
                    error = nil
          line, ln []byte
     for isPrefix && err == nil {
          line, isPrefix, err = r.ReadLine()
           ln = append(ln, line...)
```

```
return string(ln), err
}
func addCity(cities []city, line string) []city {
     id, latitude, longitude := convertLineOfCity(line)
     cidade := city{id: id, latitude: latitude, longitude: longitude}
     cities = append(cities, cidade)
     return cities
}
func convertLineOfCity(line string) (id int, latitude float64, longitude
float64) {
     var err error
     idString := strings.Split(line, " ")[0]
     latitudeString := strings.Split(line, " ")[1]
     longitudeString := strings.Split(line, " ")[2]
     id, err = strconv.Atoi(idString)
     latitude, err = strconv.ParseFloat(latitudeString, 64)
     longitude, err = strconv.ParseFloat(longitudeString, 64)
     if err != nil {
          fmt.Printf("Erro na conversao de uma das linhas das cidades:
%v\n", err)
          os.Exit(1)
     }
     return id, latitude, longitude
}
func shuffle(cities []city) []city {
     for index := range cities {
           rand := rand.Intn(index + 1)
          cities[index], cities[rand] = cities[rand], cities[index]
     return cities
}
```

Anexo IV – Script base para execução automatizada dos testes