IT3708 - Project 2

Magnus Moan

Implementation

Chromosome representation

Each of my chromosomes consists of a list of depots. Each depot consist of a list of trucks, and finally each truck consists of a list of customers. I've modelled the chromosomes, depots, trucks and customers using classes. So each object of the type chromosome have a list consisting of objects of the type depot. Each depot have a constant number of trucks, and I define a truck to not be in use if it has zero customers in its customer list.

Crossover operator

My crossover operator takes as input two chromosomes, c_1 and c_2 . It then follows the following steps:

- 1. Pick a random depot, call this d. This is the same depot in both chromosomes.
- 2. Choose a random truck in d in c_1 , call this truck t_1 .
- 3. Choose a random truck in d in c_2 , call this truck t_2 .
- 4. Remove the customers in t_1 from c_2 .
- 5. Remove the customers in t_2 from c_1 .
- 6. For each customer in t_1 :
 - i. Loop through all trucks in c_2 .
 - ii. Find the best* truck and position in that truck to insert the current customer into.
- 7. Repeat step 6. with t_2 instead of t_1 and c_1 instead of c_2 .

*By best I mean the truck and position in that truck that will give the best fitness after inserting the current customer compared to inserting the customer into any other truck and position in that truck within the current depot, d.

Mutation operator

I've three different types of mutations:

- 1. Move a randomly chosen customer from a depot to another depot. The customer is inserted into the truck and position in the new depot that gives the best fitness.
- 2. Swap two randomly chosen customers within a truck.
- 3. Move a randomly chosen customer from a truck to another truck within the same depot

Type 1 is performed 90% of the times a chromosome mutates, while type 2 and 3 is performed 5% of the times a chromosome mutates.

Selection mechanism

I've used tournament selection combined with elitism for selecting parents for a new generation. The tournament selection is performed by picking two random chromosomes from the current population. In 80% of the cases only the fittest chromosome is passed on as a parent. In the other 20% of the cases both chromosomes are passed on as parents. I will explain elitism in the elitism section further down.

Parameter values

Population size: 400, Number of generations: 1500, Crossover rate: 0.9, Mutation rate: 0.1

Infeasible offsprings

Non of my mutations or my crossover function ensures that I create only feasible offspring. Instead I penalise chromosomes that have trucks that break either capacity or duration. I've chosen to penalise each unit above the limit for duration and capacity with a constant factor (10 in my implementation). Furthermore, each depot have a given number of trucks associated with it from the beginning of my algorithm. This number of trucks never increase or decrease, so I will never break the maximum number of trucks restriction. Every time I find a feasible offspring I check whether or not it has a better fitness than my current best feasible offspring, if does have a better fitness I replace the current best feasible offspring with this chromosome.

Fitness function

Fitness of a chromosome is the sum of the fitness of all its depots. The fitness of a depot is the sum of the fitness of all its trucks. The fitness of a trucks is the total distance traveled by the truck, plus any penalty for carrying either too much (breaking the capacity constraint) or having a too long duration (duration constraint). The penalty is calculated as described under "Infeasible offsprings". A lower value for fitness is considered better than a higher (might be a bit misguiding to use the word fitness if lower is better).

Elitism

I've chosen to implement elitism to make sure I don't lose a good solution once I've found it. In my current implementation 2% of a population is automatically part of the next population (these chromosomes are unchanged between the generations).

Solution example



