

Exploring Nature-Inspired Algorithms

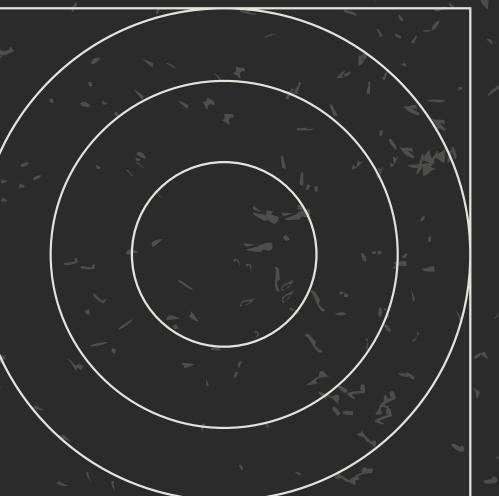
Ant Colony Optimization Algorithm



Understanding Ant Behavior

Inspired by nature's efficiency

Our algorithm mimics **real ant foraging** behavior to solve complex optimization problems effectively and efficiently.



Key Methodology of ACO



01 Pheromone Trails

Pheromone trails guide ants in finding **optimal paths** to food sources, influencing decision-making in the colony.

02 Heuristic Information

Heuristic information helps ants evaluate paths based on **experience**, improving the efficiency of the search process.

03 Pheromone Evaporation

Pheromone Evaporation helps ants avoiding **long paths** being selected or getting stuck at **locally optimal solution**.

STEP 1

Initialize pheromone levels
and set parameters.

STEP 2

Ants construct solutions
based on pheromone trails.

STEP 3

Evaluate solutions and
update pheromone levels
accordingly.

STEP 4

Identify the best solution
and finalize results.



Used Mathematical Equations

$$p_{ij} = \frac{(\tau_{ij}^\alpha) \cdot (\eta_{ij}^\beta)}{\sum_{j \in \Lambda} (\tau_{ij}^\alpha) \cdot (\eta_{ij}^\beta)}$$

Choosing next city using probability

τ : The amount of pheromone deposited on the edge

η : The travel cost (heuristic) of the edge

α, β : Are parameters that control the influence of pheromone and heuristic information

$$\tau_{ij} \leftarrow (1 - \rho)\tau_{ij} + \sum_k^m \Delta\tau_{ij}^k$$

Updating Pheromone

ρ : The rate of pheromone evaporation

$$\Delta\tau_{xy}^k = \begin{cases} Q/L_k & \text{If ant } K \text{ took the curve } xy \\ 0 & \text{Otherwise} \end{cases}$$

Algorithm Analysis

Average runtime for 10 Cities: 2.88 seconds

Runtime breakdown by ant count:

1 Ants: 2.74 seconds

5 Ants: 3.34 seconds

10 Ants: 2.55 seconds

Average runtime for 20 Cities: 2.27 seconds

Runtime breakdown by ant count:

1 Ants: 2.24 seconds

5 Ants: 2.04 seconds

10 Ants: 1.99 seconds

20 Ants: 2.78 seconds

Best result for 10 cities: 152.00

Best result for 20 cities: 146.00

Conclusion

- ACO is a metaheuristic approach for solving NP hard optimization problems
- ACO efficiently solves TSP by reaching a near-optimal solution
- It has been successfully applied to a wide range of optimization problems, including scheduling, routing, and resource allocation

