import numpy as np, random, operator, pandas as pd, matplotlib.pyplot as plt

## Create necessary classes and functions

Create class to handle "cities" class City: def init (self, x, y): self.x = xself.y = ydef distance(self, city): xDis = abs(self.x - city.x)yDis = abs(self.y - city.y) distance = np.sqrt((xDis \*\* 2) + (yDis \*\* 2))return distance def repr (self): return "(" + str(self.x) + "," + str(self.y) + ")" Create a fitness function class Fitness: def init (self, route): self.route = route self.distance = 0self.fitness= 0.0 def routeDistance(self): if self.distance ==0: pathDistance = 0for i in range(0, len(self.route)): fromCity = self.route[i] toCity = None if i + 1 < len(self.route):</pre> toCity = self.route[i + 1] toCity = self.route[0] pathDistance += fromCity.distance(toCity) self.distance = pathDistance return self.distance def routeFitness(self): if self.fitness == 0: self.fitness = 1 / float(self.routeDistance()) return self.fitness

### Create our initial population

```
Route generator

def createRoute(cityList):
    route = random.sample(cityList, len(cityList))
    return route

Create first "population" (list of routes)

def initialPopulation(popSize, cityList):
    population = []

    for i in range(0, popSize):
        population.append(createRoute(cityList))
    return population
```

# Create the genetic algorithm

```
Rank individuals
```

```
def rankRoutes(population):
    fitnessResults = {}
    for i in range(0,len(population)):
        fitnessResults[i] = Fitness(population[i]).routeFitness()
    return sorted(fitnessResults.items(), key = operator.itemgetter(1), reverse = items
```

Create a selection function that will be used to make the list of parent routes

#### Create mating pool

```
def matingPool(population, selectionResults):
    matingpool = []
    for i in range(0, len(selectionResults)):
        index = selectionResults[i]
        matingpool.append(population[index])
    return matingpool
```

Create a crossover function for two parents to create one child

```
def breed(parent1, parent2):
    child = []
    childP1 = []
    childP2 = []

    geneA = int(random.random() * len(parent1))
    geneB = int(random.random() * len(parent1))

    startGene = min(geneA, geneB)
    endGene = max(geneA, geneB)

for i in range(startGene, endGene):
        childP1.append(parent1[i])

    childP2 = [item for item in parent2 if item not in childP1]

    child = childP1 + childP2
    return child
```

Create function to run crossover over full mating pool

```
def breedPopulation(matingpool, eliteSize):
    children = []
    length = len(matingpool) - eliteSize
    pool = random.sample(matingpool, len(matingpool))

for i in range(0,eliteSize):
    children.append(matingpool[i])

for i in range(0, length):
    child = breed(pool[i], pool[len(matingpool)-i-1])
    children.append(child)
    return children
```

Create function to mutate a single route

```
def mutate(individual, mutationRate):
    for cyanad in range(lan/individual)).
https://colab.research.google.com/drive/19Pr-tljvVUGnkc_zkBilETxcKUyY2m2W#printMode=true
```

```
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                                    genetic algorithm TSP.ipynb - Colaboratory
       ioi Swappeu iii range(ten(inuiviuuat));
           if(random.random() < mutationRate):</pre>
                swapWith = int(random.random() * len(individual))
                city1 = individual[swapped]
                city2 = individual[swapWith]
                individual[swapped] = city2
                individual[swapWith] = city1
       return individual
   Create function to run mutation over entire population
   def mutatePopulation(population, mutationRate):
       mutatedPop = []
       for ind in range(0, len(population)):
           mutatedInd = mutate(population[ind], mutationRate)
           mutatedPop.append(mutatedInd)
       return mutatedPop
   Put all steps together to create the next generation
   def nextGeneration(currentGen, eliteSize, mutationRate):
       popRanked = rankRoutes(currentGen)
       selectionResults = selection(popRanked, eliteSize)
       matingpool = matingPool(currentGen, selectionResults)
       children = breedPopulation(matingpool, eliteSize)
       nextGeneration = mutatePopulation(children, mutationRate)
       return nextGeneration
   Final step: create the genetic algorithm
   def geneticAlgorithm(population, popSize, eliteSize, mutationRate, generations):
       pop = initialPopulation(popSize, population)
       print("Initial distance: " + str(1 / rankRoutes(pop)[0][1]))
       for i in range(0, generations):
           pop = nextGeneration(pop, eliteSize, mutationRate)
       print("Final distance: " + str(1 / rankRoutes(pop)[0][1]))
       bestRouteIndex = rankRoutes(pop)[0][0]
       bestRoute = pop[bestRouteIndex]
       return bestRoute
```

### Running the genetic algorithm

```
Create list of cities
```

```
cityList = []
for i in range(0,25):
    cityList.append(City(x=int(random.random() * 200), y=int(random.random() * 200)
Run the genetic algorithm
```

geneticAlgorithm(population=cityList, popSize=100, eliteSize=20, mutationRate=0.01

```
Initial distance: 2427.0741807710774
Final distance: 921.6346703083029
[(160,189),
 (170, 188),
 (104,118),
 (63, 149),
 (63,177),
 (33, 185),
 (27,178),
 (4,180),
 (35,118),
 (36,37),
 (20,9),
 (68, 26),
 (78, 22),
 (109,49),
 (131,9),
 (176, 15),
 (139,48),
 (139,65),
 (160,70),
 (191,57),
 (181,90),
 (195, 139),
 (197, 185),
 (184, 178),
 (176, 187)
```

# ▼ Plot the progress

Note, this will win run a separate GA

```
def geneticAlgorithmPlot(population, popSize, eliteSize, mutationRate, generations
   pop = initialPopulation(popSize, population)
   progress = []
   progress.append(1 / rankRoutes(pop)[0][1])

for i in range(0, generations):
      pop = nextGeneration(pop, eliteSize, mutationRate)
      progress.append(1 / rankRoutes(pop)[0][1])

plt.plot(progress)
```

```
plt.ylabel('Distance')
plt.xlabel('Generation')
plt.show()
```

Run the function with our assumptions to see how distance has improved in each generation geneticAlgorithmPlot(population=cityList, popSize=100, eliteSize=20, mutationRate=0

