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03MAIR---Algoritmos-de-Optimizacion / AG3 / Leonardo_Pacheco_AG3.ipynb

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8d8645d 27 seconds ago

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566 lines (566 sloc) | 36.1 KB



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AG - Actividad Guiada 3

Nombre: Leonardo Pacheco

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

In [3]: `import urllib.request`

```
file = "swiss42.tsp"
```

```
urllib.request.urlretrieve("http://elib.zib.de/pub/mp-testdata/tsp/tsplib/tsp/swiss42.tsp", file)
```

Out[3]: ('swiss42.tsp', <http.client.HTTPMessage at 0x7f4a834f9518>)

In [5]: `!pip install tsplib95`

Collecting tsplib95

Downloading <https://files.pythonhosted.org/packages/d1/4f/6a1cb104ce9b400eed7690641230fab151bd475f2dd86d4a3a73f677e3b/tsplib95-0.3.2-py2.py3-none-any.whl>

Collecting networkx==2.1 (from tsplib95)

Downloading <https://files.pythonhosted.org/packages/11/42/f951cc6838a4dff6ce57211c4d7f8444809cbe2134179950301e5c4c83c/networkx-2.1.zip> (1.6MB)

100% |██| 1.6MB 17.2MB/s

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)

Building wheels for collected packages: networkx

Building wheel for networkx (setup.py) ... done

Stored in directory: /root/.cache/pip/wheels/44/c0/34/6f98693a554301bdb405f8d65d95bbcd3e50180cbfdd98a94e

Successfully built networkx

imgaug 0.2.8 has requirement numpy>=1.15.0, but you'll have numpy 1.14.6 which is incompatible.

albumations 0.1.12 has requirement imgaug<0.2.7,>=0.2.5, but you'll have imgaug 0.2.8 which is incompatible.

Installing collected packages: networkx, tsplib95

Found existing installation: networkx 2.2

```
Uninstalling networkx-2.2:
Successfully uninstalled networkx-2.2
Successfully installed networkx-2.1 tsplib95-0.3.2
```

```
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 [7]: 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,
14), (3, 15), (3, 16), (3, 17), (3, 18), (3, 19), (3, 20), (3, 21), (3, 22), (3, 23), (3, 24),
(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,
4), (4, 5), (4, 6), (4, 7), (4, 8), (4, 9), (4, 10), (4, 11), (4, 12), (4, 13), (4, 14), (4, 1
5), (4, 16), (4, 17), (4, 18), (4, 19), (4, 20), (4, 21), (4, 22), (4, 23), (4, 24), (4, 25)]
```

Q) (14 10) (14 11) (14 12) (14 13) (14 14) (14 15) (14 16) (14 17) (14 18) (14 19)

[illegible]

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(2, 34), (32, 33), (32, 30), (32, 31), (32, 38), (32, 39), (32, 40), (32, 41), (33, 0), (33, 1), (33, 2), (33, 3), (33, 4), (33, 5), (33, 6), (33, 7), (33, 8), (33, 9), (33, 10), (33, 11), (33, 12), (33, 13), (33, 14), (33, 15), (33, 16), (33, 17), (33, 18), (33, 19), (33, 20), (33, 21), (33, 22), (33, 23), (33, 24), (33, 25), (33, 26), (33, 27), (33, 28), (33, 29), (33, 30), (33, 31), (33, 32), (33, 33), (33, 34), (33, 35), (33, 36), (33, 37), (33, 38), (33, 39), (33, 40), (33, 41), (34, 0), (34, 1), (34, 2), (34, 3), (34, 4), (34, 5), (34, 6), (34, 7), (34, 8), (34, 9), (34, 10), (34, 11), (34, 12), (34, 13), (34, 14), (34, 15), (34, 16), (34, 17), (34, 18), (34, 19), (34, 20), (34, 21), (34, 22), (34, 23), (34, 24), (34, 25), (34, 26), (34, 27), (34, 28), (34, 29), (34, 30), (34, 31), (34, 32), (34, 33), (34, 34), (34, 35), (34, 36), (34, 37), (34, 38), (34, 39), (34, 40), (34, 41), (35, 0), (35, 1), (35, 2), (35, 3), (35, 4), (35, 5), (35, 6), (35, 7), (35, 8), (35, 9), (35, 10), (35, 11), (35, 12), (35, 13), (35, 14), (35, 15), (35, 16), (35, 17), (35, 18), (35, 19), (35, 20), (35, 21), (35, 22), (35, 23), (35, 24), (35, 25), (35, 26), (35, 27), (35, 28), (35, 29), (35, 30), (35, 31), (35, 32), (35, 33), (35, 34), (35, 35), (35, 36), (35, 37), (35, 38), (35, 39), (35, 40), (35, 41), (36, 0), (36, 1), (36, 2), (36, 3), (36, 4), (36, 5), (36, 6), (36, 7), (36, 8), (36, 9), (36, 10), (36, 11), (36, 12), (36, 13), (36, 14), (36, 15), (36, 16), (36, 17), (36, 18), (36, 19), (36, 20), (36, 21), (36, 22), (36, 23), (36, 24), (36, 25), (36, 26), (36, 27), (36, 28), (36, 29), (36, 30), (36, 31), (36, 32), (36, 33), (36, 34), (36, 35), (36, 36), (36, 37), (36, 38), (36, 39), (36, 40), (36, 41), (37, 0), (37, 1), (37, 2), (37, 3), (37, 4), (37, 5), (37, 6), (37, 7), (37, 8), (37, 9), (37, 10), (37, 11), (37, 12), (37, 13), (37, 14), (37, 15), (37, 16), (37, 17), (37, 18), (37, 19), (37, 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 [8]: #Devuelve el factorial de un numero
def factorial(n):
    if n == 0:
        return 1
    else:
        return n * factorial(n-1)

#Se genera una solucion aleatoria con comienzo 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

#crear_solucion(Nodos)

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

#distancia(0,2,problem)

#Devuelve la distancia total de una trayectoria
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[8]: 4513

```

In [15]: 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, 10000)

```

Mejor solución: [0, 26, 31, 33, 14, 5, 12, 7, 16, 6, 28, 18, 10, 21, 39, 37, 36, 17, 19, 13, 2, 4, 27, 29, 11, 9, 24, 20, 1, 32, 15, 40, 41, 23, 8, 35, 34, 25, 3, 22, 38, 30]
 Distancia: 3727

```

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

```
In [29]: 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, 1000)
```

```
Mejor solución: [0, 1, 7, 17, 31, 36, 35, 20, 32, 5, 13, 19, 16, 14, 26, 18, 41, 23, 40, 24, 38,
33, 34, 30, 29, 22, 39, 21, 9, 8, 10, 25, 11, 12, 28, 2, 27, 3, 4, 6, 15, 37]
Distancia: 1801
```

```
In [0]: def genera_vecina_aleatorio(solucion):
#Generador de 1 solución vecina 2-opt (intercambiar 2 nodos)
```

```

#Generador de 1 solución vecina 2-opt (intercambiar 2 nodos)
#Se puede mejorar haciendo que la elección no se uniforme sino entre las que están más pro
ximas
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 [36]: 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_aleatorio(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, 10000)

```

La mejor solución encontrada es [0, 21, 24, 40, 41, 10, 25, 11, 12, 18, 30, 29, 8, 23, 9, 39, 2, 38, 33, 35, 36, 17, 37, 7, 1, 3, 27, 2, 4, 26, 5, 13, 19, 14, 16, 15, 6, 28, 32, 34, 20, 31] con una distancia total de 1793

```

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 [39]: 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 _ in range(len(Nodos)) ] 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 = 1000000
```

```
mejor_distancia = 100000
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, 24, 8, 21, 29, 11, 25, 23, 35, 1, 26, 12, 27, 5, 7, 14, 4, 28, 41, 2, 13, 15, 22, 38, 40, 3
0, 20, 34, 31, 10, 16, 37, 36, 17, 33, 39, 6, 32, 19, 18, 3, 9]
3949
```

