



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", fil
        e)
Out[3]: ('swiss42.tsp', <http.client.HTTPMessage at 0x7f4a834f9518>)
In [5]: !pip install tsplib95
        Collecting tsplib95
          Downloading https://files.pythonhosted.org/packages/d1/4f/6a1cb104ce9b400eed7690641230fab1515b
        d475f2dd86d4a3a73f677e3b/tsplib95-0.3.2-py2.py3-none-any.whl
        Collecting networkx==2.1 (from tsplib95)
          Downloading https://files.pythonhosted.org/packages/11/42/f951cc6838a4dff6ce57211c4d7f8444809c
        cbe2134179950301e5c4c83c/networkx-2.1.zip (1.6MB)
                                                    1.6MB 17.2MB/s
            100% |
        Requirement already satisfied: Click>=6.0 in /usr/local/lib/python3.6/dist-packages (from tsplib
        95) (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/c0/34/6f98693a554301bdb405f8d65d95bbcd3e50180c
        bfdd98a94e
        Successfully built networkx
        imgaug 0.2.8 has requirement numpy>=1.15.0, but you'll have numpy 1.14.6 which is incompatible.
        albumentations 0.1.12 has requirement imgaug<0.2.7,>=0.2.5, but you'll have imgaug 0.2.8 which i
        s 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]
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```
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 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:</pre>
               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:</pre>
                 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:</pre>
               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 solucion vecina 2-ont (intercambiar 2 nodos)
```

```
#UCHCLAUUL UC 1 SULUCIULI VECILA 2-UPL (IHLCHCAIIIDIAL 2 HUUUS)
           #Se puede mejorar haciendo que la elección no se uniforme sino entre las que estén mÃ;s 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 \le (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:</pre>
                 mejor solucion = vecina
                 mejor distancia = distancia vecina
```

```
#Si la nueva vecina es mejor se cambia y si es peor se cambia según una probabilidad depend
        iente de T y de | distancia referencia - distancia vecina |
            if distancia vecina < distancia referencia or probabilidad(TEMPERATURA, abs(distancia refer</pre>
        encia - 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
        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 evaporaci\tilde{A}^3n dependiendo de la cantidad actual y de l
        a 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 = N\tilde{A}^{\circ}mero 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 serÃ;n 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 = []
           major distancia - 10a100
```

```
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</pre>
```

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