AG3 - Actividad Guiada 3

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URL: https://colab.research.google.com/drive/1zrEVXhjAXc7A0XrTYJmbd 9QF4mUYXK3?usp=sharing

Repositorio: https://github.com/sanieni6/03MIAR---Algoritmos-de-Optimizacion

Carga de librerias

```
In [1]:
```

```
!pip install requests #Hacer llamadas http a paginas de la red
!pip install tsplib95
                        #Modulo para las instancias del problema del TSP
Requirement already satisfied: requests in /opt/anaconda3/envs/viuenv/lib/python3.11/site
-packages (2.32.3)
Requirement already satisfied: charset-normalizer<4,>=2 in /opt/anaconda3/envs/viuenv/lib
/python3.11/site-packages (from requests) (3.3.2)
Requirement already satisfied: idna<4,>=2.5 in /opt/anaconda3/envs/viuenv/lib/python3.11/
site-packages (from requests) (3.7)
Requirement already satisfied: urllib3<3,>=1.21.1 in /opt/anaconda3/envs/viuenv/lib/pytho
n3.11/site-packages (from requests) (2.3.0)
Requirement already satisfied: certifi>=2017.4.17 in /opt/anaconda3/envs/viuenv/lib/pytho
n3.11/site-packages (from requests) (2025.6.15)
Requirement already satisfied: tsplib95 in /opt/anaconda3/envs/viuenv/lib/python3.11/site
-packages (0.7.1)
Requirement already satisfied: Click>=6.0 in /opt/anaconda3/envs/viuenv/lib/python3.11/si
te-packages (from tsplib95) (8.2.1)
Requirement already satisfied: Deprecated~=1.2.9 in /opt/anaconda3/envs/viuenv/lib/python
3.11/site-packages (from tsplib95) (1.2.18)
Requirement already satisfied: networkx~=2.1 in /opt/anaconda3/envs/viuenv/lib/python3.11
/site-packages (from tsplib95) (2.8.8)
Requirement already satisfied: tabulate~=0.8.7 in /opt/anaconda3/envs/viuenv/lib/python3.
11/site-packages (from tsplib95) (0.8.10)
Requirement already satisfied: wrapt<2,>=1.10 in /opt/anaconda3/envs/viuenv/lib/python3.1
1/site-packages (from Deprecated~=1.2.9->tsplib95) (1.17.2)
```

Carga de los datos del problema

```
In [2]:
```

```
import urllib.request #Hacer llamadas http a paginas de la red
import tsplib95  #Modulo para las instancias del problema del TSP
                     #Modulo de funciones matematicas. Se usa para exp
import math
import random
                     #Para generar valores aleatorios
#http://elib.zib.de/pub/mp-testdata/tsp/tsplib/
#Documentacion :
  # http://comopt.ifi.uni-heidelberg.de/software/TSPLIB95/tsp95.pdf
  # https://tsplib95.readthedocs.io/en/stable/pages/usage.html
  # https://tsplib95.readthedocs.io/en/v0.6.1/modules.html
  # https://pypi.org/project/tsplib95/
#Descargamos el fichero de datos (Matriz de distancias)
file = "swiss42.tsp" ;
urllib.request.urlretrieve("http://comopt.ifi.uni-heidelberg.de/software/TSPLIB95/tsp/swi
ss42.tsp.gz", file + '.gz')
gzip -d swiss42.tsp.gz
                          #Descomprimir el fichero de datos
#Coordendas 51-city problem (Christofides/Eilon)
#file = "eil51.tsp"; urllib.request.urlretrieve("http://comopt.ifi.uni-heidelberg.de/sof
tware/TSPLIB95/tsp/ei151.tsp.gz", file)
```

```
#Coordenadas - 48 capitals of the US (Padberg/Rinaldi)
#file = "att48.tsp"; urllib.request.urlretrieve("http://comopt.ifi.uni-heidelberg.de/sof
tware/TSPLIB95/tsp/att48.tsp.gz", file)
```

swiss42.tsp already exists -- do you wish to overwrite (y or n)? ^C

In [3]:

```
#Carga de datos y generación de objeto problem
problem = tsplib95.load(file)
#Nodos
Nodos = list(problem.get nodes())
#Aristas
Aristas = list(problem.get edges())
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```

```
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(23, 27),
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(23, 29),
(23, 30),
(23, 31),
(23, 32),
(23, 33),
. . . ]
      NOMBRE: swiss42
      TIPO: TSP
      COMENTARIO: 42 Staedte Schweiz (Fricker)
      DIMENSION: 42
      EDGE_WEIGHT_TYPE: EXPLICIT
      EDGE_WEIGHT_FORMAT: FULL_MATRIX
      EDGE_WEIGHT_SECTION
      0 15 30 23 32 55 33 37 92 114 92 110 96 90 74 76 82 72 78 82 159 122 131 206 112 57 28 43 70 1
        15 0 34 23 27 40 19 32 93 117 88 100 87 75 63 67 71 69 62 63 96 164 132 131 212 106 44 33 5:
        30 34 0 11 18 57 36 65 62 84 64 89 76 93 95 100 104 98 57 88 99 130 100 101 179 86 51 4 18
        23 23 11 0 11 48 26 54 70 94 69 75 75 84 84 89 92 89 54 78 99 141 111 109 89 89 11 11 11 54
        32 27 18 11 0 40 20 58 67 92 61 78 65 76 83 89 91 95 43 72 110 141 116 105 190 81 34 19 35 !
        55 40 57 48 40 0 23 55 96 123 78 75 36 36 66 66 63 95 34 34 137 174 156 129 224 90 15 59 75
        33 19 36 26 20 23 0 45 85 111 75 82 69 60 63 70 71 85 44 52 115 161 136 122 210 91 25 37 54
        37 32 65 54 58 55 45 0 124 149 118 126 113 80 42 42 40 40 87 87 94 158 158 163 242 135 65 6:
        92 93 62 70 67 96 85 124 0 28 29 68 63 122 148 155 156 159 67 129 148 78 80 39 129 46 82 65
       114 117 84 94 92 123 111 149 28 0 54 91 88 150 174 181 182 181 95 157 159 50 65 27 102 65 110
        92 88 64 69 61 78 75 118 29 54 0 39 34 99 134 142 141 157 44 110 161 103 109 52 154 22 63 6
       110 100 89 89 78 75 82 126 68 91 39 0 14 80 129 139 135 167 39 98 187 136 148 81 186 28 61 9:
        96 87 76 75 65 62 69 113 63 88 34 14 0 72 117 128 124 153 26 88 174 136 142 82 187 32 48 79
        90 75 93 84 76 36 60 80 122 150 99 80 72 0 59 71 63 116 56 25 170 201 189 151 252 104 44 95
        74 63 95 84 83 56 63 42 148 174 134 129 117 59 0 11 8 63 93 35 135 223 195 184 273 146 71 99
```

In [5]:

```
#Probamos algunas funciones del objeto problem

#Distancia entre nodos
problem.get_weight(0, 1)

#Todas las funciones
#Documentación: https://tsplib95.readthedocs.io/en/v0.6.1/modules.html

#dir(problem)
```

Out[5]:

15

Funcionas basicas

```
In [6]:
```

```
#Devuelve la distancia entre dos nodos
def distancia(a,b, problem):
  return problem.get_weight(a,b)
#Devuelve la distancia total de una trayectoria/solucion
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)
sol temporal = crear solucion(Nodos)
distancia total (sol temporal, problem), sol temporal
Out[6]:
(4668,
 [0,
  26,
  19,
  27,
  6,
  24,
  10,
  28,
  16,
  37,
  14,
  40,
  23,
  8,
  29,
  17,
  1,
  31,
  38,
  35,
  4,
  2,
  30,
  13,
  3,
  20,
  25,
  39,
  7,
  34,
  12,
  9,
  22,
  33,
  21,
  36,
  5,
  15,
  11,
  32,
  41,
  18])
```

BUSQUEDA ALEATORIA

```
In [11]:
```

```
def busqueda aleatoria(problem, N):
 #N es el numero de iteraciones
 Nodos = list(problem.get nodes())
 mejor solucion = []
 #mejor distancia = 10e100
                                                   #Inicializamos con un valor alto
 mejor distancia = float('inf')
                                                   #Inicializamos con un valor alto
                                                    #Criterio de parada: repetir N veces
 for i in range(N):
pero podemos incluir otros
   solucion = crear solucion(Nodos)
                                                    #Genera una solucion aleatoria
   distancia = distancia total(solucion, problem) #Calcula el valor objetivo(distancia
total)
   if distancia < mejor distancia:</pre>
                                                    #Compara con la mejor obtenida hasta
ahora
     mejor solucion = solucion
     mejor distancia = distancia
 print("Mejor solución:" , mejor_solucion)
 print("Distancia :" , mejor_distancia)
 return mejor_solucion
#Busqueda aleatoria con 5000 iteraciones
solucion = busqueda aleatoria(problem, 10000)
```

Mejor solución: [0, 38, 14, 31, 15, 26, 6, 29, 22, 30, 10, 11, 24, 9, 41, 19, 37, 35, 36, 13, 12, 4, 28, 34, 40, 21, 39, 2, 8, 33, 7, 20, 18, 27, 32, 1, 5, 3, 17, 16, 23, 25] Distancia : 3714

BUSQUEDA LOCAL

In [26]:

```
********************************
# BUSQUEDA LOCAL
**********************************
def genera vecina(solucion):
 #Generador de soluciones vecinas: 2-opt (intercambiar 2 nodos) Si hay N nodos se genera
n (N-1) \times (N-2)/2 soluciones
 #Se puede modificar para aplicar otros generadores distintos que 2-opt
 #print(solucion)
 mejor_solucion = []
 mejor distancia = 10e100
 for i in range(1,len(solucion)-1):
                                           #Recorremos todos los nodos en bucle doble
para evaluar todos los intercambios 2-opt
  for j in range(i+1, len(solucion)):
     #Se genera una nueva solución intercambiando los dos nodos i, j:
     # (usamos el operador + que para listas en python las concatena) : ej.: [1,2] + [3
] = [1, 2, 3]
     vecina = solucion[:i] + [solucion[j]] + solucion[i+1:j] + [solucion[i]] + solucion
[j+1:]
     #Se evalua la nueva solución ...
     distancia vecina = distancia total(vecina, problem)
     #... para guardarla si mejora las anteriores
     if distancia_vecina <= mejor_distancia:</pre>
       mejor distancia = distancia vecina
       mejor_solucion = vecina
 return mejor solucion
#solucion = [1, 47, 13, 41, 40, 19, 42, 44, 37, 5, 22, 28, 3, 2, 29, 21, 50, 34, 30, 9, 1
6, 11, 38, 49, 10, 39, 33, 45, 15, 24, 43, 26, 31, 36, 35, 20, 8, 7, 23, 48, 27, 12, 17,
4, 18, 25, 14, 6, 51, 46, 32]
print("Distancia Solucion Incial:" , distancia total(solucion, problem))
```

```
nueva solucion = genera vecina(solucion)
print("Distancia Mejor Solucion Local:", distancia total(nueva solucion, problem))
Distancia Solucion Incial: 3714
Distancia Mejor Solucion Local: 3463
In [27]:
#Busqueda Local:
# - Sobre el operador de vecindad 2-opt(funcion genera vecina)
# - Sin criterio de parada, se para cuando no es posible mejorar.
def busqueda local(problem):
  mejor solucion = []
  #Generar una solucion inicial de referencia(aleatoria)
  solucion referencia = crear_solucion(Nodos)
 mejor_distancia = distancia_total(solucion referencia, problem)
                          #Un contador para saber las iteraciones que hacemos
  iteracion=0
  while (1):
   iteracion +=1
                          #Incrementamos el contador
    #print('#',iteracion)
    #Obtenemos la mejor vecina ...
    vecina = genera vecina(solucion referencia)
    #... y la evaluamos para ver si mejoramos respecto a lo encontrado hasta el momento
    distancia vecina = distancia total(vecina, problem)
    #Si no mejoramos hay que terminar. Hemos llegado a un minimo local(según nuestro oper
ador de vencindad 2-opt)
    if distancia vecina < mejor distancia:</pre>
     #mejor solucion = copy.deepcopy(vecina)
                                                #Con copia profunda. Las copias en pytho
n son por referencia
     mejor solucion = vecina
                                                #Guarda la mejor solución encontrada
     mejor_distancia = distancia_vecina
   else:
     print ("En la iteracion ", iteracion, ", la mejor solución encontrada es:" , mejor_
solucion)
     print("Distancia :" , mejor distancia)
     return mejor solucion
    solucion referencia = vecina
sol = busqueda local(problem )
En la iteracion 33 , la mejor solución encontrada es: [0, 6, 5, 14, 15, 7, 17, 31, 20, 3
3, 34, 38, 22, 29, 4, 18, 10, 8, 9, 21, 23, 41, 25, 11, 12, 26, 13, 19, 16, 37, 36, 35, 32
, 30, 39, 24, 40, 28, 27, 2, 3, 1]
Distancia
           : 1798
```

SIMULATED ANNEALING

In [7]:

```
#Devuelve una nueva solución pero intercambiando los dos nodos elegidos al azar
return solucion[:i] + [solucion[j]] + solucion[i+1:j] + [solucion[i]] + solucion[j+1:]

#Funcion de probabilidad para aceptar peores soluciones
def probabilidad(T,d):
   if random.random() < math.exp( -1*d / T) :
      return True
   else:
      return False

#Funcion de descenso de temperatura
def bajar_temperatura(T):
    return T*0.9999</pre>
```

multiarranque para mejora

```
In [8]:
```

```
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 = []
                                 #x* del seudocodigo
                                #F* del seudocodigo
 mejor distancia = 10e100
 N=0
  while TEMPERATURA > .0001:
   N+=1
   #Genera una solución vecina
   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(siempre!!!)
    if distancia vecina < mejor distancia:</pre>
       mejor_solucion = vecina
       mejor_distancia = distancia_vecina
    #Si la nueva vecina es mejor se cambia
    #Si es peor se cambia según una probabilidad que depende de T y delta(distancia refer
encia - distancia vecina)
   if distancia vecina < distancia referencia or probabilidad (TEMPERATURA, abs (distanci
a referencia - distancia vecina) ) :
      #solucion referencia = copy.deepcopy(vecina)
      solucion referencia = vecina
     distancia referencia = distancia vecina
    #Bajamos la temperatura
    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, 10000000)
```

La mejor solución encontrada es [0, 27, 28, 8, 10, 25, 11, 12, 18, 26, 6, 1, 7, 17, 31, 32, 30, 29, 9, 41, 23, 40, 24, 21, 39, 22, 38, 34, 33, 20, 35, 36, 37, 15, 16, 14, 19, 13, 5, 4, 2, 3] con una distancia total de 1451