#Custom crossover?
#Normal Method with pop=90, Mutation for all elitistics except 1, with initial heuristics?
Average deviation from results: 16368.311567014665

#Custom crossover….
#Refined Method, with pop=50 Mutation for all elitistics except 1, with initial heuristics.
Average deviation from results: 16524.070168144848

#Refined Method with pop=90 Mutation for all elitistics except 1, with initial heuristics.
Average deviation from results: 14003.450074568449 Recently 13777.466366677756
...validated….

#Refined Method with Mutation not allowed on elististic solution, with initial heuristics.
Average deviation from results: 26188.027050947283

#Refined Method with Mutation not allowed on elististic solution[6 & abve], with initial heuristics.
Average deviation from results: 16958.387821612952

#Refined Method with Mutation not allowed on elististic solution[6 & above], with initial heuristics, with mut_rate=0.05
Average deviation from results: 25023.410082952447

#Method same as 14K result but initial population consists of all custom made….
Average deviation from results: 12690.243466603155

#Used Christophide algorithm to populate initial population, rest same as 12K one.
Average deviation from results: 3113.962681273875

#Used the procedure same as above, with mutation rate = 20%
Average deviation from results: 2999.469197308652
Average deviation from results: 2934.8847841331008
Average deviation from results: 2884.7101245553968
Average deviation from results: 2806.203009413477
Average deviation from results: 2968.651778071415
Avg deviation = 2918.78378

After running for 5000 generations:
Average deviation from results: 2540.840462230466