

Ant Colony Optimisation Meta Heuristics

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1 Introduction

Ant colony is a optimisation problem inspired by foraging nature of ants to solve well known computer science combitoral problem Tsp(travelling sales person) problem. Combitoral optimisation problems intend to solve combination and permutation based problems in optimal combinations and permutations (Socha & Dorigo 2008). The TSP purposes a problem which requires optimal path traversed in list of cities visited exactly once. The problem is NP-hard problem, which means that there doesnot exist a optimal polynomial solution for solving the problem (Socha & Dorigo 2008). Heuristic based solution can be applied to solve such problem which doesnot ensure the best optimal path in covered in list of cities but solves the problem with descent solution in limited time constraints (Socha & Dorigo 2008).

2 Ant Colony Optimisation

ACO(Ant colony optimisation) algorithm was first purposed in as 'Ant System' as a novel heuristic solution to approach combitorial problems (Dorigo & Di Caro 1999). The source of inspiration for ant system algorithm is taken from real ants. The inital path covered by the ant in search of food is in random direction and deposits a chemical known as phermone. The journey returning from destination to source point of journey the ants follows the phermone trails (Socha & Dorigo 2008).

Algorithm 1 Ant Colony Optimisation

```
while termination condition != False do
    SolutionConstruction()
    PheromoneUpdate()
    LocalSearch() [Optional]
end while
```

Construction Function

The Solution construction function requires to build a appropriate solution in graph $G = (V, E)$ where V represents a vertices and E represents the weighted

edge between the vertices. The construction of path is based on a probabilistic method mentioned in equation below

$$p(c_{ij}) = \frac{\tau_{ij}^\alpha \cdot \eta(c_{ij})^\beta}{\sum_{c_{ij}} \tau_{ij}^\alpha \cdot \eta^\beta}, \forall c_{ij} \in \mathbb{N} \quad (1)$$

The $p(c_{ij})$ shows the probability of choosing the path i and j . τ_{ij} is the pheromone on the i and j vertices in the graphs. η is path visibility value, which is assigned at each construction a heuristic value to optimal solution edges (Socha & Dorigo 2008). α and β are the hyper parameters in the equation controlling the relationship between pheromone information and heuristic information (Socha & Dorigo 2008).

PheromoneUpdate Function

The objective of the pheromone update function is to associate more pheromone for path which has short edge distance between the vertices which can be achieved by increasing the $\Delta\tau_{i,j}^k$ pheromone level deposited on i^{th} and j^{th} edge and decreasing the evaporation associated with edge with larger distances (Socha & Dorigo 2008). The equation below shows the mathematical expression for calculating the pheromone deposited by k^{th} ant in the graph.

$$\tau_{i,j}^k = \begin{cases} \frac{1}{L^k}, & L = \text{length travelled by } k \text{ ant on edge } i \text{ and } j \\ 0, & \text{otherwise} \end{cases}$$

Pheromone without evaporation

The equation above shows the equation for pheromone by single ant. Furthermore, if there exists m ants then the following equation would be used to calculate the pheromone without evaporation.

$$\tau_{i,j} = \sum_{k=1}^m \Delta\tau_{i,j}^k \quad (2)$$

the equation will compute the sum of all pheromone deposited by all the ants, where m is total number of artificial ants in the system (Dorigo, Birattari & Stutzle 2006).

Pheromone with evaporation

$$\tau_{i,j} = (1 - \rho)\tau_{i,j} + \sum_{k=1}^m \Delta\tau_{i,j}^k \quad (3)$$

the equation above introduces new symbol ρ which is a constant that ranges between 0 and 1 and is called evaporation rate. $(1 - \rho)\tau_{i,j}$ subtracts evaporation constant from 1 and multiply it with the current pheromone, which simulates the process of evaporation (Dorigo, Birattari & Stutzle 2006).

References

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