

THE TRAVELLING SALESMAN PROBLEM: 2-OPT HEURISTIC

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# -*- coding: utf-8 -*-
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#!/usr/local/bin/python
#Traveling Salesman Solution using 2-opt Algorithm
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import math, numpy
def getDistance(city1, city2):
       return math.sqrt((int(city2[0]) - int(city1[0]))**2 + (int(city2[1])-int(city1[1]))**2)
#A function to get the total weight of a path
def getWeight(perm):
       #Set the initial distance to 0
  dist = 0
  perm=cities
       #Calculate and add the distance between each city
  for i in range(len(perm)-1):
    dist += getDistance(perm[i,:], perm[i+1,:])
       #to add the final city back to the initial city to the total dist
  dist += getDistance(perm[-1,:], perm[0,:])
       #We now have the total distance so return it
  return dist
  results = 0
  next =numpy.copy(cities)
  weight=getWeight(next)
  for i in range(0,(len(cities)-3)):
    for j in range(i+2, len(cities)-2):
      ii=i+1
      jj=j-1
      tmp=numpy.copy(next[i,:])
      next[i,:]=numpy.copy(next[j,:])
      next[j,:]=numpy.copy(tmp)
      for nw in range(0,(jj)):
        next[ii+nw,:]=numpy.copy(cities[(jj-nw),:])
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for pw in range(j+1,len(cities)-1):
           next[pw,:]=numpy.copy(cities[pw,:])
      new weight = getWeight(next)
      #If the new tour is better than the old tour, set new tour as current best
     if new_weight <= weight:</pre>
       best = numpy.copy(next)
     else:
       best= numpy.copy(next)
  results = new_weight
       #Return an arbitrary path and the weight
  return [best, results]
#initializations
cities = numpy.random.random_integers(0, 100, (10, 2))
opt_tour = two_opt(cities)
print ('The optimum tour is: %s (%f)' % (opt_tour[0], opt_tour[1]))
print ('There are %d cities in this tour.' % (len(opt_tour[0])))
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