# Travelling Salesman Problem

# --Using Genetic Algorithms

Section 2 group 204

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# Abstract

Genetic algorithm (GA) is a met heuristic inspired by the process of natural selection that belongs to the larger class of evolutionary algorithms (EA). Genetic algorithms are commonly used to generate high-quality solutions to optimization and search problems by relying on bio-inspired operators such as mutation, crossover and selection.

In this project, we will create a genetic algorithm that calculate best path. The path is represented by the order of city, the fitness is the total distance from start city to each other cities once then return back to start point.

# Implementation concepts

1. Seeding: When importing the city list into the original population as individual, the array list that for each individual will be shuffled for randomization.

2. Evolve: Produce next generation by eliminating the second half of population after sorting by fitness. Then mating/breeding to have children by crossover and mutation. And fill the rest space using the selected/survivor pool to reach the maximum population.

3. Culling: Select the best half of the population. Individual class implements comparable, compareTo function is used to reverse the order when sorting.

4. Crossover: Select part of the gene from parent1 and fill the rest using missing parts from parent2.

5. Mutate: Randomly swap the order of gene (city) for each child, have two implementations. In this project, we have two kinds of mutate.

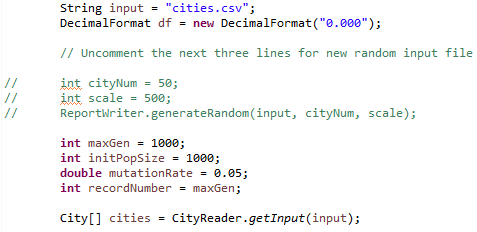
5.1 Mutate: Every city has a chance decided by mutation rate to swap position with one of the rest cities

5.2MutateAlt: Alternative method, only swap once.

\*ReportWriter class works as a logger to record the results for each generation

# Parameters Setting

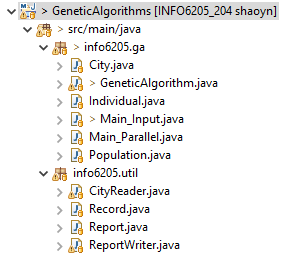
In this project, we set default parameters as follow:



The initial population is 1000 and max generation is 1000. When reach max population, the program will stop and print result.

# Program Structure

Src folder contains ga and util parts.



Ga part is the core of this project, including:

City.java

GeneticAlgorithm.java

Individual.java comments

Main\_Input.java

Population.java

Util part mainly read file and output log files, including:

CityReader.java

Record.java

Report.java

ReportWriter.java

# Work flow

Basic step of genetic algorithm

1. Main\_Input read the cities.csv file in the input folder under application root path. (If a new set of cities need to be created, the code in ReportWriter can be used. Read the instructions in Read.me file). The different permutations of cities will be stored in population as an individual which represent different routes.

2. Then, the population is assessed by assigning fitness values ​​to each individual in the population. At this stage, we often pay attention to the most suitable solution at present, as well as the average fitness of the population.

3. The main function will start to evaluate the population and stop after the max generation has been reached, which means the evolve function will be called maxGen times.

4. For each evaluation, the group goes through a selection phase in which individuals from the group are selected based on their health score - the higher the fitness, the greater the chance that the individual will be selected.

5. The next stage is to apply crossover and variation to selected individuals. And then apply mutations depends on the mutation rate for offspring. This stage is where new people are created for the next generation.

6. At this point, the new population will return to the assessment step and start the process again. We call each cycle of this loop a generation.

7. When the maximum generation number has been reached, the best candidate will be print to console and stored in the report log file.

Here are steps our evolve function works:

First, evolve the population to next generation and create survivor pool, where off springs generate.

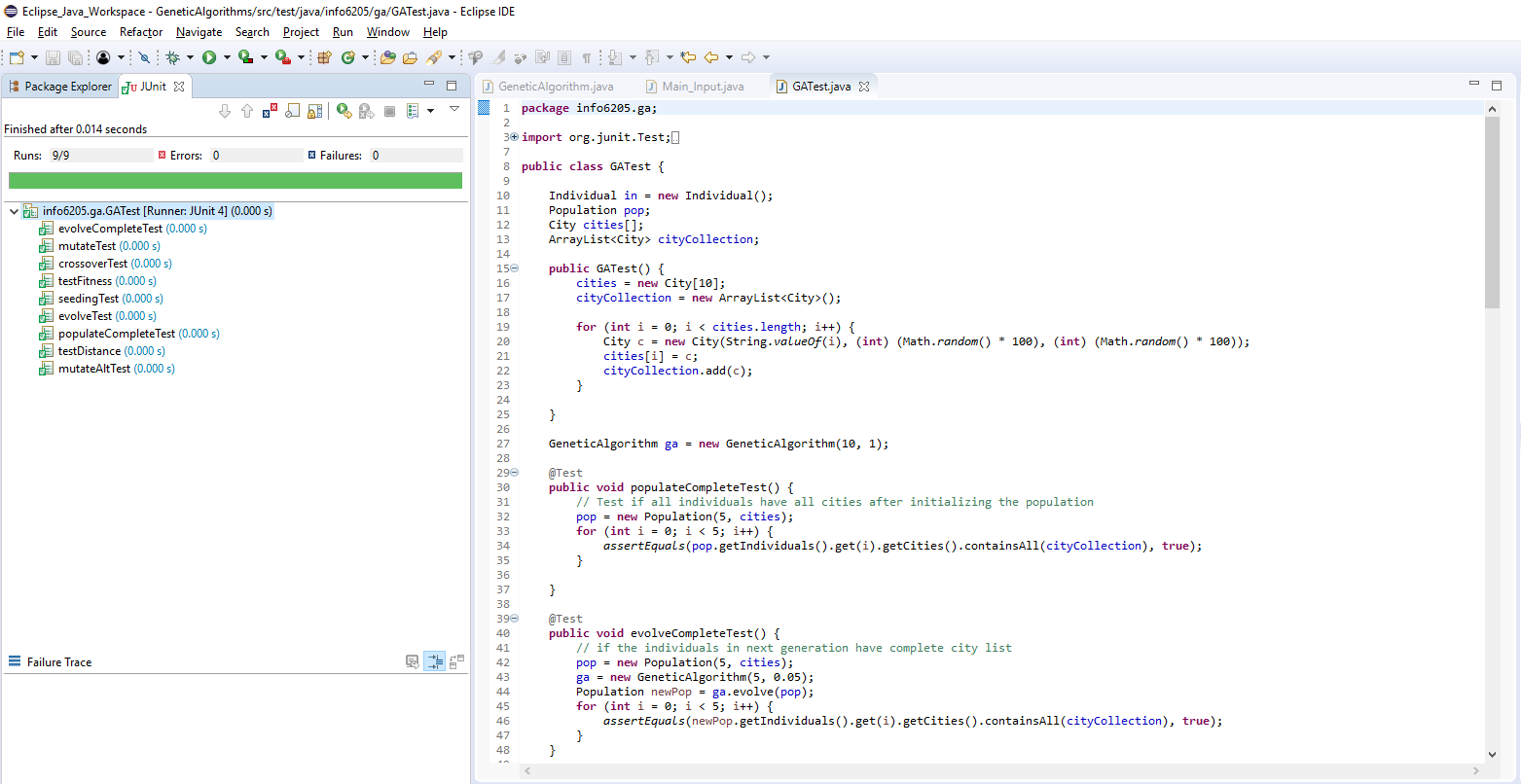
In crossover part, we randomly select two individuals as parents from survivor pool. The constraint is that parents can't be the same individual.

In fitness calculation, we simply use 1/totalDistance of the route as number of fitness.

Then, select the best half of the population to survive and use the survivor pool to fill the rest of the population.

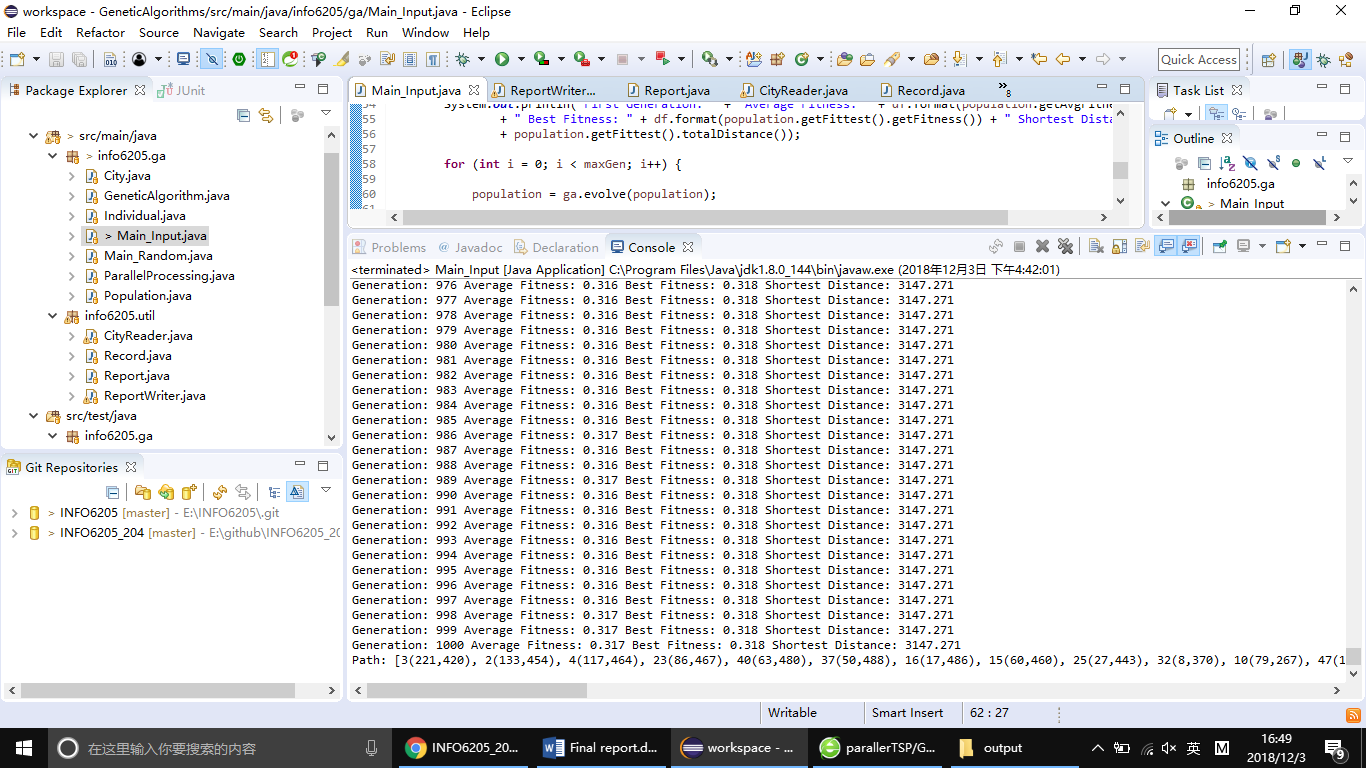
# JUNIT TEST CASES

All the test case successfully run.



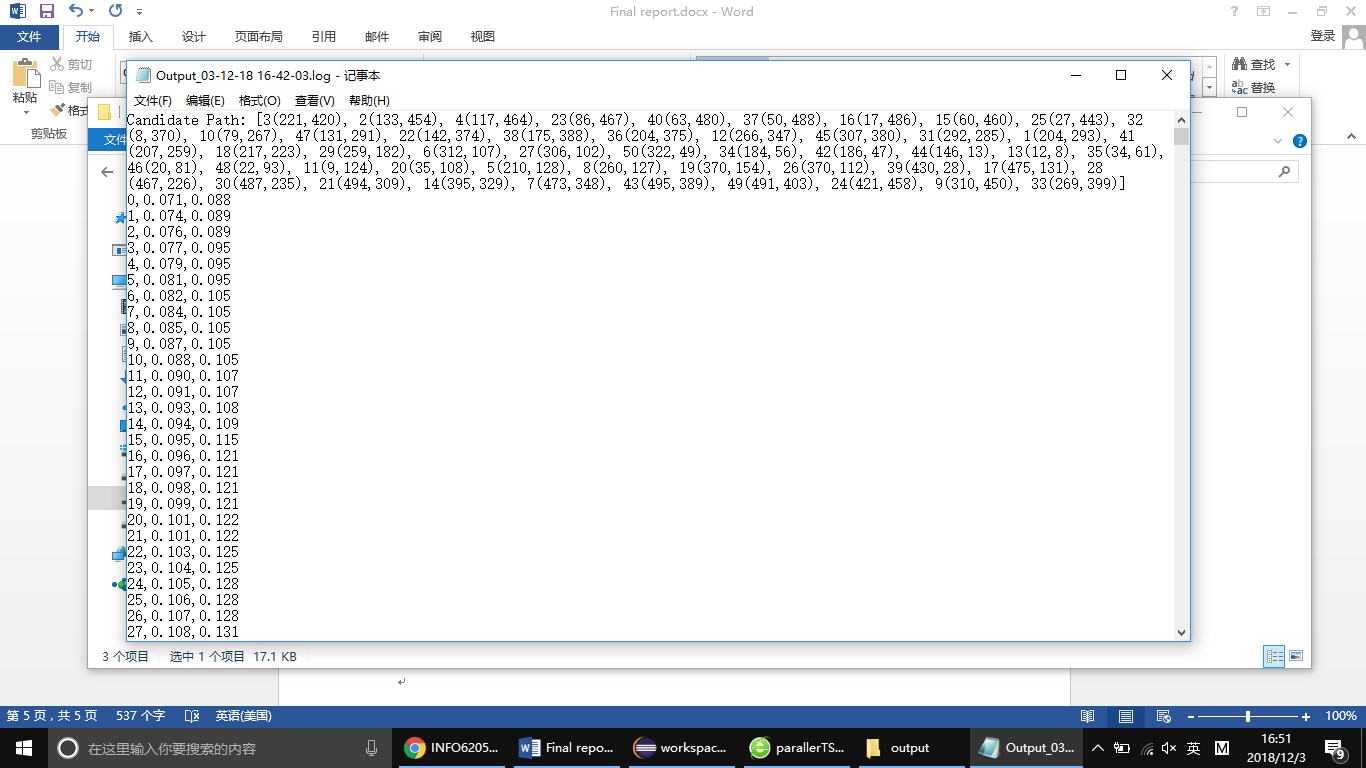
# Running results

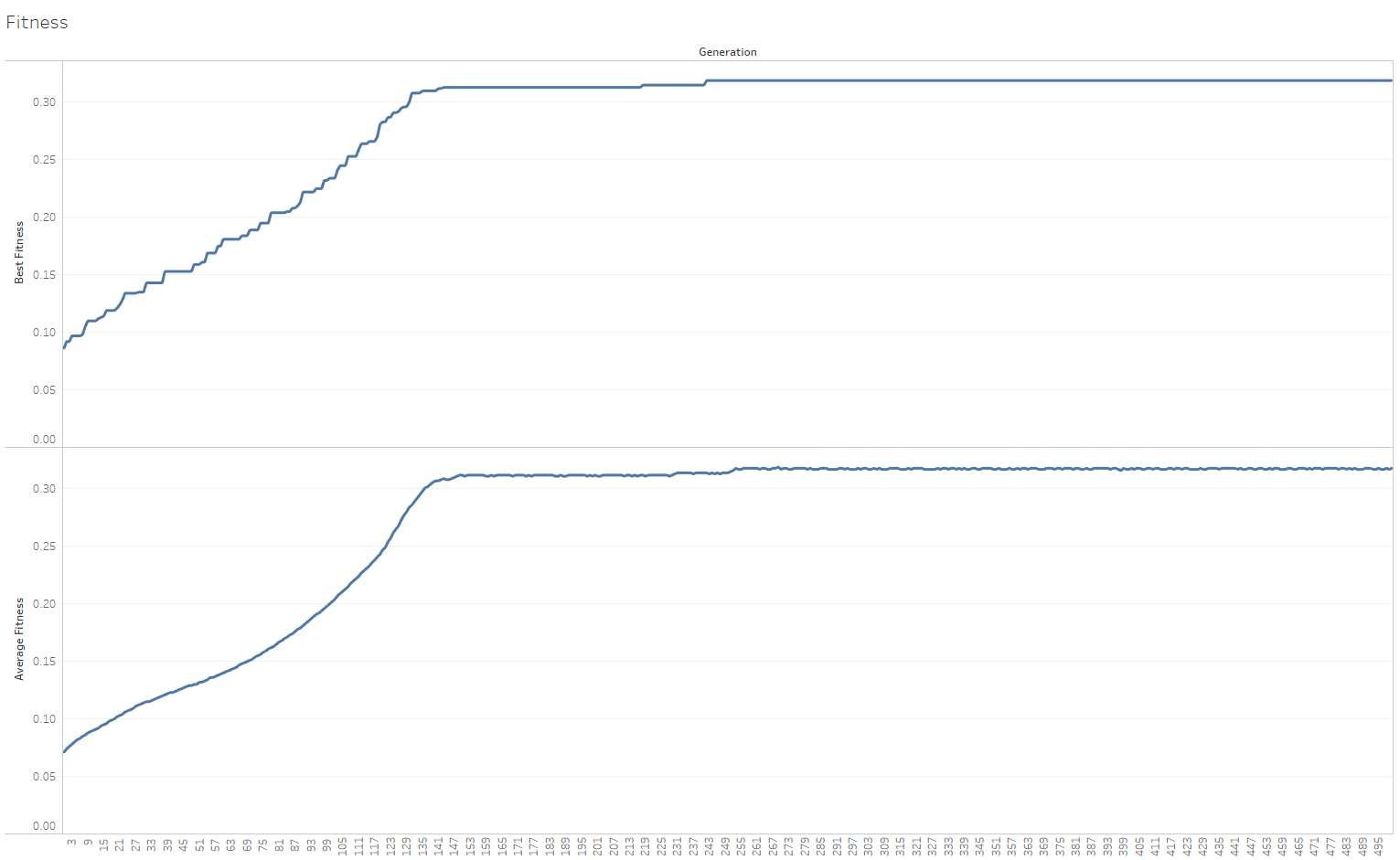
Here is the running result for this project:



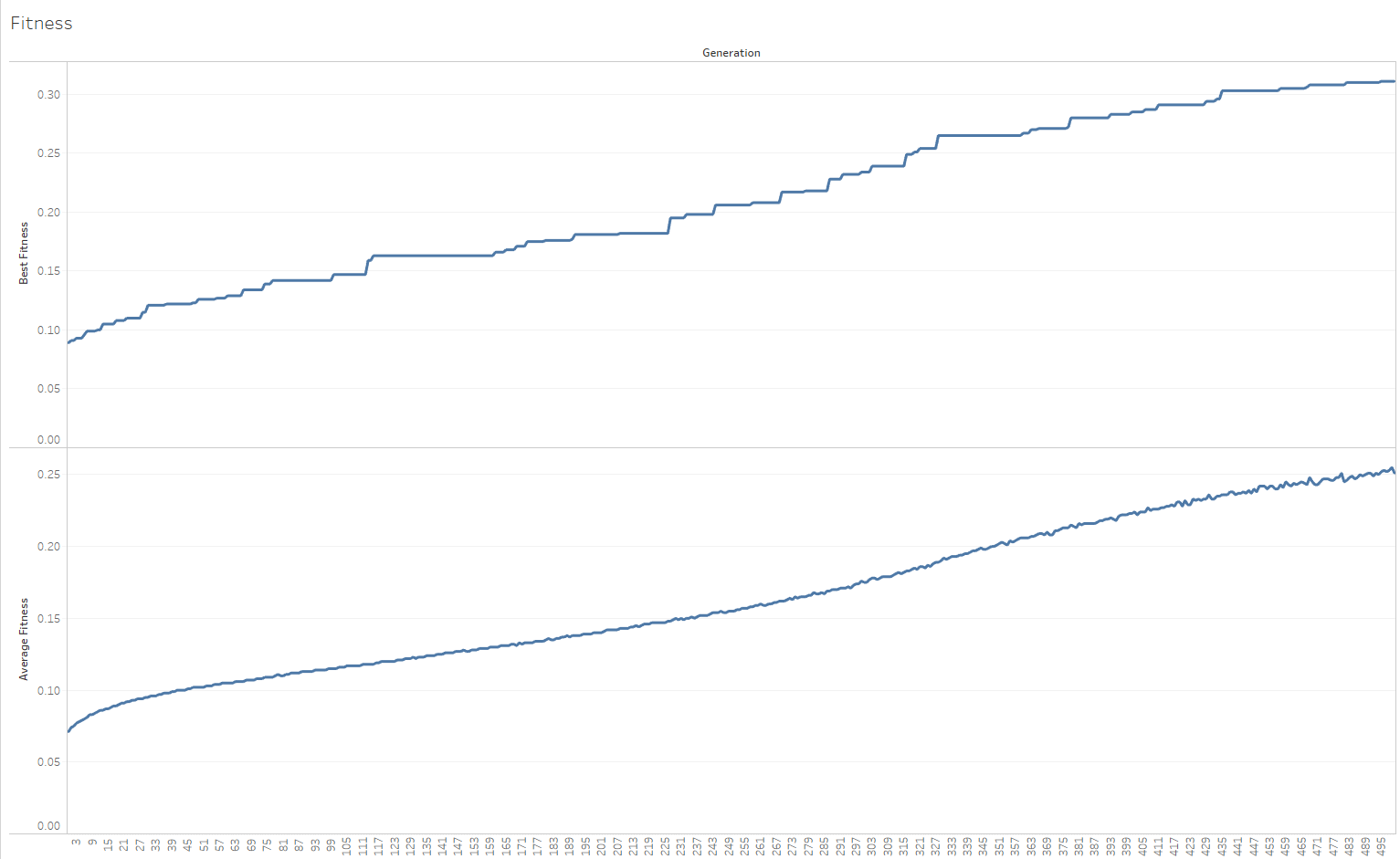
The shortest distance of each generation will be printed. We sort the distance each time when a new generation is created and the shortest distance is not always improved.

We also generate log file as follow:





Fitness vs Generation (mutateAlt method, swap once)



Fitness vs Generation (mutate method, do swap for each city)

Our mutateAlt function shows better performance finding the relatively optimal solution in fewer generations. Our genetic algorithm doesn’t always produce better solution in next generation because the best candidate is already in it (Best individual in the survivor pool).

# Reference

[1]. <https://en.wikipedia.org/wiki/List_of_genetic_algorithm_applications>

[2]. <https://github.com/Apress/genetic-algorithms-in-java-basics/tree/master/GA%20in%20Java>

[3]. <https://www.apress.com/us/book/9781484203293>