

# TSP & Genetic Algorithm

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# Content

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- Introduction to Genetic Algorithm.
- Population Initialization.
- Parents Selection.
- Crossover.
- Mutation.

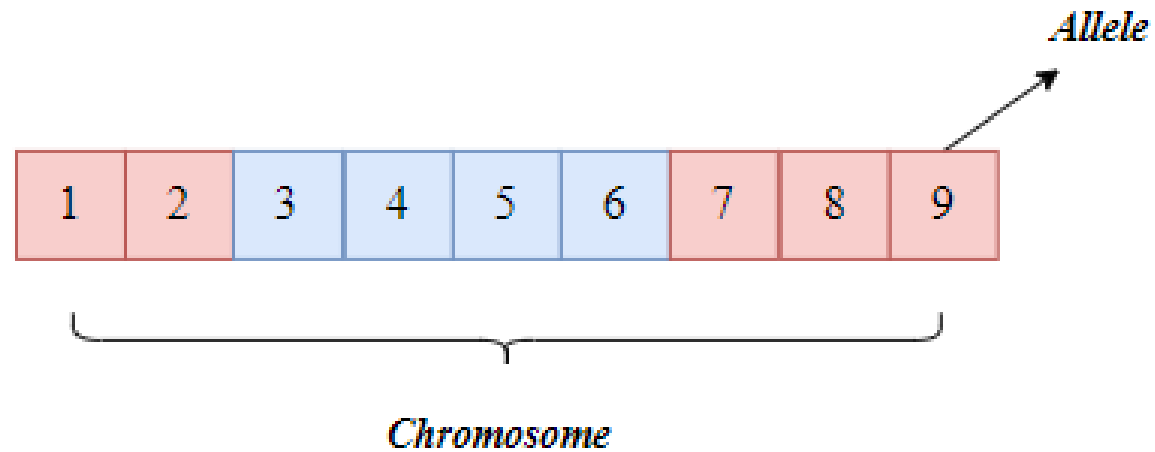
# Genetic Algorithm

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- **String:** Solution representation (chromosome).
- **Fitness:** Objective function value of a given solution.
- **Population:** Set of strings/solutions.
- **Generation:** Set of strings/solutions for a given iteration.
- **Crossover:** Mechanism to generate new solutions (offspring) from old solutions (parents).
- **Mutation:** Modify a given solution (offspring) within a neighborhood.
- **Maintenance:** Mechanism to kill/remove solutions and keep population size.

# Solution Representation for TSP

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# Genetic Algorithm

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## Algorithm 3: Genetic Algorithm

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**GA Parameters:**  $p_c$ ,  $p_m$ ,  $g_{max}$

**Problem-specific parameters**  $pop_{size}$ ,  $dims$ ,  $x_{min}$ ,  $x_{max}$

$x, f(x), g_{best} = \text{INIT\_POPULATION}$

**for** generation  $g = 0, 1, 2, \dots, g_{max}$  **do**

**for**  $i = 0, 1, 2, \dots, pop_{size}/2$  **do**

$idx_{parents} = \text{SELECTION}()$  ;

$parents = x[idx_{parents}]$  ;

$children = \text{CROSSOVER}(p_c)$  ;

$children = \text{MUTATION}(p_m)$  ;

$new\_generation = [new\_generation, children]$  ;

/\* Select index of parents \*/

/\* Get parents from current generation \*/

/\* Crossover with probability  $p_c$  \*/

/\* Mutate children with probability  $p_m$  \*/

/\* Append children \*/

**end**

$pooled\_population = [x, new\_generation]$  ;

/\* Parents + Children \*/

$x = \text{MAINTENANCE}(pooled\_population)$  ;

/\* Maintenance with pooled population \*/

$g_{best} = \text{argmin}\{f(x)\}$  ;

/\* Global minimum from survivors \*/

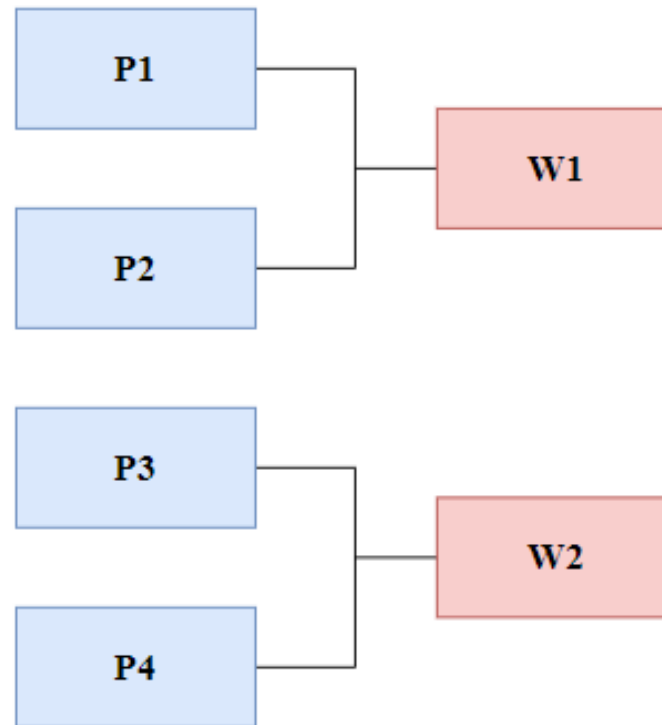
**end**

**Output:**  $x, g_{best}$

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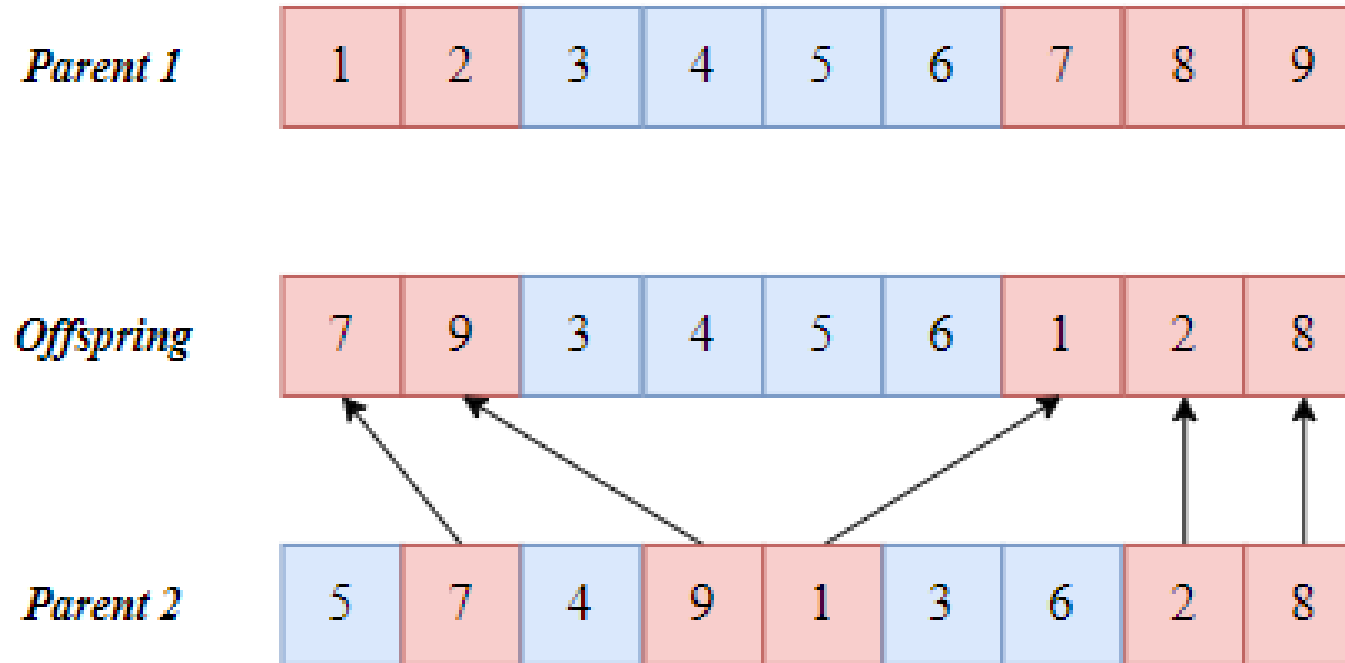
# Tournament Selection

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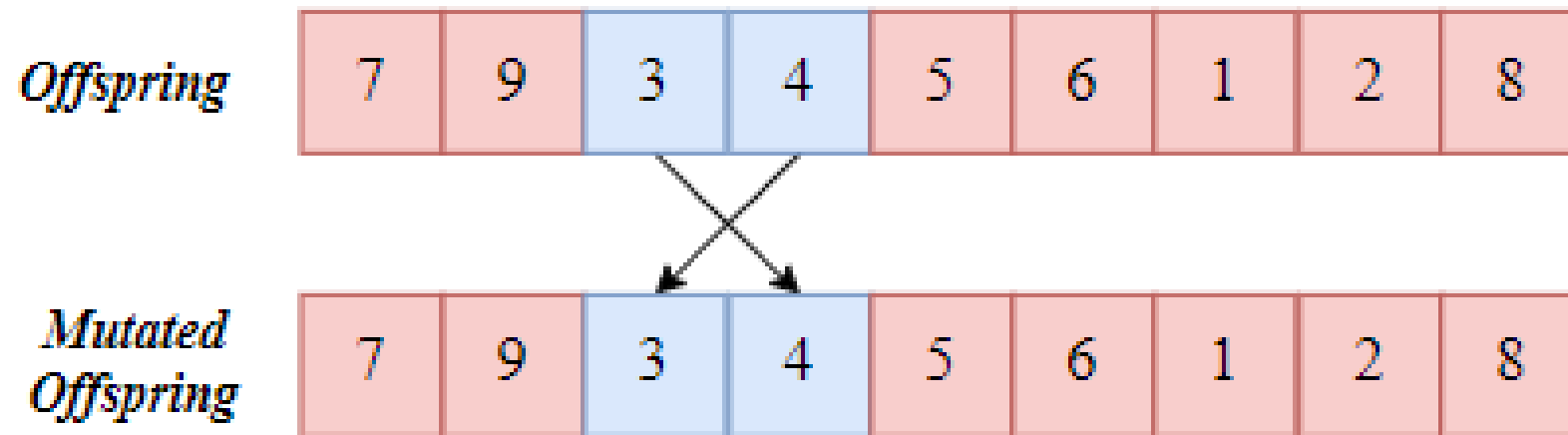
# Order Crossover (OX-1)

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# Mutation: Swap

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Maintenance  
Mechanism

Tournament

Survival of the  
fittest