

Abstract: Group 2 proposes to study the convergence properties of simulated annealing, genetic algorithms, and ant-colony approaches towards finding optimal solutions for various travelling salesman problems. Code will be tested to find convergence rate, wall-clock time, and for solution space exploration. For future studies, we will consider looking at parallel and/or GPU solutions to accelerate algorithms.

0.1 Introduction

0.2 Simulated Annealing

0.3 Genetic Algorithms

0.4 Ant-Colony Approaches

0.5 Analysis