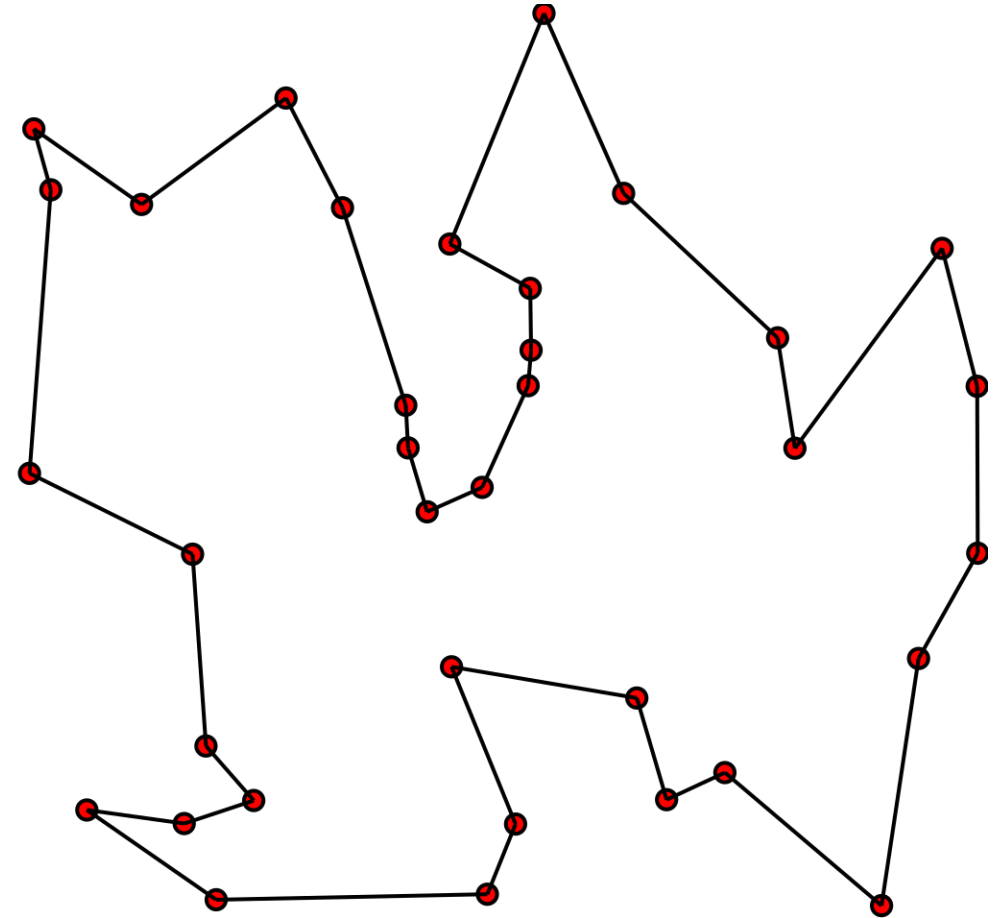


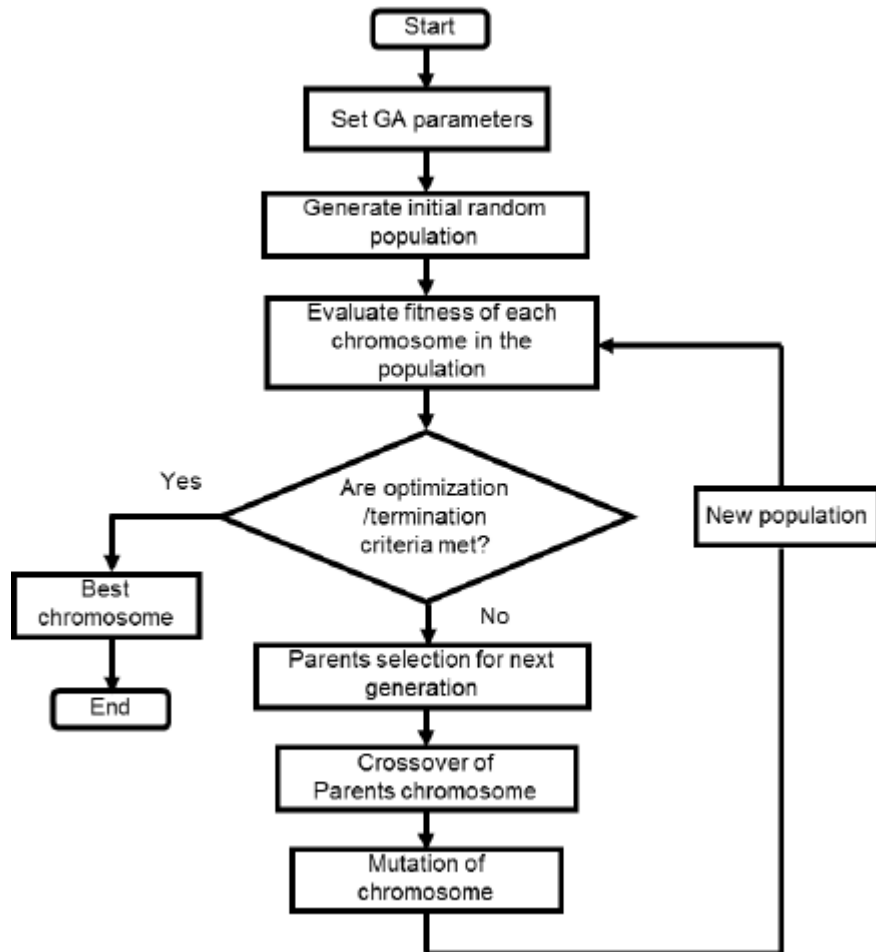
Genetic Algorithm & Travelling Salesman Problem

Travelling Salesman Problem (TSP)

- Input:
 - n cities
 - distances between cities
- Goal:
 - find permutation with minimum travel distance

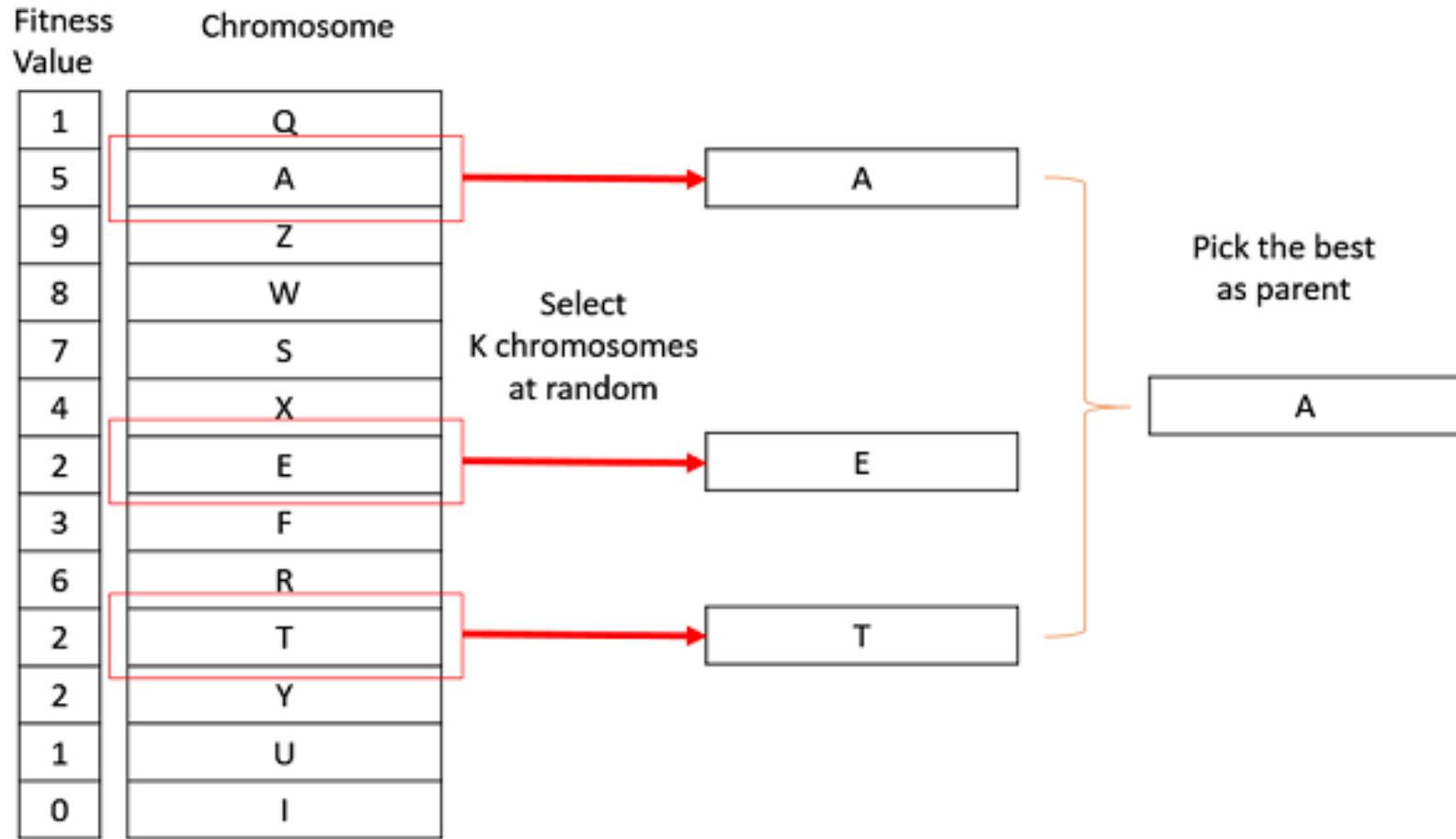


Genetic Algorithm



- Chromosome
 - Representation of a solution/individual
 - Permutation of cities
- Fitness – distance
- Selection - parents for next generation
 - K-tournament – best from k randomly selected individuals (probability of selection)
- Crossover
 - Combination of two parents into a new individual
 - Single-point crossover
- Mutation
 - Small change in an individual
 - Swap mutation – swap two cities in the permutation

Tournament Selection



Single Point Crossover

