

# Swarm Intelligence for Solving a Traveling Salesman Problem

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Mannheim, Germany

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Knowledge for Tomorrow



# Isabel Kühner

I did a cooperative study program at



Baden-Wuerttemberg Cooperative State University (DHBW)  
Mannheim

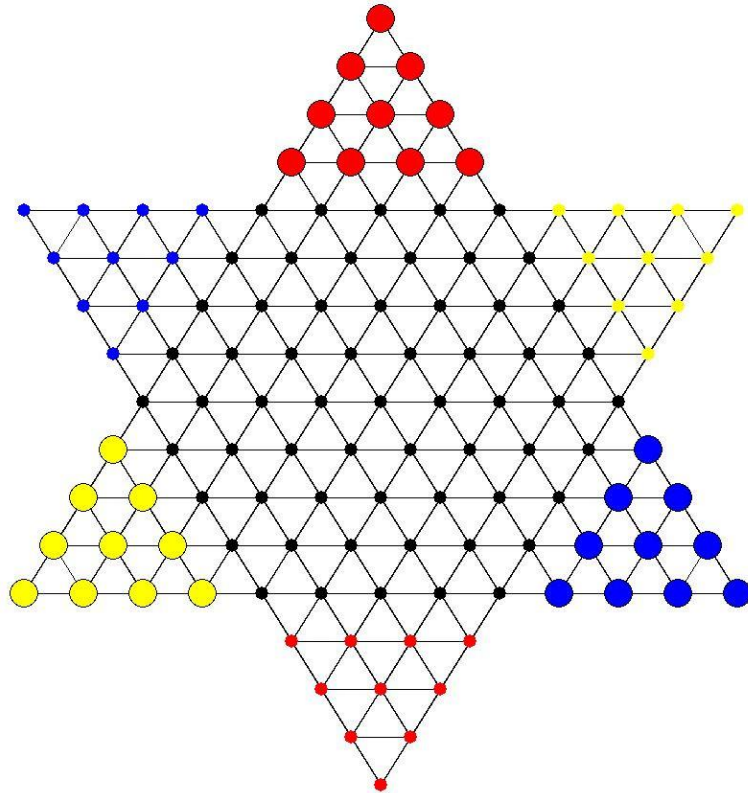


German Aerospace Center (DLR) Oberpfaffenhofen  
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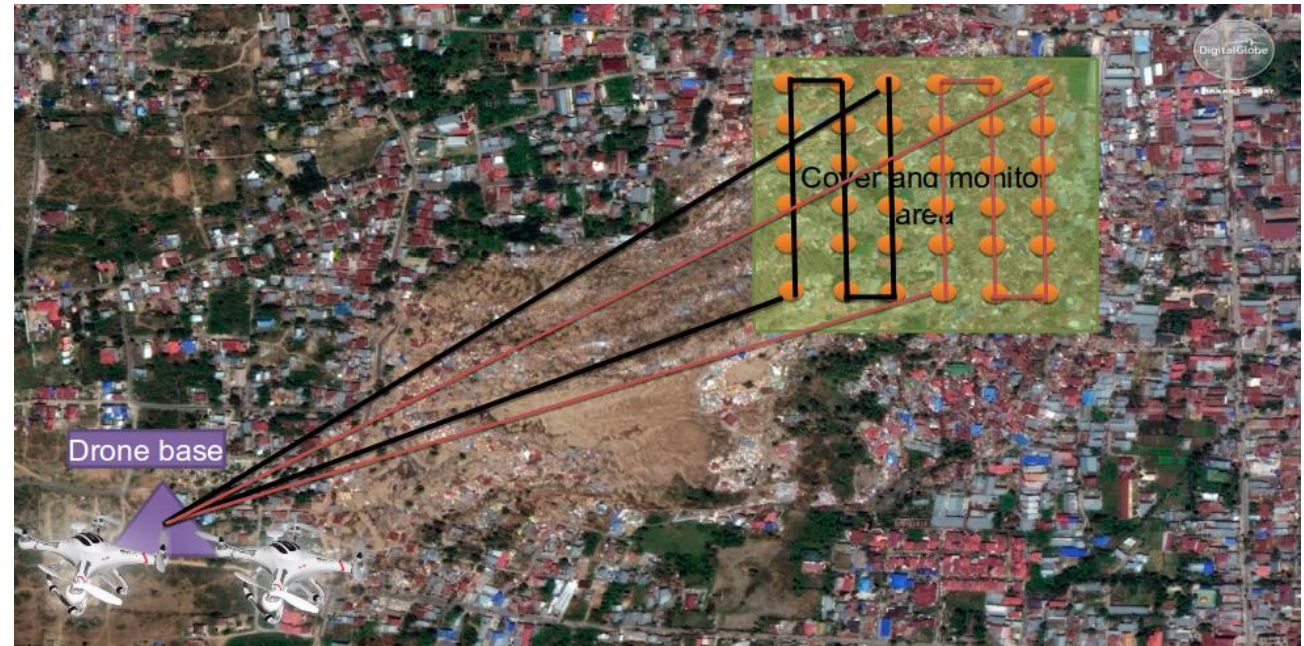
and obtained my Bachelor degree in 2019.



# Motivation



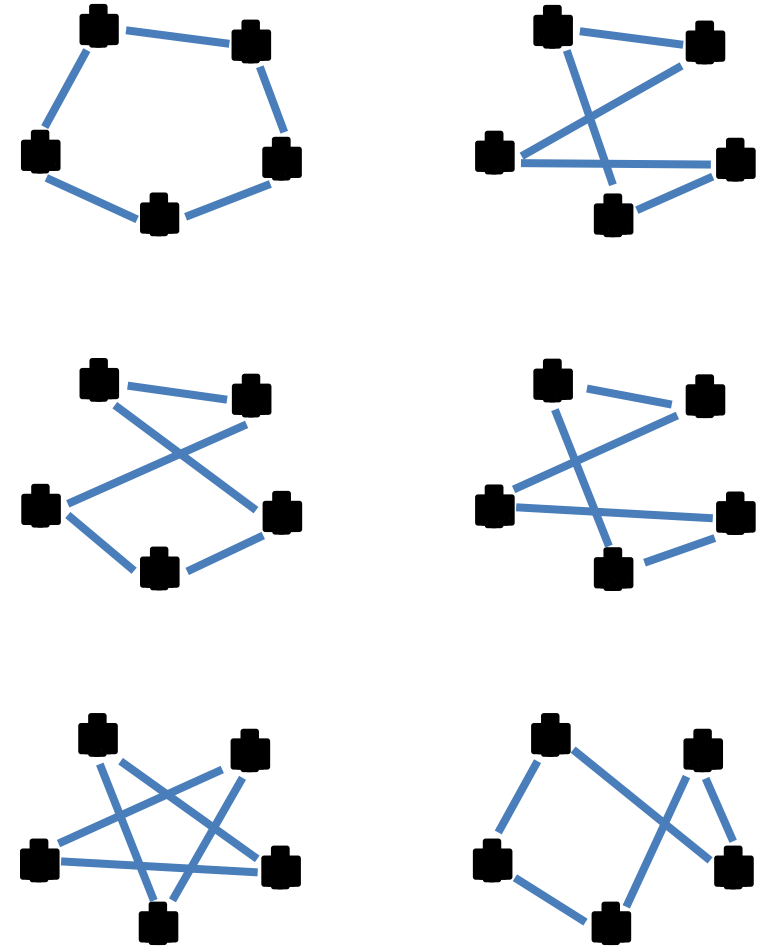
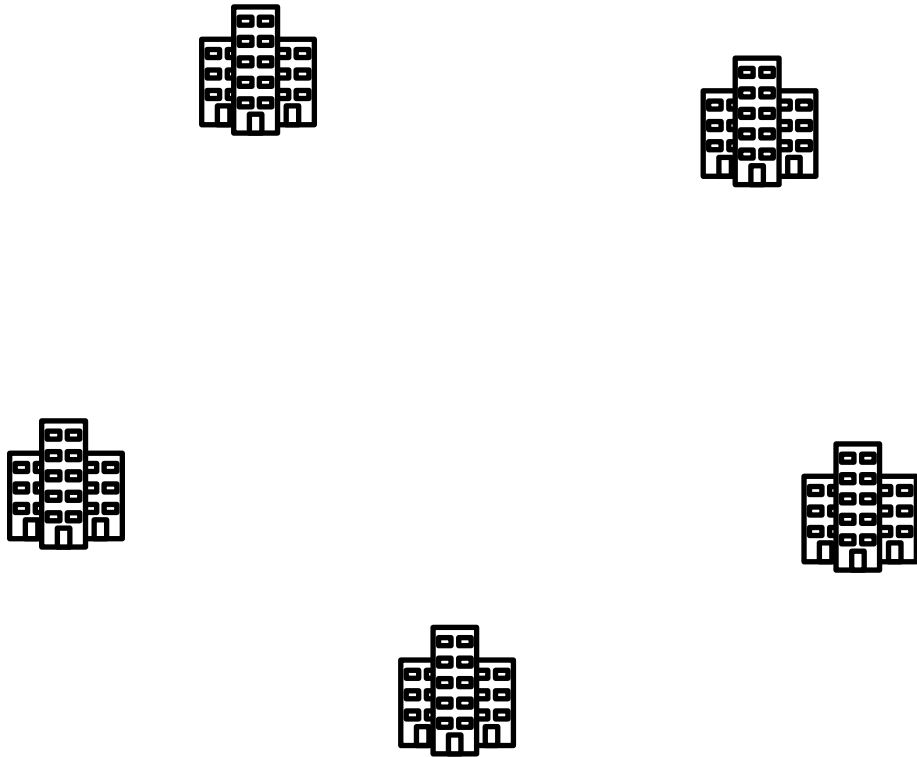
Board Game Halma (Chinese Checkers)



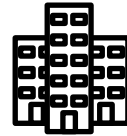
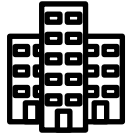
Drones for Disaster Management



# Traveling Salesman Problem



# Traveling Salesman Problem



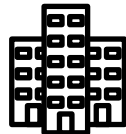
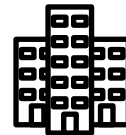
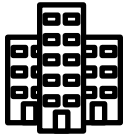
Ant Colony Optimization (ACO)



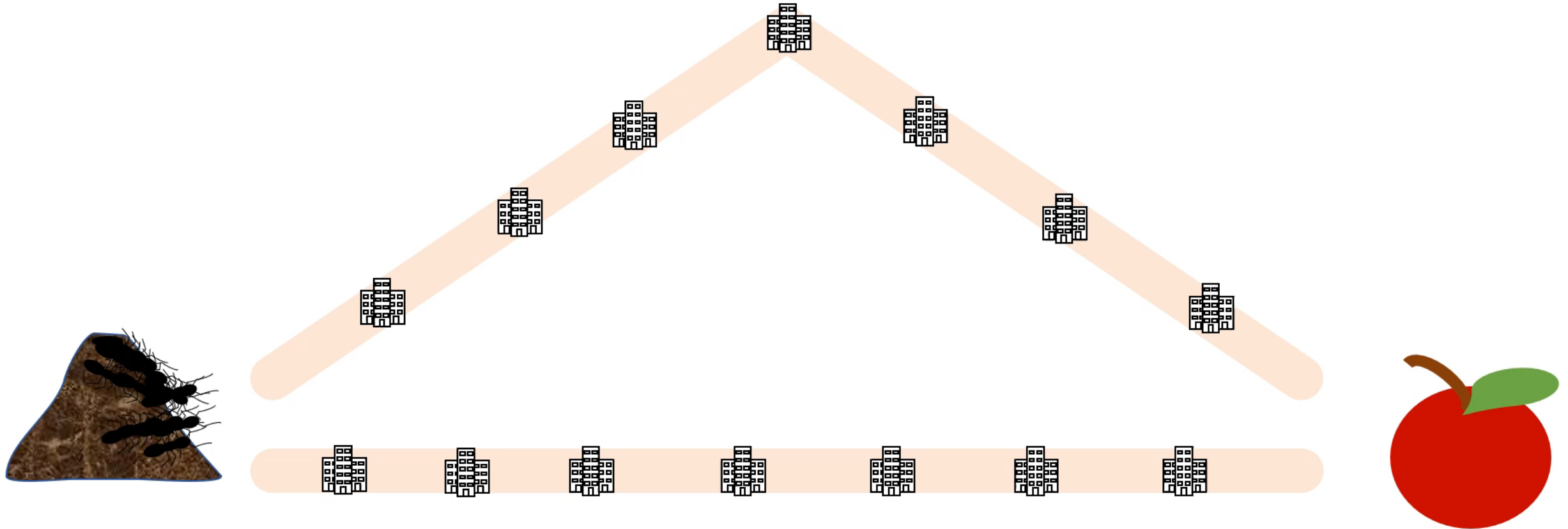
Particle Swarm Optimization (PSO)



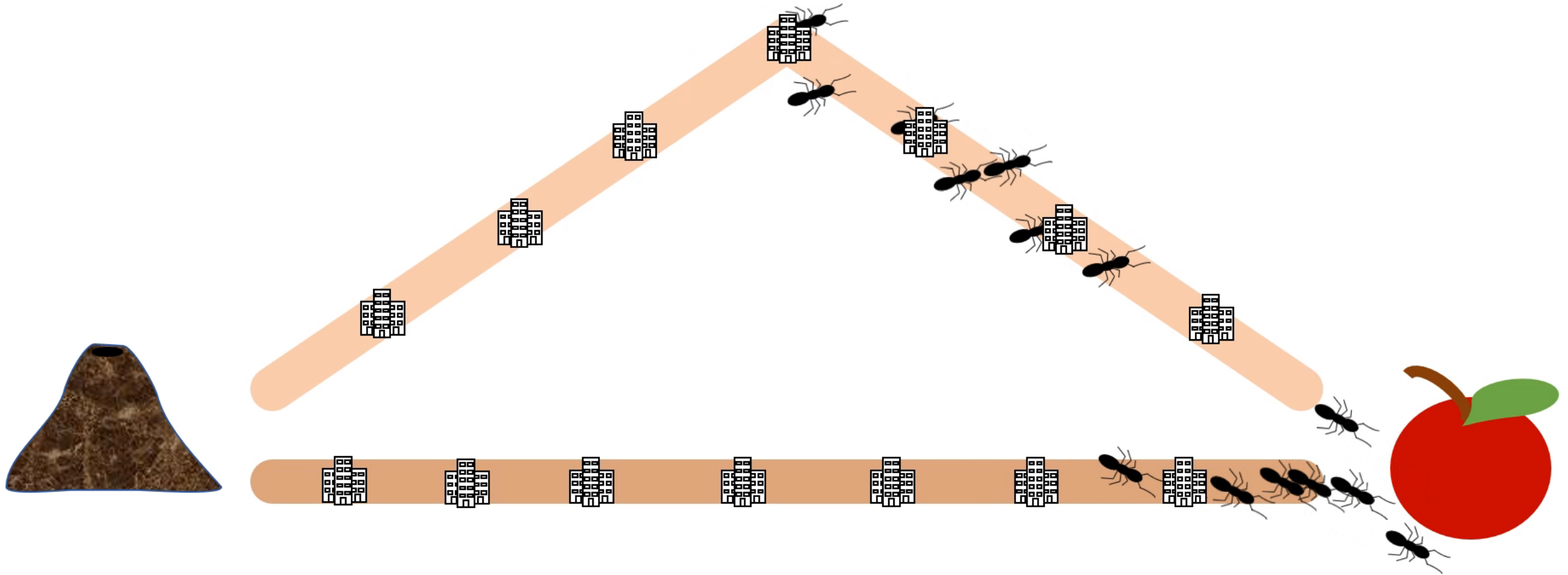
Bee Colony Optimization (BCO)



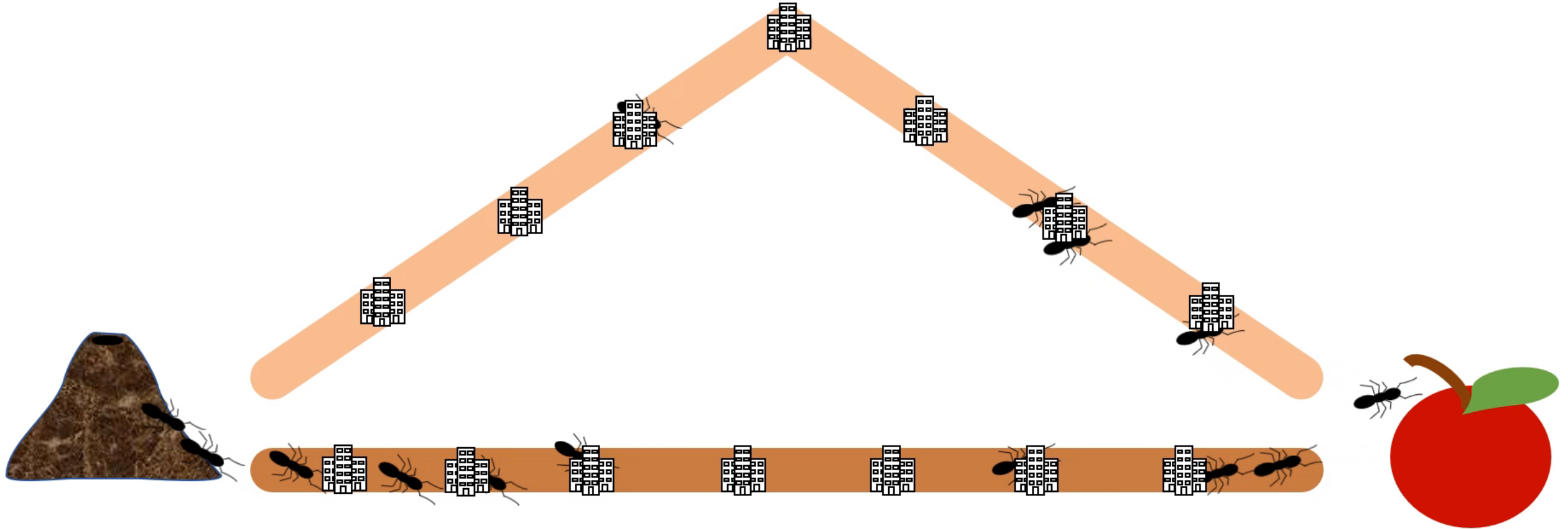
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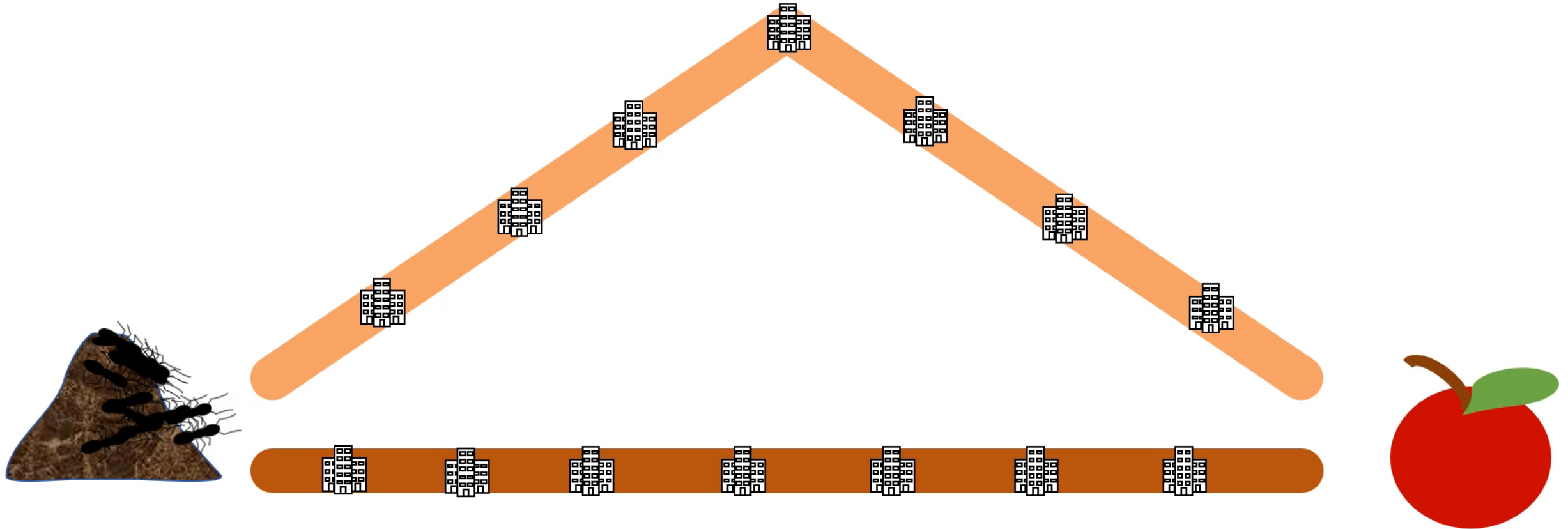


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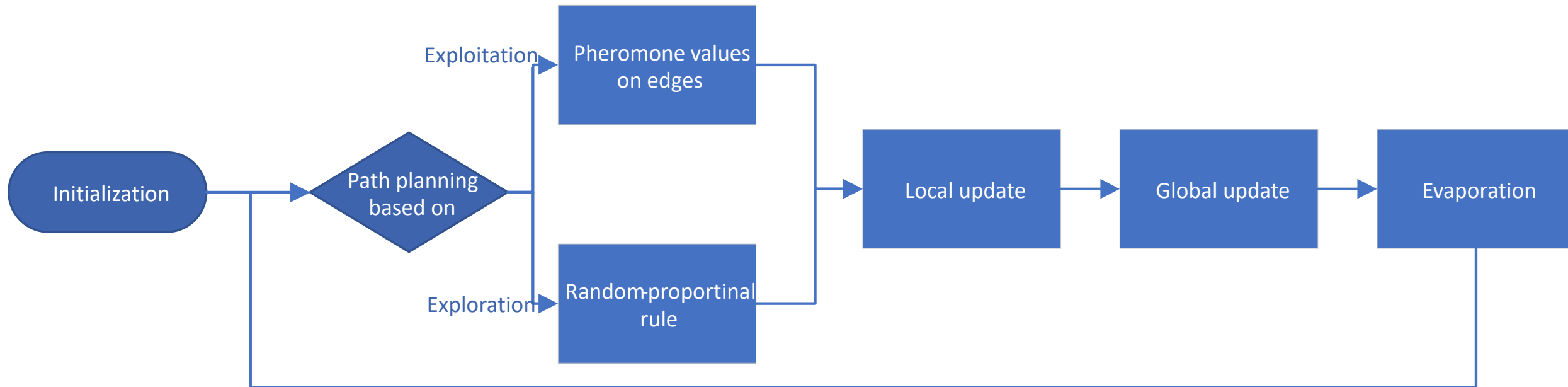




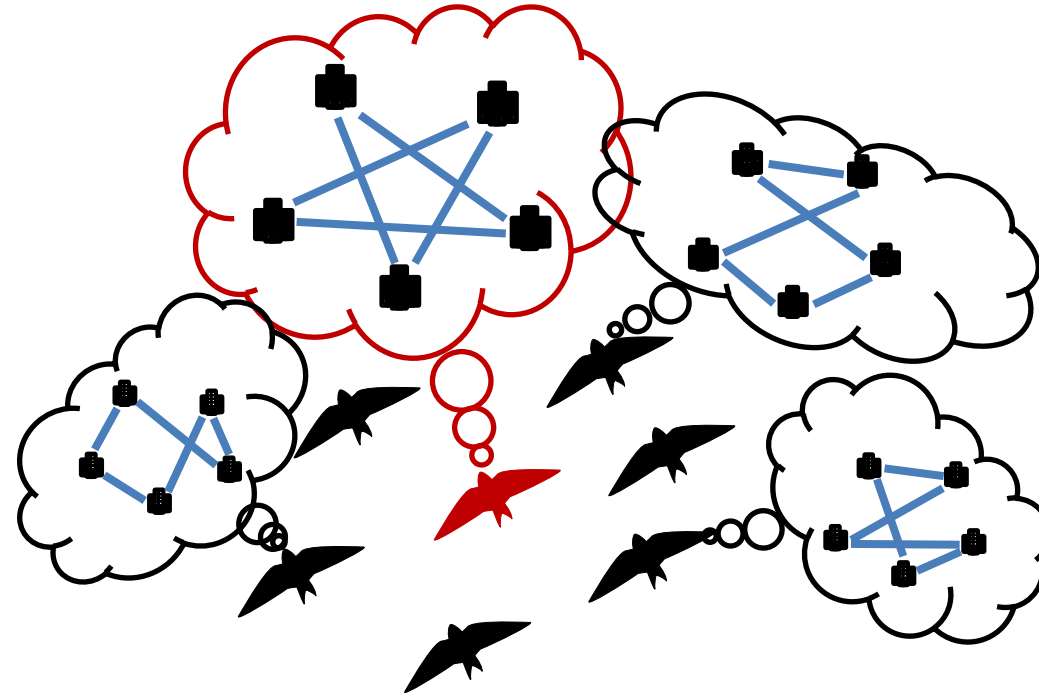
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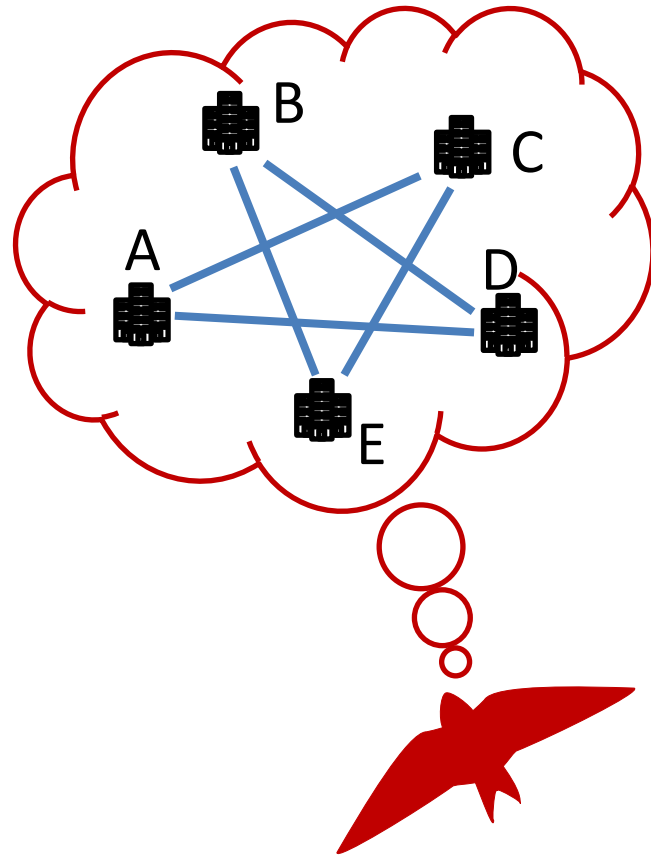
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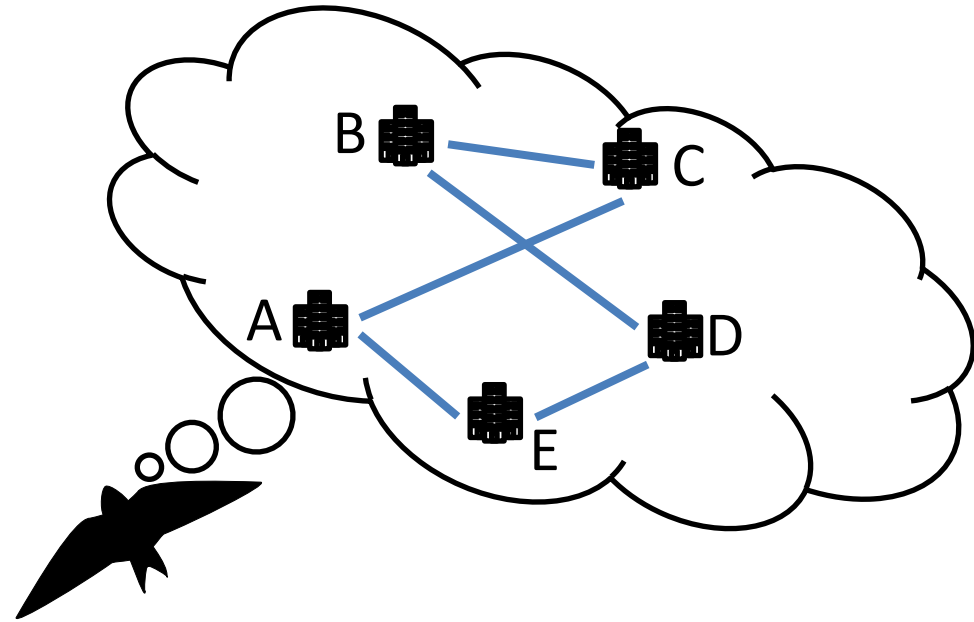
# Particle Swarm Optimization (PSO)



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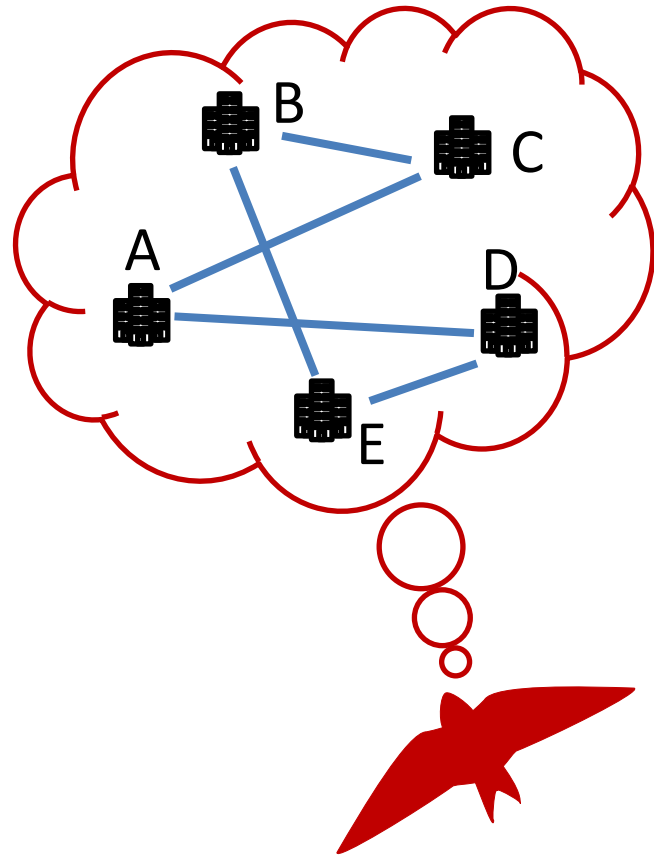
**A C E B D A**



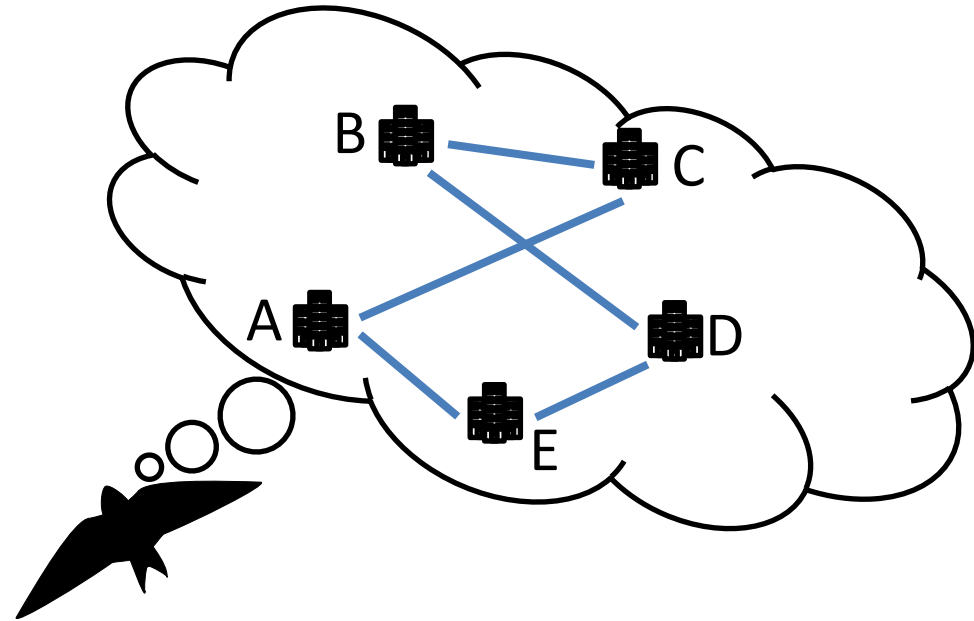
**A C B D E A**



# Particle Swarm Optimization (PSO)



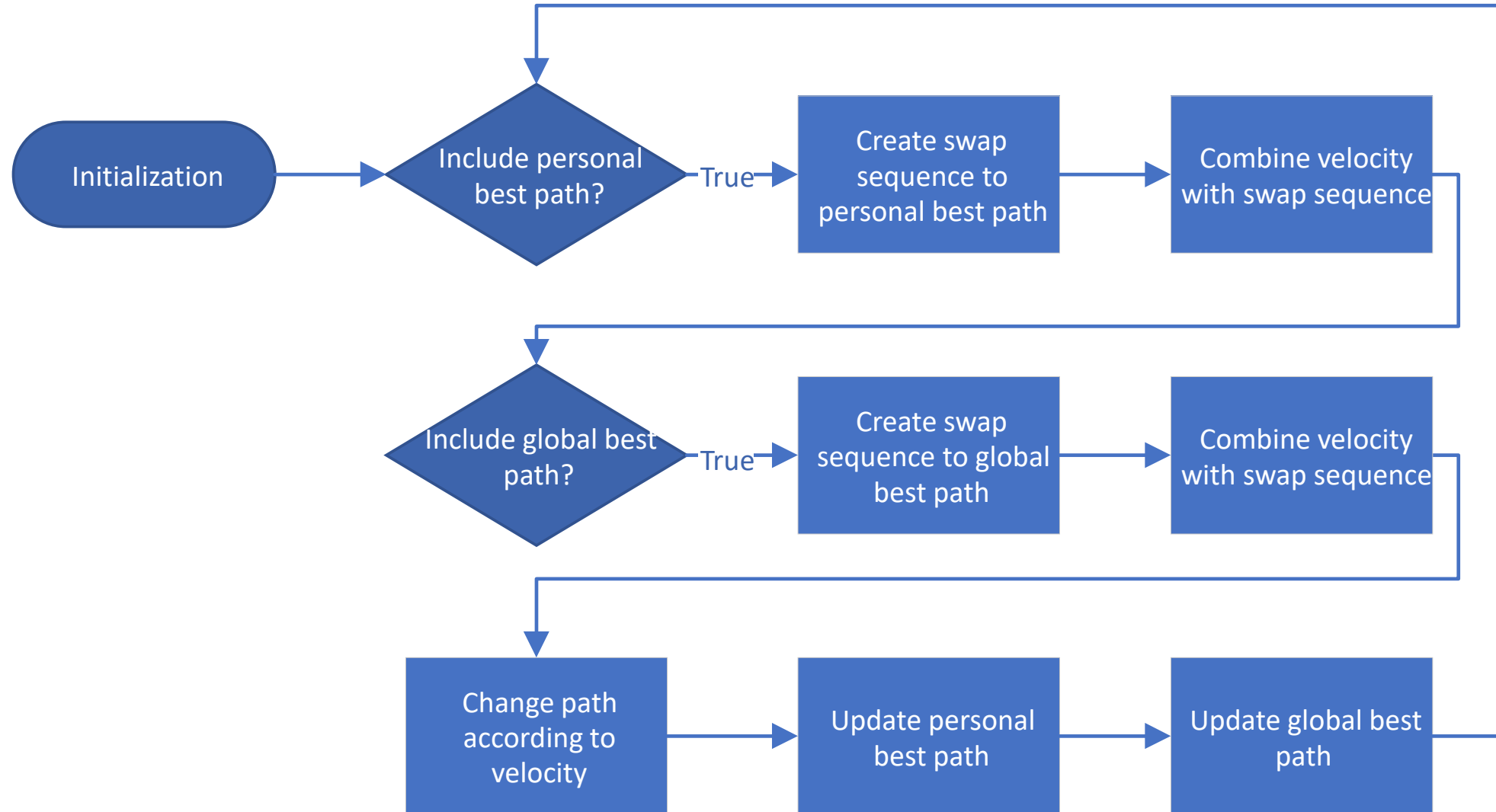
A C B E D A



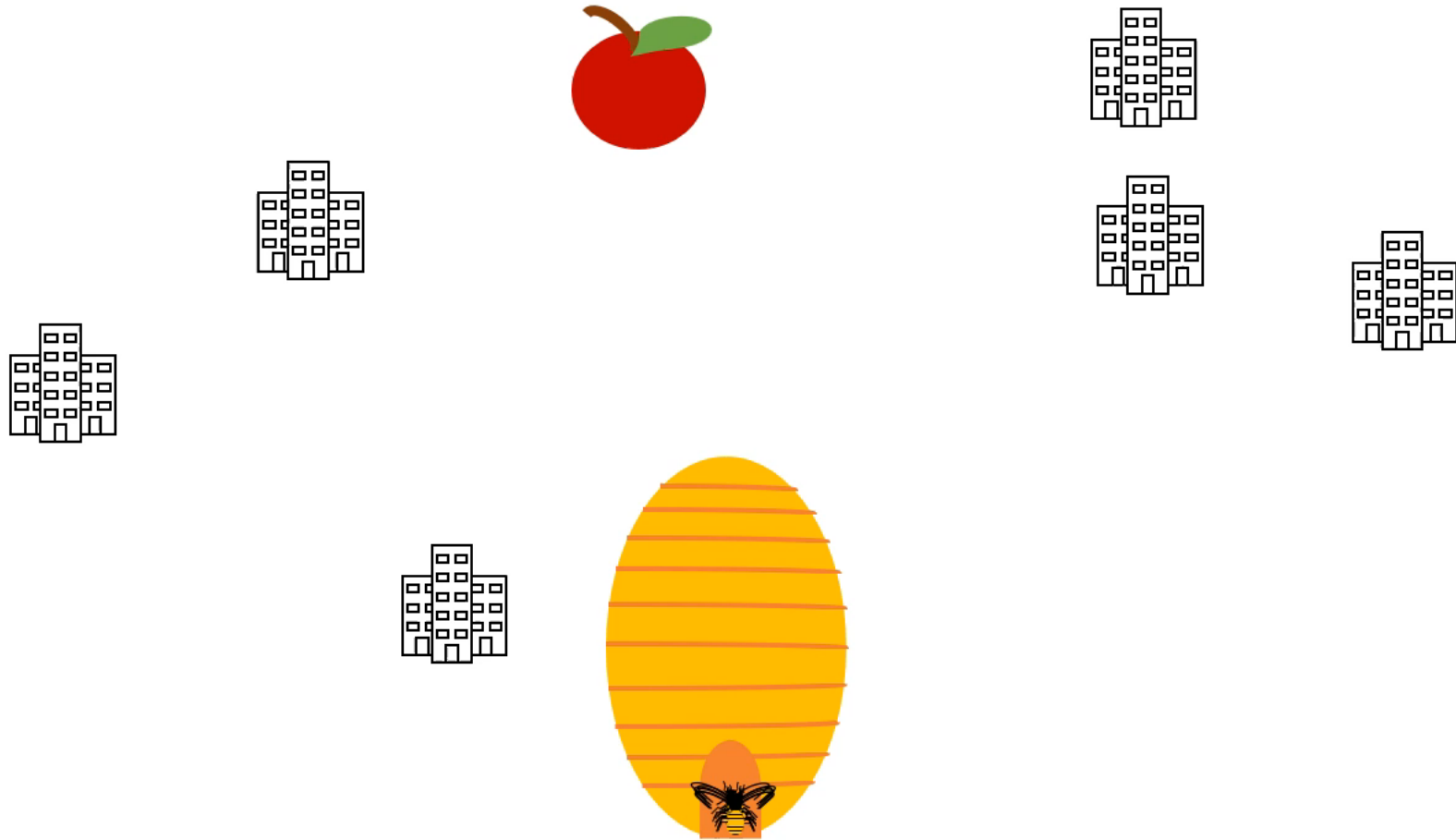
A C B D E A



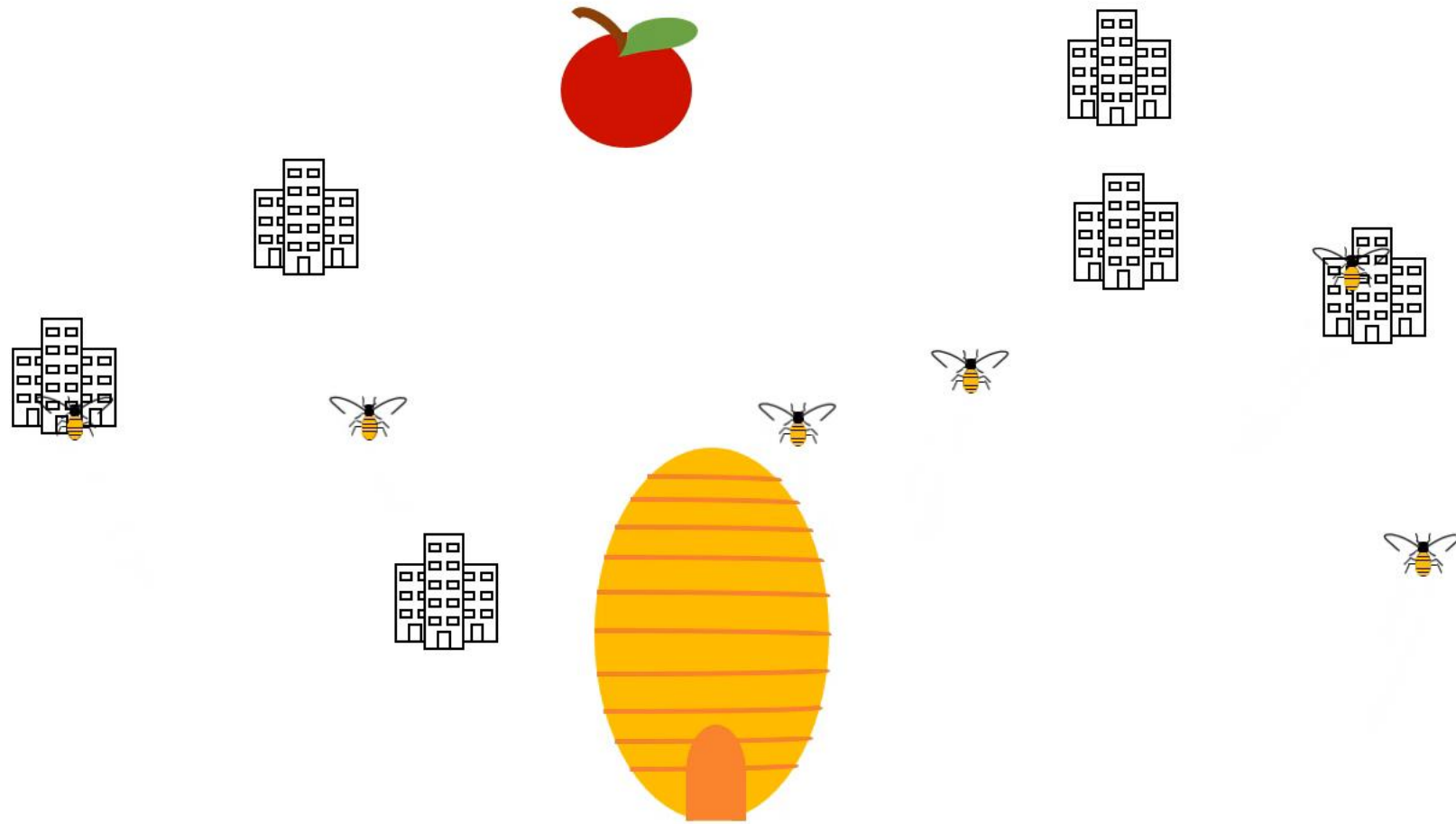
# Particle Swarm Optimization (PSO)



# Bee Colony Optimization (BCO)

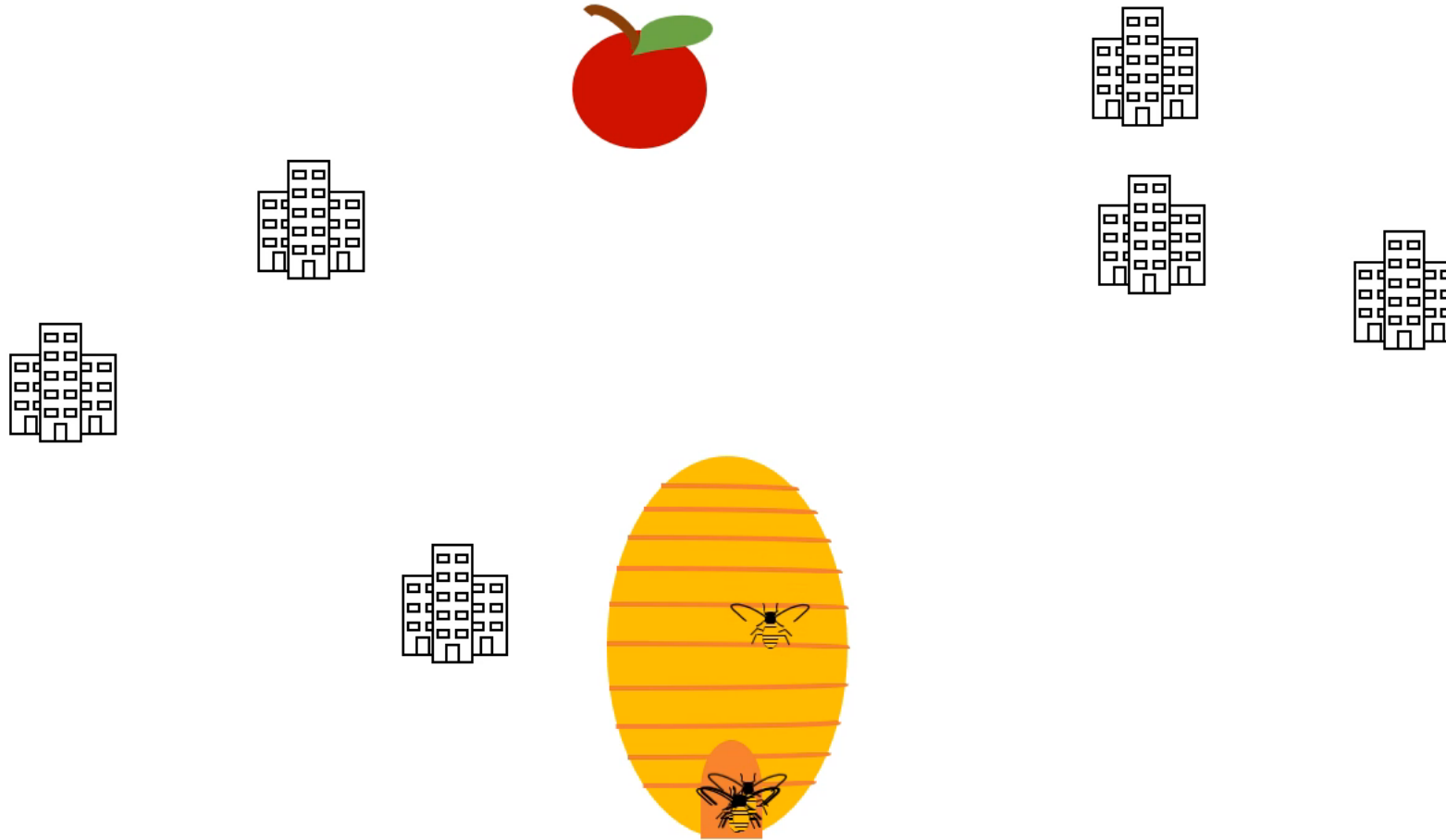


# Bee Colony Optimization (BCO)

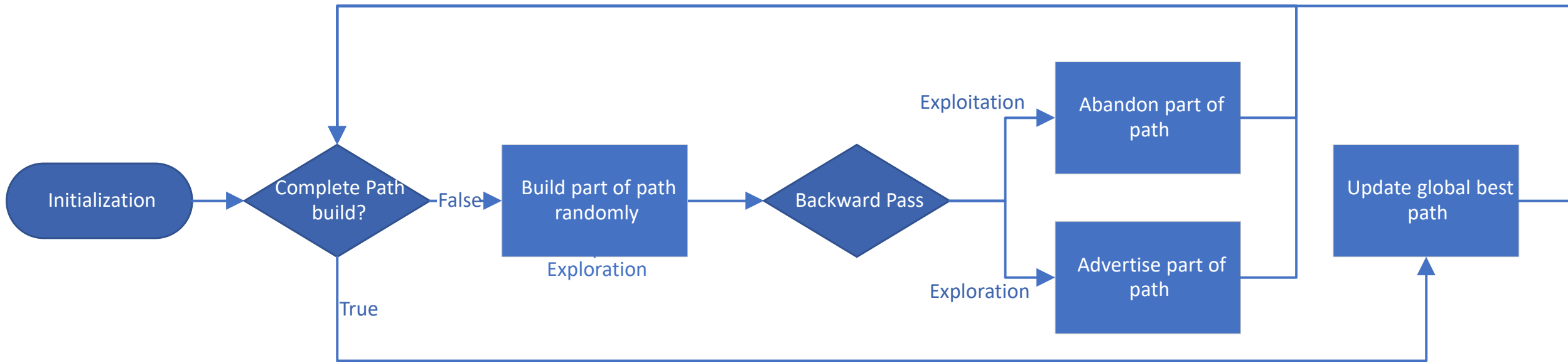




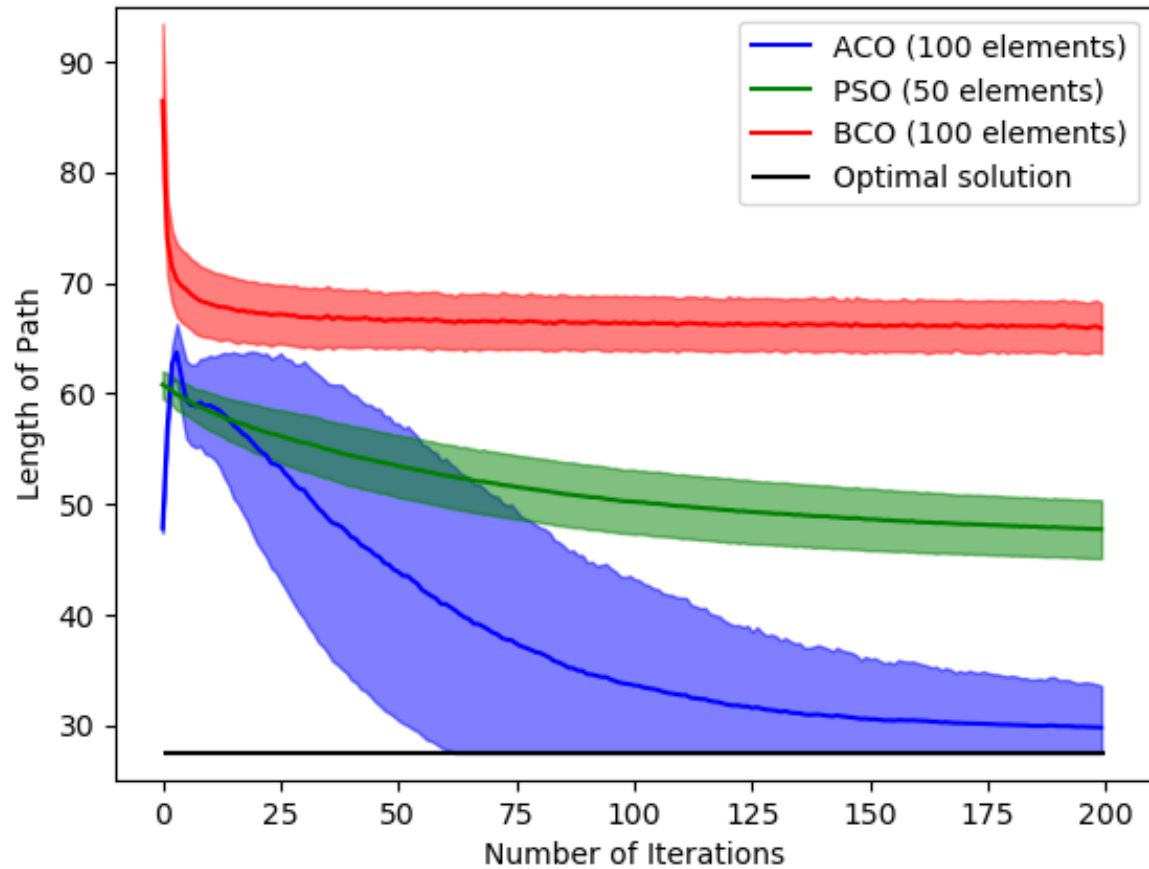
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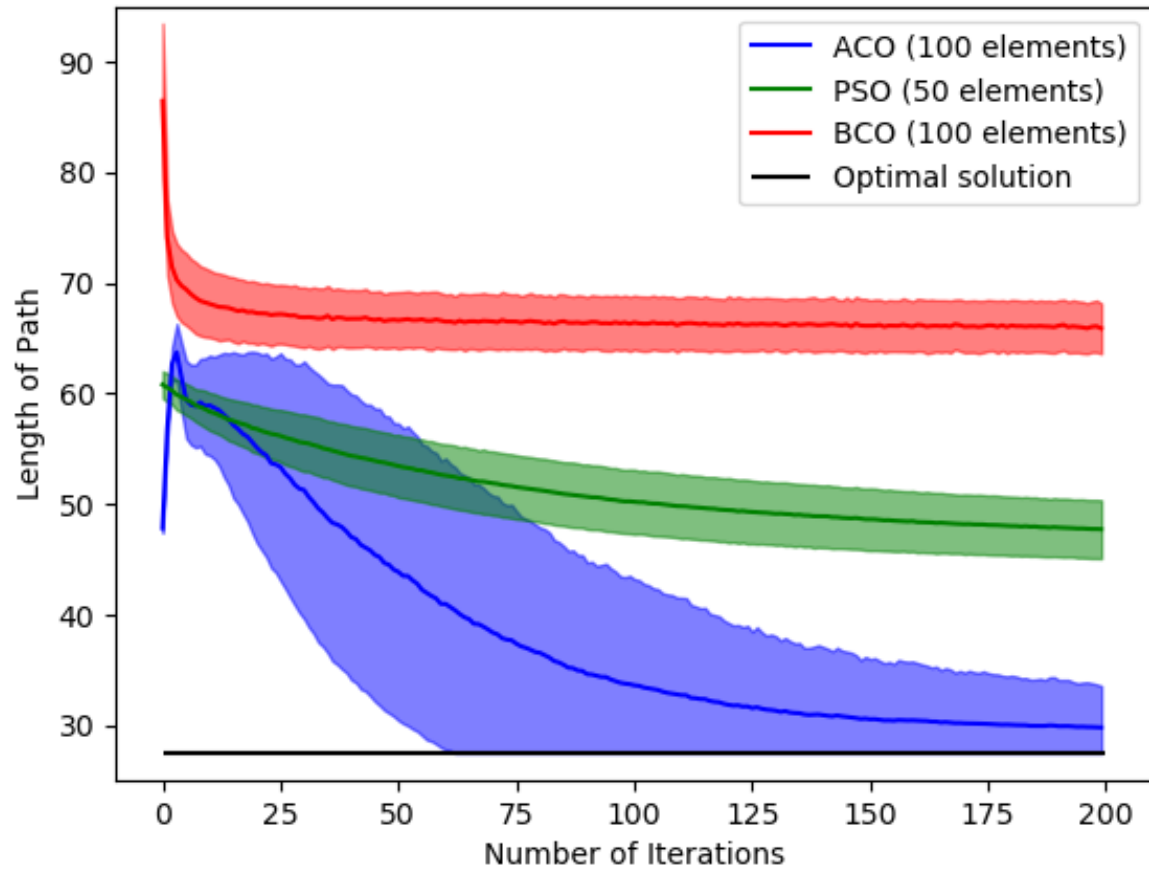
# Experimental Results



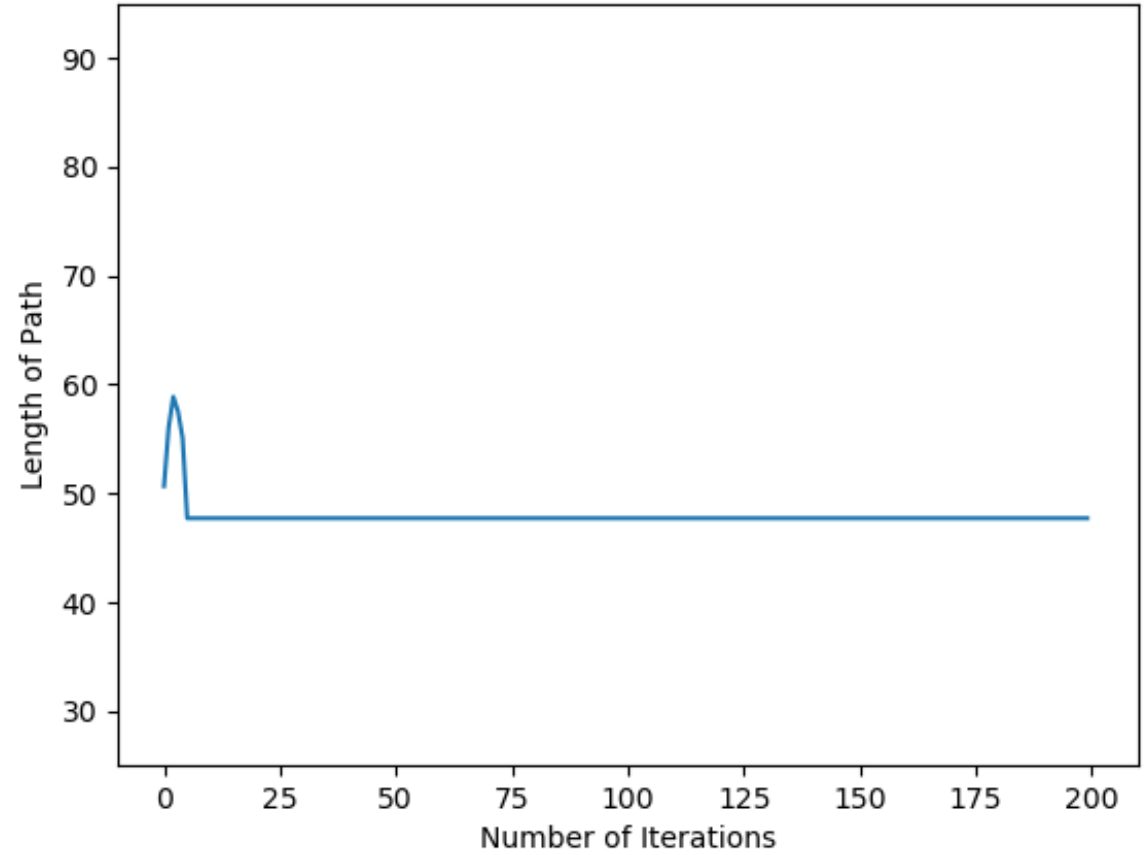
- Cities for TSP: 10
- Iterations: 200
- Tests per algorithm: 1000



# Experimental Results



### ACO with 100% exploitation



# Experimental Results

Algorithm	Advantages	Disadvantages
ACO	+ Converges for small number of iterations + Parameter to control balance between exploration and exploitation	- Parameter tuning
PSO	+ Good balance between exploration and exploitation	- Needs more iterations
BCO	+ Few parameters	- Exploitation predominates over exploration

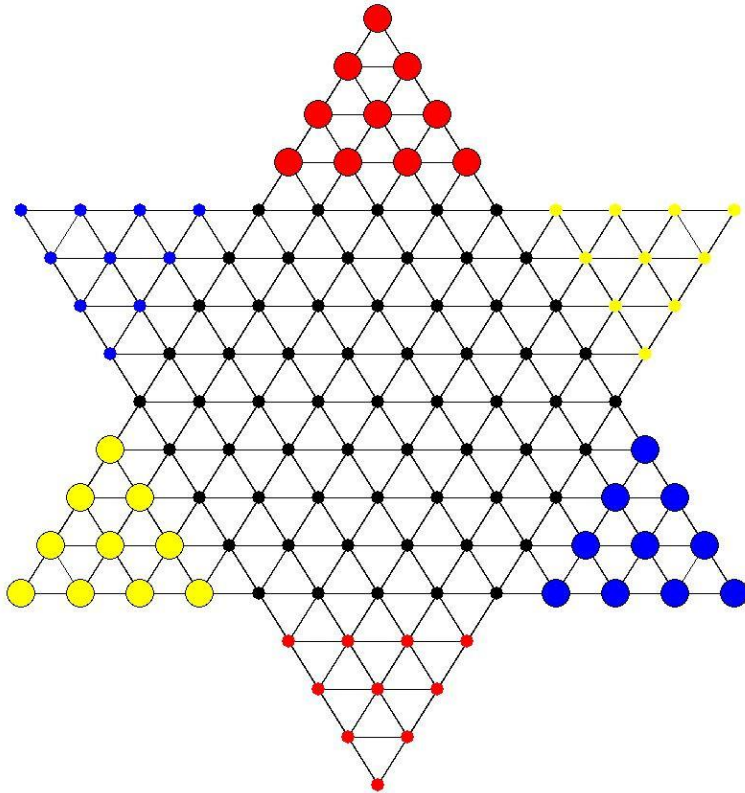


# Conclusion

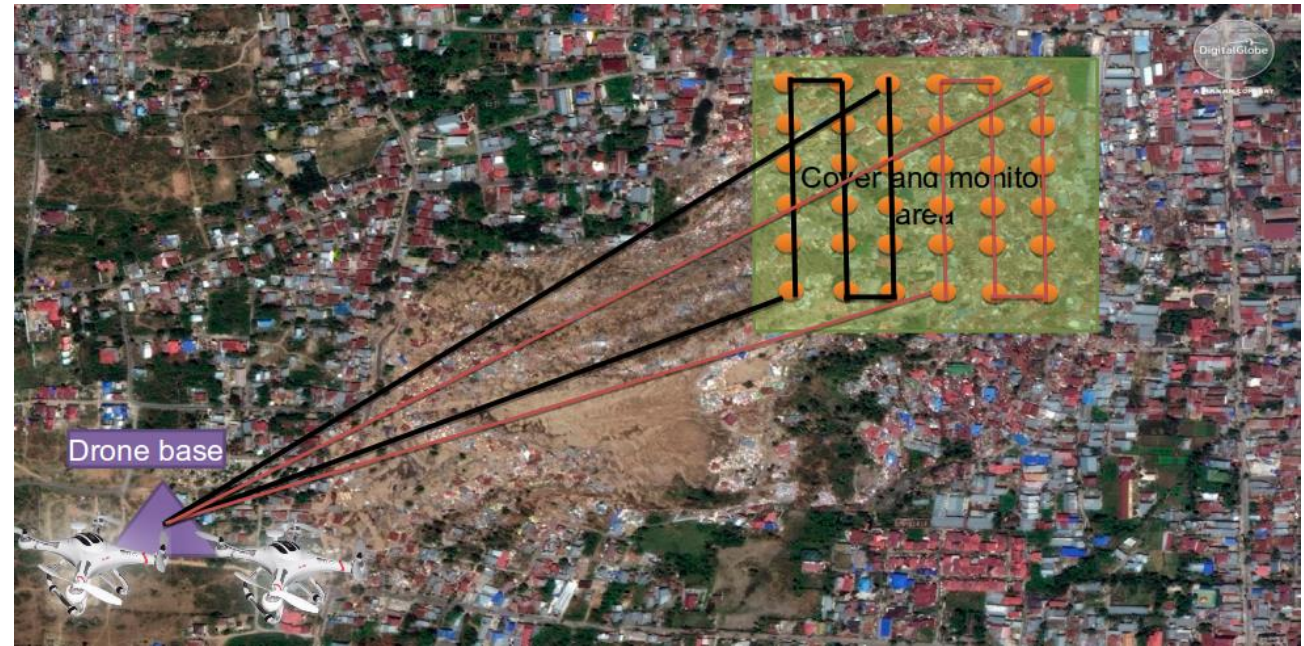
- ➔ ACO performs best for TSP
- ➔ Balance between exploration and exploitation is important



# Future Work



Board Game Halma (Chinese Checkers)



Drones for Disaster Management

