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Modified Update Pheromone Rule of ACO Algorithm for TSP

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Abstract
Ant colony optimization algorithm is a famous meta-heuristic optimization algorithm that has been verified successful for solving travelling salesman problem. In this paper, modified model of ant colony optimization for solving travelling salesman hassle has been proposed. two In this modified version, update pheromone segment of ant colony optimization algorithm is updated. Here, best distance is calculated with the aid of comparing all the nodes distance and taken the best distance for locate subsequent node instead of taking ants one by one and preserve updating later on. This modified model improves the total cost as properly as whole time of travelling salesman problem. Proposed algorithm is carried out on 41 cities, 51 cities, 61 cities and 71 cities problem. Comparative study suggests that proposed algorithm is better than standard ant colony optimization algorithm

Keywords: Travelling salesman problem, ACO, Ant Colony Optimization, TSP, Update Pheromone Phase.

1. Introduction

In Today's scenario, Optimization is needed in every sector of research. Various optimization algorithms have been proposed for solving different kind of problems like task scheduling problem, graph coloring problem, travelling salesman problem, problems related to mechanical engineering, problems related to electrical engineering and also problems related to social networks etc. Here ant colony optimization algorithm is used to improve the total cost as well as total time for solving travelling salesman problem.

Ant colony optimization algorithm is one of the best meta-heuristic algorithms that simulate the foraging behavior of real ants that consistently optimize their path from their next to food.

L. Shufen, Et. al. [1] proposed Pheromone Model Selection in Ant Colony Optimization for the Travelling Salesman Problem. here two pheromone models, named as first order pheromone model and second order pheromone model are used and then compared and analyzed. D. chitty [2] proposed a new improved algorithm that is used for solving large scale TSP problems. ACO algorithm can also be used to solve social network problem based on travelling salesman problem [3]. Z. A. Aziz [4] proposed ant colony algorithms based on generalized heuristic method, where two updating procedures (Local and Global) are used for solving travelling salesman problem. Various other version of modified ACO [5, 6, 7, 8] are also used for solving TSP.

The overall work in this paper is summarized as follows: Section 1 gives the introduction and also previous work that has been proposed for solving Travelling salesman problem. Section 2 introduces standard ACO algorithm for solving Travelling salesman problem. Section 3 gives the proposed ACO algorithm for solving Travelling salesman problem. Experimental results and analysis on various Cities is described in section 4. Section 5 concludes the overall work.

2. ACO Algorithm for TSP

The travelling salesman problem (TSP) is a NP-complete problem where salesman has to travel every city once and reach to the starting city with minimum distance. TSP can be represented by a complete connected weighted graph and the objective to find a Hamiltonian cycle of minimum cost (distance).

The working principle of Ant colony algorithm, as a heuristic algorithm, is to simulate the foraging behaviour of real ants, where they will search the food on the basis of pheromone left by other real ants. In the TSP problem, the ants are randomly divided into nodes because each node can be accessed only once.

To access the next node, the following probability formula is used:

$$p_{ij}^{k}(t) = \begin{cases} \frac{[\tau_{ij}(t)]^{\alpha}[n_{ij}]^{\beta}}{\sum_{k\epsilon allowed_k}[\tau_{ij}(t)]^{\alpha}[n_{ij}]^{\beta}} & \text{if } j \in \text{allowed} \\ 0 & \text{otherwise} \end{cases}$$

the pheromone trail values are updated according to following formula, After the ants completed their tours:

$$\tau_{ij}(t+n) = \rho.\tau_{ij}(t) + \Delta\tau_{ij}$$

Where ρ = pheromone decrease parameter

$$\Delta\tau_{ij} = \sum_{k=1}^{m} \Delta\tau_{ij}^{k}$$

Where $\Delta\tau_{ij}^{k}$ = quantity of per unit length of pheromone trail laid on edge (i, j). And calculated as

$$\Delta\tau_{ij}^{k} = \begin{cases} \frac{Q}{L_k} & \text{if } k^{th} \text{ ant uses (i, j) in tour} \\ o & \text{otherwise} \end{cases}$$

Here Q is constant and L_k= tour length of k^{th} ant.

The algorithm steps for solving TSP using ant colony algorithm is as follows:

1. Loop
2. Place m artificial ants on n cities randomly
3. For each city 1 to n
4. For each ant 1 to m
5. Each ant builds a solution by adding one city after the other city.
6. Select next city according to the probability equation
7. Apply local pheromone update
8. End for
9. End for
10. Apply Global pheromone update using best ant
11. Until end condition not reached.

3. Proposed Methodology

The proposed ant colony algorithm is based on the enhancement of updating pheromone rule. The enhanced version of update pheromone rule is given below, rest of the steps are same as original ACO algorithm for TSP. Here, best distance is calculated by comparing all the nodes distance and taken the best distance for find next node instead of taking ants one by one and keep updating later on. This modified version improves the total cost as well as total time of travelling salesman problem

Enhanced Version of Update Pheromone Rule:

Step 1: for i=0 to pheromones. Length

step 2: for j=i+1 to pheromones[i].length

step 3: for k=0 to (ants.length-1)

step 4: calculate length of ants[k]

step 5: calculate the value of decrease parameter using following formula

decrease = (1.0 - rho) * pheromones[i][j];

step 6: Initialize parameters increase and bestdist.

step 7: if (EdgeInTrail(i, j, ants[k]) == true) then increase = (Q / length);

step 8: if lengths of ant[k] is less than and equal to ants[k+1]

then bestdist = lengths of ants[k];

else

bestdist = length of ants[k+1];

step9:

pheromones [i][j]=decrease+increase+bestdist;

step 10: ends of loop k

step 11: ends of loop j

step 12: ends of loop i

4. Experimental Results & Analysis

The proposed algorithm is performed on a system having 2 GB RAM, Core i3 processor. The following parameters are used to perform experiments on different number of cities [41 cities, 51 cities, 61 cities and 71 cities] for solving travelling salesman problem.

Parameters	Values
Alpha (α)	1
Beta (β)	2
Pheromone decrease factor [rho(σ)]	0.1
Pheromone increase factor [Q]	0.7
Number of Ants	41, 51, 61, 71

Table 1 shows the experimental results performed on 41 cities travelling salesman problem.

Algorithms	Total cost
Standard ACO algorithm	340
Proposed Algorithm	**306**

Standard ACO path:

34 40 18 36 3 25 33 27 32 24 35 16 19 39 29 26 15 38 1 2 9 7 5 11 21 31 23 22 13 8 12 17 28 6 4 14 37 20 30 0 10

Proposed Algorithm path:

10 1 29 26 16 34 36 19 40 27 31 38 18 32 6 39 12 13 11 3 14 15 9 25 23 33 24 7 20 37 0 30 28 8 22 17 5 4 2 35 21

Table 2 shows the experimental results performed on 51 cities travelling salesman problem.

Algorithms	Total cost
Standard ACO algorithm	432
Proposed Algorithm	**389**

Standard ACO path:

4 43 3 6 17 5 18 28 27 23 14 21 37 12 35 40 30 46 11 42 50 32 44 49 41 25 8 2 39 13 9 20 38 34 16 22 24 29 36 47 10 19 26 15 48 33 31 0 1 45 7

Proposed Algorithm path:

8 0 5 36 17 37 48 35 26 22 50 7 46 6 9 44 33 3 20 21 47 32 28 31 34 1 19 43 45 49 14 4 29 15 24 42 13 38 25 2 10 11 23 30 18 12 27 39 41 16 40

Table 3 shows the experimental results performed on 61 cities travelling salesman problem.

Algorithms	Total cost
Standard ACO algorithm	504
Proposed Algorithm	**464**

Standard ACO path:

24 36 28 38 51 19 52 26 40 55 2 17 32 33 45 42 0 13 29 35 12 46 53 15 8 4 54 48 11 14 20 37 34 44 1 5 27 25 41 21 58 57 43 31 59 56 30 18 60 9 22 49 6 47 16 39 23 7 3 50 10

Proposed Algorithm path:

14 15 22 42 24 44 6 39 53 23 17 10 4 2 60 47 11 1 51 35 55 18 32 52 5 31 38 45 21 59 20 13 28 19 26 0 57 41 27

12 8 40 37 29 48 56 54 50 43 33 34 3 16 36 46 58 30 25 49 9 7

Table 4 shows the experimental results performed on 71 cities travelling salesman problem.

Algorithms	Total cost
Standard ACO algorithm	577
Proposed Algorithm	**550**

Standard ACO path:

25 6 60 44 24 56 1 32 13 29 51 15 68 17 26 37 54 14 38 69 48 41 57 21 53 31 36 27 46 19 61 62 28 5 43 0 65 58 33 3 67 18 47 59 52 23 2 49 35 16 34 39 42 12 70 55 11 30 64 63 8 22 66 45 20 40 10 50 7 4 9

Proposed Algorithm path:

70 6 23 10 19 39 58 20 56 51 21 13 29 30 3 46 52 36 12 1 47 33 32 7 16 65 69 67 0 37 26 49 27 53 38 68 42 55 8 14 41 31 18 15 45 59 2 4 35 48 62 60 64 54 22 40 44 17 66 25 28 61 9 24 43 50 57 11 63 5 34

5. Conclusion

Ant colony optimization algorithm is one of the optimization algorithms for solving travelling salesman problem efficiently. Here in this work, update pheromone phase of basic ant colony algorithm is updated, that improves the total cost as well as running time of an algorithm. Proposed algorithm is implemented on different cities to check the efficiency of an algorithm. Experimental results show that proposed algorithm is better than standard ACO algorithm. Future work is to implement this proposed algorithm on large TSP problems and also check the efficiency of proposed algorithm with the other modified versions of ACO algorithm.

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