

THESIS

THE ANTEATER ANALYSIS: A COMPARISON OF TRAVELING SALESMAN TOUR  
CONSTRUCTION METHODS AND THEIR GLOBAL FREQUENCIES

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## ABSTRACT

### THE ANTEATER ANALYSIS: A COMPARISON OF TRAVELING SALESMAN TOUR CONSTRUCTION METHODS AND THEIR GLOBAL FREQUENCIES

For the Traveling Salesman Problem (TSP), many algorithms have been developed. These include heuristic solvers, such as nearest neighbors and ant colony optimization algorithms. In this work, the ATT48 and EIL101 instances are examined to better understand the difference between biased and unbiased methods of tour construction algorithms when combined with the 2-opt local search operator. First, a sample of tours are constructed. Then, we examine the frequencies of global edges of different sizes using n-grams. Using 2-opt as the tour improvement algorithm, we analyze randomly initialized local optima compared to nearest neighbors local optima as well as ant colony solutions with and without 2-opt. This comparison serves to better understand the nature of these different methods in their relation to the global optimum. We also provide some ways the algorithms may be adapted to take advantage of the global frequencies, particularly the ant colony optimization algorithm.

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## DEDICATION

*I would like to dedicate this thesis to my brother, Ryan. He has always been there to challenge me to learn and to push myself further than I thought possible.*

## TABLE OF CONTENTS

ABSTRACT . . . . .	ii
ACKNOWLEDGEMENTS . . . . .	iii
DEDICATION . . . . .	iv
LIST OF TABLES . . . . .	vi
LIST OF FIGURES . . . . .	vii
Chapter 1 Introduction . . . . .	1
Chapter 2 Background . . . . .	5
2.1 Tour Construction Algorithms . . . . .	5
2.1.1 Nearest Neighbor and Insertion Algorithms . . . . .	6
2.1.2 Ant Colony Algorithm . . . . .	7
2.2 TSP and Frequencies . . . . .	10
Chapter 3 Methodology . . . . .	12
3.1 The TSP Instances . . . . .	12
3.1.1 Gathering Local Optima . . . . .	13
3.2 Preparing N-Grams . . . . .	14
Chapter 4 Findings and Results . . . . .	15
4.1 ATT48 Frequencies . . . . .	15
4.2 EIL101 Frequencies . . . . .	31
Chapter 5 Discussion and Conclusion . . . . .	46
5.1 Summary . . . . .	46
5.2 Future Work . . . . .	48
Bibliography . . . . .	51
Appendix A Additional Tables and Plots . . . . .	53
Appendix B License . . . . .	57

## LIST OF TABLES

4.1	Table of Global Edges Found For Each Tour Construction for the ATT48. . . . .	16
4.2	Table of the Percent of Global Edges Out of the Total Frequency for Each Tour . . . . .	16
4.3	Table of Top 20 and Bottom 20 Global Bigrams for the ATT48 . . . . .	19
4.4	Table of Top 20 and Bottom 20 Global Trigrams for the ATT48 . . . . .	20
4.5	Table of Top 20 and Bottom 20 Global 5-grams for the ATT48 . . . . .	21
4.6	Table of the Top 40 Bigrams for the ATT48 . . . . .	22
4.7	Table of the Top 40 Trigrams for the ATT48 . . . . .	23
4.8	Table of the Top 40 5-grams for the ATT48 . . . . .	24
4.9	Table of Global Edges Found for Each Tour Construction for the EIL101 . . . . .	31
4.10	Table of the Percent of Global Edges for Each Tour for the EIL101. . . . .	31
4.11	Table of Top 20 and Bottom 20 Global Bigrams for the EIL101 . . . . .	34
4.12	Table of Top 20, Bottom 20 Global Trigrams for the EIL101 . . . . .	35
4.13	Table of Top 20, Bottom 20 Global 5-grams for the EIL101 . . . . .	36
4.14	Table of the Top 40 Bigrams for the EIL101 . . . . .	37
4.15	Table of Top 40 Trigrams for the EIL101 . . . . .	38
4.16	Table of the Top 40 5-grams for the EIL101 . . . . .	39
A.1	Table of All of the Global 5-grams Collected by ACO-S1 for the ATT48 . . . . .	53
A.2	Table of Top 40 5-grams for the ACO-S1 for the ATT48 . . . . .	54
A.3	Table Top 20, Bottom 20 Global 5-grams for ACO-S1 for the EIL101 . . . . .	55
A.4	Table of the Top 40 5-grams for ACO-S1 for the EIL101 . . . . .	56

## LIST OF FIGURES

1.1	A Swap in 2-Opt . . . . .	3
2.1	Smallest Population Required to Get All Global Edges for Different TSP Problems . . .	11
3.1	The Global Optima for the ATT48 and EIL101 . . . . .	12
4.1	Bigram Frequencies for the ATT48 vs. the Number of Bigrams (a) RILO (b) NNLO Note: both sub-figures are truncated at ten after the last globally optimal bigram. . .	25
4.2	Bigram Frequencies for the ATT48 vs. the Number of Bigrams (a) ACO-S1 (b) ACO-LO Note: Both sub-figures are truncated at ten after the last globally optimal bigram. . .	26
4.3	ATT48 Top 100 Bigrams (a) RILO (b) NNLO . . . . .	27
4.4	ATT48 Top 100 Bigrams (a) ACO (b) ACO 2-opt . . . . .	28
4.5	Trigram Frequencies for the ATT48 vs. the Number of Trigrams (a) RILO (b) NNLO Note: both figures are truncated ten after the last globally optimal trigram. . . . .	29
4.6	Trigram Frequencies for the ATT48 vs. the Number of Trigrams (a) ACO-S1 (b) ACO-LO	30
4.7	Bigram Frequencies for the EIL101 vs. the Number of Bigrams (a) RILO (b) NNLO . .	40
4.8	Bigram Frequencies for the EIL101 vs. the Number of Bigrams (a) ACO-S1 (b) ACO-LO	41
4.9	EIL101 Top 200 Bigrams (a) RILO (b) NNLO . . . . .	42
4.10	EIL101 Top 200 Bigrams (a) ACO-S1 (b) ACO-LO . . . . .	43
4.11	Trigram Frequencies for the EIL101 vs. the Number of Trigrams (a) RILO (b) NNLO .	44
4.12	Trigram Frequencies for the EIL101 vs. the Number of Trigrams (a) ACO-S1 (b) ACO-LO	45
5.1	Using High Frequency 5-grams to Build A Tour (a) RILO (b) ACO-LO . . . . .	50

# Chapter 1

## Introduction

The Traveling Salesman Problem (TSP) has been researched widely in computer science and applied mathematics due to its complex nature and its ability to be translated to a variety of similar contexts. The TSP is a simple problem: find the shortest route to visit all of the cities in a given set exactly once and return to the starting point. However, the TSP is NP-Hard due to the number of combinations that can be chosen when exploring routes. With  $n$  cities in a symmetric problem, there can be  $(n - 1)! / 2$  possible solutions [1]. If we find ways to speed up finding the global optima or finding reasonably good solutions, we can apply these ideas to other NP-Hard problems.

The cities correspond to the vertices of a graph,  $G$ , and the edges are the connections between cities. Each solution to a TSP is a Hamiltonian Circuit, and a solution is typically represented as a permutation. A permutation is evaluated as shown in equation (1.1), where  $\pi$  is the permutation and the distance between each edge in the Hamiltonian circuit is summed, including the edge from the last city back to the starting city.

$$\mathbf{f}(\pi) = d(\pi_1, \pi_n) + \sum_{i=1}^{n-1} d(\pi_i, \pi_{i+1}) \quad (1.1)$$

In this equation,  $d(i,j)$  is the distance corresponding to edge  $e(i,j)$  from the distance matrix. Typically, the  $cost(i,j)$  is the distance  $d(i,j)$ , but there are some variations that use other metrics for the cost.

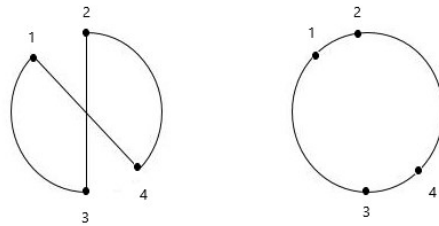
In this work, we consider the symmetric TSP, though there are similarities between the symmetric and asymmetric TSP, and many optimization strategies can be used for both. In the symmetric instance of the TSP, distances between cities are the same in either direction. This is relevant when considering the distance matrix used to calculate distances between vertices as

well as the total route distance. It will also be relevant when we discuss patterns of edges when comparing local optima and the global optima.

There are exact algorithms for solving the TSP and approximate, or heuristic, algorithms for solving the TSP. Exact algorithms are guaranteed to find the optimal solution for TSP problems while approximate solutions find reasonably good solutions but are not guaranteed to find the optimal solutions. The global optimum for each TSP instance is the mathematically proven best solution. Local optima are defined with respect to their improvement operator and cannot be improved further with that operator but are not guaranteed to be the best possible solution. With exact solvers, the computation time needed to find the solution can be a drawback. On a 7397-city problem, it took approximately 3-4 years of CPU time to determine the exact solution on a large network of computers [1,2]. Improvements have been made since then, of course, but it is important to remember the complexity and computation demands of larger scale problems. Another example is the 13,509-city problem, which contains approximately  $10^{50,000}$  possible tours; this problem took three months to solve with a cluster of 3 servers, 12 processors, and 32 PCs [1]. The current state-of-the-art exact solver is Concorde, which finds a globally optimal solution when it converges [3,4]. In this work, we are using approximate algorithms. There are different types of approximate algorithms. One way to classify them is to split them into the following three categories: tour construction algorithms, tour improvement algorithms, and composite algorithms [1]. Tour construction algorithms build a solution by adding a new city at each step. Tour improvement algorithms take an already built tour and make changes to get better costs. Composite algorithms are a combination of the two.

We used different tour construction algorithms in this work to understand how they generate better solutions in terms of closeness to the global optimum. We examined two different tour construction algorithms: nearest neighbors and ant colony optimization. We compared both of these methods to tours that were randomly initialized. We used 2-opt for the tour improvement method to ensure that they were local optima. All local optima are defined with respect to a specific move operator. In our case, this is 2-opt. We used the standard 2-opt that

runs through the entire permutation and tests if swapping two sections of the tour will improve the overall cost. 2-opt continues to iterate over the tour until no further improvements can be made. As seen in Figure 1.1, 2-opt removes crossed edges by taking advantage of the triangle inequality: the sum of any two sides of a triangle is greater than or equal to the third side. A tour improved by 2-opt never has crossed edges.



**Figure 1.1:** An example of a swap in 2-opt

In this work, we examine the frequency of edges in the global optimum for commonly studied TSP examples. We evaluated the frequency of n-grams, or permutation segments, of size 2, 3, 4, 5, and 7 for the ATT48 and EIL101. We compared these frequencies for solutions generated from randomly initialized tours, the nearest neighbors algorithm, and the ACO algorithm. Each of these tour construction methods was improved with 2-opt to generate the sample of 100 local optima for each, and we compared these to the ACO tours before they were improved with 2-opt as well.

We seek to determine whether ACO is better than other tour construction methods and to gain a better understanding of what the ACO algorithm is doing as it continues to explore more iterations. By comparing ACO and nearest neighbors to randomly generated paths, we evaluate the difference between biased and unbiased tour construction algorithms. Our goal is to determine whether it is advantageous to use a biased method of tour construction, like nearest neighbors or ACO, or if it is better to use an unbiased method like randomly generated tours. Our hypothesis is that unbiased methods will be better at sampling the global edges at higher frequencies. We believe that this comparison and evaluation of different methods of tour con-

struction can lead to improved heuristic solvers if we can use the frequency information to our advantage. There are also implications for future explorations of ACO and ways these frequencies can be used to enhance the ants' search space or used with other TSP algorithms.

# Chapter 2

## Background

In this section, ideas central to the understanding of the TSP and applications of our work will be discussed. This includes a brief overview of the tour construction methods and previous work related to the frequencies of globally optimal edges.

Using the different tour construction methods mentioned below, four different types of data samples were generated. Each sample had a total of 100 permutations.

Data Sample 1 is made up of Randomly Initialized Local Optima (RILO). These were generated by randomly initializing a permutation of the vertices, and then this candidate tour was improved using 2-opt until a local optimum is reached.

Data Sample 2 is composed of Nearest Neighbor Local Optima (NNLO). Permutations of the vertices were generated by applying one of several different greedy nearest neighbor selection methods. This sample included 20 permutations each of traditional nearest neighbors, nearest insertion, cheapest insertion, farthest insertion, and arbitrary insertion for a total of 100 permutations. After a permutation was constructed with a nearest neighbor method, the candidate tour was again improved using 2-opt until a local optimum was reached.

Data Sample 3 (ACO-S1) was generated by the ACO algorithm. These solutions were not improved, and they are not guaranteed to be local optima.

Data Sample 4 (ACO-LO) was the result of taking the tours generated from the ACO algorithm and improving them with 2-opt until a local optimum was reached for each permutation.

### 2.1 Tour Construction Algorithms

Aptly-named, tour construction algorithms are designed to find competitive solutions as they build each solution. As opposed to a randomly generated tour, tour construction algorithms build up a tour by adding a new city at each step [1]. Many of these algorithms employ a greedy strategy to determine which city to add next, such as choosing the closest city based

on the distance matrix. These algorithms can be much quicker to converge than starting with a random tour and improving upon it.

### **2.1.1 Nearest Neighbor and Insertion Algorithms**

The nearest neighbor algorithm is a greedy tour construction algorithm. The algorithm works by choosing a city to start with and then selecting the nearest city of the cities that have not been visited yet. This continues until all of the cities have been visited and connects back to the first city. The greedy nature of this algorithm can create long edges towards the end of the tour, however. As the number of options decreases, the possibility of a large edge increases. This is why it is common to apply a tour improvement algorithm to results generated by nearest neighbors algorithms to ensure that the solutions are in fact local optima. This is what we do by applying 2-opt to the tours generated from nearest neighbors algorithms.

There are also variations on the original nearest neighbors algorithm to improve the generated solutions. One example of this is the repeated nearest neighbors algorithm. This variation starts the nearest neighbors algorithm from every vertex and compares all the results to select the best one [5]. There are also various insertion methods: nearest insertion, cheapest insertion, farthest insertion, and arbitrary insertion. Nearest insertion adds the nearest unvisited city to the current partial tour at every step [6]. Cheapest insertion adds the city that will add the least cost to the current total cost of the partial tour. Farthest insertion adds the farthest city from the current partial tour each time an unvisited city is added. Arbitrary insertion is similar to cheapest insertion, but instead of searching through all of the unvisited cities and selecting the cheapest, arbitrary insertion selects a random city not already on the partial tour and inserts it between neighboring cities on the tour in the cheapest way possible [7]. Arbitrary insertion can produce solutions with costs as much as  $n$  times the optimal in the worst case for asymmetric TSP instances, but it produces solutions that are always better than twice the optimum for symmetric TSP instances [7]. Nearest insertion and cheapest insertion produce a tour that is no longer than twice the cost of the optimal solution as well [8]. Using a mixture of these different

types of nearest neighbors algorithms gave us a diverse initial population to compare after we ensured they were local optima by passing them through 2-opt.

### **2.1.2 Ant Colony Algorithm**

While the ant colony algorithm has spawned a legion of similar swarm-based algorithms, it was novel when it was first published. Using nature as the inspiration, Dorigo and Gambardella explored the idea of using artificial ants to trace possible solutions, leaving behind a "pheromone" to highlight the paths that were already traversed [9]. In this way, the ants can choose to follow a path that the previous ants have already taken, leading to stronger solutions provided the pheromone is along the better path. Ant colony optimization (ACO) algorithms are population-based, meaning they use a population of ants and they find approximate solutions and continue to improve on those solutions as they run.

This idea was inspired by how real ants find the shortest path from their colony to a food source and how they can adapt if an obstacle creates the need for a new path [9]. When an obstacle is encountered, the shorter path will receive more pheromones so that a greater number of ants will choose the shorter path. This is compounded by how it takes longer to leave pheromones on the longer path, so the shorter path quickly gains more pheromones as more ants choose it and even more ants leave their pheromones along the shorter route. [9]. In this way, the ants continue to improve the routes traveled, and the goal is to find the shortest possible route.

In recent years, many swarm-based algorithms have gained popularity for their ability to generate diverse local optima and improve solutions. While the randomness of these algorithms can increase diversity within the generated local optima, they do not always perform better than other types of tour construction methods in terms of global edge frequencies, which is why we wanted to compare different tour construction algorithms. It may be possible to combine our work with edge frequencies with the ACO algorithm to improve the paths generated. Some applications of these algorithms are similar to the TSP, like the Vehicle Routing Problem,

but many were designed with the TSP in mind. The vehicle routing problem was originally called the "Truck Dispatching Problem", and instead of finding the optimal tour to hit all of the cities in an instance, it involves the optimal routing of a fleet of trucks between their hub and a large number of gas stations [10]. This idea was adapted into the Vehicle Routing Problem to make it more general for all kinds of logistics and transportation problems involving a set of customers and a centralized location for the delivery vehicles [11]. Instead of the ants serving as the salesman, the ants find the shortest routes for the vehicles to serve all of their customers. The choice of paths is probabilistic rather than deterministic.

The TSP is an interesting application of the ant colony algorithm. Instead of traversing a route from the anthill to a food source, artificial ants can travel to all of the cities in a TSP set and leave pheromones along their routes. As more ants try to find the shortest route, the pheromones will continue to build along the shorter paths. Part of the novelty of this algorithm is the pheromone and its evaporation rate. This can be used to randomize and add diversity to the routes selected by the ants. As the number of iterations increase, the ants' solutions should improve while maintaining a level of diversity in path choices. Otherwise, the ants could end up all along the same path too early, making better solutions impossible to reach.

We wanted to explore the original ant colony optimization (ACO) algorithm. Our hypothesis is that ACO is not as effective at quickly finding globally optimal edges as the randomly initialized local optima or the nearest neighbor local optima. We also predict that there are ways to adapt the ACO algorithm to take advantage of the frequencies found in the local optima to find solutions closer to the global optimum. By using the frequencies in place of the pheromones, the ants could get much closer to reaching the global optimum at a faster rate.

With ACO, the ants traverse the graph, the set of cities, with the objective of finding the minimum distance between cities. This works by maintaining a matrix similar to a distance matrix to compute the minimum distance between nodes (cities). The parameters include the number of ants, the evaporation rate, the intensification, alpha, beta, an optional beta evaporation rate, and the probability to choose the best route [12]. The number of ants means that

for each iteration of the algorithm  $n$  ants explore  $n$  paths. The evaporation rate determines how rapidly the pheromone evaporates. This can be modified to allow more diversity in the paths chosen by the ants so that they do not all continue to explore the same path. The other benefit of the evaporation rate is that it can help the ants avoid being trapped in a local optimum, or suboptimal solution [13]. This algorithm also has an option to terminate early if a particular number of repeated best distances are found, and in our case, we set this to 20 for our initial comparison between the different tour construction methods. The intensification is the constant added to the best path at each iteration. Alpha is the weight of the pheromone, and beta is the weight of the heuristic (1/distance) [12]. Together alpha and beta affect how much influence the pheromones or the distance heuristic impact the ants' decisions. The heuristic can have an evaporation rate as well, but we did not include that in our work. The probability of choosing the best route determines how often the ant will choose the best route versus the route based on pheromones [12].

The pheromones are updated while constructing solutions and after all the ants have built a solution, meaning the pheromones are updated locally and globally [14]. The local update is to help ensure that the ants visit different paths rather than continuing to follow the same edges repeatedly. The global update encourages ants to remain close to the best solution found so far [13, 14]. The local pheromone update rule is

$$\tau_{ij}(t) \leftarrow (1 - \rho) \cdot \tau_{ij}(t) + \rho \cdot \tau_0 \quad (2.1)$$

where  $\tau_{ij}$  is the amount of pheromone on the edge  $(i,j)$  at time  $t$ ,  $\rho$  is the pheromone evaporation rate, and  $\tau_0$  is the initial pheromone value on all edges [14]. The global update is done once all the ants have explored routes for an iteration, and the best route is the one that is applied the intensification constant. The risk with the global pheromone update is that it can cause the ants to get stuck in a local optimum since the pheromone intensity will continue to be greatest on the current best path [15]. To remedy that, there is the "city select strategy," in which the next city visited is selected by comparing a prior probability  $q_0$  and a random number  $q$ ; if  $q$

is greater an  $q_0$ , the ant will select the next city by the probability. The algorithm then maintains a probability matrix, a pheromone matrix, and a heuristic matrix as each change over the iterations of the algorithm.

## 2.2 TSP and Frequencies

In previous work with the TSP and edge frequency information, Varadarajan et al. examined two population-based heuristic solvers for the TSP: Edge Assembly Crossover (EAX) and the Lin-Kernigan-Helsgaun algorithm (LKH) [16]. Unlike construction algorithms that start at a single point and build up to a single solution, population-based solvers process a collection of individual sample solutions [17]. Each individual in the set, or the population, represents a possible solution to the problem, and the idea behind having a population is that the individual permutations will collaborate and compete to move the entire population toward better solutions [17]. Varadarajan et al. wanted to understand how these population-based solvers are effective and efficient, and the key to this understanding was examining the frequency of global edges in the population. They found that in the majority of the TSP local optima they examined, more than 73% of the global edges were represented in the initial population [16]. One of the major contributions of this work is the relationship between edge frequency and the global optimum: "relatively small populations that have been improved by applying 2-opt often contain all of the edges needed to reconstruct the global optimum" [16]. This means that it is highly likely that a randomly selected edge from a random local optimum is an edge that can also be found in the global optimum [16]. We hope to use this to continue to improve solutions found in optimization methods.

In Figure 2.1, the left column shows the population sizes required to find all of the global edges for cluster problems, the middle shows the minimum population sizes for printed circuit board (PCB) problems, and the right column shows the minimum population sizes required to find all of the global edges for the "city" problems [16]. If a particular population size was not enough to generate all of the global edges, the number was increased by a power of 2. For

example, the ATT532 required only 64 tours to have a set containing all of the edges of the global optimum.

Cluster Problem	Pop Size	PCB Problem	Pop Size	City Problem	Pop Size
C1k.0	256	pcb442	16	att532	64
C3k.0	256	d657	256	pr1002	128
C3k.1	512	pcb1173	256	vm1084	512
dsj1000	128	d1291	128	rl1304	64
		fl1400	128	rl1323	256
		fl1577	4096	nrv1379	128
		d1655	256	vm1748	128
		u1817	128	rl1889	128
		d2103	16384	pr2392	128
		u2319	64	fnl4461	256
		pcb3038	128		

**Figure 2.1:** TSP Problem Instances and the Smallest Population Size Required to Contain All of the Globally Optimal Edges After Performing EAX based 2-opt on the Initial Population

While Varadarajan et al. sought to answer the question of how many random 2-opt tours we need to get all of the global edges [16], we seek to explore more about the frequencies of the edges gathered in each set. We want to know how many high frequency edges we need to get all of the global edges. In our work, the frequencies of edges were obtained by passing the local optima and global optimum for each TSP instance through the n-gram package of Python3. An n-gram is a sequence of  $n$  items, words, symbols, or tokens in a given text. Typically, n-grams are used in natural language processing (NLP) for specific tasks, such as word prediction, speech recognition, machine translation, and spelling correction [18]. However, n-grams have been used to compare features in other areas as well, like in software feature representation for network security [18]. We used n-grams to calculate the frequency of edges in the local optima and compare those edges with the global optimum. In this context,  $n$  is the number of vertices, or cities, in a segment of a permutation of length  $n$ . We examined n-grams of size 2, 3, 4, 5, and 7. As  $n$  increases, the constraints between different edges show interesting patterns as certain edges continue to appear at high frequencies.

# Chapter 3

## Methodology

### 3.1 The TSP Instances

Our approach involved comparing multiple well-known examples of the TSP, including the ATT48 and EIL101. We wanted to explore instances of different sizes to see if that impacted the patterns we noticed in the edge frequencies and if problems of different sizes changed performance levels for the various tour construction methods chosen. The ATT48 and EIL101 are both city problems, so the x and y coordinates in the graphs correspond to the coordinates of the cities in each set. The coordinates are used to construct distance matrices using the Euclidean distance formula to approximate the distances between cities. These TSP instances have a single global optimum, which made our comparison of globally optimal edges (global edges) and locally optimal edges (non-global edges) more straightforward.

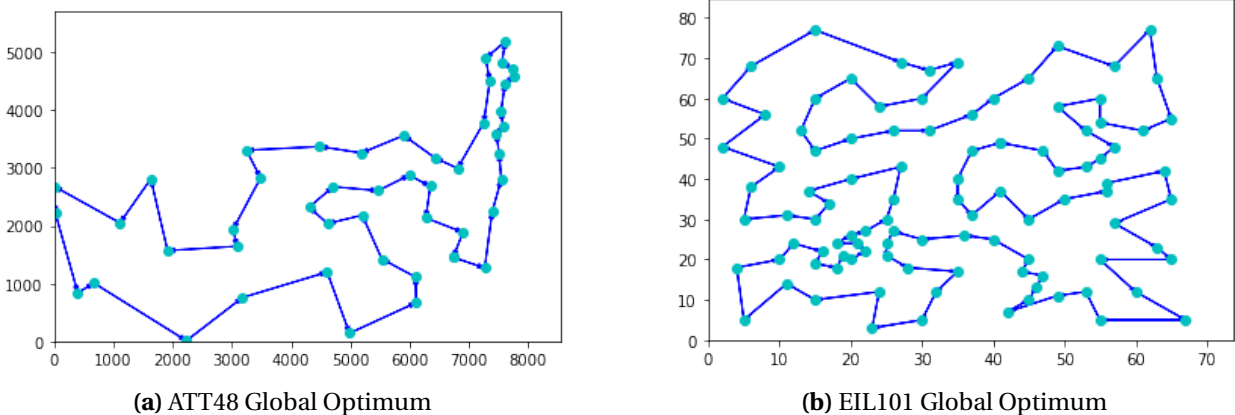


Figure 3.1: The Global Optima for the ATT48 and EIL101

### 3.1.1 Gathering Local Optima

We also examined local optima generated in multiple ways. For each TSP instance, we looked at randomly initialized tours, nearest neighbors tours, and ACO generated paths. All of these were then passed through 2-opt to ensure they were in fact local optima with respect to 2-opt. We did, however, examine the ACO generated paths before and after running them through 2-opt to be able to examine the quality of the ACO generated paths. This generated our four data samples: randomly initialized local optima (RILO), nearest neighbors local optima (NNLO), the ACO sample 1 (ACO-S1), and ACO local optima (ACO-LO). We wanted to know if the ACO algorithm on its own (ACO-S1) can find global edges at high frequencies, or if 2-opt is necessary to generate more global edges.

With these local optima, we wanted to ensure that there was enough diversity to be able to see patterns in the edges that were in both the local optima and the global optimum. As noted in previous work [16], we do not need an overly large sample size to be able to represent all of the edges in the global optimum. Therefore, we decided to gather 100 local optima for the randomly generated set, the nearest neighbors set, and the ant colony set. All three sets were passed through 2-opt to ensure that no improvements could be made, meaning they were locally optimized. For the randomly generated set, we simply called on the random package in Python3 to select a permutation of size  $n$  that matched the size of the TSP instance and included all of the vertices only once. For the nearest neighbors set, we used multiple different nearest neighbors algorithms to ensure a variety of paths: traditional nearest neighbors, nearest insertion, farthest insertion, cheapest insertion, and arbitrary insertion. There were 20 of each type for a total of 100 nearest neighbors paths. For the ant colony set, we ran the ant colony system code for a total of 300 iterations, and we collected the best paths for iterations from 200 to 300 to get a total of 100 paths. We used 100 ants with an evaporation rate of 0.1, an intensification rate of 2, alpha and beta were 1, and choose best at a rate of 0.1. An evaporation rate of 0.1 is often considered optimal [14].

## 3.2 Preparing N-Grams

To analyze the frequency of edges of varying sizes, the local optima were passed through the n-grams package in Python3. For each TSP instance and each type of generated local optima, we looked at n-grams of size 2, 3, 4, 5, and 7. An n-gram is a sequence of  $n$  items, words, symbols, or tokens in a given text. In this context, the n-gram corresponds to the number of vertices, or cities, in an edge of the graph, so an n-gram of size 2, called a bigram, would be a connection between two cities. The larger the n-gram, the more constraints there are with which vertices can be next to each other. N-grams allowed us to analyze the frequency and optimality of patterns of different sizes.

To compare the n-grams with the global optima, the global optimum for each TSP instance was also ran through the n-gram code and then the dictionaries generated were compared by key. Using Python dictionaries, which store objects as key-value pairs each with a unique key, we were able to consolidate all of the edges and count the frequencies of global and non-global edges. Each dictionary had the edges sorted from smallest to largest in the keys to ensure that duplicates were merged and to make sure all edges that were in the global optimum and the local optima were found. The text had to be stripped and sorted before analyzing the n-grams, counting the frequency of the n-grams, and comparing the resulting n-grams to the global n-grams.

# Chapter 4

## Findings and Results

### 4.1 ATT48 Frequencies

The ATT48 is a 48-city problem. After gathering all of the local optima for each type of tour construction, each of the 100 local optima were passed through the n-gram code, sorted according to the smallest first edge, and compared to the n-grams of the same size in the global optimum for the ATT48. These were then saved in Microsoft Excel workbooks to sort and analyze the results. For each size of n-gram, the results were sorted from highest to lowest frequency, and the global and non-global edges were color coded. In the tables and figures below, the results are shown. The tables include the number of global edges found by each set of local optima, the percentage of global frequencies, and sorted n-grams of different sizes. In the plots, the frequency vs number of n-grams are shown in histograms. All of these results provide ways to compare randomly initialized local optima (RILO), nearest neighbors local optima (NNLO), and ant colony tours before (ACO-S1) and after 2-opt (ACO-LO).

Table 4.1 shows how many of the global edges, of a total of 48 for the ATT48, were represented for each type of tour construction method. Table 4.2 shows the percentage of global edges compared to the number of unique edges generated by each tour construction method. For this second table, the global frequencies were counted and divided by the total number of frequencies (global and non-global). These tables demonstrate the effectiveness of each method at sampling the global optimum. However, they do not show the full picture.

In Table 4.3, the top 20 and bottom 20 ranked global edges for the bigrams are shown. Edges were sorted from the highest to lowest frequency, so the lower the rank, the higher the frequency of the edge. RILO, NNLO, and ACO-LO found the first 20 global edges in the top 21 frequencies, while ACO-S1 found the top 20 within the top 30 frequencies. At the bottom, it took RILO 91 of the top frequencies to get all of the global edges, followed by ACO-LO and NNLO each with 111,

**Table 4.1:** Table of Global Edges Found For Each Tour Construction for the ATT48.

This shows whether each method found all of the global edges of each size within the 100 sampled tours.

ATT48 Global Edges Count				
n-grams	RILO	NNLO	ACO-S1	ACO-LO
2	48	48	42	48
3	48	48	35	48
4	47	47	30	48
5	46	44	22	48
7	45	43	12	48

**Table 4.2:** Table of the Percent of Global Edges Out of the Total Frequency for Each Tour.

This shows the rate at which the global edges were present within all of the edges found within the 100 sampled tours for each construction method.

ATT48 Percentage of Global N-Grams				
n-grams	RILO	NNLO	ACO-S1	ACO-LO
2	70.06%	67.42%	53.01%	70.51%
3	49.28%	48.27%	21.21%	48.94%
4	41.98%	33.39%	10.58%	38.41%
5	31.77%	26.14%	4.11%	26.98%
7	25.78%	17.00%	1.16%	18.53%

and ACO-S1 needed 296 of the top frequency bigrams to get all of the global edges it contained. ACO-S1 only found 42 of the 48 global bigrams.

Similarly, in table 4.4, the top 20 and bottom 20 highest frequency global trigrams are depicted. Again, RILO found the top 20 global edges within the top 21 frequencies, followed by ACO-LO at 26, NNLO at 28, and ACO-S1 at 58. Note that ACO-S1 did not have a global edge until the top 11th frequency. In the bottom 20, RILO found all of the global edges within 212 top frequencies, NNLO within 254, ACO-LO within 425, and ACO-S1 by the top 829th frequency. ACO-S1 only found 35 of the 48 global trigrams as noted in table 4.1, so there are some trigrams repeated in the top and bottom 20.

In Table 4.5, the top 20 highest frequency and bottom 20 highest frequency global 5-grams for RILO, NNLO, and ACO-LO are shown. ACO-S1 is in the Appendix in Table A.1. ACO-S1 only found 22 of the 48 global 5-grams, and the top 20 frequencies of the 22 found were in the top

frequencies of the range of 35 to 1699. RILO were able to find the top 20 by the 27th highest frequency, NNLO by the 36th highest frequency, and ACO-LO by the top 46th. To find all of the global 5-grams each contains, RILO found 46 of the 48 by the 270th frequency, NNLO found 44 by the 1027th frequency, and ACO-LO found all 48 by the 922nd. While RILO did not find all of the global edges, much less of the 5-gram table needed to be traversed before getting all of the possible global edges, which would make reconstructing the global path from this set much more efficient than the other biased tour construction methods.

In Table 4.6 and Table 4.7, the frequencies of the top 40 bigrams and trigrams are arranged according to frequency, and the highlighted edges are global edges. For the bigrams, RILO and NNLO both featured only global edges in the top 25 while ACO-S1 and ACO-LO both had some non-global edges in the top 25. Of course, the top 40 will not include all of the global edges for any of the methods. Similarly, the trigrams in Table 4.7 are global except for one in RILO while NNLO and ACO-LO tours had some non-global edges, and ACO-S1 had mostly non-global edges in the top 40 trigrams. Then, there is Table 4.8, which features the top 40 n-grams of size 5 for the ATT48. ACO-S1 is in the Appendix in Table A.2. The top 40 highest frequency 5-grams in the ACO-S1 were mainly non-global edges. In fact, the first global 5-gram is the 35th rank with a frequency of 20.

Following the tables, the plots for the bigram frequencies are depicted in figures 4.1 and 4.2. In each plot, the global bigrams are blue and the non-global edges are red. The data plotted is cut off at 10 edges after the last global edge found. The frequencies are arranged highest to lowest so that the frequencies and their optimality can quickly be compared for each type of tour construction. RILO and NNLO both have large sections of high global frequencies, while the ACO-S1 plot has patches of red fairly early. This demonstrates that RILO not only do an excellent job at finding the globally optimal edges, but they also find many of them at high frequencies.

In Figure 4.3, the top 100 bigrams for RILO and NNLO are shown while the top bigrams for ACO-S1 and ACO-LO are displayed in Figure 4.4. The global edges are blue and the non-global

edges are red. Notice that the NNLO graph is missing two of the global edges while the graph of RILO has all of the global bigrams represented in the top 100. ACO-S1 is missing several of the global bigrams, and as noted in Table 4.1, the ACO-S1 tours only contained 42 of the global bigrams. ACO-LO was able to gather all of the global bigrams, but not within 100 ranks, so two of the global bigrams are missing from the plot. As seen in Table 4.3, ACO-LO and NNLO each needed 111 of the top frequencies to get all of the global edges while RILO obtained them all within 91 of the top frequencies. We see many of the same non-global edges represented, though there are some differences when comparing the four graphs.

**Table 4.3:** Table of Top 20 and Bottom 20 Global Bigrams for the ATT48  
 Edge (16,26) is shown in the edge column as | 16 | 26 |. Edges are sorted from highest to lowest frequency.

ATT48 Top 20, Bottom 20 Global Bigrams											
Random			NN			ACO			ACO 2-opt		
rank	edge		rank	edge		rank	edge		rank	edge	
1	16	26	1	16	42	1	31	38	1	5	36
2	16	42	2	18	26	2	9	23	2	18	26
3	18	26	3	18	36	3	34	44	3	18	36
4	18	36	4	5	36	4	3	25	4	16	26
5	3	25	5	3	25	5	0	7	5	16	42
6	3	34	6	34	44	10	1	28	6	9	44
7	34	44	7	16	26	12	4	47	7	34	44
8	5	36	8	15	21	13	15	40	8	3	34
9	0	7	9	4	47	15	33	40	9	3	25
10	15	21	10	0	7	16	16	42	10	1	28
11	30	43	11	3	34	17	32	45	11	17	43
12	29	42	12	31	38	18	15	21	12	6	17
13	5	27	13	30	43	19	18	36	13	31	38
14	1	28	14	29	42	20	6	17	14	33	40
15	31	38	15	5	27	22	17	43	15	0	7
16	33	40	16	30	37	24	11	14	16	15	21
17	4	47	17	32	45	25	19	46	17	5	27
18	30	37	18	33	40	27	13	24	19	29	42
19	17	43	19	13	24	28	29	42	20	30	43
20	6	17	20	1	28	30	2	22	21	15	40
31	9	23	33	38	47	35	30	43	35	14	39
32	20	46	34	19	46	36	19	32	36	35	45
34	19	32	36	20	46	37	14	39	37	9	23
35	11	14	38	12	24	41	16	26	38	2	22
36	35	45	39	19	32	42	13	22	39	19	32
37	1	25	40	10	11	45	5	27	40	10	11
39	10	11	41	14	39	47	12	24	41	23	41
42	23	41	44	20	31	49	5	36	42	1	25
43	15	40	45	8	39	50	20	46	43	20	46
45	38	47	48	35	45	51	10	11	46	12	24
46	13	22	49	1	25	53	6	27	47	2	21
47	12	24	51	13	22	56	29	35	51	13	22
48	8	39	55	7	37	57	2	21	59	38	47
49	20	31	59	4	41	70	8	39	60	20	31
58	2	22	60	23	41	83	10	12	65	8	39
59	4	41	65	2	22	89	7	37	70	7	37
68	7	37	66	15	40	111	0	8	76	10	12
74	10	12	71	0	8	120	35	45	80	0	8
82	28	33	102	10	12	251	20	31	109	4	41
91	0	8	111	28	33	296	1	25	111	28	33

**Table 4.4:** Table of Top 20 and Bottom 20 Global Trigrams for the ATT48  
 Edge (2, 34, 44) is shown in the edge column as | 3 | 34 | 44 |. Edges are sorted from highest to lowest frequency.

ATT48 Top 20, Bottom 20 Global Trigrams															
Random				NN				ACO				ACO 2-opt			
rank	edge			rank	edge			rank	edge			rank	edge		
1	3	34	44	1	26	16	42	11	15	40	33	1	9	44	34
2	5	36	18	2	5	36	18	13	21	15	40	2	3	34	44
3	26	18	36	3	16	26	18	17	6	17	43	3	25	3	34
4	26	16	42	4	25	3	34	18	16	42	29	4	6	17	43
5	25	3	34	5	3	34	44	23	26	18	36	5	5	36	18
6	16	26	18	6	26	18	36	25	19	32	45	6	26	18	36
7	16	42	29	7	16	42	29	26	17	43	30	7	26	16	42
8	27	5	36	8	27	5	36	27	32	19	46	8	16	42	29
9	6	17	43	9	6	17	43	30	26	16	42	10	16	26	18
10	35	29	42	10	37	30	43	31	11	14	39	11	17	43	30
11	37	30	43	11	2	21	15	34	22	13	24	12	15	40	33
12	5	27	6	12	17	43	30	36	5	36	18	13	21	15	40
13	9	44	34	13	9	44	34	37	10	11	14	14	27	5	36
14	17	43	30	14	23	9	44	41	37	30	43	15	37	30	43
16	2	21	15	15	35	29	42	42	19	46	20	18	5	27	6
17	17	6	27	16	5	27	6	46	17	6	27	19	35	29	42
18	23	9	44	18	4	47	38	47	2	22	13	23	17	6	27
19	1	25	3	21	31	38	47	49	12	24	13	24	29	35	45
20	29	35	45	24	17	6	27	55	16	26	18	25	23	9	44
21	25	1	28	28	20	31	38	58	35	29	42	26	25	1	28
37	9	23	41	46	9	23	41	46	17	6	27	47	22	13	24
38	4	47	38	47	0	7	37	47	2	22	13	52	12	24	13
39	10	11	14	49	10	11	14	49	12	24	13	55	21	2	22
40	20	31	38	53	22	13	24	55	16	26	18	60	20	31	38
42	22	13	24	54	11	14	39	58	35	29	42	61	31	38	47
48	41	4	47	66	4	41	23	60	2	21	15	65	9	23	41
51	8	39	14	67	31	20	46	64	5	27	6	79	0	7	37
52	12	24	13	68	32	19	46	71	27	5	36	85	2	22	13
57	4	41	23	70	21	15	40	72	21	2	22	98	8	39	14
65	31	20	46	72	7	37	30	111	0	7	37	99	31	20	46
66	0	7	37	78	8	39	14	120	8	39	14	111	7	0	8
70	21	2	22	81	7	0	8	141	7	0	8	113	7	37	30
90	28	33	40	93	0	8	39	159	7	37	30	116	10	12	24
99	1	28	33	97	21	2	22	169	0	8	39	118	0	8	39
116	7	37	30	107	15	40	33	259	32	45	35	123	11	10	12
127	0	8	39	172	10	12	24	545	20	31	38	142	4	47	38
135	7	0	8	175	2	22	13	562	29	35	45	198	4	41	23
155	10	12	24	212	28	33	40	731	1	25	3	204	28	33	40
171	11	10	12	230	1	28	33	828	10	12	24	376	1	28	33
212	2	22	13	254	11	10	12	829	11	10	12	425	41	4	47

**Table 4.5:** Table of Top 20 and Bottom 20 Global 5-grams for the ATT48

Edge (5, 36, 18, 26, 16) is shown in the edge column as | 5 | 36 | 18 | 26 | 16 |. Edges are sorted from highest to lowest frequency.

ATT48 Top 20, Bottom 20 Global 5-grams																	
Random						NN						ACO 2-opt					
rank	edge					rank	edge					rank	edge				
1	5	36	18	26	16	1	18	26	16	42	29	1	9	44	34	3	25
2	26	18	36	5	27	2	36	18	26	16	42	2	5	36	18	26	16
3	36	18	26	16	42	3	5	36	18	26	16	3	36	18	26	16	42
4	18	26	16	42	29	4	26	18	36	5	27	4	18	26	16	42	29
5	26	16	42	29	35	5	3	34	44	9	23	5	26	18	36	5	27
6	6	27	5	36	18	6	9	44	34	3	25	6	6	17	43	30	37
7	9	44	34	3	25	7	26	16	42	29	35	7	26	16	42	29	35
8	6	17	43	30	37	8	6	27	5	36	18	9	27	6	17	43	30
9	5	27	6	17	43	9	6	17	43	30	37	10	5	27	6	17	43
10	3	34	44	9	23	12	27	6	17	43	30	12	6	27	5	36	18
11	27	6	17	43	30	13	5	27	6	17	43	14	17	6	27	5	36
12	17	6	27	5	36	14	17	6	27	5	36	15	16	42	29	35	45
13	16	42	29	35	45	17	4	47	38	31	20	16	3	34	44	9	23
14	1	25	3	34	44	18	16	42	29	35	45	17	1	25	3	34	44
15	28	1	25	3	34	19	1	25	3	34	44	18	28	1	25	3	34
16	32	45	35	29	42	22	32	45	35	29	42	20	32	45	35	29	42
21	19	32	45	35	29	25	28	1	25	3	34	30	19	32	45	35	29
23	34	44	9	23	41	28	34	44	9	23	41	35	2	21	15	40	33
26	35	45	32	19	46	30	19	32	45	35	29	38	35	45	32	19	46
27	4	41	23	9	44	36	9	23	41	4	47	46	22	2	21	15	40
55	46	20	31	38	47	64	35	45	32	19	46	154	37	7	0	8	39
71	1	28	33	40	15	65	37	7	0	8	39	155	8	0	7	37	30
73	19	46	20	31	38	66	8	0	7	37	30	159	31	20	46	19	32
74	21	15	40	33	28	101	0	7	37	30	43	162	0	8	39	14	11
75	22	2	21	15	40	129	19	46	20	31	38	169	0	7	37	30	43
99	3	25	1	28	33	142	7	37	30	43	17	195	11	10	12	24	13
108	25	1	28	33	40	204	20	46	19	32	45	209	7	0	8	39	14
110	0	7	37	30	43	216	2	21	15	40	33	238	13	22	2	21	15
133	8	0	7	37	30	266	7	0	8	39	14	239	21	2	22	13	24
134	8	39	14	11	10	267	0	8	39	14	11	243	14	11	10	12	24
149	31	20	46	19	32	268	8	39	14	11	10	322	12	10	11	14	39
151	37	7	0	8	39	315	22	2	21	15	40	326	4	47	38	31	20
153	0	8	39	14	11	363	21	15	40	33	28	327	4	41	23	9	44
162	7	37	30	43	17	437	1	28	33	40	15	787	3	25	1	28	33
188	7	0	8	39	14	503	10	12	24	13	22	788	25	1	28	33	40
193	12	10	11	14	39	504	11	10	12	24	13	789	1	28	33	40	15
225	10	12	24	13	22	514	31	20	46	19	32	917	21	15	40	33	28
227	11	10	12	24	13	937	13	22	2	21	15	920	31	38	47	4	41
234	14	11	10	12	24	1026	3	25	1	28	33	921	23	41	4	47	38
270	2	22	13	24	12	1027	25	1	28	33	40	922	9	23	41	4	47

**Table 4.6:** Table of the Top 40 Bigrams for the ATT48.

Edge (16,26) is shown in the edge column as | 16 | 26 |. Highlighted cells are global edges.

ATT48 Top 40 Bigrams											
Random			NN			ACO			ACO 2-opt		
edge		freq	edge		freq	edge		freq	edge		freq
16	26	100	16	42	100	31	38	100	5	36	100
16	42	100	18	26	100	9	23	100	18	26	100
18	26	100	18	36	100	34	44	100	18	36	100
18	36	100	5	36	100	3	25	100	16	26	100
3	25	100	3	25	100	0	7	99	16	42	100
3	34	100	34	44	100	23	31	99	9	44	100
34	44	100	16	26	99	9	41	99	34	44	100
5	36	100	15	21	99	41	44	99	3	34	100
0	7	98	4	47	99	25	34	99	3	25	100
15	21	98	0	7	97	1	28	99	1	28	100
30	43	97	3	34	97	4	28	99	17	43	99
29	42	96	31	38	94	4	47	99	6	17	99
5	27	96	30	43	92	15	40	99	31	38	99
1	28	94	29	42	91	1	3	98	33	40	99
31	38	94	5	27	91	33	40	98	0	7	99
33	40	93	30	37	89	16	42	96	15	21	97
4	47	92	32	45	88	32	45	94	5	27	97
30	37	89	33	40	88	15	21	93	4	28	97
17	43	86	13	24	87	18	36	91	29	42	96
6	17	86	1	28	84	6	17	89	30	43	94
29	35	85	6	17	83	7	8	88	15	40	94
6	27	85	17	43	82	17	43	86	30	37	88
13	24	84	2	21	75	8	37	86	19	46	88
9	44	83	9	23	74	11	14	85	8	37	87
32	45	78	9	44	73	19	46	82	32	45	85
7	8	77	10	22	71	0	21	78	13	24	84
19	46	74	12	20	69	13	24	78	11	14	79
2	21	73	11	14	69	29	42	75	4	47	77
10	22	72	29	35	67	33	47	72	7	8	77
14	39	71	6	27	67	2	22	72	6	27	75
9	23	69	7	8	67	30	37	67	29	35	75
20	46	68	0	15	64	18	26	64	23	31	75
8	37	68	38	47	63	12	20	63	10	22	75
19	32	66	19	46	62	2	39	63	12	20	74
11	14	65	13	33	61	30	43	63	14	39	73
35	45	63	20	46	61	19	32	60	35	45	71
1	25	62	8	37	58	14	39	59	9	23	67
12	20	60	12	24	56	30	45	59	2	22	66
10	11	58	19	32	56	6	35	58	19	32	61
23	31	57	10	11	55	10	22	57	10	11	61

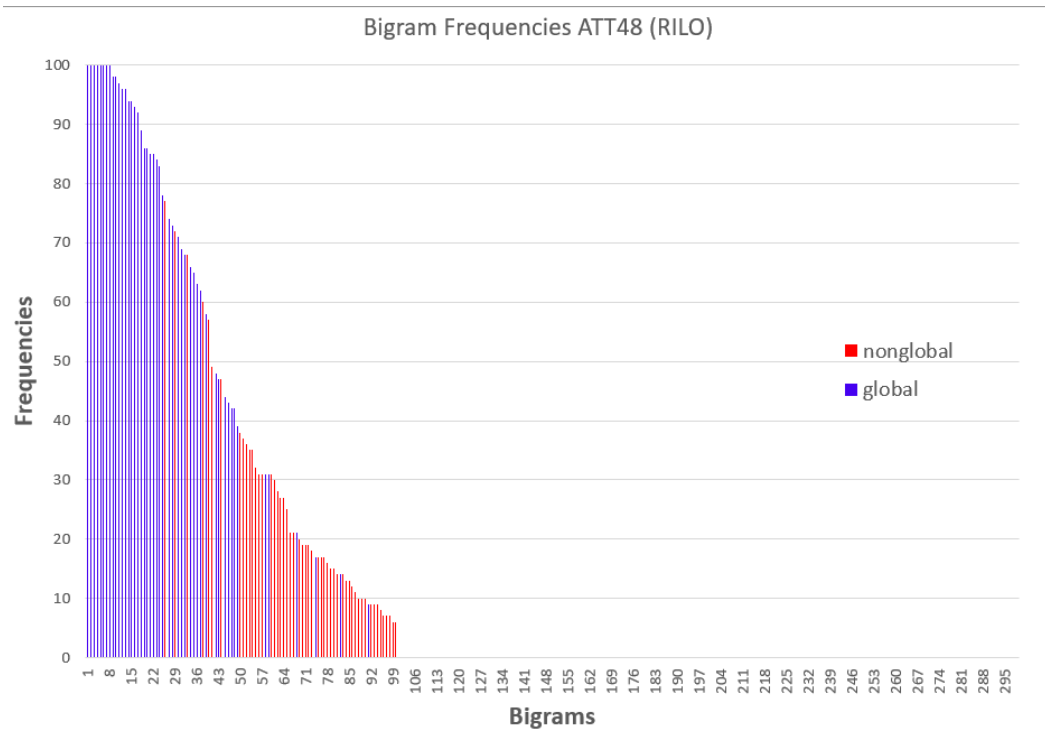
**Table 4.7:** Table of the Top 40 Trigrams for the ATT48.

Edge (3, 34, 44) is shown in the edge column as | 3 | 34 | 44 |. Highlighted cells are global trigrams.

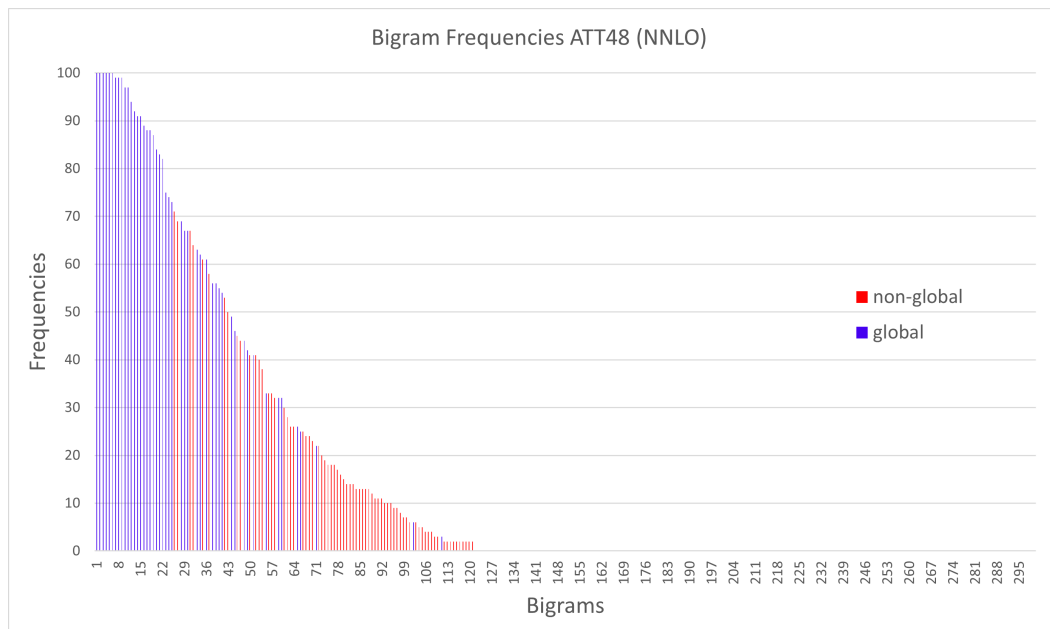
ATT48 Top 40 Trigrams															
Random				NN				ACO				ACO 2-opt			
edge			freq	edge			freq	edge			freq	edge			freq
3	34	44	99	26	16	42	98	23	31	38	99	9	44	34	100
5	36	18	99	5	36	18	98	23	9	41	99	3	34	44	100
26	18	36	98	16	26	18	97	34	44	41	99	25	3	34	100
26	16	42	97	25	3	34	96	25	34	44	99	6	17	43	97
25	3	34	96	3	34	44	95	9	23	31	98	5	36	18	97
16	26	18	96	26	18	36	92	9	41	44	98	26	18	36	97
16	42	29	95	16	42	29	91	3	25	34	98	26	16	42	97
27	5	36	94	27	5	36	91	1	3	25	98	16	42	29	96
6	17	43	86	6	17	43	81	3	1	28	98	1	28	4	96
35	29	42	85	37	30	43	78	28	4	47	98	16	26	18	94
37	30	43	85	2	21	15	73	15	40	33	97	17	43	30	93
5	27	6	83	17	43	30	73	1	28	4	96	15	40	33	93
9	44	34	82	9	44	34	73	21	15	40	92	21	15	40	91
17	43	30	80	23	9	44	71	0	7	8	87	27	5	36	90
0	7	8	76	35	29	42	67	7	8	37	81	37	30	43	81
2	21	15	70	5	27	6	66	7	0	21	77	0	7	8	77
17	6	27	69	0	7	8	65	6	17	43	75	8	37	30	76
23	9	44	68	4	47	38	63	16	42	29	74	5	27	6	74
1	25	3	62	7	0	15	61	0	21	15	72	35	29	42	74
29	35	45	62	0	15	21	61	4	47	33	71	23	31	38	74
25	1	28	56	31	38	47	57	40	33	47	71	28	4	47	74
8	37	30	56	7	8	37	50	8	37	30	59	7	8	37	74
7	8	37	55	13	33	40	49	26	18	36	57	17	6	27	73
32	45	35	54	17	6	27	49	30	45	32	56	29	35	45	68
23	31	38	51	8	37	30	48	19	32	45	54	23	9	44	67
0	15	21	48	24	13	33	47	17	43	30	52	25	1	28	57
7	0	15	47	23	31	38	44	32	19	46	50	1	25	3	56
19	46	20	46	20	31	38	43	20	38	31	50	32	19	46	52
21	15	40	45	19	32	45	43	17	6	35	49	11	14	39	52
19	32	45	45	29	35	45	42	26	16	42	49	7	0	21	52
32	19	46	42	1	25	3	42	11	14	39	46	32	45	35	51
1	28	4	41	12	24	13	41	22	2	39	46	0	21	15	50
11	14	39	40	28	1	41	41	24	38	31	45	10	11	14	46
15	40	33	39	28	4	47	40	22	13	24	39	19	32	45	45
31	38	47	38	32	45	35	37	2	22	10	36	4	47	33	45
28	4	47	37	28	40	33	35	5	36	18	36	40	33	47	45
9	23	41	36	9	23	31	35	10	11	14	35	2	22	10	45
4	47	38	35	25	1	28	34	36	16	42	34	2	21	15	44
10	11	14	33	1	28	40	33	43	30	45	32	19	46	20	43
20	31	38	33	6	35	27	33	16	36	18	31	28	1	41	43

**Table 4.8:** Table of the Top 40 5-grams for the ATT48. Highlighted cells are global edges.

ATT48 Top 40 5-grams																	
Random						Nearest Neighbors						ACO 2-opt					
edge					freq	edge					freq	edge					freq
5	36	18	26	16	93	18	26	16	42	29	88	9	44	34	3	25	100
26	18	36	5	27	91	36	18	26	16	42	88	5	36	18	26	16	87
36	18	26	16	42	91	5	36	18	26	16	87	36	18	26	16	42	87
18	26	16	42	29	88	26	18	36	5	27	81	18	26	16	42	29	87
26	16	42	29	35	81	3	34	44	9	23	70	26	18	36	5	27	84
6	27	5	36	18	80	9	44	34	3	25	70	6	17	43	30	37	78
9	44	34	3	25	77	26	16	42	29	35	67	26	16	42	29	35	73
6	17	43	30	37	70	6	27	5	36	18	65	0	7	8	37	30	73
5	27	6	17	43	67	6	17	43	30	37	58	27	6	17	43	30	71
3	34	44	9	23	66	2	21	15	0	7	56	5	27	6	17	43	70
27	6	17	43	30	66	0	7	8	37	30	48	8	37	30	43	17	70
17	6	27	5	36	65	27	6	17	43	30	48	6	27	5	36	18	68
16	42	29	35	45	61	5	27	6	17	43	48	7	8	37	30	43	68
1	25	3	34	44	60	17	6	27	5	36	48	17	6	27	5	36	67
28	1	25	3	34	54	7	8	37	30	43	47	16	42	29	35	45	67
32	45	35	29	42	53	8	7	0	15	21	47	3	34	44	9	23	67
0	7	8	37	30	52	4	47	38	31	20	43	1	25	3	34	44	56
7	8	37	30	43	52	16	42	29	35	45	42	28	1	25	3	34	56
8	37	30	43	17	46	1	25	3	34	44	40	3	25	1	28	4	53
2	21	15	0	7	43	15	0	7	8	37	39	32	45	35	29	42	49
19	32	45	35	29	37	8	37	30	43	17	36	0	21	15	40	33	49
8	7	0	15	21	36	32	45	35	29	42	35	7	0	21	15	40	49
34	44	9	23	41	34	38	31	23	9	44	34	1	28	4	47	33	45
31	23	9	44	34	28	31	23	9	44	34	34	28	4	47	33	40	45
15	0	7	8	37	27	28	1	25	3	34	32	3	25	41	1	28	43
35	45	32	19	46	26	27	35	6	17	43	30	1	41	25	3	34	43
4	41	23	9	44	24	41	25	3	34	44	30	41	25	3	34	44	43
9	23	41	4	47	24	34	44	9	23	41	29	4	47	33	40	15	43
38	31	23	9	44	24	1	41	25	3	34	27	21	15	40	33	47	43
7	0	21	15	40	23	19	32	45	35	29	26	19	32	45	35	29	42
4	47	38	31	20	22	34	3	25	9	41	25	41	1	28	4	47	42
20	46	19	32	45	21	9	25	3	34	44	24	4	28	1	41	25	42
3	25	1	28	40	20	15	21	2	40	33	24	31	23	9	44	34	42
8	7	0	21	15	20	0	15	21	2	40	24	38	31	23	9	44	42
0	21	15	40	33	19	6	35	27	5	36	24	2	21	15	40	33	41
2	21	15	40	33	18	9	23	41	4	47	24	8	7	0	21	15	39
3	25	1	28	4	18	23	44	34	3	25	23	21	0	7	8	37	36
15	21	2	33	40	18	5	27	35	6	17	23	35	45	32	19	46	35
41	25	3	34	44	18	18	36	5	27	35	23	23	41	9	44	34	33
0	15	21	2	33	17	19	29	42	16	26	23	3	34	44	9	41	33

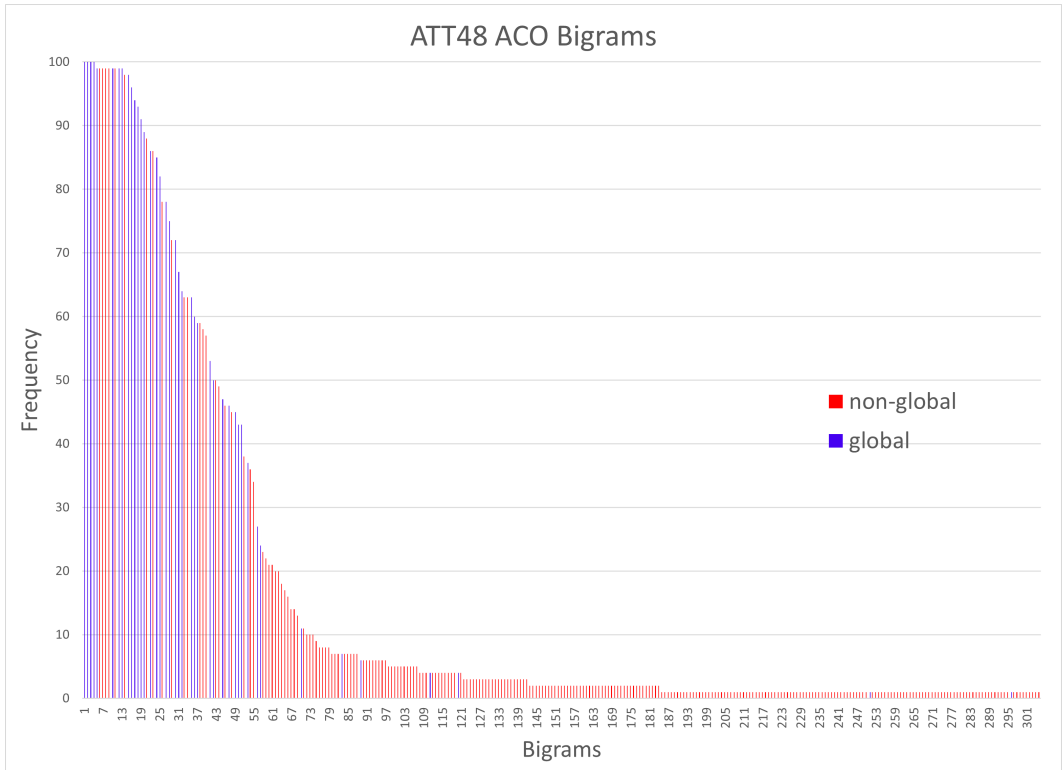


(a) ATT48 Bigrams RILO

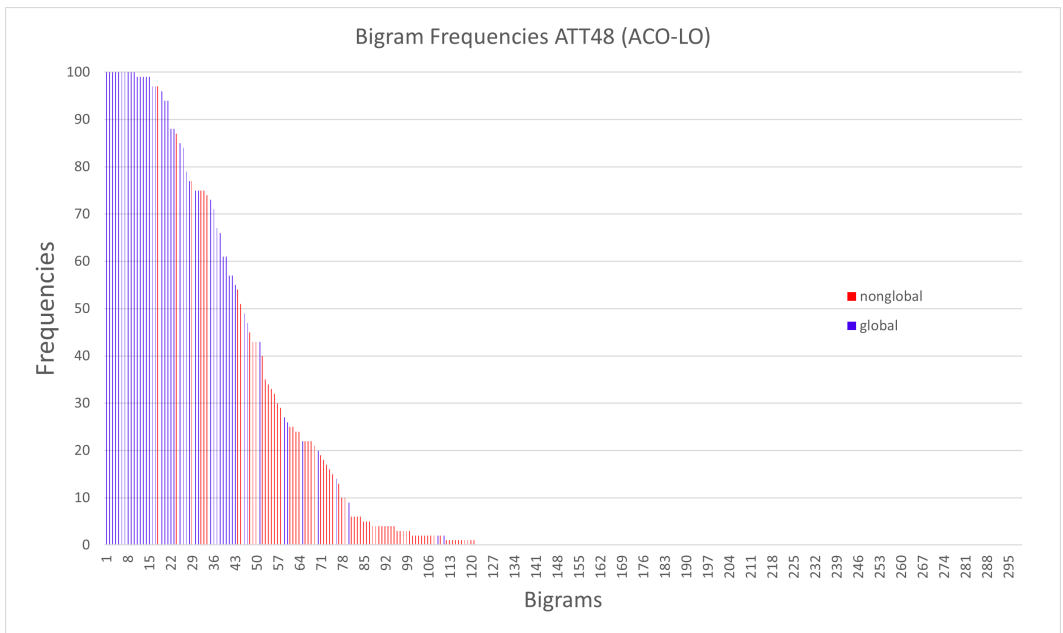


(b) ATT48 Bigrams NNLO

**Figure 4.1:** Bigram Frequencies for the ATT48 vs. the Number of Bigrams (a) RILO (b) NNLO  
Note: both sub-figures are truncated at ten after the last globally optimal bigram.

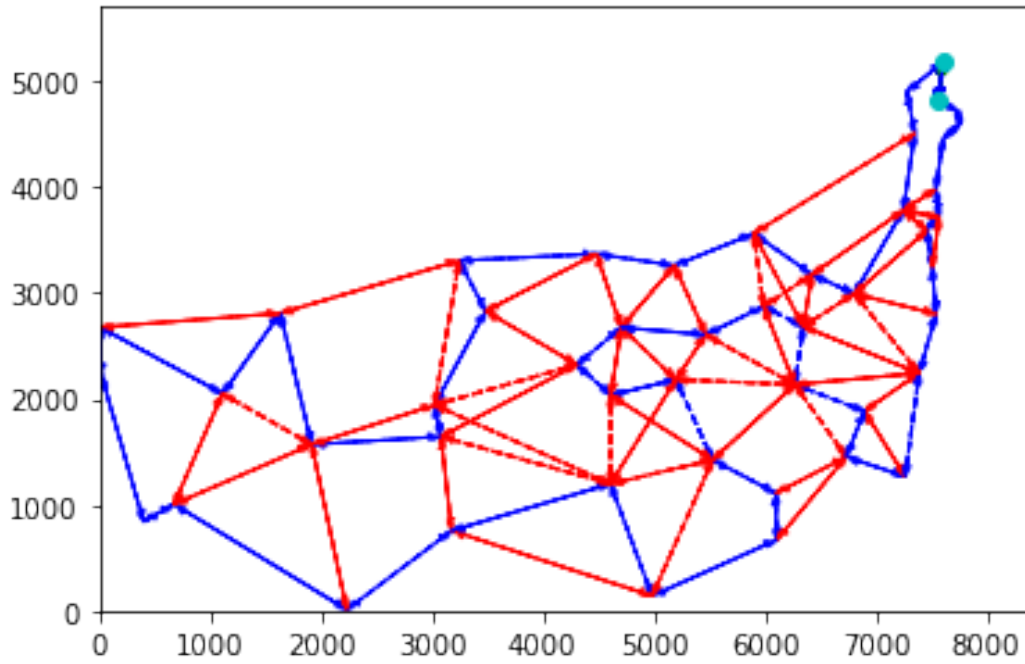


(a) ATT48 Bigrams ACO-S1

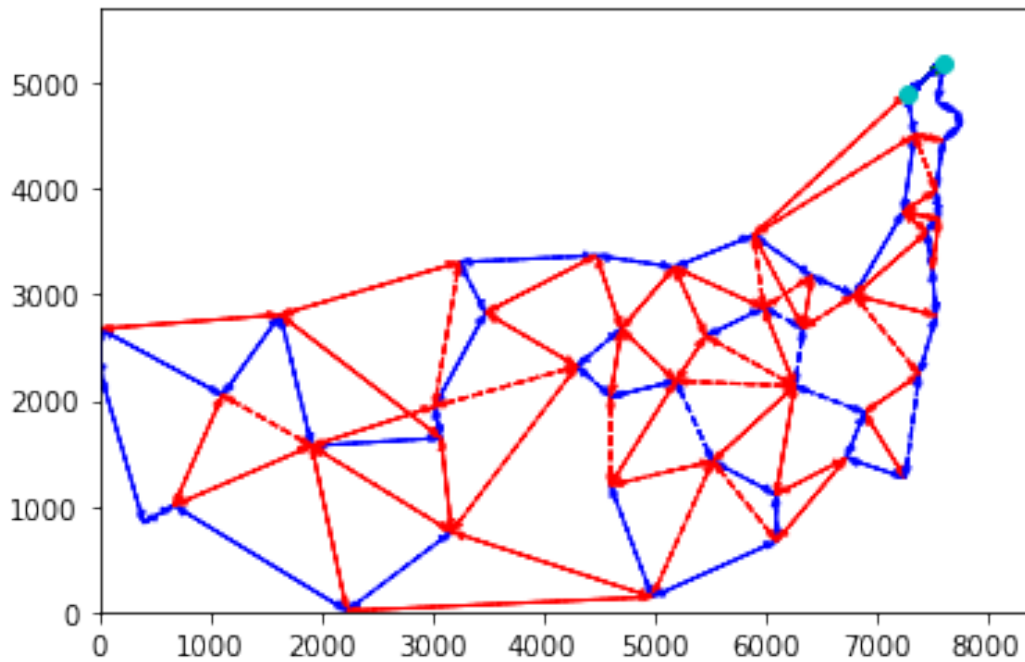


(b) ATT48 Bigrams ACO-LO 2-opt

**Figure 4.2:** Bigram Frequencies for the ATT48 vs. the Number of Bigrams (a) ACO-S1 (b) ACO-LO  
Note: Both sub-figures are truncated at ten after the last globally optimal bigram.



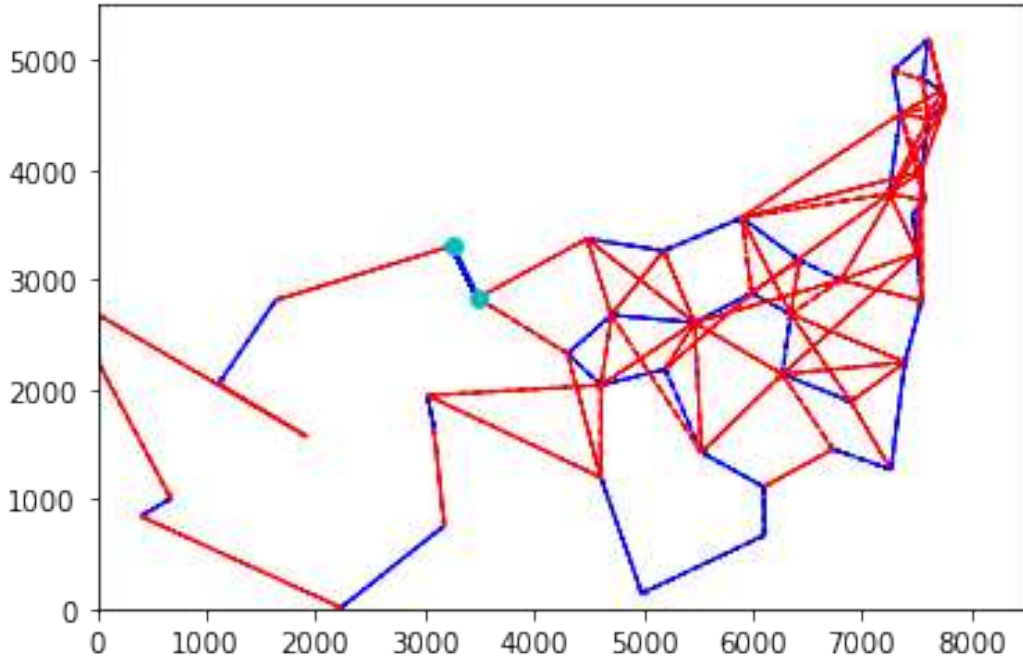
(a) ATT48 Top 100 Bigrams RILO



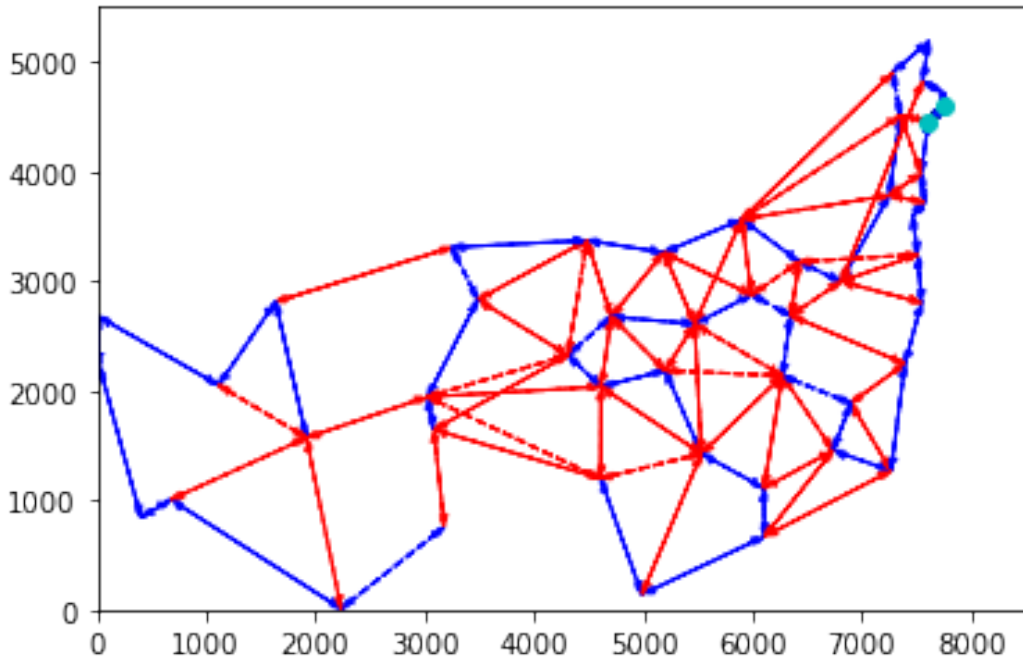
(b) ATT48 Top 100 Bigrams NNLO

**Figure 4.3:** Top 100 ATT48 Bigrams (a) RILO (b) NNLO

Note: blue edges are globally optimal edges while red are locally optimal edges. The edge with teal vertices is the first ranked edge.



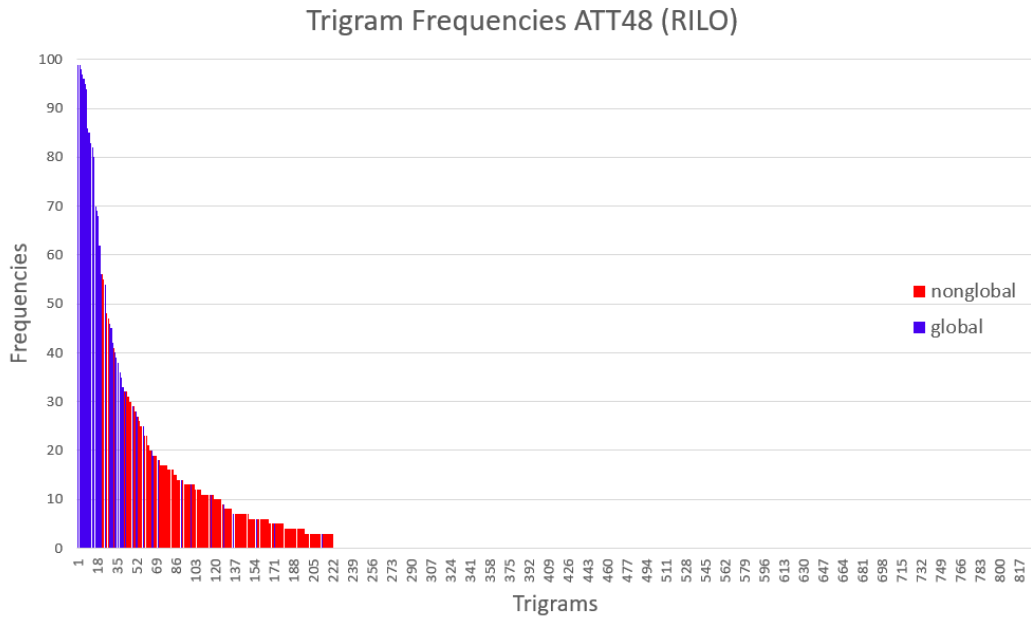
(a) ATT48 Top 100 Bigrams ACO-S1



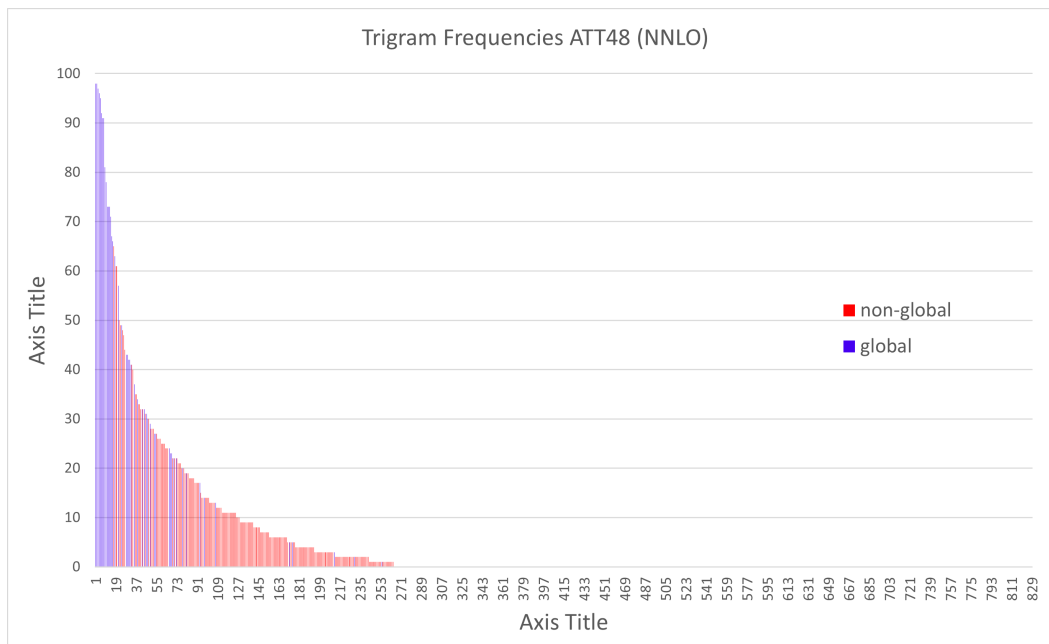
(b) ATT48 Top 100 Bigrams ACO-LO

**Figure 4.4:** Top 100 ATT48 Bigrams (a) ACO-S1 (b) ACO-LO

Note: blue edges are globally optimal edges while red are locally optimal edges. The edge with teal vertices is the first ranked edge.

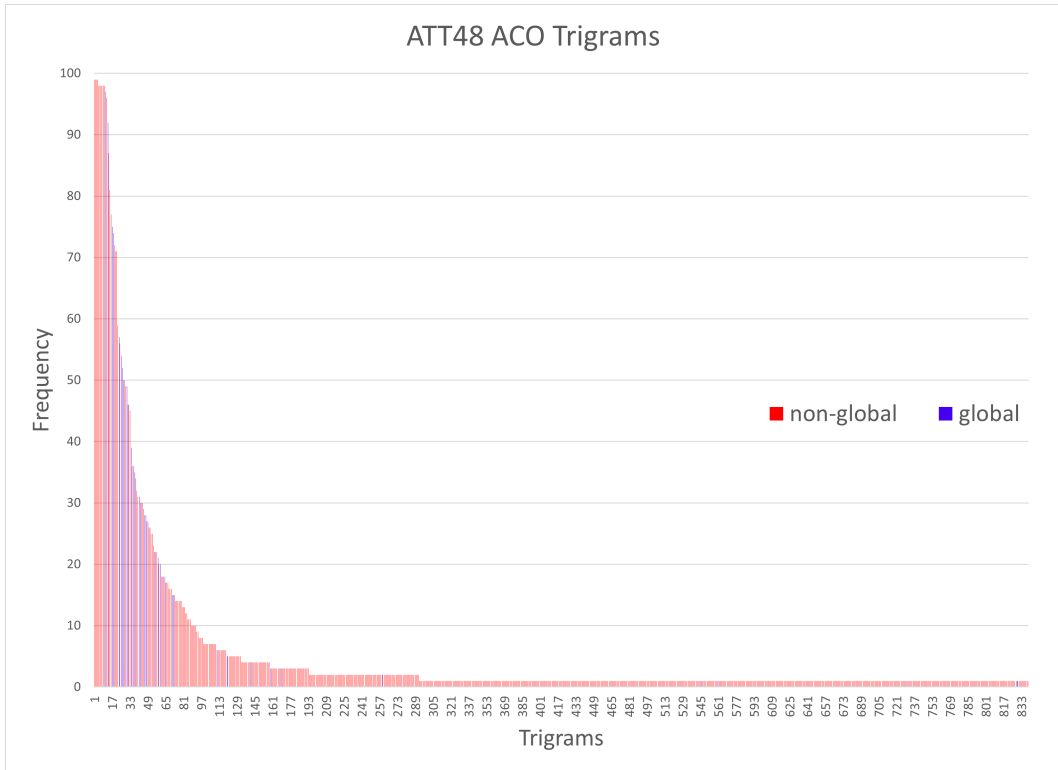


(a) ATT48 Trigrams RILO

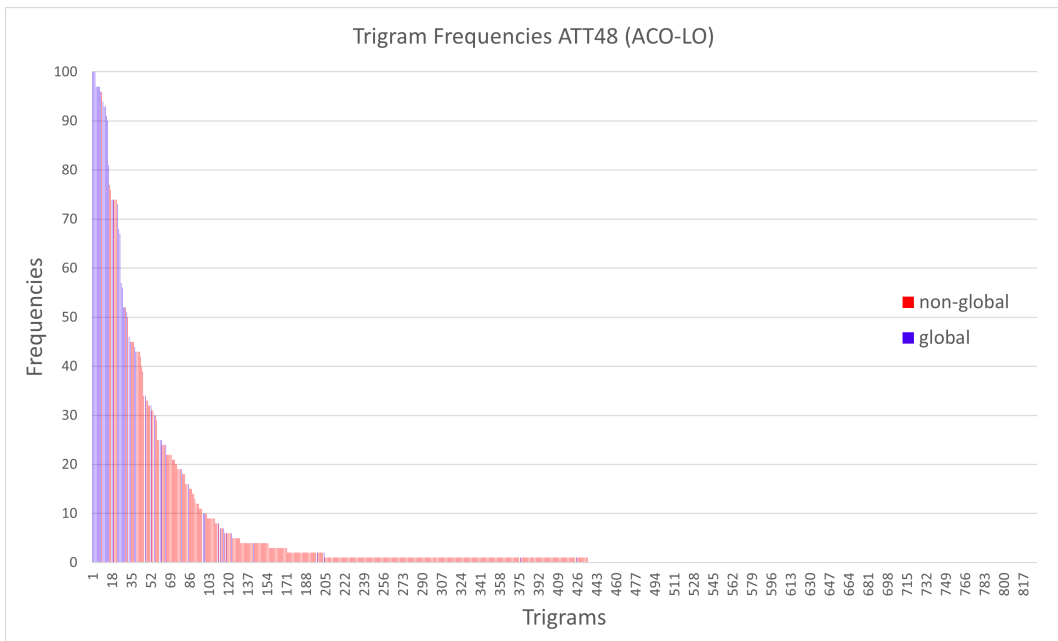


(b) ATT48 Trigrams NNLO

**Figure 4.5:** Trigram Frequencies for the ATT48 vs. the Number of Trigrams (a) RILO (b) NNLO  
 Note: both figures are truncated ten after the last globally optimal trigram.



**(a) ATT48 Trigrams ACO-S1**



**(b) ATT48 Trigrams ACO-LO**

**Figure 4.6:** Trigram Frequencies for the ATT48 vs. the Number of Trigrams (a) ACO-S1 (b) ACO-LO

## 4.2 EIL101 Frequencies

Similar to the ATT48, the EIL101 is another city problem. We wanted to examine different city problems to see if we achieved similar results with problems of different sizes. Instead of 48 cities, the EIL101 has 101 cities in its set. N-grams from local optima generated with the different tour construction methods were examined for their frequencies and percentages for the EIL101. The same procedure of sorting and color coding the results in Excel was followed so that we could analyze and plot the results. The n-grams were sorted from highest to lowest frequency and given ranks based on this sorting. Again, the tables include the number of global edges found by each set of local optima, the percentage of global frequencies, and sorted n-grams of different sizes. The highest frequency edge corresponds with rank 1 in the tables of sorted n-grams.

**Table 4.9:** Table of the Number of Global Edges Found for Each Type of Tour Construction

<b>EIL101 Global Edges Count</b>				
<b>N-grams</b>	<b>RILO</b>	<b>NNLO</b>	<b>ACO-S1</b>	<b>ACO-LO</b>
2	101	101	98	101
3	100	101	91	101
4	99	101	75	99
5	97	96	56	96
7	90	84	26	83

**Table 4.10:** Table of the Percent of Global Edges for Each Tour for the EIL101.

<b>EIL101 Percentage of Global N-Grams</b>				
<b>N-grams</b>	<b>RILO</b>	<b>NNLO</b>	<b>ACO-S1</b>	<b>ACO-LO</b>
2	61.41%	59.39%	51.23%	60.33%
3	32.88%	30.32%	21.21%	31.63%
4	19.33%	17.39%	9.65%	17.94%
5	11.63%	10.10%	4.92%	11.24%
7	4.98%	4.38%	1.07%	4.75%

In Table 4.9, the number of global edges found within each set of 100 local optima are shown. For the EIL101, the total number of global edges is 101, and the NNLO found all the global edges for the bigrams, trigrams, and 4-grams. The RILO contained all of the bigrams, but missed one trigram and two 4-grams. However, the RILO found the most 5-grams and 7-grams. ACO-LO gathered all of the bigrams and trigrams and found the same number of 4-grams as RILO (99), but this set found one less 5-gram (96) and only found 83 in the 7-grams. RILO found 90 in the 7-grams.

In Table 4.10, the percentage of global frequencies out of the total frequencies for each n-gram size are shown. RILO and ACO-LO had the highest and second highest percentages for each size of n-gram. However, NNLO was the only method that collected 101 of the global edges for n-grams of size 2 through 4 in Table 4.9. These two tables are interesting to compare to see how successful each type of tour construction method was at collecting global edges.

In Table 4.11, the top 20 and bottom 20 ranked global bigrams for each type of tour show how far you have to traverse the edge tables to produce all of the global edges. RILO produced all of the global edges by the 168th frequency, followed by ACO-LO at 185, NNLO at 188, and lastly ACO-S1 at 941. These results make sense when we consider that RILO are unbiased while NNLO and ACO both have a bias in the way they construct tours. In Table 4.12, the top 20 and bottom 20 global trigrams are featured. Once again, RILO collected all of the global trigrams first by the 540th frequency, followed by ACO-LO by the 608th, NNLO by the 698th, and ACO-S1 by the 2602nd. With the 5-grams, in Table 4.13, RILO had the last global 5-gram at the 3960th frequency, NNLO at the 3171st, and ACO-LO at 3057th.

When looking at the tables of n-grams, it is interesting to note the frequencies of global edges and where they appear in the top 40. For example, in Table 4.14, RILO and ACO-LO both have 3 non-global edges in the top 40, NNLO have 5, and ACO-S1 has 9. The trigrams are shown in Table 4.15. While all but ACO-S1 have mostly global edges in the top 40, RILO have the largest group of global edges at the top as well as the fewest number of non-global edges in the top 40. When examining the 5-grams in Table 4.16, we start to get less consistency with the representa-

tion of global edges in the top 40 for all three: RILO, NNLO, and ACO-LO. ACO without 2-opt is in the Appendix.

After the tables, the frequency of n-grams and the number of n-grams plots highlight the spread of global and non-global edges in each frequency table. Red lines are non-global edges while blue are global edges. To be able to see the details better, each plot was stopped 10 n-grams after the last found global edge. In Figure 4.7, the bigram frequencies for RRLO and NNLO are shown, and the last global edge for RILO is at 168 while the last for NNLO is at 188. In Figure 4.8, ACO-S1 and ACO-LO are shown. ACO-S1 has a much larger spread of the global edges and collects the last global bigram at 941 while ACO-LO have the last one by 185.

In the graphs in Figures 4.9 and 4.10, the global edges (blue) and the non-global edges (red) from the top 200 bigrams for RRLO, NNLO, ACO-S1, and ACO-LO are shown. The edge with the teal vertices in each graph is the first ranked bigram, and it is interesting that it is the same edge in all four graphs. After that, we can see some differences in how much of the global optimum is represented as well as which edges are in the top 200 of each sample.

When examining the trigrams, in Figures 4.11 and 4.12, we see that RRLO have the last global trigram at 540, NNLO at 698, ACO-S1 at 2602, and ACO-LO at 608. Again, RILO collected all the global trigrams the earliest.

To summarize the results for the EIL101, RILO does not always collect the most total global edges, but this sample does collect the global n-grams at higher rates than the other methods based on percentages and it collects them at earlier high frequencies than the other methods in most cases. The bigrams and trigrams are collected earlier in the frequency table than the other methods, but the 5-grams are sampled later for RILO than NNLO and ACO-LO.

**Table 4.11:** Table of Top 20 and Bottom 20 Global Bigrams for the EIL101  
Edge (24,54) is shown in the edge column as | 24 | 54 |.

EIL101 Top 20, Bottom 20 Global Bigrams											
RILO			NNLO			ACO-S1			ACO-LO		
rank	edge		rank	edge		rank	edge		rank	edge	
1	24	54	1	24	54	1	24	54	1	24	54
2	31	89	2	33	77	2	36	97	2	14	42
3	33	77	3	22	66	3	33	77	3	33	77
4	14	42	4	23	28	4	21	73	4	23	28
5	23	28	5	14	42	5	23	28	5	62	89
6	21	40	6	31	89	6	14	56	6	35	48
7	35	48	7	0	68	7	37	43	7	31	89
8	67	79	8	21	40	8	67	79	8	21	40
10	22	66	9	67	79	9	48	63	9	38	66
11	62	89	10	35	48	10	21	40	10	0	68
12	36	97	11	1	56	13	14	42	11	67	79
13	20	72	12	15	60	15	1	56	12	48	63
14	0	68	13	95	98	17	55	74	14	95	98
15	39	57	15	36	97	19	39	57	15	39	57
16	15	85	16	5	88	20	59	82	16	29	69
17	30	87	17	38	66	21	0	68	17	20	72
18	38	66	18	16	83	22	38	66	18	14	56
19	52	100	19	30	87	24	31	89	19	64	70
20	16	83	20	90	99	25	64	70	21	30	87
21	95	98	21	37	85	26	33	34	22	52	100
107	93	94	118	23	53	147	12	93	123	65	70
110	28	67	120	3	24	153	5	95	125	32	78
111	36	91	121	10	61	155	32	78	128	20	39
114	12	57	132	92	98	156	6	81	129	36	91
117	10	61	134	27	52	158	62	63	130	51	88
120	32	78	135	32	50	161	25	27	133	97	99
121	58	92	141	58	92	166	86	96	134	27	52
122	9	31	144	51	88	167	20	39	135	32	50
128	20	39	146	13	41	168	53	54	136	37	85
129	3	38	149	9	31	174	37	85	142	10	61
135	45	46	153	65	70	176	51	88	144	3	38
138	97	99	157	40	74	181	92	98	145	13	43
141	18	47	158	18	47	185	23	53	146	1	86
142	32	50	162	1	86	190	11	79	149	3	24
143	1	86	167	3	38	223	13	41	153	18	47
145	77	80	173	28	67	230	45	46	154	62	63
151	13	41	174	34	64	234	77	80	156	9	31
153	3	24	175	5	95	243	13	43	162	58	92
160	27	52	178	45	46	305	3	38	176	77	80
168	40	74	188	77	80	941	9	31	185	13	41

**Table 4.12:** Table of Top 20, Bottom 20 Global Trigrams for the EIL101  
 Edge (31, 89, 62) is shown in the edge column as | 31 | 89 | 62 |.

EIL101 Top 20, Bottom 20 Global Trigrams															
RILO				NNLO				ACO-S1				ACO-LO			
rank	edge			rank	edge			rank	edge			rank	edge		
1	31	89	62	1	22	66	38	1	40	21	73	1	31	89	62
2	22	66	38	2	60	15	85	3	1	56	14	2	42	14	56
3	34	33	77	3	15	85	37	5	42	14	56	3	35	48	63
4	35	48	63	5	31	89	62	6	34	33	77	4	34	33	77
5	76	2	78	6	49	0	68	9	21	73	71	5	40	21	73
6	2	76	75	7	34	33	77	10	35	48	63	6	22	66	38
7	55	22	66	8	4	83	16	12	0	68	26	7	1	56	14
8	60	15	85	9	44	16	83	15	36	97	99	8	21	73	71
9	42	14	56	12	42	14	56	18	7	44	16	10	49	0	68
10	49	0	68	13	76	2	78	30	4	83	16	12	6	87	30
11	14	42	41	14	19	29	69	31	2	76	75	13	76	2	78
12	4	83	16	15	1	56	14	32	22	55	74	14	2	76	75
14	28	23	53	16	49	75	76	33	31	89	62	16	21	40	74
15	11	79	67	18	35	48	63	36	4	59	82	17	59	4	83
16	22	55	74	19	40	21	73	37	44	16	83	18	4	59	82
18	24	54	53	20	14	42	41	38	14	42	41	20	14	42	41
19	4	59	82	21	0	49	75	39	59	4	83	22	4	83	16
22	44	16	83	23	69	30	87	41	6	87	30	24	60	15	85
23	20	72	71	25	6	81	47	42	49	0	68	26	0	68	26
25	40	21	73	26	55	22	66	45	93	94	96	27	24	54	53
172	57	12	93	238	13	41	42	425	15	60	84	212	18	10	61
175	56	1	86	240	9	61	10	468	1	86	96	213	56	1	86
185	31	9	61	250	88	5	95	470	92	98	95	215	15	85	37
201	35	46	45	267	3	38	66	513	91	58	92	224	17	51	88
202	40	74	55	306	12	93	94	530	13	43	37	246	57	12	93
203	51	17	82	317	18	47	81	539	39	20	72	247	1	86	96
212	90	99	97	321	35	46	45	571	25	11	79	248	18	47	81
213	18	47	81	322	24	3	38	720	57	12	93	280	43	37	85
225	12	93	94	331	60	84	90	721	12	93	94	291	13	41	42
226	13	41	42	336	48	63	62	750	81	6	87	295	25	27	52
227	13	43	37	387	91	58	92	802	25	27	52	328	91	58	92
228	25	27	52	394	1	86	96	953	7	45	46	329	7	45	46
229	43	37	85	396	7	45	46	1289	17	51	88	351	35	46	45
263	7	45	46	425	8	80	77	1476	15	85	37	387	13	43	37
264	8	50	32	427	64	70	65	1674	3	38	66	403	8	80	77
265	24	3	38	464	50	32	78	1815	23	53	54	468	41	13	43
280	10	18	47	465	19	65	70	2419	8	80	77	505	50	32	78
298	58	92	98	521	18	10	61	2596	50	32	78	517	24	3	38
391	41	13	43	539	10	18	47	2600	58	92	98	596	10	18	47
540	8	80	77	698	58	92	98	2602	86	96	94	608	58	92	98

**Table 4.13:** Table of Top 20, Bottom 20 Global 5-grams for the EIL101

EIL101 Top 20, Bottom 20 Global 5-grams																	
RILO						NNLO						ACO-LO					
rank	edge					rank	edge					rank	edge				
2	38	66	22	55	74	2	38	66	22	55	74	1	71	73	21	40	74
4	1	56	14	42	41	5	19	29	69	30	87	3	1	56	14	42	41
5	24	54	53	23	28	6	1	56	14	42	41	8	38	66	22	55	74
7	16	83	4	59	82	13	49	75	76	2	78	14	16	83	4	59	82
9	11	79	67	28	23	14	37	85	15	60	84	15	68	0	49	75	76
12	53	23	28	67	79	18	43	37	85	15	60	20	0	49	75	76	2
14	0	49	75	76	2	19	0	49	75	76	2	21	49	75	76	2	78
16	49	75	76	2	78	22	45	7	44	16	83	24	55	74	40	21	73
17	68	0	49	75	76	24	13	43	37	85	15	25	21	40	74	55	22
18	70	64	34	33	77	27	26	68	0	49	75	26	40	74	55	22	66
23	19	65	70	64	34	29	4	83	16	44	7	27	26	68	0	49	75
29	31	89	62	63	48	35	16	83	4	59	82	33	70	64	34	33	77
30	44	16	83	4	59	40	17	82	59	4	83	35	40	21	73	71	72
31	25	11	79	67	28	42	32	78	2	76	75	39	24	54	53	23	28
32	17	82	59	4	83	44	44	16	83	4	59	41	20	72	71	73	21
38	35	48	63	62	89	56	55	74	40	21	73	42	11	79	67	28	23
39	32	78	2	76	75	59	40	74	55	22	66	43	4	83	16	44	7
40	54	53	23	28	67	62	71	73	21	40	74	45	17	82	59	4	83
41	20	72	71	73	21	67	39	20	72	71	73	55	53	23	28	67	79
45	40	21	73	71	72	68	21	40	74	55	22	58	6	87	30	69	29
464	12	93	94	96	86	833	64	34	33	77	80	605	78	32	50	8	80
465	1	86	96	94	93	834	33	34	64	70	65	613	60	84	90	99	97
613	20	39	57	12	93	835	19	65	70	64	34	628	38	3	24	54	53
623	51	88	5	95	98	840	18	47	81	6	87	629	54	24	3	38	66
633	37	43	13	41	42	872	29	19	65	70	64	630	22	66	38	3	24
634	14	42	41	13	43	882	14	56	1	86	96	687	14	56	1	86	96
649	52	27	25	11	79	883	1	86	96	94	93	693	14	42	41	13	43
783	39	57	12	93	94	889	49	0	68	26	100	702	92	58	91	36	97
845	32	50	8	80	77	1124	51	88	5	95	98	776	12	93	94	96	86
846	33	77	80	8	50	1160	50	32	78	2	76	813	20	39	57	12	93
847	8	80	77	33	34	1186	69	29	19	65	70	829	41	13	43	37	85
848	30	69	29	19	65	1215	5	95	98	92	58	841	91	58	92	98	95
849	6	81	47	18	10	1216	91	58	92	98	95	890	18	47	81	6	87
850	61	10	18	47	81	1247	6	81	47	18	10	894	50	32	78	2	76
851	9	61	10	18	47	1289	39	57	12	93	94	902	88	5	95	98	92
893	88	5	95	98	92	1396	88	5	95	98	92	1210	37	43	13	41	42
896	16	44	7	45	46	2525	60	84	90	99	97	1233	5	95	98	92	58
903	17	51	88	5	95	3169	10	61	9	31	89	1325	36	91	58	92	98
1451	14	56	1	86	96	3170	18	10	61	9	31	1340	57	12	93	94	96
3960	57	12	93	94	96	3171	9	61	10	18	47	3057	6	81	47	18	10

**Table 4.14:** Table of the Top 40 Bigrams for the EIL101.

Edge (24,54) is shown in the edge column as | 24 | 54 |. Highlighted cells are global edges.

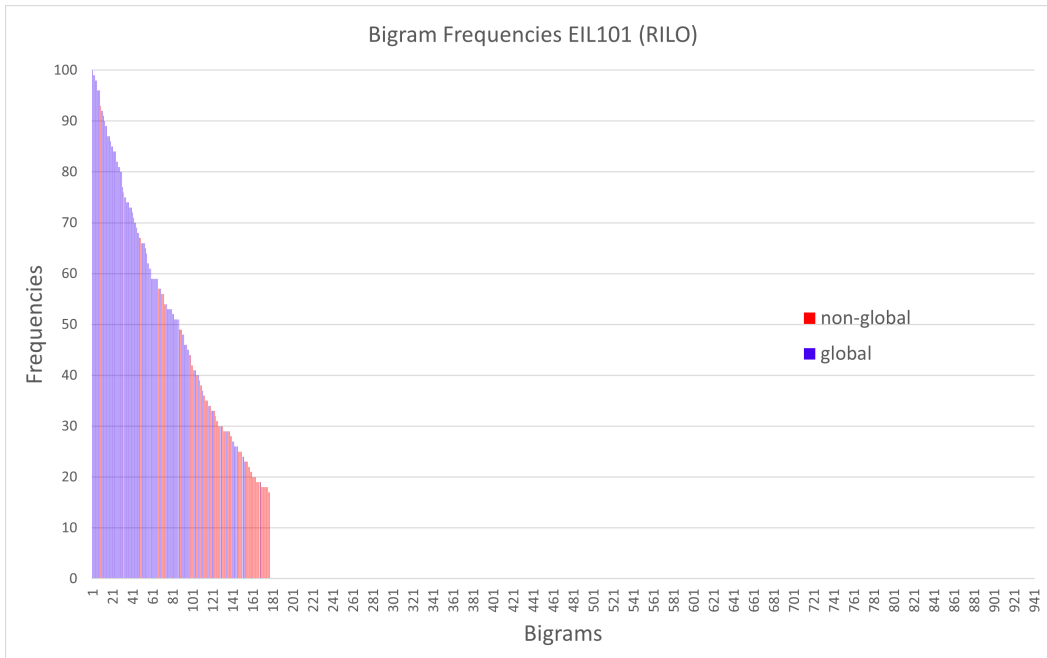
EIL101 Top 40 Bigrams											
RILO			NNLO			ACO-S1			ACO-LO		
edge		freq	edge		freq	edge		freq	edge		freq
24	54	100	24	54	100	24	54	99	24	54	100
31	89	99	33	77	99	36	97	95	14	42	99
33	77	99	22	66	99	33	77	95	33	77	98
14	42	98	23	28	98	21	73	95	23	28	98
23	28	98	14	42	97	23	28	93	62	89	97
21	40	96	31	89	97	14	56	92	35	48	96
35	48	96	0	68	96	37	43	92	31	89	96
67	79	96	21	40	96	67	79	92	21	40	96
32	80	93	67	79	95	48	63	92	38	66	96
22	66	92	35	48	94	21	40	92	0	68	93
62	89	92	1	56	93	13	37	91	67	79	93
36	97	91	15	60	92	91	96	90	48	63	91
20	72	90	95	98	90	14	42	90	32	80	91
0	68	89	32	80	90	24	38	89	95	98	91
39	57	89	36	97	89	1	56	88	39	57	91
15	85	87	5	88	89	46	47	88	29	69	89
30	87	87	38	66	89	55	74	88	20	72	89
38	66	87	16	83	88	5	93	88	14	56	89
52	100	86	30	87	87	39	57	87	64	70	88
16	83	85	90	99	87	59	82	86	13	37	87
95	98	85	37	85	86	0	68	86	30	87	87
2	76	84	29	69	85	38	66	86	52	100	87
2	78	84	15	85	85	32	80	84	2	76	86
29	69	84	52	100	84	31	89	84	21	73	86
1	56	82	5	93	83	64	70	84	4	83	85
13	37	82	2	78	83	33	34	83	33	34	85
58	91	81	64	65	81	30	87	83	36	97	85
75	76	81	64	70	81	7	44	83	59	82	84
64	70	80	34	70	80	95	98	83	47	81	83
86	96	80	7	45	79	58	98	82	71	73	83
59	82	77	6	81	78	84	90	82	22	66	83
5	93	76	2	76	77	2	76	82	9	61	81
0	49	75	8	50	77	4	83	82	1	56	80
4	83	75	13	43	77	47	81	82	8	50	79
10	18	74	49	75	76	20	72	81	5	88	79
15	60	74	10	63	76	35	48	80	58	91	79
19	65	74	20	72	75	20	71	79	37	43	78
22	55	73	19	29	75	7	81	78	15	85	78
33	34	73	4	83	75	71	73	78	5	93	78
48	63	73	16	44	75	5	88	77	19	65	76

**Table 4.15:** Table of Top 40 Trigrams for the EIL101. Highlighted cells are global edges.

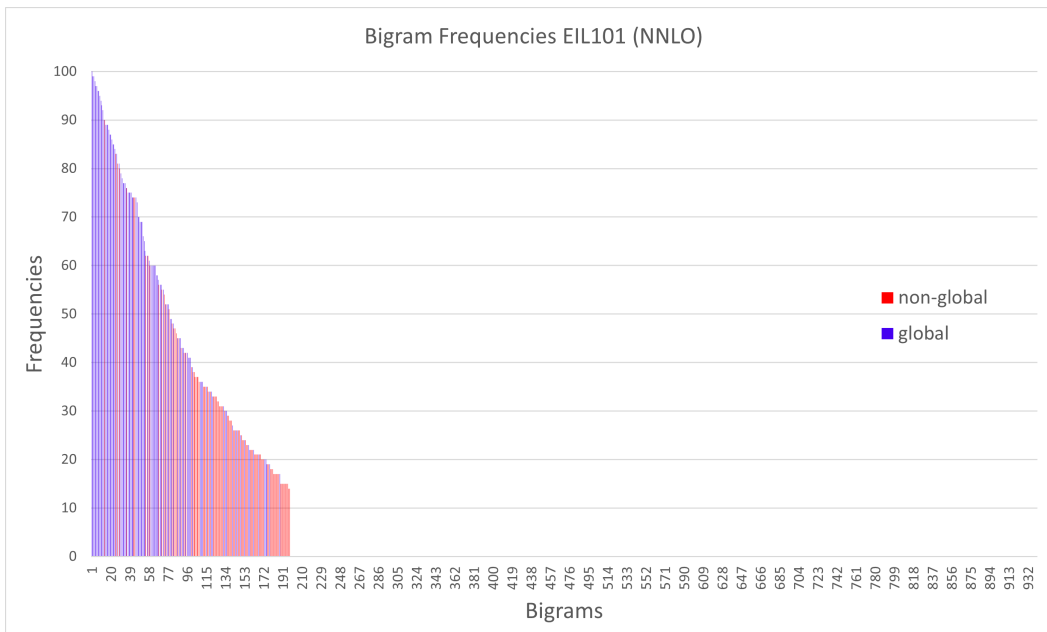
EIL101 Top 40 Trigrams															
RILO				NNLO				ACO-S1				ACO-LO			
edge			freq	edge			freq	edge			freq	edge			freq
31	89	62	91	22	66	38	88	40	21	73	88	31	89	62	93
22	66	38	80	60	15	85	78	38	24	54	88	42	14	56	88
34	33	77	72	15	85	37	72	1	56	14	83	35	48	63	87
35	48	63	69	88	5	93	72	13	37	43	82	34	33	77	83
76	2	78	68	31	89	62	71	42	14	56	82	40	21	73	82
2	76	75	65	49	0	68	69	34	33	77	78	22	66	38	78
55	22	66	65	34	33	77	64	24	38	66	77	1	56	14	70
60	15	85	65	4	83	16	64	46	47	81	74	21	73	71	69
42	14	56	64	44	16	83	64	21	73	71	74	13	37	43	67
49	0	68	64	65	64	70	63	35	48	63	72	49	0	68	66
14	42	41	63	34	70	64	63	15	43	37	70	45	35	48	65
4	83	16	60	42	14	56	63	0	68	26	68	6	87	30	63
38	24	54	59	76	2	78	60	71	20	72	68	76	2	78	62
28	23	53	58	19	29	69	59	58	91	96	67	2	76	75	61
11	79	67	57	1	56	14	59	36	97	99	66	46	47	81	60
22	55	74	57	49	75	76	57	44	7	81	66	21	40	74	60
24	38	66	54	38	24	54	56	58	98	95	66	59	4	83	59
24	54	53	54	35	48	63	54	7	44	16	65	4	59	82	59
4	59	82	53	40	21	73	52	88	5	93	65	38	24	54	59
97	36	99	53	14	42	41	52	5	93	94	65	14	42	41	59
39	57	52	52	0	49	75	51	56	1	72	64	88	5	93	58
44	16	83	52	24	38	66	51	20	71	73	64	4	83	16	57
20	72	71	51	69	30	87	51	23	28	78	63	24	38	66	56
57	52	100	50	33	77	78	50	1	72	20	63	60	15	85	55
40	21	73	50	6	81	47	50	91	58	98	62	33	77	78	55
59	4	83	50	55	22	66	50	7	81	47	62	0	68	26	55
1	56	14	49	2	76	75	49	91	96	94	61	24	54	53	55
5	93	12	49	46	47	81	48	92	36	97	57	10	63	48	54
25	39	57	49	5	93	94	48	33	77	78	56	8	80	32	53
0	68	26	48	22	55	74	48	4	83	16	56	65	64	70	53
33	77	78	48	33	34	70	47	2	76	75	55	34	70	64	53
45	35	48	48	29	69	30	47	22	55	74	53	33	34	70	50
15	85	37	48	45	35	48	47	31	89	62	51	58	91	96	49
6	87	30	47	26	100	52	47	33	34	70	50	49	75	76	49
46	35	48	47	57	52	100	46	12	86	41	50	19	29	69	49
72	71	73	47	46	35	48	46	4	59	82	50	55	22	66	48
8	80	32	44	0	68	26	42	44	16	83	49	10	62	89	48
86	96	94	44	86	96	91	42	14	42	41	49	19	65	64	47
36	99	90	43	19	65	64	42	59	4	83	49	7	81	47	46
46	47	81	43	53	79	67	41	5	88	17	49	37	43	85	45

**Table 4.16:** Table of Top 40 EIL101 5-grams. Highlighted cells are global edges.

EIL101 Top 40 5-grams																	
RILO						NNLO						ACO-LO					
edge					freq	edge					freq	edge					freq
22	66	38	24	54	52	22	66	38	24	54	51	71	73	21	40	74	56
38	66	22	55	74	51	38	66	22	55	74	46	22	66	38	24	54	53
24	38	66	22	55	43	19	65	64	70	34	40	1	56	14	42	41	47
1	56	14	42	41	37	68	0	49	75	76	39	33	34	70	64	65	45
24	54	53	23	28	35	19	29	69	30	87	38	64	70	34	33	77	44
19	65	64	70	34	34	1	56	14	42	41	36	19	65	64	70	34	42
16	83	4	59	82	34	24	38	66	22	55	35	13	37	43	85	15	40
33	77	78	2	76	30	33	34	70	64	65	33	38	66	22	55	74	40
11	79	67	28	23	30	3	54	24	38	66	33	56	14	42	41	86	40
56	14	42	41	86	29	40	21	74	22	66	33	10	63	48	35	45	36
25	39	57	52	100	28	64	70	34	33	77	32	24	38	66	22	55	36
53	23	28	67	79	28	21	74	22	66	38	32	37	43	85	15	60	34
15	85	37	13	43	27	49	75	76	2	78	32	1	72	20	71	73	33
0	49	75	76	2	27	37	85	15	60	84	32	16	83	4	59	82	32
14	42	41	86	96	26	85	37	13	43	90	31	68	0	49	75	76	32
49	75	76	2	78	26	15	85	37	13	43	31	42	14	56	1	72	32
68	0	49	75	76	26	13	37	85	15	60	31	21	73	71	20	72	31
70	64	34	33	77	25	43	37	85	15	60	31	22	74	40	21	73	30
75	76	2	78	77	24	0	49	75	76	2	30	20	71	73	21	40	30
2	78	77	33	34	24	76	2	78	32	80	30	0	49	75	76	2	29
85	37	13	43	90	24	8	34	70	64	65	30	49	75	76	2	78	29
13	37	85	15	60	23	45	7	44	16	83	29	33	77	78	2	76	29
19	65	70	64	34	22	37	13	43	90	99	28	31	89	62	10	63	29
3	54	24	38	66	22	13	43	37	85	15	28	55	74	40	21	73	28
62	89	31	29	69	22	85	15	60	84	92	26	21	40	74	55	22	28
64	70	34	33	77	22	56	14	42	41	86	25	40	74	55	22	66	28
33	34	70	64	65	22	26	68	0	49	75	24	26	68	0	49	75	28
76	2	78	32	80	22	22	74	21	40	72	24	14	42	41	86	96	28
31	89	62	63	48	21	4	83	16	44	7	24	70	34	33	77	78	27
44	16	83	4	59	21	42	13	43	37	85	24	2	78	77	33	34	27
25	11	79	67	28	20	14	42	41	86	96	23	48	63	10	62	89	27
17	82	59	4	83	20	55	38	66	22	74	23	56	1	72	20	71	27
13	37	43	85	15	20	23	28	77	33	34	23	70	64	34	33	77	27
18	10	63	48	35	19	8	50	80	32	78	23	19	50	8	80	32	26
27	100	52	57	39	19	16	83	4	59	82	23	40	21	73	71	72	26
53	54	24	38	66	19	27	26	68	0	49	22	35	48	63	10	62	26
64	34	33	77	78	19	70	34	33	77	78	22	14	56	1	72	20	26
35	48	63	62	89	19	44	7	45	35	48	22	7	45	35	48	63	25
32	78	2	76	75	19	14	42	13	43	37	22	24	54	53	23	28	25
54	53	23	28	67	19	17	82	59	4	83	22	14	42	13	37	43	24

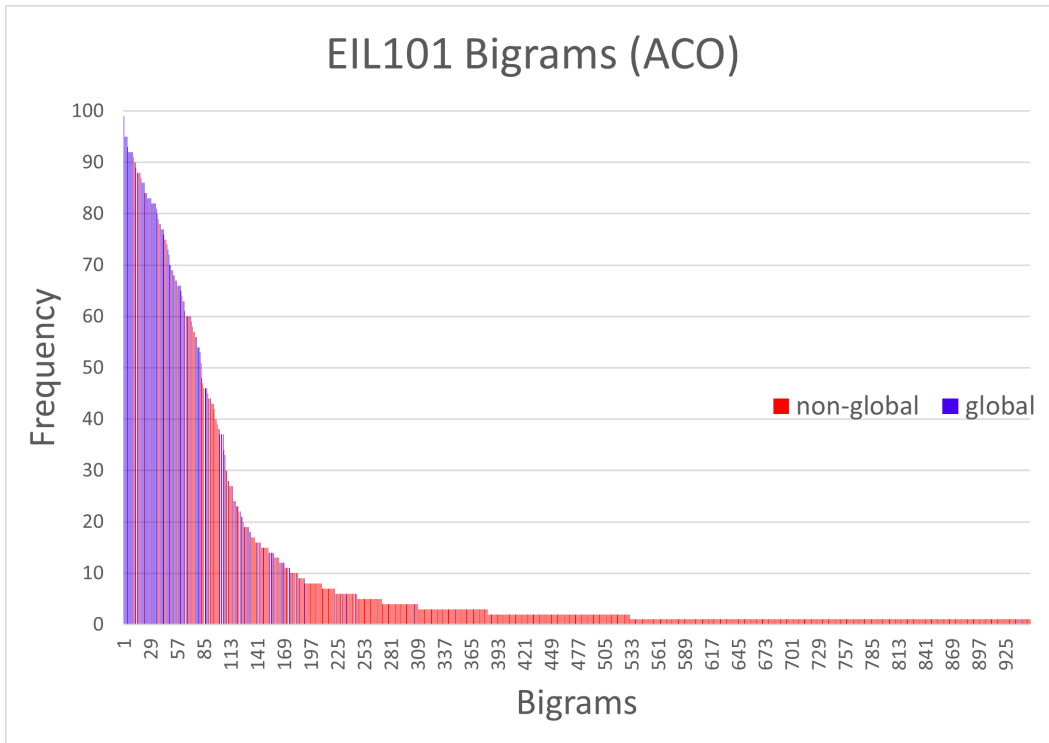


(a) EIL101 Bigrams RILO

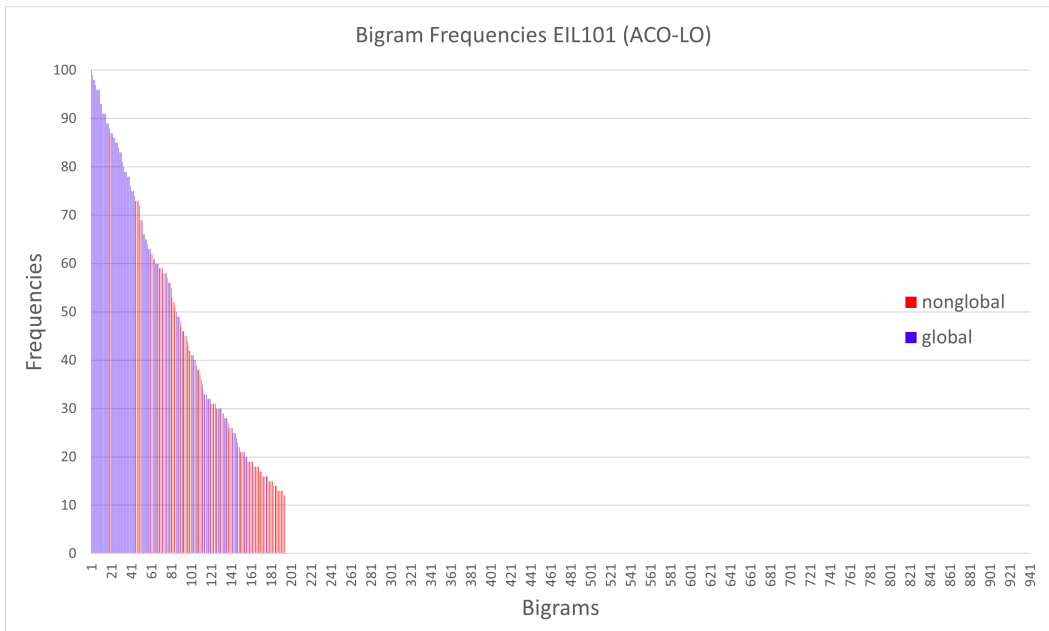


(b) EIL101 Bigrams NNLO

Figure 4.7: Bigram Frequencies for the EIL101 vs. the Number of Bigrams (a) RILO (b) NNLO

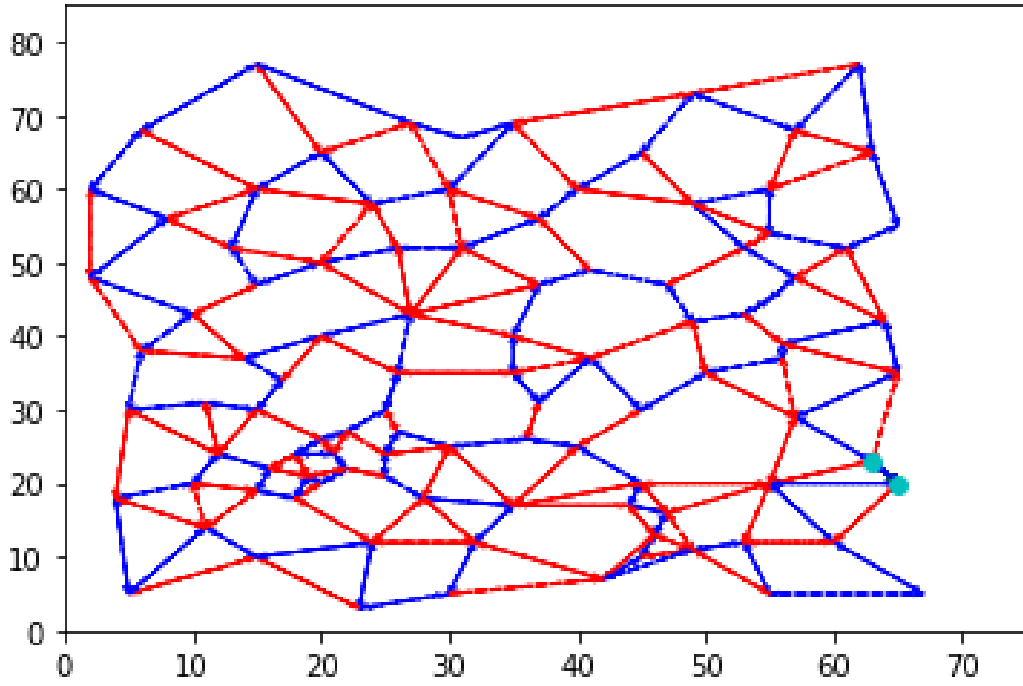


**(a) EIL101 Bigrams ACO-S1**

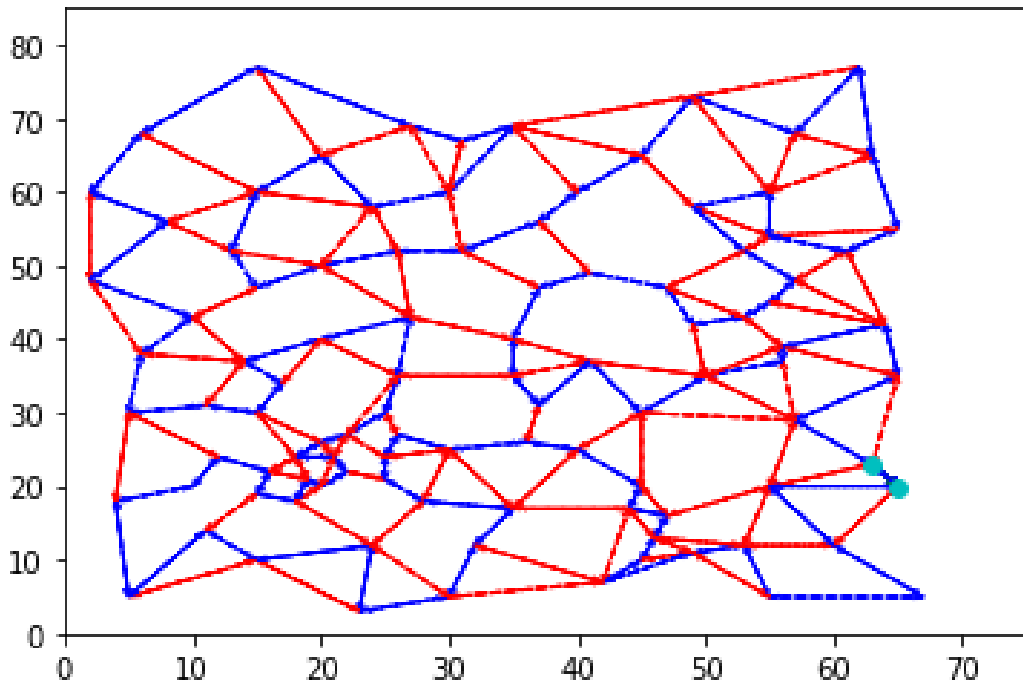


**(b) EIL101 Bigrams ACO-LO**

**Figure 4.8:** Bigram Frequencies for the EIL101 vs. the Number of Bigrams (a) ACO-S1 (b) ACO-LO



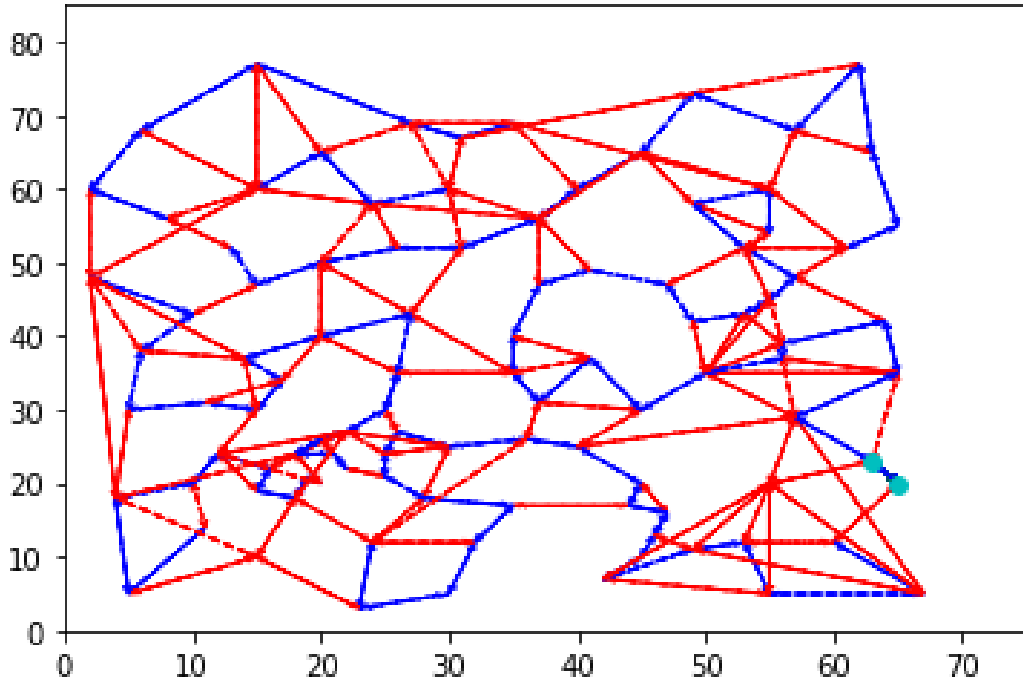
(a) EIL101 Top 200 Bigrams RILO



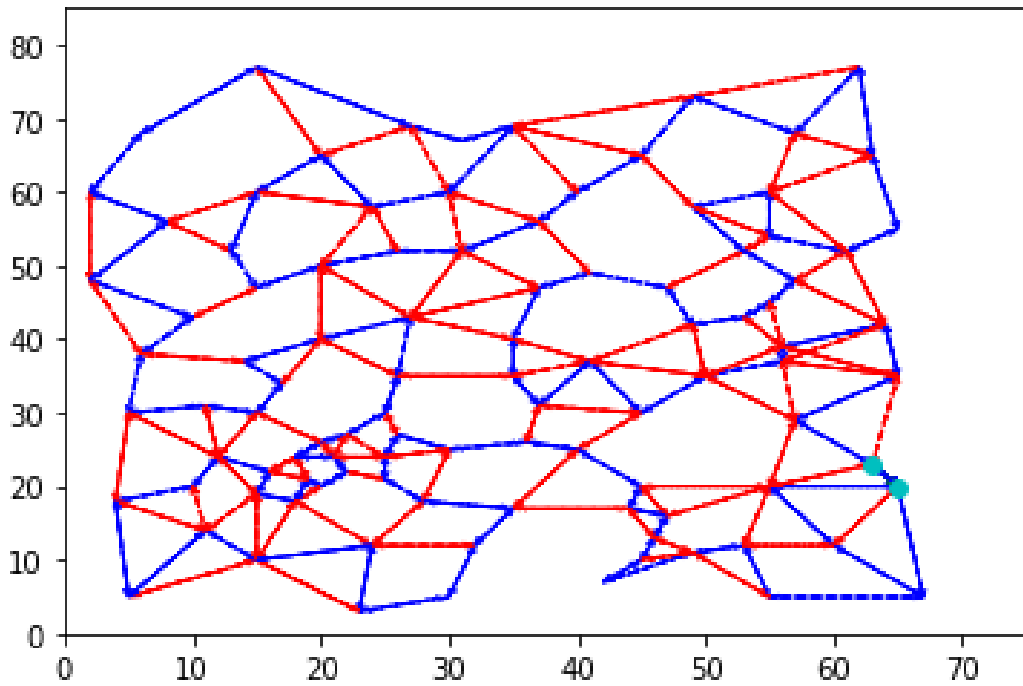
(b) EIL101 Top 200 Bigrams NNLO

**Figure 4.9:** Top 200 EIL101 Bigrams (a) RILO (b) NNLO

Note: blue edges are globally optimal edges while red are locally optimal edges. The edge with teal vertices is the first ranked edge.



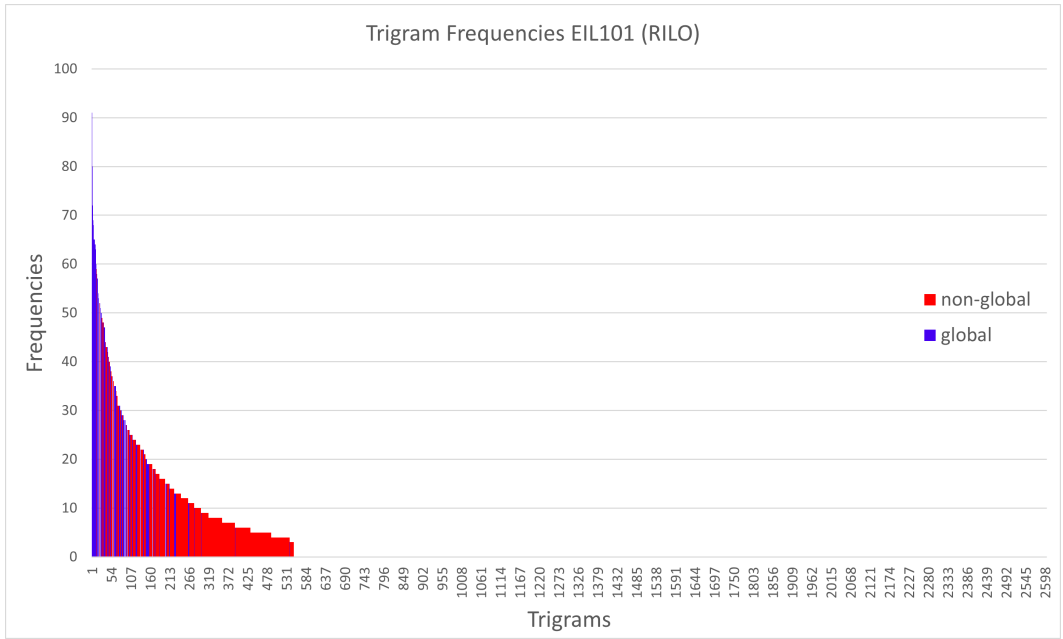
(a) EIL101 Top 200 Bigrams ACO-S1



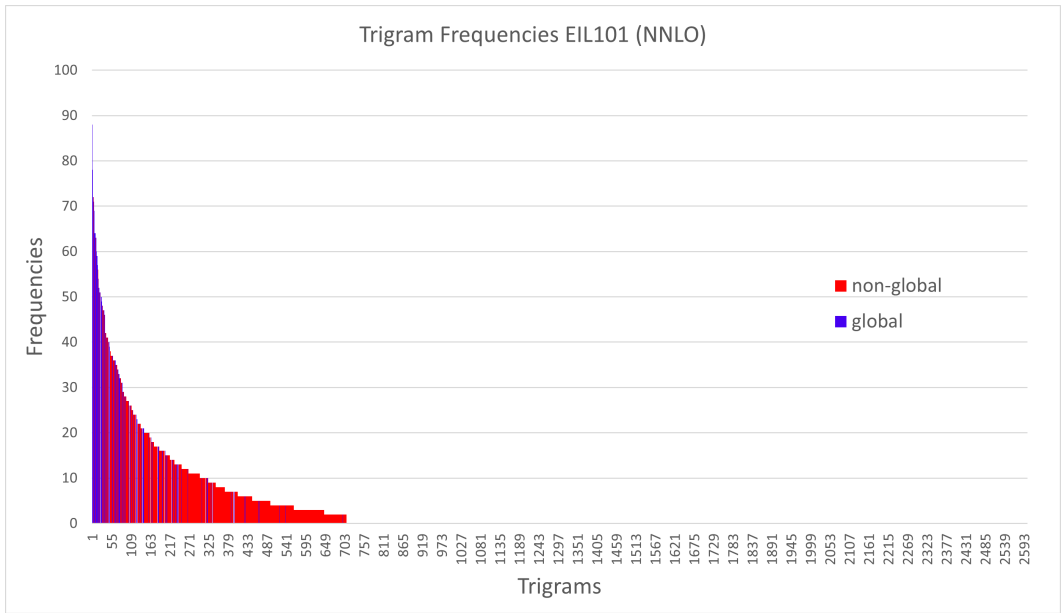
(b) EIL101 Top 200 Bigrams ACO-LO

**Figure 4.10:** Top 200 EIL101 Bigrams (a) ACO-S1 (b) ACO-LO

Note: blue edges are globally optimal edges while red are locally optimal edges. The edge with teal vertices is the first ranked edge.

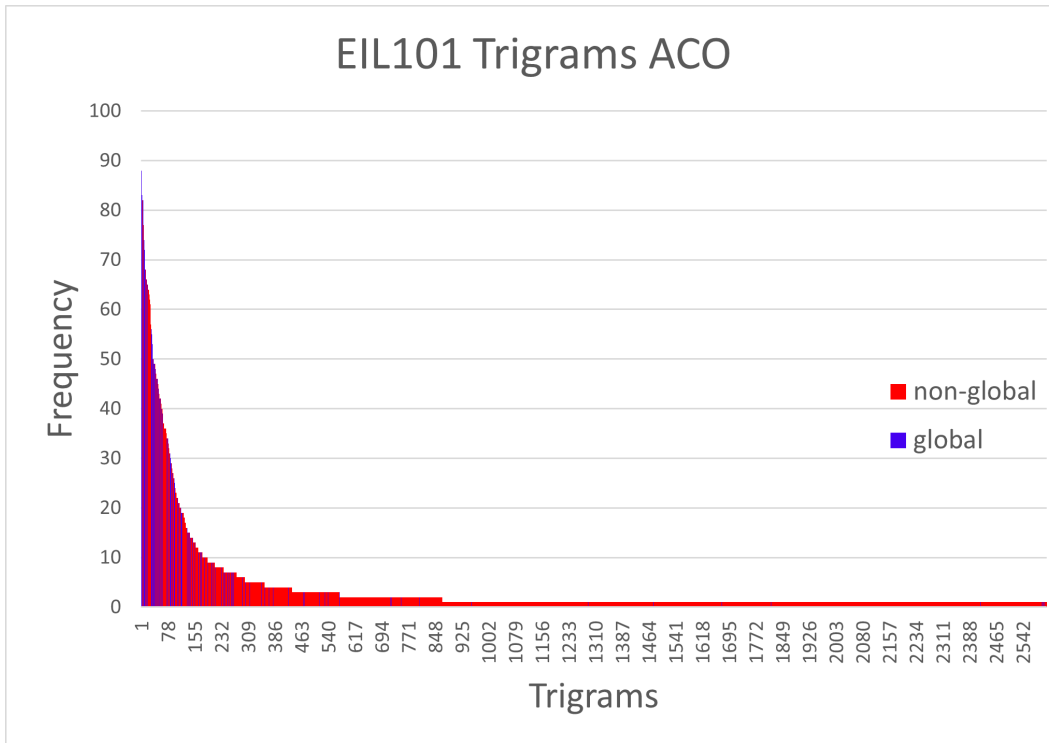


(a) EIL101 Trigrams RILO

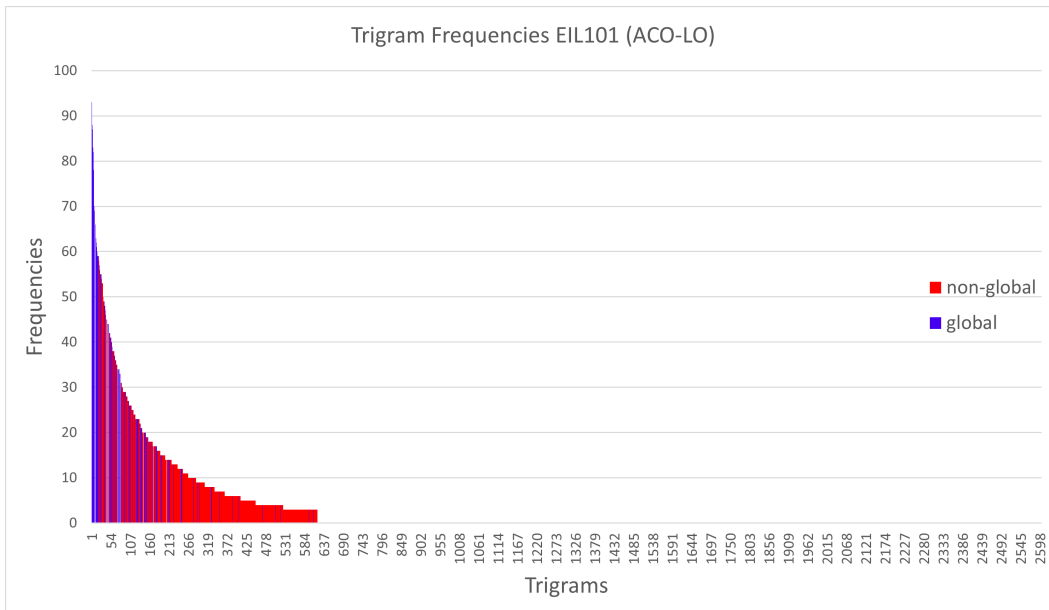


(b) EIL101 Trigrams NNLO

**Figure 4.11:** Trigram Frequencies for the EIL101 vs. the Number of Trigrams (a) RILO (b) NNLO



(a) EIL101 Trigrams ACO-S1



(b) EIL101 Trigrams ACO-LO

**Figure 4.12:** Trigram Frequencies for the EIL101 vs. the Number of Trigrams (a) ACO-S1 (b) ACO-LO

# Chapter 5

## Discussion and Conclusion

### 5.1 Summary

The Traveling Salesman Problem remains an interesting problem to solve with approximate solvers and exact solvers alike, especially considering the many applications. The challenge is that as the problem size continues to grow, the solvers have a tendency to get more and more inefficient. Finding ways to narrow the search space and trim out suboptimal results quickly can speed up this process. As we learn more about methods to generate viable solutions, we can continue to improve the results and learn more about ways to tackle this and other NP-Hard problems.

In this work, we focus on tour construction methods combined with 2-opt for tour improvement to generate local optima. The ATT48 and EIL101 were examined in this thesis in order to compare various methods of tour construction algorithms improved with 2-opt. We wanted to better understand the role unbiased and biased sampling methods play on the frequency of global edges within the set of local optima. Our hypothesis was that the unbiased method, randomly initialized local optima, would be better at sampling global edges than the biased methods, nearest neighbors and ACO. This results in a greater number of global edges in each size of n-gram and seeing the global edges represented at higher frequencies within the sample of 100 local optima.

After analyzing the results, RILO captured the global edges at higher frequencies as seen in the tables and plots of n-grams for the ATT48 and the EIL101. While RILO did not always gather more of the global edges in each instance, the RILO samples consistently gathered all of the global edges at higher frequencies. There is greater representation of global edges in the samples for both problem instances, and they were finding all of the global edges earlier in the

frequency tables than the other methods. Thus, our hypothesis that RILO would be better at gathering globally optimal edges at higher frequencies is supported by the data.

However, for the ATT48, the ACO with 2-opt was able to get the global optimum by iteration 312. When we noticed that the costs were getting close to the optimal, we ran the ACO algorithm further to identify where it was able to reach the global optimum once 2-opt was applied to improve the sampled tours. While this was after the range of static set selected for comparison (200-300), it is important to note that none of the other methods were able to find the global maximum within their samples either. For the EIL101, none of these tour construction methods were able to find the global optimum within the current parameters. Note that the ACO did more work, though. For the static sample of 100 permutations, there were 100 ants generating 100 permutations at each iteration and only the best at each iteration was kept in the range of 200-300 iterations.

While not a metric represented in the tables, the downside to randomly initialized tours is that they take longer to improve with 2-opt than nearest neighbors and the ant colony optimization tours. With nearest neighbors especially, the tour is being built with the intention of choosing shorter edges, so there is often less room for improvement. However, it was evident with the ant colony sample before it was improved that there were clusters of high frequency non-global edges at the top, meaning that the bias can also have a negative impact if non-global edges are being prioritized over global edges. While modifying the parameters can change the results, more iterations of the ant colony algorithm do not necessarily lead to dramatically improved results. The ants can get trapped in local optima, and adding more iterations may not allow them to find better local optima or the global optimum. When running more iterations of the EIL101, the best result, or lowest cost, with ACO and 2-opt for 300-400 iterations was 630, the best result for 500-600 was 628, and the best result for 900-1000 was 625. Interestingly, from 1000-1100 the best result was 627. With our rounding, the cost of the global optimum is 623, so these results get close, but they do not reach the global optimum.

If the goal is to introduce diversity, randomly initialized tours are a likely choice due to the unbiased nature. If the goal is to reconstruct the global optimum, the unbiased method is also superior as the globally optimal edges are higher ranked in the frequency tables. However, ACO with 2-opt was able to get the global optimum with the ATT48 and the parameters we used.

## 5.2 Future Work

Though this contributes to the discussion on the effectiveness of the ant colony algorithm, there is more to explore in this area. There are other tour construction methods that could be compared, and we only used 2-opt to improve these methods. There are different versions of 2-opt that can run faster, and there are other ways to generate local optima. There are also many variations of the ant colony algorithm, and the associated parameters could be optimized more.

Similarly, other TSP problems could be explored. We chose two city instances, but the results could differ if we examined cluster or printed circuit board problems, for example. For nearest neighbors especially, the cluster problems are interesting to handle. It would be enlightening to see how ant colony algorithms handle cluster problems and determine if ACO algorithms have similar struggles as nearest neighbor algorithms with the grouped nodes.

Likewise, it may be possible to improve the ant colony algorithm using these frequencies, which was our second hypothesis. Rather than using the pheromone matrix, the frequencies between edges could be input so that higher frequency edges are selected more often, which would mean selecting more globally optimal edges. This could lead to better results with fewer iterations of the ant colony algorithm. With the pheromones, their order and intensity depends entirely on the whims of the artificial ants and the order they happen to occur in, so using sampled frequencies could lead to more predictable results. The downside could be less diversity if the frequencies lead the ants down the same paths repeatedly, but if they lead the ants to better paths and the global optimum consistently or faster, then the frequencies could be a significant improvement to the ant colony optimization algorithms.

We believe that there are interesting uses for the frequency results. Using the high frequency edges, it is possible to reconstruct a large portion of the global optimum. In Figure 5.1, the high frequency 5-grams from RILO and ACO-LO are used to trace a possible tour. Globally optimal edges are represented in the red font while non-global edges are black. This is also shown on the first column of each section with 1's for global 5-grams and 0's for non-global. We started with the highest ranked edge and worked outward. One interesting part of using the frequencies like this is that you can trace where the discrepancies occur. Across the diagonal, if they are in agreement you will see the same number repeated. Examples of this are shown with bold outlines. However, as 5-grams keep getting added outward from the highest ranked 5-gram, they start to disagree, and that is shown on the diagonal as well. For example, in the RILO column there is a discrepancy that starts two rows above the 46 diagonal with 12, 31, 31, 31. This makes sense because the edge beginning with 12 is a non-global edge. Gaps in the chart show where the tours are not able to connect cleanly. The RILO column has 28 global 5-grams and 19 non-global while the ACO-LO column has the opposite. In the sections with many red edges, it is evident how the correct results are self-consistent. The red diagonals all agree on the order of cities within the edges.

By using this frequency information, there are likely ways to narrow the search space. If we can quickly identify areas where the results are self-consistent, then we can narrow down where we want to search to focus on the areas that disagree. Instead of running a tour improvement algorithm like 2-opt over the entire tour, we could hone in on the sections that disagree, and only improve the parts that need to be improved, which could make the process to generate optima much more efficient. With larger problems especially, narrowing down the possible search space would be an effective way to get competitive solutions efficiently.

2-OPT						ANT-CO					
0	24	13	12	20	46	0	10	22	2	21	15
0	38	24	13	12	20	0	11	10	22	2	21
0						0	14	11	10	22	2
0	40	15	21	0	7	0	39	14	11	10	22
0	15	21	2	33	40	0	0	39	14	11	10
0	21	2	22	10	11	0	7	0	39	14	11
0	2	22	10	11	14	0					
0	22	10	11	14	39	0	28	1	41	25	3
0	10	11	14	39	2	0	4	28	1	25	3
1	11	14	39	8	0	0					
0						0	31	38	20	12	46
1	41	4	47	38	31	0	46	20	12	13	24
1	4	47	38	31	20	0	20	12	13	24	38
1	47	38	31	20	46	0	12	13	24	38	31
1	38	31	20	46	19	0	13	24	38	14	11
0	12	20	46	19	32	0	24	38	31	23	41
1	20	46	19	32	45	0	38	31	23	9	44
1	46	19	32	45	35	0	31	23	9	44	34
1	19	32	45	35	29	1	23	9	44	34	3
1	32	45	35	29	42	1	9	44	34	3	25
1	45	35	29	42	16	1	44	34	3	25	1
1	35	29	42	16	26	1	34	3	25	1	28
1	29	42	16	26	18	0	3	25	1	28	4
1	42	16	26	18	36	0	41	1	28	4	47
1	16	26	18	36	5	0	1	28	4	47	33
1	26	18	36	5	27	0	28	4	47	33	40
1	18	36	5	27	6	0	4	47	33	40	15
1	36	5	27	6	17	0	47	33	40	15	21
1	5	27	6	17	43	0	33	40	15	21	0
1	27	6	17	43	30	0	40	15	21	0	7
1	6	17	43	30	37	0	15	21	0	7	8
0	17	43	30	37	8	0	21	0	7	8	37
0	43	30	37	8	7	0	0	7	8	37	30
0	30	37	8	7	0	0	7	8	37	30	43
0	37	8	7	0	15	0	8	37	30	43	17
0	8	7	0	15	21	1	37	30	43	17	6
0	7	0	15	21	2	1	30	43	17	6	27
0	40	15	21	0	7	1	43	17	6	27	5
0	15	21	2	33	40	1	17	6	27	5	36
0	21	2	33	40	28	1	6	27	5	36	18
0	2	33	40	28	1	1	27	5	36	18	26
0	47	4	28	1	41	1	5	36	18	26	16
0	40	28	1	25	3	1	36	18	26	16	42
1	28	1	25	3	34	1	18	26	16	42	29
1	1	25	3	34	44	1	26	16	42	29	35
1	25	3	34	44	9	1	16	42	29	35	45
1	3	34	44	9	23	1	42	29	35	45	32
1	34	44	9	23	41	1	29	35	45	32	19
1	44	9	23	41	4	1	35	45	32	19	46
1	9	23	41	4	47	1	45	32	19	46	20
1	23	41	4	47	6	0	32	19	46	20	12
28						19					
YES	28					YES	19				
NO	19					NO	28				

Figure 5.1: Using High Frequency 5-grams to Build A Tour (a) RILO (b) ACO-LO

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# Appendix A

## Additional Tables and Plots

**Table A.1:** Table of All of the Global 5-grams Collected by ACO-S1 for the ATT48 (only 22 were found)

ATT48 Global 5-grams ACO-S1					
rank	edge				
35	18	26	16	42	29
36	2	21	15	40	33
37	20	46	19	32	45
38	36	18	26	16	42
39	6	17	43	30	37
42	27	6	17	43	30
55	5	36	18	26	16
59	22	2	21	15	40
65	2	22	13	24	12
83	5	27	6	17	43
84	26	16	42	29	35
90	26	18	36	5	27
143	6	27	5	36	18
144	17	6	27	5	36
277	37	7	0	8	39
660	13	22	2	21	15
828	0	8	39	14	11
1000	19	32	45	35	29
1001	35	45	32	19	46
1699	10	12	24	13	22
1700	11	10	12	24	13
1701	14	11	10	12	24

**Table A.2:** Table of Top 40 5-grams for the ACO-S1 for the ATT48

ATT48 Top 40 5-grams ACO-S1					
edge					freq
38	31	23	9	41	98
23	9	41	44	34	98
9	41	44	34	25	98
3	25	34	44	41	98
31	23	9	41	44	97
1	3	25	34	44	97
28	1	3	25	34	97
4	28	1	3	25	96
3	1	28	4	47	96
28	4	47	33	40	70
4	47	33	40	15	70
0	21	15	40	33	70
7	0	21	15	40	70
1	28	4	47	33	69
8	7	0	21	15	67
21	0	7	8	37	66
21	15	40	33	47	65
0	7	8	37	30	55
9	23	31	38	20	49
9	23	31	38	24	44
13	24	38	31	23	30
30	45	32	19	46	28
30	43	17	6	35	27
6	17	43	30	45	27
18	36	16	42	29	26
17	43	30	45	32	26
7	8	37	30	43	26
26	18	36	16	42	25
12	20	38	31	23	25
19	32	45	30	43	24
5	26	18	36	16	23
8	37	30	43	17	23
7	8	37	30	45	22
8	37	30	45	32	21
18	26	16	42	29	20
2	21	15	40	33	20
20	46	19	32	45	19
36	18	26	16	42	19
6	17	43	30	37	19
27	35	6	17	43	18

**Table A.3:** Table Top 20, Bottom 20 Global 5-grams for ACO-S1 for the EIL101

<b>EIL 101 Top 20, Bottom 20 Global 5-grams ACO</b>					
rank	edge				
11	1	56	14	42	41
19	4	83	16	44	7
30	16	83	4	59	82
34	0	49	75	76	2
44	68	0	49	75	76
45	70	64	34	33	77
46	36	97	99	90	84
47	26	68	0	49	75
55	49	75	76	2	78
56	44	16	83	4	59
63	38	66	22	55	74
67	49	0	68	26	100
69	71	73	21	40	74
75	33	34	64	70	65
80	55	74	40	21	73
103	42	14	56	1	86
119	0	68	26	100	52
122	17	82	59	4	83
147	60	84	90	99	97
169	19	65	70	64	34
967	88	5	95	98	92
1938	51	88	5	95	98
2125	29	19	65	70	64
2126	69	29	19	65	70
2297	39	57	12	93	94
2298	57	12	93	94	96
2332	64	34	33	77	80
2445	32	78	2	76	75
2483	13	43	37	85	15
2484	43	37	85	15	60
2485	37	85	15	60	84
2968	3	38	66	22	55
3286	40	74	55	22	66
3321	24	54	53	23	28
4070	57	39	20	72	71
4248	25	27	52	100	26
4249	27	52	100	26	68
5277	53	23	28	67	79
5354	5	95	98	92	58
5355	91	58	92	98	95

**Table A.4:** Table of the Top 40 5-grams for ACO-S1 for the EIL101

<b>EIL101 Top 40 5-grams ACO</b>					
<b>edge</b>					<b>freq</b>
20	71	73	21	40	56
42	14	56	1	72	54
21	73	71	20	72	54
1	72	20	71	73	53
14	56	1	72	20	52
44	7	81	47	46	51
56	1	72	20	71	51
95	98	58	91	96	47
16	44	7	81	47	45
33	34	70	64	65	44
1	56	14	42	41	43
64	70	34	33	77	43
94	96	91	58	98	42
28	23	54	24	38	41
19	65	64	70	34	41
81	7	44	16	83	39
5	93	94	96	91	39
17	88	5	93	94	37
4	83	16	44	7	36
58	91	96	94	93	35
70	34	33	77	78	35
22	66	38	24	54	35
13	37	43	15	60	35
56	14	42	41	86	34
22	40	21	73	71	34
23	54	24	38	66	33
88	5	93	94	96	32
15	43	37	13	42	32
14	42	13	37	43	32
16	83	4	59	82	31
37	13	42	14	56	30
3	54	24	38	66	29
55	22	40	21	73	28
0	49	75	76	2	28
29	19	65	64	70	28
12	86	41	42	14	27
1	56	14	42	13	27
24	54	23	28	78	27
28	78	77	33	34	26
23	28	78	77	33	26

# Appendix B

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### Colorado State University LaTeX Thesis Template

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