



PROJECT REPORT
TRAVELING SALESMAN PROBLEM USING
ANT COLONY OPTIMIZATION ALGORITHM

Lestari

10.02.0013

2013/2014

	PERPUSTAKAAN Universitas Katolik Soegijapranata
No. Inv.	263 / S / UK / C. 1.
Tanggal	19 Agustus 2014
Paraf	

FACULTY OF COMPUTER SCIENCE
SOEGIJAPRANATA CATHOLIC UNIVERSITY

Jl. Pawiyatan Luhur IV/1, Bendan Duwur, SEMARANG 50234

Telp. 024-8441555 (hunting) Web: <http://www.unika.ac.id>

<http://ikomunika.web.id/>

APPROVAL AND RATIFICATION PAGE

PROJECT REPORT

TRAVELING SALES PROBLEM USING ANT COLONY OPTIMIZATION

ALGORITHM

by

10.02.0013 – LESTARI

This project report has been approved and ratified by the Dean of Faculty of Computer Science and Supervisor on 18 July 2014

With approval,

Examiners,

Suyanto Edward Antonius, Ir., M.Sc
NPP : 058.1.1992.116

Supervisor,

Hironimus Leonard, S.Kom., M.Kom
NPP : 058.1.2007.273

Examiners,

Shinta Estri Wahyuningrum, S.Si, M.Cs
NPP : 058.1.2007.272

Examiners,

Rosita Herawati, ST., MIT
NPP : 058.1.2004.263

Dean of Faculty of Computer Science,

Hironimus Leonard, S.Kom., M.Kom
NPP : 058.1.2007.273

STATEMENT OF ORIGINALITY

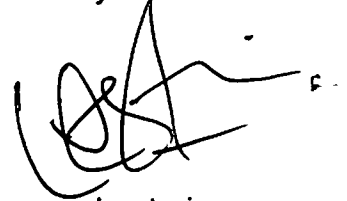
I, the undersigned:

Name : Lestari

ID : 10.02.0013

Certify that this project was made by myself and not copy or plagiarize from other people, except that in writing expressed to the other article. If it is proven that this project was plagiarizes or copy the other, I am ready to accept a sanction.

Semarang, 18 July 2014

A handwritten signature in black ink, consisting of several loops and a long horizontal stroke extending to the right.

Lestari

10.02.0013

ABSTRACT

The Traveling Salesman Problem is one of the most intensively studied problems in computational mathematics. The traveling salesman problem consists of a salesman and a set of cities. The salesman has to visit each one of the cities starting from a certain one (e.g. the hometown) and returning to the same city. The challenge of the problem is that the traveling salesman wants to minimize the total length of the trip.

The Ant Colony Optimization (ACO) meta-heuristic is inspired by the foraging behavior of real ants, in particular by the way ants find short paths between their nest and food sources. While a single ant has limited vision and would not be able to accomplish this feat, a swarm of ants can succeed by indirectly communicating via pheromone markings.

This project described about the issue in traveling salesman problem which discusses the problem of finding the shortest route in the graph in order to go through all places and back at the starting place. The purpose of this project is to solve the problem in determining the route using Ant Colony Optimization so that the travel distance to the all places is being optimal.

Keyword : Traveling salesman problem, Ant Colony Optimization algorithm

FOREWORD

This thesis is the result of my four years of studying at the Faculty of Computer Science Soegijapranata Catholic University. Thanks to motivation and interest in this academic area, I made it till the end. At the moment I am looking forward to the graduation and I am looking into the future with the same light of motivation and confidence, as four years ago.

There were hardships and struggles, and lack of confidence. Nevertheless, I will always remember this period as one full of joy, laughter and solid friendships. Yet most of all, the time at the Faculty of Computer Science will be marked with hard work rewarded with decent results, not only regarding studying, but also regarding shaping of the personality.

All the effort put into this Bachelor Assignment would not be enough, If I did not have the support of my loving family, friends, and also my lectures around me. Therefore, I would like to thank to Almighty god because of His Grace I am able to finish this. My mother, Yuli Astuti, for being strict when I needed it and her priceless advice and support she was always ready to give. My Father in Heaven, I know you always watch me from there. My friends made sure I had the necessary distraction during the process and always came up with handy ideas.

Most of all, I would like to show my appreciation and gratitude for the involvement of my supervisor, Hironimus Marlon Leong, S.Kom.,M.Kom, who always taught me and give solution when I had a problem. Last but not least, I would say thank you to all the lectures, who taught me since I start my study here. You're such an amazing lecture that I ever met.

Semarang, July 18th 2014

Lestari

TABLE OF CONTENTS

APPROVAL and RATIFICATION PAGE	i
LETTER of STATEMENT	ii
ABSTRACT	iii
FOREWORD	iv
TABLE OF CONTENTS	vi
TABLE OF FIGURES	vii
TABLE OF TABLES	ix
CHAPTER I INTRODUCTION	1
1.1 Background.....	1
1.2 Scope.....	2
1.3 Objectives.....	2
CHAPTER II LITERATURE STUDY	3
2.1 Data Structures.....	3
2.1.2 Two-dimensional Array.....	3
2.2 Algorithm.....	4
2.2.1 Ant Colony Optimization.....	4
CHAPTER III PLANNING	8
3.1 Research Methodology.....	8
3.2 Project Management.....	9
CHAPTER IV ANALYSIS AND DESIGN	10
4.1 Analysis.....	10
4.1.1 Use Case Diagram.....	10
4.2 Design.....	11
4.2.1 Class Diagram.....	11
4.2.2 Flowchart.....	12
CHAPTER V IMPLEMENTATION AND TESTING	13
5.1 Implementation.....	13
5.1.1 Step 1- Maps and drop Markers.....	13
5.1.2. Step 2 – Distance Matrix.....	14
5.1.3 Step 3 – Calculate Ant Colony Optimization.....	15
5.1.4 Step 4 – Get Direction.....	17
5.2 Testing.....	17
5.3 Main Interface.....	23
5.3.1 Main Menu Window.....	23
5.3.2 Drop Markers.....	23
5.3.3 Calculate Ant Colony.....	23
5.3.4 Result Optimization.....	24
5.3.5 Direction.....	25
5.3.6 Distance Matrix.....	26
CHAPTER VI CONCLUSION	27
6.1 Conclusion.....	27
6.2 Further Research.....	27
REFERENCES	28

TABLE OF FIGURES

Figure 2.1 Distance matrix between 5 cities.....	3
Figure 2.3 Ant Colony double bridge.....	4
Figure 2.4 ACO Construction Graph for an instance of the TSP.....	5
Figure 2.5 Probabilities.....	6
Figure 4.1 Use Case diagram.....	10
Figure 4.2 Full Class Diagram.....	11
Figure 4.3 Flowchart.....	12
Figure 5.2 Distance Matrix.....	17
Figure 5.2.1 1/distance (nij).....	17
Figure 5.2.2 Intial parameters.....	18
Figure 5.2.3 Iteration 1.....	18
Figure 5.2.4 Iteration 2.....	19
Figure 5.2.5 Iteration 3.....	20
Figure 5.2.6 Iteration 4.....	21
Figure 5.2.7 Result.....	22
<i>Figure 5.2.8 24 Possibilities.....</i>	22
Figure 5.3.1 Main Interface.....	23
Figure 5.3.2 Drop Markers.....	24
Figure 5.3.3 Calculate ant colony.....	24
Figure 5.3.4 Result Optimization Route.....	25
Figure 5.3.5 Direction.....	25
Figure 5.3.6 Distance Matrix.....	26

TABLE OF TABLES

Table 3.1 Project Management.....	9
Table 5.1 Testing Table.....	17