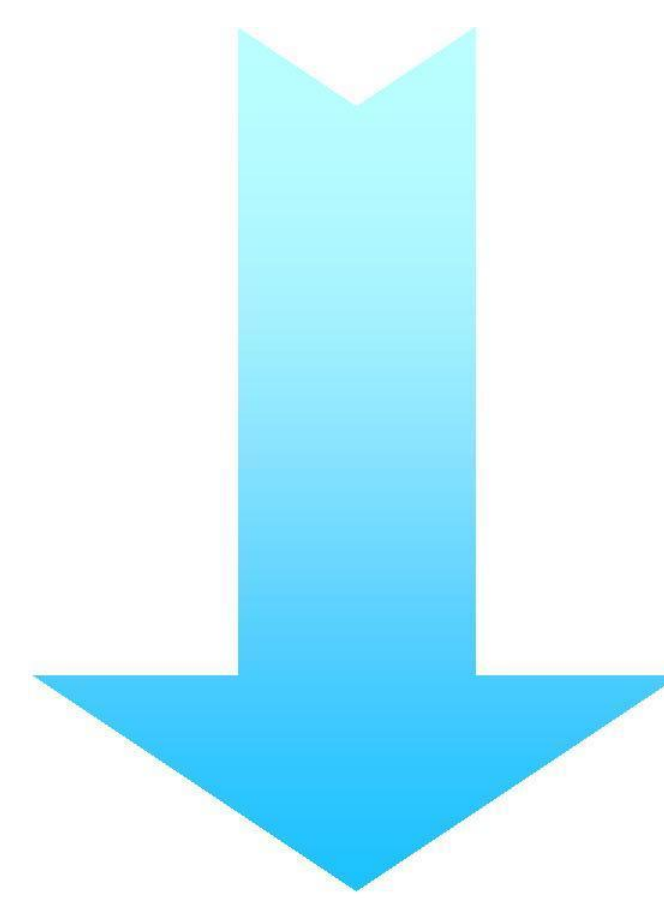
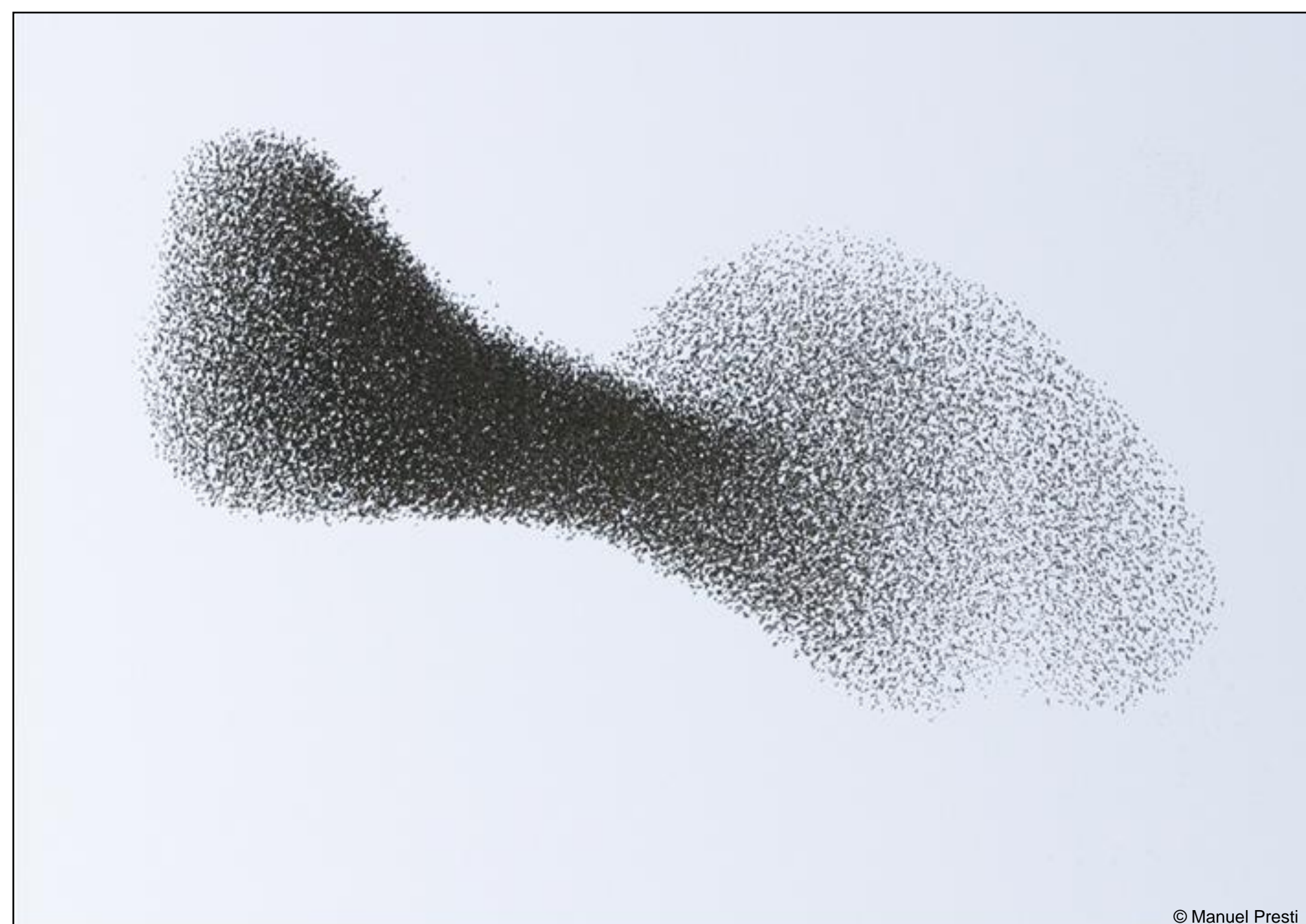




L'INTELLIGENCE EN ESSAIM

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Algorithme ACO

```
/* Initialisation */
for every edge (i,j) do
   $\tau_{ij}(0) = \tau_0$ 
end for
for k = 1 to m do
  Place ant k on a randomly chosen city
end for
/* Main Loop */
for t = 1 to  $t_{max}$  do
  for k = 1 to m do
    Build a solution  $S^k(t)$  by applying n - 1 times a probabilistic construction/modification rule where choices are a function of a pheromone trail  $\tau$  and of an heuristic desirability  $\eta$ 
  end for
  for k = 1 to m do
    Compute the cost  $C^k(t)$  of the solution  $S^k(t)$  built by ant k
  end for
  if an improved solution is found then
    update best solution found
  end if
  for every edge (i,j) do
    Update pheromone trails by applying a pheromone trail update rule
  end for
end for
print the best solution
stop
```

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