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An Improved Quantum Ant Colony Algorithm and its Application*

Xiao-long Ma, Yue-guang Li

Department of Computer Science, Gansu Normal College for Nationalities, Hezuo, gansu, 747000, China

yueguangli7@163.com

Abstract

The algorithm in this paper is based on the combination of Quantum Evolutionary algorithm (QEA) and Ant Colony System (ACS), a new algorithm, Quantum Ant Colony Algorithm (QACA) is proposed in this paper. The core is that Q-bit and quantum rotation gate adopted in QEA are introduced into ACS to represent and update the pheromone respectively, so it has better diversity and global search capacity. The experimental result demonstrates that QACA can get better solutions to some Traveling Salesman Problems (TSP) than the solutions given in TSPLIB.

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Key words: Quantum Algorithm; Quantum Evolutionary; Ant Colony System; Quantum Ant Colony Algorithm; TSP

1. Introduction

The intelligent algorithm has been paid more and more attention, such as neural network, genetic algorithm, ant colony algorithm, particle swarm algorithm, which they are used to solve combinatorial optimization and NP- problem, but these algorithms have their own advantages and defects. Nowadays, all kinds of optimization algorithm together, produce respective advantage, construct a better algorithm, it has become a hotspot.

Quantum evolutionary algorithm^[1] is KuK-Hyuan Han proposed in 2002, the algorithm is based on the theory of quantum evolutionary algorithm. It absorbed the quantum computation^[2] in the superposition state, coherence and entanglement of the quantum algorithm it break traditional algorithm limit, showing a better performance. The algorithm has become a hot topic for its unique computational performance, it has been applied in a variety of optimization problems, especially to solve the classic calculation of NP hard problems.

Ant colony algorithm is affected by the nature of the ant searching food behavior, it is proposed by M. Dorigo in 1992 firstly.

* Contact Of Corresponding Author : Yueguang Li, yueguangli7@163.com, 13389416447

Individual ants are fragile, but the whole ant colony can complete the work that the individual is unable to undertake, with the help of the ant pheromone chemical communication and information transfer, and demonstrated a positive feedback phenomenon. It is performed by the ants in a path, the ants is more, the path is selected probability is higher. The positive feedback mechanism and communication mechanism of ant colony algorithm is the two important foundations. The algorithm has strong robustness and capabilities in searching better solution, but at the same time also has some flaws, such as slow convergence speed, easy stagnation behavior. Aiming at the deficiency of the algorithm, some scholars put forward the improved ant colony algorithm. Such as Stutzle & Hoos raised the max-min ant colony algorithm in 1996, Dorigo proposed ant colony system in 1997, Maniezzo proposed approximate nondeterministic tree search in 1999^[3], Cord and others proposed the optimal worst ant colony algorithm in 2002^[4], Blum proposed a hypercube ant colony algorithm in 2004^[5]. The ant colony algorithm in combinatorial optimization, computer network routing, continuous function optimization, robot path planning, data mining, network optimization and other fields have achieved outstanding results.

The algorithm is based on ant colony algorithms, state vector and quantum rotation gate of quantum evolutionary algorithm is introduced in ant colony algorithm, put forward a kind of new algorithm -quantum ant colony algorithm. In this algorithm the state vector and quantum rotation gate respectively representing and updating pheromone, accelerate the algorithm convergence speed and avoid premature convergence. By solving the TSP example results show that the algorithm can achieve better than other heuristic intelligent optimization algorithm the results.

2. TSP Problem

Traveling salesman problem is a classical combinatorial optimization problem, which belongs to the NP-hard problems. It can be described as follows: Give a graph $G = (V, E)$, E is the set of edges, nonnegative weights are $w(E)$ on each side, how to find the Hamilton ring of G , making $w(E)$ is minimum? Its practical meaning is: for a given K City, traveling salesman from a city of departure access the rest of the city not repeated returned the starting city finally, the requirements of all traveling salesmen to find a shortest route to travel. With the growing of the number of city, the solution space will grow exponentially, through the exhaustive method cannot solve, therefore optimization algorithm is used to solve the TSP is very necessary. Such as simulated annealing algorithm, ant colony algorithm, genetic algorithm, particle swarm algorithm. The algorithms have respective advantages and defects, some fast operation but needs computer storage capacity, some need a computer memory but a small amount of computation time is too long, some fast operation but solving city small scale. In order to solve the above problems, this paper puts forward a new quantum ant colony algorithm to solve TSP^[6].

3. Quantum Ant Colony Algorithm

3.1 Quantum coding characteristic

Quantum bit is the basic unit of information of quantum computing, is defined a unit vector of two-dimensional complex vector space, the space is made of a pair of orthonormal basis $\{|0\rangle, |1\rangle\}$. A qubit can represent 0 or 1, and can be between 0 and 1 states of arbitrary superposition state. That is, a qubit can be in $|0\rangle$ or $|1\rangle$, or in an intermediate state between the two, so the state of a qubit can be expressed as: $|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$ where α and β are a pair of real numbers, express the probability amplitude of $|0\rangle$ and $|1\rangle$, " $|\psi\rangle$ " express a quantum state, $|\alpha|^2$ and $|\beta|^2$ express the probability of a quantum bit "0" state and "1" state, and $|\alpha|^2 + |\beta|^2 = 1$, that is, a quantum Bits contains the information of 0 and 1, then the length of m of a quantum bit can express 2^m different states. Definition ξ ($\xi \in (-\pi, \pi]$) is the phase of a quantum bit, $\xi = \arctan(\beta/\alpha)$, the i ($i = 1, 2, \dots, m$) phase of quantum bits is $\xi_i = \arctan(\beta_i/\alpha_i)$. the symbol d_i denotes the product of the probability of i quantum bit α_i and β_i , $d_i = \beta_i/\alpha_i$, which d_i represents the phase ξ_i of the quantum-bit plane coordinates in the location shown in Figure 1, it can greatly reduce the space and time to search the optimal solution. so there is m quantum bit of j 's probability amplitude can be expressed as:

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