Abstract

Traveling Tournament Problem is a sports timetabling problem that abstracts the important issues in creating timetables where team travel is an important issue. The instances of this problem seem to be very difficult to solve even for very small cases. In this paper, Author has suggested a Novel encoding scheme for representing a solution instance. The scheme is implemented and tested for several instances of Traveling tournament problem such as NL-4, NL-6, NL-8, CIRC-4 (Constrained), CIRC-6 (Constrained), CIRC-8 (Constrained), Galaxi-4, Galaxi-6, Galaxi-8, Super-4, Super-6 and Super-8 from Double round robin Traveling Tournament Problem. The results of the simulation are presented in the paper.

Reference

A Novel Encoding Scheme for Traveling Tournament Problem using Genetic Algorithm


Index Terms

Computer Science
Evolutionary Computation

Key words

Travelling Tournament Problem
Genetic Algorithm
Evolutionary computation
Scheduling
Encoding