

Cities map:

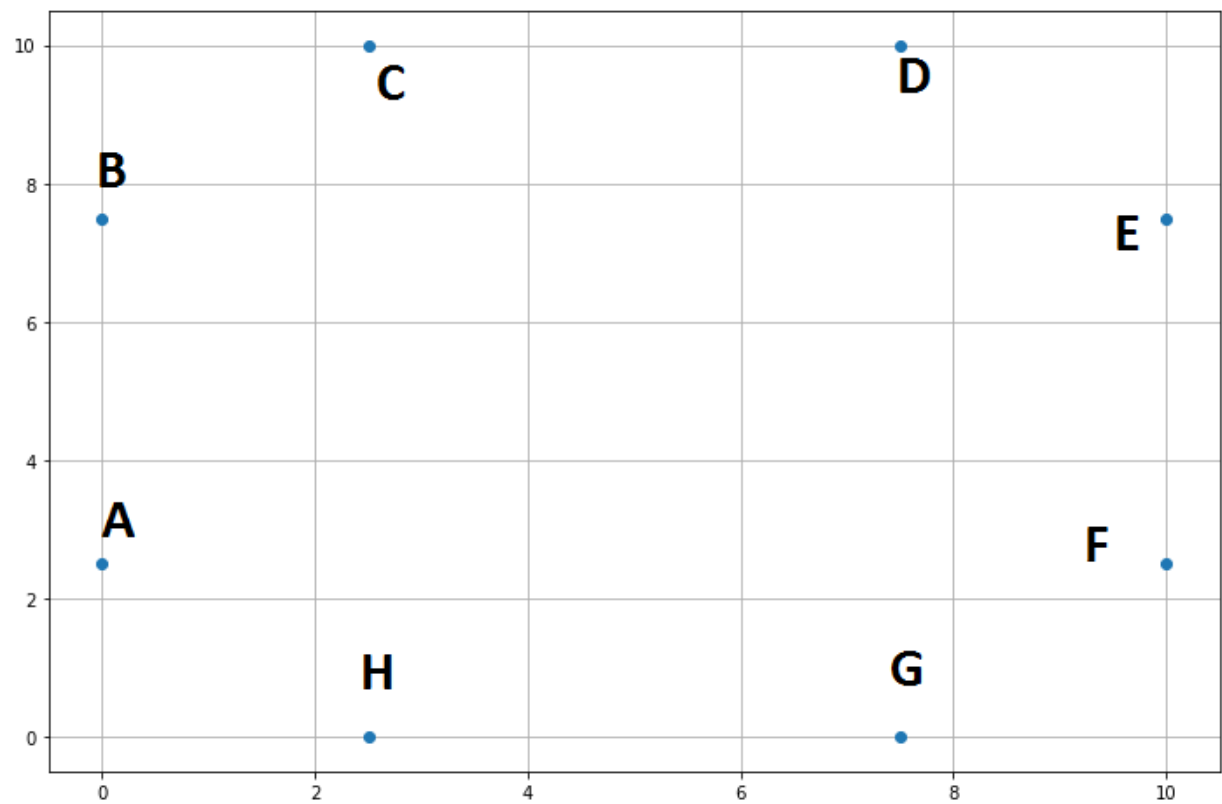
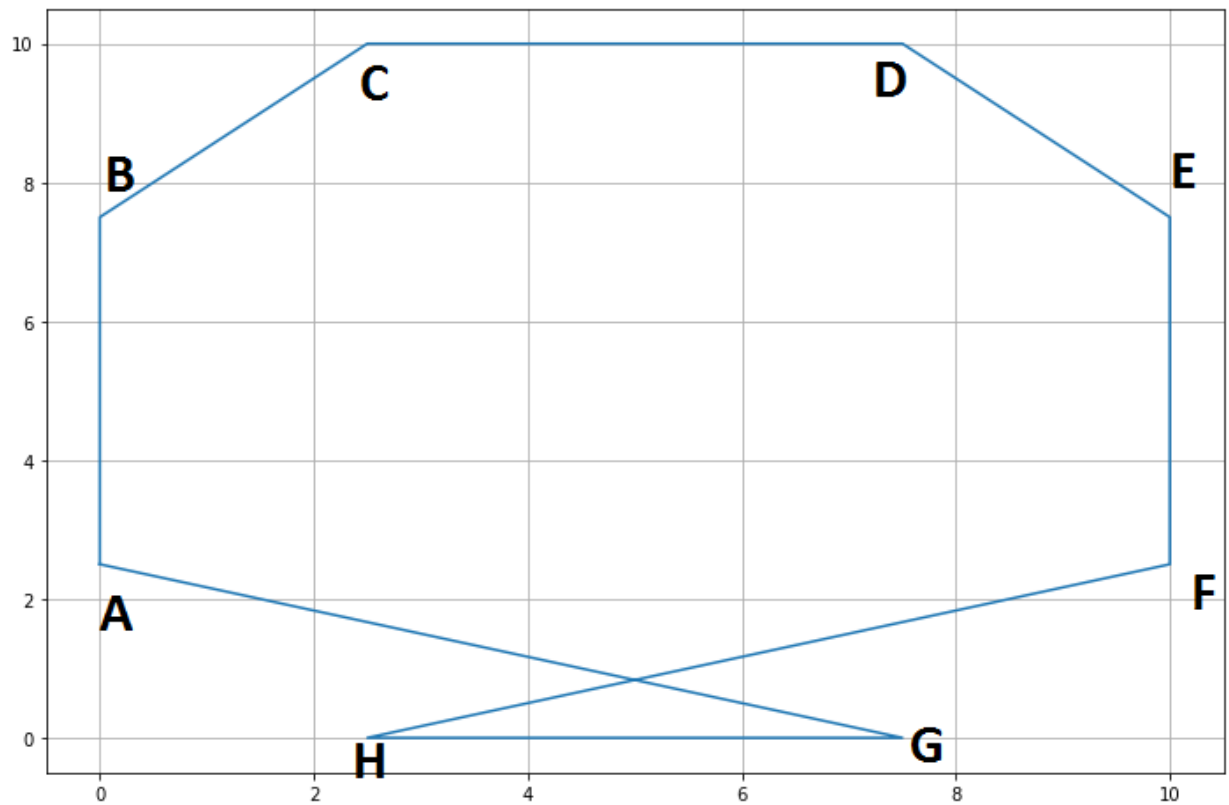


Table of distances:

	A	B	C	D	E	F	G	H
A	0	5	7,9057	10,6066	11,1803	10	7,9057	3,5355
B	5	0	3,5355	7,9057	10	11,1803	10,6066	7,9057
C	7,9057	3,5355	0	5	7,9057	10,6066	11,1803	10
D	10,6066	7,9057	5	0	3,5355	7,9057	10	11,1803
E	11,1803	10	7,9057	3,5355	0	5	7,9057	10,6066
F	10	11,1803	10,6066	7,9057	5	0	3,5355	7,9057
G	7,9057	10,6066	11,1803	10	7,9057	3,5355	0	5
H	3,5355	7,9057	10	11,1803	10,6066	7,9057	5	0

First generation best path figure:

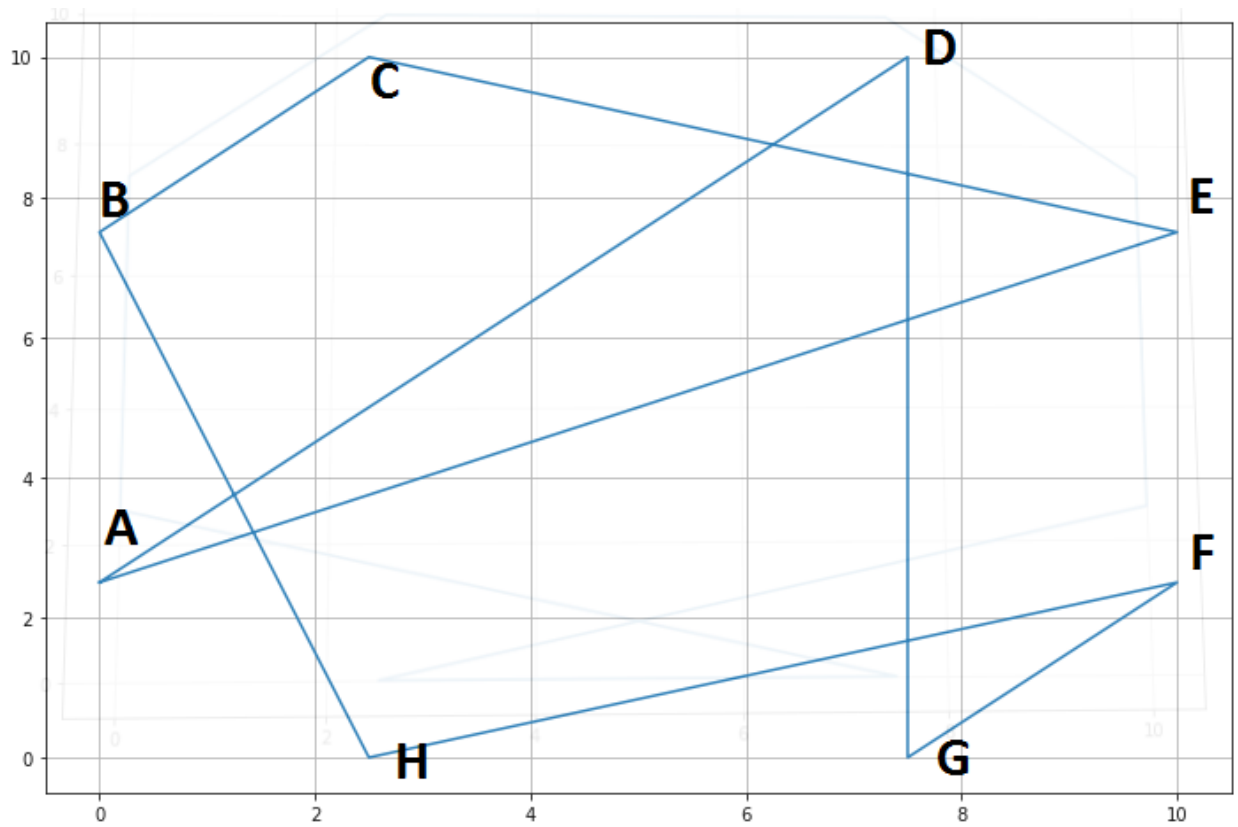


First path itself:

A B C D E F H G A

Middle generation pathes examples (only 3 examples):

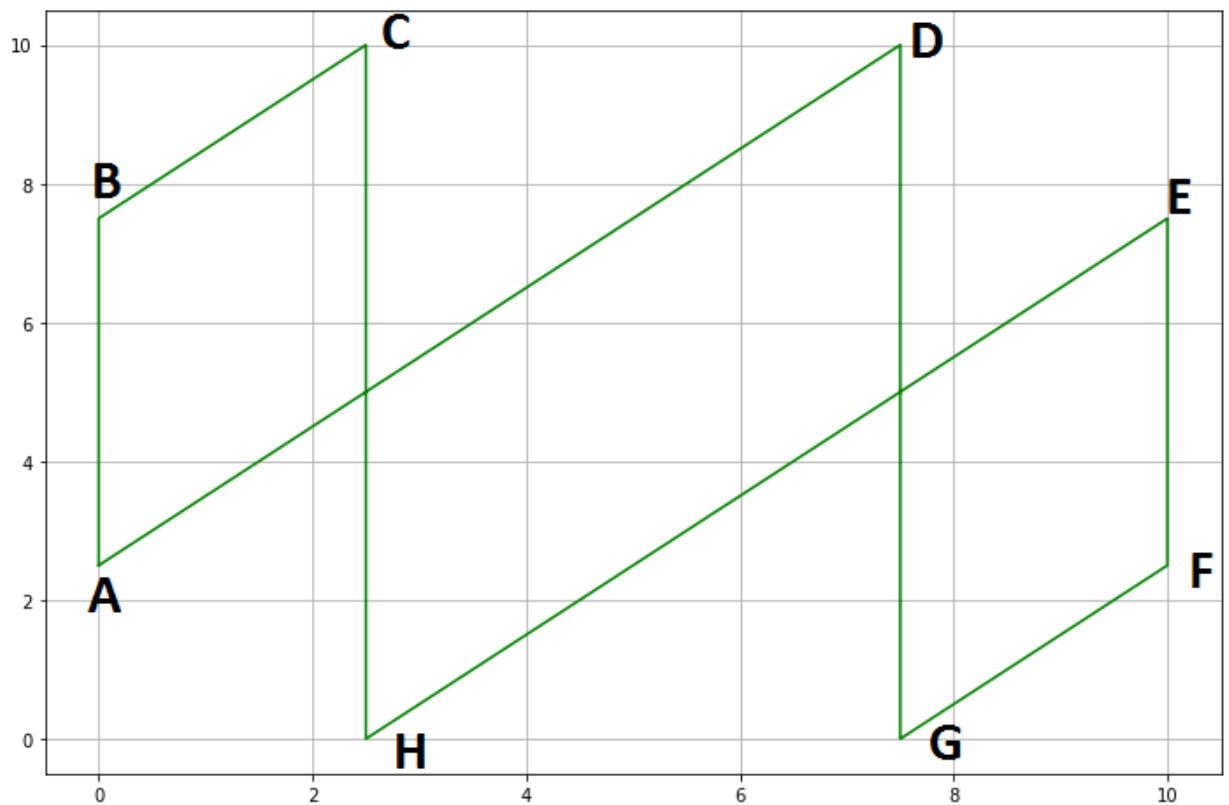
#1 example:



#1 example path itself:

A D G F H B C E A

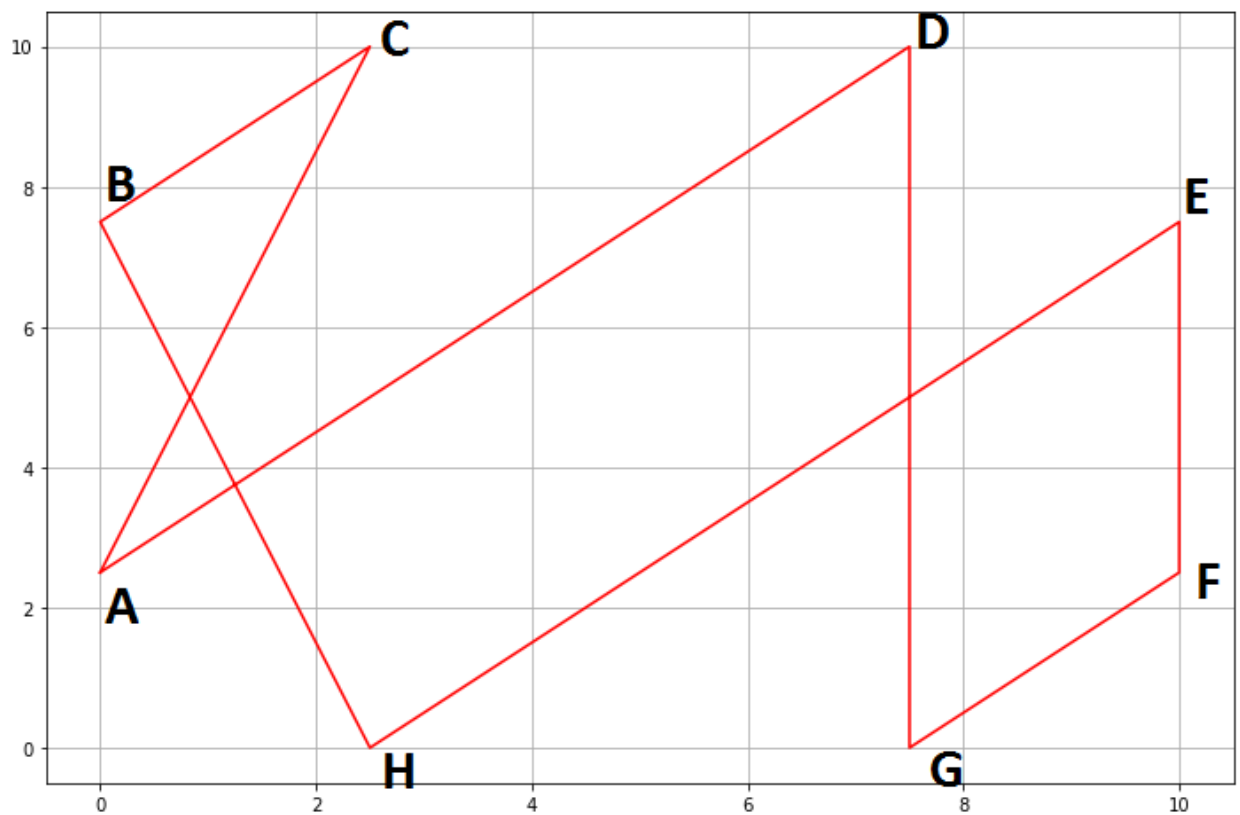
#2 example path figure:



#2 example path itself:

A D G F E H C B A

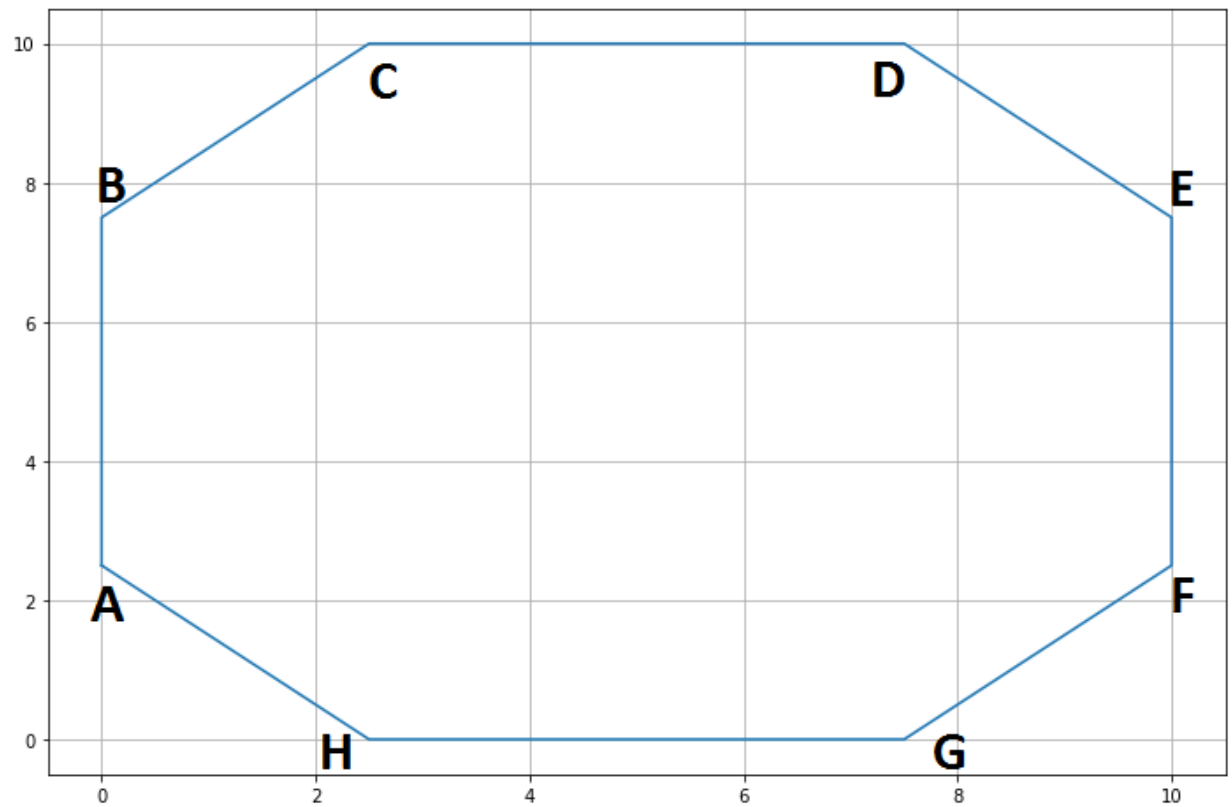
#3 example path figure:



#3 example path itself:

A D G F E H B C A

Last generation path:



Last generation best path itself:

A H G F E D C B A

Best fitness depending on generation number:

