

Realtor Tour File Directions  
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The two figures in Columns 11-16 show the location of the cities as blue dots on a Cartesian x-y map. Home is the red square. The lines between the points represent the path. There are multiple trials (randomize the players, then use LF to search for the optimum) and there are local optima. The right-hand figure reveals the all-run-best path. It is not termed the global best because that might not have been found. The left-hand figure reveals the trial progress.

The file will permit up to 20 DVs, but there are only 12 in this 12-point problem.

Enter your choices in the green highlighted fields.

Press the “Start Optimizer” button to begin the N trials.

The program provides data associated with the yellow highlighted labels.

Player DV values are in Column 8. Notably, although the random keys are initialized on a 0 to 1 basis, it is not uncommon to have player DV values outside of that range, either negative or positive. Leap-overs can place a leap-to DV value outside of the 0-1 range, and in spite of the range, DV values can be sorted to find a city sequence. Column 12 shows the place of each city in the path sequence.