

# The Traveling Salesman Problem

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# Problem Statement

- **Input** : A complete undirected graph with non-negative edge costs.
- **Output** : A minimum cost tour i.e. a cycle that visits all the vertices exactly once.

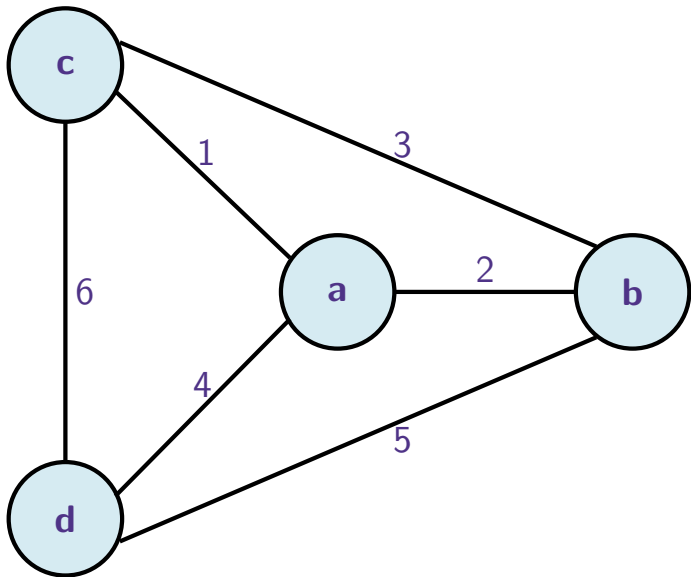


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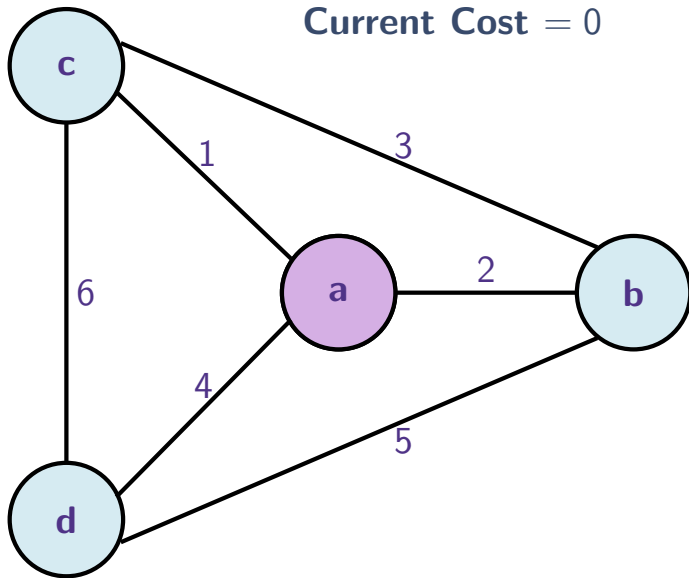
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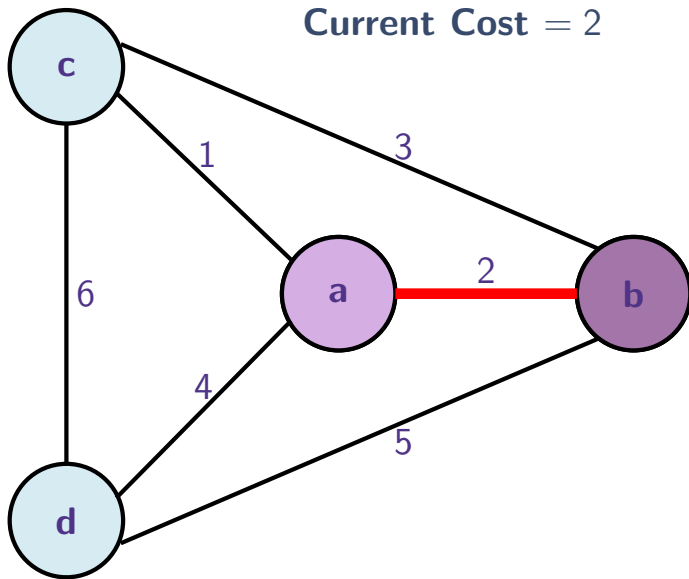
# An Example



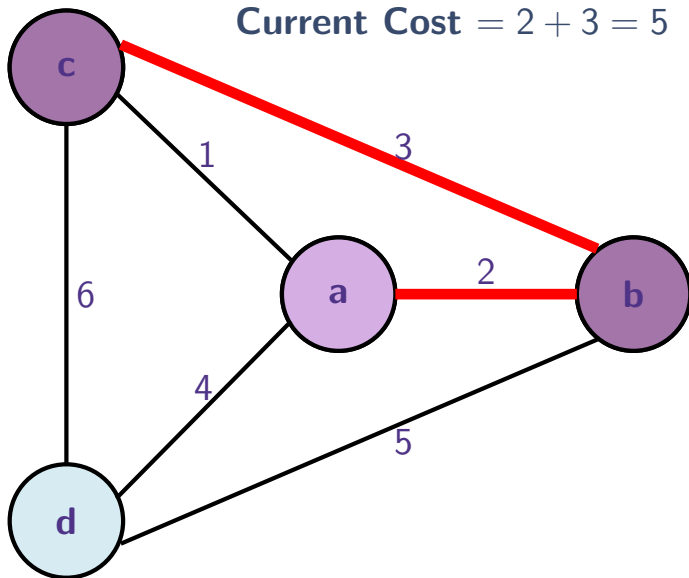
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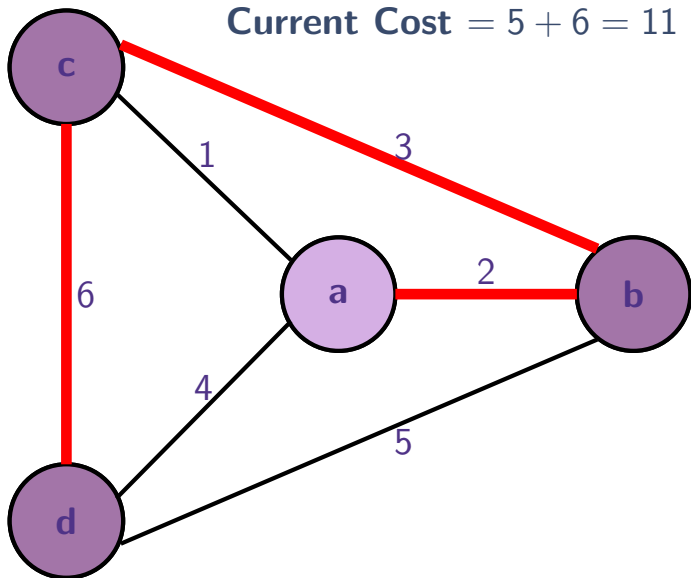
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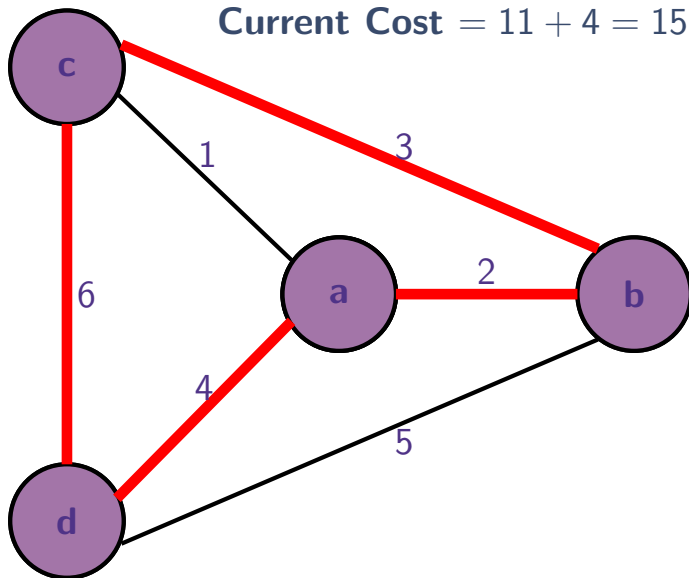


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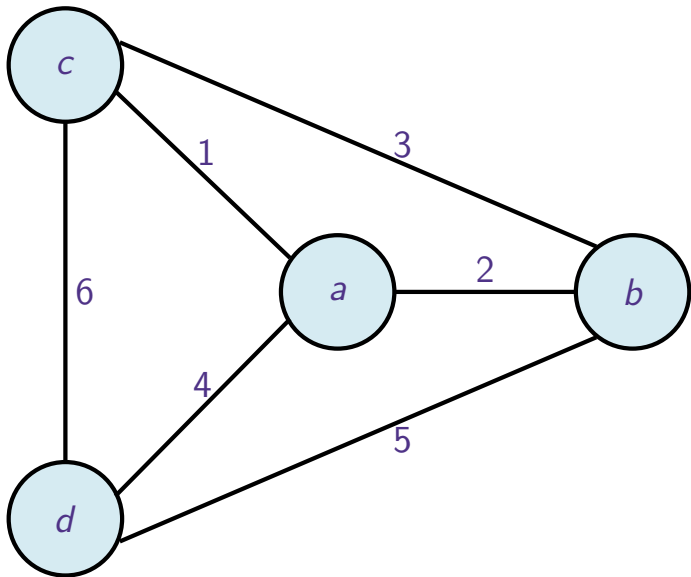




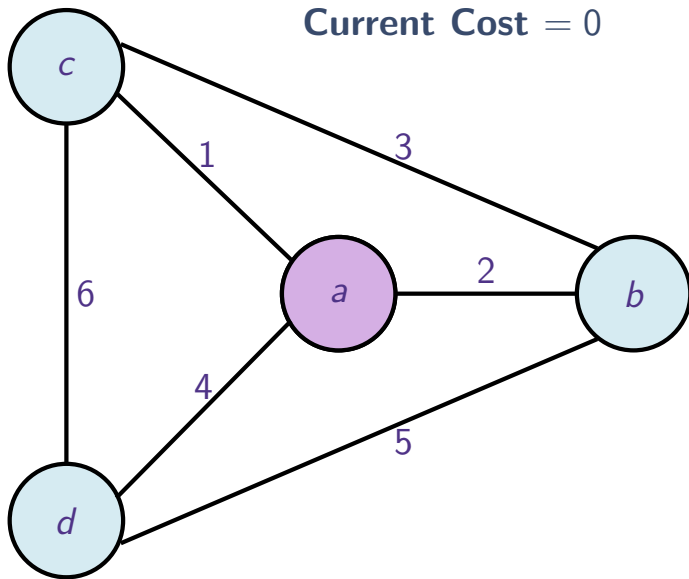
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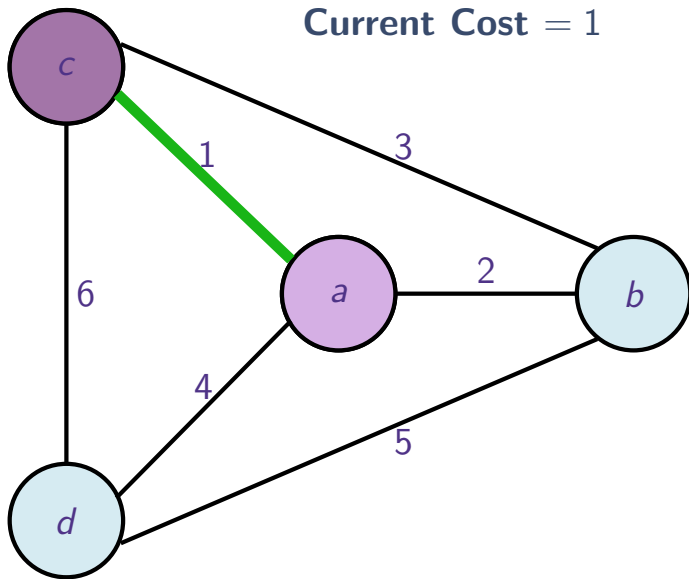
## An Example (Continued)



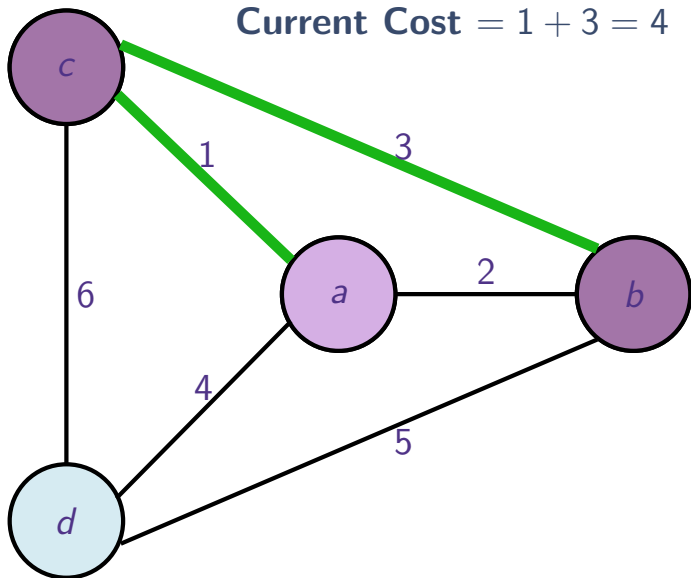
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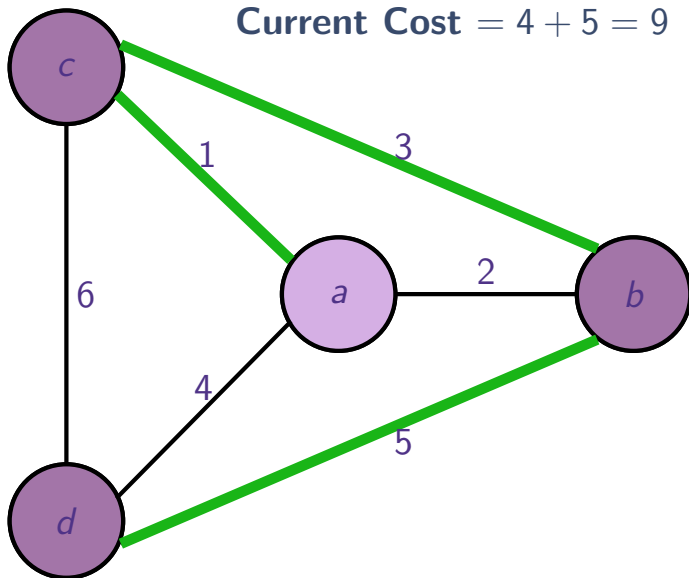
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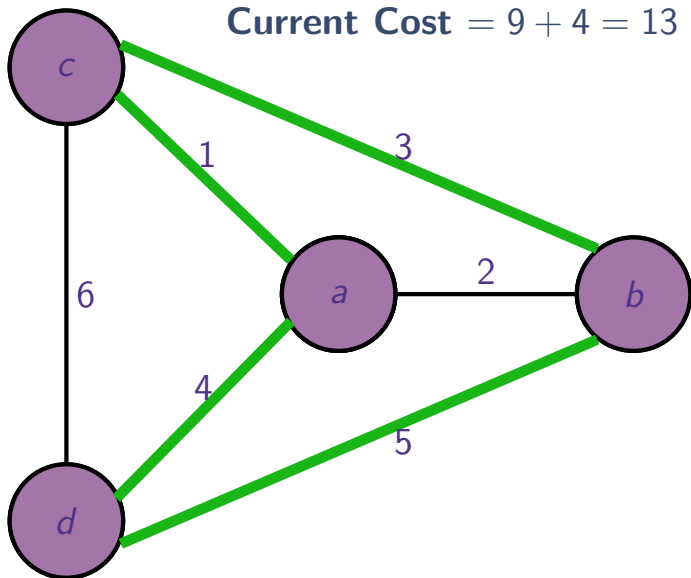
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# The Traveling Salesman Problem

## Question of the Day

How do we find an optimal tour?





# The Brute Force Algorithm

The Brute Force approach:

- Look at all possible tours in the graph.
- Compute their costs.
- Pick the minimum from them.



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# Brute Force Algorithm Complexity

However,

- In a graph on  $n$  vertices, there are  $(n - 1)!$  TSP tours.
- Computing the cost of a tour takes linear time.
- **Brute-Force Algorithm running time:**

$$\# \text{ of tours} \times \text{cost of computing one tour} = (n - 1)! \times O(n) = O(n!)$$



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# An Efficient Algorithm?

A Question We Should be Asking Everyday

Can we do better?



# An Efficient Algorithm?

We can. But a polynomial time algorithm doesn't seem likely.



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- Edmonds' Conjecture equivalent to  $P \neq NP$ .
- *The Traveling Salesman Problem* is **NP-Complete!**



# Coping with NP-Completeness

We can-

- Solve TSP exactly, but take a really long time for it.
- Solve it only approximately, but do it fast.
- Solve it exactly, but for really special cases.



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# Hard to even approximate

There is a catch.

## Theorem

*Unless  $P = NP$ , there does not exist a polynomial time  $\alpha$ - approximation algorithm for the Traveling Salesman Problem.*



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# Metric TSP

Edge costs satisfy the triangle inequality i.e. the shortest path between vertices = the one-hop path between them.

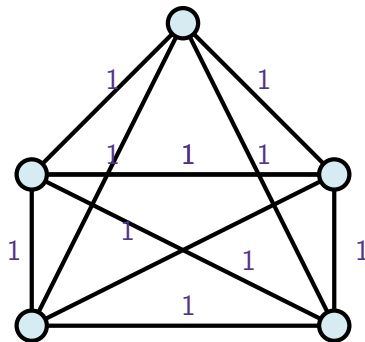


Figure: A Metric TSP instance.



# Approximation Algorithms for Metric TSP

- Still NP-Complete!
- But there are good approximation algorithms.
  - **The MST Heuristic** (a 2-approximation algorithm)
  - **Christofides's Algorithm (1976)** (a  $\frac{3}{2}$ -approximation algorithm)



# To Summarize

- The *Traveling Salesman Problem* is interesting.
- The *Traveling Salesman Problem* is **hard**!
- Approximation algorithms for NP-Complete Problems are still an active area of research.





# Acknowledgements I



Tim Roughgarden.

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2016.



Jack Edmonds.

Paths, trees, and flowers.

*Can. J. Math. 17: 449-467, 1965.*

