

The Traveling Salesman Problem

Zahin Wahab Mursalin Habib

Department of Computer Science & Engineering
Bangladesh University of Engineering and Technology

July 15, 2018



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.

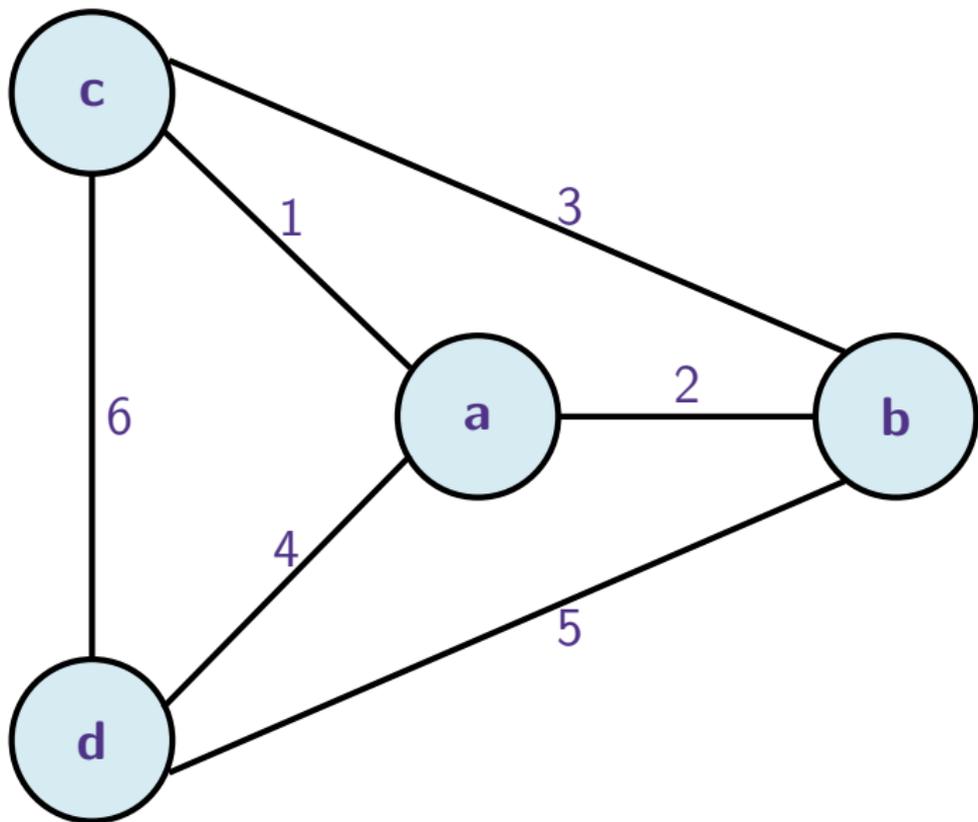


Problem Statement

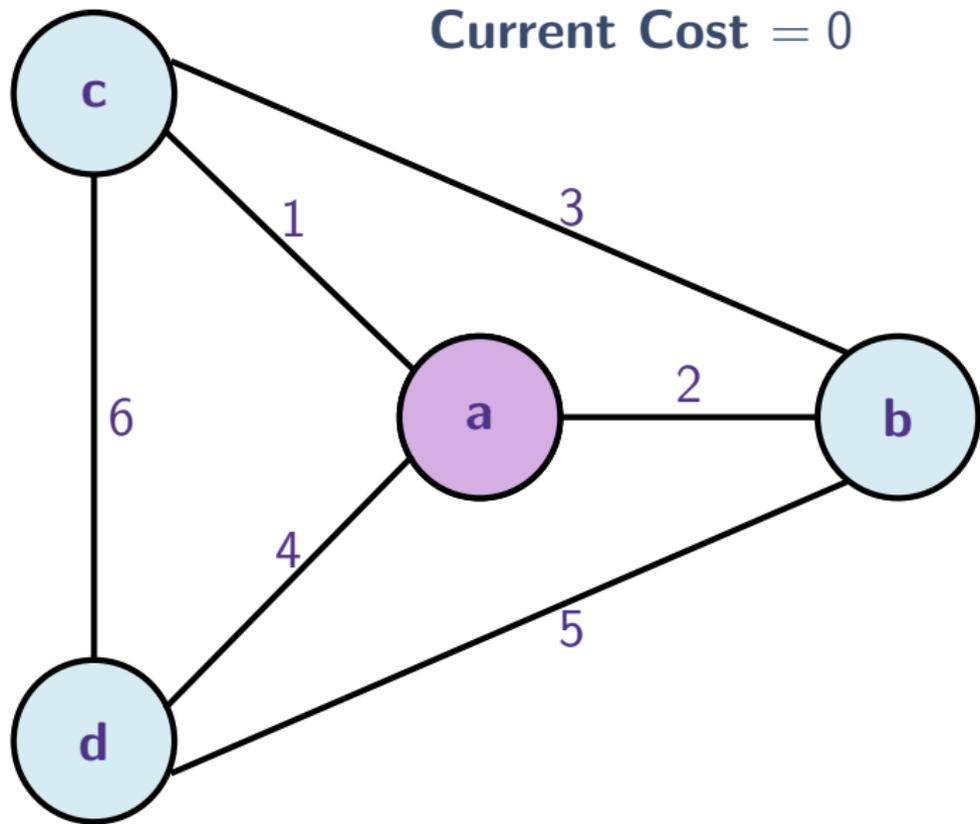
- **Input** : A complete undirected graph with non-negative edge costs.
- **Output** : A minimum cost tour i.e. a cycle that visits all the vertices exactly once.



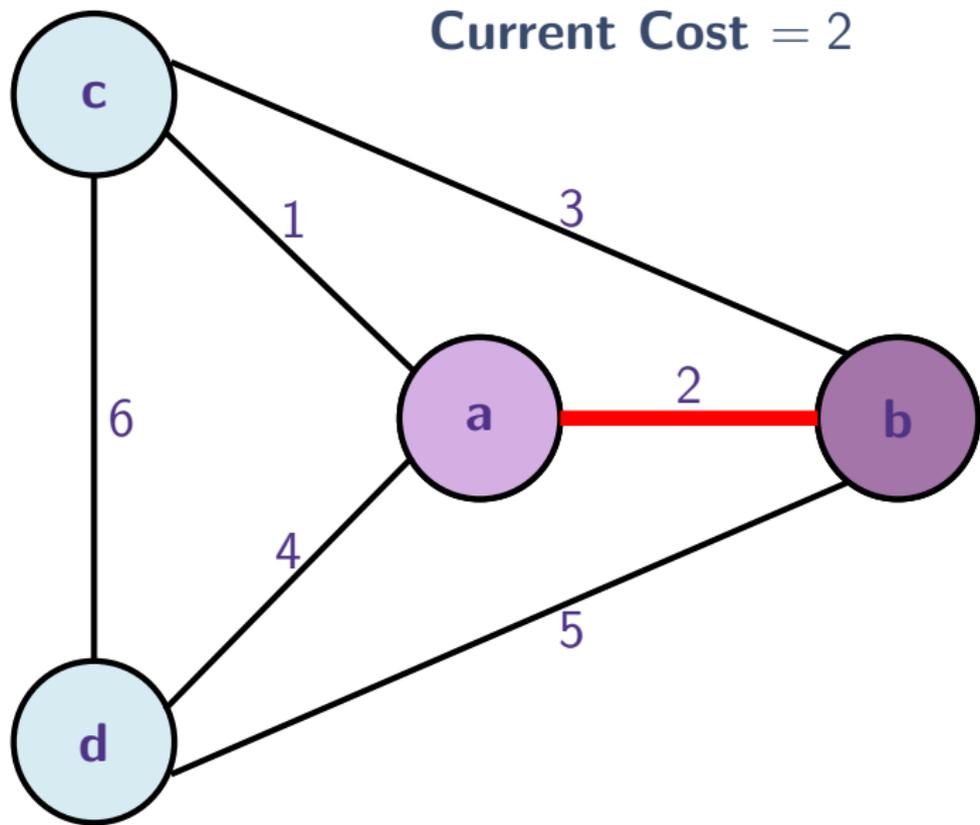
An Example



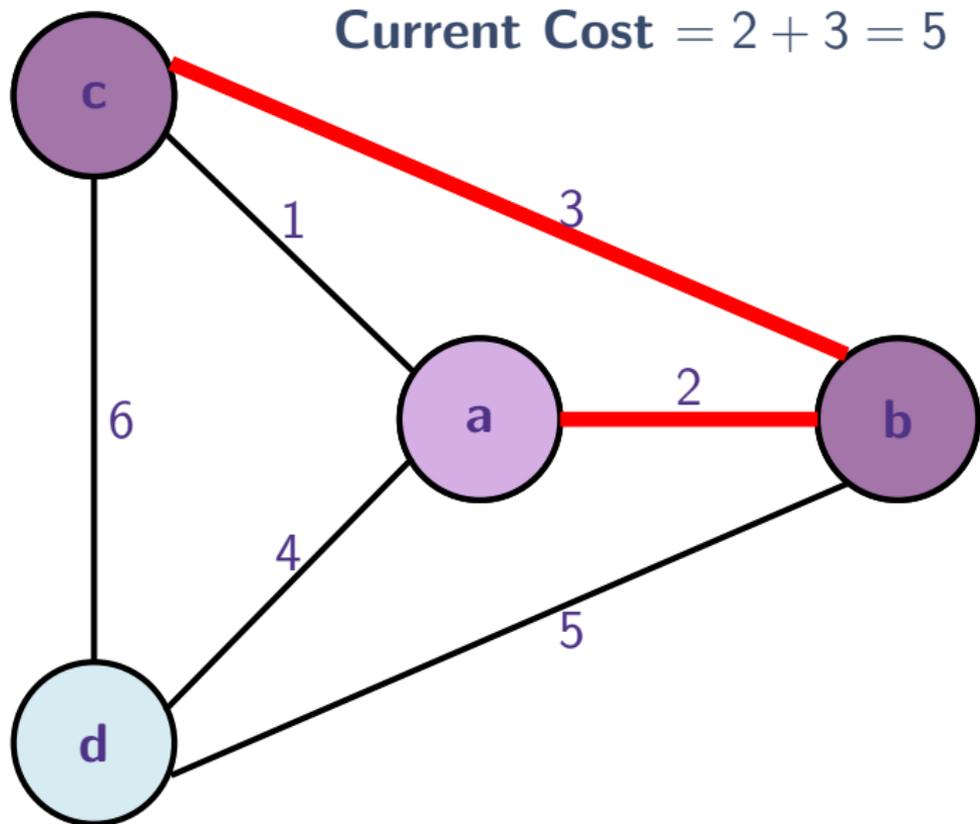
An Example



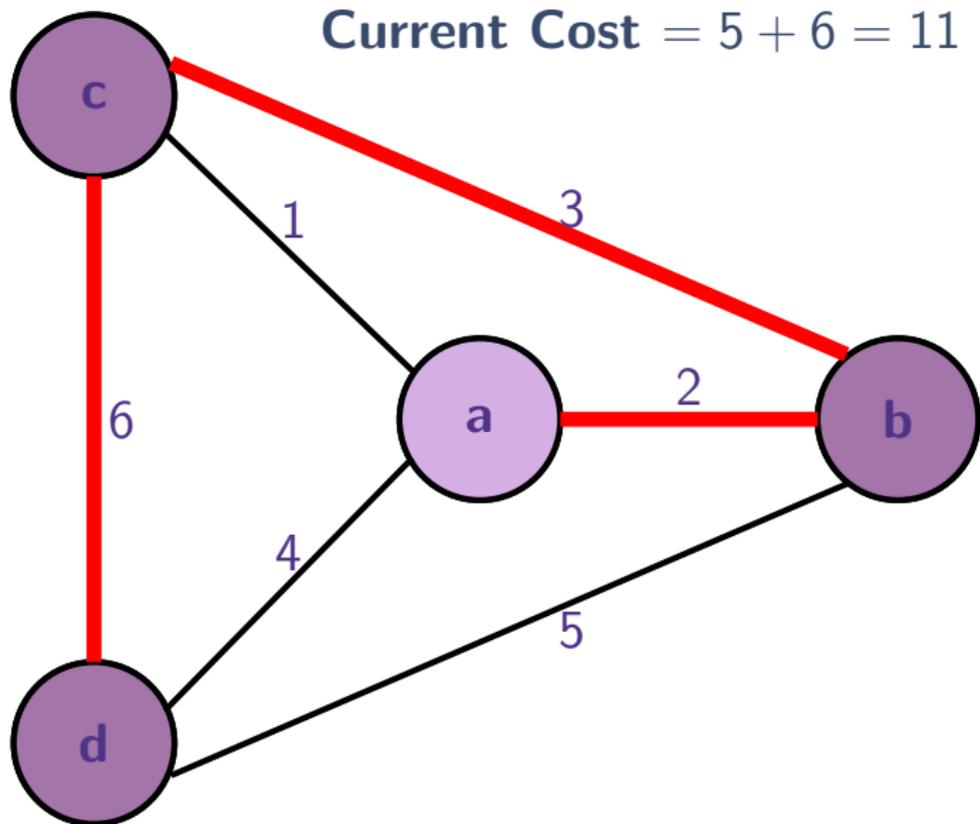
An Example



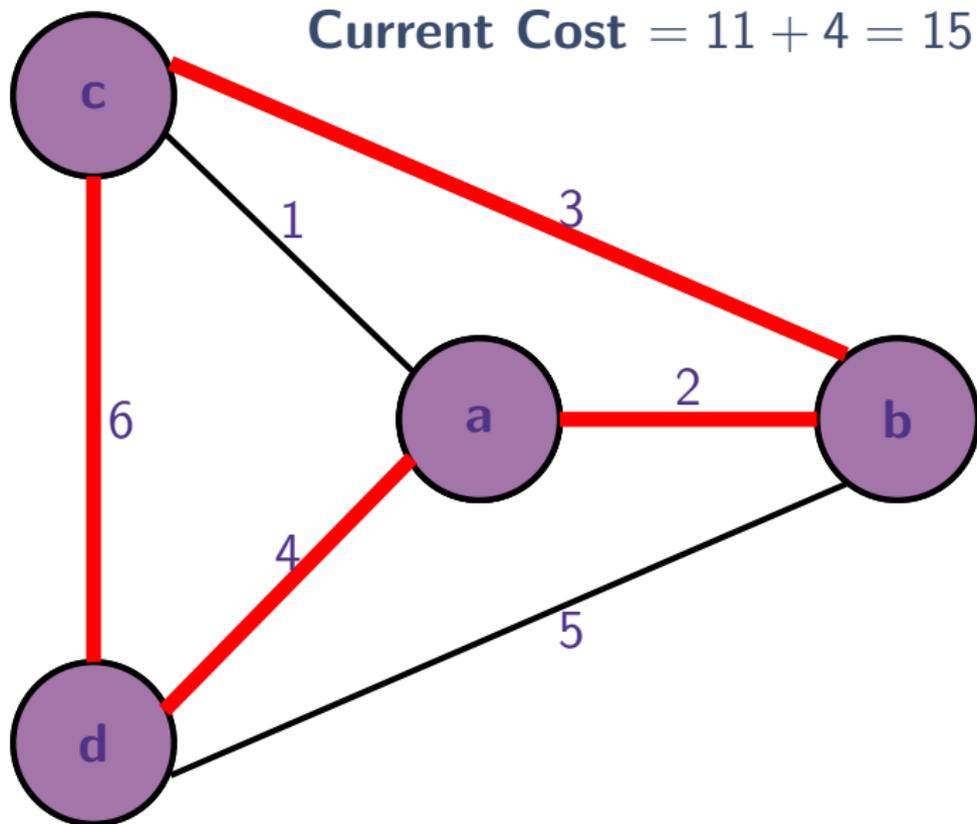
An Example



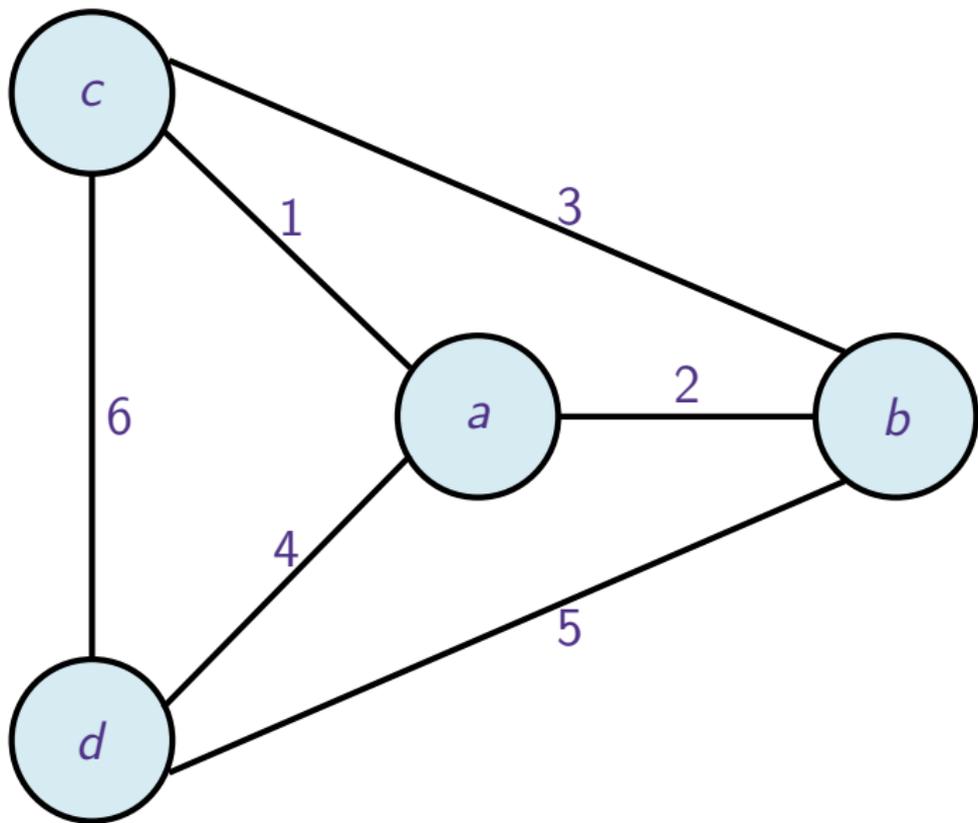
An Example



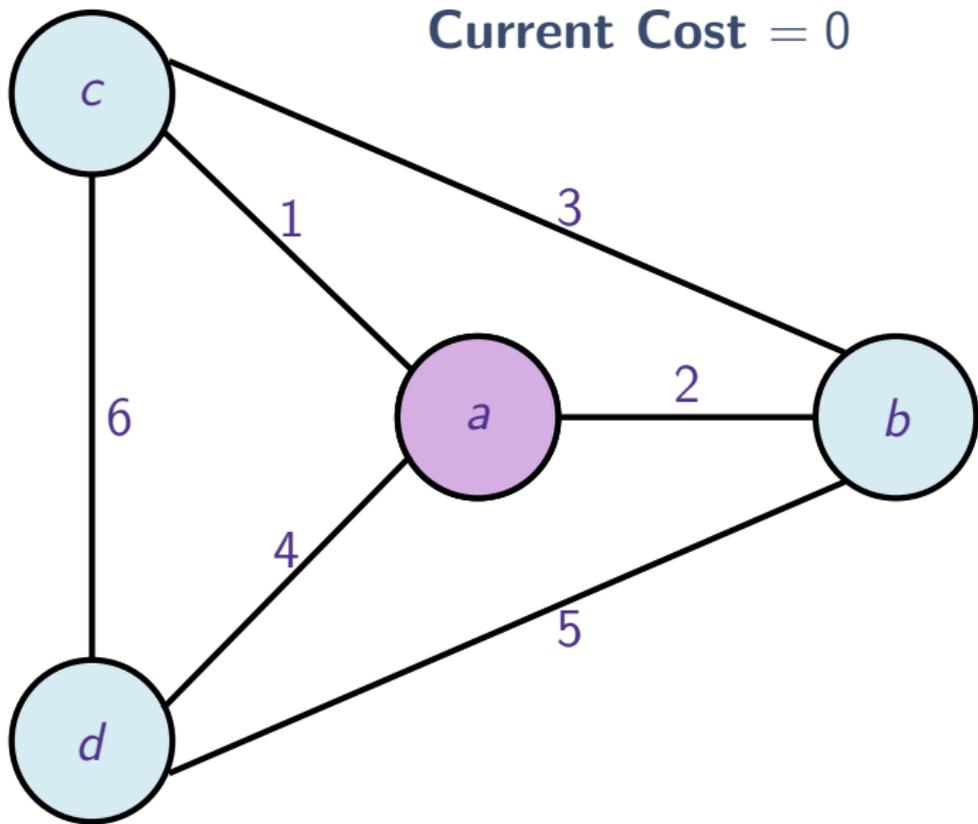
An Example



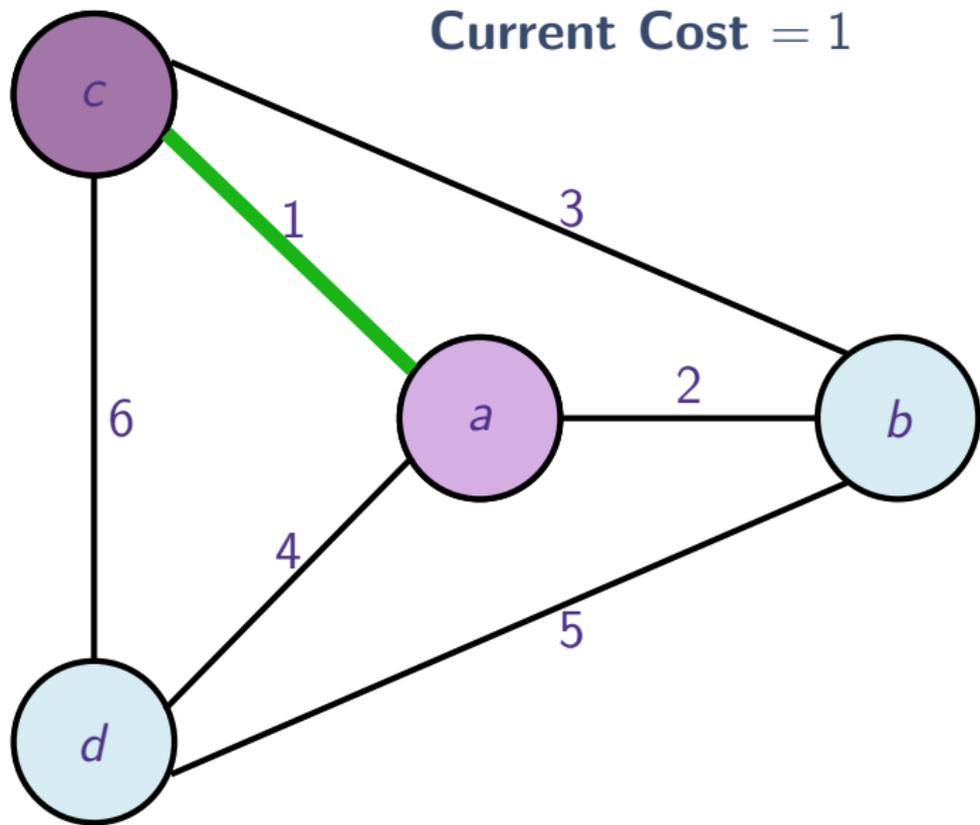
An Example (Continued)



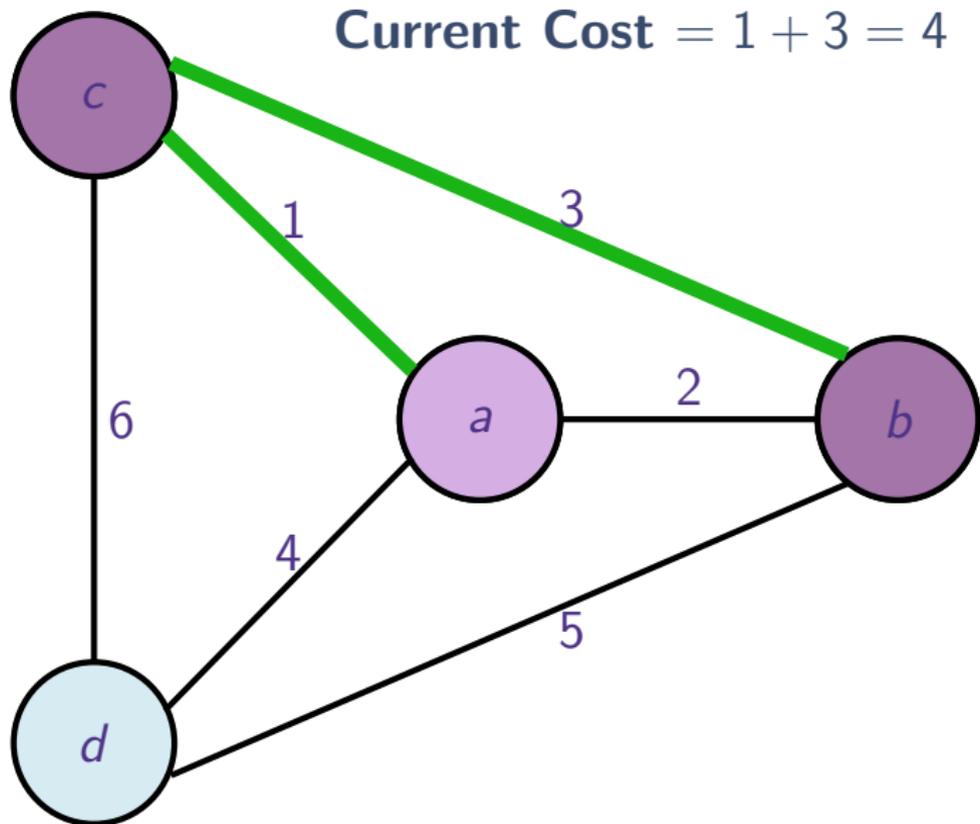
An Example (Continued)



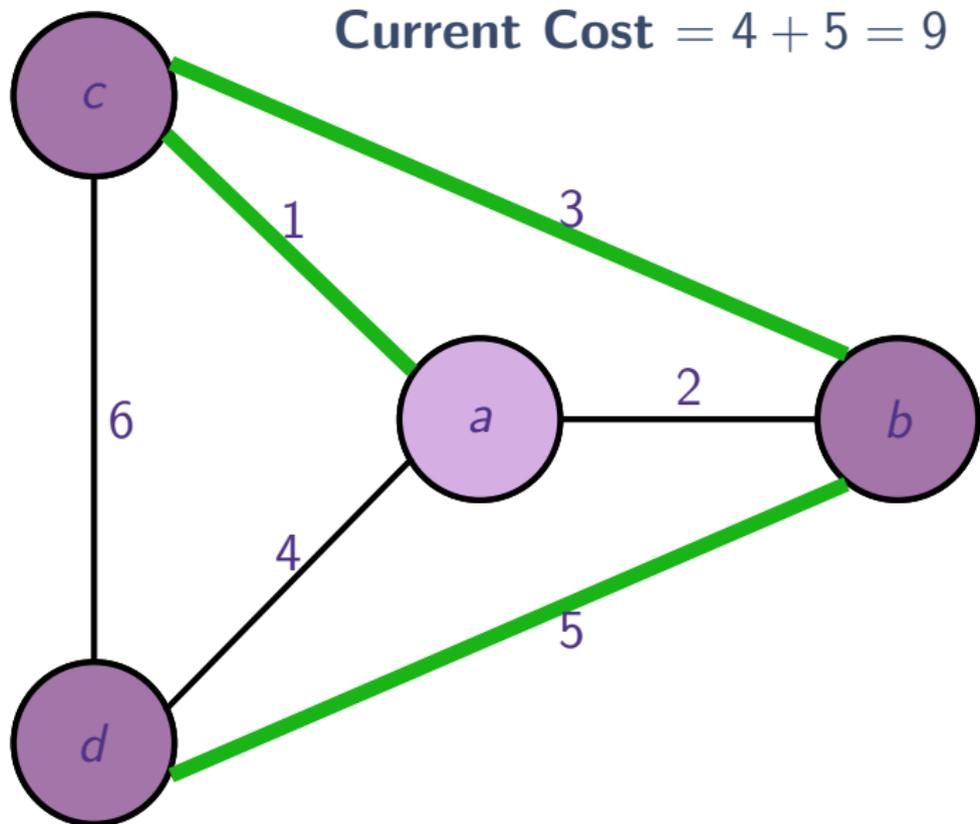
An Example (Continued)



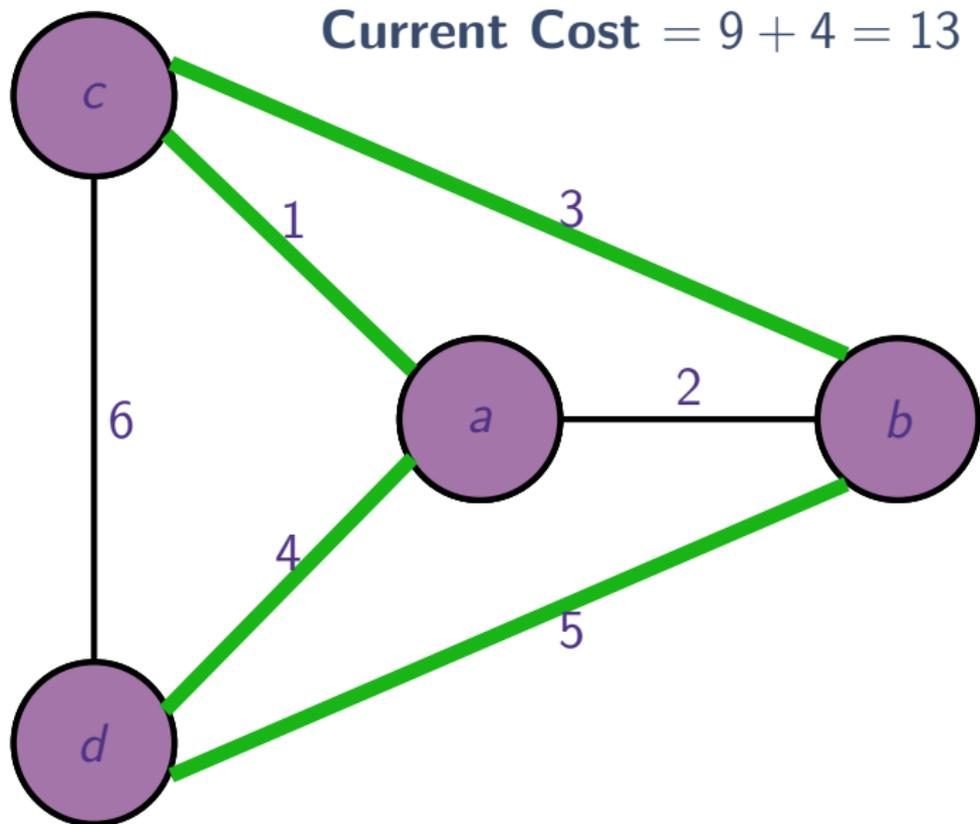
An Example (Continued)



An Example (Continued)



An Example (Continued)



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.



The Brute Force Algorithm

The Brute Force approach:

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



The Brute Force Algorithm

The Brute Force approach:

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



The Brute Force Algorithm

The Brute Force approach:

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



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:**
of tours \times cost of computing one tour = $(n - 1)! \times O(n) = O(n!)$



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:**
of tours \times cost of computing one tour = $(n - 1)! \times O(n) = O(n!)$



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:**

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



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:**
of tours \times cost of computing one tour = $(n - 1)! \times O(n) = O(n!)$



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.



An Efficient Algorithm?

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

- *The Traveling Salesman Problem* has been studied since the 1950s. No amount of significant progress has been made so far.



An Efficient Algorithm?

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

- *The Traveling Salesman Problem* has been studied since the 1950s. No amount of significant progress has been made so far.
- **Edmonds' Conjecture (1965):** there is no polynomial time algorithm for the *Traveling Salesman Problem*.



An Efficient Algorithm?

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

- *The Traveling Salesman Problem* has been studied since the 1950s. No amount of significant progress has been made so far.
- **Edmonds' Conjecture (1965):** there is no polynomial time algorithm for the *Traveling Salesman Problem*.
- Edmonds' Conjecture equivalent to $P \neq NP$.



An Efficient Algorithm?

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

- *The Traveling Salesman Problem* has been studied since the 1950s. No amount of significant progress has been made so far.
- **Edmonds' Conjecture (1965):** there is no polynomial time algorithm for the *Traveling Salesman Problem*.
- 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.



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.



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.



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.



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.



Hard to even approximate

There is a catch.

Theorem

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



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.



Metric TSP

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

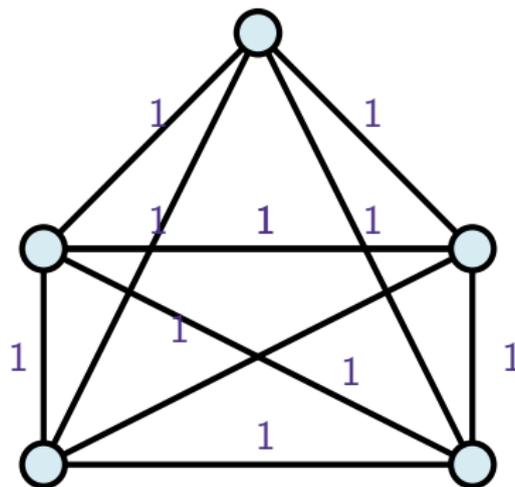


Figure: A Metric TSP instance.



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.

Stanford CS261 Lecture Notes.

2016.



Jack Edmonds.

Paths, trees, and flowers.

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

