CS3383 Unit 5.1: Travelling Salesperson Problem

David Bremner

April 2, 2024



Outline

Combinatorial Search

Travelling Salesperson problem Dynamic Programming for TSP

Branch and Bound

Travelling Salesperson Problem

TSP

Given
$$G = (V, E)$$

Find a shortest tour that visits all nodes.

Brute Force

ightharpoonup n! different tours

Travelling Salesperson Problem

TSP

Given
$$G = (V, E)$$

Find a shortest tour that visits all nodes.

Brute Force

- n! different tours
- \blacktriangleright Each one takes $\Theta(n)$ time to test

Travelling Salesperson Problem

TSP

Given
$$G = (V, E)$$

Find a shortest tour that visits all nodes.

Brute Force

- n! different tours
- \blacktriangleright Each one takes $\Theta(n)$ time to test
- ightharpoonup Using Stirling's approximation for n!

$$n \cdot n! \in \Theta(n^{n + \frac{3}{2}}e^{-n})$$

Subproblems for Dynamic Programming

C(S,j) length of shortest path starting at 1, visiting all nodes in S and ending at j.

Recurrence

$$C(S,j) = \min_{i \in S \setminus \{j\}} C(S \setminus \{j\}, i) + d_{ij}$$

Dynamic Programming for TSP

```
C[\{1\},1] \leftarrow 0
for s = 2 to n do
     for \forall subsets S \ni 1 of size s do
              C[S,1] \leftarrow \infty
               for j \in S \setminus \{1\} do
                      C[S,j] \leftarrow \min_{i \in S \setminus \{j\}} C[S \setminus \{j\},i] + d_{ij}
               end
     end
end
return \min_{i} C[V, j] + d_{i1}
```

 $ightharpoonup n \cdot 2^n$ subproblems, each takes linear time: total $\Theta(n^2 2^n)$

- $ightharpoonup n \cdot 2^n$ subproblems, each takes linear time: total $\Theta(n^2 2^n)$
- ▶ Brute force $b(n) \ge c_1 n^{n+3/2} e^{-n}$

- $ightharpoonup n \cdot 2^n$ subproblems, each takes linear time: total $\Theta(n^2 2^n)$
- ▶ Brute force $b(n) \ge c_1 n^{n+3/2} e^{-n}$
- speedup

- $ightharpoonup n \cdot 2^n$ subproblems, each takes linear time: total $\Theta(n^2 2^n)$
- ▶ Brute force $b(n) \ge c_1 n^{n+3/2} e^{-n}$
- speedup

$$s(n) \ge \frac{c_1 n^{n+3/2} e^{-n}}{c_2 n^2 2^n}$$
$$\ge c_3 \frac{1}{\sqrt{n}} \left(\frac{n}{2e}\right)^n$$

for $n \ge 6$

$$\geq c_4 2^n$$

Branch and Bound

In general dynamic programming is too slow (not surprising since it's exact)

Branch and Bound

- In general dynamic programming is too slow (not surprising since it's exact)
- In practice people use an enhanced backtracking method called branch and bound.

Branch and Bound

- In general dynamic programming is too slow (not surprising since it's exact)
- In practice people use an enhanced backtracking method called branch and bound.

lower bounds

- lacksquare Suppose we are minimizing some function $f(\cdot)$.
- We need some function lowerbound such that
 - $\qquad \text{lowerbound}(P_i) \leq f(P_i) \text{ for all subproblems } P_i$
 - ightharpoonup lowerbound is faster to compute than f



Branch and Bound in General

```
def BranchAndBound (P_0):
      S \leftarrow \{P_0\}
      best \leftarrow \infty
       while S \neq \emptyset:
              (P,S) \leftarrow \mathsf{pop}(S)
              for P_i \in \text{expand}(P):
                     if test (P_i) = SUCCESS:
                            best \leftarrow \min(\text{best}, f(P_i))
                     elif lowerbound(P_i) < best:
                            S \leftarrow S \cup \{P_i\}
       return best
```

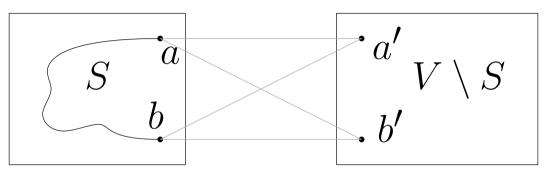
Subproblems for B&B TSP

```
[a,S,b] path from a to b passing through S completed by cheapest path from b to a using V \setminus S. P_0 \ [a,\{\,a\,\},a]
```

Subproblems for B&B TSP

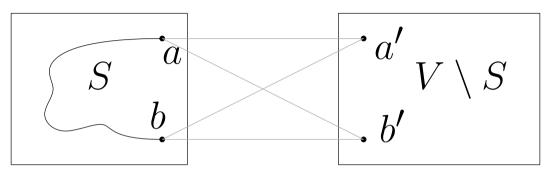
```
[a,S,b] \ \ \text{path from} \ a \ \text{to} \ b \ \text{passing through} \ S completed by cheapest path from b to a using V \setminus S. P_0 \ \ [a,\{\,a\,\},a]
```

 $expand([a, S, b]) = \{ [a, S \cup \{x\}, x] \mid x \in V \setminus S \}$



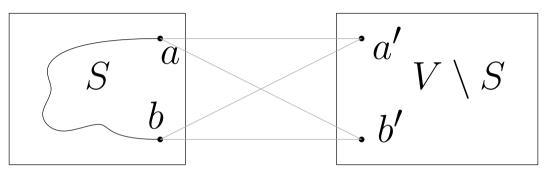
We need to connect

ightharpoonup a to some $a' \in V \setminus S$



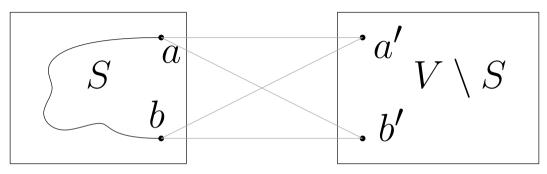
We need to connect

- ightharpoonup a to some $a' \in V \setminus S$
- \blacktriangleright b to some $b' \in V \setminus S$



We need to connect

- ightharpoonup a to some $a' \in V \setminus S$
- lacksquare b to some $b' \in V \setminus S$
- ightharpoonup a' to b' using all nodes of $V \setminus S$.



We need to connect

- ightharpoonup a to some $a' \in V \setminus S$
- \blacktriangleright b to some $b' \in V \setminus S$
- ightharpoonup a' to b' using all nodes of $V \setminus S$.
- ▶ Last is a (special) spanning tree of $V \setminus S$.

