

# CS3383 Unit 5.2: Travelling Salesperson Problem

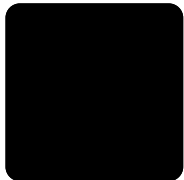
David Bremner

December 6, 2020



## 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

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

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

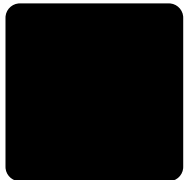


# Subproblems for Dynamic Programming

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

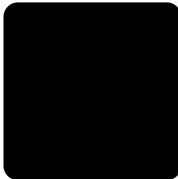
Recurrence

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



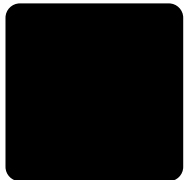
# Dynamic Programming for TSP

```
 $C[\{1\}, 1] \leftarrow 0$   
for  $s = 2$  to  $n$  do  
  for  $\forall$  subsets  $S$  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  $\min_j C[V, j] + d_{j1}$ 
```



# Analysis

- ▶  $n \cdot 2^n$  subproblems
- ▶ Each takes linear time
- ▶ Total  $O(n^2 2^n)$
- ▶ Much faster than brute force.



# 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

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



# Branch and Bound in General

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

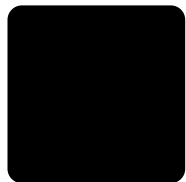




# Subproblems for B&B TSP

$[a, S, b]$  path from  $a$  to  $b$  passing through all of  $S$   
**completed** by cheapest path from  $b$  to  $a$  using  $V \setminus S$ .

$$P_0 [a, \{a\}, a]$$

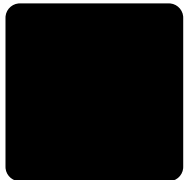


# Subproblems for B&B TSP

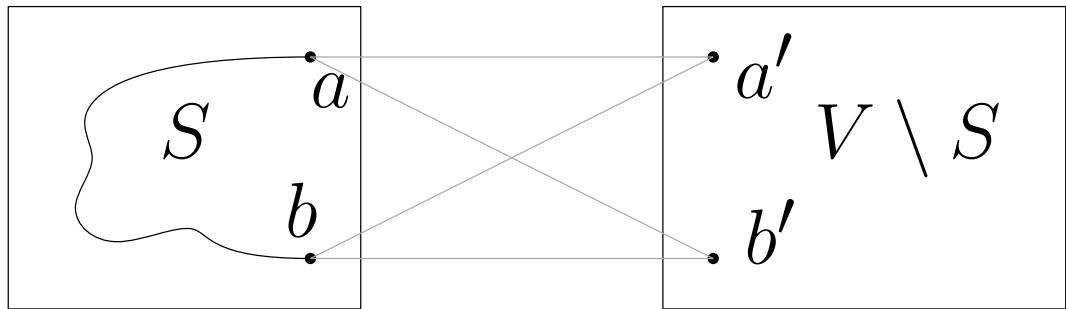
$[a, S, b]$  path from  $a$  to  $b$  passing through all of  $S$   
**completed** by cheapest path from  $b$  to  $a$  using  $V \setminus S$ .

$$P_0 [a, \{a\}, a]$$

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



## Lower bounds from MST



We need to connect

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

