

Exercise Session 9

25.06.14

• Ex. 47

• TSP

Prog. Exercises: • presentation: next week (during ex. session) and other dates
• Lists to sign in: tomorrow during lecture

Exercise 47:

TSP: find shortest tour in graph $G=(V,E)$ and cost $c: E \rightarrow \mathbb{R}^+$
- visit every vertex exactly once

Decision problem of TSP is NP-complete: \Rightarrow (probl.) no polyn. time also.

Approximation: solution $ALG(I) \leq \alpha \cdot OPT(I)$, OPT is opt. sol.
 ALG is sol. of algorithm.
 I is an instance

• general case: no constant approximation possible (\leadsto could decide Hamiltonian circuit)

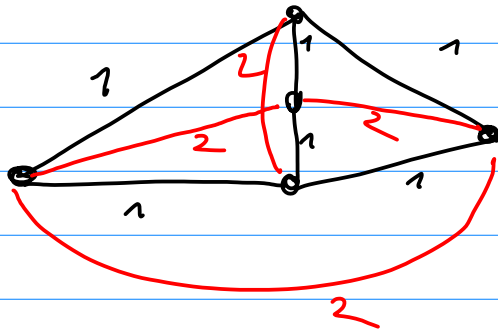
• metric case: $3/2$ approximation via Christofides

Δ -inequality

• euclidean case: vertices are points in \mathbb{R}^2 , $c_{uv} = \sqrt{(u_x - v_x)^2 + (u_y - v_y)^2}$
 $1+\epsilon$ for every $\epsilon > 0$, Running time is $O(n^{1/\epsilon})$

mostly: - complete graph
- symmetric costs,

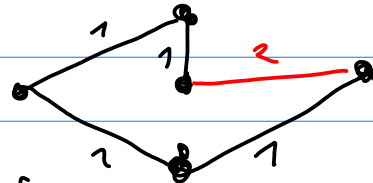
example:



TSP? \leadsto no tour, graph not hamiltonian

\Rightarrow add uv edges as shortest u-v paths

TSP:



Bounds: - measurement for the quality of tours

- 1-Tree:
 - cheapest edge for fixed vertex
 - MST on remaining graph, \leadsto improvement via punishment for wrong degree
- LP bounds

LP: $\min \sum_e c_e \cdot x_e$

$$\sum_{e \in \delta(v)} x_e = 2 \quad \forall v \in V$$

$$\sum_{e \in \delta(S)} x_e \geq 2$$

$$x_e \geq 0$$

\Rightarrow many variables ($O(n^2)$)
n are used in tour

$\forall \emptyset \neq S \subsetneq V \Rightarrow$ expon. many constraints

subtour elimination constraints (SEC)

- constraints:
 - separation via min s-t cuts
 - solve LP, add new constraint
- variables:
 - column generation

- general procedure:
- solve LP with a few SEC
 - generate new cuts and add them to the LP
 - no cuts found \Rightarrow optimal solution
 - fractional solution \rightarrow add more cuts of another form (comb inequalities)
- or
- branch & bound

bidirected LP: (useable for undir. case as well)

$$\min \sum_{a \in A} c_a \cdot x_a$$

$$\sum_{a \in \delta^-(v)} x_a = 1 \quad \text{for all } v \in V$$

$$\sum_{a \in \delta^+(v)} x_a = 1 \quad \text{--- || ---}$$

SEC1: $\sum_{a \in \delta^+(S)} x_a \geq 1 \quad \forall \emptyset \neq S \subsetneq V$ (not needed for $S = \{s\}$
replace S by $V \setminus S$)

SEC2: $\tau_s = 0$

$$1 \leq \tau_v \leq n-1$$

$$\forall v \in V \setminus \{s\}$$

$$\tau_v \geq \tau_u + 1 \quad (\text{if } x_{uv} = 1) \quad \forall u \in V, v \in V \setminus \{s\}$$

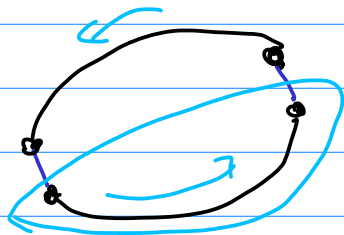
$$\rightsquigarrow \tau_v \geq \tau_u + 1 - (1 - x_{uv}) \cdot n$$

\Rightarrow number of constr. is polyn., in practice BAD running time
no separation needed

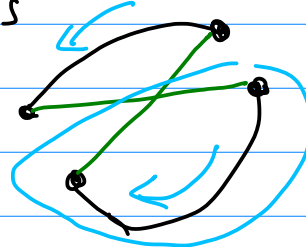
Heuristics:

K-optimal tours: no replacement of K edges generates better solution

2-opt: delete 2 edges, connect the path with two different edges



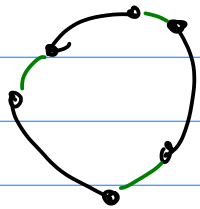
\rightsquigarrow



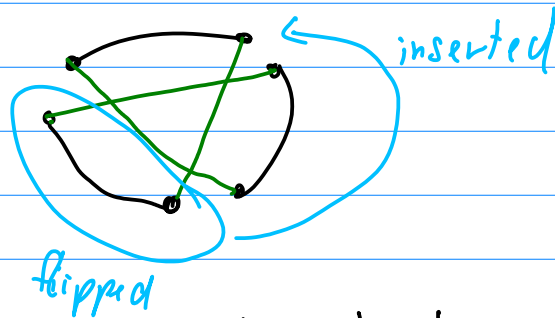
= check all possible neighbors in $O(n^2)$

- can be seen as flip() operation, tour as permutation, flip a subsequence

3-opt:



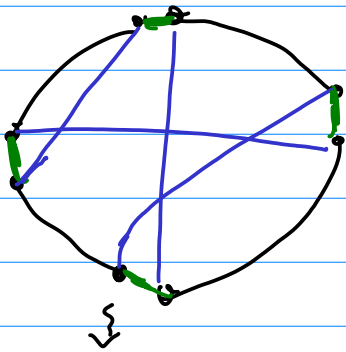
\rightarrow



- can be seen as flip() and insert() combination

Observation: for every tour, there is a $K \leq n$ such that the opt. tour can be found by a local search on the K -neighborhood

Sequential k-opt move:

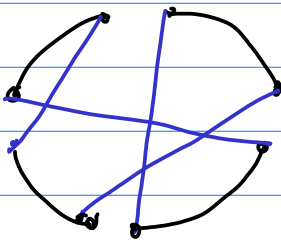


- alternating path describes change to new tour

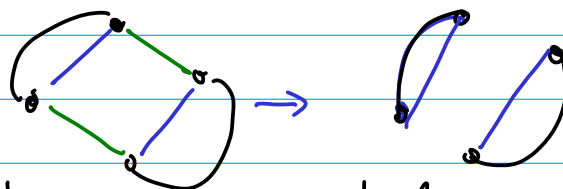
$$E(T) \Delta E(P) = E(T')$$

tour path new tour

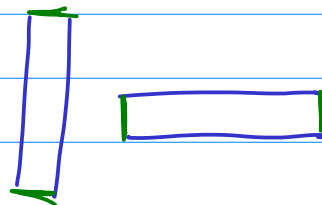
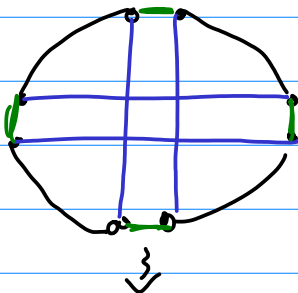
$\Rightarrow P$ is alternating path, s.t. $E(T) \Delta E(P)$ is a tour



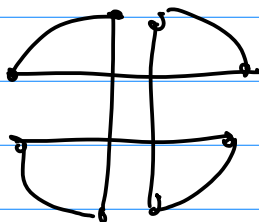
- 2 problems: - not every path is valid:



- every 2/3 opt move is sequential, but not every 4-opt move: "Double Bridge Move"



\rightarrow 2 alternating paths



History: Croes '58: 2-opt ds local search

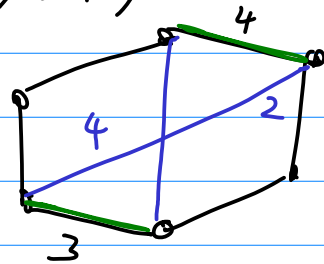
Lin '65: 3-opt \rightarrow much better results than 2-opt
(4-opt is too expensive to calculate)

Lin-Kernighan '73: adaptive k-opt, special sequences of flip/insert operations/alternating path

\rightarrow LK(+H) state-of-the-art heuristic for TSP,
Concorde (exact solver) starts with LKH solution and
adds more LP cuts and branch&bound

Lin Kernighan: - find alternating path with positive gain g_t
$$g_t := \sum_{i=0}^k (-1)^i \cdot c(e_i)$$

- use backtracking to find all such paths
(\rightarrow add search depth, width)
- select best tour



$$g_t = 4 - 2 + 3 - 4 = 1$$

\Rightarrow new tour shorter by 1