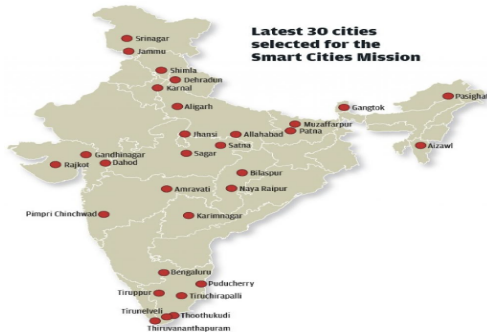


# Travelling Salesman Problem

Shivanshu  
Sameer  
Deenabandhan

# A problem...



Elections are coming! Modi-ji wants to visit all the above cities covered under "Smart Cities Mission" as a part of his election campaign. Keeping in mind the fact that the elections are in two days, he wants to speed-run through the cities...

# Travelling salesman problem

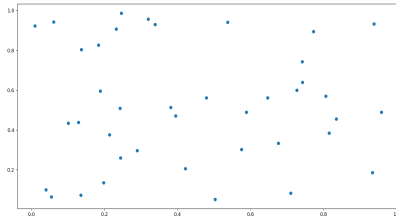


Figure: Cities that need to be covered

Given a list of cities and the distances between each pair of cities, what is the shortest possible route that visits each city exactly once and returns to the origin city?

# Other applications

- Maths club project
- In GPS systems
- DNA sequencing
- Global routing (in Circuit Design)

# Difficulty in solving

People had been trying to solve it since a long time until they realised ...

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But why??

Objective function is not convex



# Approach

# Simulated Annealing

## Definition

Annealing is a metallurgical process involving the controlled cooling of a heated metal to alter its physical attributes.

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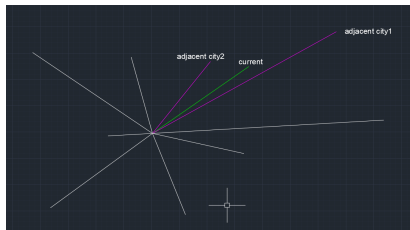
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## Definition

Annealing is a metallurgical process involving the controlled cooling of a heated metal to alter its physical attributes.

- We simulate this process to apply it to optimizing the TSP
- Instead of always choosing the better path, sometime choose something worse
- Balance Exploration versus Exploitation

# Polar Optimization



**Figure:** Implementation of Polar Optimization

- We choose one city as the centroid
- Choose closest cities in terms of angles
- Connect and continue the process
- Connect the final city to the original

# Connectivity Swap method

This is what we get ... not so cool!

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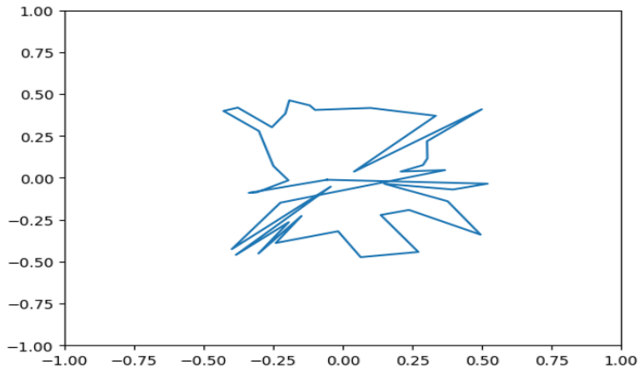
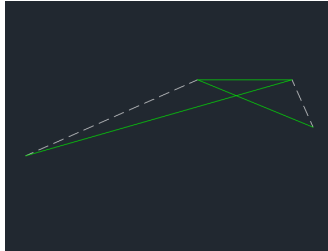


Figure: step1

# Connectivity Swap method

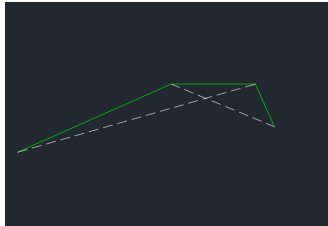
What about such a pair?



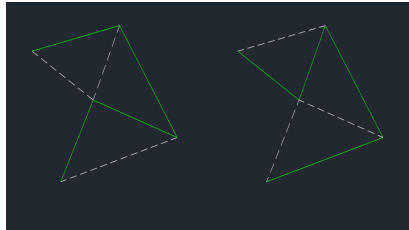


# Connectivity Swap method

Idea .. Swap their neighbors!



We might even extend this!



It's making the figure more "spread out"

# Convex Hull method

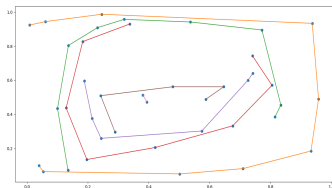


Figure: Implementation of Convex Hull method

- Intuition behind the algorithm is the triangle inequality
- Generate the set of convex hulls and connect them
- Disconnect longest path and connect to adjacent hull

## Results of our work

# Results of Convex Hull method

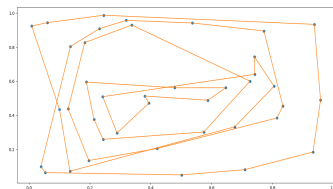


Figure: The result of Convex Hull method

- As the method is simply out of intuition and involves mere connection of convex hull shapes, it has the largest path length of 11.3928
- We can optimize this algorithm by including the solutions found out in polar optimization method

# Results of Polar Optimization

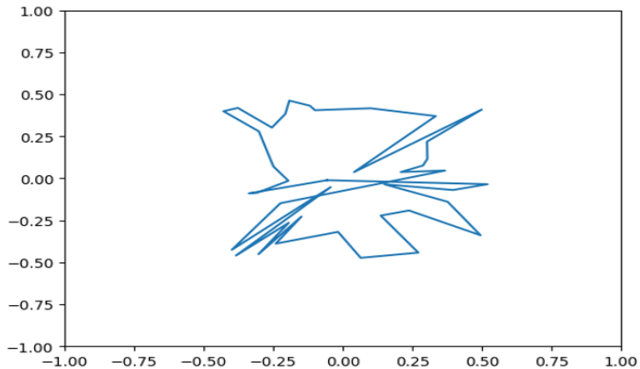


Figure: step1

# Results of Polar Optimization

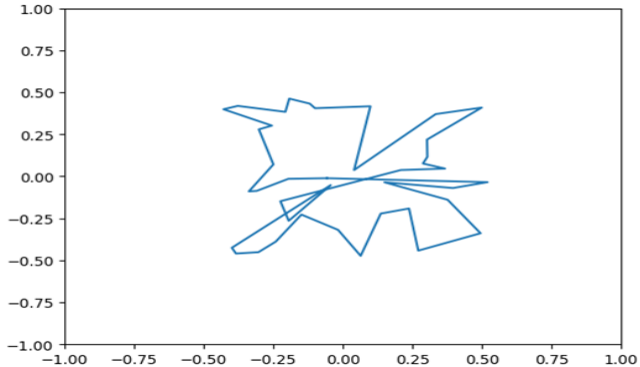


Figure: step2 : the figure is spreading out

# Results of Polar Optimization

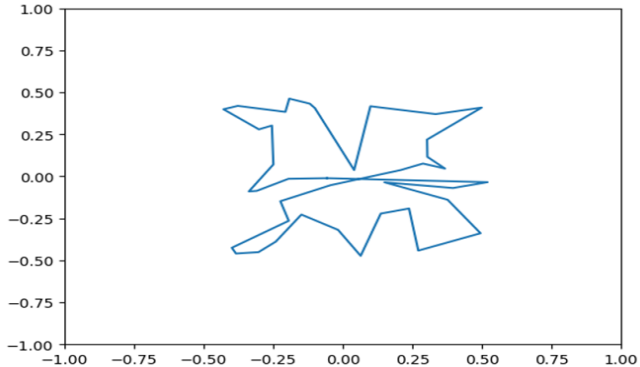


Figure: step3 : the figure is spreading out



# Conclusion

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- Our algorithm gives 7.07 and clearly outperforms SA!
- PS : it runs a lot faster!