

SAVEETHA SCHOOL OF ENGINEERING

SIMATS, CHENNAI - 602105

CSA0695-DESIGN ANALYSIS AND ALGORITHMS
FOR OPEN ADDRESSING TECHNIQUES



APPROXIMATION ALGORITHM FOR TSP PROBLEM

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PROBLEM STATEMENT: Optimizing Salesman Routes for a Nationwide Distribution Company.

Context: A nationwide distribution company, OptiDistribute, employs a team of sales representatives who need to visit a set of clients spread across various cities. Each sales representative must complete their route in a day, starting and ending at the company headquarters. The goal is to minimize the total travel distance for each representative while ensuring all clients are visited.

Problem: OptiDistribute faces the problem of determining the most efficient route for each sales representative, which can be modeled as the Traveling Salesman Problem (TSP). Given the large number of clients and geographical spread, finding an exact solution is computationally infeasible, so an approximation algorithm is needed.

Input: 1. Clients: A set of client locations $C = \{c_1, c_2, \dots, c_n\}$ with known coordinates. 2. Headquarters: A single headquarters location H . 3. Distance Matrix: A matrix M where M_{ij} represents the distance between client c_i and client c_j or between the headquarters H and any client.

Objective: Design an approximation algorithm to determine the route for each sales representative starting and ending at the headquarters, such that: 1. Each client is visited exactly once. 2. The total travel distance for each representative is minimized. 3. All routes start and end at the headquarters

ABSTRACT:

Find the shortest possible route that visits all given clients exactly once and returns to the headquarters. (the number of structurally unique Binary Search Trees (BSTs) A 2D array where each element $M[i][j]$ represents the distance between location i and location j . This includes distances between the headquarters and clients, as well as between clients. Generates an initial feasible route by starting at the headquarters and repeatedly choosing the nearest unvisited client. abstracting the problem in this way, we can clearly understand the different parts involved in solving the TSP, how they interact, and how to implement them in code.

INTRODUCTION:

Opti Distribute, a leading nationwide distribution company, is confronted with a significant logistical challenge that impacts its efficiency and cost-effectiveness. The company's sales representatives are tasked with visiting numerous clients spread across various cities, with each representative required to complete their route within a single day. This problem aligns with the Traveling Salesman Problem (TSP), a classic optimization challenge that aims to find the shortest possible route that visits each client exactly once and returns to the starting point.

main.c



Run

Output

Clear

```
88 ▾ for (int l = k + 1; l < num_locations + 1; l++) {
89     new_route[l] = route[l];
90 }
91
92 ▾ if (calculate_route_distance(distance_matrix,
    new_route, num_locations) <
    calculate_route_distance(distance_matrix, route
    , num_locations)) {
93 ▾ for (int l = 0; l < num_locations + 1; l++) {
94     route[l] = new_route[l];
95 }
96     improved = 1;
97 }
98 }
99 }
100 }
101 }
102
103
104 ▾ int calculate_route_distance(int
    distance_matrix[MAX_LOCATIONS][MAX_LOCATIONS], int route[], int
    num_locations) {
105     int total_distance = 0;
106 ▾ for (int i = 0; i < num_locations; i++) {
107     total_distance += distance_matrix[route[i]][route[i + 1]];
108 }
```

^ /tmp/H6wYbIom20.o

Optimized Route:

0 1 3 2

=== Code Execution Successful ===

BEST CASE:

In the best-case scenario, the Nearest Neighbor heuristic maintains its time complexity of $O(n^2)$ due to the need to evaluate each unvisited client in every iteration. However, the quality of the route could be very close to the optimal solution, particularly when the distances between clients are similar or when clients are already in an optimal visiting order.

Worst Case:

The NN heuristic's performance can be particularly poor in instances where client distances are uneven or poorly distributed, causing the heuristic to make decisions that compound into a less efficient overall route.

Average Case:

The route found by the NN heuristic is typically a reasonable approximation of the optimal route. The heuristic often provides a good balance between computational efficiency and solution quality, with the route length generally being a modest factor larger than the optimal tour.

Future Scope:

The future scope of optimizing salesman routes for OptiDistribute includes several promising directions. Advanced algorithms like Genetic Algorithms or Ant Colony Optimization could improve route quality beyond what is achievable with the Nearest Neighbor heuristic. Incorporating real-time traffic data and dynamic client requests can lead to more adaptive and responsive routing solutions. Machine learning techniques could be explored to predict and optimize routes based on historical data. Additionally, integrating route optimization with other logistical functions, such as inventory management, could enhance overall efficiency. Developing scalable solutions for larger datasets and more complex scenarios will also be crucial. Lastly, exploring cloud-based solutions for real-time computation and optimization could provide further advancements.

CONCLUSION:

In conclusion, optimizing salesman routes using the Nearest Neighbor heuristic offers a practical solution for minimizing travel distances in distribution logistics, balancing efficiency and computational feasibility. While the heuristic provides a good approximation for many real-world scenarios, its performance can vary based on distance distribution and client placement. Future enhancements, including advanced algorithms and real-time data integration, hold the potential to further improve route optimization. By addressing these areas, OptiDistribute can achieve more efficient and adaptive routing, ultimately enhancing operational efficiency and reducing costs..

