



**Middlesex
University
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CST3170 - Artificial Intelligence

TRAVELING SALESMAN PROBLEM

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Introduction

The purpose of this project is to solve the travelling salesman problem (TSP) employing algorithms in Java language. The salesperson begins on his journey in any location and only visits the other cities once. When the voyage is over, he should return to the beginning, completing a full circle. There is no method that can solve this NP issue in polynomial time since it is an NP problem (Leena & Amit, 2004). The following resources were used in this project:

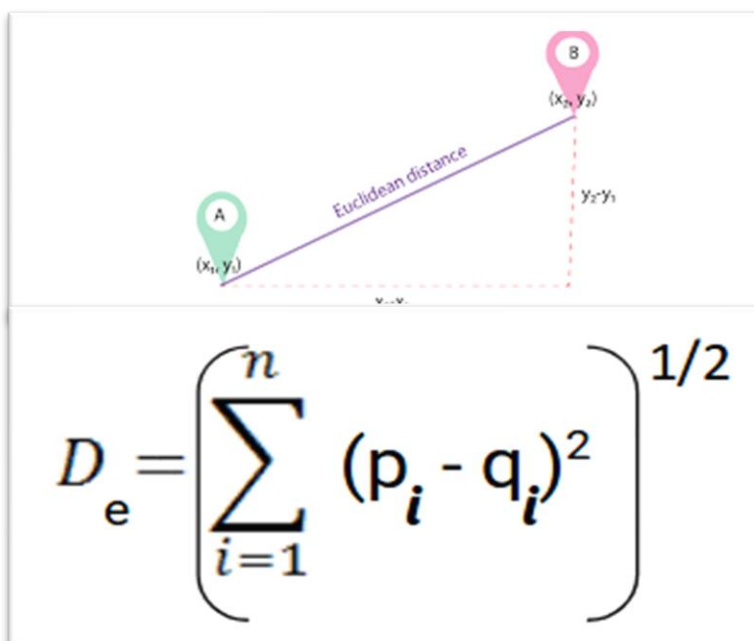
- **Kruskal-TSP Greedy** (Heuristic)
- **Chained Lin-Kernighan** (Heuristic)
- **Quick-Sort** (Divide & conquer)

Problem Definition

- The starting point can start at any given
- A city can only be visited once
- Optimal results need to be produced both in terms of time and distance
- All data sets should run in less than 1 min

Proposed Solution

The employment of brute force tactics is universally acknowledged to yield the best outcomes. When it comes to huge data sets and cities, however, the cost and time substantially rise (Lumburovska, 2018). In addition, *Nearest Neighbour* algorithms generate acceptable replies in a relatively short amount of time. However, because the conclusion is determined by the beginning point, it may not give the best answer and instead arrive at the worst scenario. Because the beginning point is not random, the alternative solution will still be a Greedy algorithm known as **Kruskal-TSP**, which delivers superior solutions in terms of path distance when compared to the *Nearest Neighbour*. It is therefore improved by using the **Chained Lin-Kernighan** Algorithms (CLK) to provide route improvements over time by decreasing the crossover rate (Fig. 4).



The Euclidean distance formula is used to compute the distance between the cities:

Figure 1 - Visual Representation of Euclidean Distance

Where:
n = number of dimensions
pi, qi = data points

Figure 2 - Euclidean Distance Formula

Kruskal-TSP (Local tour)

ptwiddle.github.io = <https://bit.ly/3ILXX3m>

The provided Kruskal-TSP approach works in the same way as classical Kruskal in that it always selects the shortest link that does not produce a loop. Kruskal produces a spanning forest (a collection of spanning trees), but our Kruskal-TSP produces a collection of chains (sub-tours). The only limitation we must apply is that the merges must be conducted using the end points of the two chains. This reduces the number of merging alternatives and produces a suboptimal spanning tree, but being chain also gives a solution to the TSP.

Initially, each node is assigned to its own set. The connections are ordered and processed from shortest to longest. Every link between two distinct sets is merged, preventing cycles and forks. Merges are carried out until only one set is left. Efficient implementation can achieve $O(N^2)$ time complexity, where N is the number of nodes. The benefit is that the number of options for the next merging is greatly decreased, but the disadvantage is that optimality is no longer guaranteed.

The Kruskal-TSP algorithm is similar to single link agglomerative clustering, except that the criteria must employ just the endpoints for the linkage. The advantage is that the merging is easier to accomplish than with a single connection. The disadvantage is that it does not ensure optimality. Early merges, like agglomerative clustering, cannot be reversed and might result in suboptimal decisions later.

An example of the method is displayed in Fig. 3, which depicts chosen steps of the process.

The sixth merge is a locally optimal decision at the moment, but it is not part of the ultimate solution. It will result in a less-than-ideal decision for the 15th merging. Most failures occur in the later stages of the procedure when there are fewer candidate pairs to be merged.

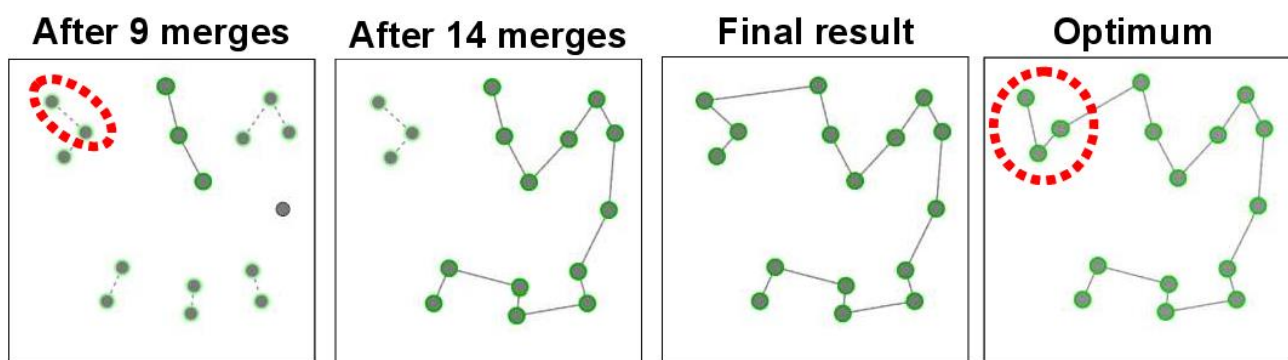


Figure 3 - Example of the Kruskal-TSP algorithm with minor difference on the top-left corner (<https://bit.ly/3yeks5P>)

Chained Lin-Kernighan (Optimiser)

stemlounge.com = <https://bit.ly/3IHbiKj>

Lin-Kernighan (LKH)

Lin-Kernighan is an optimised k-Opt tour-improvement heuristic, and it is one of the best combinatorial optimization approaches for solving the symmetric travelling salesman problem. In a nutshell, it takes an existing tour and attempts to enhance it by exchanging pairs of sub-tours to produce a new tour. It's a mix of two and three options. The 2-opt and 3-opt functions reduce the route by switching two or three edges. Lin-Kernighan is adaptive, choosing at each stage how many routes between cities must be switched in order to find quicker travel.

Implementations of the Lin-Kernighan heuristic, such as Keld Helsgaun's LKH, may employ "walk" sequences of 2-Opt, 3-Opt, 4-Opt, and 5-Opt, "kicks" to avoid local minima, sensitivity analysis to guide and constrain the search, and other techniques.

LKH features two versions: the original and the later-released LKH-2. Although it is a heuristic rather than a precise technique, it typically yields ideal results. It has found the optimal route for every trip with a known optimal length. It has also established records for any issue with unknown optimums, such as the World TSP, which has 1,900,000 sites, at some point in time.

Chained Lin-Kernighan (CLK)

Chained Lin-Kernighan is a tour optimization approach based on the Lin-Kernighan heuristic that takes an existing Lin-Kernighan heuristic-generated tour, alters it by "kicking," and then applies the Lin-Kernighan heuristic to it again. If the new tour is shorter, it keeps it, kicks it, and uses the Lin-Kernighan heuristic to it again. If the original tour is shorter, the Lin-Kernighan heuristic is applied and the previous tour is kicked again.

In this solution, it terminates when there are no further improvements, rather than when it reaches a time restriction or a tour of a certain duration, and so on.

Because it is a heuristic, it does not solve the TSP optimally. It is, nevertheless, a subroutine utilised as part of the precise solution technique for the cutting-edge Concorde TSP solver.

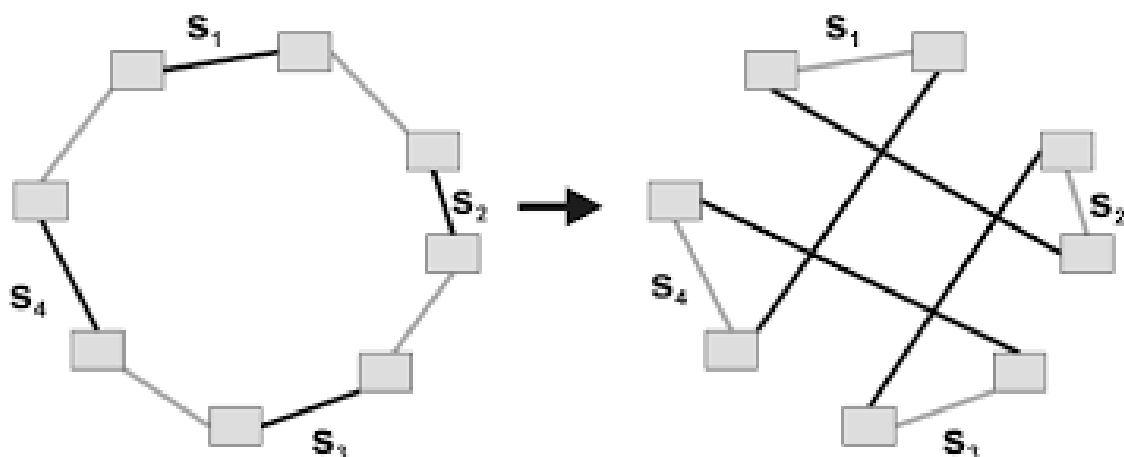


Figure 4 - Example of a double bridge move on a 3-optimal tour (<https://bit.ly/3IDURbm>).

Program Structure

Main class

This class starts the ask the user to enter a file name via terminal.

Cities class

This class starts the timer, the file reader (generating all the City objects) and creates an Algo object containing the final solution.

City class

This class provides methods and variables that handle operations like “settingNeighbor”, “replacingNeighbor”, and relevant methods for dealing with cities.

Algo class

This class is a algorithms container which generates the final solution: Kruskal-TSP, Chained Lin-Kernighan and Quick-Sort (mono pivot).

Score class

This class is a simple and small scores container.

Util class (personal library)

This class is a collection of various tools, many of which are utilised in this project.

Self-Marking Sheet

Point	Self	Self	Area
10	10	A fair and critical marks allocation.	Self-Marking Sheet
10	10	The test files were run 1000 times. The distance and route output were the same each time.	Solve First Training Problem.
10	10	The test files were run 1000 times. The distance and route output were the same each time.	Get Optimal Result for All Three Training Problems.
10	10	The algorithms were discussed, and some method mentioned.	Describe Algorithm(s) Used.
10	8	The code is clean and well organised.	Quality of Code
20	19	The test files were run 1000 times. The distance and route output were the same each time.	Get Optimal Results for the First Three Tests.
20	20	The test files were run a total of 1000 times. Every time, the mileage and route output were the same. The timing (ms) improved marginally by each try.	Get Optimal Results for First Three Tests in under a minute.
10	10	The outcome is optimal, as is the computation time.	Best system on Fourth Test (Path length times time).

TESTS

The benchmarks for the following tests were determined by taking the best time (ms) from 1000 attempts using the same file, distance result and route.

Training files

```
Enter here a value:> training_1.txt
```

```
Best computation time out of 1000 is: 0.2651
```

```
Cities route:      [1, 3, 2, 4, 1]
Route distance:    24.293023070189598
Computation (ms):  0.2737
Number of cities:  4
```

```
Enter here a value:> training_2.txt
```

```
Best computation time out of 1000 is: 0.5839
```

```
Cities route:      [6, 4, 2, 3, 1, 7, 8, 5, 6]
Route distance:    65.65395780324546
Computation (ms):  0.6197
Number of cities:  8
```

```
Enter here a value:> training_3.txt
```

```
Best computation time out of 1000 is: 0.6786
```

```
Cities route:      [6, 8, 3, 4, 5, 7, 1, 2, 9, 6]
Route distance:    229.5091665258346
Computation (ms):  0.950501
Number of cities:  9
```

Tests files

```
Enter here a value:> test1_2021.txt
```

```
Best computation time out of 1000 is: 0.818899
```

```
Cities route:      [2, 12, 8, 9, 1, 7, 11, 6, 10, 3, 5, 4, 2]
Route distance:    275.58341091267755
Computation (ms):  0.8333
Number of cities:  12
```

```
Enter here a value:> test2_2021.txt
```

```
Best computation time out of 1000 is: 1.066499
```

```
Cities route:      [9, 14, 1, 4, 2, 13, 3, 12, 10, 6, 7, 5, 8, 11, 9]
Route distance:    836.7919803287864
Computation (ms):  1.087
Number of cities:  14
```

Optimal results for Test 3 were reached by setting the *Kruskal* (first tour) algorithm in reverse mode
Before the adjustment: **122176.76152975805(mi)** – After the adjustment: **121052.34049190063(mi)**

```
Enter here a value:> test3_2021.txt

Best computation time out of 1000 is: 1.4292

Cities route:      [8, 1, 17, 3, 9, 14, 12, 16, 15, 4, 5, 10, 7, 6, 2, 11, 13, 8]
Route distance:    121052.34049190063
Computation (ms):  1.5333
Number of cities:  17
```

Optimal results for Test 4 were reached by setting the *Kruskal* (first tour) algorithm in reverse mode
Before the adjustment: **2072358.6799312572(mi)** – After the adjustment: **2065652.1356549377(mi)**

```
Enter here a value:> test4_2021.txt

Best computation time out of 1000 is: 2.702799

Cities route:      [11, 8, 16, 9, 27, 3, 19, 13, 5, 21, 26, 6, 7, 23, 12, 17, 20, 22, 1, 15, 10, 14, 25, 24, 18, 4, 2, 11]
Route distance:    2065652.1356549377
Computation (ms):  2.7811
Number of cities:  27
```

TESTING ENVIRONMENT

Testing machine characteristics:

CPU : Intel(R) Core(TM) i7-3632QM CPU @ 2.20GHz 2.20 GHz.
System architecture : 64 bit, x64-based processor.
Physical processors : 1.
Cores : 4.
Logic processors : 8.
CacheL1 : 256KB.
CacheL2 : 1,0 MB.
ChaceL3 : 6,0 MB.
RAM : 8,00 GB (7,88 GB available).

Operative System:

Operative-System : Windows.
Edition : 10 Pro.
Version : 21H1
Build : 19043.1348