

Traveling Salesman Problem

Research:

When I first started researching for this assignment I found that there are many different ways to approach the Traveling Salesman problem so I narrowed my search for algorithms that weren't too complex. I already had some background knowledge of greedy algorithms so I decided to use that but also research 2-opt algorithms. The 2-opt algorithm was made by G. A. Croes in 1958. It is a simple algorithm in which a self-crossing route is reordered so that it is not overlapping itself. Majority of the greedy algorithm I did myself although I did use the nearest neighbor algorithm as a foundation. The 2-opt algorithm was based on a lot of research and testing because I didn't know a lot about it. I chose to use it because it seemed simple and not as time consuming as others.

Pseudocode:

2-opt Algorithm:

2-OPT Algorithm:

Swap(route, i, j):

- take route[0] to route[i-1], add them in order to new Route
- route[i] to route[j], add them in reverse to new Route
- route[j+1] to end, add them in order to new Route
- Return newRoute

tsp(currentRoute):

- Loop until no improvement
- Start again:
 - optimalDistance = CalcTotalDist.(currentRoute)
 - for i in # nodes available - 1:
 - for j+1 in # nodes available:
 - NewRoute = Swap(currentRoute, i, j)
 - NewDistance = CalcTotalDist.(newRoute)
 - IF (NewDistance < optimalDistance):
 - currentRoute = newRoute
 - go to start again

Greedy Algorithm:

Greedy Algorithm:

1. Add all cities to available cities list
2. Start on an arbitrary available city, set it to current city
3. Find shortest path from current to city f
4. Set current city to U & remove U from cities list
5. Repeat step 3
6. After available cities list is empty, return to starting city

Pseudocode:

TSP():

availableCities = all cities
startingCity = availableCities[0]
currentCity = startingCity

Remove currentCity from availableCities
Path[] \rightarrow store cities path
totalDistance = 0
while availableCities is not empty:

 currentDistance = ∞
 for City in availableCities:
 if (distance between cities < currentDistance):
 currentDist. = distance between cities
 nextCity = U
 totalDist. = totalDist. + currentDist.
 currentCity = nextCity
 Path.append(currentCity)
 Remove currentCity from available cities

Path.append(startingCity)
totalDist. = totalDist. + dist. between current & starting city

Return totalDistance

Best Tours:

Example #	Runtime(seconds)	Tour length
tsp_example_0.txt	0.00	14
tsp_example_1.txt	0.11	115057
tsp_example_2.txt	1.44	2835
tsp_example_3.txt	0.02	5639
tsp_example_4.txt	0.19	7710
tsp_example_5.txt	18.67	25230