**TSP Project Report, Group 29**

**Group members:**

James Whiteley IV

Gerald Wilson

Eugene Pak

**Outline:**

1. **Pseudocode + description greedy algorithm - DONE**
2. **Pseudocode + description linear programming algorithm**
3. **Pseudocode + description dynamic programming algorithm**
4. **Description of chosen algorithm**
5. **Pseudocode of chosen algorithm**
6. **Best tours for 3 example files and the time it took**
7. **Best competition solutions for 3min time limit and unlimited time limit**

**Greedy Algorithm for TSP**

The greedy algorithm for TSP will choose the smallest distance from the current city to all cities adjacent to the current city. For example, if you are currently in San Jose and the cities adjacent to you are San Francisco, Paso Robles, and Los Angeles, the algorithm will choose San Francisco since it’s the closest city with the least distance. The problem is that the greedy algorithm chooses the locally optimal solution without taking into account the globally optimal solution (which is what we want) and will generally lead to a sub-optimal solution.

Pseudocode:

//start is starting position on graph g

//distance(c1, c2) is a function that returns the distance between two cities c1 and c2

//adj(c1) is a function that returns a list of cities adjacent to c1

//This function takes a graph and starting position (city)

// It returns the order each city is visited as well as the total distance traveled

TSP(start, g):

Visited = [] //track all visited cities so no duplicates

Total\_distance = 0 //add all selected cities to total\_distance for final solution

Not\_visited = g.remove(start) //list of all cities in graph without starting city

Cur = start

While not\_visited != []: // while there are still cities you haven’t visited

adjacent = adj(cur) // list of all cities adjacent to current city

min\_dist = None

min\_city = None

for city in adjacent: //check which city is least distance

if min\_dist == None: // first city checked, make current min

min\_dist = distance(cur, city)

min\_city = city

elif dist(cur, city) < min\_dist: //distance from cur city to this is less than prev smallest

min\_dist = distance(cur, city)

min\_city = city

visited.append(min\_city) //add city to visited list

total\_distance += min\_dist //add distance traveled to total

not\_visited.remove(min\_city) //remove city traveled to from graph

cur = min\_city //set current city to traveled to city for next iteration

visited.append(start) //travel back to starting city once all cities have been visited

total\_distance += dist(cur, start) //add traveling distance from final city to beginning city

return visited, total\_distance