

















1.- Introduction – Overall thing to develop.

2.- Preliminaries – Basic definitions of what’s already there (TSP definition, convex hull usefullness to give another perspective)

3.- Literature review - common approach due to the relation to the question of P vs NP. Concorde, CLK, LKH, aprox methods. Libraries (TSPLib mainly).

4.- Data collection – TSPLib (explaining its consequences of having rounded up the distances when calculating results, and how it varies). Explain that we will recalculate the costs of those instances which have the tours published.

5.- Theoretical basis of PolyGenesis – All the explanation that I have. At the end, a conclusion with the pseudocode.

6.- Results – I would need to implement it and all

7.- Conclusions and future work – blah blah blah

Definifion matemática de envolvente convexa – <https://www.sciencedirect.com/topics/mathematics/convex-hull#:~:text=The%20definition%20of%20convex%20hull,smallest%20convex%20set%20containing%20X>.

The definition of convex hull is as follows: A set Y is said to be convex if for any points a, b ∈ Y, every point on the straight-line segment joining them is also in Y. The convex hull of a set of points X in Euclidean space is the smallest convex set containing X.

# Portada

# Abstract

# Keywords

# Index

# Introduction

# Preliminaries

# Literature review

# Data collection

# Theoretical basis of our algorithm

# Results

# Conclusions and future work