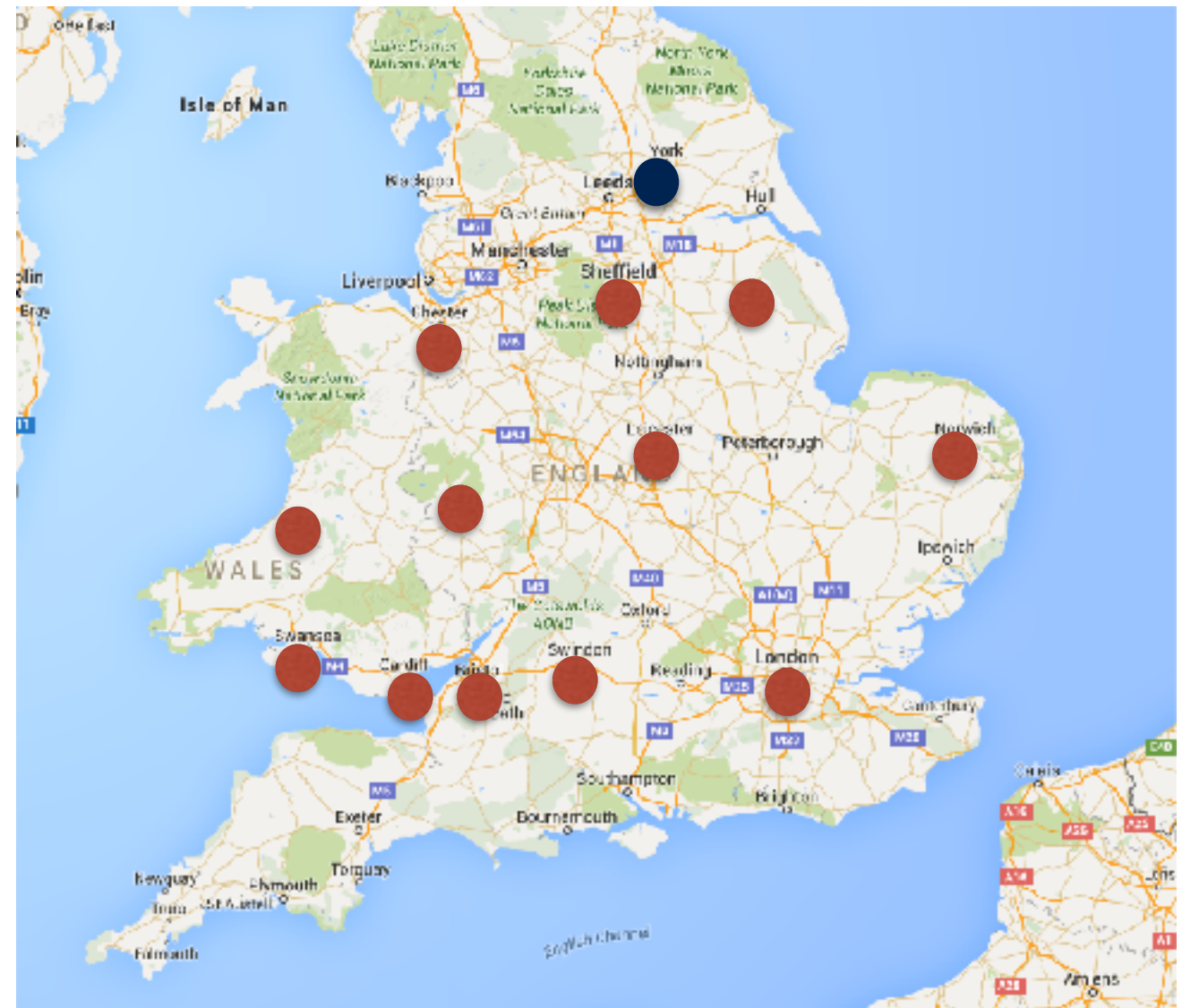


# Traveling Salesman Problem Formulation

Leandro L. Minku

# Examples of Optimisation Problems

- Traveling Salesman Problem:
  - A salesman must travel passing through  $N$  cities.
  - Each city must be visited once and only once.
  - He/she must finish where he/she was at first.
  - The path between each pair of cities has a distance (or cost).



Problem: **find** a sequence of cities that **minimises** traveling distance (or cost), **where each city appears once and only once**.

# Traveling Salesman Problem Formulation

- **Design variables** represent a candidate solution.
  - Sequence  $\mathbf{x}$  of  $N$  cities to be visited, where cities are in  $C$ .
  - $C$  is a set containing the  $N$  cities to be visited.
  - The **search space** is all possible sequences of cities.
- **Objective function** defines the cost of a solution.

$\overline{x_1} \quad \overline{x_2} \quad \overline{x_3} \quad \overline{x_4} \quad \overline{x_5}$

  - $\text{Total\_distance}(\mathbf{x}) =$   
sum of distances between consecutive cities in  $\mathbf{x}$  + distance from last city to the origin.
  - To be minimised.
- [Optional] Solutions must satisfy certain **constraints**.
  - Each city must appear once and only once in  $\mathbf{x}$  (explicit constraint).
  - Salesman must return to the city of origin (implicit constraint).
  - Only cities in  $C$  must appear in  $\mathbf{x}$  (implicit constraint).

# Traveling Salesman Problem Formulation

- **Design variables** represent a candidate solution.
  - The design variable is a sequence  $\mathbf{x}$  of  $N$  cities, where  $x_i \in \{1, \dots, N\}$ ,  $\forall i \in \{1, \dots, N\}$ .
  - The  $N$  cities to be visited are represented by values  $\{1, \dots, N\}$ .
  - The search space is all possible sequences of  $N$  cities, where cities are in  $\{1, \dots, N\}$ .

- **Objective function** defines the cost of a solution.

$$\text{minimise totalDistance}(\mathbf{x}) = \left( \sum_{i=1}^{N-1} D_{x_i, x_{i+1}} \right) + D_{x_N, x_1}$$

$$\frac{1}{x_1} \frac{3}{x_2} \frac{2}{x_3} \frac{4}{x_4} \frac{5}{x_5}$$

where  $D_{j,k}$  is the distance of the path between cities  $j$  and  $k$ .

- [Optional] Solutions must satisfy certain **constraints**.
  - Each city must appear once and only once in  $\mathbf{x}$  (explicit constraint).

“For each city  $i$  in  $\{1, \dots, N\}$ ”,  
 $\forall i \in \{1, \dots, N\}, \left( \sum_{j=1}^N 1(x_j = i) \right) = 1$        $1(x_j = i) = \begin{cases} 1, & \text{if } x_j = i \\ 0, & \text{if } x_j \neq i \end{cases}$

# Traveling Salesman Problem Formulation

$$\forall i \in \{1, \dots, N\}, \left( \sum_{j=1}^N 1(x_j = i) \right) = 1 \quad 1(x_j = i) = \begin{cases} 1, & \text{if } x_j = i \\ 0, & \text{if } x_j \neq i \end{cases}$$

$$\forall i \in \{1, \dots, N\}, h_i(\mathbf{x}) = \left( \sum_{j=1}^N 1(x_j = i) \right) - 1 = 0$$

$$\begin{array}{c} \{1, 2, 3, 4, 5\} \\ \uparrow \\ i \end{array} \quad \begin{array}{c} \frac{4}{x_1} \quad \frac{2}{x_2} \quad \frac{1}{x_3} \quad \frac{3}{x_4} \quad \frac{3}{x_5} \\ \uparrow \\ j \end{array}$$

$$\text{Sum}_1: 0 + 0 + 1 + 0 + 0 = 1$$

$$\text{Sum}_2: 0 + 1 + 0 + 0 + 0 = 1$$

$$\text{Sum}_3: 0 + 0 + 0 + 1 + 1 = 2$$

# Traveling Salesman Problem Formulation

- **Design variables** represent a candidate solution.
  - The design variable is a sequence  $\mathbf{x}$  of  $N$  cities, where  $x_i \in \{1, \dots, N\}$ ,  $\forall i \in \{1, \dots, N\}$ .
  - The  $N$  cities to be visited are represented by values  $\{1, \dots, N\}$ .
  - The search space is all possible sequences of  $N$  cities, where cities are in  $\{1, \dots, N\}$ .

- **Objective function** defines the cost of a solution.

$$\text{minimise totalDistance}(\mathbf{x}) = \left( \sum_{i=1}^{N-1} D_{x_i, x_{i+1}} \right) + D_{x_N, x_1}$$

where  $D_{j,k}$  is the distance of the path between cities  $j$  and  $k$ .

- [Optional] Solutions must satisfy certain **constraints**.

For each city  $i$ ,  $h_i(\mathbf{x}) = 0$

# Summary

- Traveling salesman problem formulation, including constraints.

## Next

- How to deal with constraints?