

Travelling Salesman Investigation

Zoe Wall

40182161@napier.ac.uk

Edinburgh Napier University - Algorithms and Data Structures (SET09117)

Abstract

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Keywords – Algorithms, Travelling Salesman, Nearest Neighbour, Two-Opt

Referencing You should cite References like this: [1]. The references are saved in an external .bib file, and will automatically be added to the bibliography at the end once cited.

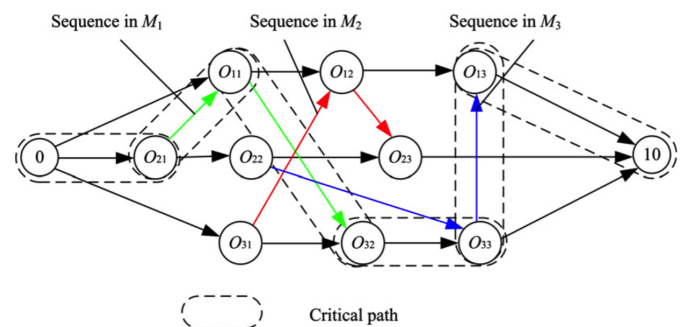


Figure 1: **ImageTitle** - Some Descriptive Text

1 Introduction

Problem summary including limitations of your sol.

2 Method

Description of the experiment conducted Instances to be examined how did you

3 Results

Tables and charts to show performance of sol. demonstration that sol is valid demonstration of quality of sol.

4 Conclusions

Summary of results Reflection on performance of your assessment

5 Appendix

source code

6 Formatting

Some common formatting you may need uses these commands for **Bold Text**, *Italics*, and underlined.

6.1 LineBreaks

Here is a line

Here is a line followed by a double line break. This line is only one line break down from the above, Notice that latex can ignore this

We can force a break with the break operator.

6.2 Maths

Embedding Maths is Latex's bread and butter

$$J = \left[\frac{\delta e}{\delta \theta_0} \frac{\delta e}{\delta \theta_1} \frac{\delta e}{\delta \theta_2} \right] = e_{current} - e_{target}$$

6.3 Code Listing

You can load segments of code from a file, or embed them directly.

Listing 1: Hello World! in c++

```
1 #include <iostream>
2
3 int main() {
4     std::cout << "Hello World!" << std::endl;
5     std::cin.get();
6     return 0;
7 }
```

6.4 PseudoCode

```
for  $i = 0$  to 100 do
  print_number = true;
  if  $i$  is divisible by 3 then
    print "Fizz";
    print_number = false;
  end
  if  $i$  is divisible by 5 then
    print "Buzz";
    print_number = false;
  end
  if print_number then
    print  $i$ ;
  end
  print a newline;
end
```

Algorithm 1: FizzBuzz

7 Conclusion

References

- [1] S. Keshav, "How to read a paper," *SIGCOMM Comput. Commun. Rev.*, vol. 37, pp. 83–84, July 2007.