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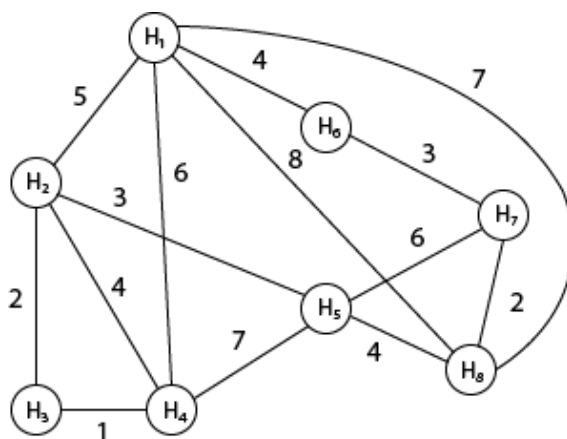
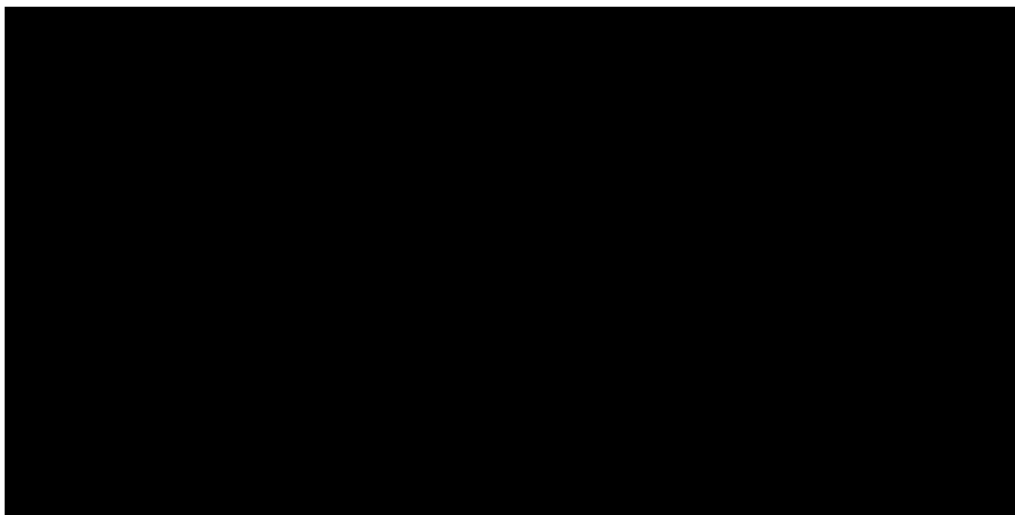
# Travelling Sales Person Problem

The traveling salesman problems abide by a salesman and a set of cities. The salesman has to visit every one of the cities starting from a certain one (e.g., the hometown) and to return to the same city. The challenge of the problem is that the traveling salesman needs to minimize the total length of the trip.

Suppose the cities are  $x_1, x_2, \dots, x_n$  where cost  $c_{ij}$  denotes the cost of travelling from city  $x_i$  to  $x_j$ . The travelling salesperson problem is to find a route starting and ending at  $x_1$  that will take in all cities with the minimum cost.

**Example:** A newspaper agent daily drops the newspaper to the area assigned in such a manner that he has to cover all the houses in the respective area with minimum travel cost. Compute the minimum travel cost.

The area assigned to the agent where he has to drop the newspaper is shown in fig:



Solution: The cost- adjacency matrix of graph G is as follows:

$cost_{ij} =$

	H <sub>1</sub>	H <sub>2</sub>	H <sub>3</sub>	H <sub>4</sub>	H <sub>5</sub>	H <sub>6</sub>	H <sub>7</sub>	H <sub>8</sub>
H <sub>1</sub>	0	5	0	6	0	4	0	7
H <sub>2</sub>	5	0	2	4	3	0	0	0
H <sub>3</sub>	0	2	0	1	0	0	0	0
H <sub>4</sub>	6	4	1	0	7	0	0	0
H <sub>5</sub>	0	3	0	7	0	0	6	4
H <sub>6</sub>	4	0	0	0	0	0	3	0
H <sub>7</sub>	0	0	0	0	6	3	0	2
H <sub>8</sub>	7	0	0	0	4	0	2	0

The tour starts from area H<sub>1</sub> and then select the minimum cost area reachable from H<sub>1</sub>.

	H <sub>1</sub>	H <sub>2</sub>	H <sub>3</sub>	H <sub>4</sub>	H <sub>5</sub>	H <sub>6</sub>	H <sub>7</sub>	H <sub>8</sub>
(H <sub>1</sub> )	0	5	0	6	0	(4)	0	7
H <sub>2</sub>	5	0	2	4	3	0	0	0
H <sub>3</sub>	0	2	0	1	0	0	0	0
H <sub>4</sub>	6	4	1	0	7	0	0	0
H <sub>5</sub>	0	3	0	7	0	0	6	4
H <sub>6</sub>	4	0	0	0	0	0	3	0
H <sub>7</sub>	0	0	0	0	6	3	0	2
H <sub>8</sub>	7	0	0	0	4	0	2	0

Mark area H<sub>6</sub> because it is the minimum cost area reachable from H<sub>1</sub> and then select minimum cost area reachable from H<sub>6</sub>.

	H <sub>1</sub>	H <sub>2</sub>	H <sub>3</sub>	H <sub>4</sub>	H <sub>5</sub>	H <sub>6</sub>	H <sub>7</sub>	H <sub>8</sub>
(H <sub>1</sub> )	0	5	0	6	0	(4)	0	7
H <sub>2</sub>	5	0	2	4	3	0	0	0
H <sub>3</sub>	0	2	0	1	0	0	0	0
H <sub>4</sub>	6	4	1	0	7	0	0	0
H <sub>5</sub>	0	3	0	7	0	0	6	4
(H <sub>6</sub> )	4	0	0	0	0	0	(3)	0
H <sub>7</sub>	0	0	0	0	6	3	0	2
H <sub>8</sub>	7	0	0	0	4	0	2	0

Mark area  $H_7$  because it is the minimum cost area reachable from  $H_6$  and then select minimum cost area reachable from  $H_7$ .

	$H_1$	$H_2$	$H_3$	$H_4$	$H_5$	$H_6$	$H_7$	$H_8$
$H_1$	0	5	0	6	0	4	0	7
$H_2$	5	0	2	4	3	0	0	0
$H_3$	0	2	0	1	0	0	0	0
$H_4$	6	4	1	0	7	0	0	0
$H_5$	0	3	0	7	0	0	6	4
$H_6$	4	0	0	0	0	0	3	0
$H_7$	0	0	0	0	6	3	0	2
$H_8$	7	0	0	0	4	0	2	0

Mark area  $H_8$  because it is the minimum cost area reachable from  $H_8$ .

	$H_1$	$H_2$	$H_3$	$H_4$	$H_5$	$H_6$	$H_7$	$H_8$
$H_1$	0	5	0	6	0	4	0	7
$H_2$	5	0	2	4	3	0	0	0
$H_3$	0	2	0	1	0	0	0	0
$H_4$	6	4	1	0	7	0	0	0
$H_5$	0	3	0	7	0	0	6	4
$H_6$	4	0	0	0	0	0	3	0
$H_7$	0	0	0	0	6	3	0	2
$H_8$	7	0	0	0	4	0	2	0

Mark area  $H_5$  because it is the minimum cost area reachable from  $H_5$ .

	$H_1$	$H_2$	$H_3$	$H_4$	$H_5$	$H_6$	$H_7$	$H_8$
$H_1$	0	5	0	6	0	4	0	7
$H_2$	5	0	2	4	3	0	0	0
$H_3$	0	2	0	1	0	0	0	0
$H_4$	6	4	1	0	7	0	0	0
$H_5$	0	3	0	7	0	0	6	4
$H_6$	4	0	0	0	0	0	3	0
$H_7$	0	0	0	0	6	3	0	2
$H_8$	7	0	0	0	4	0	2	0

Mark area  $H_2$  because it is the minimum cost area reachable from  $H_2$ .

	$H_1$	$H_2$	$H_3$	$H_4$	$H_5$	$H_6$	$H_7$	$H_8$
$H_1$	0	5	0	6	0	4	0	7
$H_2$	5	0	2	4	3	0	0	0
$H_3$	0	2	0	1	0	0	0	0
$H_4$	6	4	1	0	7	0	0	0
$H_5$	0	3	0	7	0	0	6	4
$H_6$	4	0	0	0	0	0	3	0
$H_7$	0	0	0	0	6	3	0	2
$H_8$	7	0	0	0	4	0	2	0

Mark area  $H_3$  because it is the minimum cost area reachable from  $H_3$ .

	$H_1$	$H_2$	$H_3$	$H_4$	$H_5$	$H_6$	$H_7$	$H_8$
$H_1$	0	5	0	6	0	4	0	7
$H_2$	5	0	2	4	3	0	0	0
$H_3$	0	2	0	1	0	0	0	0
$H_4$	6	4	1	0	7	0	0	0
$H_5$	0	3	0	7	0	0	6	4
$H_6$	4	0	0	0	0	0	3	0
$H_7$	0	0	0	0	6	3	0	2
$H_8$	7	0	0	0	4	0	2	0

Mark area  $H_4$  and then select the minimum cost area reachable from  $H_4$  it is  $H_1$ . So, using the greedy strategy, we get the following.

4    3    2    4    3    2    1    6

$$H_1 \rightarrow H_6 \rightarrow H_7 \rightarrow H_8 \rightarrow H_5 \rightarrow H_2 \rightarrow H_3 \rightarrow H_4 \rightarrow H_1.$$

Thus the minimum travel cost =  $4 + 3 + 2 + 4 + 3 + 2 + 1 + 6 = 25$

## Matroids:

A matroid is an ordered pair  $M(S, I)$  satisfying the following conditions:

1.  $S$  is a finite set.
2.  $I$  is a nonempty family of subsets of  $S$ , called the independent subsets of  $S$ , such that if  $B \in I$  and  $A \in I$ . We say that  $I$  is hereditary if it satisfies this property. Note that the empty set  $\emptyset$  is necessarily a member of  $I$ .
3. If  $A \in I$ ,  $B \in I$  and  $|A| < |B|$ , then there is some element  $x \in B \setminus A$  such that  $A \cup \{x\} \in I$ . We say that  $M$  satisfies the exchange property.

We say that a matroid  $M(S, I)$  is weighted if there is an associated weight function  $w$  that assigns a strictly positive weight  $w(x)$  to each element  $x \in S$ . The weight function  $w$  extends to a subset of  $S$  by summation:

$$w(A) = \sum_{x \in A} w(x)$$

for any  $A \in I$ .

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