

## The Traveling Salesman Problem Under Squared Euclidean Distances

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Notation. For points  $p=(p_1,\ldots,p_d), q=(q_1,\ldots,q_d)\in\mathbb{R}^d$ , denote by  $|pq|=\sqrt{\sum_{i=1}^d(p_i-q_i)^2}$  their Euclidean distance.

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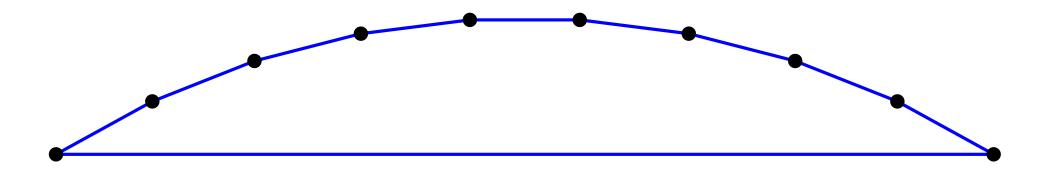
#### Problem. Euclidean TSP

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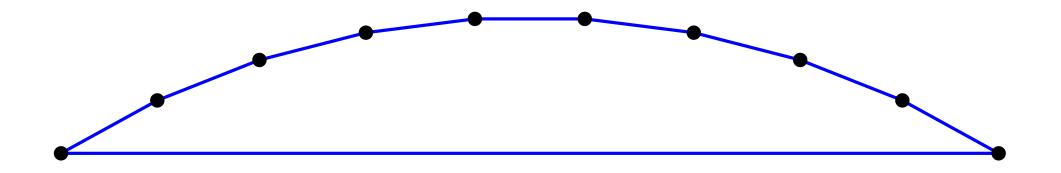
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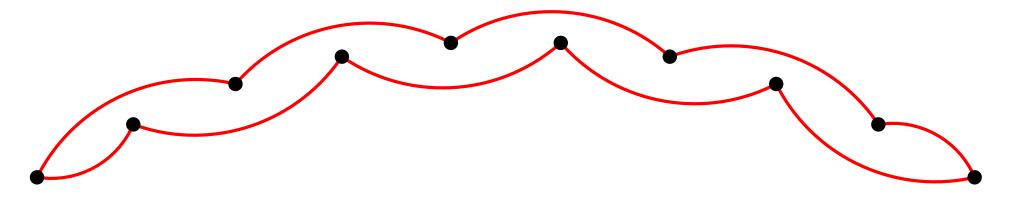
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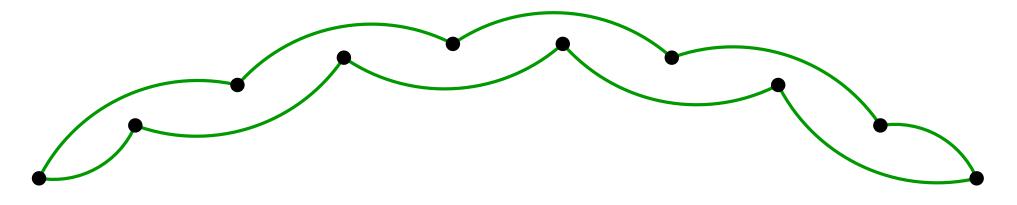
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#### **Problem.** Euclidean $TSP(d, \alpha)$

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Theorem. [folklore]

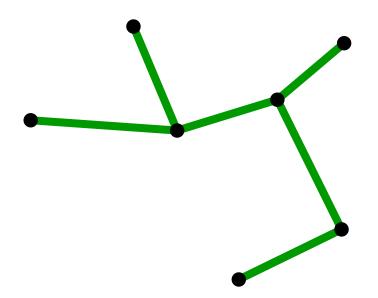
Theorem. [folklore]

The MST yields a 2-approximation for metric TSP.

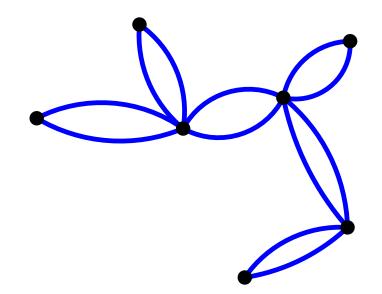
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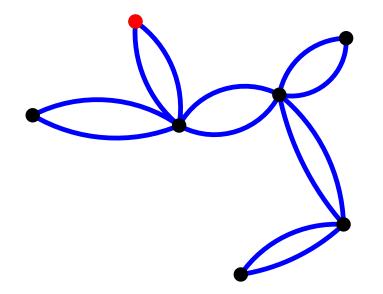
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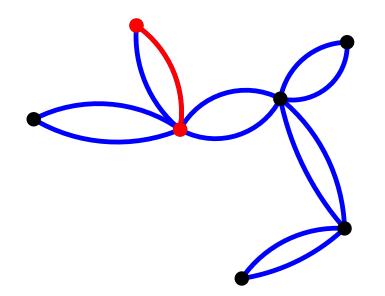
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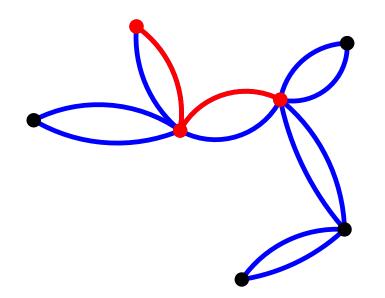
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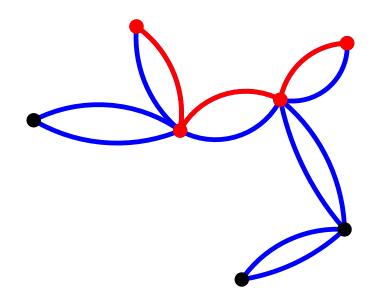
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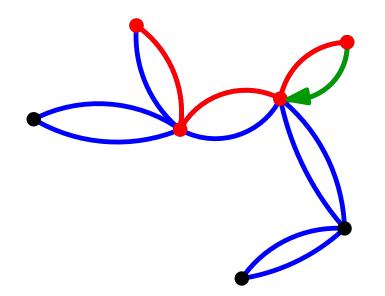
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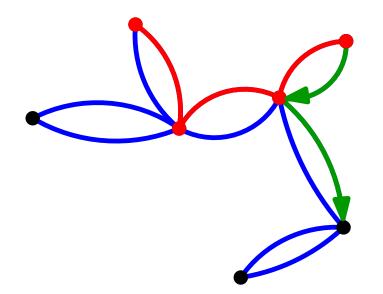
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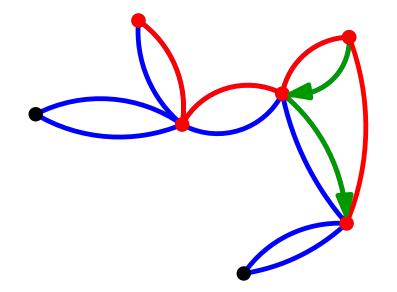
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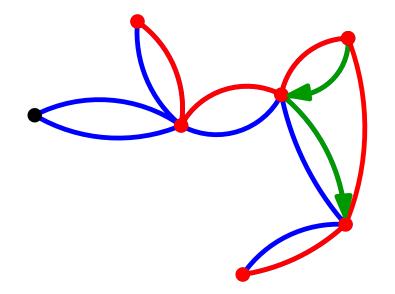
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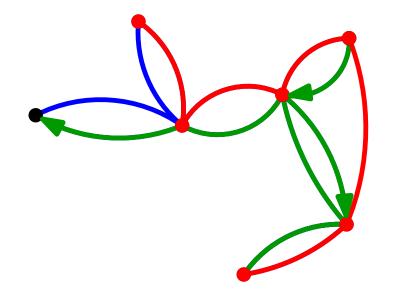
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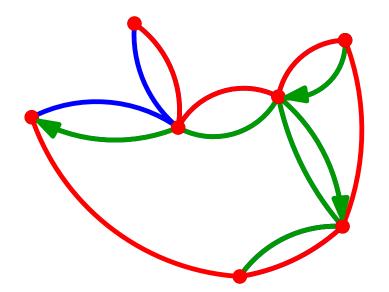
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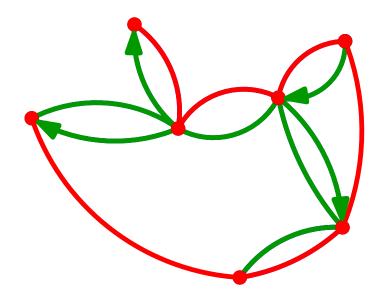
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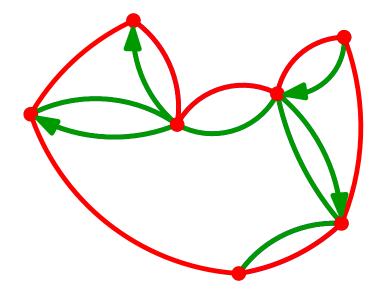
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Theorem. [Arora'96, Mitchell'96, RaoSmith'98]

Euclidean TSP admits a PTAS for any fixed  $d \geq 1$ .

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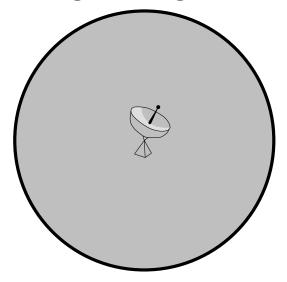
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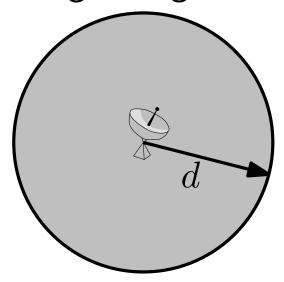
# But what about $\mathsf{TSP}(d, \alpha)$ for $\alpha \neq 1$ ?



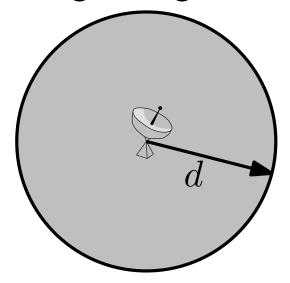
1. Range assignment for wireless networks



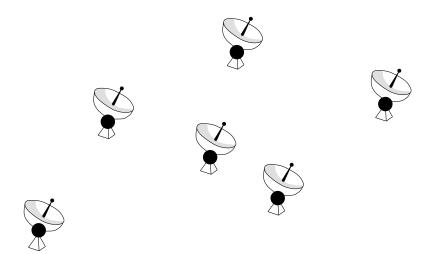
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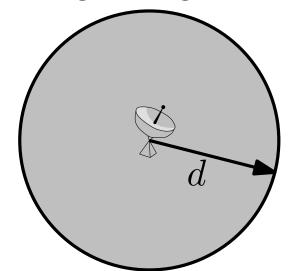


- transmission range depends on power
- energy consumption  $\sim d^{\alpha}$  for some  $\alpha \in [2, 6]$  ("distance-power gradient")

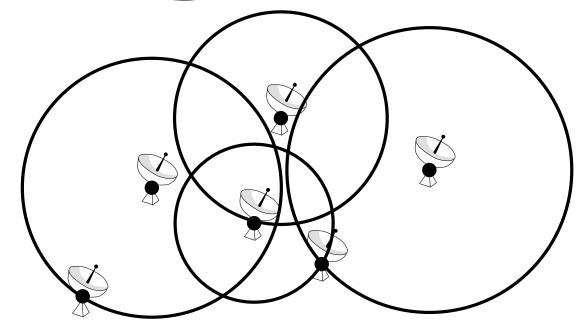


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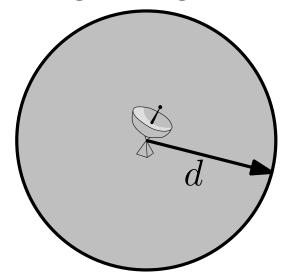




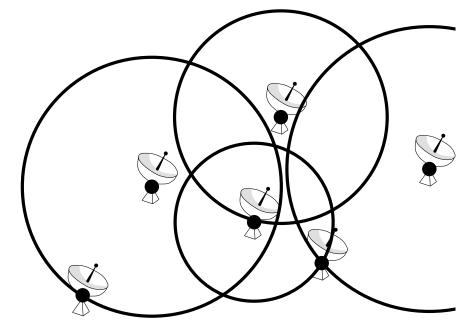
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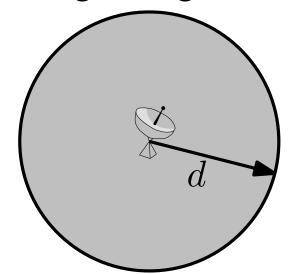


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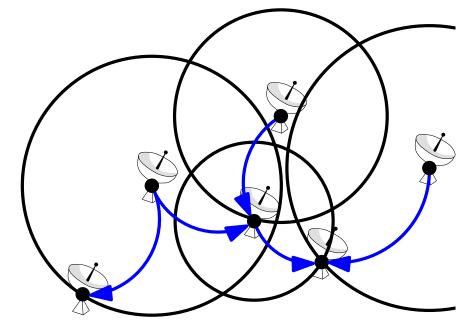


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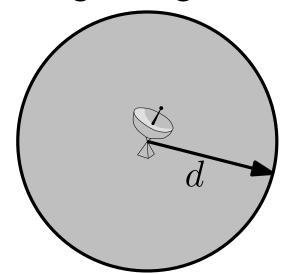


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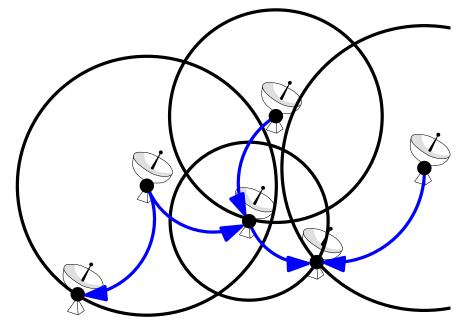


• range assignment  $\rho$  induces dir. communication graph  $G_{\rho}$ 

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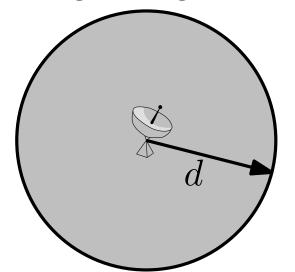


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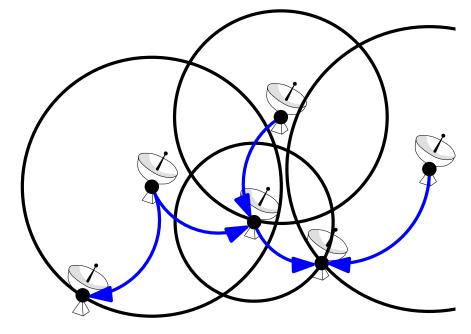


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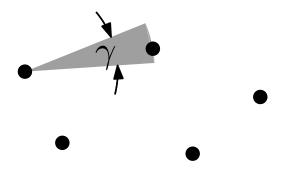
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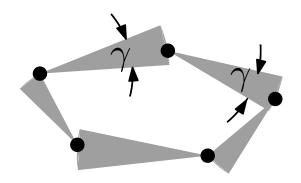


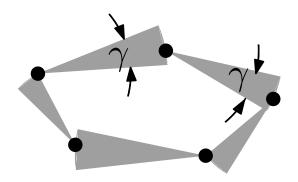
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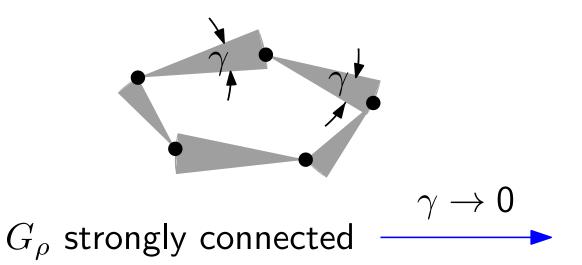
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  - is strongly connected
  - contains broadcast tree
  - contains tour [Funke...'08]

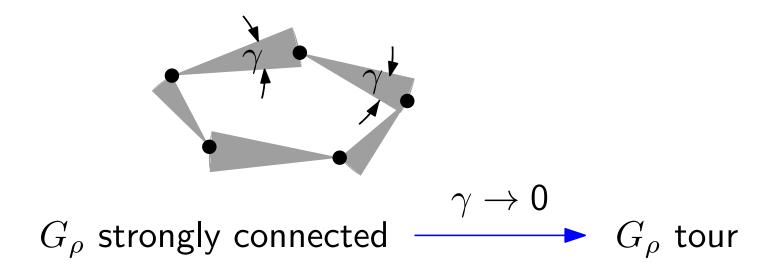




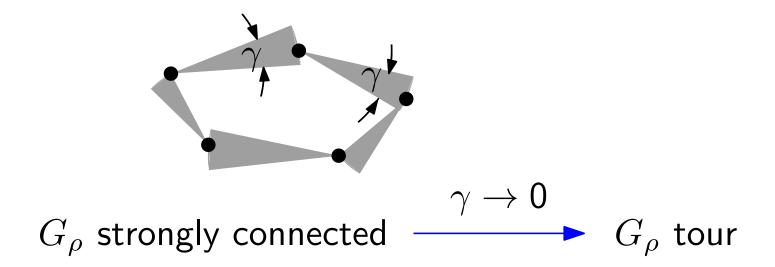


 $G_{\rho}$  strongly connected





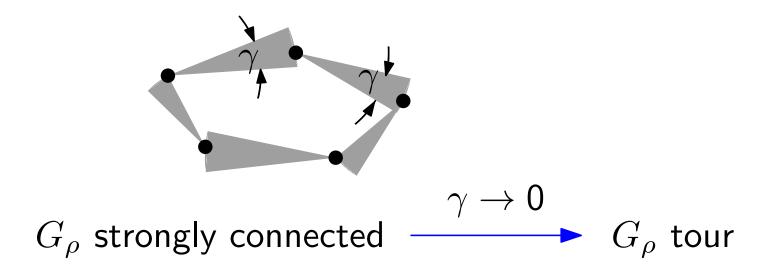
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#### **3.** Complexity

Are things becoming simpler or harder?

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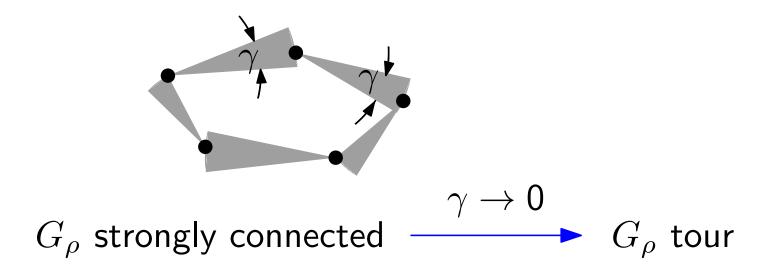


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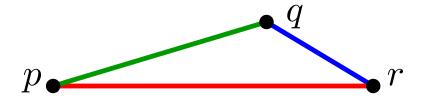


#### **3.** Complexity

Are things becoming simpler or harder? Is Arora's PTAS for Euclidean TSP a "lucky coincidence"? If it is, how well can we approximate, say, TSP(2,2)?

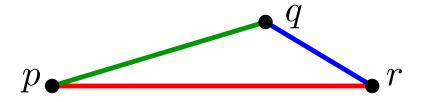
**Definition.** dist $(\cdot, \cdot)$  fulfills the  $\tau$ -relaxed triangle inequality if any three points p, q, r satisfy

 $\operatorname{dist}(p,r) \leq \tau \cdot (\operatorname{dist}(p,q) + \operatorname{dist}(q,r)).$ 



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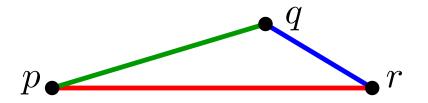


**Lemma.** [Funke...'08]

 $|\cdot|^2$  fulfills the 2-relaxed triangle inequality.

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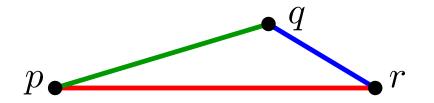
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For  $\alpha \geq 1$ ,

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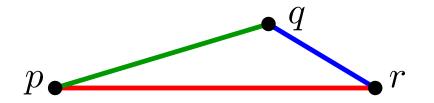
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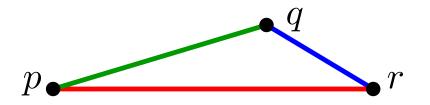
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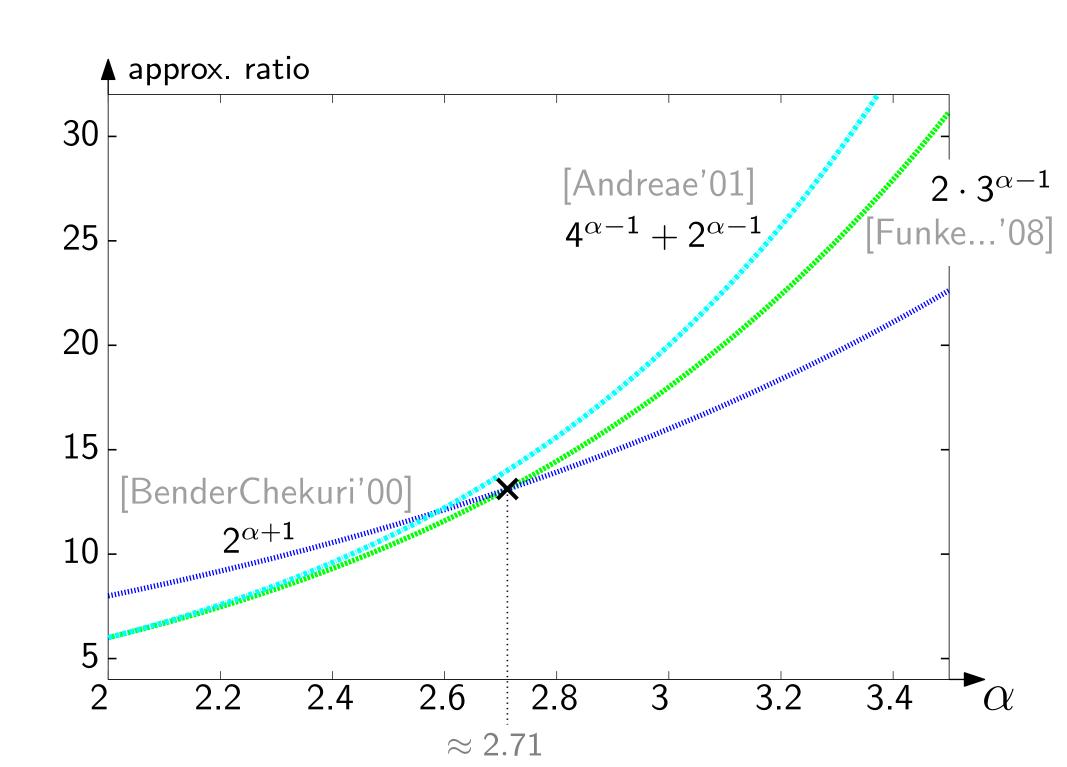


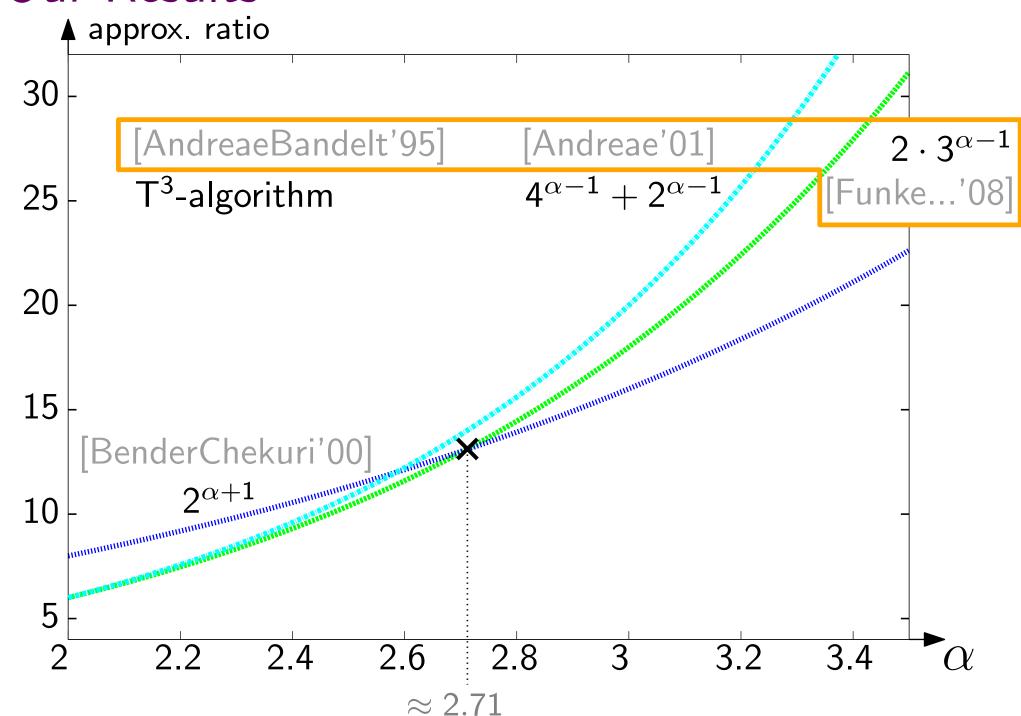
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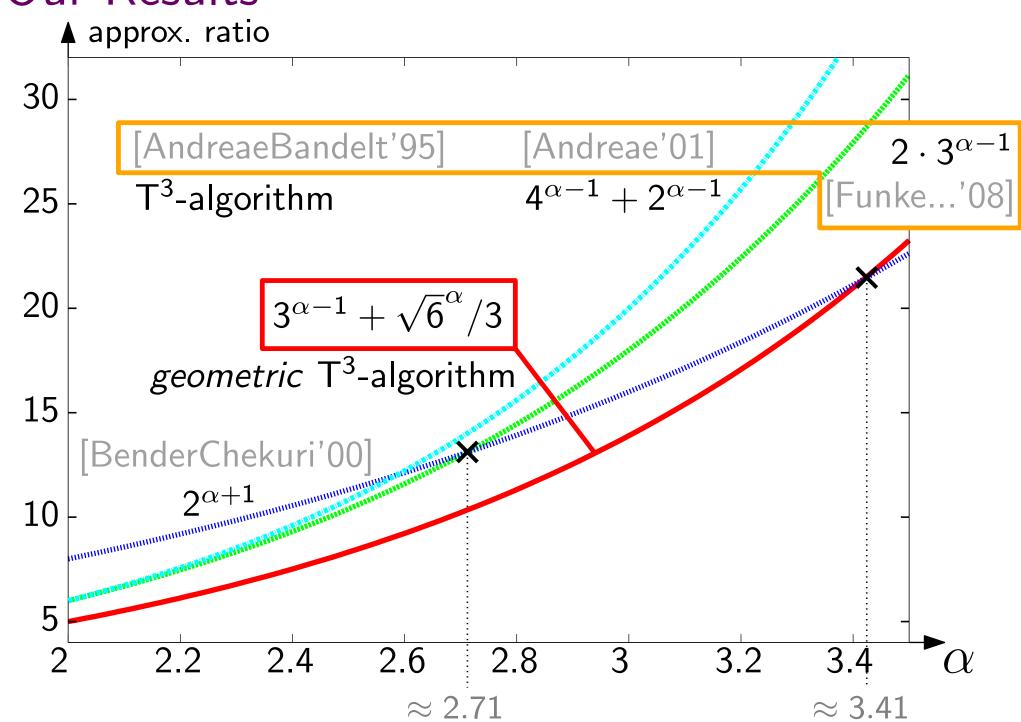
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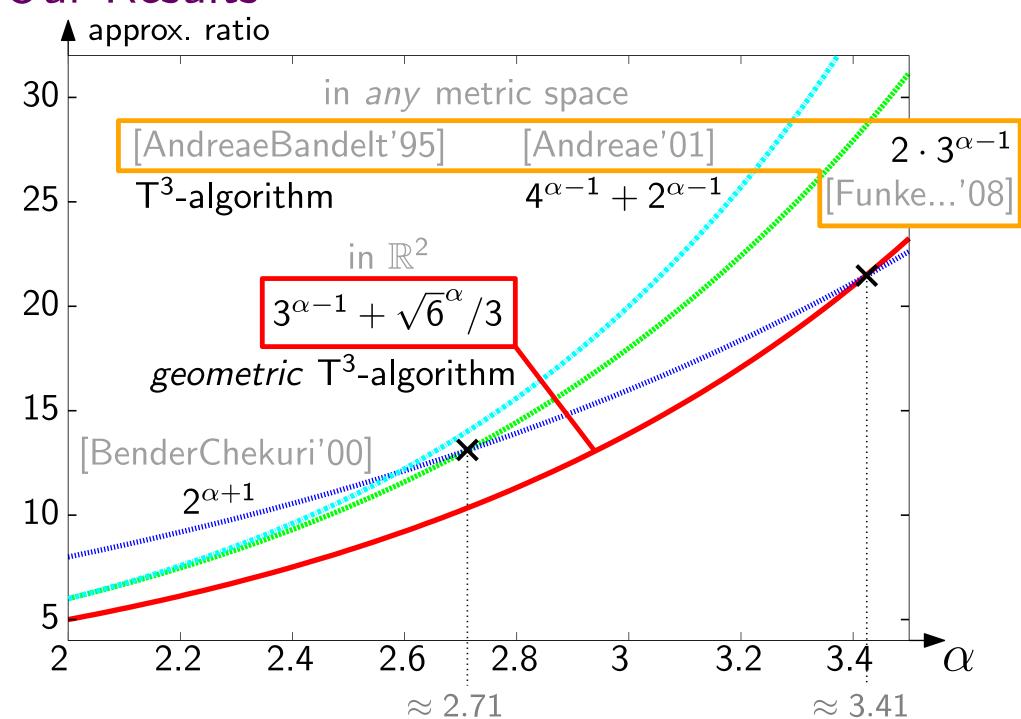
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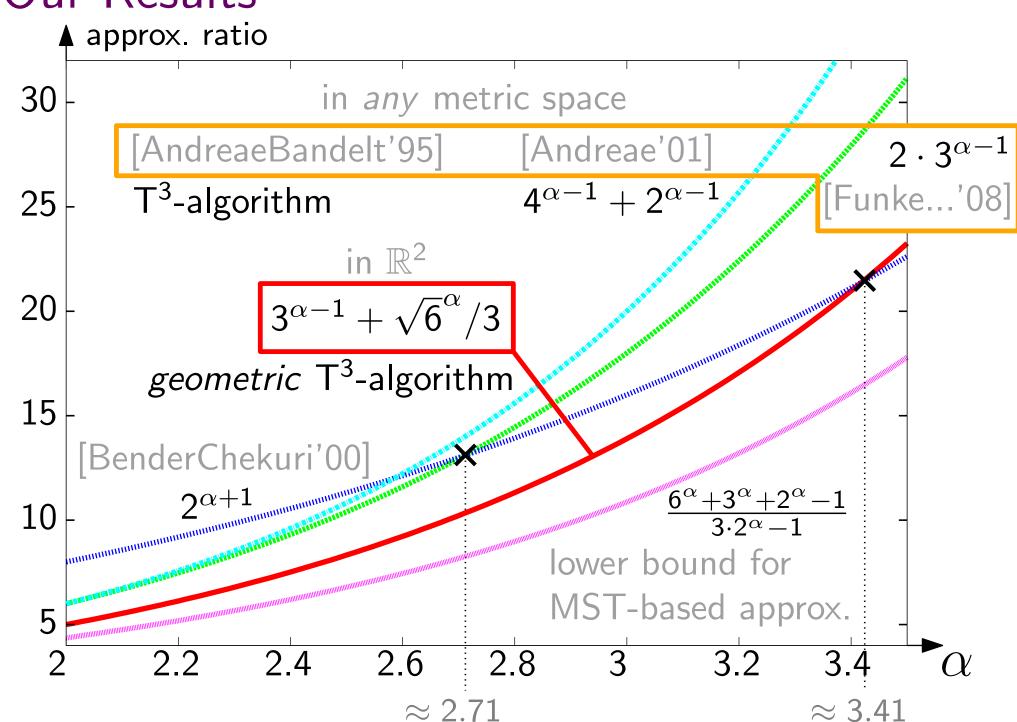
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[Sekanina'60, AndreaeBandelt'95]

CYCLEINCUBE  $(T, e = u_1u_2)$ 

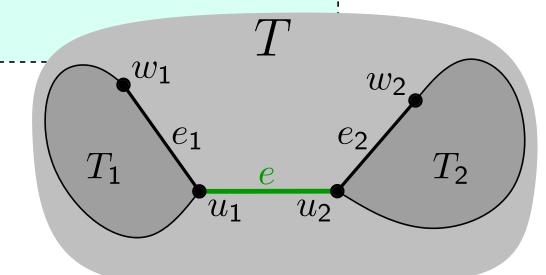
[Sekanina'60, AndreaeBandelt'95]

CycleInCube $(T, e = u_1u_2)$  Take MST of given point set!

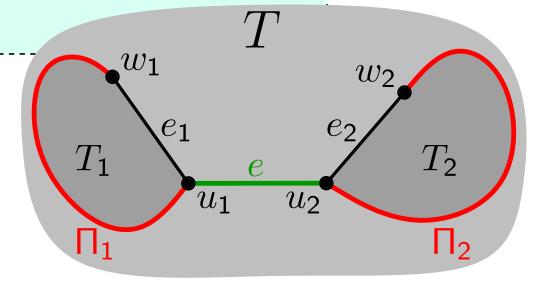
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CYCLEINCUBE(T,  $e = u_1u_2$ ) for  $i \leftarrow 1$  to 2 do  $T_i \leftarrow \text{component of } T - e \text{ that contains } u_i$  $T_1$  $T_2$  $u_1$  $u_2$ 

```
\begin{array}{c} \textbf{FORTITE INCUBE}(T,\ e=u_1u_2) \\ \textbf{for } i \leftarrow 1 \ \textbf{to 2 do} \\ \mid T_i \leftarrow \textbf{component of } T-e \ \textbf{that contains } u_i \\ \textbf{if } |T_i| = 1 \ \textbf{then } \Pi_i \leftarrow \emptyset; \ w_i \leftarrow u_i \\ \textbf{else} \\ \mid \textbf{pick an edge } e_i = u_iw_i \ \textbf{incident to } u_i \ \textbf{in } T_i \end{array}
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```



```
CYCLEINCUBE (T, e = u_1u_2)
   for i \leftarrow 1 to 2 do
        T_i \leftarrow \text{component of } T - e \text{ that contains } u_i
        if |T_i| = 1 then \Pi_i \leftarrow \emptyset; w_i \leftarrow u_i
        else
              pick an edge e_i = u_i w_i incident to u_i in T_i
             if |T_i| = 2 then \Pi_i \leftarrow e_i
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   return \Pi_1 + e + \Pi_2 + w_1 w_2
                                                                                   T_2
                                                              u_1
                                                                       u_2
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                                                                           w_2
             3-shortcut
                                                                                 T_2
                                                             u_1
                                                                     u_2
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   return \Pi_1 + e + \Pi_2 + w_1w_2
                                                                            w_2
            3-shortcut
                                                  T_1
                                                                                 T_2
                                                              u_1
                                                                      u_2
```

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CYCLEINCUBE (T, e = u_1u_2)
   for i \leftarrow 1 to 2 do
        T_i \leftarrow \text{component of } T - e \text{ that contains } u_i
        if |T_i| = 1 then \Pi_i \leftarrow \emptyset; w_i \leftarrow u_i
        else
             pick an edge e_i = u_i w_i incident to u_i in T_i
             if |T_i| = 2 then \Pi_i \leftarrow e_i
             else \Pi_i \leftarrow \text{CYCLEINCUBE}(T_i, e_i) - e_i
   return \Pi_1 + e + \Pi_2 + w_1w_2
                                                                           w_2
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                                                                                 T_2
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   (2- or) 3-shortcut
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                                                 T_1
                                                                                T_2
                                                            u_1
                                                                    u_2
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                                                T_1
                                                                              T_2
                                                           u_1
                                                                   u_2
Observation.
                                                \Pi_1
Every edge is used at most
```

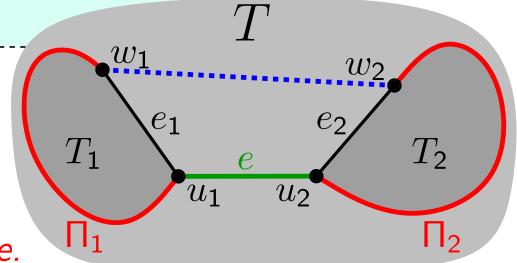
[Sekanina'60, AndreaeBandelt'95]

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(2- or) 3-shortcut uses edges e,  $e_1$ , and  $e_2$ 

#### Observation.

Every edge is used at most twice.



## Result #1

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Lemma. Let e be a 3-shortcut using a,b,c. Let  $\alpha \geq 1$ . Then  $|e|^{\alpha} \leq 3^{\alpha-1} \big( |a|^{\alpha} + |b|^{\alpha} + |c|^{\alpha} \big)$ .

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Corollary. For  $\alpha \geq 2$ , the T<sup>3</sup>-algorithm yields a  $(2 \cdot 3^{\alpha-1})$ -approximation for TSP $(\cdot, \alpha)$ .

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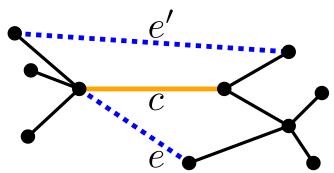
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For  $\alpha \geq 2$ , the T<sup>3</sup>-algorithm yields a  $(2 \cdot 3^{\alpha-1})$ -approximation for TSP $(\cdot, \alpha)$ .

Proof.



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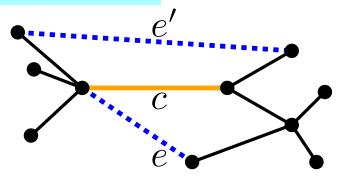
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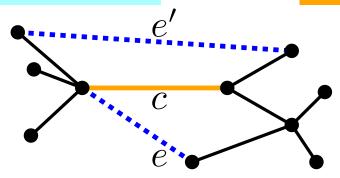
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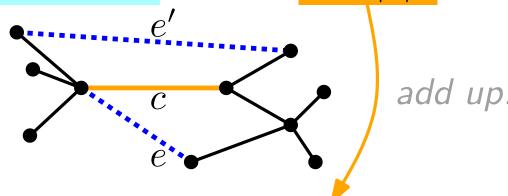
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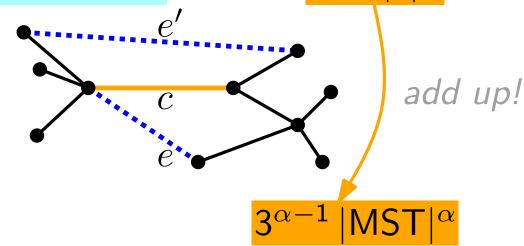
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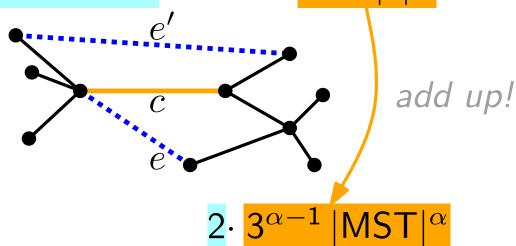
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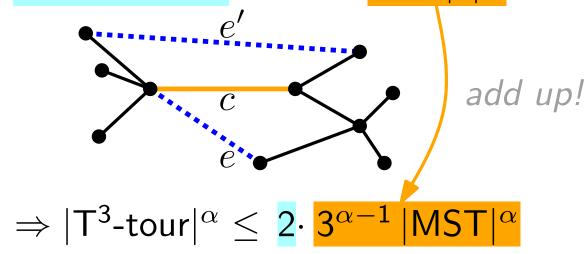
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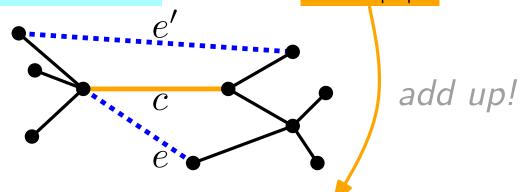
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For  $\alpha \geq 2$ , the T<sup>3</sup>-algorithm yields a  $(2 \cdot 3^{\alpha-1})$ -approximation for TSP $(\cdot, \alpha)$ .

Proof.

Every edge c of the MST (w.r.t.  $|\cdot|^{\alpha}$ ) contributes at most twice at most  $3^{\alpha-1}|c|^{\alpha}$  to the T<sup>3</sup>-tour.



 $\Rightarrow |\mathsf{T}^3\text{-tour}|^{\alpha} \leq 2 \cdot \frac{\mathsf{3}^{\alpha-1} |\mathsf{MST}|^{\alpha}}{\mathsf{MST}|^{\alpha}} \leq 2 \cdot \mathsf{3}^{\alpha-1} \cdot \mathsf{OPT}$ 

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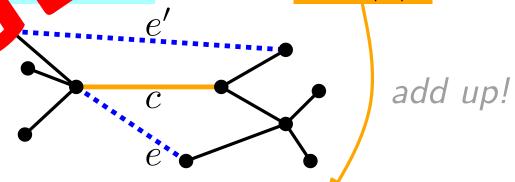
Corollary.

For  $\alpha \geq 2$ , the T<sup>3</sup>-a graiting yields a  $(2 \cdot 3^{\alpha-1})$ -approximation for  $1 \cdot P(\cdot, \alpha)$ .

Proof.

Every edge of the MST (w.r.t.  $|\cdot|^{\alpha}$ ) contributes at most  $\frac{3^{\alpha-1}|c|^{\alpha}}{10^{\alpha}}$  to the T<sup>3</sup>-tour.





$$\Rightarrow |\mathsf{T}^3\text{-tour}|^{\alpha} \leq 2 \cdot \frac{\mathsf{3}^{\alpha-1} |\mathsf{MST}|^{\alpha}}{\mathsf{MST}|^{\alpha}} \leq 2 \cdot \mathsf{3}^{\alpha-1} \cdot \mathsf{OPT}$$

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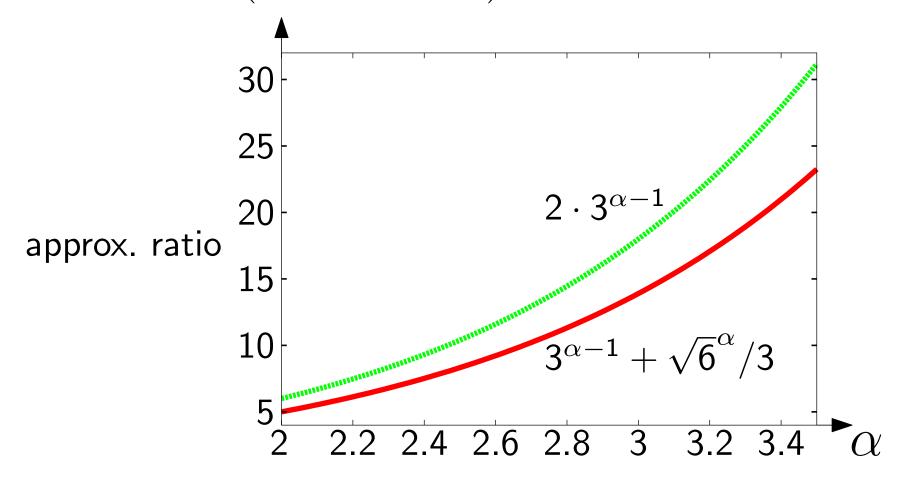
Theorem. For  $\alpha \geq 2$ , the *geometric* T<sup>3</sup>-algorithm yields a  $(3^{\alpha-1} + \sqrt{6}^{\alpha}/3)$ -approximation for TSP(2,  $\alpha$ ).

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### MST w.r.t. $|\cdot|^{\alpha}$

```
GEOMETRICT<sup>3</sup>(tree T, e=u_1u_2 of T)

for i\leftarrow 1 to 2 do

T_i\leftarrow \text{component of }T-e \text{ that contains }u_i
\vdots
\text{pick an edge }e_i=u_iw_i \text{ incident to }u_i \text{ in }T_i
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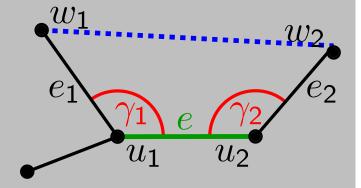
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return  $\Pi_1 + e + \Pi_2 + w_1 w_2$ 

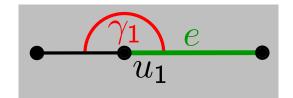
s.t. the angle  $\angle ee_i$  is min!



Why can we bound  $\gamma_1$  (and  $\gamma_2$ ) from above?

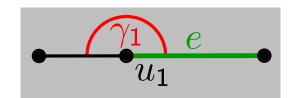
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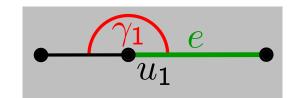
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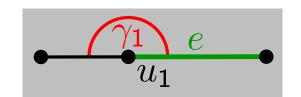
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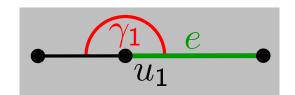


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• Otherwise recall that in the MST (w.r.t.  $|\cdot|$  and w.r.t.  $|\cdot|^{\alpha}$ ) edges incident to the same vertex make angles  $\geq 60^{\circ}$ .

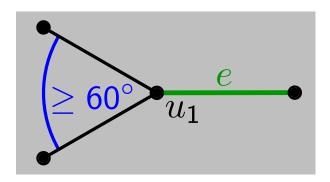
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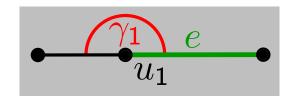
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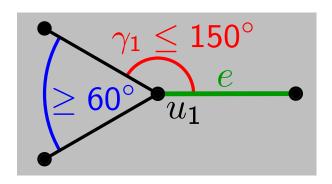
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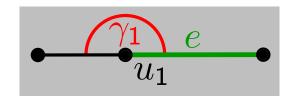
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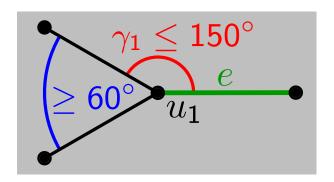
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Thus, there is an edge  $e_1$  incident to  $u_1$  with  $\angle ee_1 \leq 150^{\circ}$ .

• Geometry helps!

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 $\mathsf{TSP}(d,\alpha)$  is APX-hard for any  $d \geq 3$  and  $\alpha > 1$ ! This is in sharp contrast with Euclidean TSP.

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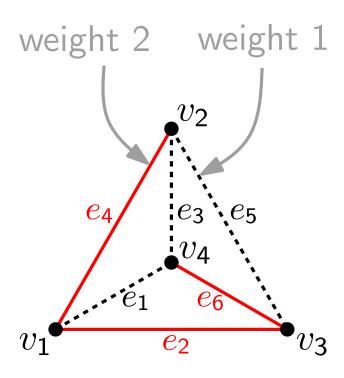
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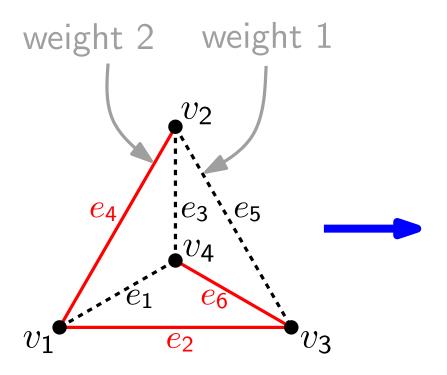
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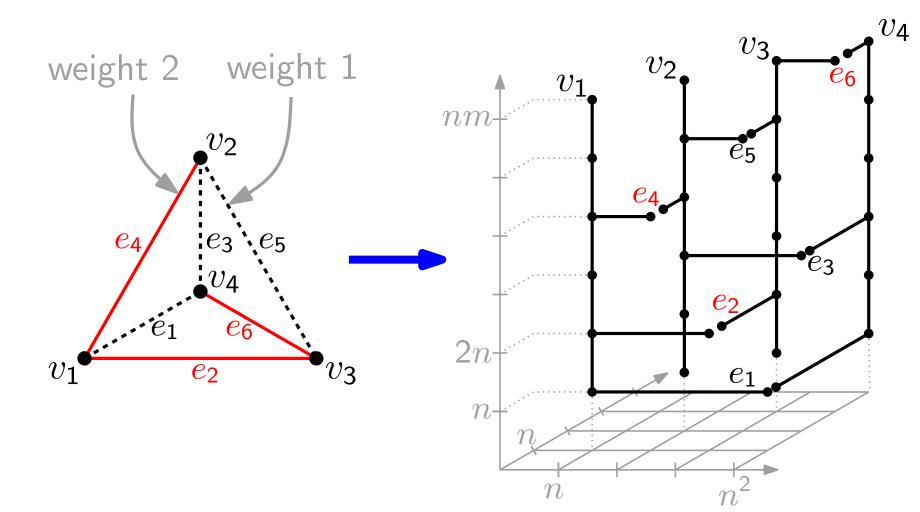
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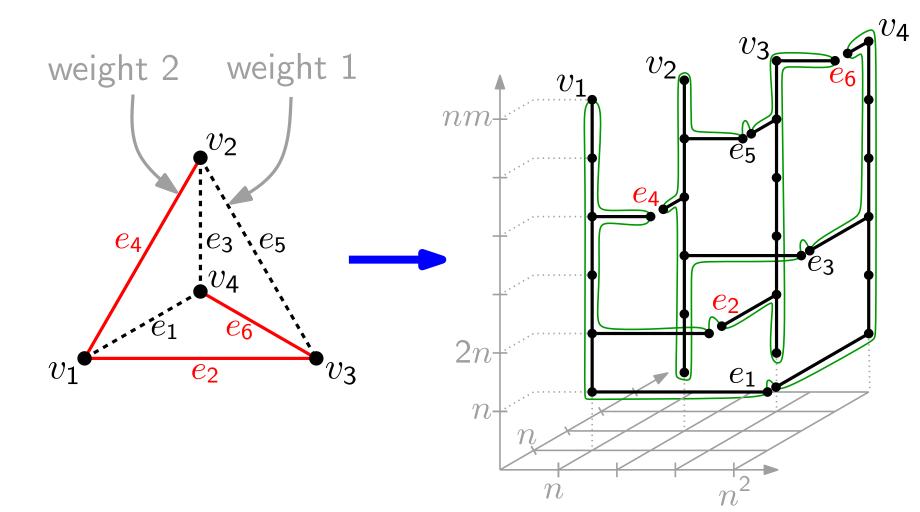
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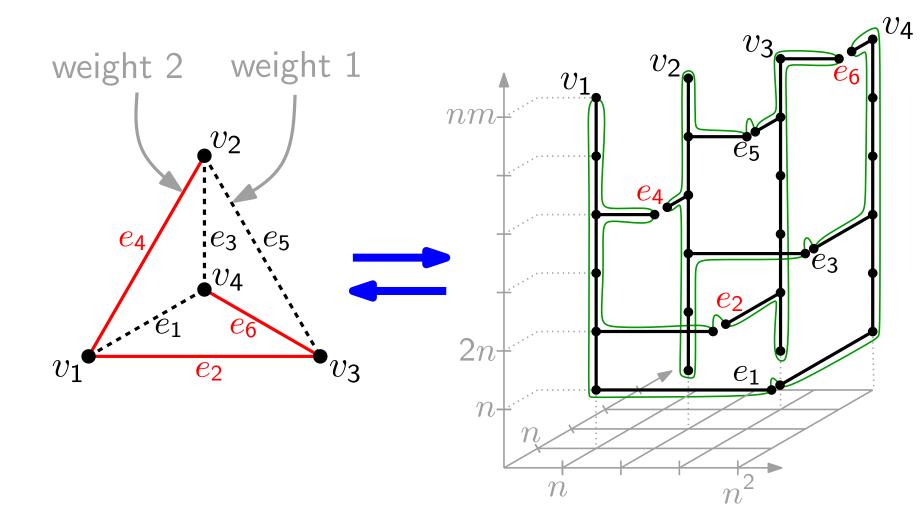
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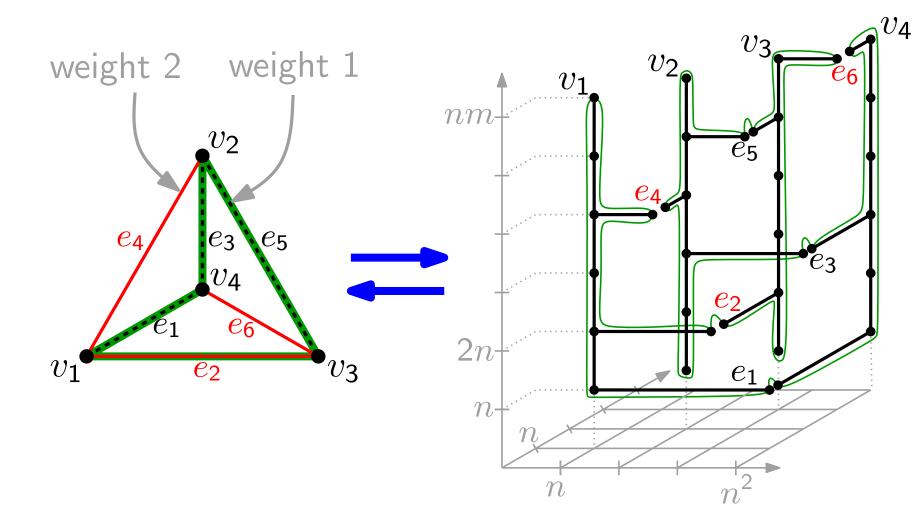
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# Conclusion (once more :-)

#### Geometry helps!

We have improved approx. of TSP(2,2) from factor 6 to 5. There is a lower bound of  $4\frac{4}{11}$  for MST-based methods.

What about complexity?

- What about allowing the salesman to revisit cities?
  - Rev-TSP $(d, \alpha)$  is APX-hard for any  $d \geq 3$  and  $\alpha > 1$ .
  - Rev-TSP(2,  $\alpha$ ) has a PTAS for any  $\alpha \geq 2$ .
  - Rev-TSP( $\cdot$ ,  $\alpha$ ) has a quasi-PTAS for any  $0 < \alpha < 1$ .
  - What about Rev-TSP(2,  $\alpha$ ) with 1 <  $\alpha$  < 2? (At least as hard as TSP in weighted planar graphs!)