

Raport 3 - Local search [GITHUB](#)

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The **Traveling Salesman Problem (TSP)** is an optimization problem where the objective is to find the shortest possible route that visits a set of cities exactly once and returns to the starting city. In its traditional form, the TSP assumes that the cost of traveling between any two cities is known and fixed, and the salesman must visit all cities.

Modified TSP Problem with Additional Constraints

1. **Additional City Cost:**
In this modified version, each city has an associated **fixed cost** (besides the cost of travel). This city cost represents an additional expense incurred for visiting the city. Therefore, the total cost of the route is the sum of the travel costs between cities and the individual costs for each visited city. The objective becomes minimizing the total of both travel costs and city costs.
2. **Selection of Only 50% of Cities:**
Another key modification is that the salesman is not required to visit **all** cities. Instead, the objective is to visit **exactly 50% of the available cities**. This creates a **sub-selection** problem where the salesman must decide which subset of cities to visit while minimizing the total cost (**travel + city cost**).

This visual representation provides an intuitive way to interpret the spatial relationships between cities, their associated fixed costs, and potential travel paths.

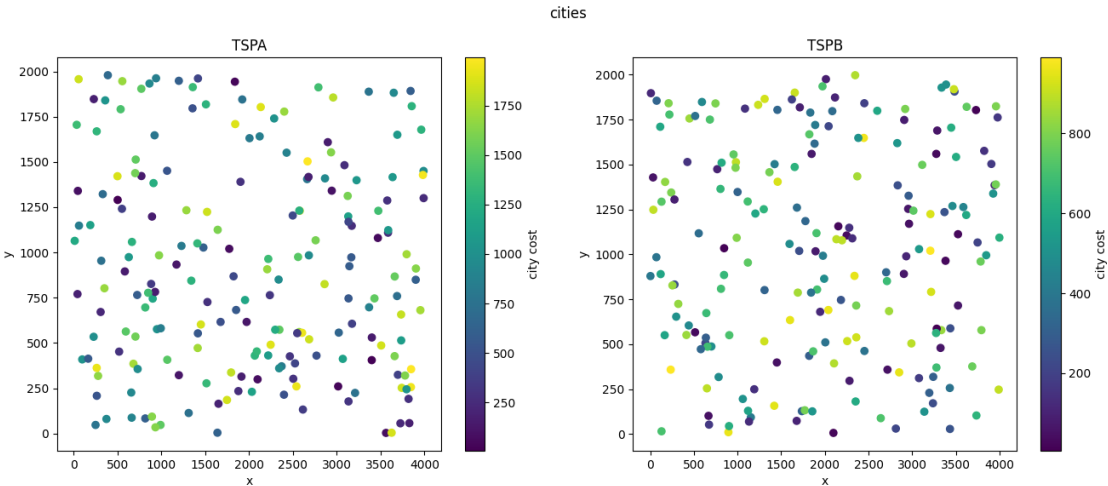


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Combined TSPA and TSPB results table:

Instance TSPA results table:

Method	Min	Mean	Max	Time* (s)
random	233148	263540	284518	0.1673
greedy_tail	83182	85107	89433	0.1566
greedy_any_position	71263	73202	76156	0.9481
greedy_cycle	71488	72609	74410	0.4627
greedy_cycle_regret	108935	116548	126990	2.5311
greedy_cycle_weighted_regret	71108	72135	73395	2.3133

Method	Min	Mean	Max	Time* (s)
local_search_with_edges_swaps_greedy_random	71492	73710	76560	63.7732
local_search_with_edges_swaps_greedy_heuristic	69620	71167	73909	3.1254
local_search_with_edges_swaps_steepest_random	71646	73914	78738	15.9961
local_search_with_edges_swaps_steepest_heuristic	69864	70963	73030	2.1335
local_search_with_nodes_swaps_greedy_random	77870	86045	93708	81.1029
local_search_with_nodes_swaps_greedy_heuristic	70917	72792	75353	1.1359
local_search_with_nodes_swaps_steepest_random	79894	88098	96234	16.0166
local_search_with_nodes_swaps_steepest_heuristic	70844	72810	75353	1.1488

Instance TSPB results table:

Method	Min	Mean	Max	Time* (s)
random	185339	213695	239113	0.0071
greedy_tail	52319	54390	59030	0.0280
greedy_any_position	44446	46131	53438	0.6900
greedy_cycle	48765	51301	57324	0.4619
greedy_cycle_regret	67175	73164	79784	2.1903
greedy_cycle_weighted_regret	47144	50985	55700	2.3359

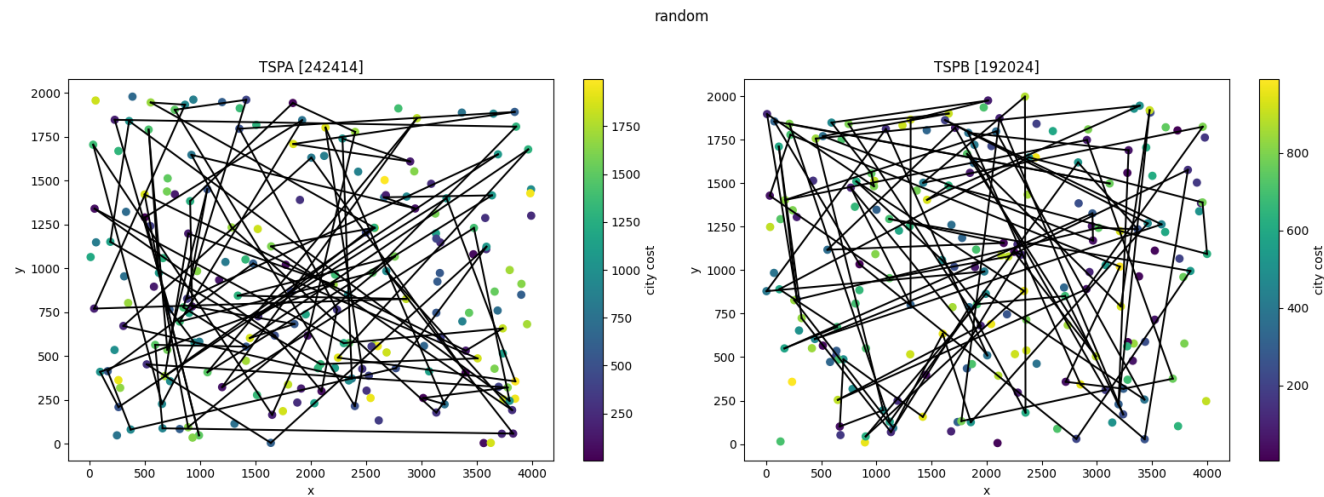
Method	Min	Mean	Max	Time* (s)
local_search_with_edges_swaps_greedy_random	46029	48352	51147	66.4630
local_search_with_edges_swaps_greedy_heuristic	43758	45089	51466	2.0703

Method	Min	Mean	Max	Time* (s)
local_search_with_edges_swaps_steepest_random	46021	48303	50845	16.3699
local_search_with_edges_swaps_steepest_heuristic	43921	45024	50766	1.9482
local_search_with_nodes_swaps_greedy_random	54949	61246	68531	95.5620
local_search_with_nodes_swaps_greedy_heuristic	43826	45667	51789	1.4737
local_search_with_nodes_swaps_steepest_random	57028	63071	73731	15.8347
local_search_with_nodes_swaps_steepest_heuristic	43826	45619	51789	1.3292

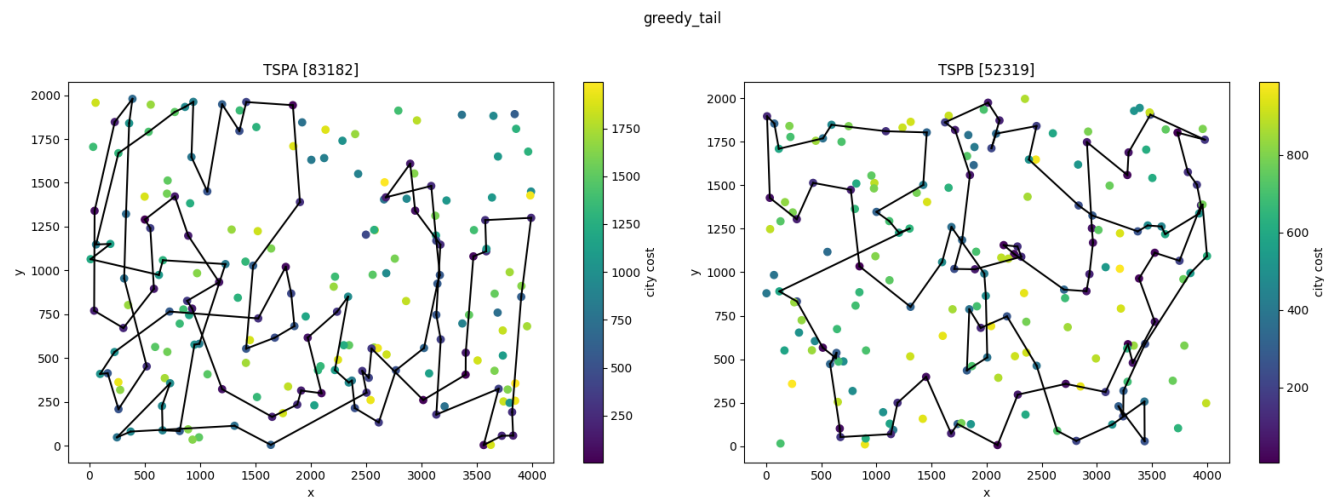
Time* - to solve all 200 instances

Solutions

Random

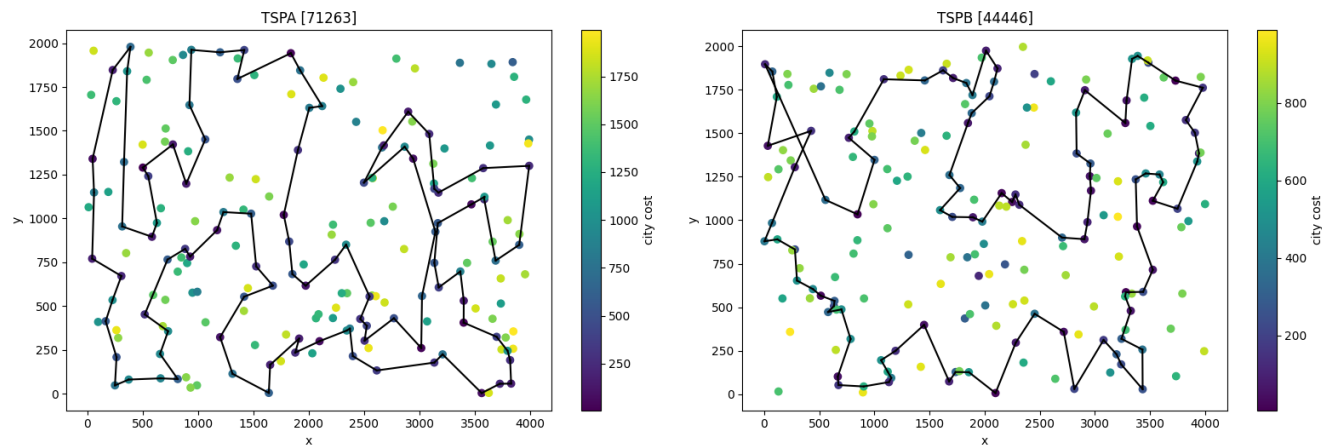


Greedy tail



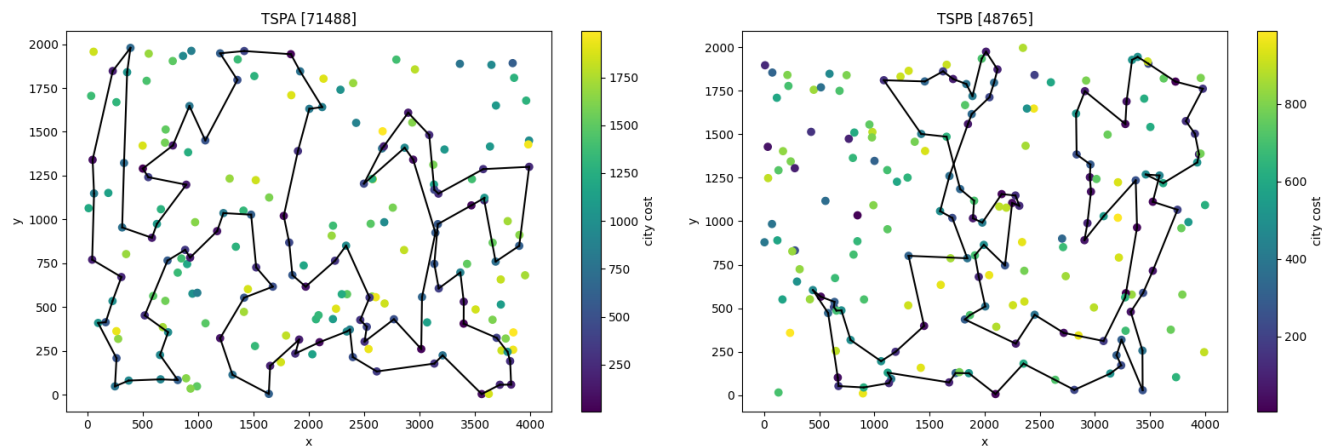
Greedy any position

greedy_any_position



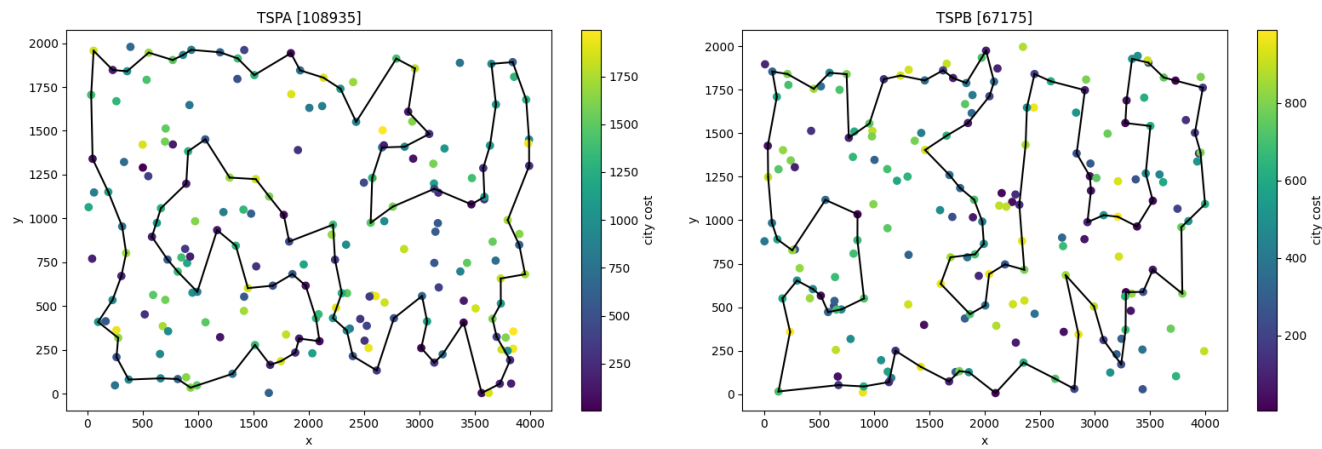
Greedy cycle

greedy_cycle



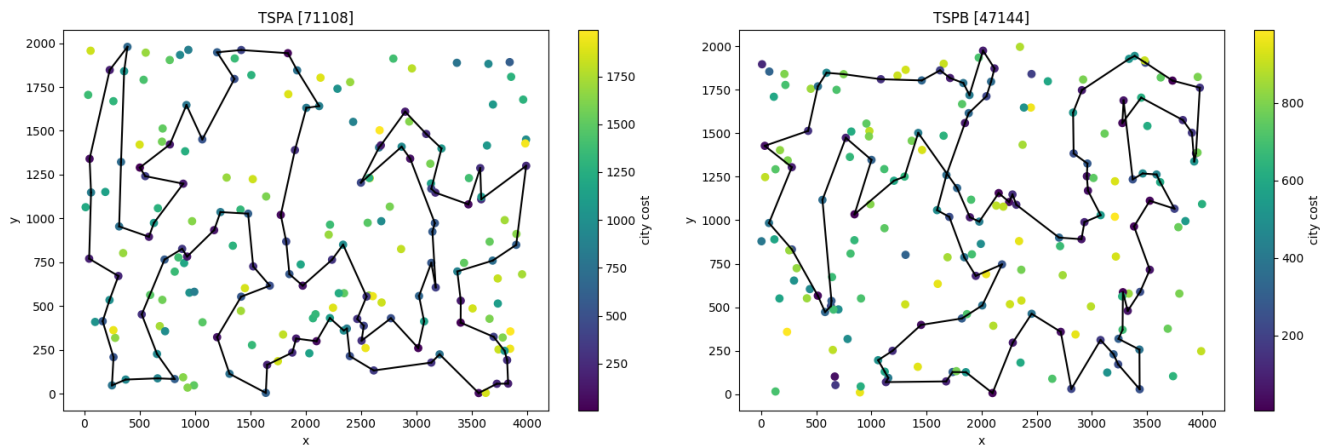
Greedy cycle regret

greedy_cycle_regret



Greedy cycle weighted regret

greedy_cycle_weighted_regret



Local search pseudo code:

we have three possible moves in our implementation:

```
EdgeSwap(edge1: (Int, Int), edge2: (Int, Int))
NodeSwapOut(triplet: (Int, Int, Int), city: Int)
NodeSwapIn(triplet1: (Int, Int, Int), triplet2: (Int, Int, Int))
```

```
def getNeighbourhoodWithEdgesSwapsIn() {
  pairs = all consecutive city pairs in the current cycle
  triplets = all consecutive city triplets in the current cycle
  edgeSwapsIn = all combinations of pairs with itself (without repetition)
  nodeSwapsOut = all combinations of triplets and all available cities not yet
included in the solution
  edgeSwapsIn ++ nodeSwapsOut
}

def getNeighbourhoodWithNodesSwapsIn() {
  triplets = all consecutive city triplets in the current cycle
  nodesSwapsIn = all combinations of pairs with itself (without repetition)
  nodeSwapsOut = all combinations of triplets and all available cities not yet
included in the solution
  nodesSwapsIn ++ nodeSwapsOut
}
```

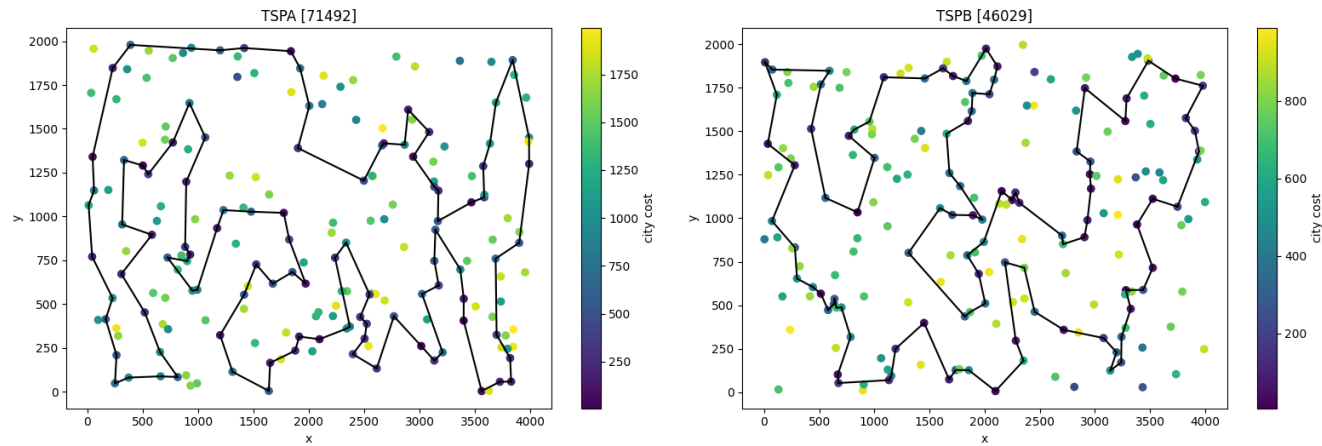
```
def getGreedyImprovementMove() {
  firstImprovingMove = shuffle randomly all possible moves and take the first
for which delta_cost < 0
}

def getSteepestImprovementMove() {
  bestImprovingMoves = map each move to the tuple (move, deltaCost), and take
```

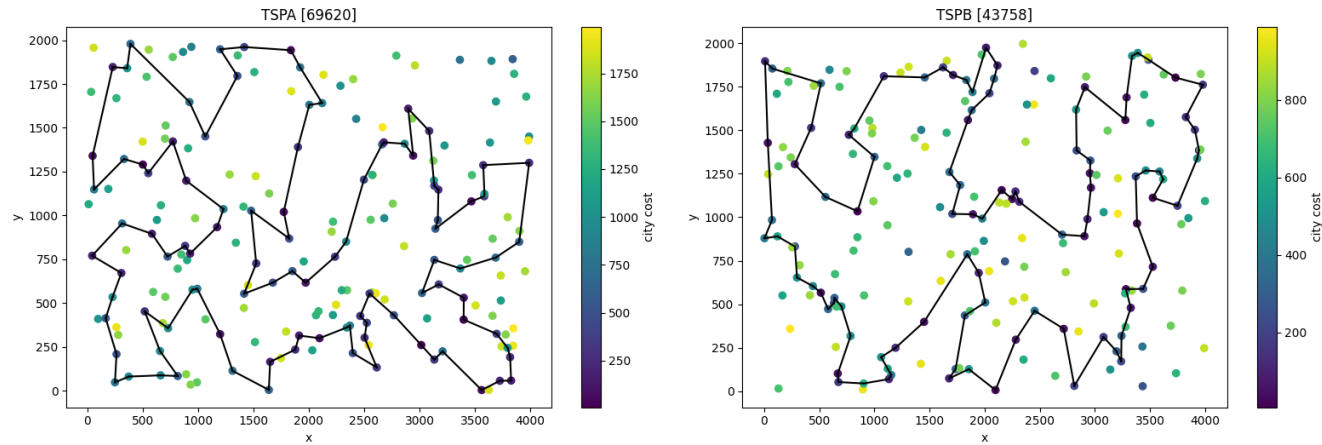
```
the one with minimal delta_cost  
}
```

Local search with edges swaps greedy

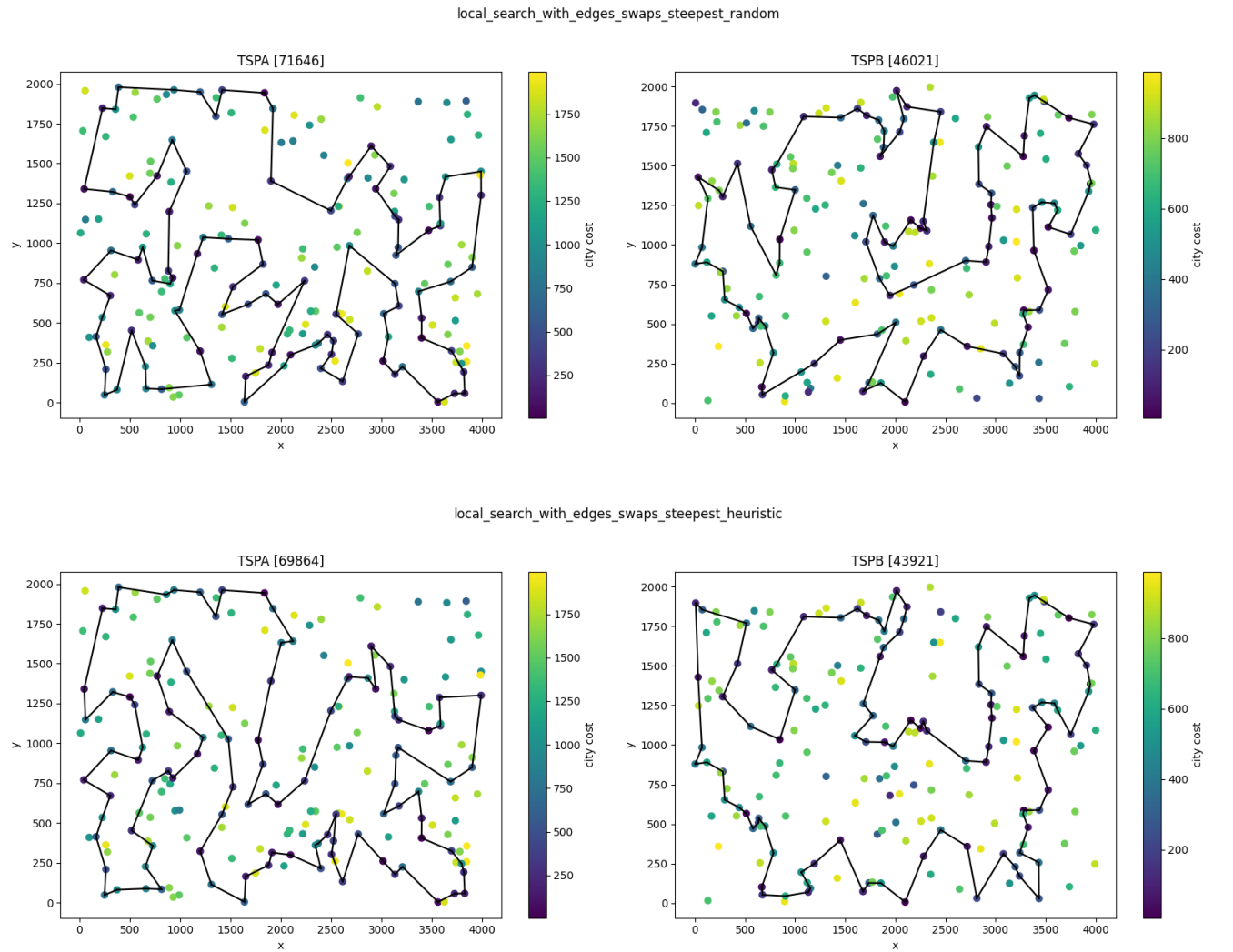
local_search_with_edges_swaps_greedy_random



local_search_with_edges_swaps_greedy_heuristic

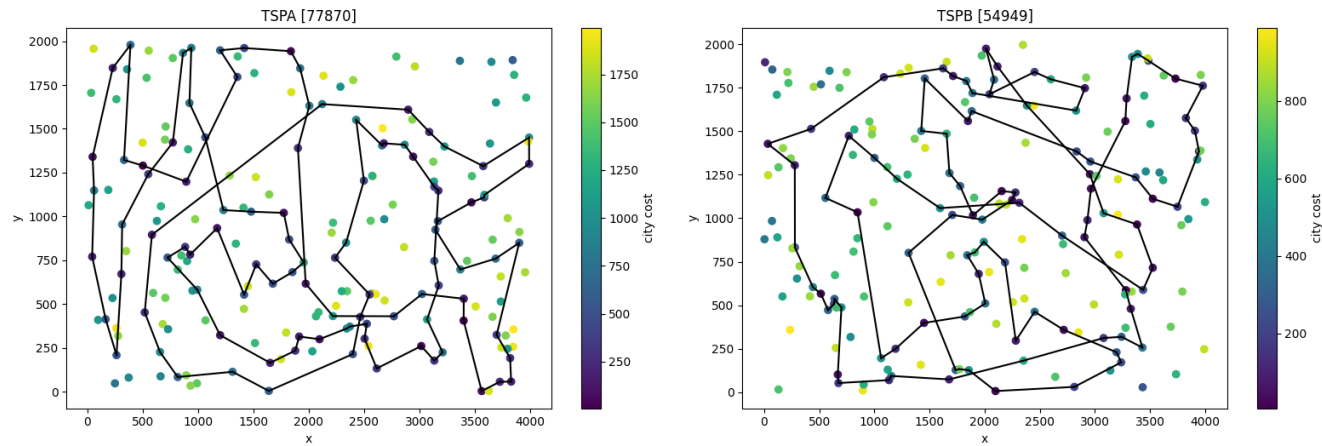


Local serach with edges swaps steepet

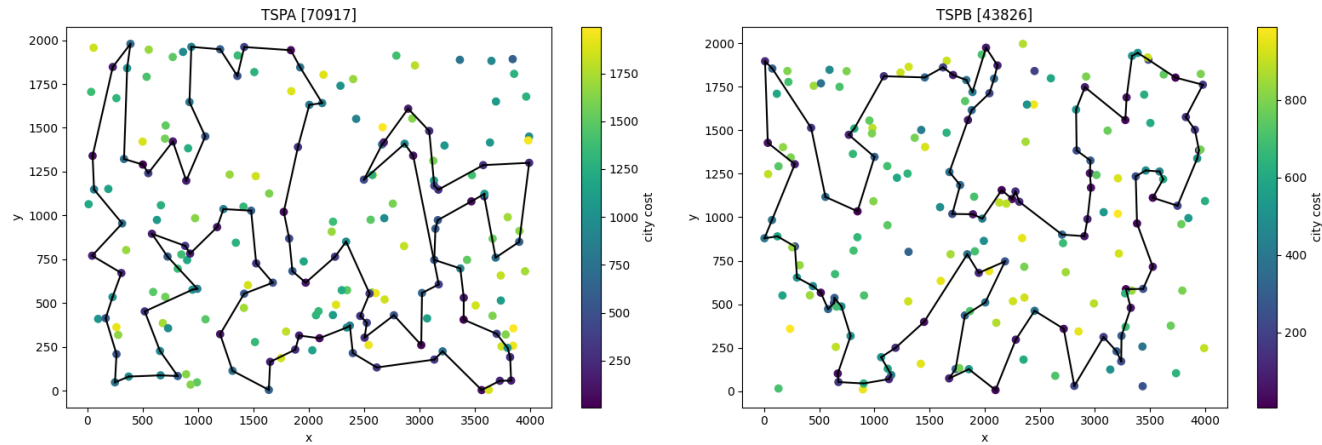


Local search with nodes swaps greedy

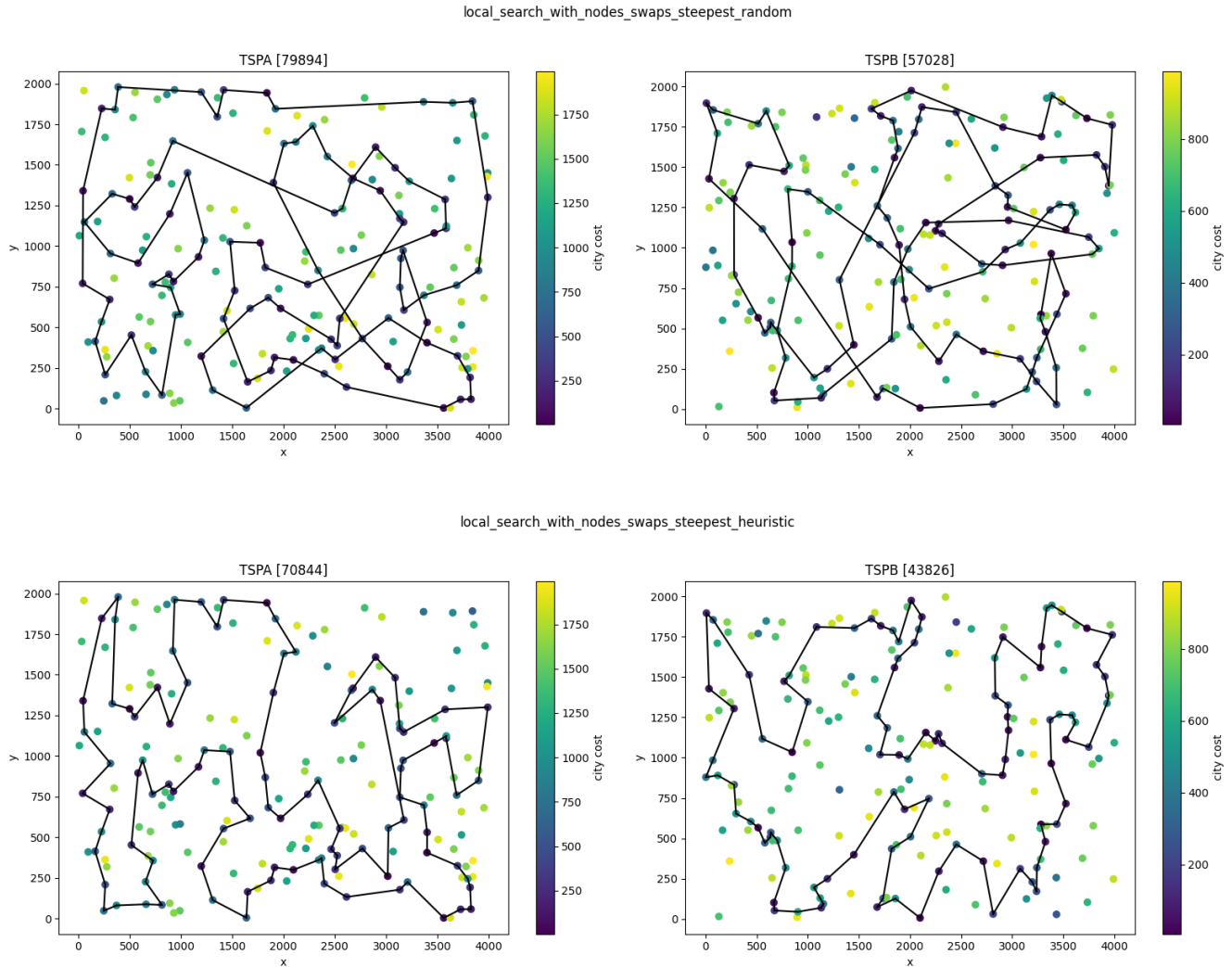
local_search_with_nodes_swaps_greedy_random



local_search_with_nodes_swaps_greedy_heuristic



Local search with nodes swaps steepest



Conclusions

In conclusion, the results for instances TSPA and TSPB demonstrate that local search methods, particularly those guided by heuristic configurations, achieve superior solution quality for the TSP with efficient computation times. Methods like `local_search_with_edges_swaps_greedy_heuristic` and `local_search_with_nodes_swaps_steepest_heuristic` outperformed simpler approaches, yielding lower mean and minimum solution lengths without excessive time costs.

The analysis shows that integrating heuristic-driven local searches with edge and node swaps, especially in steepest descent and greedy settings, significantly improves solution efficiency. These hybrid approaches offer a practical balance of solution quality and computational feasibility, making them highly effective for complex TSP instances and large-scale optimization challenges.

The analysis further reveals that edge swaps generally outperform node swaps across both TSPA and TSPB instances in terms of solution quality and computational efficiency. Specifically, edge swap methods such as `local_search_with_edges_swaps_greedy_heuristic` and `local_search_with_edges_swaps_steepest_heuristic` consistently achieved lower mean and minimum solution lengths compared to their node swap counterparts, with comparable or shorter computation times. This advantage likely stems from edge swaps' ability to make more targeted adjustments to the tour structure, effectively reducing total path length with fewer modifications, thereby enhancing both solution quality and efficiency in the search process.

Instance: tspa

Method: local_search_with_edges_swaps_greedy_random

Best Solution: Solution(List(101, 86, 75, 2, 120, 44, 25, 129, 92, 57, 55, 179, 145, 78, 16, 171, 175, 113, 31, 196, 81, 90, 27, 164, 95, 39, 165, 40, 185, 52, 106, 178, 49, 14, 144, 102, 62, 9, 148, 137, 23, 89, 183, 143, 117, 108, 18, 22, 146, 103, 34, 48, 54, 177, 10, 190, 4, 112, 84, 184, 160, 42, 181, 159, 193, 41, 139, 68, 46, 115, 116, 65, 47, 43, 131, 149, 59, 118, 51, 176, 80, 63, 79, 133, 151, 162, 123, 127, 70, 135, 154, 180, 53, 100, 26, 94, 124, 152, 97, 1),71492)

Instance: tspa

Method: local_search_with_edges_swaps_greedy_heuristic

Best Solution: Solution(List(196, 81, 90, 165, 119, 40, 185, 55, 52, 106, 178, 14, 144, 49, 102, 62, 9, 148, 124, 94, 63, 79, 133, 162, 151, 51, 80, 176, 137, 23, 186, 89, 183, 143, 117, 0, 46, 68, 108, 69, 18, 22, 146, 159, 193, 41, 139, 115, 118, 59, 65, 116, 43, 42, 181, 34, 160, 48, 54, 177, 10, 190, 4, 112, 84, 184, 35, 131, 149, 123, 127, 70, 135, 154, 180, 53, 100, 26, 86, 75, 101, 1, 97, 152, 2, 120, 44, 25, 16, 171, 175, 113, 56, 31, 78, 145, 92, 129, 57, 179),69620)

Instance: tspa

Method: local_search_with_edges_swaps_steepest_random

Best Solution: Solution(List(5, 42, 181, 34, 160, 48, 54, 177, 10, 190, 184, 84, 4, 112, 127, 123, 131, 149, 59, 118, 51, 176, 80, 151, 162, 133, 79, 63, 94, 180, 154, 135, 70, 158, 53, 100, 26, 97, 1, 101, 86, 75, 2, 152, 167, 57, 92, 129, 82, 120, 44, 25, 16, 171, 175, 113, 31, 78, 145, 179, 196, 81, 90, 27, 39, 165, 40, 185, 55, 52, 106, 178, 49, 14, 144, 62, 9, 148, 137, 89, 183, 143, 0, 117, 93, 108, 69, 18, 22, 159, 193, 41, 139, 68, 46, 115, 116, 65, 47, 43),71646)

Instance: tspa

Method: local_search_with_edges_swaps_steepest_heuristic

Best Solution: Solution(List(196, 81, 90, 165, 119, 40, 185, 106, 178, 14, 144, 49, 102, 62, 9, 148, 94, 63, 79, 133, 80, 176, 137, 23, 186, 89, 183, 143, 0, 117, 93, 140, 108, 69, 18, 22, 146, 159, 193, 41, 5, 42, 181, 34, 160, 48, 54, 177, 10, 190, 4, 112, 84, 35, 184, 43, 116, 65, 59, 118, 115, 139, 68, 46, 51, 151, 162, 123, 127, 70, 135, 154, 180, 53, 86, 100, 26, 97, 152, 1, 101, 75, 2, 120, 44, 25, 16, 171, 175, 113, 56, 31, 78, 145, 179, 92, 129, 57, 55, 52),69864)

Instance: tspa

Method: local_search_with_nodes_swaps_greedy_random

Best Solution: Solution(List(139, 140, 93, 68, 46, 118, 51, 176, 80, 122, 79, 133, 151, 162, 59, 65, 116, 43, 149, 123, 135, 154, 180, 53, 100, 26, 1, 101, 75, 120, 44, 25, 82, 92, 57, 106, 178, 49, 102, 62, 9, 15, 148, 124, 94, 152, 97, 86, 70, 127, 112, 84, 184, 42, 186, 144, 14, 138, 165, 27, 90, 119, 40, 185, 52, 55, 179, 196, 81, 31, 113, 175, 171, 16, 78, 145, 129, 2, 121, 63, 137, 23, 89, 183, 143, 117, 0, 115, 193, 159, 108, 18, 22, 146, 34, 54, 177, 160, 181, 41),77870)

Instance: tspa

Method: local_search_with_nodes_swaps_greedy_heuristic

Best Solution: Solution(List(68, 46, 115, 139, 41, 193, 159, 69, 108, 18, 22, 146, 181, 34, 160, 48, 54, 177, 10, 190, 4, 112, 84, 184, 131, 149, 43, 42, 116, 65, 59, 118, 51, 151, 133, 162, 123, 127, 70, 135, 154, 180, 53, 100, 26, 86, 75, 44, 25, 16, 171, 175, 113, 56, 31, 78, 145, 179, 57, 55, 52, 185, 119, 40, 196, 81, 90, 165, 106, 178, 14, 144, 62, 9, 148, 102, 49, 92, 129, 120, 2, 101, 1, 97, 152,

```
124, 94, 63, 79, 80, 176, 137, 23, 186, 89, 183, 143, 0, 117, 93),70917)
```

Instance: tspa

Method: local_search_with_nodes_swaps_steepest_random

```
Best Solution: Solution(List(75, 16, 171, 175, 113, 31, 78, 129, 101, 26, 70, 127,
123, 133, 79, 63, 97, 1, 152, 106, 178, 49, 62, 15, 114, 186, 23, 137, 124, 2,
120, 44, 25, 145, 52, 55, 57, 92, 179, 196, 81, 90, 164, 7, 21, 89, 183, 143, 0,
117, 108, 69, 18, 22, 34, 160, 48, 54, 177, 184, 84, 112, 131, 149, 47, 43, 116,
65, 59, 118, 46, 115, 42, 181, 146, 159, 193, 41, 139, 68, 148, 37, 9, 144, 14,
138, 165, 40, 185, 94, 80, 176, 51, 151, 162, 135, 154, 180, 53, 86),79894)
```

Instance: tspa

Method: local_search_with_nodes_swaps_steepest_heuristic

```
Best Solution: Solution(List(68, 46, 115, 139, 41, 193, 159, 69, 108, 18, 22, 146,
181, 34, 160, 48, 54, 177, 10, 190, 4, 112, 84, 35, 184, 42, 5, 43, 116, 65, 59,
118, 51, 151, 133, 162, 123, 127, 70, 135, 154, 180, 53, 100, 26, 86, 75, 44, 25,
16, 171, 175, 113, 56, 31, 78, 145, 179, 57, 55, 52, 185, 119, 40, 196, 81, 90,
165, 106, 178, 14, 144, 62, 9, 148, 102, 49, 92, 129, 120, 2, 101, 1, 97, 152,
124, 94, 63, 79, 80, 176, 137, 23, 186, 89, 183, 143, 0, 117, 93),70844)
```

Instance: tspb

Method: local_search_with_edges_swaps_greedy_random

```
Best Solution: Solution(List(164, 73, 136, 190, 80, 175, 78, 5, 177, 36, 61, 91,
141, 97, 77, 111, 41, 81, 153, 163, 89, 165, 127, 103, 113, 176, 194, 166, 86,
185, 179, 94, 47, 148, 60, 20, 28, 140, 183, 152, 34, 55, 18, 62, 124, 106, 159,
143, 35, 109, 0, 29, 144, 104, 8, 82, 87, 21, 25, 182, 138, 33, 160, 11, 139, 43,
168, 195, 13, 145, 15, 3, 70, 132, 169, 188, 6, 147, 71, 191, 90, 51, 121, 131,
122, 133, 10, 107, 40, 100, 63, 135, 38, 1, 156, 198, 117, 193, 31, 54),46029)
```

Instance: tspb

Method: local_search_with_edges_swaps_greedy_heuristic

```
Best Solution: Solution(List(40, 107, 133, 122, 135, 131, 121, 51, 90, 191, 147,
6, 188, 169, 132, 13, 70, 3, 15, 145, 195, 168, 139, 11, 138, 33, 160, 29, 0, 109,
35, 143, 106, 124, 62, 18, 55, 34, 170, 152, 183, 140, 4, 149, 28, 20, 60, 148,
47, 94, 66, 179, 185, 22, 99, 130, 95, 86, 166, 194, 176, 113, 103, 127, 89, 163,
187, 153, 81, 77, 141, 91, 36, 61, 21, 82, 8, 104, 177, 5, 45, 142, 78, 175, 162,
80, 190, 136, 73, 54, 31, 193, 117, 198, 156, 1, 16, 27, 38, 63),43758)
```

Instance: tspb

Method: local_search_with_edges_swaps_steepest_random

```
Best Solution: Solution(List(54, 73, 136, 190, 80, 5, 177, 21, 82, 61, 36, 91,
141, 77, 81, 153, 163, 89, 127, 103, 113, 180, 176, 194, 166, 86, 95, 130, 99, 22,
185, 179, 66, 94, 154, 47, 148, 60, 20, 28, 149, 4, 140, 183, 152, 170, 34, 55,
18, 62, 124, 106, 143, 111, 8, 104, 138, 11, 33, 160, 29, 0, 35, 109, 189, 155, 3,
70, 15, 145, 168, 195, 13, 132, 169, 188, 6, 147, 191, 90, 125, 51, 121, 112, 19,
131, 122, 135, 32, 63, 102, 38, 27, 16, 1, 156, 198, 117, 193, 31),46021)
```

Instance: tspb

Method: local_search_with_edges_swaps_steepest_heuristic

```
Best Solution: Solution(List(40, 107, 133, 122, 135, 131, 121, 51, 90, 191, 147,
6, 188, 169, 132, 13, 70, 3, 15, 145, 195, 168, 139, 11, 182, 138, 33, 160, 29, 0,
109, 35, 143, 106, 124, 62, 18, 55, 34, 170, 152, 183, 140, 4, 149, 28, 20, 60,
148, 47, 94, 66, 179, 22, 99, 130, 95, 185, 86, 166, 194, 176, 180, 113, 103, 114,
```

```
137, 127, 89, 163, 187, 153, 81, 77, 141, 91, 61, 36, 177, 5, 45, 142, 78, 175, 162, 80, 190, 136, 73, 54, 31, 193, 117, 198, 156, 1, 16, 27, 38, 63),43921)
```

Instance: tspb

Method: local_search_with_nodes_swaps_greedy_random

```
Best Solution: Solution(List(138, 160, 0, 109, 29, 33, 11, 139, 43, 134, 6, 168, 195, 34, 55, 95, 185, 179, 94, 47, 148, 60, 20, 28, 149, 4, 140, 183, 62, 124, 106, 176, 113, 114, 103, 163, 97, 36, 78, 175, 80, 190, 73, 54, 31, 193, 117, 198, 1, 135, 63, 122, 147, 188, 169, 132, 13, 170, 152, 184, 155, 145, 15, 70, 3, 189, 18, 128, 86, 166, 194, 143, 35, 182, 118, 51, 90, 131, 121, 45, 5, 177, 21, 82, 8, 104, 56, 144, 111, 77, 81, 153, 89, 127, 187, 141, 91, 79, 61, 25),54949)
```

Instance: tspb

Method: local_search_with_nodes_swaps_greedy_heuristic

```
Best Solution: Solution(List(131, 122, 107, 40, 63, 135, 38, 27, 16, 1, 156, 198, 117, 193, 31, 54, 73, 136, 190, 80, 162, 175, 78, 142, 45, 5, 177, 104, 8, 111, 82, 21, 61, 36, 91, 141, 77, 81, 153, 187, 163, 89, 127, 103, 113, 176, 194, 166, 86, 95, 130, 99, 22, 185, 179, 66, 94, 47, 148, 60, 20, 28, 149, 4, 140, 183, 152, 170, 34, 55, 18, 62, 124, 106, 143, 35, 109, 0, 29, 160, 33, 138, 11, 139, 168, 195, 145, 15, 3, 70, 13, 132, 169, 188, 6, 147, 191, 90, 51, 121),43826)
```

Instance: tspb

Method: local_search_with_nodes_swaps_steepest_random

```
Best Solution: Solution(List(165, 89, 103, 194, 166, 86, 176, 180, 113, 114, 137, 127, 163, 153, 81, 77, 82, 8, 33, 11, 139, 168, 195, 132, 169, 188, 70, 152, 140, 149, 28, 20, 60, 94, 47, 148, 183, 109, 0, 35, 143, 106, 52, 172, 179, 62, 29, 160, 104, 21, 78, 175, 80, 190, 136, 73, 112, 121, 125, 51, 138, 111, 159, 124, 128, 95, 130, 99, 22, 185, 18, 55, 34, 155, 3, 145, 25, 177, 5, 45, 54, 31, 193, 117, 1, 135, 122, 90, 191, 10, 133, 107, 40, 100, 63, 131, 36, 61, 141, 187),57028)
```

Instance: tspb

Method: local_search_with_nodes_swaps_steepest_heuristic

```
Best Solution: Solution(List(131, 122, 107, 40, 63, 135, 38, 27, 16, 1, 156, 198, 117, 193, 31, 54, 73, 136, 190, 80, 162, 175, 78, 142, 45, 5, 177, 104, 8, 111, 82, 21, 61, 36, 91, 141, 77, 81, 153, 187, 163, 89, 127, 103, 113, 176, 194, 166, 86, 95, 130, 99, 22, 185, 179, 66, 94, 47, 148, 60, 20, 28, 149, 4, 140, 183, 152, 170, 34, 55, 18, 62, 124, 106, 143, 35, 109, 0, 29, 160, 33, 138, 11, 139, 168, 195, 145, 15, 3, 70, 13, 132, 169, 188, 6, 147, 191, 90, 51, 121),43826)
```