

# Experimental Analyses of Heuristics for Horsefly-type Problems

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# Part I

## Overview

# Chapter 1

## Descriptions of Problems

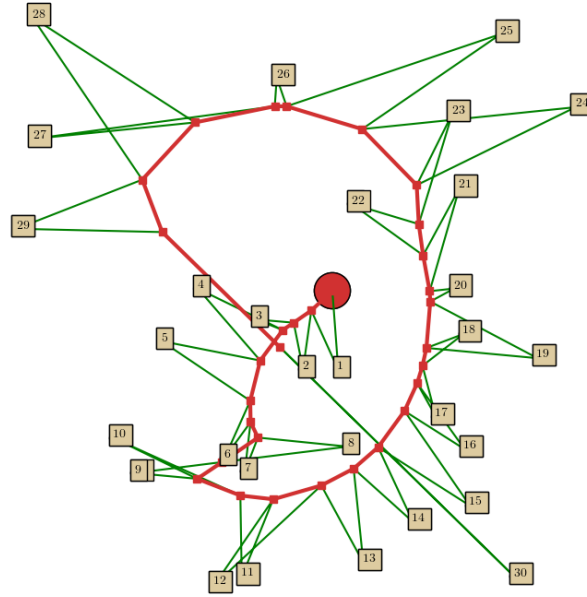


Figure 1.1: An Example of a classic Horsefly tour with  $\varphi = 5$ . The red dot indicates the initial position of the horse and fly, given as part of the input. The ordering of sites shown has been computed with a greedy algorithm which will be described later

The Horsefly problem is a generalization of the well-known Euclidean Traveling Salesman Problem. In the most basic version of the Horsefly problem (which we call “**Classic Horsefly**”), we are given a set of sites, the initial position of a truck(horse) with a drone(fly) mounted on top, and the speed of the drone-speed  $\varphi$ .<sup>1</sup><sup>2</sup>

The goal is to compute a tour for both the truck and the drone to deliver package to sites as quickly as possible. For delivery, a drone must pick up a package from the truck, fly to the site and come back to the truck to pick up the next package for delivery to another site.<sup>3</sup> Both the truck and drone must coordinate their motions to minimize the time it takes for all the sites to get their

---

<sup>1</sup> The speed of the truck is always assumed to be 1 in any of the problem variations we will be considering in this report.

<sup>2</sup>  $\varphi$  is also called the “speed ratio”.

<sup>3</sup> The drone is assumed to be able to carry at most one package at a time

packages. Figure 1.1 gives an example of such a tour computed using a greedy heuristic for  $\varphi = 5$ .

This suite of programs implement several experimental heuristics, to solve the above NP-hard problem and some of its variations approximately. In this short chapter, we give a description of the problem variations that we will be tackling. Each of the problems, has a corresponding chapter in Part 2, where these heuristics are described and implemented. We also give comparative analyses of their experimental performance on various problem instances.

**Classic Horsefly** This problem has already described in the introduction.

**Segment Horsefly** In this variation, the path of the truck is restricted to that of a segment, which we can consider without loss of generality to be  $[0, 1]$ . All sites, without loss of generality lie in the upper-half plane  $\mathbb{R}_+^2$ .

**Fixed Route Horsefly** This is the obvious generalization of Segment Horsefly, where the path which the truck is restricted to travel is a piece-wise linear polygonal path.<sup>4</sup> Both the initial position of the truck and the drone are given. The sites to be serviced are allowed to lie anywhere in  $\mathbb{R}^2$ . Two further variations are possible in this setting, one in which the truck is allowed reversals and the other in which it is not.

**One Horse, Two Flies** The truck is now equipped with two drones. Otherwise the setting, is exactly the same as in classic horsefly. Each drone can carry only one package at a time. The drones must fly back and forth between the truck and the sites to deliver the packages. We allow the possibility that both the drones can land at the same time and place on the truck to pick up their next package.<sup>5</sup>

**Reverse Horsefly** In this model, each site (not the truck!) is equipped with a drone, which fly *towards* the truck to pick up their packages. We need to coordinate the motion of the truck and drone so that the time it takes for the last drone to pick up its package (the “makespan”) is minimized.

**Bounded Distance Horsefly** In most real-world scenarios, the drone will not be able to (or allowed to) go more than a certain distance  $R$  from the truck. Thus with the same settings as the classic horsefly, but with the added constraint of the drone and the truck never being more than a distance  $R$  from the truck, how would one compute the truck and drone paths to minimize the makespan of the deliveries?

**Watchman Horsefly** In place of the TSP, we generalize the Watchman route problem here.<sup>6</sup> We are given as input a simple polygon and the initial position of a truck and a drone. The drone has a camera mounted on top which is assumed to have  $360^\circ$  vision. Both the truck and drone can move, but the drone can move at most euclidean distance  $R$  from the truck.<sup>7</sup>

---

<sup>4</sup>More generally, the truck will be restricted to travelling on a road network, which would typically be modelled as a graph embedded in the plane.

<sup>5</sup>In reality, one of the drones will have to wait for a small amount of time while the other is retrieving its package. In a more realisting model, we would need to take into account this “waiting time” too.

<sup>6</sup>although abstractly, the Watchman route problem can be viewed as a kind of TSP

<sup>7</sup>The version where instead geodesic distance is considered is also interesting

---

We want every point in the polygon to be seen by the drone at least once. The goal is to minimize the time it takes for the drone to be able to see every point in the simple polygon. In other words, we want to minimize the time it takes for the drone (moving in coordination with the truck) to patrol the entire polygon.

# Chapter 2

## Installation and Use

To run these programs you will need to install Docker, an open-source containerization program that is easily installable on Windows 10<sup>1</sup>, MacOS, and almost any GNU/Linux distribution. For a quick introduction to containerization, watch the first two minutes of [https://youtu.be/\\_dfL0zuIg2o](https://youtu.be/_dfL0zuIg2o)

The nice thing about Docker is that it makes it easy to run softwares on different OS'es portably and neatly side-steps the dependency hell problem ([https://en.wikipedia.org/wiki/Dependency\\_hell](https://en.wikipedia.org/wiki/Dependency_hell).) The headache of installing different library dependencies correctly on different machines running different OS'es, is replaced **only** by learning how to install Docker and to set up an X-windows connection between the host OS and an instantiated container running GNU/Linux.

A. [ *Get Docker* ] For installation instructions watch

GNU/Linux <https://youtu.be/KCckWweNSrM>

Windows <https://youtu.be/ymlWt1MqURY>

MacOS <https://youtu.be/MU8HUVlJTEY>

B. [ *Download customized Ubuntu image* ] `docker pull gtelang/ubuntu_customized`<sup>2</sup>

C. [ *Clone repository* ] `git clone gtelang/horseflies_literate.git`

D. [ *Mount and Launch* ]

**For GNU/Linux** Open up your favorite terminal emulator, such xterm and then

- Copy to clipboard the output of `xauth list`
- `cd horseflies_literate`
- `docker run -it --name horsefly_container --net=host -e DISPLAY -v /tmp/.X11-unix -v `pwd``
- `cd horseflies_mnt`
- `xauth add <paste-from-clipboard>`

---

<sup>1</sup>You might need to turn on virtualization explicitly in your BIOS, after installing Docker as I needed to while setting Docker up on Windows. Here is a snapshot of an image when turning on Intel's virtualization technology through the BIOS: [https://images.techhive.com/images/article/2015/09/virtualbox\\_vt-x\\_amd-v\\_error04\\_phoenix-100612961-large.idge.jpg](https://images.techhive.com/images/article/2015/09/virtualbox_vt-x_amd-v_error04_phoenix-100612961-large.idge.jpg)

<sup>2</sup>The customized Ubuntu image is approximately 7 GB which contains all the libraries (e.g. CGAL, VTK, numpy, and matplotlib) that I typically use to run my research codes portably. On my home internet connection downloading this Ubuntu-image typically takes about 5 minutes.



---

**For Windows** I had to follow the instructions in <https://dev.to/darksmile92/run-gui-app-in-linux-Docker-container-on-windows-host-4kde> to be able to run graphical user applications

- E.** [ *Run experiments* ] If you want to run all the experiments as described in the paper again to reproduce the reported results on your machine, then run <sup>3</sup>,  
`python main.py --run-all-experiments.`

If you want to run a specific experiment, then run  
`python main.py --run-experiment <experiment-name>.`

See Index for a list of all the experiments.

- F.** [ *Test algorithms interactively* ] If you want to test the algorithms in interactive mode (where you get to select the problem-type, mouse-in the sites on a canvas, set the initial position of the truck and drone and set  $\varphi$ ), run `python main.py --<problem-name>`. The list of problems are the same as that given in the previous chapter. The problem name consists of all lower-case letters with spaces replaced by hyphens.

Thus for instance “Watchman Horsefly” becomes `watchman-horsefly` and “One Horse Two Flies” becomes `one-horse-two-flies`.

To interactively experiment with different algorithms for, say, the Watchman Horsefly problem , type at the terminal `python main.py --watchman-horsefly`

If you want to delete the Ubuntu image and any associated containers run the command <sup>4</sup>

```
docker rm -f horsefly_container; docker rmi -f ubuntu_customized
```

That’s it! Happy horseflying!

---

<sup>3</sup> Allowing, of course, for differences between your machine’s CPU and mine when it comes to reporting absolute running time

<sup>4</sup>the ubuntu image is 7GB afterall!

# Part II

## Programs

## Chapter 3

# Overview of the Code Base

Almost all of the code has been written in Python 2.7 and tested using the standard CPython implementation of the language. In some cases, calls will be made to external C++ libraries (mostly CGAL and VTK) using SWIG (<http://www.swig.org/>). This is either for speeding up a slow routine or to use a function that is not available in any existing Python package.

## Source Tree

```
..
|-- src
|   |-- expts
|   |-- lib
|       |-- problem_classic_horsefly.py
|       |-- utils_algo.py
|       |-- `-- utils_graphics.py
|   |-- tests
|   |-- `-- Makefile
|-- tex
|   |-- directory-tree.tex
|   |-- horseflies.pdf
|   |-- horseflies.tex
|   |-- problem_classic_horsefly.py
|   |-- `-- standard_settings.tex
|-- webs
|   |-- problem-classic-horsefly
|       |-- algo-bottom-up-split.web
|       |-- algo-dumb.web
|       |-- algo-greedy-incremental-insertion.web
|       |-- algo-greedy-nn.web
|       |-- algo-k2-means.web
|       |-- algo-local-search-swap.web
|       |-- lower-bound-phi-mst.web
|       |-- `-- problem-classic-horsefly.web
```

---

```
| |-- problem-fixed-route-horsefly
| |   `-- problem-fixed-route-horsefly.web
| |-- problem-one-horse-two-flies
| |   `-- problem-one-horse-two-flies.web
| |-- problem-reverse-horsefly
| |   `-- problem-reverse-horsefly.web
| |-- problem-segment-horsefly
| |   `-- problem-segment-horsefly.web
| |-- problem-watchman-horsefly
| |   `-- problem-watchman-horsefly.web
| |-- descriptions-of-problems.web
| |-- horseflies.web
| |-- installation-and-use.web
| |-- overview-of-code-base.web
| |-- utility-functions.web
| `-- weave-tangle.sh
|-- horseflies.pdf -> tex/horseflies.pdf
`-- main.py
```

12 directories, 30 files

There are three principal directories

- src/** This contains the source code for the entire project “tangled” (i.e. extracted) from the `.web` files.
- tex/** This contains the monolithic `horseflies.tex` extracted from the `.web` files and a bunch of other supporting L<sup>A</sup>T<sub>E</sub>X files. It also contains the final compiled `horseflies.pdf` (the current document) which contains the documentation of the project, interwoven with code-chunks and cross-references between them along with the experimental results.
- webs/** This contains the source code for the entire project written in the nuweb format along with documents (mostly images) needed during the compilation of the L<sup>A</sup>T<sub>E</sub>X files which will be extracted from the `.web` files.

The files in `src` and `tex` should not be touched. Any editing required should be done directly to the `.web` files. These `.web` files should then be weaved and tangled using the script `weave-tangle.sh` in the `webs` directory.

# The Main Files

## 3.2.1

- A. [ `main.py` ] The file `main.py` in the top-level folder is the *entry-point* for running code. Its

---

only job is to parse the command-line arguments and pass relevant information to the handler functions for each problem and experiment.

- B.** [ *Algorithmic Code* ] All such files are in the directory `src/lib/`. Each of the files with prefix “`problem_*`” contain implementations of algorithms for one specific problem. For instance `problem_watchman_horsefly.py` contains algorithms for approximately solving the Watchman Horsefly problem.

Since Horsefly-type problems are typically NP-hard, an important factor in the subsequent experimental analysis will require, comparing an algorithm’s output against good lower bounds. Each such file, will also have routines for efficiently computing or approximating various lower-bounds for the corresponding problem’s *OPT*.

- C.** [ *Experiments* ] All such files are in the directory `src/expt/`. Each of the files with prefix “`expt_*`” contain code for testing hypotheses regarding a problem, generating counter-examples or comparing the experimental performance of the algorithm implementations for each of the problems. Thus `expt_watchman_horsefly.py` contains code for performing experiments related to the Watchman Horsefly problem.

If you need to edit the source-code for algorithms or experiment you should do so to the `.web` files in the web directory. Every problem has a dedicated *folder* containing source-code for algorithms and experiments pertaining to that problem. Every algorithm and experiment has a dedicated `.web` file in these problem directories. Such files are all “tied” together using the file with prefix `problem-<problem-name>` in that same directory (i.e. the file acts as a kind of handler for each problem, that includes the algorithms and experiment `web` files with the `@i` macro.)

### 3.2.2 Let’s define the `main.py` file now.

Each problem or experiment has a handler routine that effectively acts as a kind of “main” function for that module that does house-keeping duties by parsing the command-line arguments passed by main, setting up the canvas by calling the appropriate graphics routines and calling the algorithms on the input specified through the canvas.

---

```
"../main.py" 14≡
```

```
import sys
sys.path.append('src/lib')

import problem_classic_horsefly as chf
#import problem_segment_horsefly as shf
#import problem_one_horse_two_flies as oh2f

if __name__=="__main__":
    # Select algorithm or experiment
    if (len(sys.argv)==1):
        print "Specify the problem or experiment you want to run"
        sys.exit()

    elif sys.argv[1] == "--problem-classic-horsefly":
        chf.run_handler()

    elif sys.argv[1] == "--problem-segment-horsefly":
        shf.run_handler()

    elif sys.argv[1] == "--problem-one-horse-two-flies":
        oh2f.run_handler()

    else:
        print "Option not recognized"
        sys.exit()
◇
```

## Support Files

- A. [ *Utility Files* ] All such utility files are in the directory `src/lib/`. These files contain common utility functions that will be useful for manipulating data-structures, common plotting and graphics routines for all horsefly-type problems. All such files have the prefix `utils_*`. These Python files are generated from the single `.web` file `utils.web` in the `web` subdirectory.
- B. [ *Tests* ] All such files are in the directory `src/test/`. To automate testing of code during implementations, tests for various routines across the entire code-base have been written in files with prefix `test_*`.

Every problem, utility, and experimental files in `src/lib` and `src/expts` has a corresponding test-file in this folder.

## Chapter 4

# Some (Boring) Utility Functions

We will be needing some utility functions, for drawing and manipulating data-structures which will be implemented in files separate from `problem_classic_horsefly.py`. All such files will be prefixed with the work `utils_`. Many of the important common utility functions are defined here; others will be defined on the fly throughout the rest of the report. This chapter just collects the most important of the functions for the sake of clarity of exposition in the later chapters.

## Graphical Utilities

Here We will develop routines to interactively insert points onto a Matplotlib canvas and clear the canvas. Almost all variants of the horsefly problem will involve mousing in sites and the initial position of the horse and fly. These points will typically be represented by small circular patches. The type of the point will be indicated by its color and size e.g. initial position of truck and drone will typically be represented by a large red dot while and the sites by smaller blue dots.

Matplotlib has extensive support for inserting such circular patches onto its canvas with mouse-clicks. Each such graphical canvas corresponds (roughly) to Matplotlib figure object instance. Each figure consists of several Axes objects which contains most of the figure elements i.e. the Axes objects correspond to the “drawing area” of the canvas.

**4.1.1** First we set up the axes limits, dimensions and other configuration quantities which will correspond to the “without loss of generality” assumptions made in the statements of the horsefly problems. We also need to set up the axes limits, dimensions, and other fluff. The following fragment defines a function which “normalizes” a drawing area by setting up the x and y limits and making the aspect ratio of the axes object the same i.e. 1.0. Since Matplotlib is principally a plotting software, this is not the default behavior, since scales on the x and y axes are adjusted according to the data to be plotted.

```
"../src/lib/utils_graphics.py" 15≡
```

```
from matplotlib import rc
from colorama import Fore
```

---

```

from colorama import Style
from scipy.optimize import minimize
from sklearn.cluster import KMeans
import argparse
import itertools
import math
import matplotlib as mpl
import matplotlib.pyplot as plt
import numpy as np
import os
import pprint as pp
import randomcolor
import sys
import time

xlim, ylim = [0,1], [0,1]

def applyAxCorrection(ax):
    ax.set_xlim([xlim[0], xlim[1]])
    ax.set_ylim([ylim[0], ylim[1]])
    ax.set_aspect(1.0)
    ◇

```

File defined by [15](#), [16](#), [17ab](#).

**4.1.2** Next, given an axes object (i.e. a drawing area on a figure object) we need a function to delete and remove all the graphical objects drawn on it.

"../src/lib/utils\_graphics.py" 16≡

```

def clearPatches(ax):
    # Get indices cooresponding to the polygon patches
    for index , patch in zip(range(len(ax.patches)), ax.patches):
        if isinstance(patch, mpl.patches.Polygon) == True:
            patch.remove()

    # Remove line patches. These get inserted during the r=2 case,
    # For some strange reason matplotlib does not consider line objects
    # as patches.
    ax.lines[:] = []

    #pp.pprint (ax.patches) # To verify that none of the patches are
    # polyon patches corresponding to clusters.
    applyAxCorrection(ax)
    ◇

```



File defined by [15](#), [16](#), [17ab](#).

**4.1.3** Now remove the patches which were rendered for each cluster Unfortunately, this step has to be done manually, the canvas patch of a cluster and the corresponding object in memory are not reactively connected. I presume, this behaviour can be achieved by sub-classing.

"../src/lib/utils\_graphics.py" 17a≡

```
def clearAxPolygonPatches(ax):

    # Get indices cooresponding to the polygon patches
    for index , patch in zip(range(len(ax.patches)), ax.patches):
        if isinstance(patch, mpl.patches.Polygon) == True:
            patch.remove()

    # Remove line patches. These get inserted during the r=2 case,
    # For some strange reason matplotlib does not consider line objects
    # as patches.
    ax.lines[:] = []

    # To verify that none of the patches
    # are polyon patches corresponding
    # to clusters.
    #pp.pprint (ax.patches)
    applyAxCorrection(ax)
    ◇
```

File defined by [15](#), [16](#), [17ab](#).

**4.1.4** Now for one of the most important routines for drawing on the canvas! To insert the sites, we double-click the left mouse button and to insert the initial position of the horse and fly we double-click the right mouse-button.

Note that the left mouse-button corresponds to button 1 and right mouse button to button 3 in the code-fragment below.

"../src/lib/utils\_graphics.py" 17b≡

```
## Also modify to enter initial position of horse and fly
def wrapperEnterRunPoints(fig, ax, run):
    """ Create a closure for the mouseClicked event.
```

---

```

"""
def _enterPoints(event):
    if event.name      == 'button_press_event'      and \
       (event.button   == 1 or event.button == 3)   and \
       event.dblclick == True                      and \
       event.xdata     != None                      and \
       event.ydata     != None:

        if event.button == 1:
            newPoint = (event.xdata, event.ydata)
            run.sites.append( newPoint )
            patchSize = (xlim[1]-xlim[0])/140.0

            ax.add_patch( mpl.patches.Circle( newPoint,
                                              radius = patchSize,
                                              facecolor='blue',
                                              edgecolor='black'    ) )
            ax.set_title('Points Inserted: ' + str(len(run.sites)), \
                        fontdict={'fontsize':40})

        if event.button == 3:
            inithorseposn = (event.xdata, event.ydata)
            run.inithorseposn = inithorseposn
            patchSize = (xlim[1]-xlim[0])/70.0

            # TODO: remove the previous red patches,
            # which containing the old position
            # of the horse and fly. Doing this is
            # slightly painful, hence keeping it
            # for later
            ax.add_patch( mpl.patches.Circle( inithorseposn,
                                              radius = patchSize,
                                              facecolor= '#D13131', #'red',
                                              edgecolor='black'    ) )

        # It is inefficient to clear the polygon patches inside the
        # enterpoints loop as done here.
        # I have just done this for simplicity: the intended behaviour
        # at any rate, is
        # to clear all the polygon patches from the axes object,
        # once the user starts entering in MORE POINTS TO THE CLOUD
        # for which the clustering was just computed and rendered.
        # The moment the user starts entering new points,
        # the previous polygon patches are garbage collected.
        clearAxPolygonPatches(ax)
        applyAxCorrection(ax)
        fig.canvas.draw()

```

---

```
    return _enterPoints
```

```
◇
```

File defined by [15](#), [16](#), [17ab](#).

## Algorithmic Utilities

**4.2.1** Given a list of points  $[p_0, p_1, p_2, \dots, p_{n-1}]$ . the following function returns,  $[p_1 - p_0, p_2 - p_1, \dots, p_{n-1} - p_{n-2}]$  i.e. it converts the list of points into a consecutive list of numpy vectors. Points should be lists or tuples of length 2

```
"../src/lib/utils_algo.py" 19≡
```

```
import numpy as np
import random
from colorama import Fore
from colorama import Style

def vector_chain_from_point_list(pts):
    """ Given a list of points [p0,p1,p2,...,p(n-1)]
    Make it into a list of numpy vectors
    [p1-p0, p2-p1,...,p(n-1)-p(n-2)]

    Points should be lists or tuples of length 2
    """
    vec_chain = []
    for pair in zip(pts, pts[1:]):
        tail= np.array (pair[0])
        head= np.array (pair[1])
        vec_chain.append(head-tail)

    return vec_chain
```

```
◇
```

File defined by [19](#), [20ab](#), [21ab](#).

**4.2.2** Given a polygonal chain, an important computation is to calculate its length. Typically used for computing the length of the horse's and fly's tours.

---

```
"../src/lib/utils_algo.py" 20a≡
```

```
def length_polygonal_chain(pts):
    """ Given a list of points [p0,p1,p2,...p(n-1)]
        calculate the length of its segments.

        Points should be lists or tuples of length 2

        If no points or just one point is given in the list of
        points, then 0 is returned.
    """
    vec_chain = vector_chain_from_point_list(pts)

    acc = 0
    for vec in vec_chain:
        acc = acc + np.linalg.norm(vec)
    return acc
◇
```

File defined by [19](#), [20ab](#), [21ab](#).

**4.2.3** The following routine is useful on long lists returned from external solvers. Often point-data is given to and returned from these external routines in flattened form. The following routines are needed to convert such a “flattened” list into a list of points and vice versa.

```
"../src/lib/utils_algo.py" 20b≡
```

```
def pointify_vector (x):
    """ Convert a vector of even length
        into a vector of points. i.e.
        [x0,x1,x2,...x2n] -> [[x0,x1],[x2,x3],...[x2n-1,x2n]]
    """
    if len(x) % 2 == 0:
        pts = []
        for i in range(len(x))[:2]:
            pts.append( [x[i],x[i+1]] )
        return pts
    else :
        sys.exit('List of items does not have an even length to be able to be pointified')

def flatten_list_of_lists(l):
    """ Flatten vector
        e.g.  [[0,1],[2,3],[4,5]] -> [0,1,2,3,4,5]
    """
    return [item for sublist in l for item in sublist]
```

◇

File defined by [19](#), [20ab](#), [21ab](#).

**4.2.4** Python's default print function prints each list on a single line. For debugging purposes, it helps to print a list with one item per line.

"../src/lib/utils\_algo.py" 21a≡

```
def print_list(xs):
    """ Print each item of a list on new line
    """
    for x in xs:
        print x
```

◇

File defined by [19](#), [20ab](#), [21ab](#).

**4.2.5** The following routines are self-explanatory and are hence gathered into one chunk.

"../src/lib/utils\_algo.py" 21b≡

```
def partial_sums( xs ):
    """
    List of partial sums
    [4,2,3] -> [4,6,9]
    """
    psum = 0
    acc = []
    for x in xs:
        psum = psum+x
        acc.append( psum )

    return acc

def are_site_orderings_equal(sites1, sites2):
    """
    For two given lists of points test if they are
    equal or not. We do this by checking the Linfinity
    norm.
    """
```

---

```

for (x1,y1), (x2,y2) in zip(sites1, sites2):
    if (x1-x2)**2 + (y1-y2)**2 > 1e-8:

        print Fore.BLUE+ "Site Orderings are not equal"
        print sites1
        print sites2
        print '-----' + Style.RESET_ALL
        return False

return True

print "\n\n\n\n-----"

def bunch_of_random_points(numpts):
    cluster_size = int(np.sqrt(numpts))
    numcenters = cluster_size

    import scipy
    import random
    centers = scipy.rand(numcenters,2).tolist()

    scale = 4.0
    points = []
    for c in centers:
        cx = c[0]
        cy = c[1]

        sq_size = min(cx,1-cx,cy, 1-cy)
        cluster_size = int(np.sqrt(numpts))
        loc_pts_x = np.random.uniform(low=cx-sq_size/scale,
                                      high=cx+sq_size/scale,
                                      size=(cluster_size,))
        loc_pts_y = np.random.uniform(low=cy-sq_size/scale,
                                      high=cy+sq_size/scale,
                                      size=(cluster_size,))

        points.extend(zip(loc_pts_x, loc_pts_y))

    num_remaining_pts = numpts - cluster_size * numcenters

    remaining_pts = scipy.rand(num_remaining_pts, 2).tolist()
    points.extend(remaining_pts)

    return points

```

◇

---

File defined by [19](#), [20ab](#), [21ab](#).

# Chapter 5

## Classic Horsefly

### Module Overview

**5.1.1** All algorithms to solve the classic horsefly problems have been implemented in the file `problem_classic_horsefly.py`. Here is a high-level view of the module. The `run_handler` function acts as a kind of main function for this module. This function is called from `main.py` which then processes the command-line arguments and runs the experimental or interactive sections of the code.

"../src/lib/problem\_classic\_horsefly.py" 24a≡

```
⟨ Relevant imports for classic horsefly 24b ⟩
def run_handler():
    ⟨ Define key-press handler 25 ⟩
    ⟨ Set up interactive canvas 28b ⟩

    ⟨ Local data-structures for classic horsefly 29 ⟩
    ⟨ Local utility functions for classic horsefly 42, ... ⟩
    ⟨ Algorithms for classic horsefly 31, ... ⟩
    ⟨ Plotting routines for classic horsefly 44 ⟩
◇
```

### Module Details

#### 5.2.1

⟨ Relevant imports for classic horsefly 24b ⟩ ≡

```
from matplotlib import rc
from colorama import Fore
```



---

```

from colorama import Style
from scipy.optimize import minimize
from sklearn.cluster import KMeans
import argparse
import itertools
import math
import matplotlib as mpl
import matplotlib.pyplot as plt
import numpy as np
import os
import pprint as pp
import randomcolor
import sys
import time
import utils_algo
import utils_graphics
◇

```

Fragment referenced in [24a](#).

**5.2.2** The key-press handler function detects the keys pressed by the user when the canvas is in active focus. This function allows you to set some of the input parameters like speed ratio  $\varphi$ , or selecting an algorithm interactively at the command-line, generating a bunch of uniform or non-uniformly distributed points on the canvas, or just plain clearing the canvas for inserting a fresh input set of points.

*⟨ Define key-press handler 25 ⟩ ≡*

```

# The key-stack argument is mutable! I am using this hack to my advantage.
def wrapperkeyPressHandler(fig,ax, run):
    def _keyPressHandler(event):
        if event.key in ['i', 'I']:
            ⟨ Start entering input from the command-line 26 ⟩
        elif event.key in ['n', 'N', 'u', 'U']:
            ⟨ Generate a bunch of uniform or non-uniform random points on the canvas 27 ⟩
        elif event.key in ['c', 'C']:
            ⟨ Clear canvas and states of all objects 28a ⟩
    return _keyPressHandler
◇

```

Fragment referenced in [24a](#).

### 5.2.3

*< Start entering input from the command-line 26 > ≡*

```

phi_str = raw_input(Fore.YELLOW + \
    "Enter speed of fly (should be >1): " +\
    Style.RESET_ALL)
phi = float(phi_str)

algo_str = raw_input(Fore.YELLOW + \
    "Enter algorithm to be used to compute the tour:\n Options are:\n" +\
    " (e)  Exact \n" +\
    " (t)  TSP \n" +\
    " (tl) TSP (using approximate L1 ordering)\n" +\
    " (k)  k2-center \n" +\
    " (kl) k2-center (using approximate L1 ordering)\n" +\
    " (g)  Greedy\n" +\
    " (gl) Greedy (using approximate L1 ordering) " +\
    Style.RESET_ALL)

algo_str = algo_str.lstrip()

# Incase there are patches present from the previous clustering, just clear them
utils_graphics.clearAxPolygonPatches(ax)

if algo_str == 'e':
    horseflytour = \
        run.getTour( algo_dumb,
                     phi )
elif algo_str == 'k':
    horseflytour = \
        run.getTour( algo_kmeans,
                     phi,
                     k=2,
                     post_optimizer=algo_exact_given_specific_ordering)
    print " "
    print Fore.GREEN, answer['tour_points'], Style.RESET_ALL
elif algo_str == 'kl':
    horseflytour = \
        run.getTour( algo_kmeans,
                     phi,
                     k=2,
                     post_optimizer=algo_approximate_L1_given_specific_ordering)
elif algo_str == 't':
    horseflytour = \
        run.getTour( algo_tsp_ordering,
                     phi,
                     post_optimizer=algo_exact_given_specific_ordering)
elif algo_str == 'tl':
    horseflytour = \
        run.getTour( algo_tsp_ordering,
```

---

```

        phi,
        post_optimizer= algo_approximate_L1_given_specific_ordering)
elif algo_str == 'g':
    horseflytour = \
        run.getTour( algo_greedy,
                    phi,
                    post_optimizer= algo_exact_given_specific_ordering)
elif algo_str == 'gl':
    horseflytour = \
        run.getTour( algo_greedy,
                    phi,
                    post_optimizer= algo_approximate_L1_given_specific_ordering)
else:
    print "Unknown option. No horsefly for you! ;-D "
    sys.exit()

#print horseflytour['tour_points']
plotTour(ax,horseflytour, run.inithorseposn, phi, algo_str)
utils_graphics.applyAxCorrection(ax)
fig.canvas.draw()
◇

```

Fragment referenced in [25](#).

Uses: [algo\\_exact\\_given\\_specific\\_ordering 34](#).

**5.2.4** This chunk generates points uniformly or non-uniformly distributed in the unit square  $[0, 1]^2$  in the Matplotlib canvas. I will document the schemes used for generating the non-uniformly distributed points later. These schemes are important to test the effectiveness of the horsefly algorithms. Uniform point clouds do not highlight the weaknesses of sequencing algorithms as David Johnson implies in his article on how to write experimental algorithm papers when he talks about algorithms for the TSP.

*⟨ Generate a bunch of uniform or non-uniform random points on the canvas 27 ⟩ ≡*

```

numpts = int(sys.argv[1])
run.clearAllStates()
ax.cla()

utils_graphics.applyAxCorrection(ax)
ax.set_xticks([])
ax.set_yticks([])

fig.texts = []

import scipy
if event.key in ['n', 'N']: # Non-uniform random points
    run.sites = utils_algo.bunch_of_random_points(numpts)

```

---

```

else : # Uniform random points
    run.sites = scipy.rand(numpts,2).tolist()

patchSize = (utils_graphics.xlim[1]-utils_graphics.xlim[0])/140.0

for site in run.sites:
    ax.add_patch(mpl.patches.Circle(site, radius = patchSize, \
        facecolor='blue',edgecolor='black' ))

ax.set_title('Points : ' + str(len(run.sites)), fontdict={'fontsize':40})
fig.canvas.draw()
◇

```

Fragment referenced in [25](#).

### 5.2.5

*⟨ Clear canvas and states of all objects 28a ⟩ ≡*

```

run.clearAllStates()
ax.cla()

utils_graphics.applyAxCorrection(ax)
ax.set_xticks([])
ax.set_yticks([])

fig.texts = []
fig.canvas.draw()
◇

```

Fragment referenced in [25](#).

### 5.2.6

*⟨ Set up interactive canvas 28b ⟩ ≡*

```

fig, ax = plt.subplots()
run = HorseFlyInput()
#print run

ax.set_xlim([utils_graphics.xlim[0], utils_graphics.xlim[1]])
ax.set_ylim([utils_graphics.ylim[0], utils_graphics.ylim[1]])
ax.set_aspect(1.0)
ax.set_xticks([])

```

---

```

ax.set_yticks([])

mouseClick = utils_graphics.wrapperEnterRunPoints (fig,ax, run)
fig.canvas.mpl_connect('button_press_event' , mouseClick )

keyPress = wrapperkeyPressHandler(fig,ax, run)
fig.canvas.mpl_connect('key_press_event', keyPress )
plt.show()
◇

```

Fragment referenced in [24a](#).

## Local Data Structures

**5.3.1** This class manages the input and the output of the result of calling various horsefly algorithms.

*⟨ Local data-structures for classic horsefly 29 ⟩ ≡*

```

class HorseFlyInput:
    def __init__(self, sites=[], inithorseposn=()):
        self.sites = sites
        self.inithorseposn = inithorseposn

    def clearAllStates (self):
        """ Set the sites to an empty list and initial horse position
        to the empty tuple.
        """
        self.sites = []
        self.inithorseposn = ()

    def getTour(self, algo, speedratio, k=None, post_optimizer=None):
        """ This method runs an appropriate algorithm for calculating
        a horsefly tour. The list of possible algorithms are
        inside this module prefixed with 'algo_'

        The output is a dictionary of size 2, containing two lists,
        - Contains the vertices of the polygonal
          path taken by the horse
        - The list of sites in the order
          in which they are serviced by the tour, i.e. the order
          in which the sites are serviced by the fly.

```

---

```

    """

    if k==None and post_optimizer==None:
        return algo(self.sites, self.inithorseposn, speedratio)
    elif k == None:
        return algo(self.sites, self.inithorseposn, speedratio, post_optimizer)
    else:
        #print Fore.RED, self.sites, Style.RESET_ALL
        return algo(self.sites, self.inithorseposn, speedratio, k, post_optimizer)

def __repr__(self):
    """ Printed Representation of the Input for HorseFly
    """
    if self.sites != []:
        tmp = ''
        for site in self.sites:
            tmp = tmp + '\n' + str(site)
        sites = "The list of sites to be serviced are " + tmp
    else:
        sites = "The list of sites is empty"

    if self.inithorseposn != ():
        inithorseposn = "\nThe initial position of the horse is " + \
            str(self.inithorseposn)
    else:
        inithorseposn = "\nThe initial position of the horse has not been specified"

    return sites + inithorseposn

```

◇

Fragment referenced in [24a](#).

Now that all the boring boiler-plate and handler codes have been written, its finally time for algorithmic ideas and implementations! Every algorithm is given an algorithmic overview followed by the detailed steps woven together with the source code.

Any local utility functions, needed for algorithmic or graphing purposes are collected at the end of this chapter.

# Algorithm: Dumb Brute force

## 5.4.1 Algorithmic Overview

## 5.4.2 Algorithmic Details

$\langle \text{Algorithms for classic horsefly 31} \rangle \equiv$

```
def algo_dumb(sites, horseflyinit, phi):
    """ For each of the n factorial ordering of sites
        find the ordering which gives the smallest horsefly
        tour length
    """

    tour_length_fn = tour_length(horseflyinit)

    best_tour = algo_exact_given_specific_ordering(sites, horseflyinit, phi)

    i = 0
    for sites_perm in list(itertools.permutations(sites)):
        print "Testing a new permutation ", i, " of the sites"; i = i + 1

        #tour_for_current_perm = algo_exact_given_specific_ordering (sites_perm, \
        #                                                             horseflyinit, phi)
        tour_for_current_perm = algo_exact_given_specific_ordering (sites_perm, \
                                                                    horseflyinit, phi)
        if tour_length_fn(utils_algo.flatten_list_of_lists(tour_for_current_perm ['tour_points']))
            < tour_length_fn(utils_algo.flatten_list_of_lists(                best_tour ['tour_points']))
            best_tour = tour_for_current_perm

        print Fore.RED + "Found better tour!" + Style.RESET_ALL

    #print Fore.RED + "\nHorse Waiting times are ", \
    #    best_tour['horse_waiting_times'] , \
    #    Style.RESET_ALL
    return best_tour
```

◇

Fragment defined by 31, 32, 34, 38.

Fragment referenced in 24a.

Uses: `algo_exact_given_specific_ordering` 34.

# Algorithm: Greedy—Nearest Neighbor

## 5.5.1 Algorithmic Overview

**5.5.2** Before proceeding we give a special case of the classical horseflies problem, which we term “collinear-horsefly”. Here the objective function is again to minimize the tour-length of the drone with the additional restriction that the truck must always be moving in a straight line towards the site on the line-segment joining itself and the site, while the drone is also restricted to travelling along the same line segment.

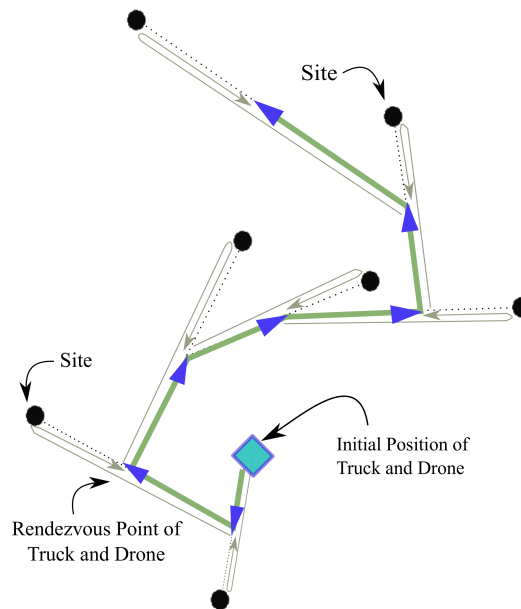


Figure 5.1: The Collinear Horsefly Problem

We can show that an optimal (unrestricted) horsfly solution can be converted to a collinear-horsefly solution at a constant factor increase in the makespan.

## 5.5.3 Algorithmic Details

$\langle \text{Algorithms for classic horsefly 32} \rangle \equiv$



---

```

def algo_greedy(sites, inithorseposn, phi, post_optimizer):
    """
    This implements the greedy algorithm for the canonical greedy
    algorithm for collinear horsefly, and then uses the ordering
    obtained to get the exact tour for that given ordering.

    Many variations on this are possible. However, this algorithm
    is simple and may be more amenable to theoretical analysis.

    We will need an inequality for collapsing chains however.
    """
    def next_rendezvous_point_for_horse_and_fly(horseposn, site):
        """
        Just use the exact solution when there is a single site.
        No need to use the collinear horse formula which you can
        explicitly derive. That formula is an important super-special
        case however to benchmark quality of solution.
        """

        horseflytour = algo_exact_given_specific_ordering([site], horseposn, phi)
        return horseflytour['tour_points'][-1]

    # Begin the recursion process where for a given initial
    # position of horse and fly and a given collection of sites
    # you find the nearest neighbor proceed according to segment
    # horsefly formula for just and one site, and for the new
    # position repeat the process for the remaining list of sites.
    # The greedy approach can be extended to by finding the k
    # nearest neighbors, constructing the exact horsefly tour
    # there, at the exit point, you repeat by taking k nearest
    # neighbors and so on.
    def greedy(current_horse_posn, remaining_sites):
        if len(remaining_sites) == 1:
            return remaining_sites
        else:
            # For reference see this link on how nn queries are performed.
            # https://docs.scipy.org/doc/scipy/reference/generated/scipy.spatial.KDTree.query
            # Warning this is inefficient!!! I am rebuilding the
            # kd-tree at each step. Right now, I am only doing
            # this for convenience.
            from scipy import spatial
            tree = spatial.KDTree(remaining_sites)

            # The next site to get serviced by the drone and horse
            # is the one which is closest to the current position of the
            # horse.
            pts = np.array([current_horse_posn])
            query_result = tree.query(pts)

```

---

```

        next_site_idx = query_result[1][0]
        next_site      = remaining_sites[next_site_idx]

        next_horse_posn = \
            next_rendezvous_point_for_horse_and_fly(current_horse_posn, next_site)
        #print remaining_sites
        remaining_sites.pop(next_site_idx) # the pop method modifies the list in place.

        return [ next_site ] + greedy (current_horse_posn = next_horse_posn, \
                                       remaining_sites      = remaining_sites)

    sites1 = sites[:]
    sites_ordered_by_greedy = greedy(inithorseposn, remaining_sites=sites1)

    # Use exact solver for the post optimizer step
    answer = post_optimizer(sites_ordered_by_greedy, inithorseposn, phi)
    return answer

```

◇

Fragment defined by 31, 32, 34, 38.

Fragment referenced in 24a.

Uses: algo\_exact\_given\_specific\_ordering 34.

## 5.5.4

⟨ *Algorithms for classic horsefly 34* ⟩ ≡

```

# ALGORITHMS FOR SINGLE HORSE SINGLE FLY SERVICING THE SITES IN THE GIVEN ORDER
def algo_exact_given_specific_ordering (sites, horseflyinit, phi):
    """ Use the *given* ordering of sites to compute a good tour
    for the horse.
    """
    def ith_leg_constraint(i, horseflyinit, phi, sites):
        """ For the ith segment of the horsefly tour
        this function returns a constraint function which
        models the fact that the time taken by the fly
        is equal to the time taken by the horse along
        that particular segment.
        """
        if i == 0 :
            def _constraint_function(x):

                #print "Constraint  ", i
                start = np.array (horseflyinit)
                site  = np.array (sites[0])
                stop  = np.array ([x[0],x[1]])

```

---

```

        horsetime = np.linalg.norm( stop - start )

        flytime_to_site = 1/phi * np.linalg.norm( site - start )
        flytime_from_site = 1/phi * np.linalg.norm( stop - site )
        flytime = flytime_to_site + flytime_from_site
        return horsetime-flytime

    return _constraint_function
else :

    def _constraint_function(x):

        #print "Constraint ", i
        start = np.array ( [x[2*i-2], x[2*i-1]] )
        site = np.array ( sites[i])
        stop = np.array ( [x[2*i] , x[2*i+1]] )

        horsetime = np.linalg.norm( stop - start )

        flytime_to_site = 1/phi * np.linalg.norm( site - start )
        flytime_from_site = 1/phi * np.linalg.norm( stop - site )
        flytime = flytime_to_site + flytime_from_site
        return horsetime-flytime

    return _constraint_function

def generate_constraints(horseflyinit, phi, sites):
    """ Given input data, of the problem generate the
    constraint list for each leg of the tour. The number
    of legs is equal to the number of sites for the case
    of single horse, single drone
    """
    cons = []
    for i in range(len(sites)):
        cons.append( { 'type':'eq',
                       'fun': ith_leg_constraint(i,horseflyinit,phi, sites) } )
    return cons

cons = generate_constraints(horseflyinit, phi, sites)
# Since the horsely tour lies inside the square,
# the bounds for each coordinate is 0 and 1
#x0 = np.empty(2*len(sites))
#x0.fill(0.5) # choice of filling vector with 0.5 is arbitrary

x0 = utils_algo.flatten_list_of_lists(sites) # the initial choice is just the sites

```

---

```

assert(len(x0) == 2*len(sites))
x0 = np.array(x0)

sol = minimize(tour_length(horseflyinit), x0, method= 'SLSQP', \
               constraints=cons, options={'maxiter':500})

tour_points = utils_algo.pointify_vector(sol.x)

# return the waiting times for the horse
numsites      = len(sites)
alpha         = horseflyinit[0]
beta          = horseflyinit[1]
s             = utils_algo.flatten_list_of_lists(sites)
horse_waiting_times = np.zeros(numsites)
ps            = sol.x
for i in range(numsites):
    if i == 0 :
        horse_time      = np.sqrt((ps[0]-alpha)**2 + (ps[1]-beta)**2)
        fly_time_to_site = 1.0/phi * np.sqrt((s[0]-alpha)**2 + (s[1]-beta)**2 )
        fly_time_from_site = 1.0/phi * np.sqrt((s[0]-ps[1])**2 + (s[1]-ps[1])**2)
    else:
        horse_time      = np.sqrt((ps[2*i]-ps[2*i-2])**2 + (ps[2*i+1]-ps[2*i-1])**2)
        fly_time_to_site = 1.0/phi * np.sqrt((s[2*i]-ps[2*i-2])**2 + (s[2*i+1]-ps[2*i-1])**2)
        fly_time_from_site = 1.0/phi * np.sqrt((s[2*i]-ps[2*i])**2 + (s[2*i+1]-ps[2*i+1])**2)

    horse_waiting_times[i] = horse_time - (fly_time_to_site + fly_time_from_site)

return {'tour_points'          : tour_points,
        'horse_waiting_times'  : horse_waiting_times,
        'site_ordering'        : sites,
        'tour_length_with_waiting_time_included': \
            tour_length_with_waiting_time_included(\
                tour_points, \
                horse_waiting_times,
                horseflyinit)}

```

◇

Fragment defined by [31](#), [32](#), [34](#), [38](#).

Fragment referenced in [24a](#).

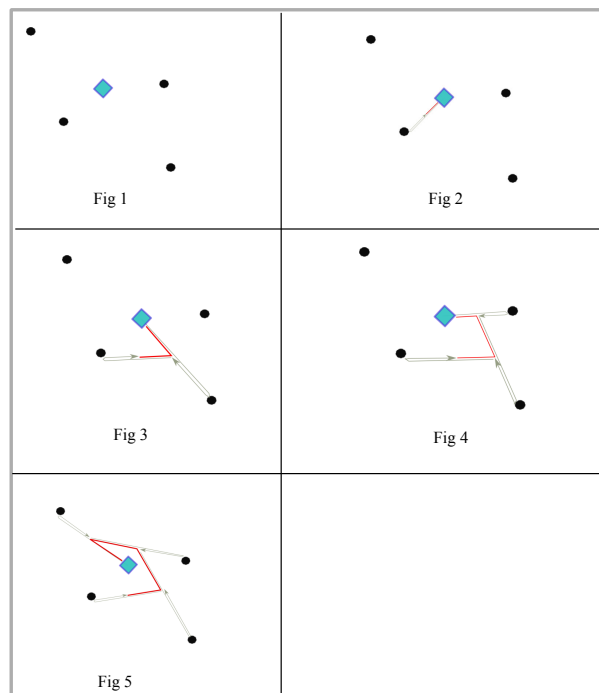
Defines: `algo_exact_given_specific_ordering` [26](#), [31](#), [32](#).

# Algorithm: Greedy—Incremental Insertion

## Algorithmic Overview

**5.6.1** The greedy nearest neighbor heuristic described in [section 5.5](#) gives an  $O(\log n)$  approximation for  $n$  sites in the plane. However, there exists an alternative greedy incremental insertion algorithm for the TSP which gives a 2-approximation. Similar to the greedy-nn algorithm we can generalize the greedy-incremental approach to the collinear-horseflies setting (cf: [Figure 5.1](#)).

**5.6.2** In this approach, we maintain a list of visited sites  $V$  (along with the order of visitation  $\mathcal{O}$ ) and the unvisited sites  $U$ . For the given collinear-horsefly tour serving  $V$  pick a site  $s$  from  $U$  along with a position in  $\mathcal{O}$  (calling the resulting ordering  $\mathcal{O}'$ ) that minimizes the cost of the horsefly tour serving the sites  $V \cup \{s\}$  in the order  $\mathcal{O}'$ .



The figure above depicts the incremental insertion process for the case of 4 sites and  $\varphi = 3$ . The implementation of this algorithm for collinear-horseflies raises several interesting non-trivial data-structural questions in their own right: how to quickly (and possibly approximately) find the site from  $U$  to insert into  $V$ , and keep track the changing length of the horsefly tour. Note that inserting a site causes the length of the tour of the truck to change, for all the sites after  $s$ . **FIXME: This is an important point, but the way I have described it is utter gibberish. Needs a more visual illustration,**

which the text wraps around. The illustration can probably be set after we finish implementing the algorithm and get nice plots.

## Algorithmic Details

**5.6.3** Let's move onto the implementation. Here is how the function implementing the algorithm looks like. The current implementation of the algorithm, esp with regards to finding the best point for insertion, is quite slow. Efficient policies for detecting the exact or approximate point for cheapest insertion will be described in section??.

*⟨ Algorithms for classic horsefly 38 ⟩*  $\equiv$

```
def algo_greedy_incremental_insertion(sites, inithorseposn, phi
                                     insertion_policy_name='naive',
                                     log_level=None,
                                     write_io = t,
                                     post_optimizer):

    ⟨ Set log and input-output file config 39a ⟩
    ⟨ Define various insertion policies 40a ⟩

    ⟨ Set insertion policy for current run 39b ⟩
    ⟨ Initialize data-structures 39c ⟩

    while ⟨ There is at-least one unvisited site 40b ⟩:
        ⟨ Find the cheapest unvisited site to insert into current ordering of visited sites 40c ⟩
        ⟨ Update list of visited and unvisited sites 40d ⟩
        ⟨ Write algorithm state to file 41a ⟩

    ⟨ Write input and output to file 41b ⟩
    ⟨ Return horsefly tour, along with additional information 41c ⟩

    ◇
```

Fragment defined by 31, 32, 34, 38.

Fragment referenced in 24a.

Defines: `algo_greedy_incremental_insertion` Never used.

**5.6.4** Note that for each run of the algorithm, we create a dedicated directory and use a corresponding log file written as an AsciiDoc file written to that directory. It will typically contain detailed information on the progress of the algorithm and the steps executed. For the sake of pretty printing, the `.adoc` file will be converted to an HTML file via `asciidoctor-latex`.

For the sake of algorithm analysis, and verification of correctness we will typically be interested in the states of the data-structures at the end of the while loop; each such state will be written out as a YAML file (that will also be accessible from the log file.)

Finally, just before returning the answer, we write the input and output to a separate YAML file.

*⟨ Set log and input-output file config 39a ⟩ ≡*

◇

Fragment referenced in [38](#).

**5.6.5** This fragment merely sets the variable `insertion_policy` to the appropriate function. This will later help us in studying the speed of the algorithm and quality of the solution for various insertion policies during the experimental analysis.

*⟨ Set insertion policy for current run 39b ⟩ ≡*

```
if insertion_policy_name == 'naive':
    insertion_policy = policy_naive
else:
    sys.exit("Unknown insertion policy: " + \
            insertion_policy_name)
```

◇

Fragment referenced in [38](#).

## 5.6.6

*⟨ Initialize data-structures 39c ⟩ ≡*

◇

Fragment referenced in [38](#).

**5.6.7** For now, we just implement the naive policy of iterating thorough all the unvisited points, and all the positions within  $\mathcal{O}$  at a given stage to find the cheapest point for insertion. This will also serve as a benchmark when implementing more sophisticated policies for computing exactly or approximating this cheapest insertion point.

---

$\langle \textit{Define various insertion policies 40a} \rangle \equiv$

```
def policy_naive():
    pass
```

◇

Fragment referenced in [38](#).

### 5.6.8

$\langle \textit{There is at-least one unvisited site 40b} \rangle \equiv$

◇

Fragment referenced in [38](#).

### 5.6.9

$\langle \textit{Find the cheapest unvisited site to insert into current ordering of visited sites 40c} \rangle \equiv$

◇

Fragment referenced in [38](#).

### 5.6.10

$\langle \textit{Update list of visited and unvisited sites 40d} \rangle \equiv$

◇

Fragment referenced in [38](#).



---

### 5.6.11

$\langle \textit{Write algorithm state to file 41a} \rangle \equiv$

◇

Fragment referenced in [38](#).

### 5.6.12

$\langle \textit{Write input and output to file 41b} \rangle \equiv$

◇

Fragment referenced in [38](#).

### 5.6.13

$\langle \textit{Return horsefly tour, along with additional information 41c} \rangle \equiv$

◇

Fragment referenced in [38](#).

## Algorithm: Bottom-Up Split

### 5.7.1 Algorithmic Overview

### 5.7.2 Algorithmic Details

---

## Algorithm: Local Search—Swap

### 5.8.1 Algorithmic Overview

### 5.8.2 Algorithmic Details

## Algorithm: K2 Means

### 5.9.1 Algorithmic Overview

### 5.9.2 Algorithmic Details

## Lower Bound: $\varphi$ -MST

### 5.10.1 Overview

### 5.10.2 Computing the Lower-Bound

## Local Utility Functions

**5.11.1** For a given initial position of horse and fly return a function computing the tour length. The returned function computes the tour length in the order of the list of stops provided beginning with the initial position of horse and fly. Since the horse speed = 1, the tour length = time taken by horse to traverse the route.

This is in other words the objective function.

*⟨ Local utility functions for classic horsefly 42 ⟩ ≡*

```
def tour_length(horseflyinit):
    def _tourlength (x):
```

---

```

# the first point on the tour is the
# initial position of horse and fly
# Append this to the solution x = [x0,x1,x2,...]
# at the front
htour = np.append(horseflyinit, x)
length = 0

for i in range(len(htour))[:-3:2]:
    length = length + \
        np.linalg.norm([htour[i+2] - htour[i], \
                        htour[i+3] - htour[i+1]])

return length

return _tourlength
◇

```

Fragment defined by [42](#), [43](#).

Fragment referenced in [24a](#).

**5.11.2** It is possible that some heuristics might return non-negligible waiting times. Hence I am writing a separate function which adds the waiting time (if it is positive) to the length of each link of the tour. Again note that because speed of horse = 1, we can add “time” to “distance”.

*⟨ Local utility functions for classic horsefly 43 ⟩ ≡*

```

def tour_length_with_waiting_time_included(tour_points, horse_waiting_times, horseflyinit):
    tour_points = np.asarray([horseflyinit] + tour_points)
    tour_links = zip(tour_points, tour_points[1:])

    # the +1 because the initial position has been tacked on at the beginning
    # the solvers written the tour points except for the starting position
    # because that is known and part of the input. For this function
    # I need to tack it on for tour length
    assert(len(tour_points) == len(horse_waiting_times)+1)

    sum = 0
    for i in range(len(horse_waiting_times)):

        # Negative waiting times means drone/fly was waiting
        # at rendezvous point
        if horse_waiting_times[i] >= 0:
            wait = horse_waiting_times[i]
        else:
            wait = 0

```

```

        sum += wait + np.linalg.norm(tour_links[i][0] - tour_links[i][1], ord=2) #
    return sum

```

◇

Fragment defined by [42](#), [43](#).

Fragment referenced in [24a](#).

## Plotting Routines

### 5.12.1

*Plotting routines for classic horsefly 44* ≡

```

def plotTour(ax, horseflytour, horseflyinit, phi, algo_str, tour_color='#d13131'):
    """ Plot the tour on the given canvas area
    """

    # Route for the horse
    xhs, yhs = [horseflyinit[0]], [horseflyinit[1]]
    for pt in horseflytour['tour_points']:
        xhs.append(pt[0])
        yhs.append(pt[1])

    # List of sites
    xsites, ysites = [], []
    for pt in horseflytour['site_ordering']:
        xsites.append(pt[0])
        ysites.append(pt[1])

    # Route for the fly. The fly keeps alternating
    # between the site and the horse
    xfs, yfs = [xhs[0]], [yhs[0]]
    for site, pt in zip (horseflytour['site_ordering'],
                        horseflytour['tour_points']):
        xfs.extend([site[0], pt[0]])
        yfs.extend([site[1], pt[1]])

    print "\n-----"
    print "Horse Tour"
    print "-----"
    waiting_times = [0.0] + horseflytour['horse_waiting_times'].tolist() # the waiting time at the
    #print waiting_times

```

---

```

for pt, time in zip(zip(xhs,yhs), waiting_times) :
    print pt, Fore.GREEN, " ---> Horse Waited ", time, Style.RESET_ALL

print "\n-----"
print "Fly Tour"
print "-----"
for item, i in zip(zip(xfs,yfs), range(len(xfs))):
    if i%2 == 0:
        print item
    else :
        print Fore.RED + str(item) + "----> Site" + Style.RESET_ALL

print "-----"
print Fore.GREEN, "\nSpeed of the drone was set to be", phi
#tour_length = utils_algo.length_polygonal_chain( zip(xhs, yhs))
tour_length = horseflytour['tour_length_with_waiting_time_included']
print "Tour length of the horse is ", tour_length
print "Algorithm code-Key used " , algo_str, Style.RESET_ALL
print "-----\n"

#kwargs = {'size':'large'}
for x,y,i in zip(xsites, ysites, range(len(xsites))):
    ax.text(x, y, str(i+1), bbox=dict(facecolor='#ddcba0', alpha=1.0))
ax.plot(xfs,yfs,'g-') # fly tour is green
ax.plot(xhs, yhs, color=tour_color, marker='s', linewidth=3.0) # horse is red

# Initial position of horse and fly
ax.add_patch( mpl.patches.Circle( horseflyinit,
                                radius = 1/34.0,
                                facecolor= '#D13131', #'red',
                                edgecolor='black' ) )

fontsize = 10
tnrfont = {'fontname':'Times New Roman'}
ax.set_title( 'Algorithm Used: ' + algo_str + '\nTour Length: ' \
              + str(tour_length)[:7], fontdict={'fontsize':fontsize}, **tnrfont)
ax.set_xlabel('Number of sites: ' + str(len(xsites)) + '\nDrone Speed: ' + str(phi) ,
              fontdict={'fontsize':fontsize}, **tnrfont)

```

◇

Fragment referenced in [24a](#).

## Chapter 6

# Segment Horsefly

## Chapter 7

# Fixed Route Horsefly

## Chapter 8

# One Horse, Two Flies



## Chapter 9

# Reverse Horsefly

## Chapter 10

# Watchman Horsefly

# Appendices

# Appendix A

## Index of Files

"../main.py" Defined by [14](#).  
"../src/lib/problem\_classic\_horsefly.py" Defined by [24a](#).  
"../src/lib/utils\_algo.py" Defined by [19](#), [20ab](#), [21ab](#).  
"../src/lib/utils\_graphics.py" Defined by [15](#), [16](#), [17ab](#).

# Appendix B

## Index of Fragments

- ⟨ Algorithms for classic horsefly [31](#), [32](#), [34](#), [38](#) ⟩ Referenced in [24a](#).
- ⟨ Clear canvas and states of all objects [28a](#) ⟩ Referenced in [25](#).
- ⟨ Define key-press handler [25](#) ⟩ Referenced in [24a](#).
- ⟨ Define various insertion policies [40a](#) ⟩ Referenced in [38](#).
- ⟨ Find the cheapest unvisited site to insert into current ordering of visited sites [40c](#) ⟩ Referenced in [38](#).
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- ⟨ Relevant imports for classic horsefly [24b](#) ⟩ Referenced in [24a](#).
- ⟨ Return horsefly tour, along with additional information [41c](#) ⟩ Referenced in [38](#).
- ⟨ Set insertion policy for current run [39b](#) ⟩ Referenced in [38](#).
- ⟨ Set log and input-output file config [39a](#) ⟩ Referenced in [38](#).
- ⟨ Set up interactive canvas [28b](#) ⟩ Referenced in [24a](#).
- ⟨ Start entering input from the command-line [26](#) ⟩ Referenced in [25](#).
- ⟨ There is at-least one unvisited site [40b](#) ⟩ Referenced in [38](#).
- ⟨ Update list of visited and unvisited sites [40d](#) ⟩ Referenced in [38](#).
- ⟨ Write algorithm state to file [41a](#) ⟩ Referenced in [38](#).
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# Appendix C

## Index of Identifiers

algo\_exact\_given\_specific\_ordering: [26](#), [31](#), [32](#), [34](#).  
algo\_greedy\_incremental\_insertion: [38](#).

## Appendix D

### Man-page for `main.py`