Greedy Nearest Path

The Nearest Path solution to the Traveling Salesman Problem is an efficient algorithm, but does not always produce an optimal solution. Nearest Path was an early solution to TSP. It is very easy to implement and is .

1. Choose an unused starting city.

2. Choose the shortest path to the nearest city that has not already been visited.

3. Repeat step 2 until all vertices have been visited.

4. Return to starting city.

6. Repeat from step 1 until the algorithm has been run starting from every city.