

2-Opt Algorithm Implementation: Ref: https://www.youtube.com/watch?v=8vbKIfpDPJI

- The idea of 2-opt is simple: starting from a random tour, exchange two edges so that, when they are swapped, they produce a shorter tour.
- 2-Opt is a local search tour improvement algorithm. It is both a simple and fast heuristic to approximate the best tour.
- It originates from the idea that tours with edges that cross over are not optimal $% \left(1\right) =\left(1\right) \left(1$
- 2-opt will select two edges and replace them by two other edges if it results in an improved tour by visiting each node only once
- Swapping will continue until no improvement possible
- 2-opt Algorithm is O(n^2) time-complexity

Pseudocode: Ref: https://en.wikipedia.org/wiki/2-opt

```
best_tour - Initial_tour (Random)
Repeat Until No Improvement {
 best_distance = calculateTotalDistance(best_tour)
  for (i = 0; i <= number of nodes eligible to be swapped - 1; i++) {
    for (j = i + 1; j <= number of nodes eligible to be swapped; j++) {
      new_tour = 2optSwap(best_tour, i, j)
      new_distance = calculateTotalDistance(new_tour)
      if (new_distance < best_distance) {
        best_tour = new_tour
        best_distance = new_distance
```

For the DistanceMatrix above, if we assume the packages/addresses highlighted blue above are in Truck-1, we can create a DistanceMatrix specifically for Truck-1. The ame can be done for all Trucks.

(this is just an assumption, trucks should be loaded based on the project requirements)

DistanceMatrix for Truck-1



