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# Project TSP Report

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# 1 Implementation

## 1.1 Initial Tour

### 1.1.1 Christofides' Algorithm

The algorithm of Christofides is not a brandnew invention. It is an approximation algorithm that achieves to find a tour with worst case length  $ALG \leq 1.5 \cdot OPT$ . The Christofides algorithm consists of major parts that are explained in the following text.

#### Construction of a Minimum Spanning Tree

A Minimum Spanning Tree (MST) is subset of edges in a graph that produces a fully connected graph with minimum weight. It is important to note that there does not have to be a unique solution for the MST problem. There can be multiple sets of edges, which lead to equal total cost. There are several algorithms to solve that problem. The most common ones need  $O(m \cdot \log(n))$  time. One example is the algorithm of Prim. I decided to implement this one because I had previous experience with that algorithm. The algorithm of Prim has an initial node and creates the tree originating from that node. Once a vertex is processed the shortest path has been found and the incoming edge is added to the set of MST edges. Prim's algorithm is fairly simple to implement in C++ because the algorithm is based on a priority queue. The standard library for C++ offers various structs to use out of the box. I decided to use the `std::make_heap` function in combination with the basic data structure `std::vector<std::pair<int,double>>` and a comparator struct that puts the smallest reachable vertex on the top of the heap.

#### Finding of Vertices with Odd Degree

After finding one solution for the MST problem, the algorithm of Christofides says to sort out all the vertices that do not have an odd degree in the MST edges set. This check can be done in  $O(m + n)$ . First we iterate over all MST edges and increase for the two vertices the degree. After that, we sort out all vertices with an even degree. Since the amount of MST edges is always less equal than the amount vertices, we can simplify the runtime of finding all odd vertices to  $O(n)$ . The formula  $E_{MST} \leq n$  holds because of the construction criterion of MST.

### 1.1.2 Nearest Neighbor

An initial tour can also be found with the nearest neighbor approach. Starting from a random initial vertex, the next vertex is determined in the following way:

- Compute the distance to each vertex that has not been visited yet
- Choose the vertex with the minimum distance

It can be shown that this approach leads to a tour with worst case length  $ALG \leq 2 \cdot OPT$ . My implementation of the nearest neighbor algorithm has a runtime of  $O(n^2)$  because there is an iteration over all vertices and another nested iteration over all vertices to find the one with the minimum distance to the current vertex.

### 1.1.3 Multiple Fragment

The Multiple Fragment (MF) approach also promises to give a good initial tour, but cannot hold as tight bounds as the algorithm of Christofides. The MF approach is based on calculating all edges and sorting them from the lowest weight to the highest one. Starting with the edge that has the lowest weight edges are picked and put into the solution set of edges if they do not create a circle in the solution domain. Moreover, each vertex is only allowed to have one incoming and one outgoing edge. In that way, my implementation of the MF approach has a runtime of  $O(n^3)$  because it is possible to have to iterate through all edges and to check at the last edge if a circle of length  $(n - 1)$  is created.

## 1.2 Optimization

## 2 Evaluation