1. NP - completeness: the TSP problem

The steps to prove a problem to be NP-complete

- 1. Show that it belongs to the NP-class, in other words can be verified in polynomial time
- 2. Show that the problem is in NP-hard

Then, to show that the problem, TSP, is NP-Hard I will use reduction to transform the problem

- 1. Picking a known NP-Hard problem
- 2. Show that we can reduce that problem to our problem in polynomial time

For proving a problem to be NP-complete and verifying in polynomial time you can check if each node was visited once which would be done in polynomial time.

Showing that a problem is NP-Hard, I will use the HAM-cycle which is a proven NP-completeness problem.

For reduction → from the HAM-cycle to TSP

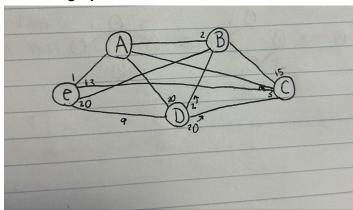
You would transform the HAM-cycle problem into a TSP problem by creating a complete graph where each edge has the same weight (1 for edges that are in the original graph and a higher number for edges that do not exist), then ask for the shortest tour. If the shortest tour equals the number of vertices, a hamilton cycle exists in the original graph.

For example, my mapping each vertex "V" to a city and each edge "E" to a path with a weight of 1, higher if the path is not part of the original HAM-cycle problem, ie inf. In which, G=(V,E) and G'=(V',E'). We find a route not greater than cost k (k = Vtotal) which is a mirror of the Ham-cycle. This is the reduction and its steps are in polynomial time.

From the reduction, it shows that if we could solve TSP in polynomial time, we could also solve HAM-cycle in polynomial time because HAM-cycle has been reduces to TSP, showing TSP is NP-Hard by being at least as hard as an NP-complete problem.

2. Implement Heuristic algorithm

a. Matrix to graph



b. Apply nearest-neighbor heuristic to this matrix and find the approximate solution for this matrix if this were for TSP problem

A - E - D - B - C - A \rightarrow total cost is 30

- **c.** What is the approximation ratio of your approximate solution

 The optimal would be 29 so the accuracy ratio is 29/30 which about 1
- d. Implement TSP using the nearest-neighbor heuristic
 - i. In gradescope