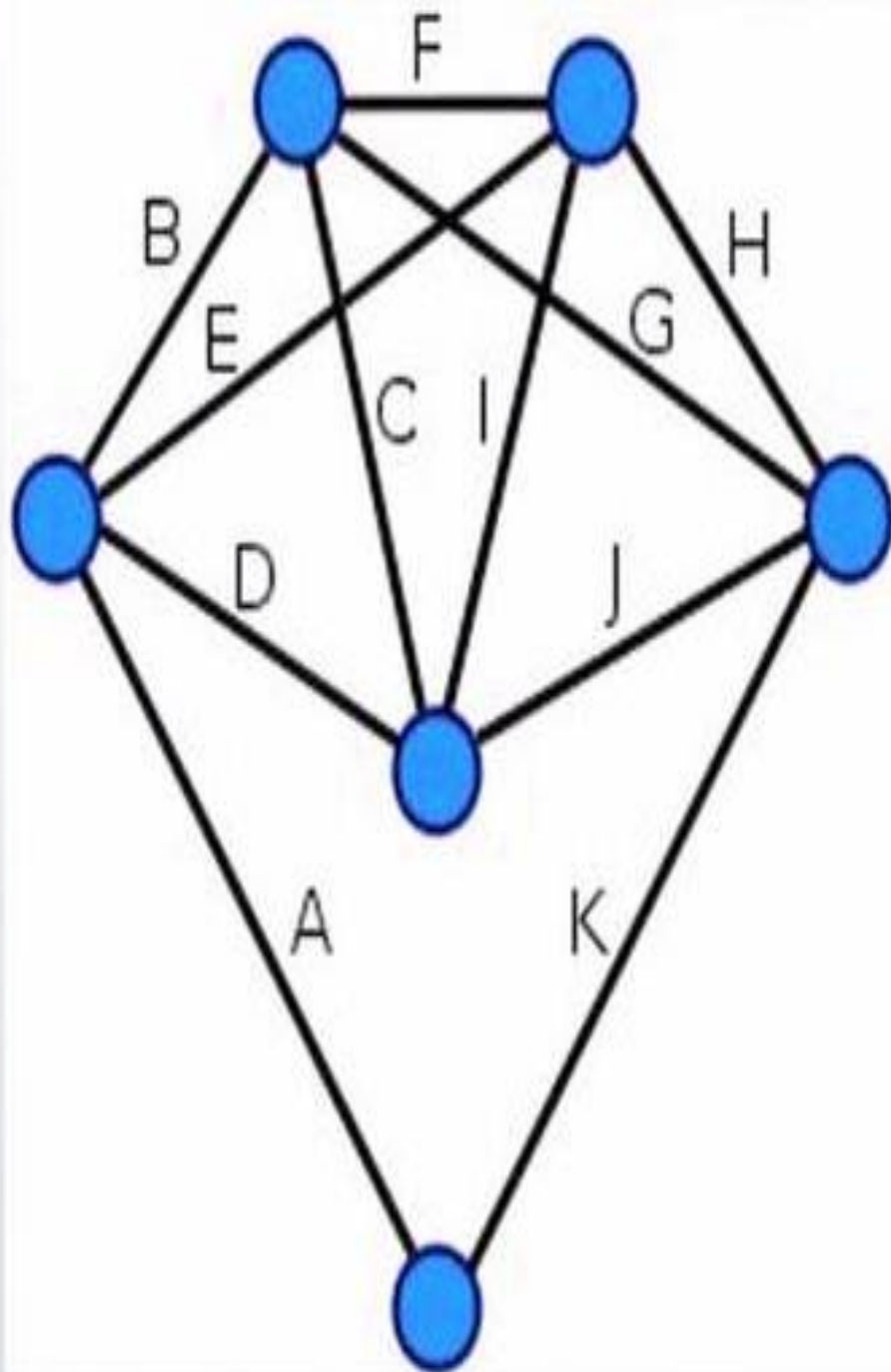


Traveling salesman problem



How?



Problem Statement

- Given a list of cities and the distances between each pair of cities, what is the shortest possible route that visits each city exactly once and returns to the origin city?
- In this assignment you will be solving TSP using local search.

First Choice Hill Climbing

```
current = Randomly generated initial state
count = 0
while (true)
    for( i=0; i <  $\sigma$ ; i++)
        ran = random number between [0,1]
        if (ran < 0.5)
            neighbor <- a successor of current generated
                        by "heuristic1"
        else
            neighbor <- a successor of current generated
                        by "heuristic2"

        if neighbor better than current
            break;
    if(i ==  $\sigma$ )
        return current
    current = neighbor
    count++
```

Heuristics for generating neighbors

Randomly pick two cities from the route and exchange them.

```
oneOneExchange(route)
{
    n = length of route;
    ran = random integer between  $[1, n]$ 
    ran2 = random integer between  $[1, n]$  and not equal to ran
    swap the cities at ran and ran2
    return route
}
```

Heuristics for Tour improvement

It attempts to improve the current tour by first moving a chain of three consecutive vertices in a different location (and possibly reversing it) to find an improved route. All possible chain is checked. If no improvement can be obtained, the process is then repeated with chains of two consecutive vertices, and then with single vertices.

Heuristics for Tour improvement

```
or-opt(route)
{
    n = length of route
    for (chain_size=3; chain_size>=1; chain_size--)
    {
        for(i=1; i + chain_size-1<=n; i++)
        {
            chain = the subroute of route starting at
                     position i and having a length of chain_size
            tmp_route = remove chain from route
            nn = length of tmp_route
            for(j=1; j<=nn; j++)
            {
                new_route = insert chain to tmp_route
                             at position j
                if new_route is better than route
                    return new_route
            }
        }
    }
    return route
}
```