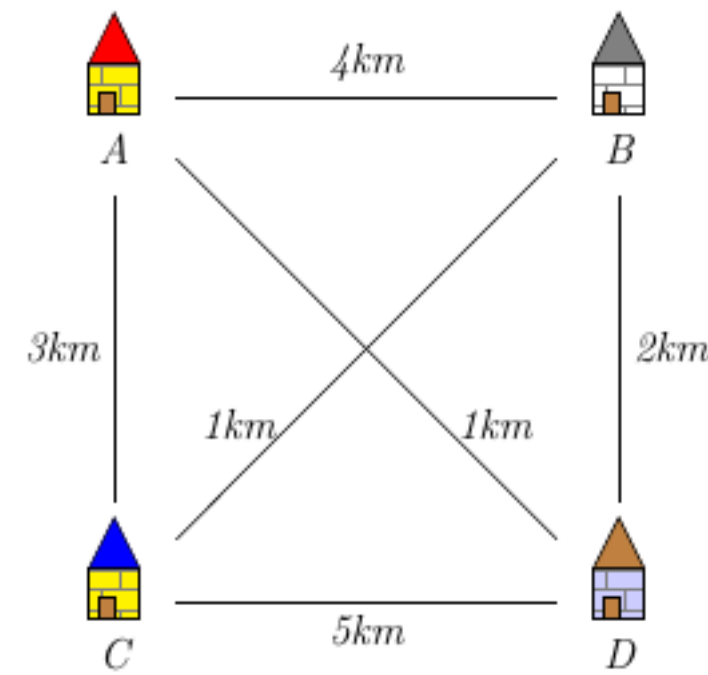




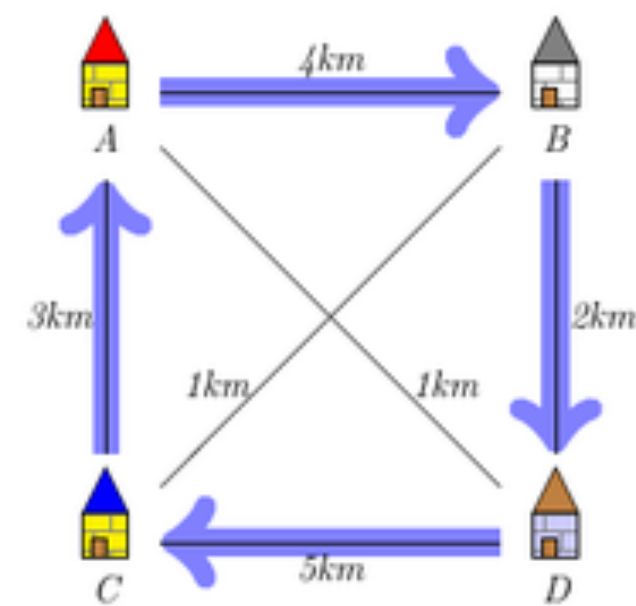
NP-PROBLEM RESEARCH BY ABDOULKADER HAIDARA

TRAVELLING SALESMAN PROBLEM

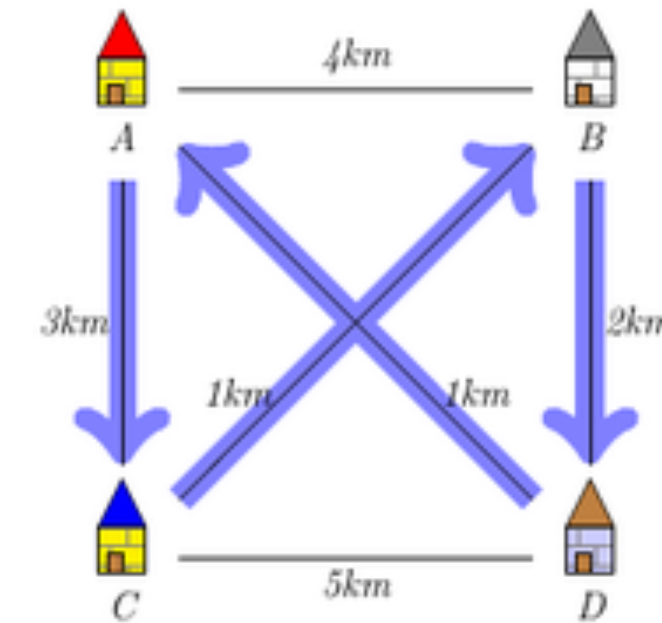
DESCRIPTION, COMPLEXITY AND SOME APPLICATIONS



problem



not optimal path



optimal path

Complexity

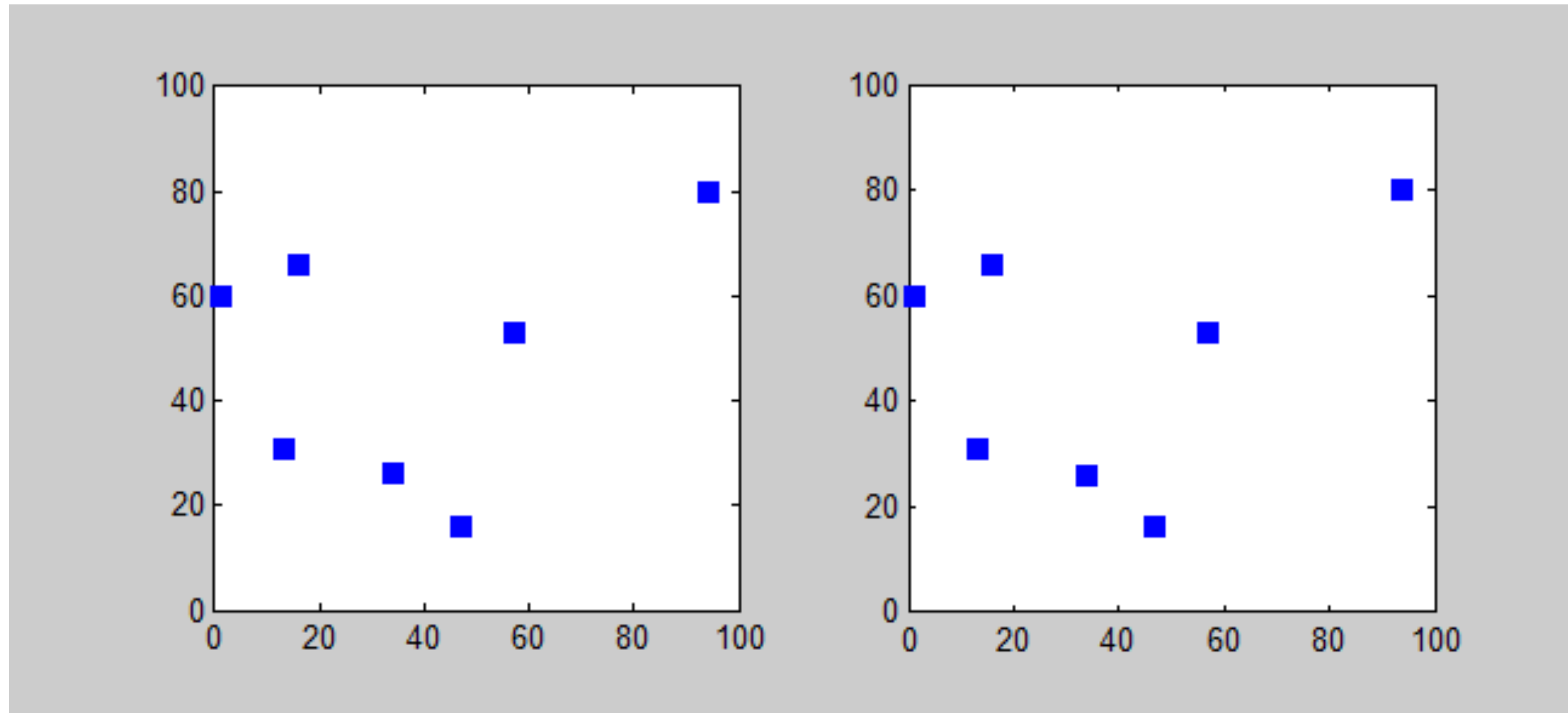
HAM-CYCLE \leq TSP

The problem is NP-complete

► Applications

- School bus route
- In logistics (deliveries, post office etc...)
- Biology (genome sequencing for example)

BRUTE FORCE SOLUTION



7 cities using brute force

Complexities

Time: $O(n!)$

Space: $O(n)$

This solution becomes unfeasible for even 20 cities.

If a computing a path takes 10^{-6} second,

for 25 cities the running time exceeds the age of universe(14 billion years).

DYNAMIC PROGRAMMING SOLUTION(HELD-KARP ALGORITHM)

$1, 2, \dots, n$ cities

begins by calculating, for each set of cities $S \subseteq \{2, \dots, n\}$ and every city $e \neq 1$ not contained in S

the shortest one-way path from 1 to e that passes through every city in S in some order.

Example

$g(\emptyset, e) = d(1, e)$ $g(\{2\}, 3)$ is the length of $1 \rightarrow 2 \rightarrow 3$

Once S contains three or more cities, the number of paths through S rises quickly, but only a few such paths need to be examined to find the shortest.

$1 \rightarrow 2 \rightarrow 3 \rightarrow 4 < 1 \rightarrow 3 \rightarrow 2 \rightarrow 4 \longrightarrow 1 \rightarrow 2 \rightarrow 3 \rightarrow 4 \rightarrow 5 < 1 \rightarrow 3 \rightarrow 2 \rightarrow 4 \rightarrow 5$

General $S = \{s_1, \dots, s_k\}$ $g(S, e) = \min_{1 \leq i \leq k} g(S_i, s_i) + d(s_i, e)$

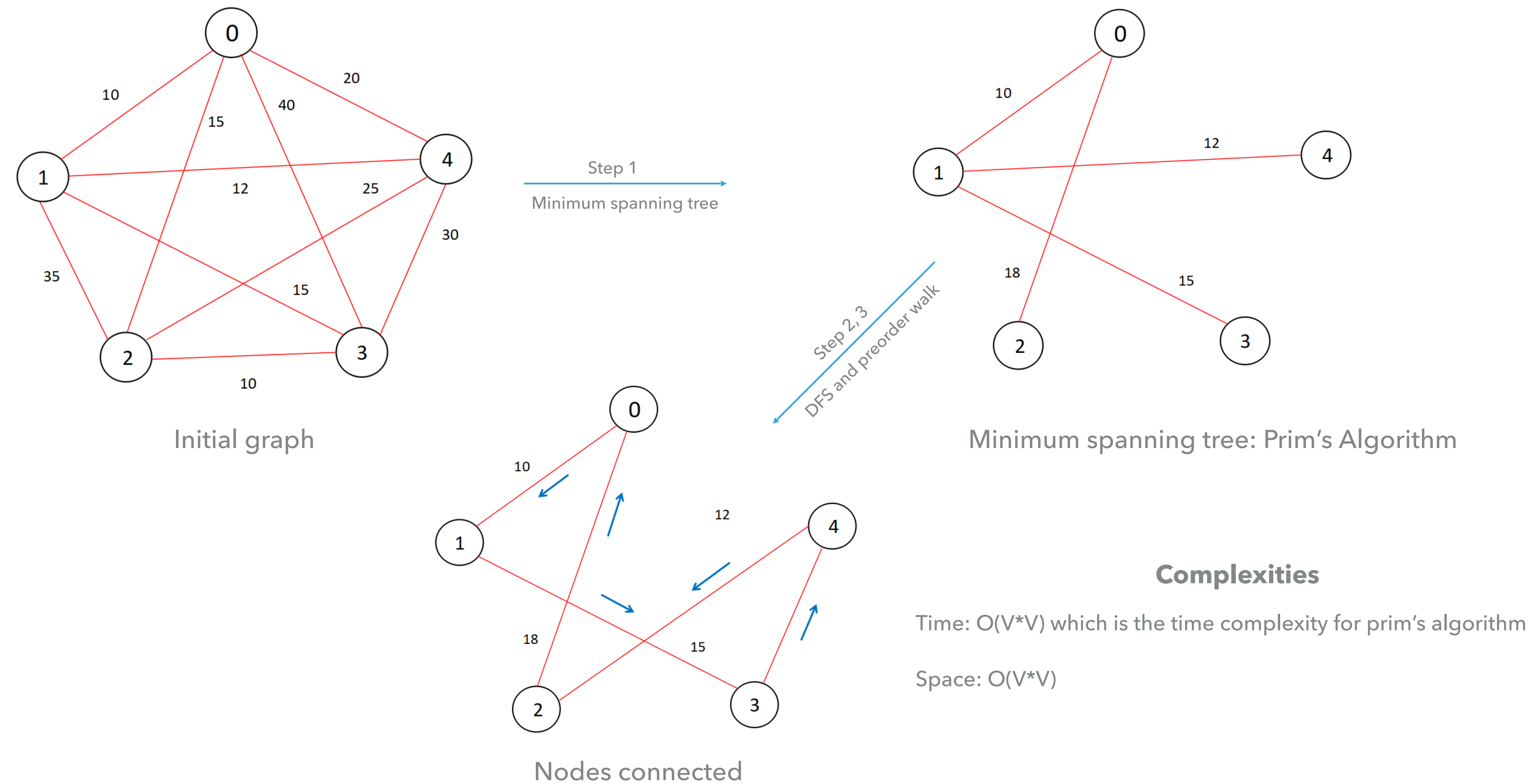
The algorithm finishes when $g(\{2, \dots, i-1, i+1, \dots, n\}, i)$ is known for every integer $2 \leq i \leq n$

Complexities

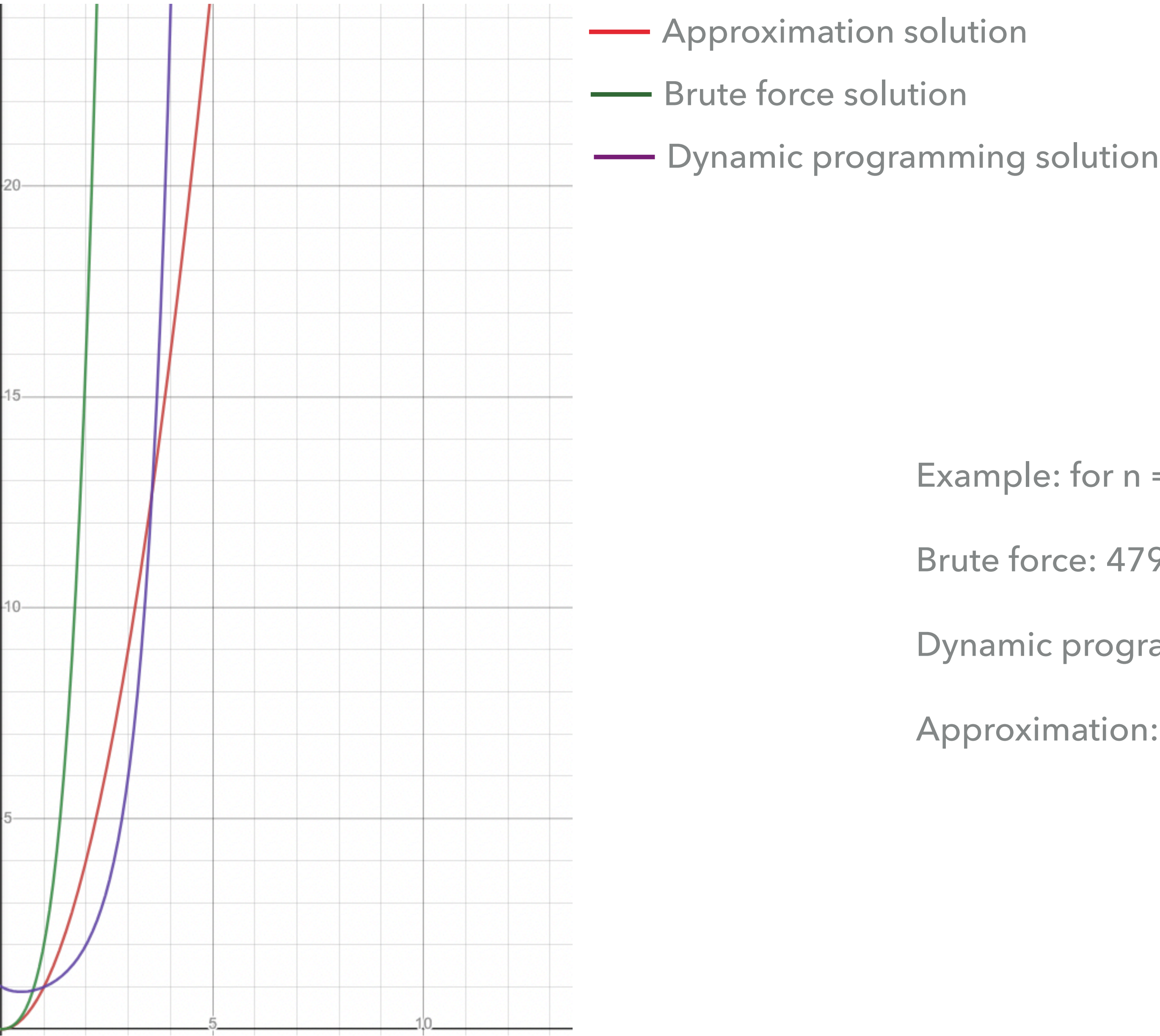
Time: $O(n^2 \cdot 2^n)$

Space: $O(n \cdot 2^n)$

APPROXIMATION SOLUTION USING MINIMUM SPANNING TREE



SOLUTION COMPARISONS - EXECUTION TIME



Example: for n = 12

Brute force: 479001600 operations

Dynamic programming: 589824 operations

Approximation: 144 operations