

Travelling Salseman Problem

Travelling Salseman Problem

- In travelling salseman problem a salse person visit each & every city exactly once& return to original city.
- A tour to be simple path that starts & ends at vertex 1.
- Every tour consists of an edge(1,k) for some $k \in V - \{1\}$ and a path from vertex k to vertex 1.
- The path from vertex k to vertex in $v - \{1,k\}$ exactly once.
- It is easy to see that if the tour is optimal , then the path from k to 1 must be a short test k to 1 path going through all vertices in $V - \{1,k\}$.

TSP(Continues..)

- Let $g(i,s)$ be the length of a shortest path starting at vertex i , going through all vertices in s and terminates at vertex 1.
- The function $g(1,v-[1])$ is the length at vertex 1 , going through all vertices in s and terminating at vertex 1.
- The function $g(1,v-\{1\})$ is the length of an optimal salesman tour.

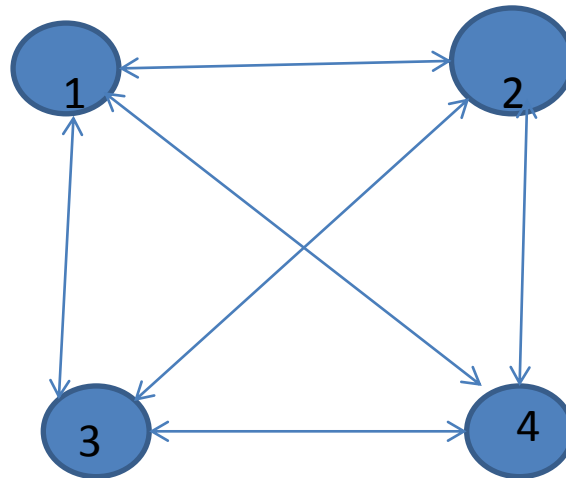
TSP

- This problem can be formulated as
- $g(1, v - \{1\}) = \min\{c_{1k} + g(k, v - \{1, k\})\} \dots \dots \dots (1)$
- (Note minimum is $2 \leq k \leq n$)
- Generalizing 1, we obtain
- $G(i, s) = \min\{c_{ij} + g(j, s - \{j\})\} \dots \dots \dots (2)$
- (Note: minimum is $j \in S$)

TSP

- Example:

0	5	7	8
2	0	3	5
8	9	0	10
12	13	11	0



- To calculate $g(1,[2,3,4]) = ?$ We apply the formula

- $g(1, v-\{1\}) = \min\{c_{1k} + g(k, v-\{1,k\})\} \dots \dots \dots (1)$

- $g(i, s) = \min_{j \in s} \{c_{ij} + g(j, s-\{j\})\} \dots \dots \dots (2)$

- Updating eq.(2) we get

- $g(i, \phi) = C_{i1}, 1 \leq i \leq n$

- Thus

$$g(2, \phi) = C_{21} = 2$$

$$g(3, \phi) = C_{31} = 8$$

$$g(4, \phi) = C_{41} = 12$$

- $g(2, \{3\}) = \min\{C_{23} + g(3, \{3\} - \{3\})\}$
- (Note min is $3 \in \{3\}$)
- $g(2, \{3\}) = \min\{C_{23} + g(3, \phi)\}$
 $= C_{23} + g(3, \phi)$
 $= C_{23} + C_{31}$
 $= 3 + 8 = 11$

$$g(2, \{4\}) = \min\{C_{24} + g(4, \{4\} - \{4\})\}$$

- (Note min is $3 \in \{3\}$)
- $g(2, \{3\}) = \min\{C_{24} + g(4, \phi)\}$
 $= C_{24} + g(4, \phi)$
 $= C_{24} + C_{41}$
 $= 5 + 12 = 17$

Similarly,

$$\begin{aligned}g(3, \{2\}) &= C_{32} + g(2, \phi) \\ &= C_{32} + C_{21} = 9 + 2 = 11\end{aligned}$$

$$\begin{aligned}g(3, \{4\}) &= C_{34} + g(4, \phi) \\ &= C_{34} + C_{41} = 10 + 12 = 22\end{aligned}$$

$$\begin{aligned}g(4, \{2\}) &= C_{42} + g(2, \phi) \\ &= C_{42} + C_{21} = 13 + 2 = 15\end{aligned}$$

$$\begin{aligned}g(4, \{3\}) &= C_{41} + g(3, \phi) \\ &= C_{43} + C_{31} = 11 + 8 = 19\end{aligned}$$

Next we compute $g(i,s)$ with $|s|=2, i \neq 1$,

$$g(i, s) = \min_{j \in s} \{c_{ij} + g(j, s - \{j\})\}$$

$$g(2, \{3, 4\}) = \min\{C_{23} + g(3, \{3, 4\} - \{3\}), C_{24} + g(4, \{3, 4\} - \{4\})\}$$

$$= \min\{C_{23} + g(3, \{4\}), C_{24} + g(4, \{3\})\}$$

$$= \min\{3 + 22, 5 + 19\} = \min\{26, 24\} = 24$$

$$g(3, \{2, 4\}) = \min\{C_{32} + g(2, \{2, 4\} - \{2\}), C_{34} + g(4, \{2, 4\} - \{4\})\}$$

$$= \min\{C_{32} + g(2, \{4\}), C_{34} + g(4, \{2\})\}$$

$$= \min\{9 + 17, 10 + 15\} = \min\{26, 25\} = 25$$

$$g(4, \{2, 3\}) = \min\{C_{42} + g(2, \{3\}), C_{43} + g(3, \{2\})\}$$

$$= \min\{13 + 11, 11 + 11\} = \min\{24, 22\} = 22$$

Finally from (1) we obtain

$$g(1, \{2, 3, 4\}) = \min\{C_{12} + g(2, \{3, 4\}), C_{13} + g(3, \{2, 4\}), C_{14} + g(4, \{2, 3\})\}$$

$$= \min\{29, 32, 30\} = 29$$

An optimal tour for given graph is 29

Application

- Computer wiring
- Vehicle routing
- Clustering

Scope of research

- Polynomial Time Solvable Variations

Assignment

- Q.1)What is Travelling Salseman problem?
- Q.2)Explain travelling Salseman problem with example