

Exactly solving TSP using the Simplex algorithm

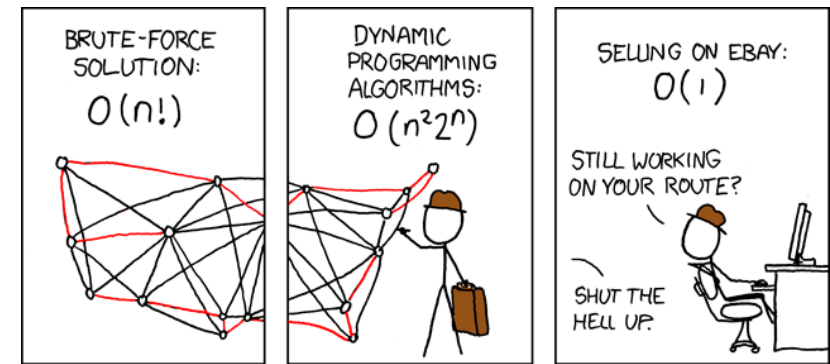
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CST Part II
ADVANCED ALGORITHMS

15 May 2019

(original slides by Petar Veličković)

Travelling Salesman Problem (<http://xkcd.com/399/>)



Aside: Held–Karp algorithm

- ▶ Use a *dynamic programming* approach. *Main idea*: solve the slightly simpler problem of the shortest *path* visiting all nodes, then route the end to the beginning.
- ▶ Assume (wlog) that the path starts from node 1. Given a node x and set of nodes S with $1 \in S$, maintain the solution $dp(x, S)$ as the shortest path length starting from 1, visiting all nodes in S , and ending in x .
- ▶ Base case: $dp(1, \{1\}) = 0$.
- ▶ Recurrence relation:

$$dp(x, S) = \begin{cases} \min_{y \in S} \{ dp(y, S \setminus \{x\}) + c_{yx} \} & x \in S \wedge 1 \in S \\ +\infty & \text{otherwise} \end{cases}$$

Aside: Held–Karp algorithm

- ▶ Finally, $dp(x, V)$ will give the shortest path visiting all nodes, starting in 1 and ending in x .
- ▶ Now the optimum TSP length is simply:

$$\min_{x \in V} \{ dp(x, V) + c_{x1} \}$$
 The cycle itself can be extracted by backtracking.
- ▶ The set S can be efficiently maintained as an n -bit number, with the i -th bit indicating whether or not the i -th node is in S .
- ▶ Complexity: $O(n^2 2^n)$ time, $O(n 2^n)$ space.

LP formulation

- ▶ We will be using *indicator variables* x_{ij} , which should be set to 1 if the edge $i \leftrightarrow j$ is included in the optimum cycle, and 0 otherwise. To avoid duplication, we impose $i > j$.
- ▶ An adequate linear program is as follows:

$$\begin{array}{ll} \text{minimise} & \sum_{i=1}^n \sum_{j=1}^{i-1} c_{ij} x_{ij} \\ \text{subject to} & \\ \forall i, 1 \leq i \leq n & \sum_{j < i} x_{ij} + \sum_{j > i} x_{ji} = 2 \\ \forall i, j, 1 \leq j < i \leq n & x_{ij} \leq 1 \\ \forall i, j, 1 \leq j < i \leq n & x_{ij} \geq 0 \end{array}$$

- ▶ This is *intentionally* an incompletely specified problem:
 - ▶ We allow for *subcycles* in the returned path.
 - ▶ We allow for “partially used edges” ($0 < x_{ij} < 1$) – this LP approximates an integer program.

LP solution

- ▶ If the Simplex algorithm finds a correct cycle (with no subcycles or partially used edges) on the underspecified LP instance, then we have successfully solved the problem!
- ▶ Otherwise, we need to resort to further specifying the problem by adding additional constraints (manually or automatically).

Further constraints: subcycles

- ▶ If the returned solution contains a subcycle, we may eliminate it by adding an explicit constraint against it, and then attempt solving the LP again.
- ▶ For a subcycle containing nodes from a set $S \subset V$, we may demand at least two edges between S and $V \setminus S$:

$$\sum_{\substack{i \in S \\ j \in V \setminus S}} x_{\max(i,j), \min(i,j)} \geq 2$$

- ▶ We will not add all of these constraints – why?
- ▶ We often don't need to add all the constraints in order to reach a valid solution.

Further constraints: partially used edges

- ▶ If the returned solution contains a partially used edge, we may attempt a *branch&bound* strategy on it.
- ▶ For a partially used edge $a \leftrightarrow b$, we initially add a constraint $x_{ab} = 1$, and continue solving the LP.
- ▶ Once a valid solution has been found, we remove all the constraints added since then, add a new constraint $x_{ab} = 0$, and solve the LP again.
- ▶ We may stop searching a branch if we reach a worse objective value than the best valid solution found so far.
- ▶ The optimum solution is the better out of the two obtained solutions! If we choose the edges wisely, we may often obtain a valid solution in a complexity much better than exponential.

Demo: abstract

SOLUTION OF A LARGE-SCALE TRAVELING-SALESMAN PROBLEM*

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(Received August 9, 1954)

It is shown that a certain tour of 49 cities, one in each of the 48 states and Washington, D. C., has the shortest road distance.

THE TRAVELING-SALESMAN PROBLEM might be described as follows: Find the shortest route (tour) for a salesman starting from a given city, visiting each of a specified group of cities, and then returning to the original point of departure. More generally, given an n by n symmetric matrix $D=(d_{ij})$, where d_{ij} represents the 'distance' from i to j , arrange the points in a cyclic order in such a way that the sum of the d_{ij} between consecutive points is minimal. Since there are only a finite number of possibilities (at most $\frac{1}{2}(n-1)!$) to consider, the problem is to devise a method of picking out the optimal arrangement which is reasonably efficient for fairly large values of n . Although algorithms have been devised for problems of similar nature, e.g., the optimal assignment problem,^{4,7,8} little is known about the traveling-salesman problem. We do not claim that this note alters the situation very much; what we shall do is outline a way of approaching the problem that sometimes, at least, enables one to find an optimal path and prove it so. In particular, it will be shown that a certain arrangement of 49 cities, one in each of the 48 states and Washington, D. C., is best, the d_{ij} used representing road distances as taken from an atlas.

Demo: nodes

Now we will make advantage of these techniques to solve the TSP problem for 42 cities in the USA—using the *Held-Karp* algorithm would require ~ 4 hours (and unreasonable amounts of memory)!

- | | | |
|------------------------|--------------------------|------------------------|
| 1. Manchester, N. H. | 18. Carson City, Nev. | 34. Birmingham, Ala. |
| 2. Montpelier, Vt. | 19. Los Angeles, Calif. | 35. Atlanta, Ga. |
| 3. Detroit, Mich. | 20. Phoenix, Ariz. | 36. Jacksonville, Fla. |
| 4. Cleveland, Ohio | 21. Santa Fe, N. M. | 37. Columbia, S. C. |
| 5. Charleston, W. Va. | 22. Denver, Colo. | 38. Raleigh, N. C. |
| 6. Louisville, Ky. | 23. Cheyenne, Wyo. | 39. Richmond, Va. |
| 7. Indianapolis, Ind. | 24. Omaha, Neb. | 40. Washington, D. C. |
| 8. Chicago, Ill. | 25. Des Moines, Iowa | 41. Boston, Mass. |
| 9. Milwaukee, Wis. | 26. Kansas City, Mo. | 42. Portland, Me. |
| 10. Minneapolis, Minn. | 27. Topeka, Kans. | A. Baltimore, Md. |
| 11. Pierre, S. D. | 28. Oklahoma City, Okla. | B. Wilmington, Del. |
| 12. Bismarck, N. D. | 29. Dallas, Tex. | C. Philadelphia, Penn. |
| 13. Helena, Mont. | 30. Little Rock, Ark. | D. Newark, N. J. |
| 14. Seattle, Wash. | 31. Memphis, Tenn. | E. New York, N. Y. |
| 15. Portland, Ore. | 32. Jackson, Miss. | F. Hartford, Conn. |
| 16. Boise, Idaho | 33. New Orleans, La. | G. Providence, R. I. |

Demo: adjacency matrix

TABLE I
ROAD DISTANCES BETWEEN CITIES IN ADJUSTED UNITS

The figures in the table are mileages between the two specified numbered cities, less 11, divided by 17, and rounded to the nearest integer.

2	8
3	39 45
4	37 47 9
5	50 49 41 15
6	61 62 21 20 17
7	58 60 16 17 18 6
8	59 60 15 20 26 17 10
9	62 66 20 25 31 22 15 5
10	81 81 40 44 50 41 35 24 20
11	103 107 62 67 72 63 57 46 41 23
12	108 117 66 71 77 68 61 51 46 26 11
13	145 149 104 108 114 106 99 88 84 63 49 40
14	181 185 140 144 150 142 135 124 120 99 85 76 35
15	187 191 146 150 156 142 137 130 125 105 90 81 41 10
16	161 170 120 124 130 115 110 104 105 90 72 64 34 31 27
17	142 146 101 104 111 97 91 85 86 75 51 50 29 53 48 21
18	174 178 133 138 143 150 121 117 118 107 83 84 54 49 35 26 31
19	185 186 143 143 140 135 125 124 118 118 83 101 72 69 58 43 26
20	164 165 120 123 124 106 106 105 110 104 86 97 91 93 82 62 45 22
21	137 139 94 96 94 80 78 77 84 77 56 64 65 90 87 58 36 68 50 30
22	117 122 77 80 83 68 62 60 61 50 34 45 49 82 77 60 30 62 70 49 21
23	114 118 73 78 84 69 63 57 59 48 38 36 43 77 72 45 27 59 69 55 27 5
24	85 89 44 48 53 41 34 28 29 22 23 35 69 105 102 74 56 88 99 81 54 32 29
25	77 80 36 40 40 34 27 19 14 29 40 77 114 111 84 64 95 107 87 60 40 37 8
26	87 89 44 46 46 30 28 29 22 27 36 47 78 116 112 84 66 98 95 75 47 36 39 12 11
27	91 93 48 50 48 34 32 33 30 34 45 77 115 110 83 63 97 91 72 44 32 30 9 15 3
28	105 106 62 63 64 47 46 49 54 48 46 59 85 119 115 88 66 98 79 59 31 36 45 28 33 21 20
29	113 113 69 71 66 51 53 56 64 57 59 71 96 130 126 98 75 98 85 62 38 47 53 39 42 39 30 12
30	91 92 50 51 46 30 34 38 43 49 60 71 103 141 136 109 90 115 99 81 53 61 62 36 34 24 28 20 20
31	85 85 42 43 38 22 26 32 36 51 63 75 106 142 140 112 93 126 108 88 60 64 66 39 27 31 28 28 8
32	89 91 55 55 30 34 39 44 49 63 76 87 120 125 120 123 100 121 109 86 62 71 78 52 49 39 44 35 24 15 12
33	95 97 64 63 56 49 56 55 60 75 86 97 120 160 155 138 104 123 113 90 67 76 82 62 59 49 53 45 29 25 23 11
34	74 81 44 43 35 23 30 39 44 62 78 89 121 159 155 127 108 136 124 101 75 79 81 54 50 42 40 43 39 23 14 14 21
35	67 69 42 41 31 25 35 41 49 64 83 90 130 164 160 133 114 146 134 111 85 84 86 59 52 47 51 53 49 32 24 24 30 9
36	74 76 61 60 42 44 51 60 66 83 102 110 147 185 179 155 133 159 146 122 98 105 107 79 71 66 70 70 60 48 40 36 33 25 18
37	57 59 46 41 25 30 37 42 71 93 98 136 172 172 148 120 158 147 124 121 97 99 71 65 59 63 67 62 46 38 37 43 23 13 17
38	45 46 41 24 20 34 38 48 53 73 99 99 137 176 178 151 131 163 159 135 108 102 103 71 67 64 69 75 72 54 46 49 54 34 24 29 12
39	37 37 35 26 18 34 39 46 51 63 97 134 171 176 151 129 161 163 139 118 102 101 71 65 65 70 84 78 59 56 62 41 32 38 21 9
40	29 33 30 21 18 35 33 40 45 65 87 117 160 171 144 155 157 156 139 113 95 97 67 60 62 67 79 82 62 53 59 66 45 38 45 27 15 6
41	3 11 41 37 47 57 55 58 63 83 105 109 147 186 188 164 144 176 182 161 134 119 116 86 78 84 88 101 108 88 80 86 92 71 64 71 54 41 32 25 6
42	5 12 15 41 53 64 61 61 66 84 111 113 150 186 192 166 147 180 188 167 140 124 119 90 87 90 94 107 114 77 86 92 98 80 74 77 60 48 38 32 6

Demo: final solution

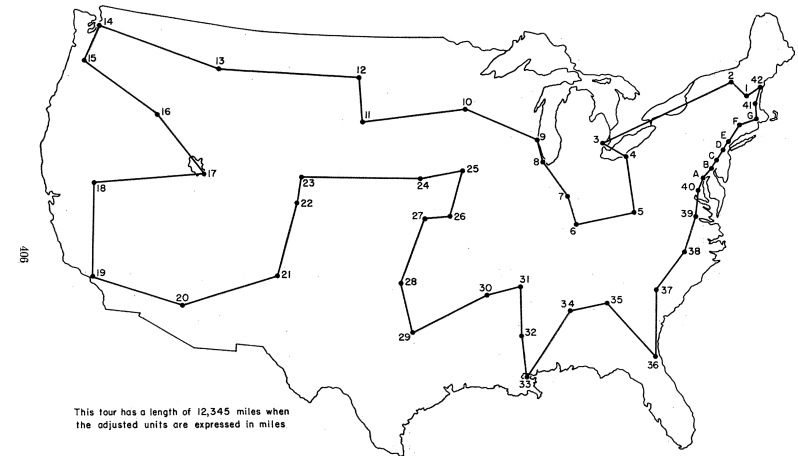


FIG. 16. The optimal tour of 49 cities.

Demo: materials

- ▶ The full implementation of this TSP solver in C++ (along with all the necessary files to perform this demo) may be found at:
<https://github.com/PetarV-/Simplex-TSP-Solver>
- ▶ Methods similar to these have been successfully applied for solving far larger TSP instances. For example:
<http://www.math.uwaterloo.ca/tsp/>