

Randomised Algorithms

Lecture 8: Solving a TSP Instance using Linear Programming

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Outline

Introduction

Examples of TSP Instances

Demonstration

The Traveling Salesman Problem (TSP)

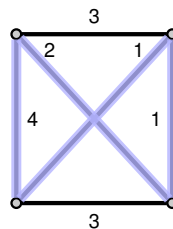
Given a set of *cities* along with the cost of travel between them, find the cheapest route visiting all cities and returning to your starting point.

Formal Definition

- Given: A complete undirected graph $G = (V, E)$ with nonnegative integer cost $c(u, v)$ for each edge $(u, v) \in E$
- Goal: Find a hamiltonian cycle of G with minimum cost.

Solution space consists of at most $n!$ possible tours!

Actually the right number is $(n - 1)!/2$



$$2 + 4 + 1 + 1 = 8$$

Special Instances

- Metric TSP: costs satisfy triangle inequality: Even this version is NP hard (Ex. 35.2-2)

$$\forall u, v, w \in V: \quad c(u, w) \leq c(u, v) + c(v, w).$$

- Euclidean TSP: cities are points in the Euclidean space, costs are equal to their (rounded) Euclidean distance

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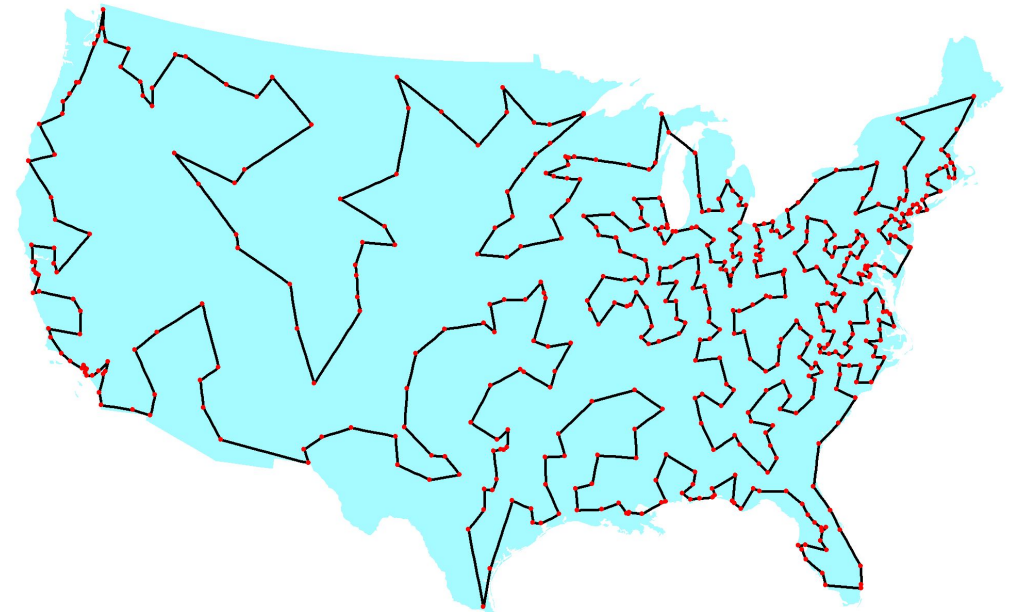
Examples of TSP Instances

Demonstration

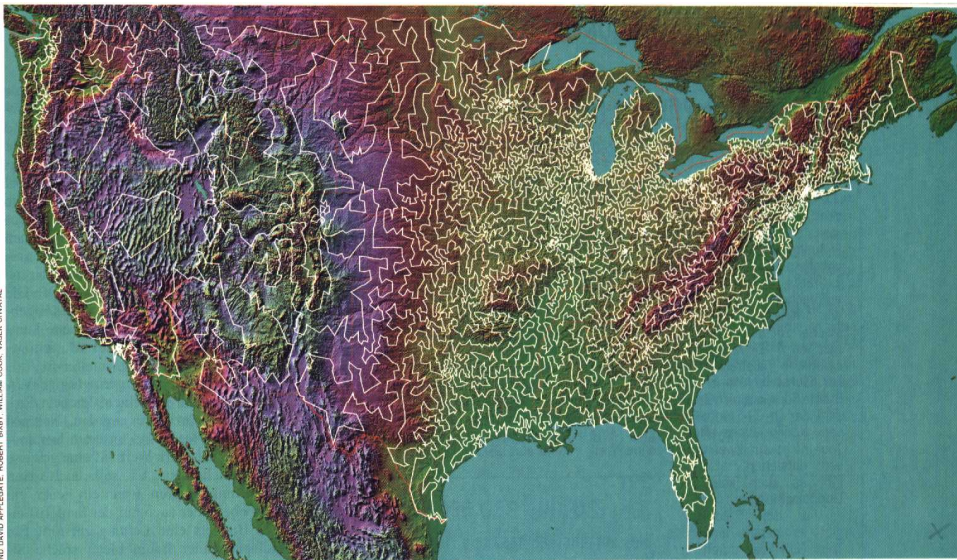
33 city contest (1964)



532 cities (1987 [Padberg, Rinaldi])



13,509 cities (1999 [Applegate, Bixby, Chavatal, Cook])



The Original Article (1954)

SOLUTION OF A LARGE-SCALE TRAVELING-SALESMAN PROBLEM*

G. DANTZIG, R. FULKERSON, AND S. JOHNSON
The Rand Corporation, Santa Monica, California
 (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,^{3,7,8} 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.

The 42 (49) Cities

- | | | |
|------------------------|--------------------------|------------------------|
| 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. |

Combinatorial Explosion



(42-1)!/2

NATURAL LANGUAGE MATH INPUT EXTENDED KEYBOARD EXAMPLES UPLOAD RANDOM

Input: $\frac{1}{2} (42-1)!$

Result: 167262633065819035540850310267203758325760000000

Scientific notation: $1.6726263306581903554085031026720375832576 \times 10^{40}$

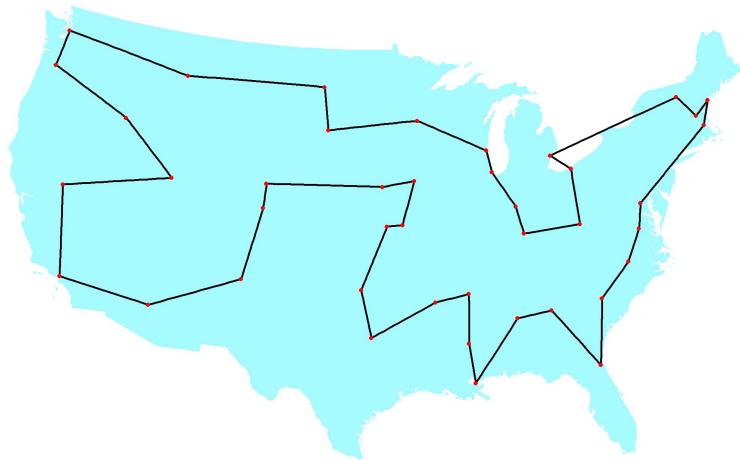
Number name: 16 quidecillion ...

Number length: 50 decimal digits

Alternative representations: $\frac{1}{2} (42-1)! = \frac{\Gamma(42)}{2}$, $\frac{1}{2} (42-1)! = \frac{\Gamma(42, 0)}{2}$, $\frac{1}{2} (42-1)! = \frac{(42)!}{2}$

Solution of this TSP problem

Dantzig, Fulkerson and Johnson found an optimal tour through 42 cities.



http://www.math.uwaterloo.ca/tsp/history/img/dantzig_big.html

Road Distances

Hence this is an instance of the **Metric TSP**, but not **Euclidean TSP**.

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	30 49 21 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 30 41 35 24 20
11	103 107 62 67 72 63 57 46 41 23
12	108 117 66 71 77 68 61 51 45 26 11
13	145 149 104 108 114 106 99 88 84 65 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 39 29 53 48 21
18	174 178 133 138 143 129 123 117 118 107 83 84 54 46 35 26 31
19	185 186 143 143 140 130 126 124 128 118 93 101 72 69 58 58 43 26
20	164 165 120 123 124 106 106 105 110 104 86 97 71 93 82 62 42 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 49 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 21 14 29 40 77 114 111 84 64 96 107 87 60 40 37 8
26	87 89 44 46 46 30 28 29 32 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 36 30 34 45 77 115 110 83 63 97 91 72 44 35 36 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 42 38 33 21 20
29	111 113 69 71 66 51 53 56 61 57 59 71 96 130 126 98 75 98 85 62 38 47 53 39 42 29 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	83 85 42 43 38 22 26 32 36 51 63 75 106 142 140 112 93 126 108 88 60 64 66 39 36 27 31 28 28 8
32	89 91 55 55 50 34 39 44 49 63 76 87 120 155 150 123 100 123 109 86 64 71 78 52 49 39 44 35 24 15 12
33	95 97 44 43 50 42 49 56 75 86 97 120 160 155 128 104 138 113 90 67 70 82 62 59 49 53 40 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 21
35	67 69 42 41 31 25 32 41 46 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 36 47 52 71 93 98 136 172 172 148 126 158 147 124 121 97 99 71 65 59 63 67 62 46 38 37 43 23 13 17
38	65 46 41 34 20 34 38 48 53 73 99 99 137 176 178 151 131 163 159 135 108 102 103 73 67 64 69 75 72 54 46 49 54 34 24 29 12
39	35 37 35 26 18 34 36 46 51 70 93 97 134 171 176 151 129 161 163 139 118 102 101 71 65 65 70 84 78 58 50 56 62 41 32 38 21 9
40	29 33 30 21 18 35 33 40 45 65 87 91 117 166 171 144 125 157 156 139 113 95 97 67 66 65 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
42	5 12 55 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 93 98 80 74 77 60 48 38 32 6

Modelling TSP as a Linear Program Relaxation

Idea: Indicator variable $x(i, j)$, $i > j$, which is one if the tour includes edge $\{i, j\}$ (in either direction)

$$\begin{aligned} &\text{minimize} && \sum_{i=1}^{42} \sum_{j=1}^{i-1} c(i, j)x(i, j) \\ &\text{subject to} && \sum_{j < i} x(i, j) + \sum_{j > i} x(j, i) = 2 \quad \text{for each } 1 \leq i \leq 42 \\ &&& 0 \leq x(i, j) \leq 1 \quad \text{for each } 1 \leq j < i \leq 42 \end{aligned}$$

Constraints $x(i, j) \in \{0, 1\}$ are not allowed in a LP!

Branch & Bound to solve an Integer Program:

- As long as solution of LP has fractional $x(i, j) \in (0, 1)$:
 - Add $x(i, j) = 0$ to the LP, solve it and recurse
 - Add $x(i, j) = 1$ to the LP, solve it and recurse
 - Return best of these two solutions
- If solution of LP integral, return objective value

Bound-Step: If the best known integral solution so far is better than the solution of a LP, no need to explore branch further!

Outline

Introduction

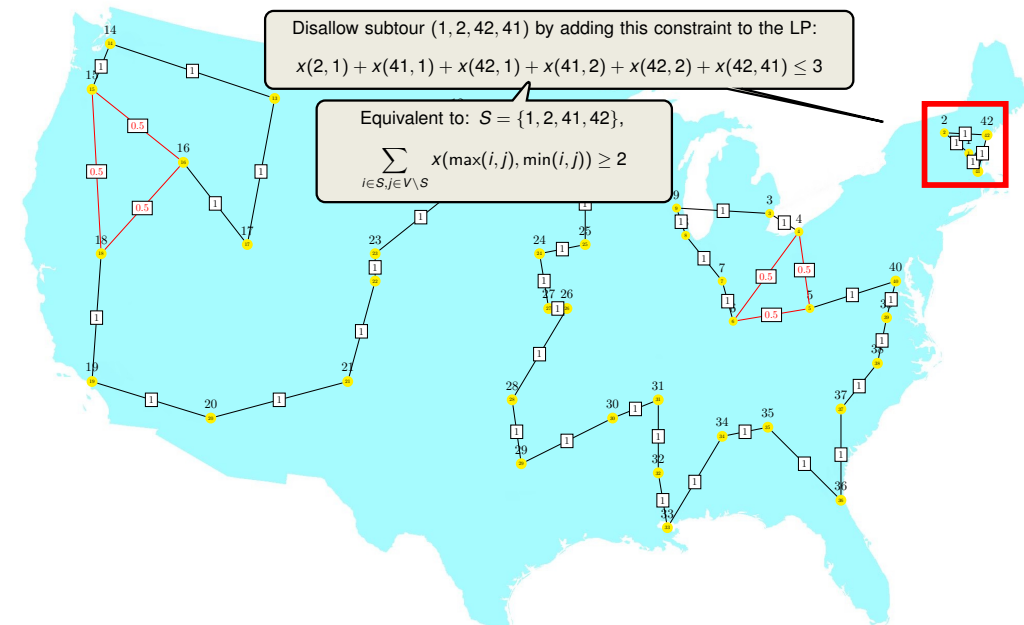
Examples of TSP Instances

Demonstration

In the following, there are a few different runs of the demo.

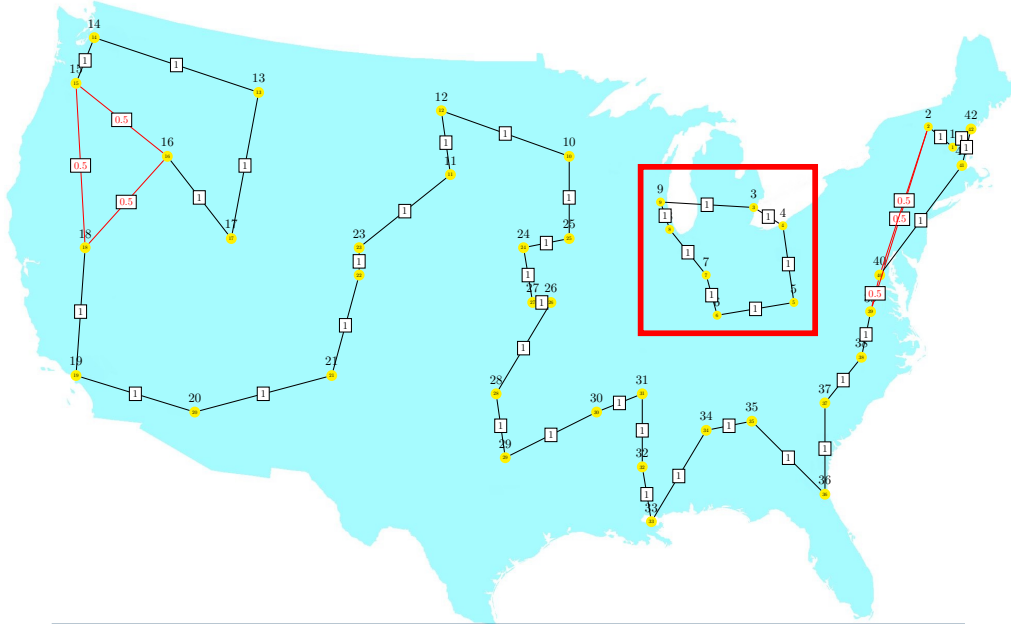
Iteration 1: Eliminate Subtour 1, 2, 41, 42

Objective value: -641.000000 , 861 variables, 945 constraints, 1809 iterations



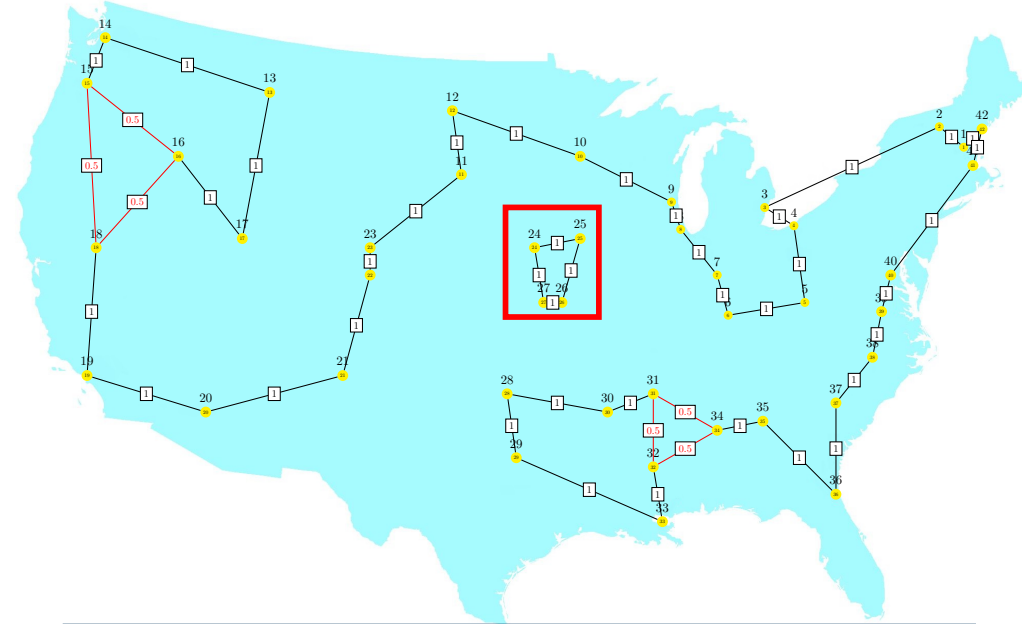
Iteration 2: Eliminate Subtour 3 – 9

Objective value: -676.000000, 861 variables, 946 constraints, 1802 iterations



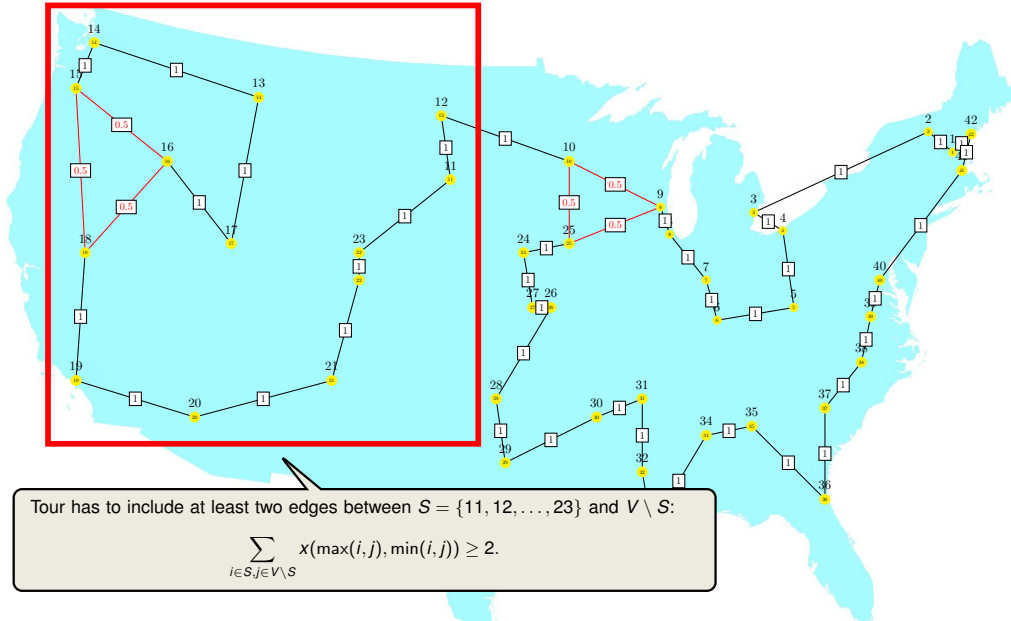
Iteration 3: Eliminate Subtour 24, 25, 26, 27

Objective value: -681.000000, 861 variables, 947 constraints, 1984 iterations



Iteration 4: Eliminate Cut 11 – 23

Objective value: -682.500000, 861 variables, 948 constraints, 1492 iterations

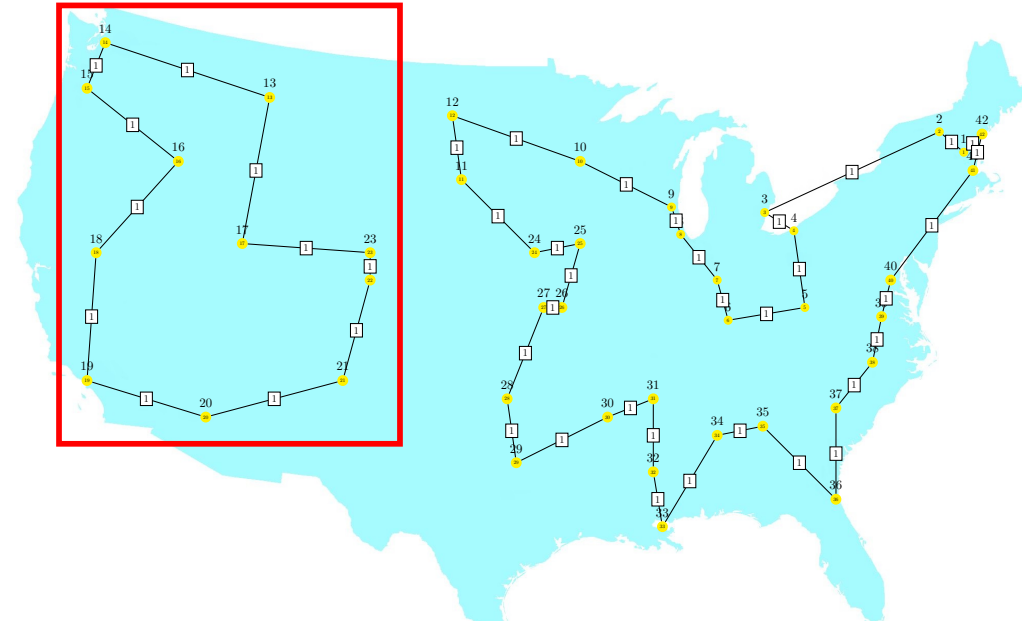


Tour has to include at least two edges between $S = \{11, 12, \dots, 23\}$ and $V \setminus S$:

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

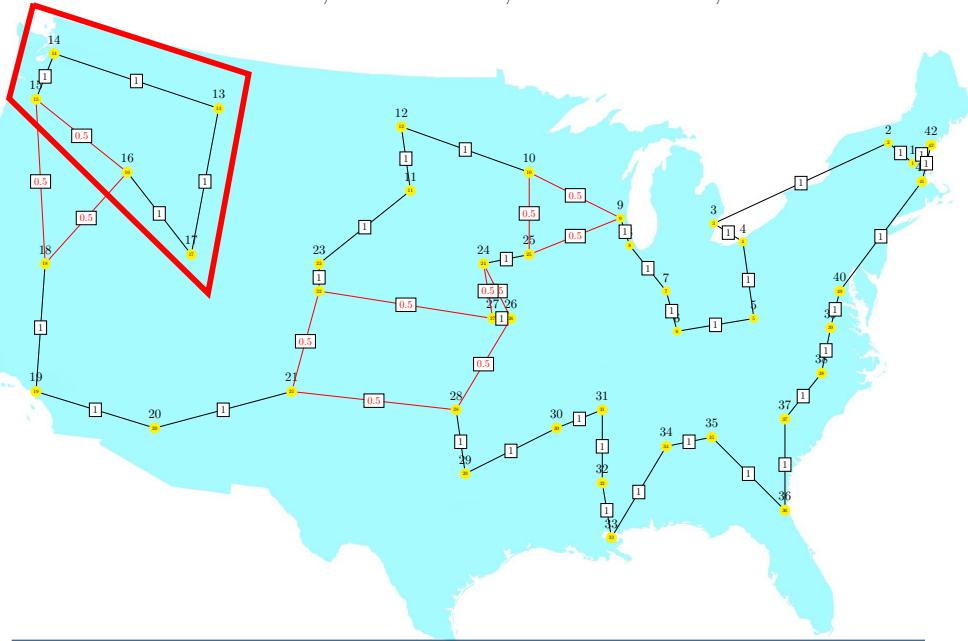
Iteration 5: Eliminate Subtour 13 – 23

Objective value: -686.000000, 861 variables, 949 constraints, 2446 iterations



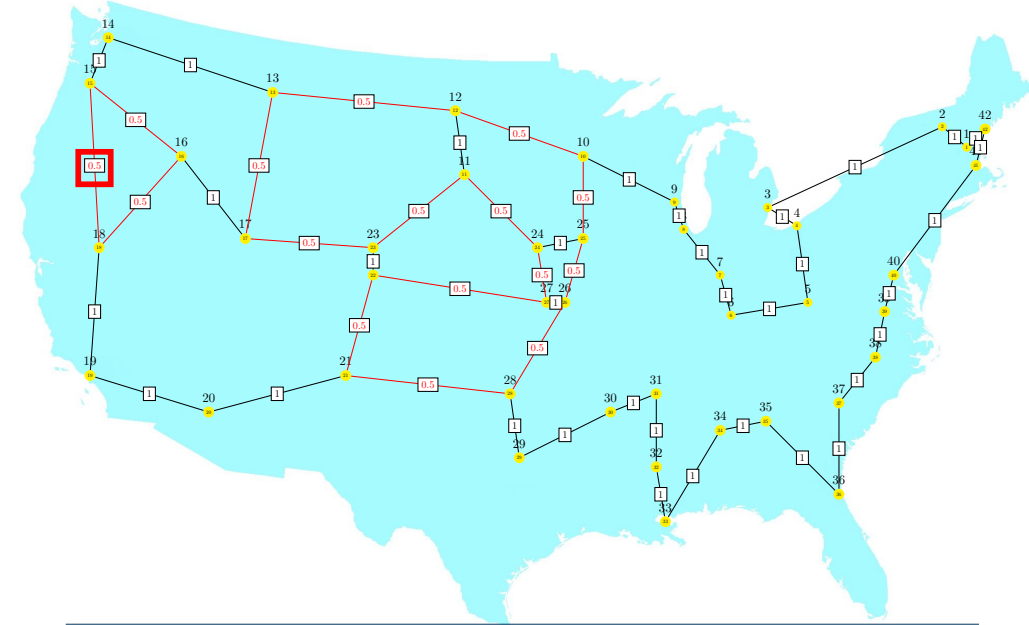
Iteration 6: Eliminate Cut 13 – 17

Objective value: -694.500000 , 861 variables, 950 constraints, 1690 iterations



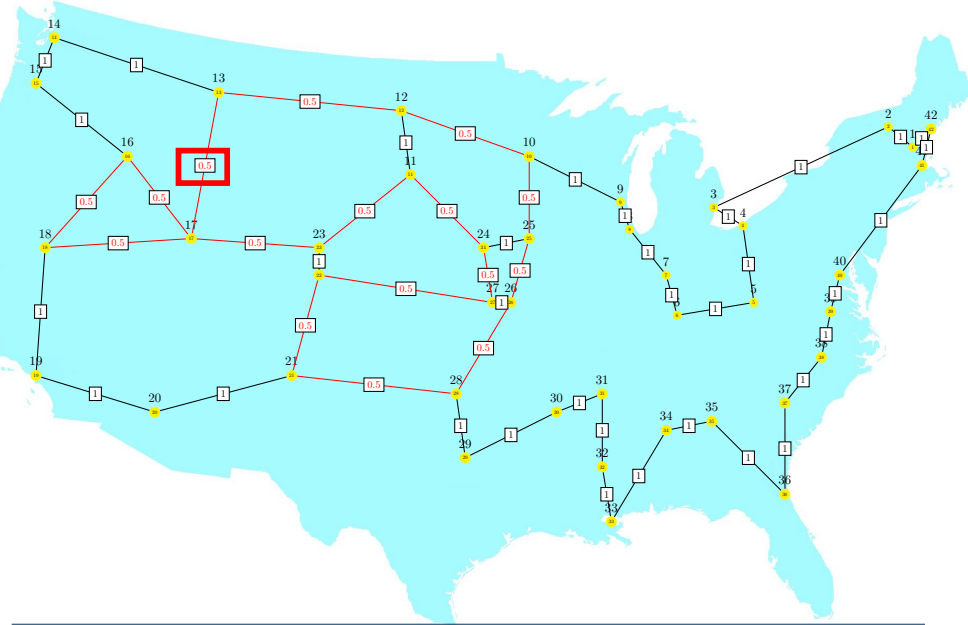
Iteration 7: Branch 1a $X_{18,15} = 0$

Objective value: -697.000000 , 861 variables, 951 constraints, 2212 iterations



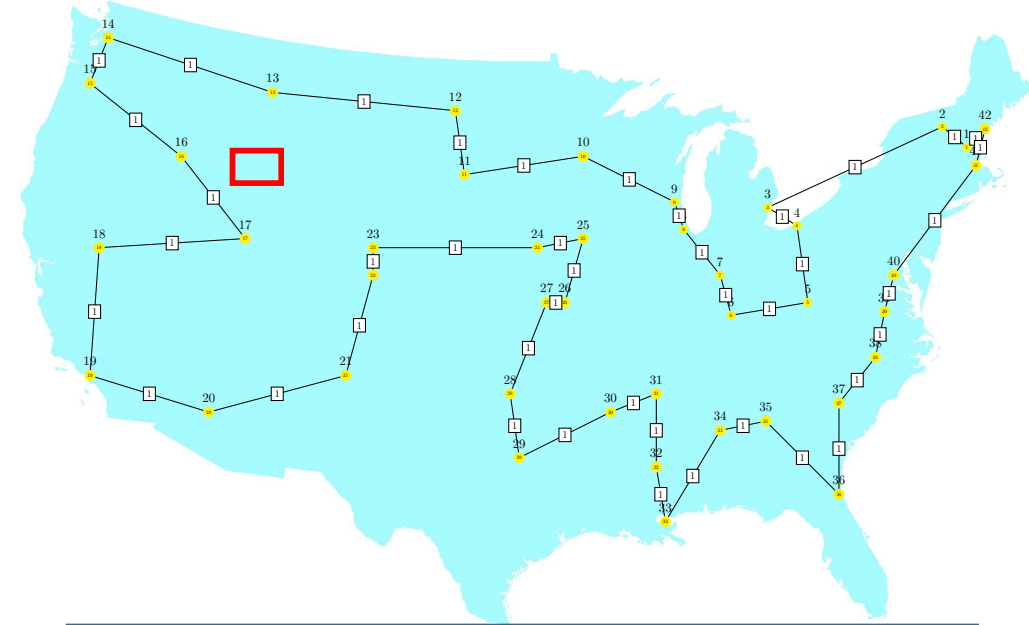
Iteration 8: Branch 2a $X_{17,13} = 0$

Objective value: -698.000000 , 861 variables, 952 constraints, 1878 iterations



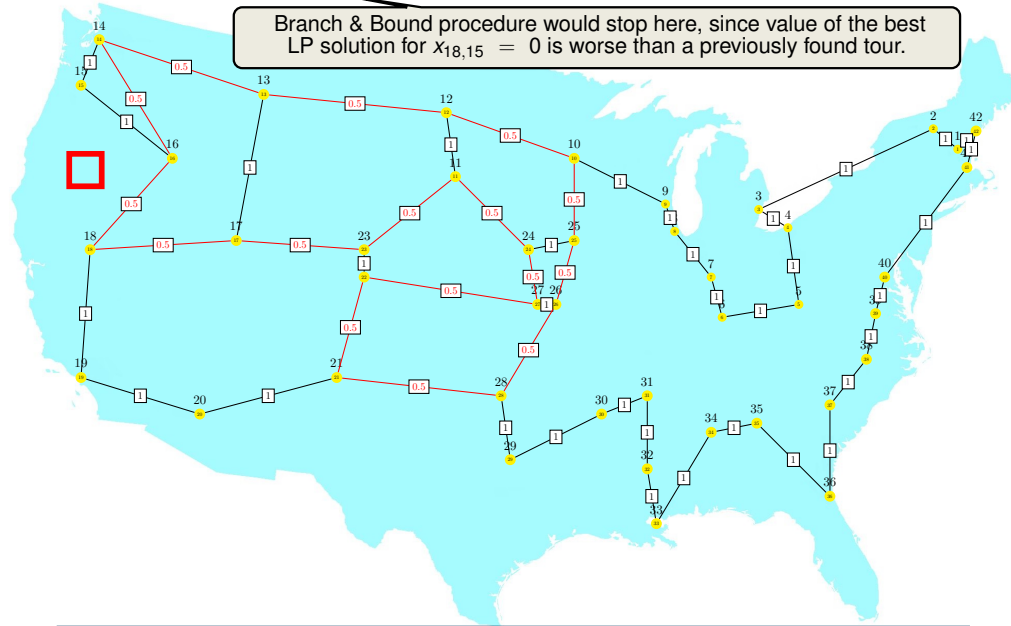
Iteration 9: Branch 2b $X_{17,13} = 1$

Objective value: -699.000000 , 861 variables, 953 constraints, 2281 iterations



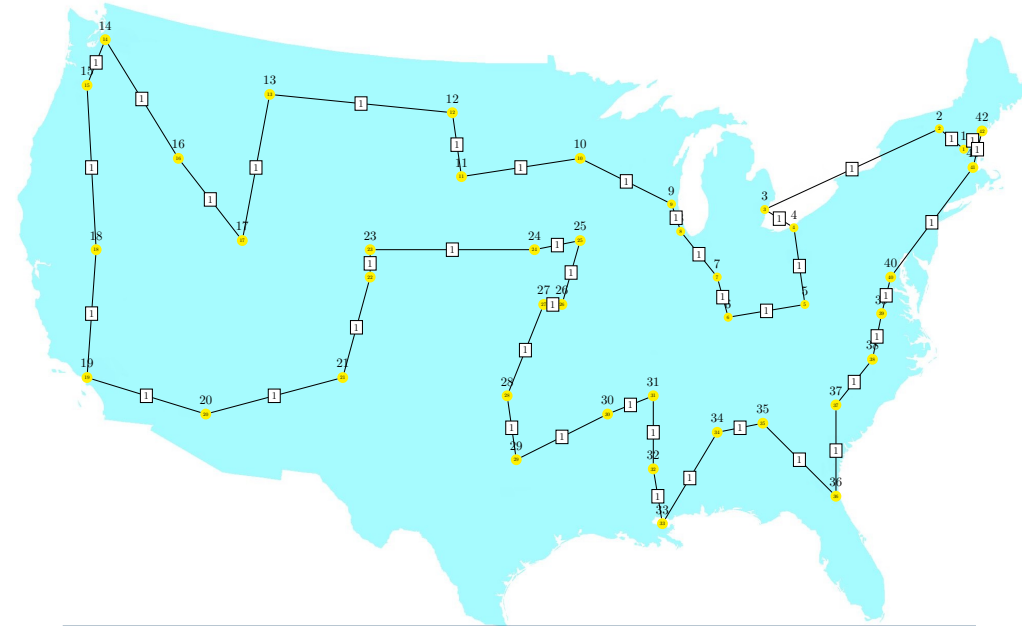
Iteration 10: Branch 1b $x_{18,15} = 1$

Objective value: -700.000000 , 861 variables, 954 constraints, 2398 iterations

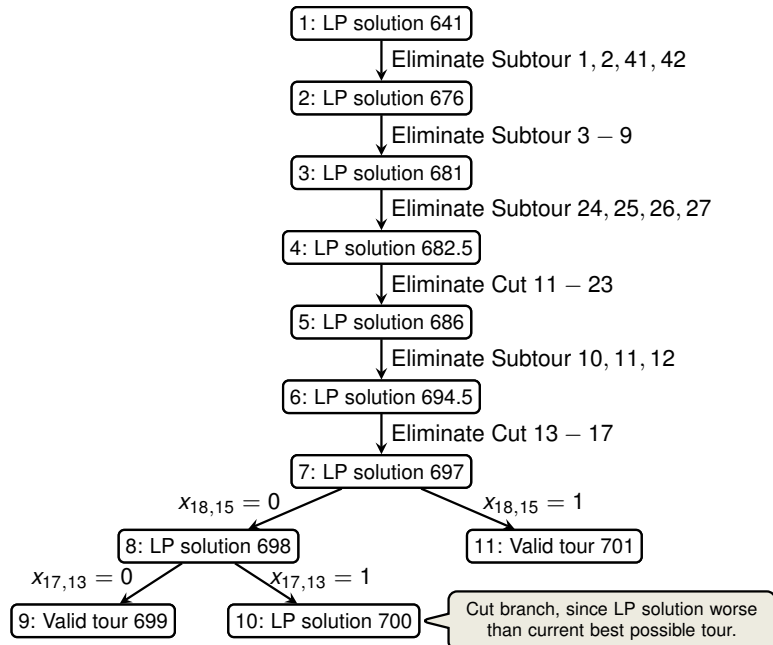


Iteration 11: Branch & Bound terminates

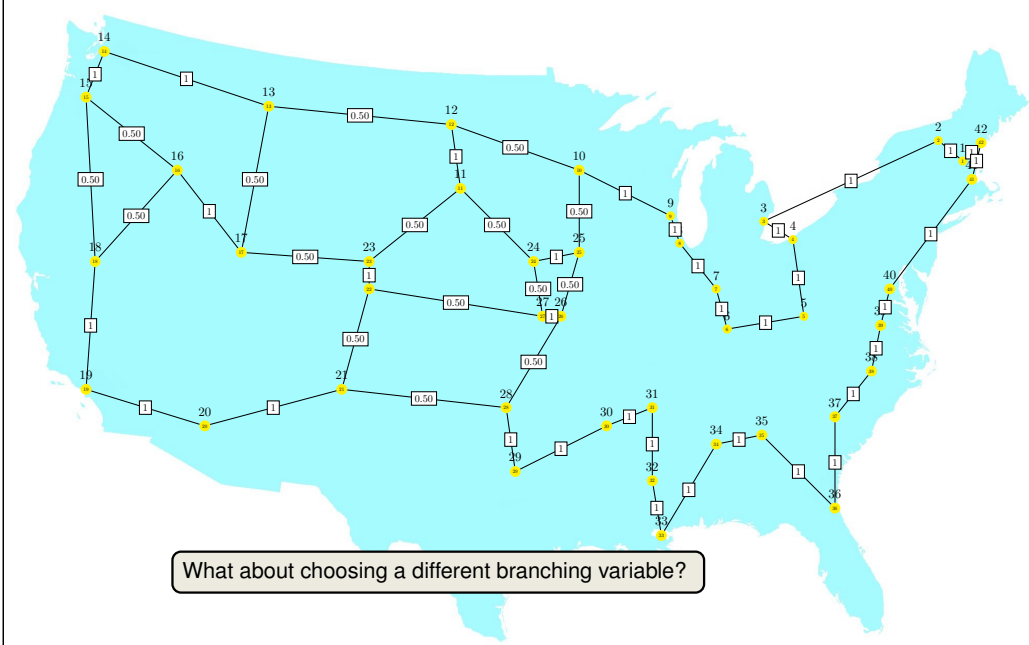
Objective value: -701.000000 , 861 variables, 953 constraints, 2506 iterations



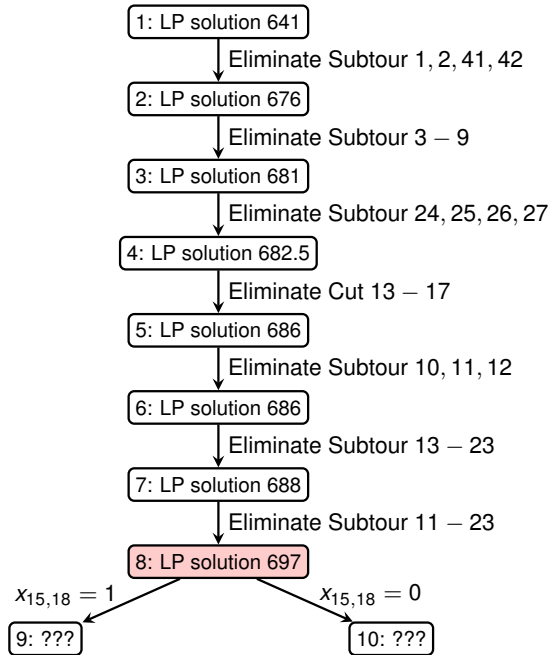
Branch & Bound Overview



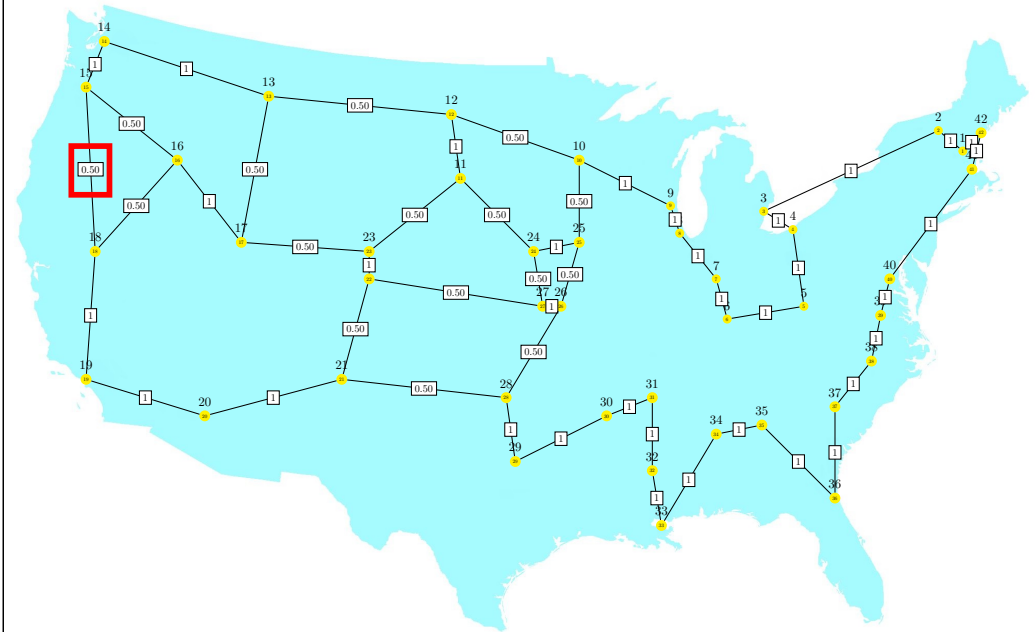
Iteration 7: Objective 697



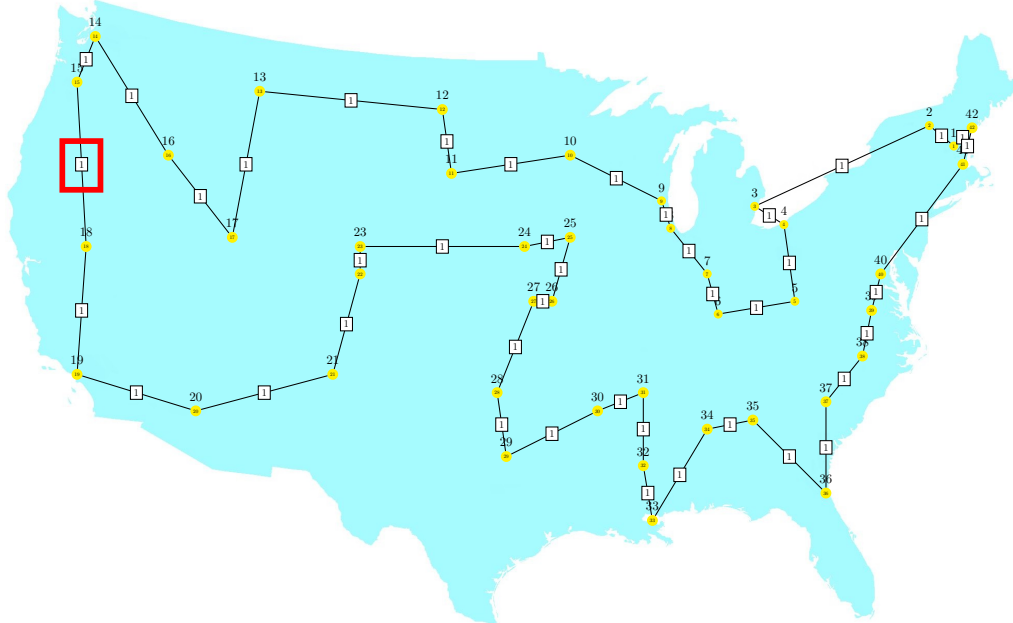
Solving Progress (Alternative Branch 1)



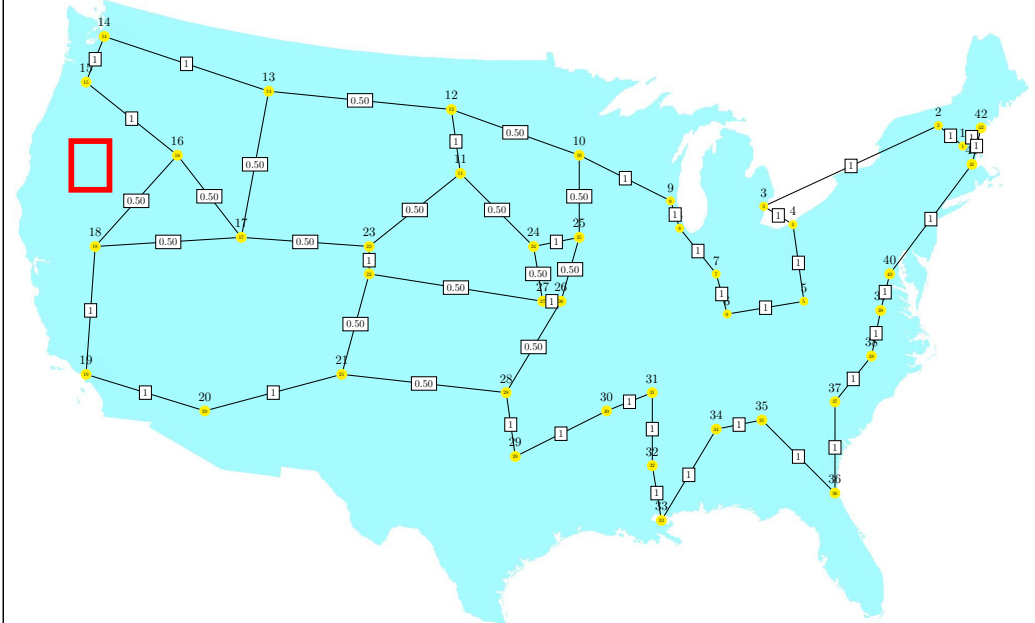
Alternative Branch 1: $X_{18,15}$, Objective 697



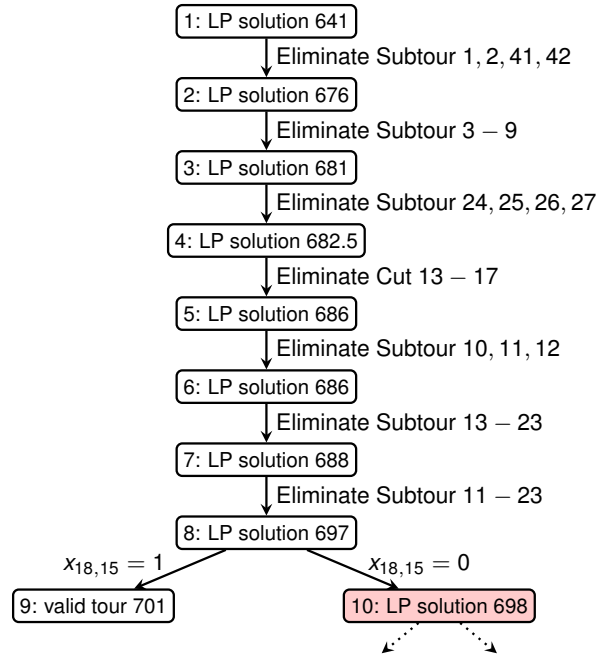
Alternative Branch 1a: $X_{18,15} = 1$, Objective 701 (Valid Tour)



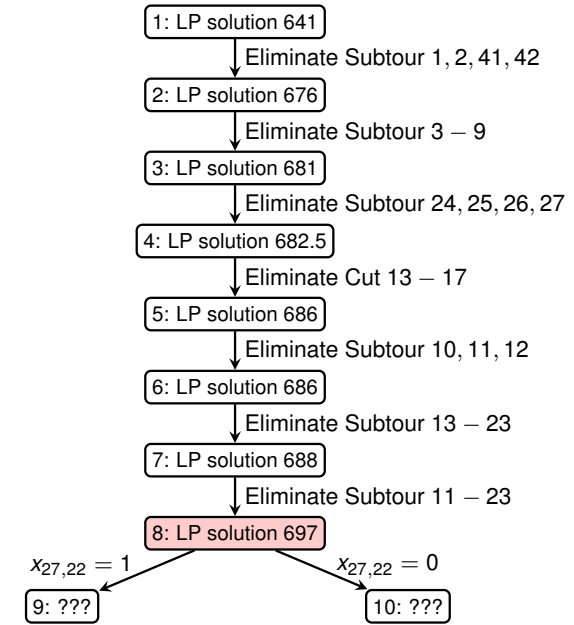
Alternative Branch 1b: $X_{18,15} = 0$, Objective 698



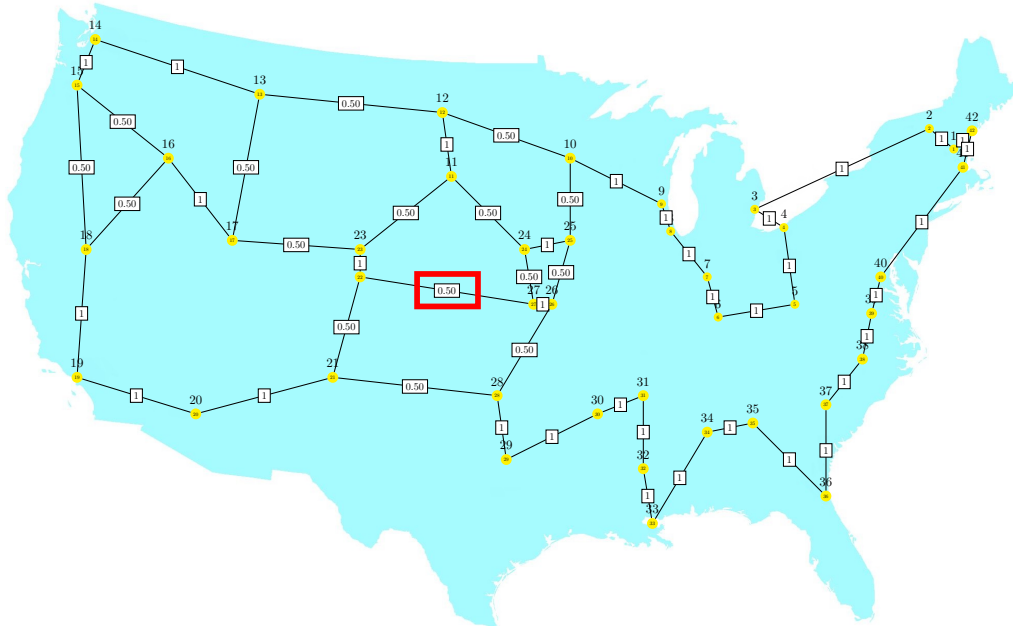
Solving Progress (Alternative Branch 1)



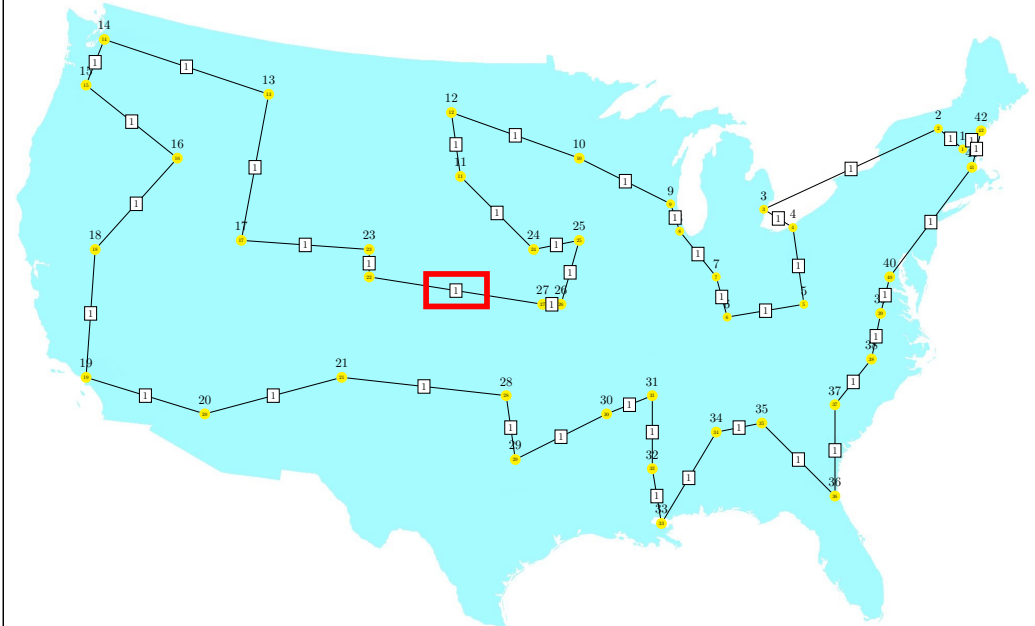
Solving Progress (Alternative Branch 2)



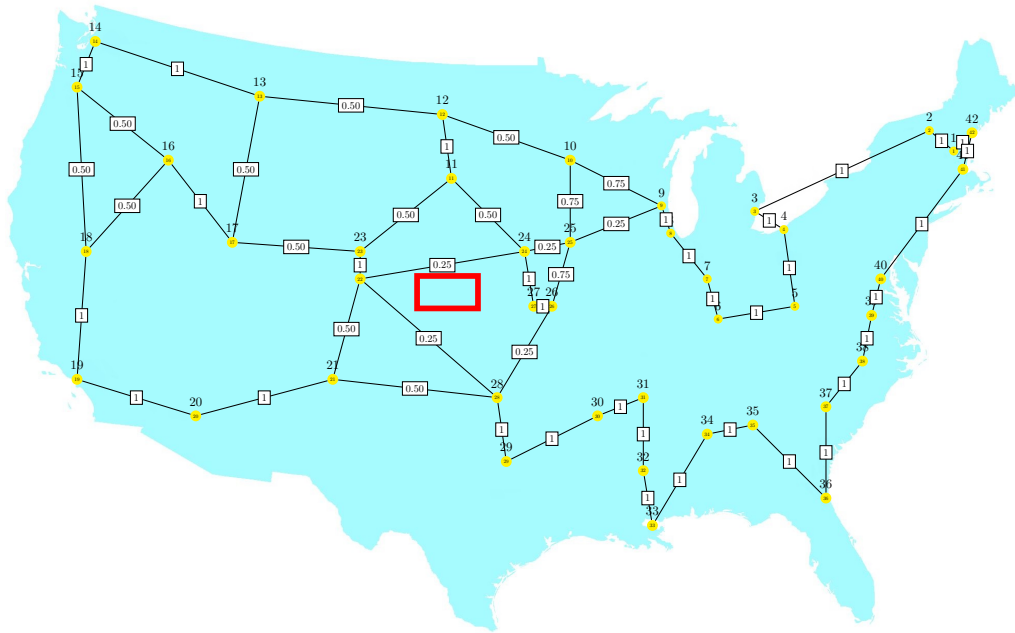
Alternative Branch 2: $x_{27,22}$, Objective 697



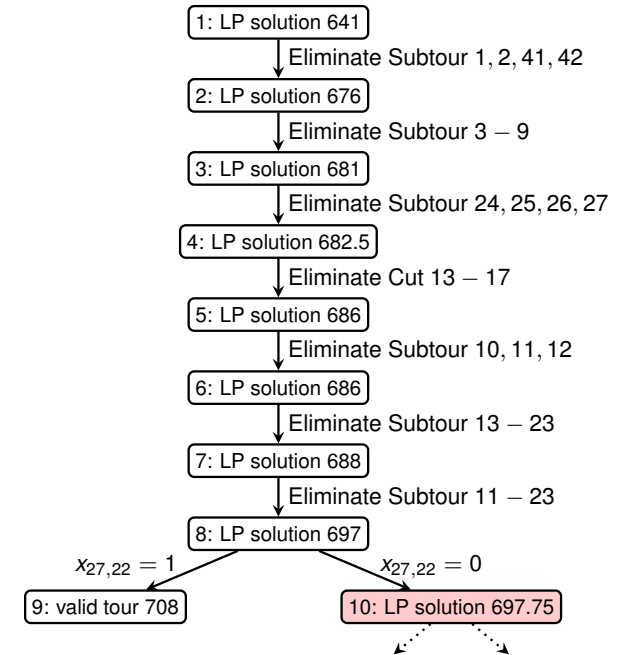
Alternative Branch 2a: $x_{27,22} = 1$, Objective 708 (Valid tour)



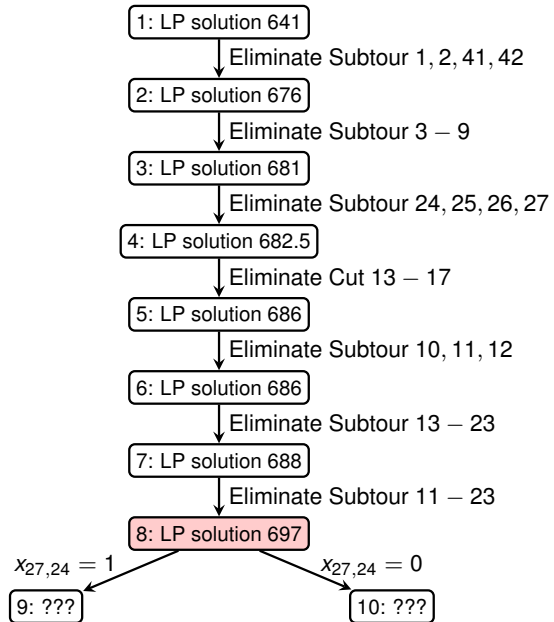
Alternative Branch 2b: $x_{27,22} = 0$, Objective 697.75



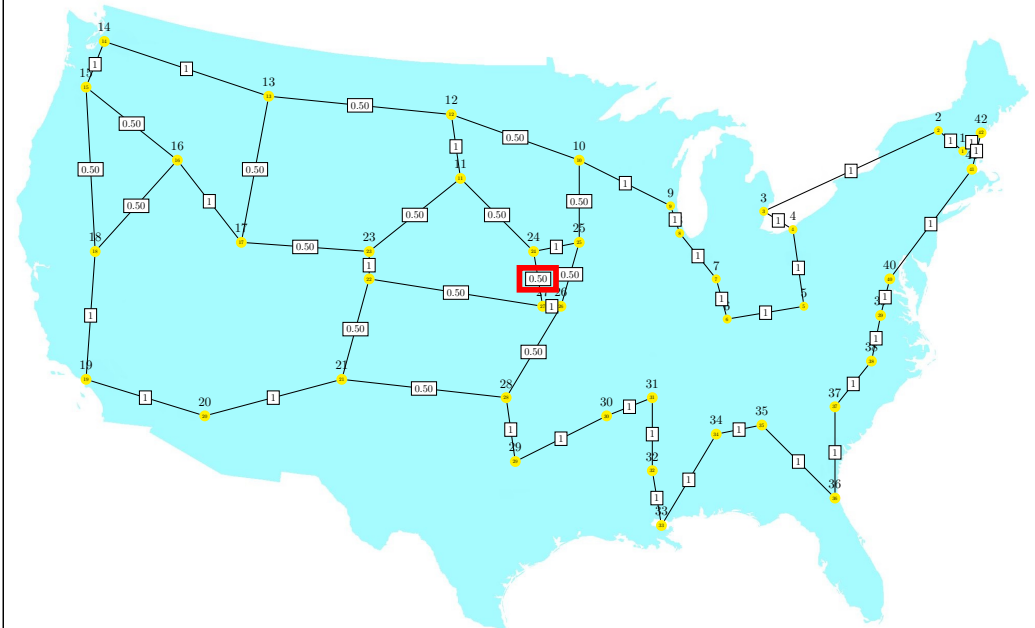
Solving Progress (Alternative Branch 2)



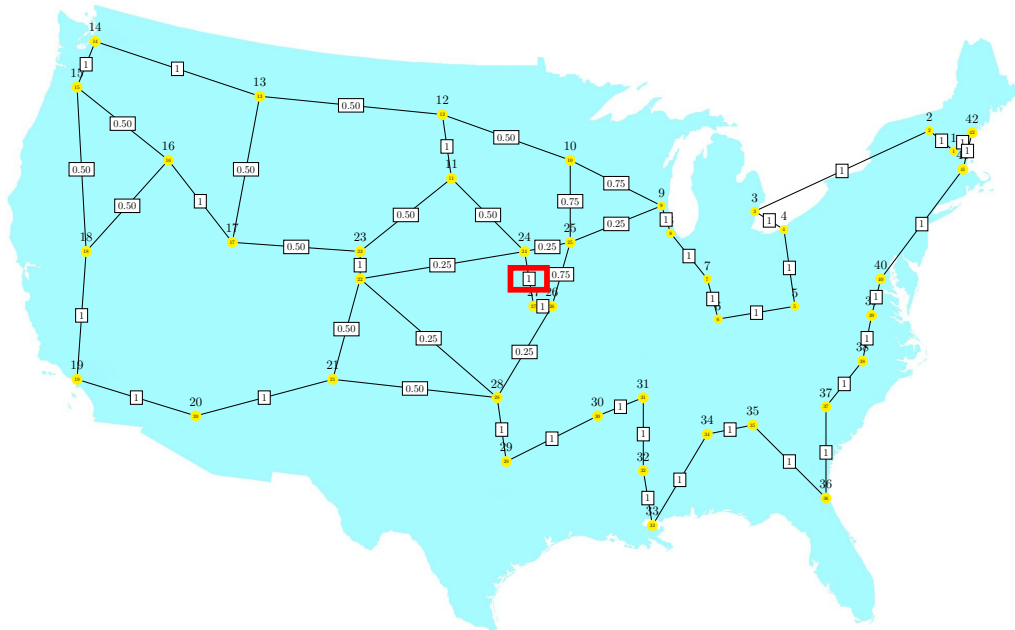
Solving Progress (Alternative Branch 3)



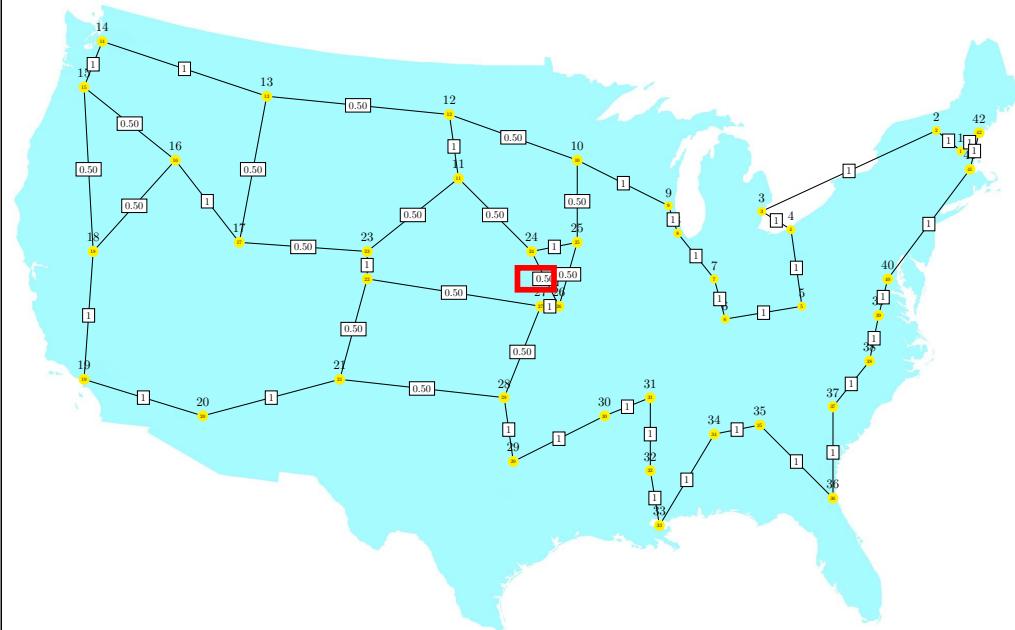
Alternative Branch 3: $x_{27,24}$, Objective 697



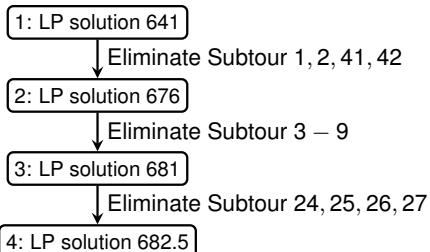
Alternative Branch 3a: $x_{27,24} = 1$, Objective 697.75



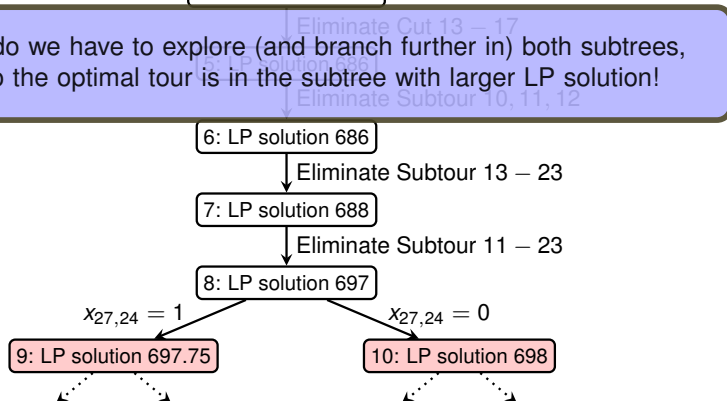
Alternative Branch 3b: $x_{27,24} = 0$, Objective 698



Solving Progress (Alternative Branch 3)



Not only do we have to explore (and branch further in) both subtrees, but also the optimal tour is in the subtree with larger LP solution!



Conclusion (1/2)

- How can one generate these constraints automatically?
 Subtour Elimination: Finding Connected Components
 Small Cuts: Finding the Minimum Cut in Weighted Graphs
- Why don't we add all possible Subtour Elimination constraints to the LP?
 There are exponentially many of them!
- Should the search tree be explored by BFS or DFS?
 BFS may be more attractive, even though it might need more memory.

CONCLUDING REMARK

It is clear that we have left unanswered practically any question one might pose of a theoretical nature concerning the traveling-salesman problem; however, we hope that the feasibility of attacking problems involving a moderate number of points has been successfully demonstrated, and that perhaps some of the ideas can be used in problems of similar nature.

Conclusion (2/2)

- Eliminate Subtour 1, 2, 41, 42
- Eliminate Subtour 3 – 9
- Eliminate Subtour 10, 11, 12
- Eliminate Subtour 11 – 23
- Eliminate Subtour 13 – 23
- Eliminate Cut 13 – 17
- Eliminate Subtour 24, 25, 26, 27

THE 49-CITY PROBLEM*

The optimal tour \bar{x} is shown in Fig. 16. The proof that it is optimal is given in Fig. 17. To make the correspondence between the latter and its programming problem clear, we will write down in addition to 42 relations in non-negative variables (2), a set of 25 relations which suffice to prove that $D(x)$ is a minimum for \bar{x} . We distinguish the following subsets of the 42 cities:

$$\begin{aligned} S_1 &= \{1, 2, 41, 42\} & S_5 &= \{13, 14, \dots, 23\} \\ S_2 &= \{3, 4, \dots, 9\} & S_6 &= \{13, 14, 15, 16, 17\} \\ S_3 &= \{1, 2, \dots, 9, 29, 30, \dots, 42\} & S_7 &= \{24, 25, 26, 27\}. \\ S_4 &= \{11, 12, \dots, 23\} \end{aligned}$$

CPLEX

From Wikipedia, the free encyclopedia

IBM ILOG CPLEX Optimization Studio (often informally referred to simply as CPLEX) is an [optimization](#) software package. In 2004, the work on CPLEX earned the first INFORMS Impact Prize.

The CPLEX Optimizer was named for the [simplex method](#) as implemented in the [C programming language](#), although today it also supports other types of [mathematical optimization](#) and offers interfaces other than just C. It was originally developed by Robert E. Bixby and was offered commercially starting in 1988 by CPLEX Optimization Inc., which was acquired by [ILOG](#) in 1997; ILOG was subsequently acquired by IBM in January 2009.^[1] CPLEX continues to be actively developed under IBM.

The IBM ILOG CPLEX Optimizer solves [integer programming](#) problems, very large^[2] [linear programming](#) problems using either primal or dual variants of the [simplex method](#) or the barrier interior

CPLEX	
Developer(s)	IBM
Stable release	12.6
Development status	Active
Type	Technical computing
License	Proprietary
Website	ibm.com/software/products/ibmilogcpleoptstud/

```
Welcome to IBM(R) ILOG(R) CPLEX(R) Interactive Optimizer 12.6.1.0
with Simplex, Mixed Integer & Barrier Optimizers
5725-A06 5725-A29 5724-Y48 5724-Y49 5724-Y54 5724-Y55 5655-Y21
Copyright IBM Corp. 1988, 2014. All Rights Reserved.
```

```
Type 'help' for a list of available commands.
Type 'help' followed by a command name for more
information on commands.
```

```
CPLEX> read tsp.lp
Problem 'tsp.lp' read.
Read time = 0.00 sec. (0.06 ticks)
CPLEX> primopt
Tried aggregator 1 time.
LP Presolve eliminated 1 rows and 1 columns.
Reduced LP has 49 rows, 860 columns, and 2483 nonzeros.
Presolve time = 0.00 sec. (0.36 ticks)
```

```
Iteration log . . .
Iteration: 1 Infeasibility = 33.999999
Iteration: 26 Objective = 1510.000000
Iteration: 90 Objective = 923.000000
Iteration: 155 Objective = 711.000000
```

```
Primal simplex - Optimal: Objective = 6.9900000000e+02
Solution time = 0.00 sec. Iterations = 168 (25)
Deterministic time = 1.16 ticks (288.86 ticks/sec)
```

```
CPLEX> █
```

```
CPLEX> display solution variables -
Variable Name      Solution Value
x_2_1              1.000000
x_42_1             1.000000
x_3_2              1.000000
x_4_3              1.000000
x_5_4              1.000000
x_6_5              1.000000
x_7_6              1.000000
x_8_7              1.000000
x_9_8              1.000000
x_10_9             1.000000
x_11_10            1.000000
x_12_11            1.000000
x_13_12            1.000000
x_14_13            1.000000
x_15_14            1.000000
x_16_15            1.000000
x_17_16            1.000000
x_18_17            1.000000
x_19_18            1.000000
x_20_19            1.000000
x_21_20            1.000000
x_22_21            1.000000
x_23_22            1.000000
x_24_23            1.000000
x_25_24            1.000000
x_26_25            1.000000
x_27_26            1.000000
x_28_27            1.000000
x_29_28            1.000000
x_30_29            1.000000
x_31_30            1.000000
x_32_31            1.000000
x_33_32            1.000000
x_34_33            1.000000
x_35_34            1.000000
x_36_35            1.000000
x_37_36            1.000000
x_38_37            1.000000
x_39_38            1.000000
x_40_39            1.000000
x_41_40            1.000000
x_42_41            1.000000
All other variables in the range 1-861 are 0.
```