

# Approximation Algorithms

## Lecture 9: An Approximation Scheme for EUCLIDEANTSP

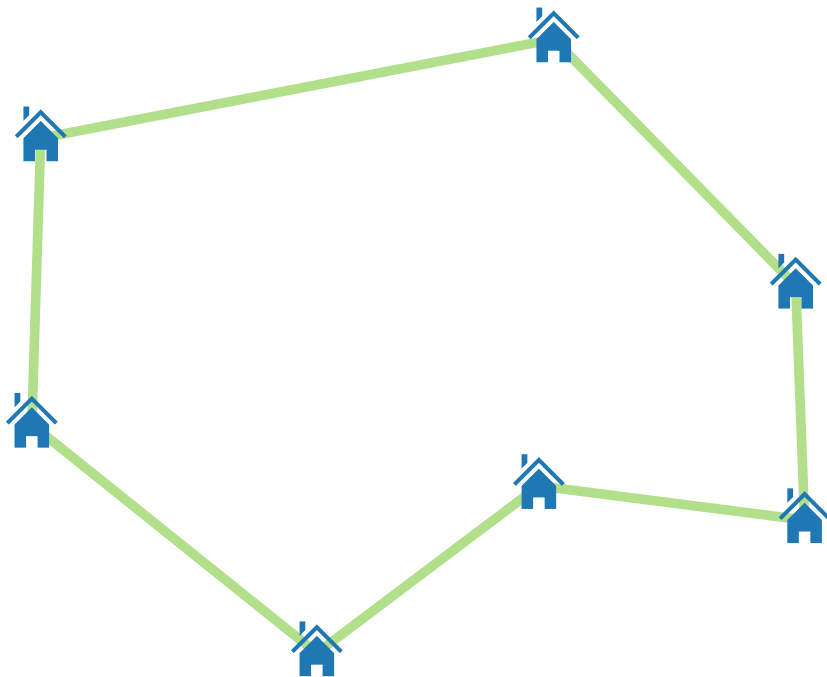
### Part I: TRAVELINGSALESMANPROBLEM

# TRAVELINGSALESMANPROBLEM (TSP)

**Question:** What's **the fastest way** to deliver all parcels to their destination?

**Given:** A set of  $n$  houses (points) in  $\mathbb{R}^2$ .

**Task:** Find a **tour** (Hamiltonian cycle) of min. length.



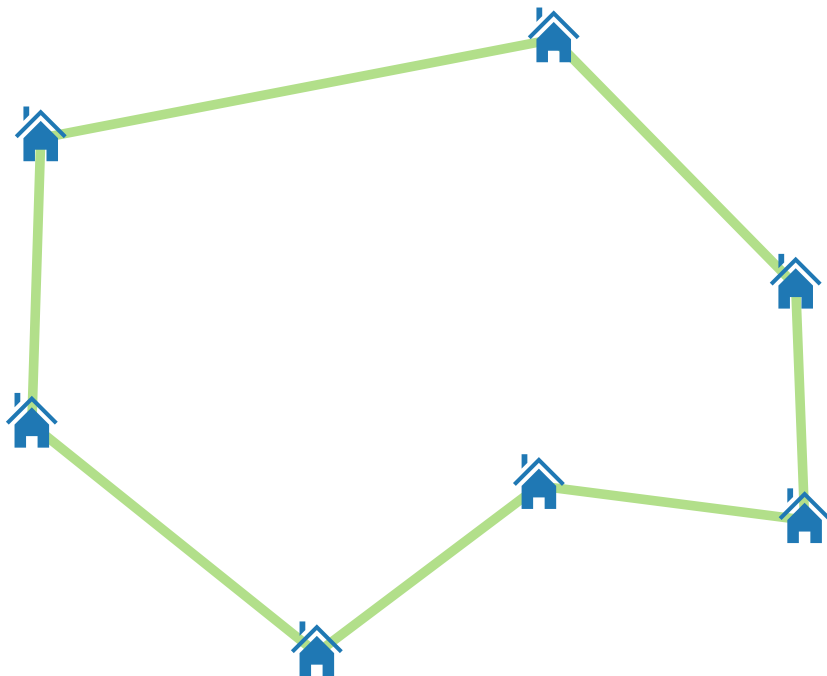
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Distance between two points?



For every polynomial  $p(n)$ , TSP cannot be approximated within factor  $2^{p(n)}$  (unless  $P=NP$ ).

There is a  $3/2$ -approximation algorithm for METRICTSP.

METRICTSP cannot be approximated within factor  $123/122$  (unless  $P=NP$ ).

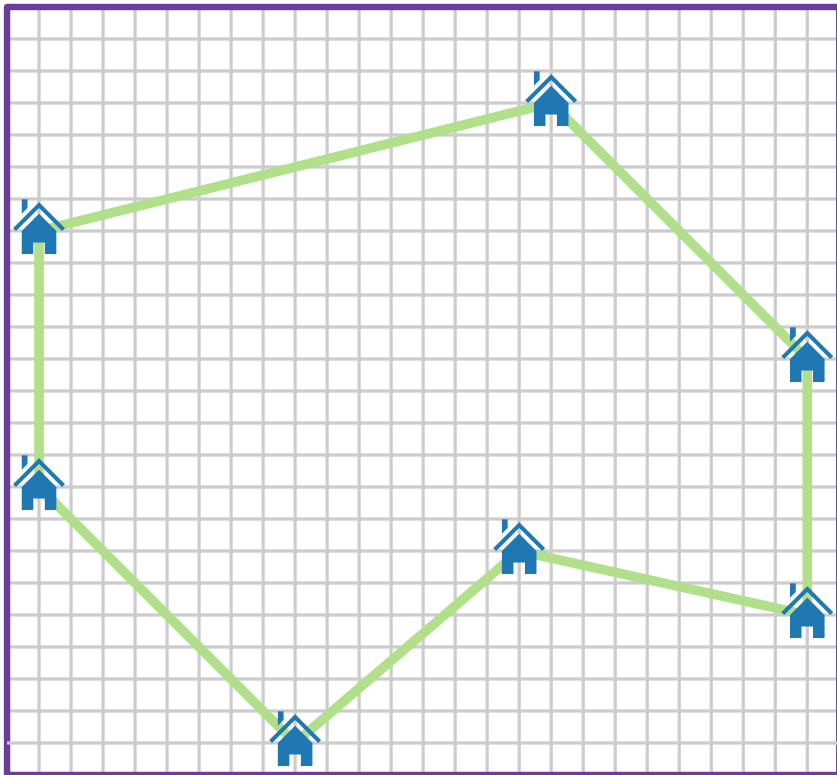
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The Salesman can fly  $\Rightarrow$  Euclidean distance.



## Simplifying Assumptions

- Houses inside  $(L \times L)$ -square
  - $L := 4n^2 = 2^k$ ;  
 $k = 2 + 2 \log_2 n$
  - integer coordinates
- ("justification": homework)

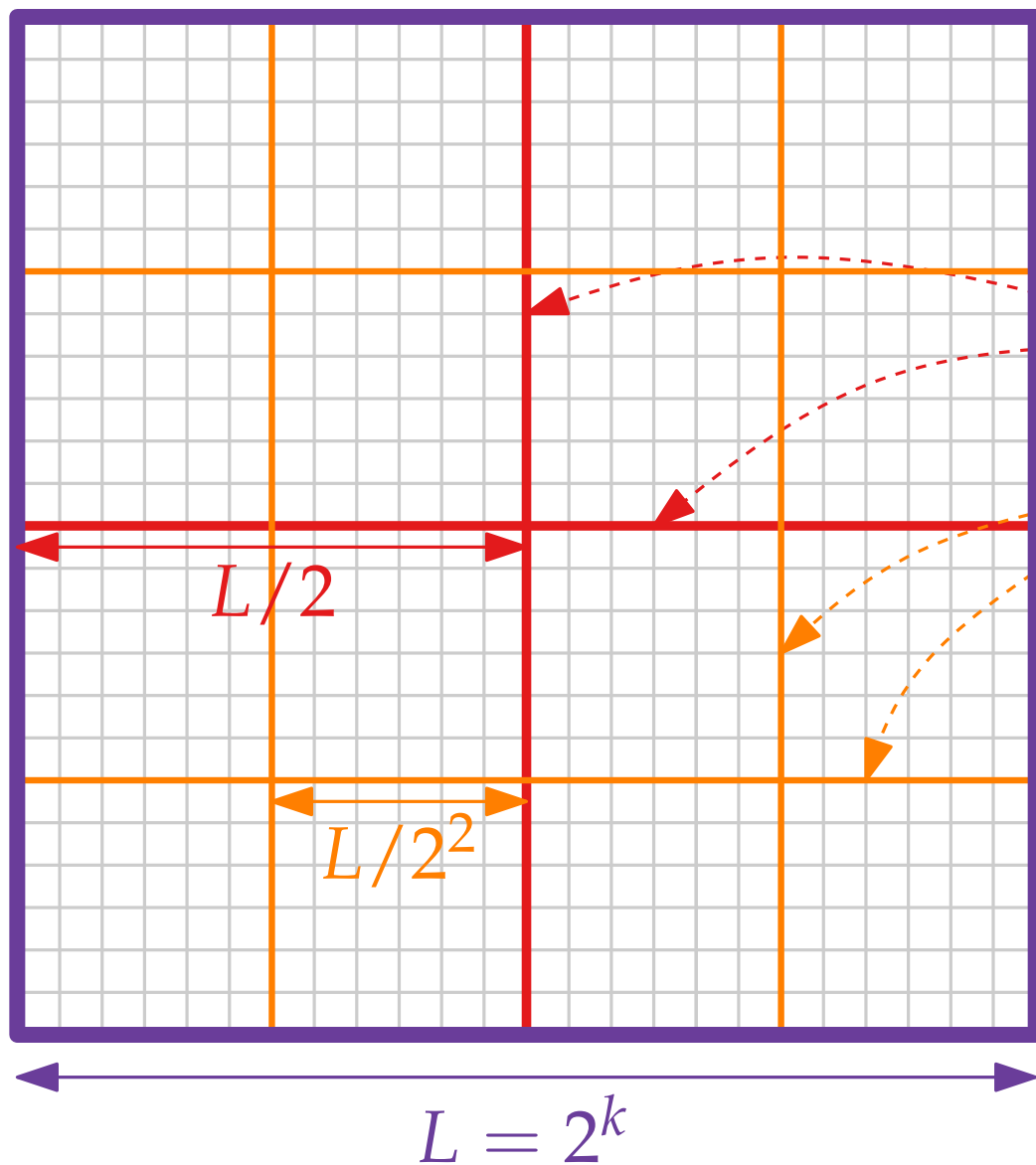
Goal:  
 $(1 + \varepsilon)$ -  
approximation!

# Approximation Algorithms

## Lecture 9: PTAS for EUCLIDEANTSP

### Part II: Dissection

# Basic Dissection



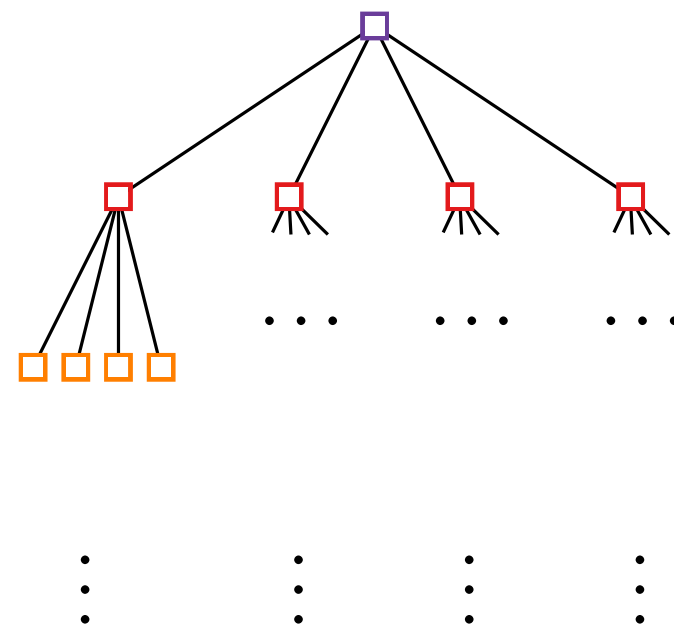
Level 0

Level 1

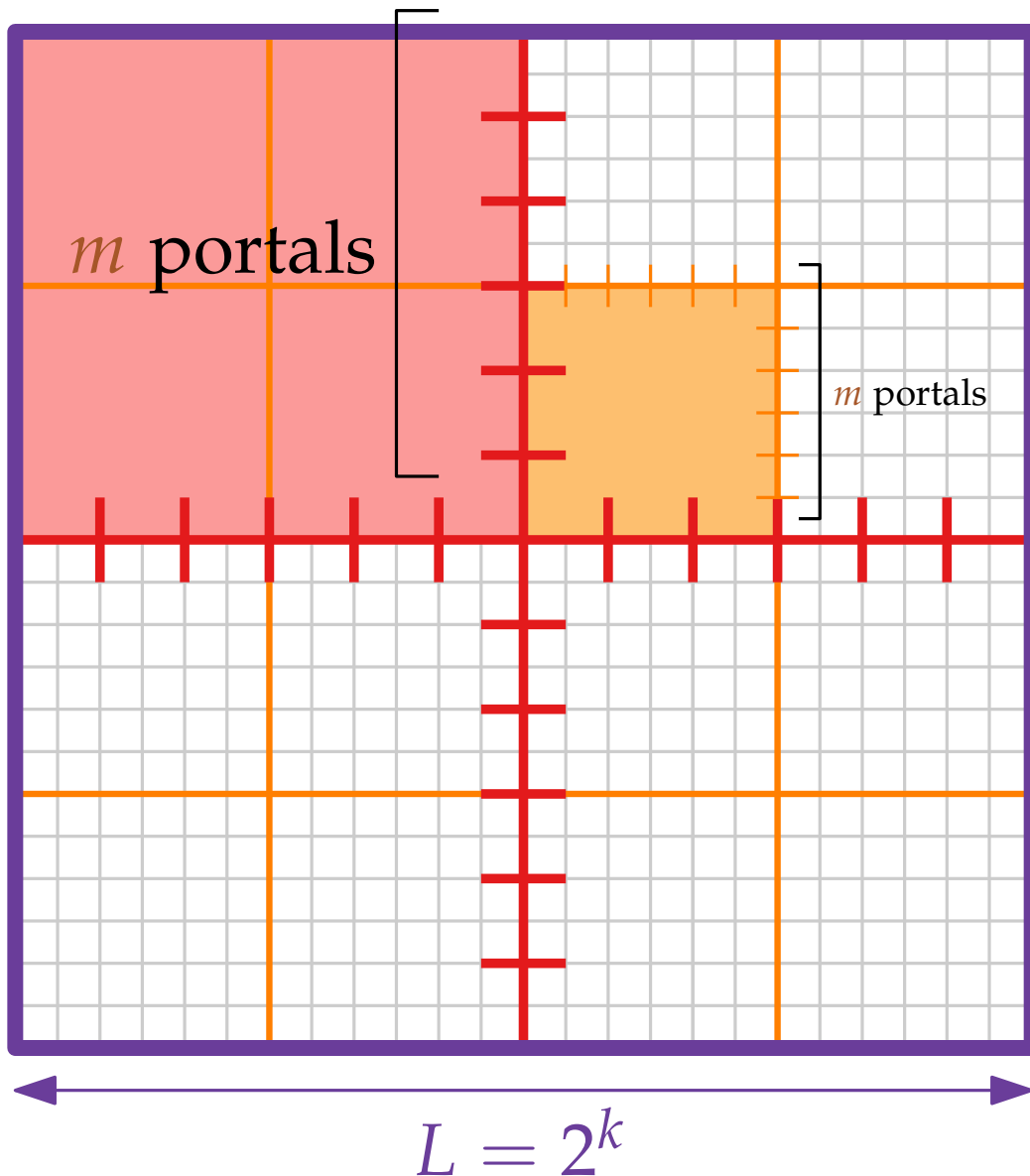
Level 2

Level  $k$

(squares of size  $1 \times 1$ )



# Portals



- $m$  power of two in interval  $[k/\varepsilon, 2k/\varepsilon]$   
 $k = 2 + 2 \log_2 n$   
 $\Rightarrow m = O((\log n)/\varepsilon)$
- **Portals** on level- $i$ -line with distance  $L/(2^i m)$
- Level- $i$ -square: size  $L/2^i \times L/2^i$
- Level- $i$ -square has at most  $4m$  portals on its boundary.

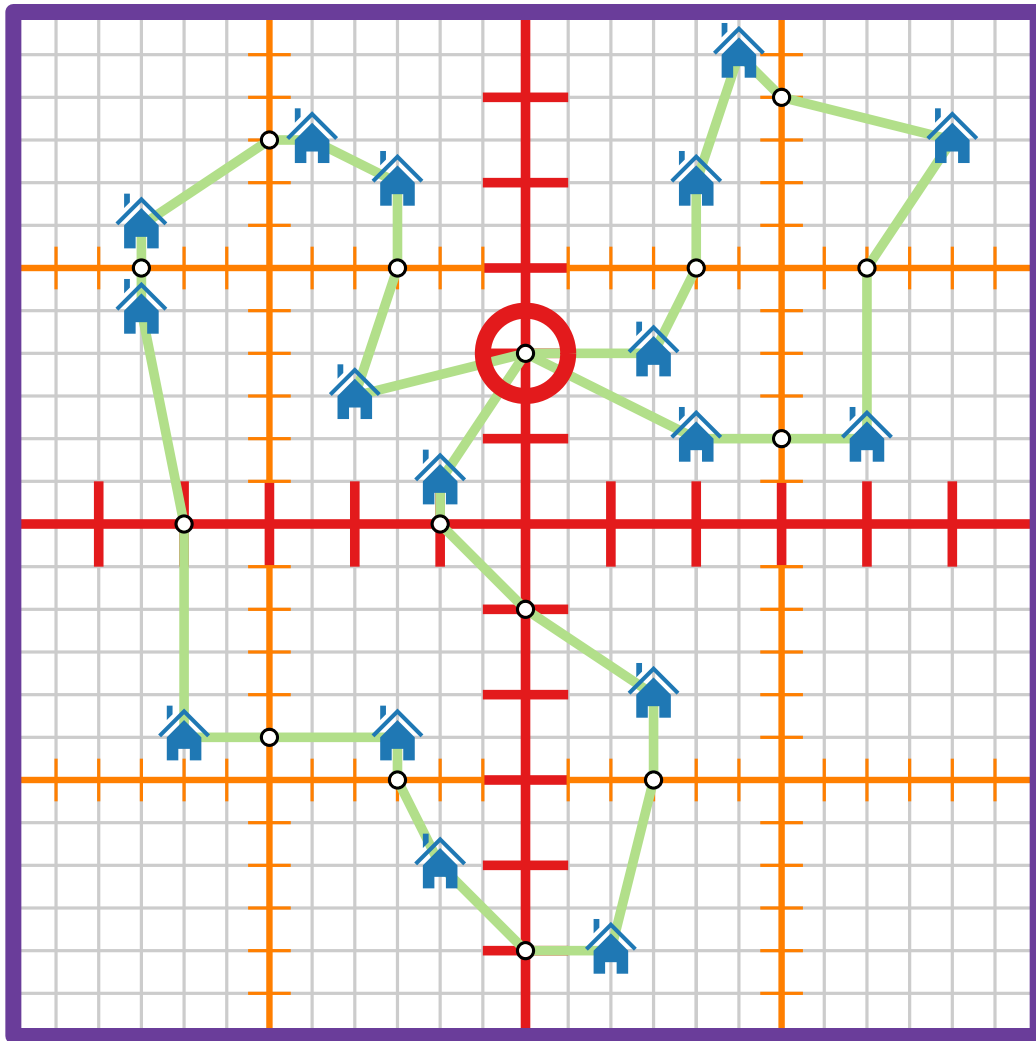
# Approximation Algorithms

## Lecture 9: PTAS for EUCLIDEANTSP

### Part III: Well Behaved Tours



# Well Behaved Tours



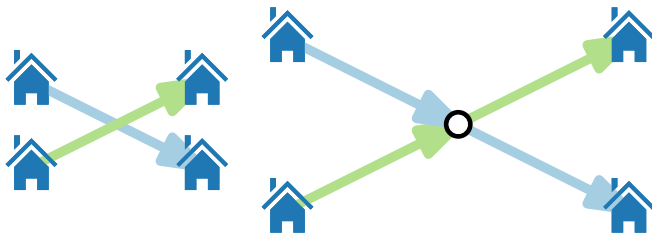
A tour is *well behaved* if

- it involves all houses and a subset of the portals,
- no edge of the tour crosses a line of the basic dissection,
- it is crossing-free.

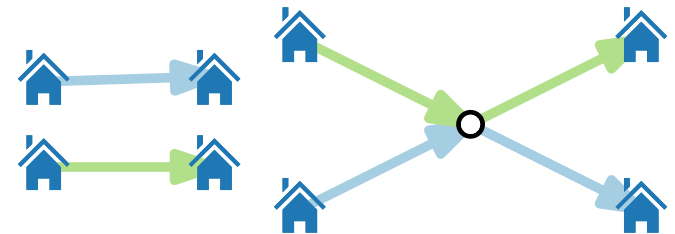
W.l.o.g. (**homework**):

No portal visited more than twice

Crossing



No crossing



# Computing a Well Behaved Tour

**Lemma.** An optimal well behaved tour can be computed in  $2^{O(m)} = n^{O(1/\epsilon)}$  time.

## Sketch.

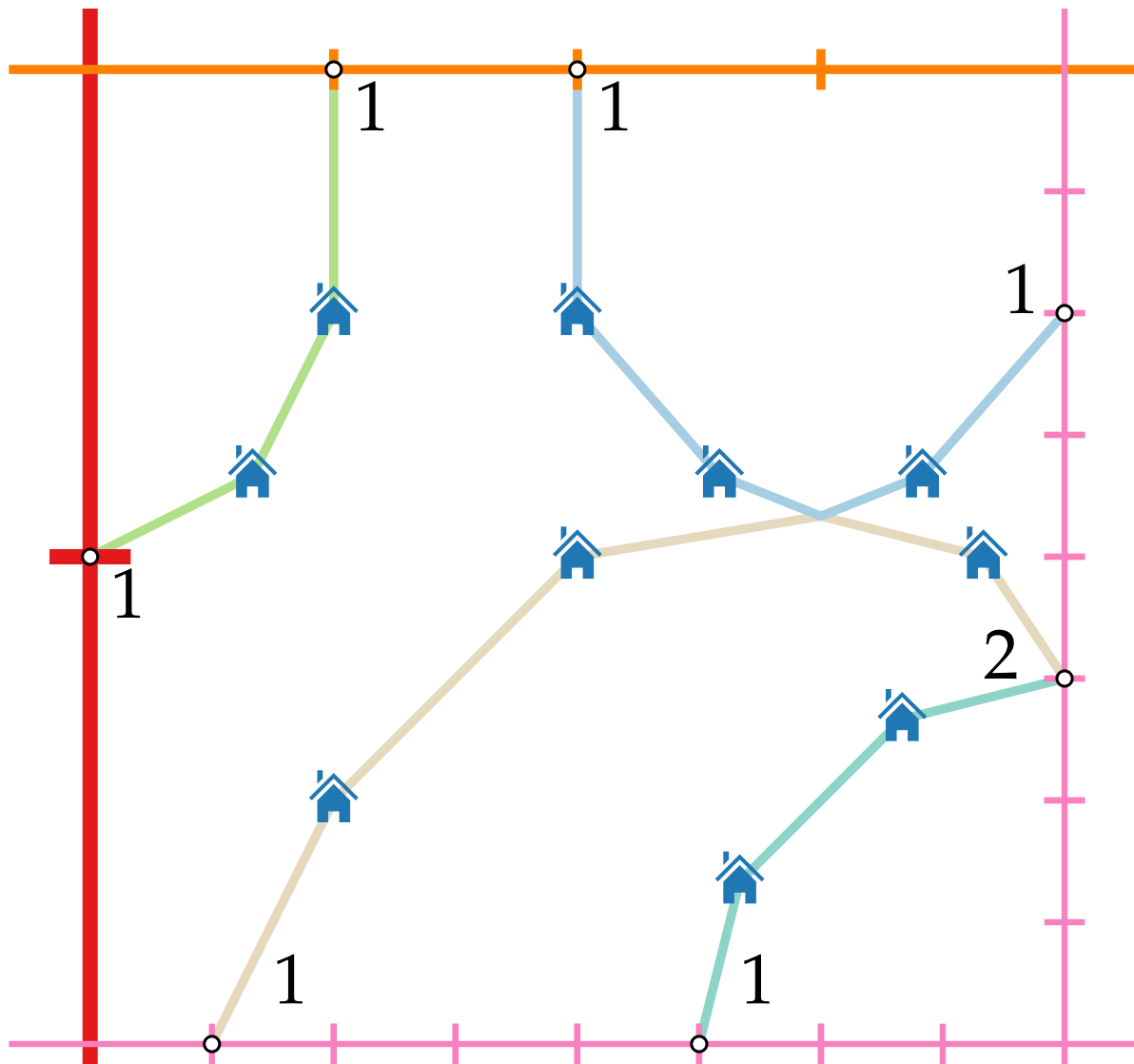
- Dynamic Programming!
- Compute sub-structure of an optimal tour for each square in the dissection tree.
- These solutions can be efficiently propagated bottom-up through the dissection tree.

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### Part IV: Dynamic Program

# Dynamic Program (I)



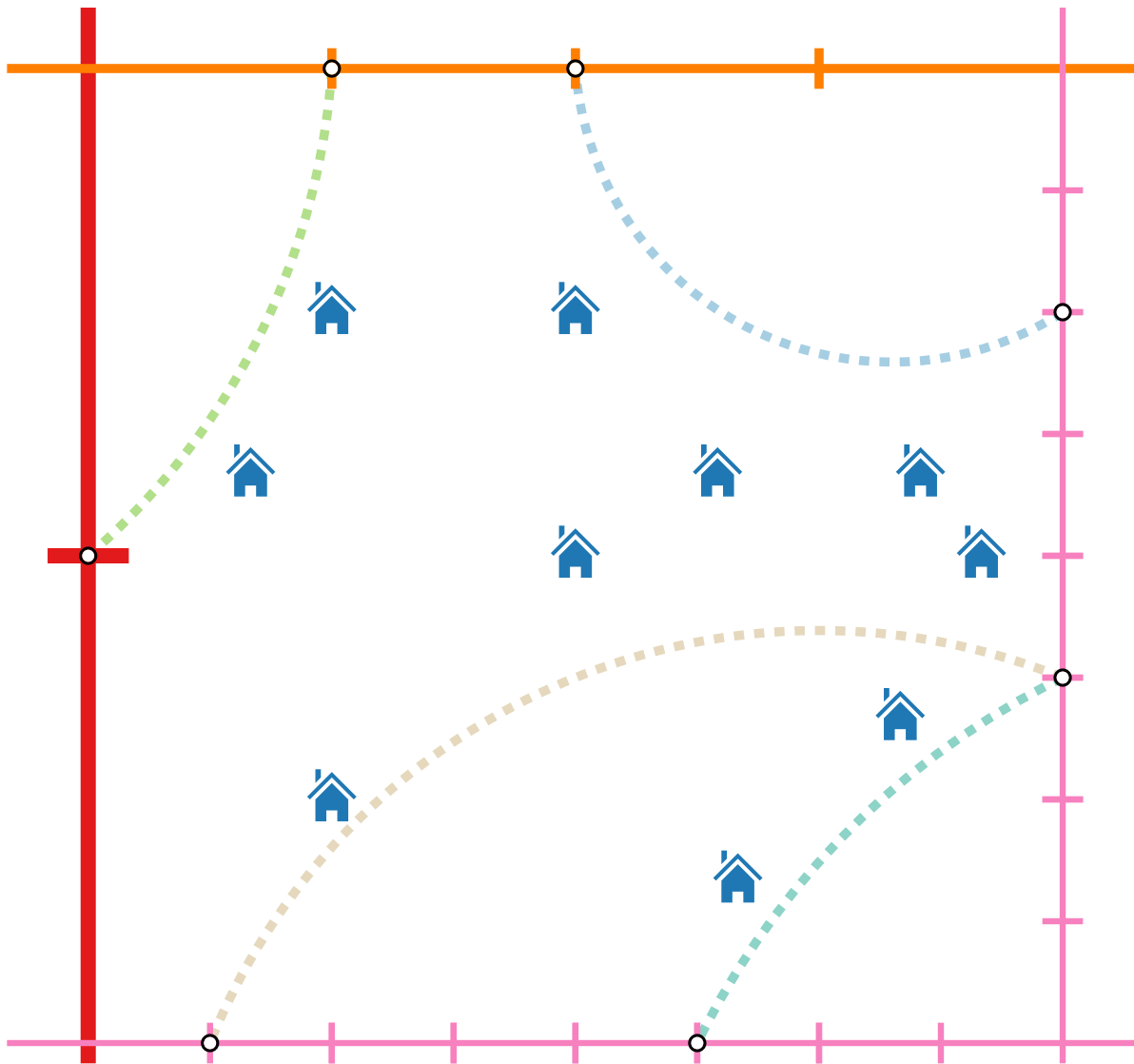
Each well behaved tour induces the following in each square  $Q$  of the dissection:

- A path cover of the houses in  $Q$
- Each portal of  $Q$  is visited 0,1 or 2 times by this path cover

$\Rightarrow \max. 3^{4m} = 3^{O((\log n)/\varepsilon)} = n^{O(1/\varepsilon)}$  possibilities

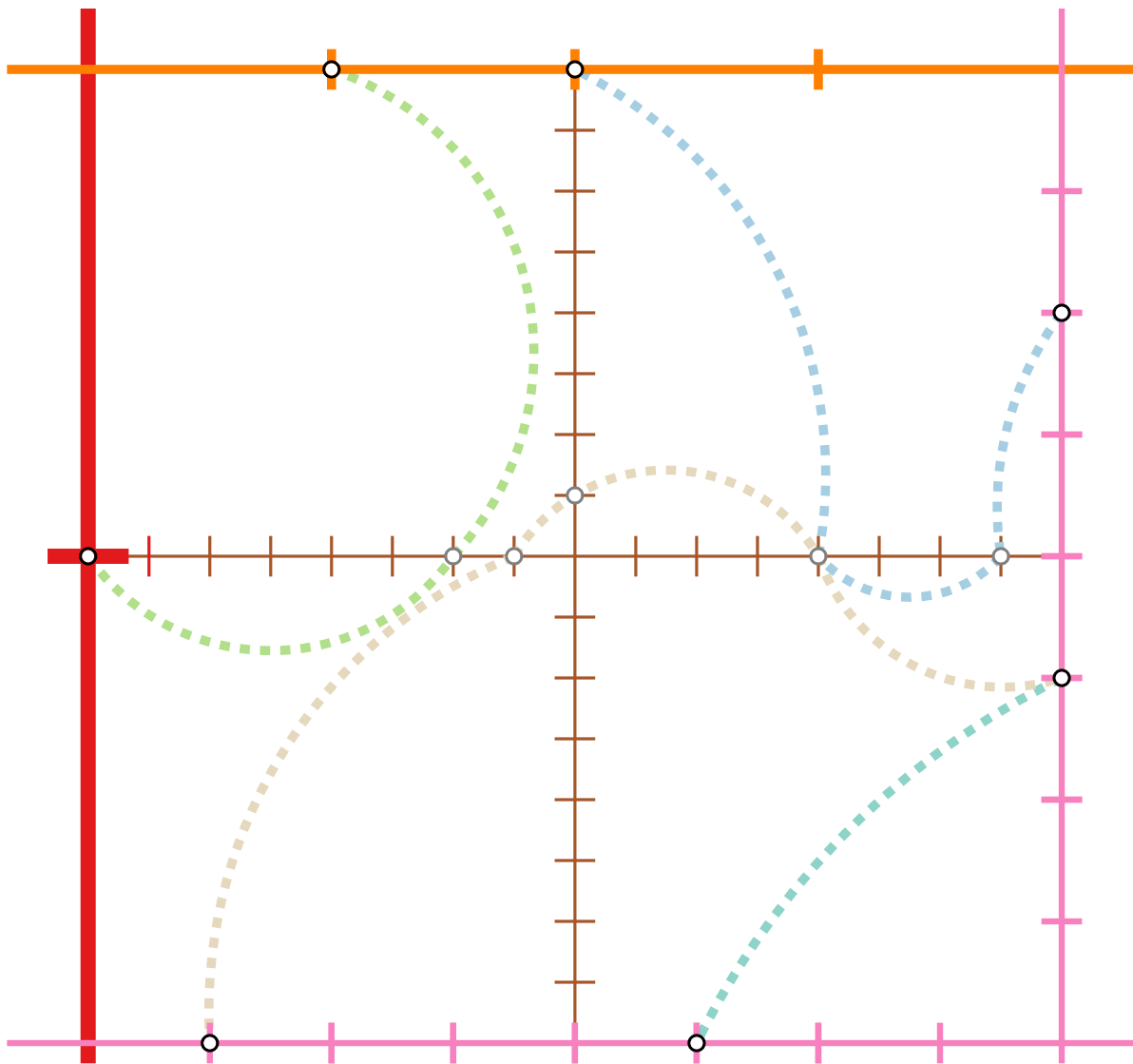
$m = O((\log n)/\varepsilon)$

# Dynamic Program (II)



Compute:  
 for each square  $Q$  in the  
 dissection and  
 each crossing-free pairing  $P$   
 of  $Q$   
 an optimal path cover that  
 respects  $P$ .

# Dynamic Program (III)



For a given square  $Q$  and pairing  $P$ :

- Iterate over all  $(n^{O(1/\varepsilon)})^4 = n^{O(1/\varepsilon)}$  crossing-free pairings of the child-squares
- Minimize the cost over all such pairings that respect  $P$
- Correctness by induction

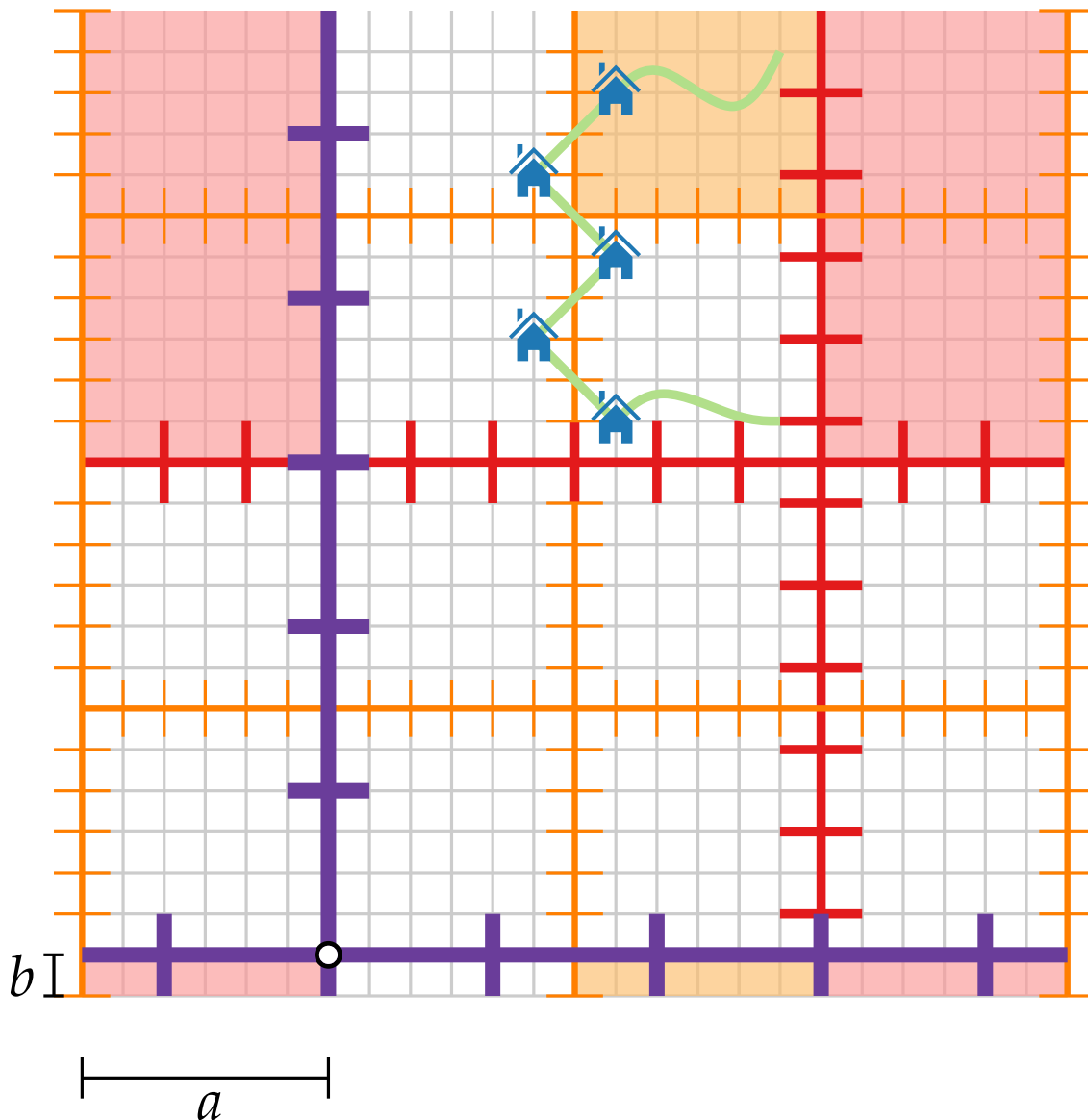
**Lemma.** An optimal well behaved tour can be computed in  $2^{O(m)} = n^{O(1/\varepsilon)}$  time.

# Approximation Algorithms

## Lecture 9: PTAS for EUCLIDEANTSP

### Part V: Shifted Dissections

# Shifted Dissections



- The best well behaved tour can be a bad approximation.

- Consider an  $(a, b)$ -shifted dissection:

$$x \mapsto (x + a) \bmod L$$

$$y \mapsto (y + b) \bmod L$$

- Squares in the dissection tree are “wrapped around”.
- Dynamic program must be modified accordingly.





# Approximation Algorithms

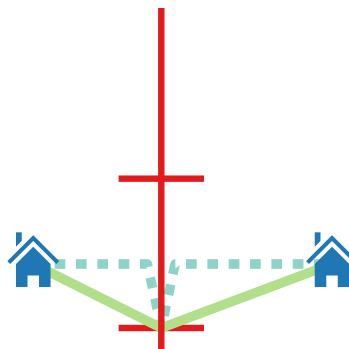
## Lecture 9: PTAS for EUCLIDEANTSP

### Part VI: Approximation Factor

# Shifted Dissections (III)

**Theorem.** Let  $a, b \in [0, L - 1]$  be chosen independently and uniformly at random. Then the expected cost of an optimal well behaved tour with respect to the  $(a, b)$ -shifted dissection is  $\leq (1 + 2\sqrt{2}\varepsilon)\text{OPT}$ .

**Proof.** Consider optimal tour  $\pi$ . Make  $\pi$  well behaved by moving each intersection point with the  $(L \times L)$ -grid to the nearest portal.



Detour per intersection  $\leq$  inter-portal distance.

# Shifted Dissections (III)

- Consider an intersection point between  $\pi$  and a line  $l$  of the  $(L \times L)$ -grid.
- With probability *at most*  $2^i / L$ ,  $l$  is a level- $i$ -line  
 $\rightsquigarrow$  an increase in tour length by a maximum of  $L / (2^i m)$  (inter-portal distance).
- Thus, the expected increase in tour length due to this intersection is at most:  $m \in [k/\varepsilon, 2k/\varepsilon]$

$$\sum_{i=0}^k \frac{2^i}{L} \cdot \frac{L}{2^i m} \leq \frac{k+1}{m} \leq 2\varepsilon.$$

- Summing over all  $N(\pi) \leq \sqrt{2} \cdot \text{OPT}$  intersection points, and applying linearity of expectation, provides the claim.

# Approximation Scheme

**Theorem.** Let  $a, b \in [0, L - 1]$  be chosen independently and uniformly at random. Then the expected cost of an optimal well behaved tour with respect to the  $(a, b)$ -shifted dissection is  $\leq (1 + 2\sqrt{2}\varepsilon)\text{OPT}$ .

**Theorem.** There is a *deterministic* algorithm (PTAS) for EUCLIDEANTSP that provides for every  $\varepsilon > 0$  a  $(1 + \varepsilon)$ -approximation in  $n^{O(1/\varepsilon)}$  time.

**Proof.** Try all  $L^2$  many  $(a, b)$ -shifted dissections. By the previous theorem, one of them is good enough. □