

Approximation Algorithms

Lecture 9: An Approximation Scheme for EUCLIDEAN TSP

Part I: The TRAVELING SALESMAN PROBLEM

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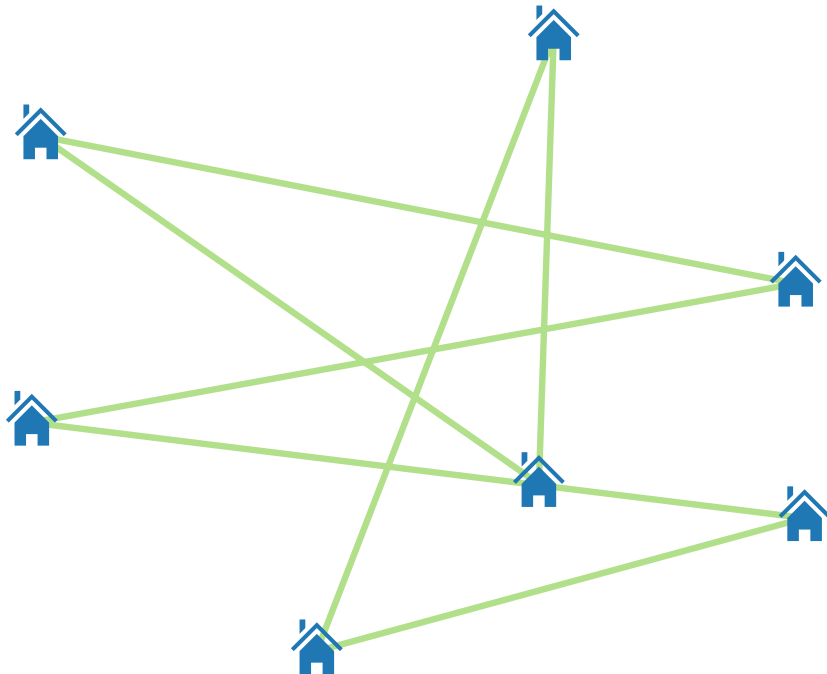


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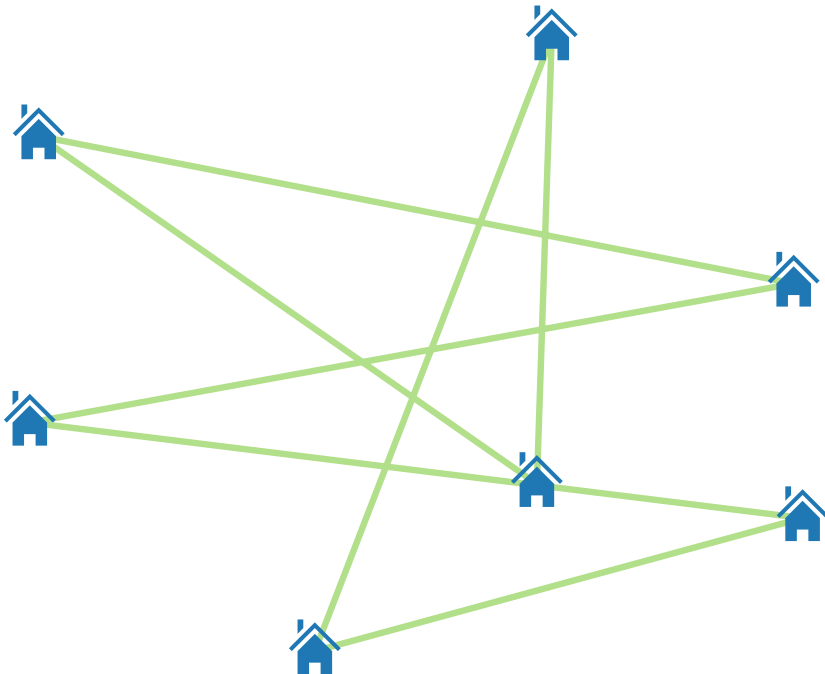


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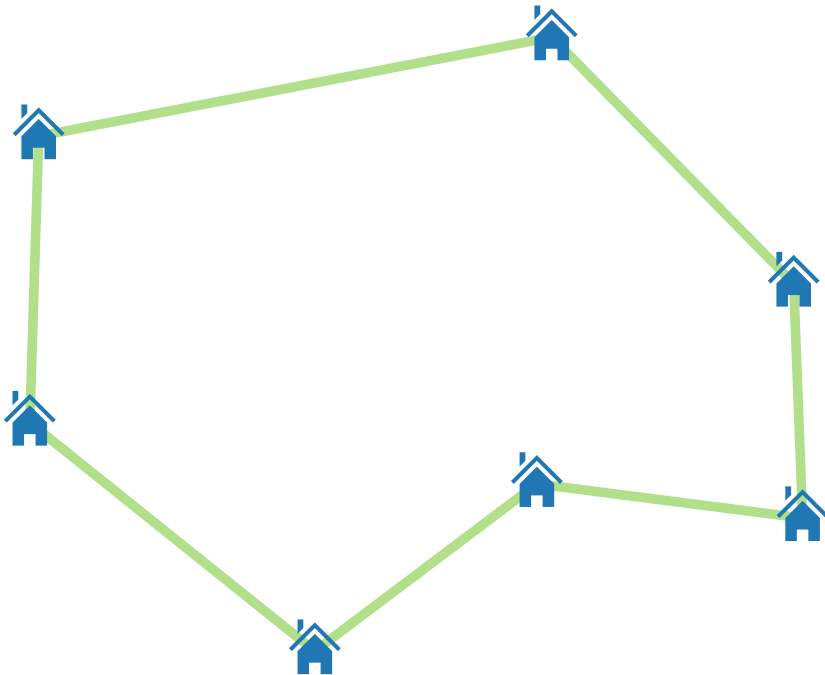


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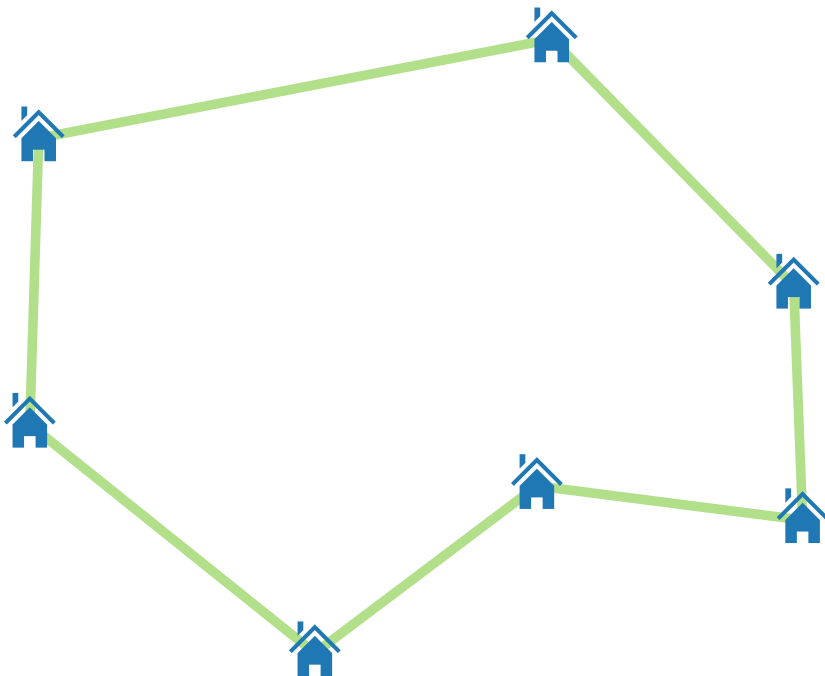


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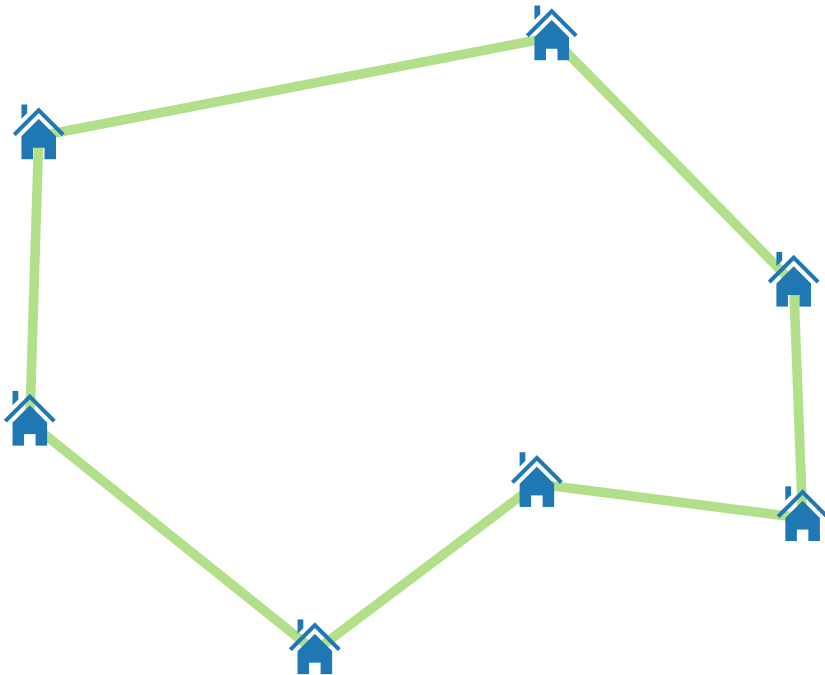
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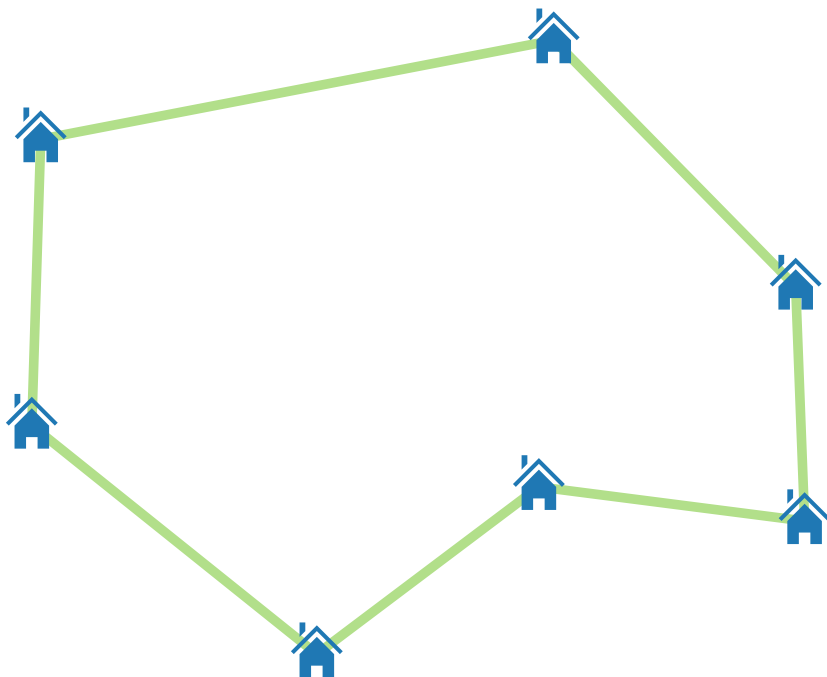
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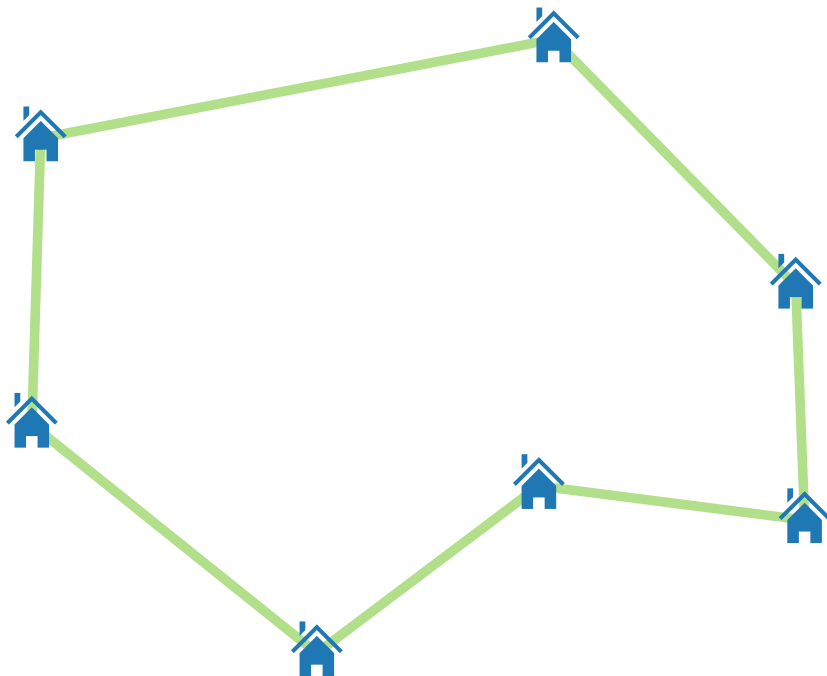
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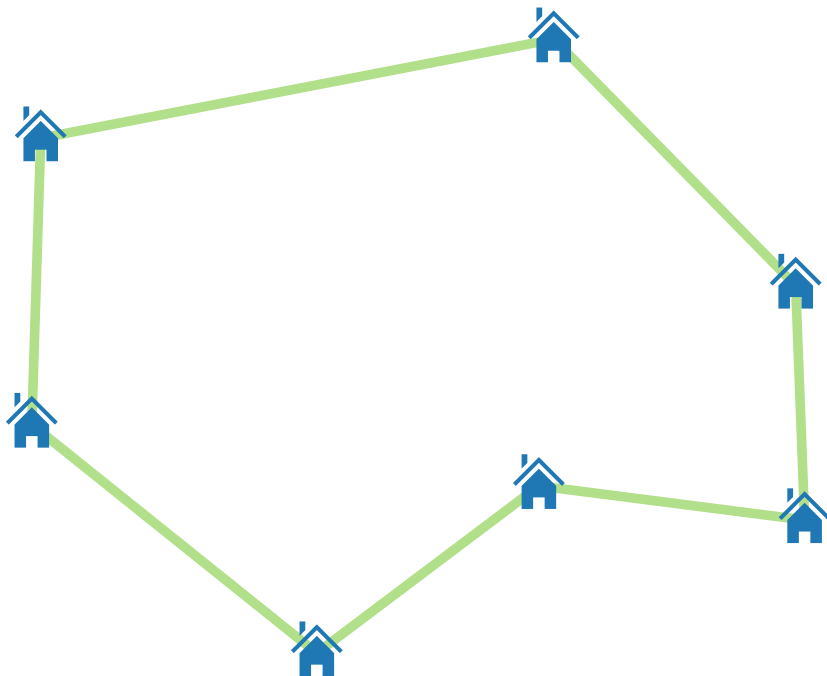
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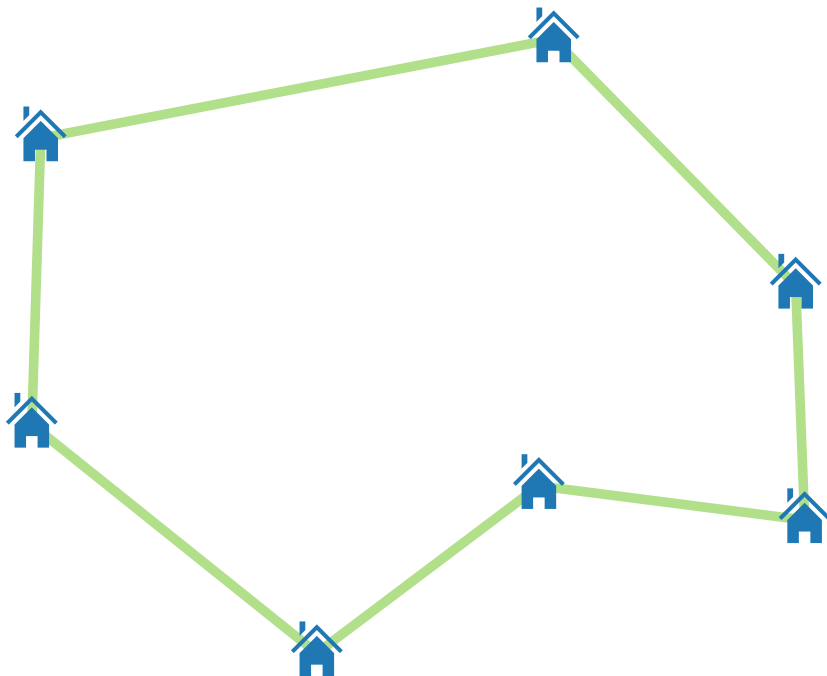
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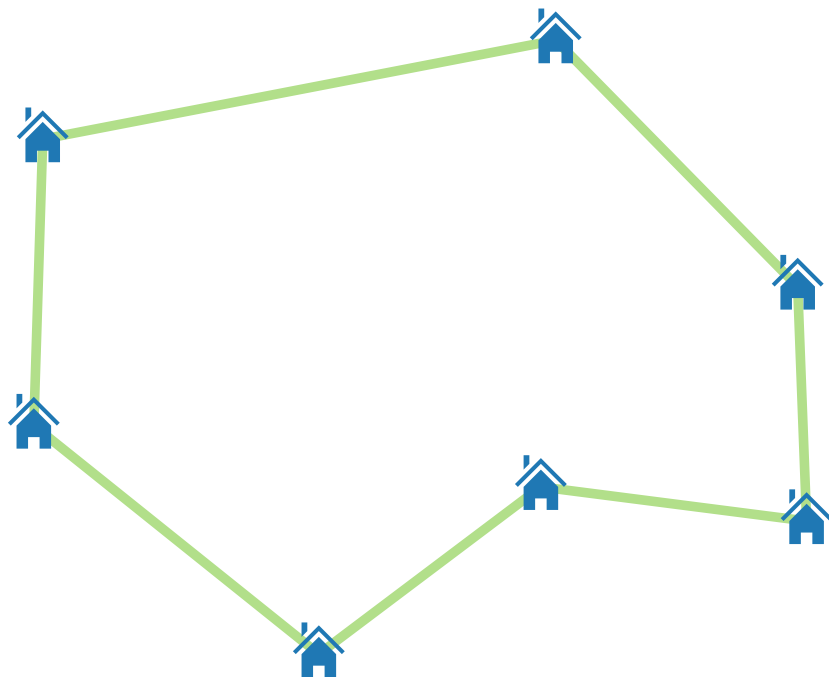
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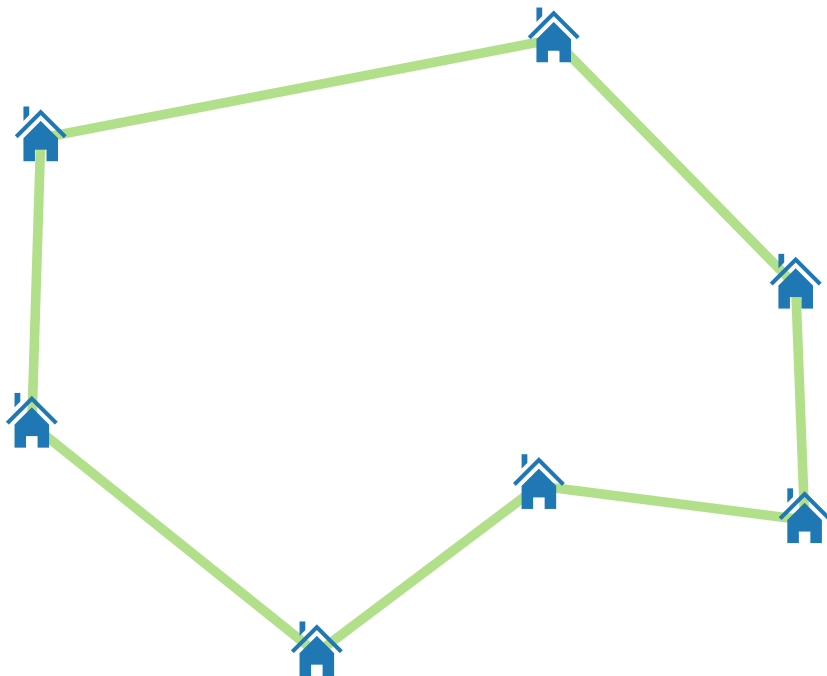
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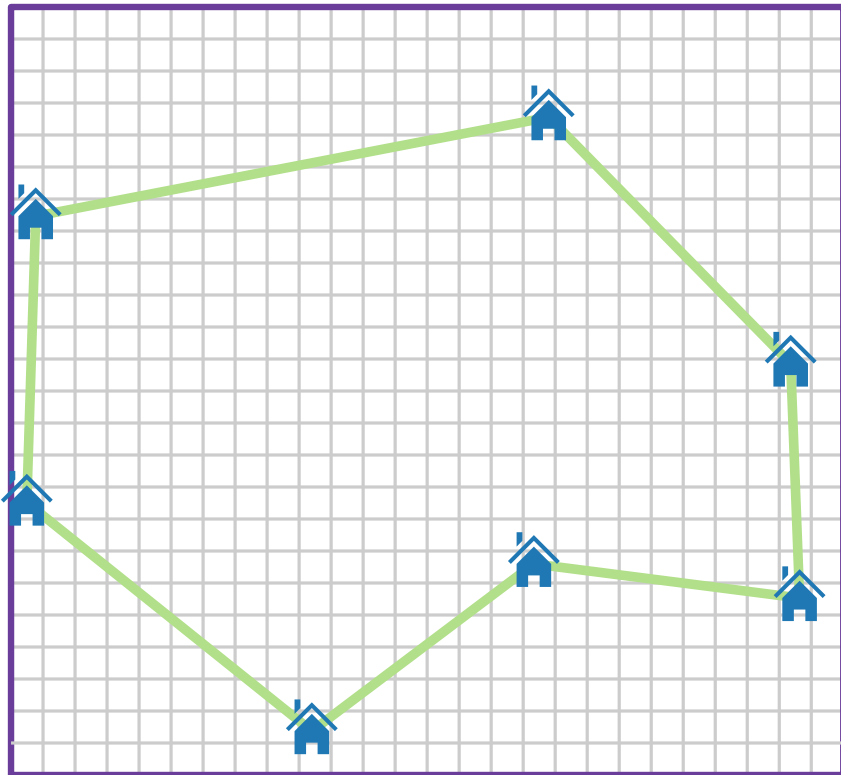
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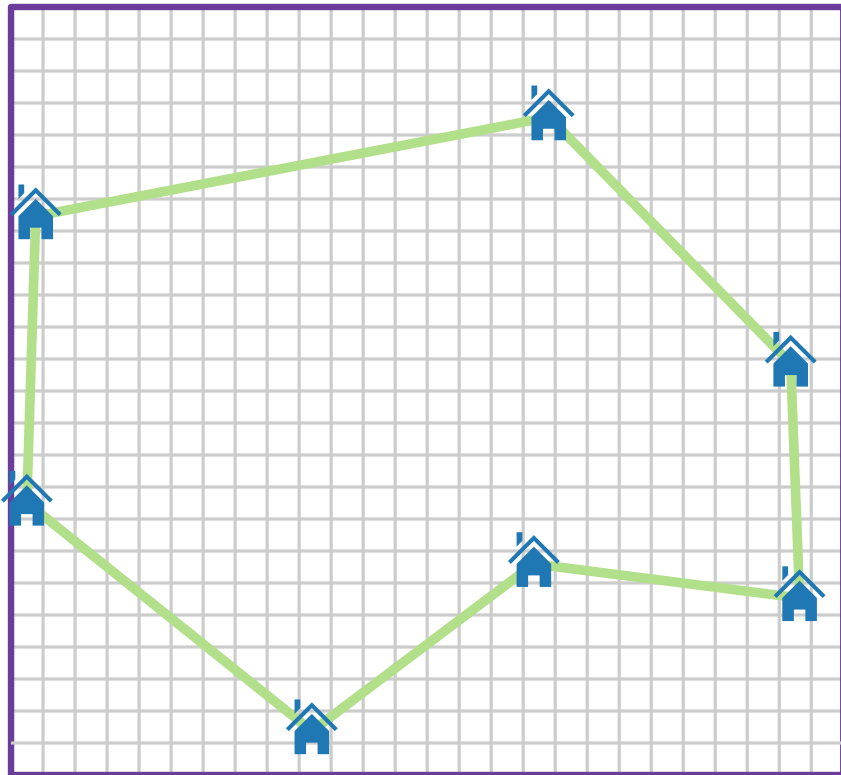
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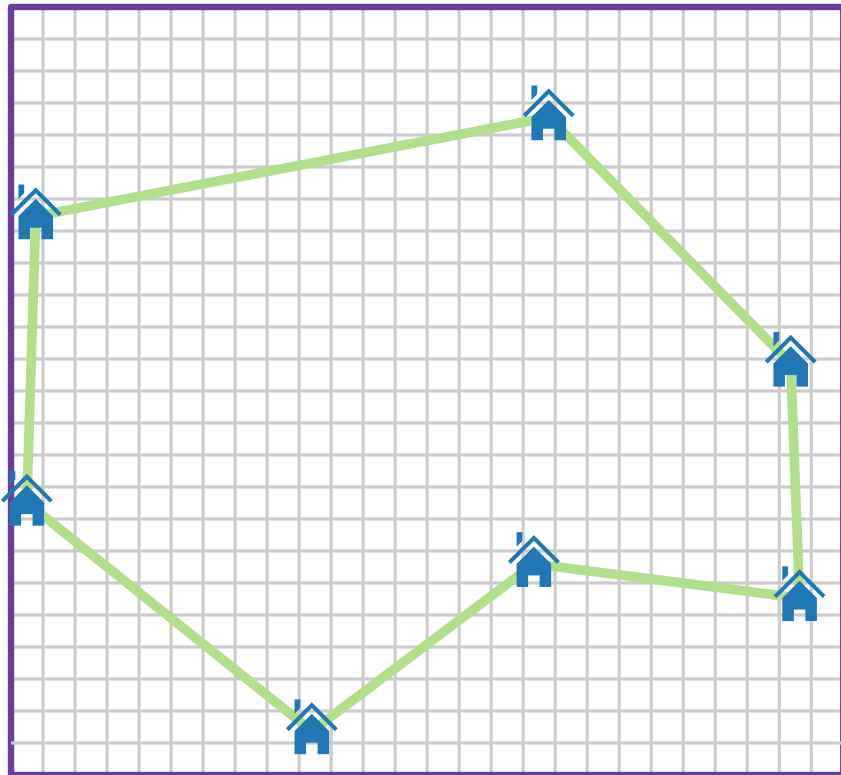
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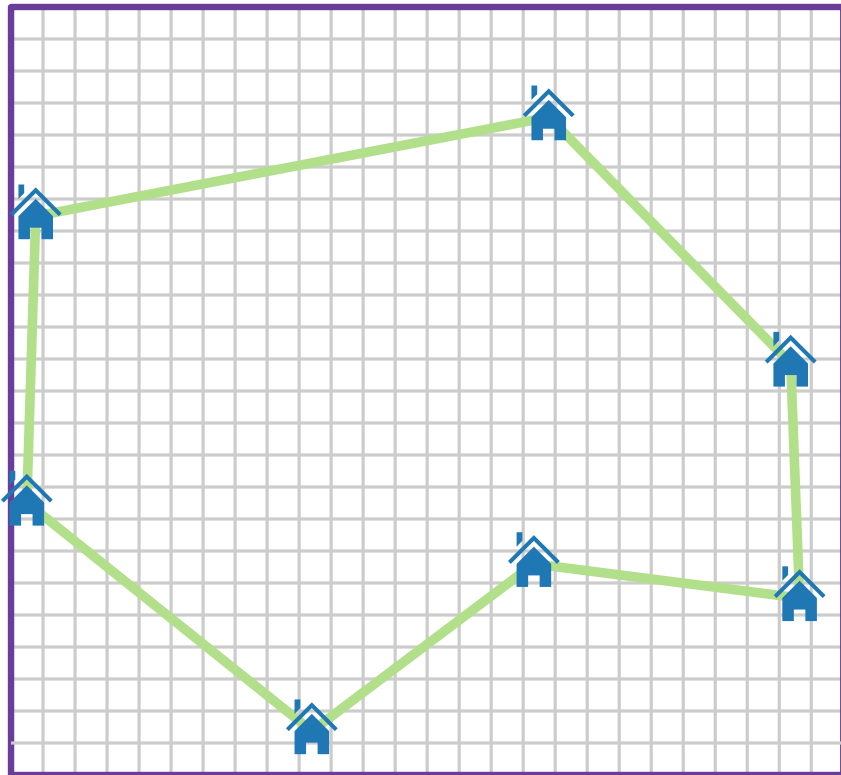
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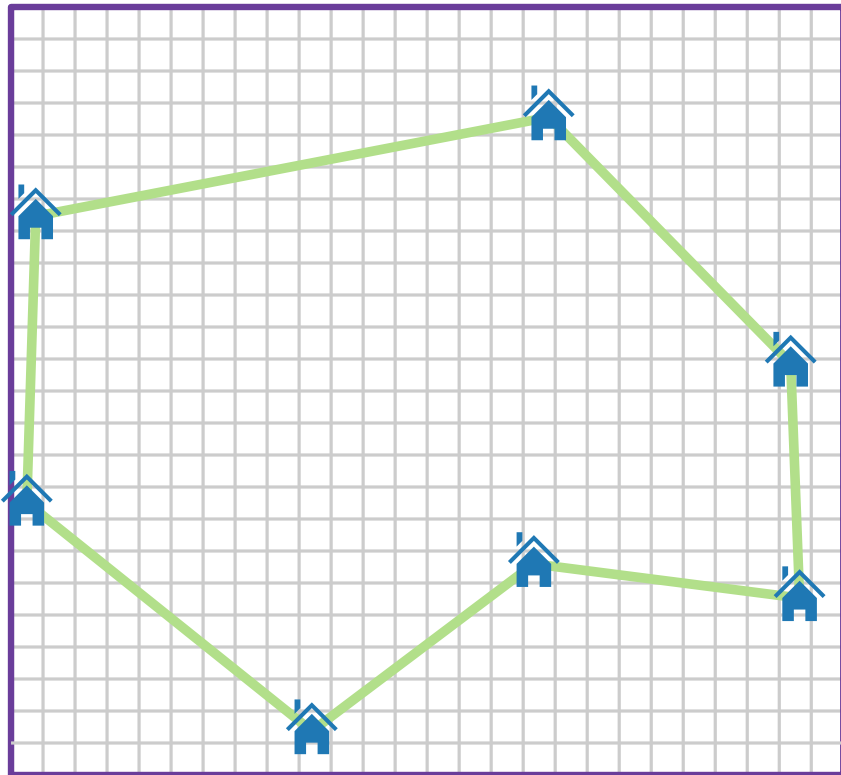
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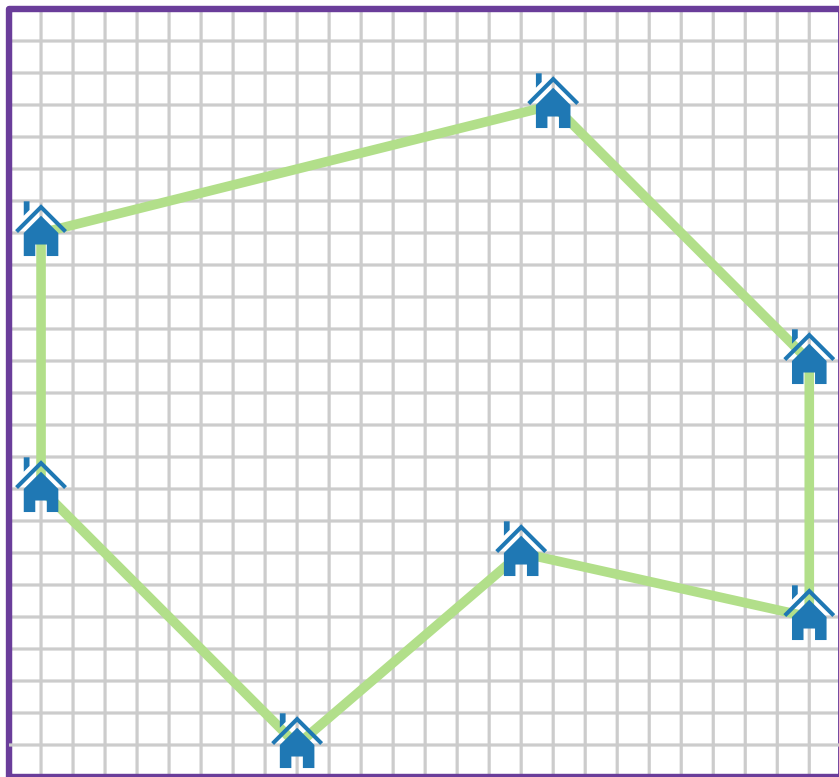
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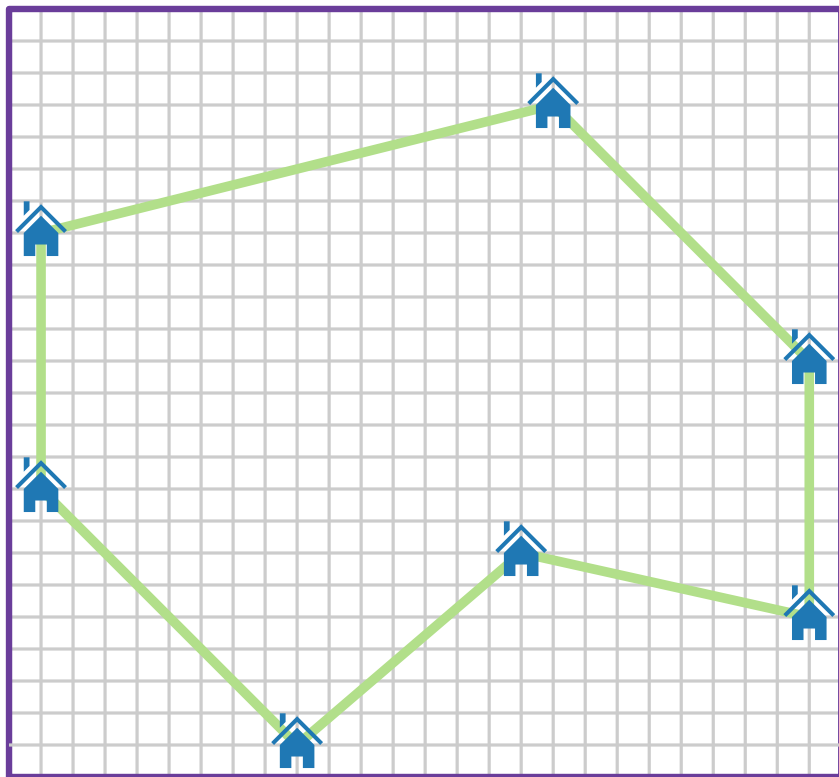
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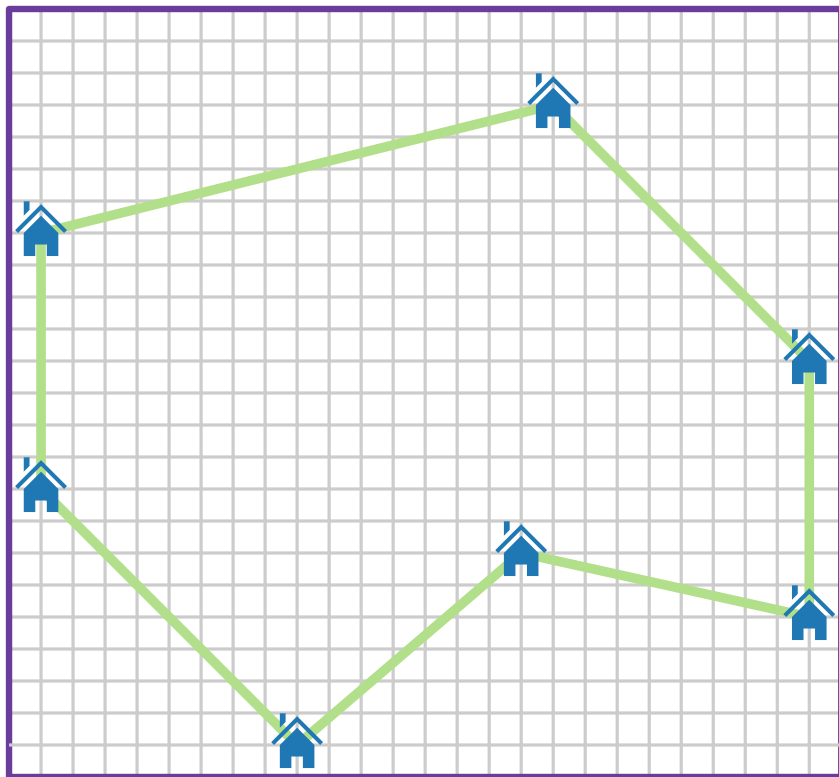
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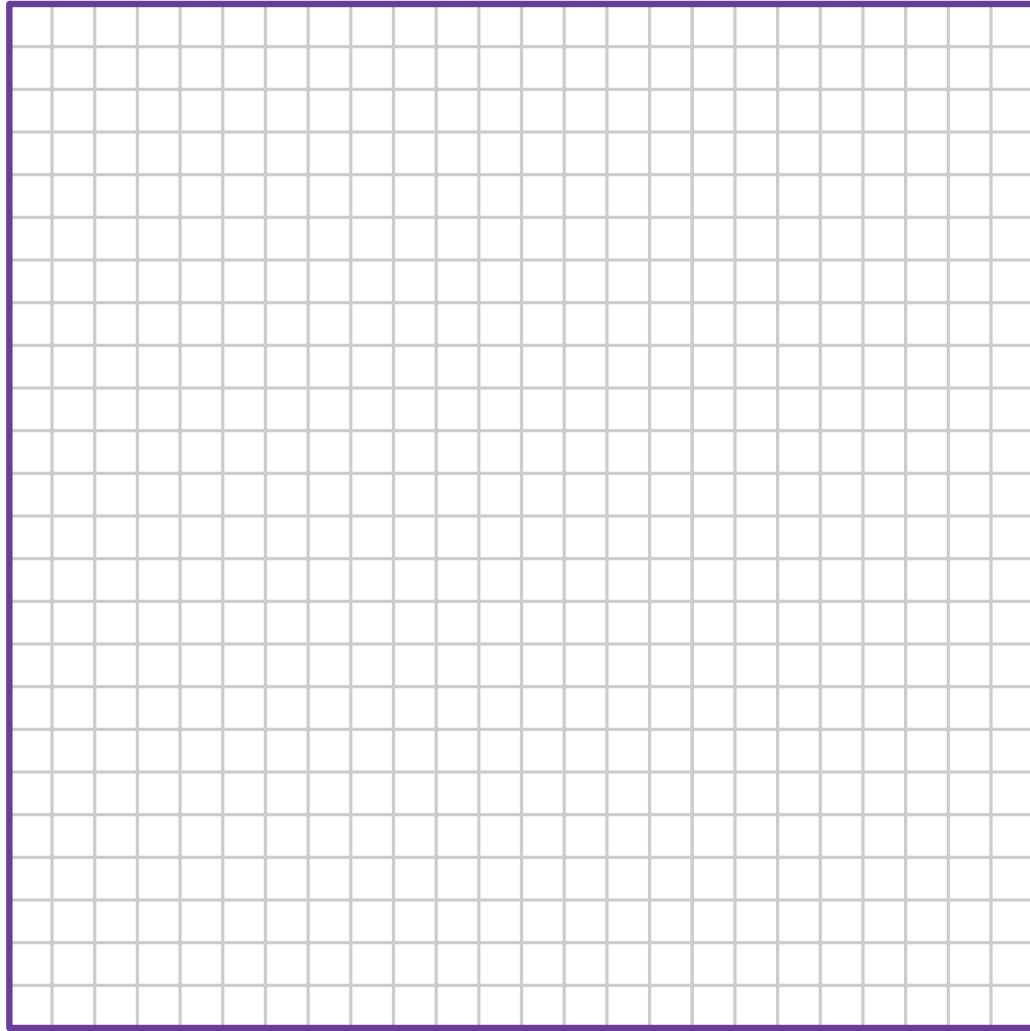
Goal: $(1 + \varepsilon)$ -approximation!

Approximation Algorithms

Lecture 9: A PTAS for EUCLIDEAN TSP

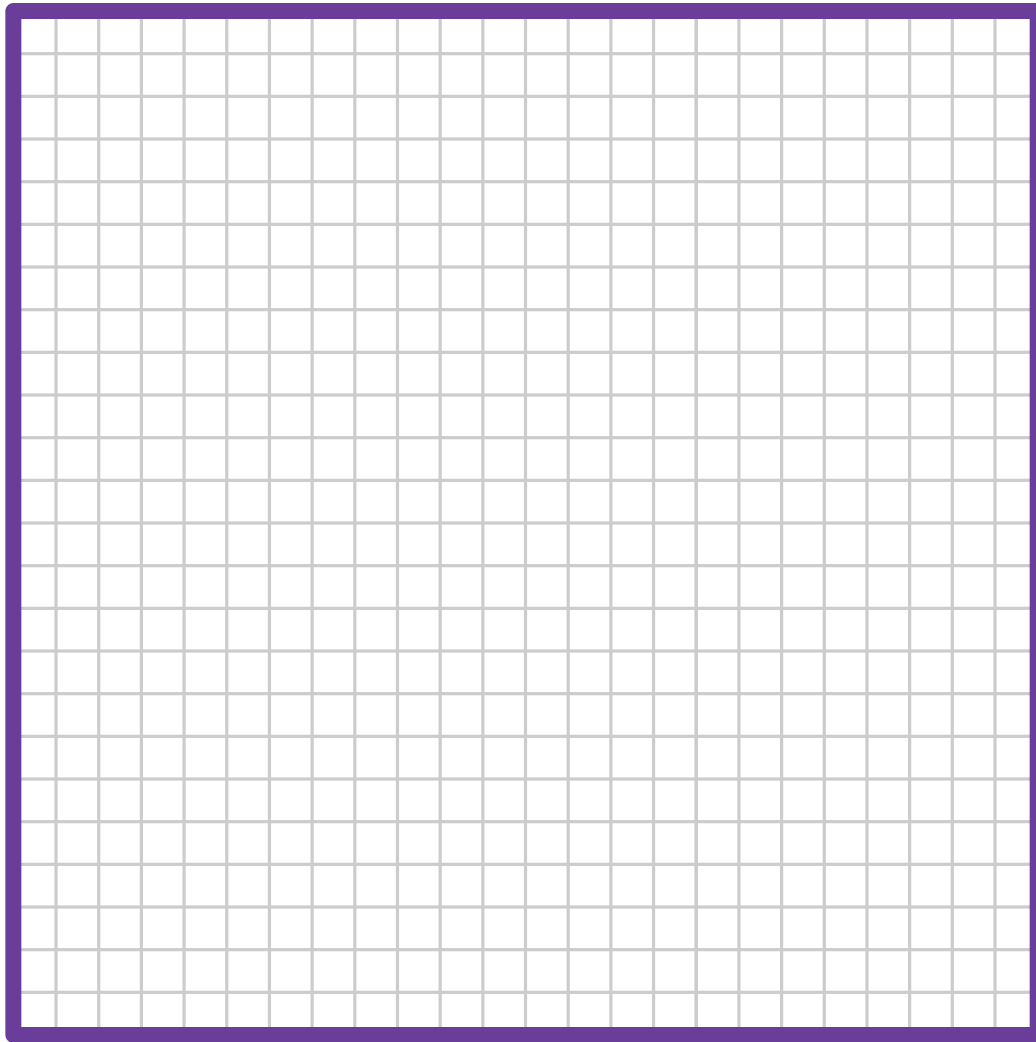
Part II: Dissection

Basic Dissection



$$L = 2^k$$

Basic Dissection

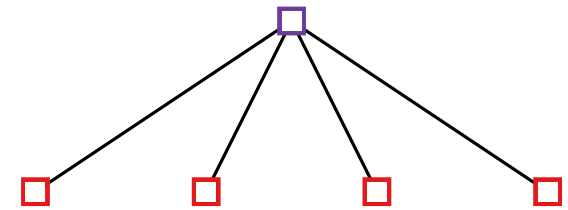
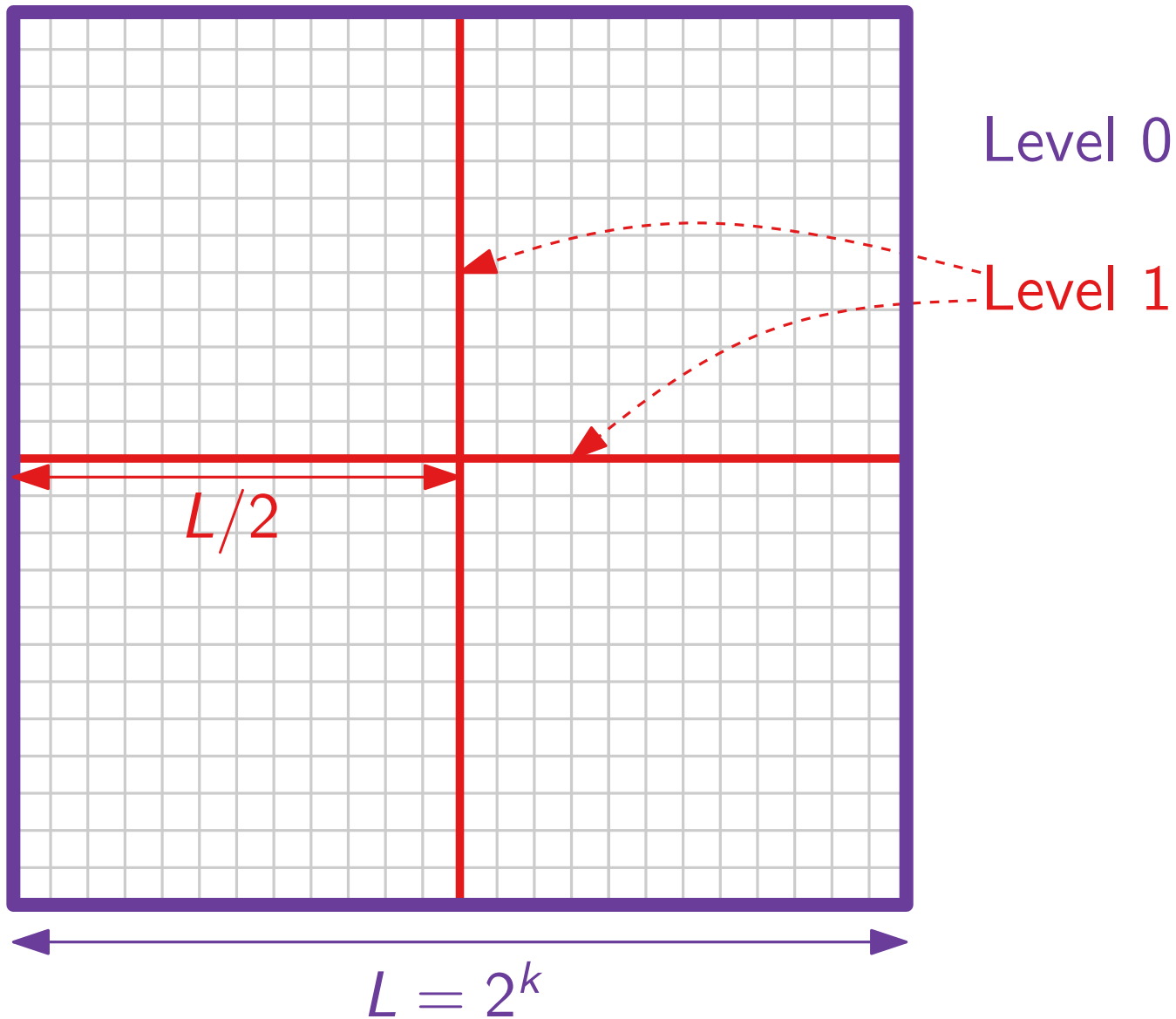


Level 0

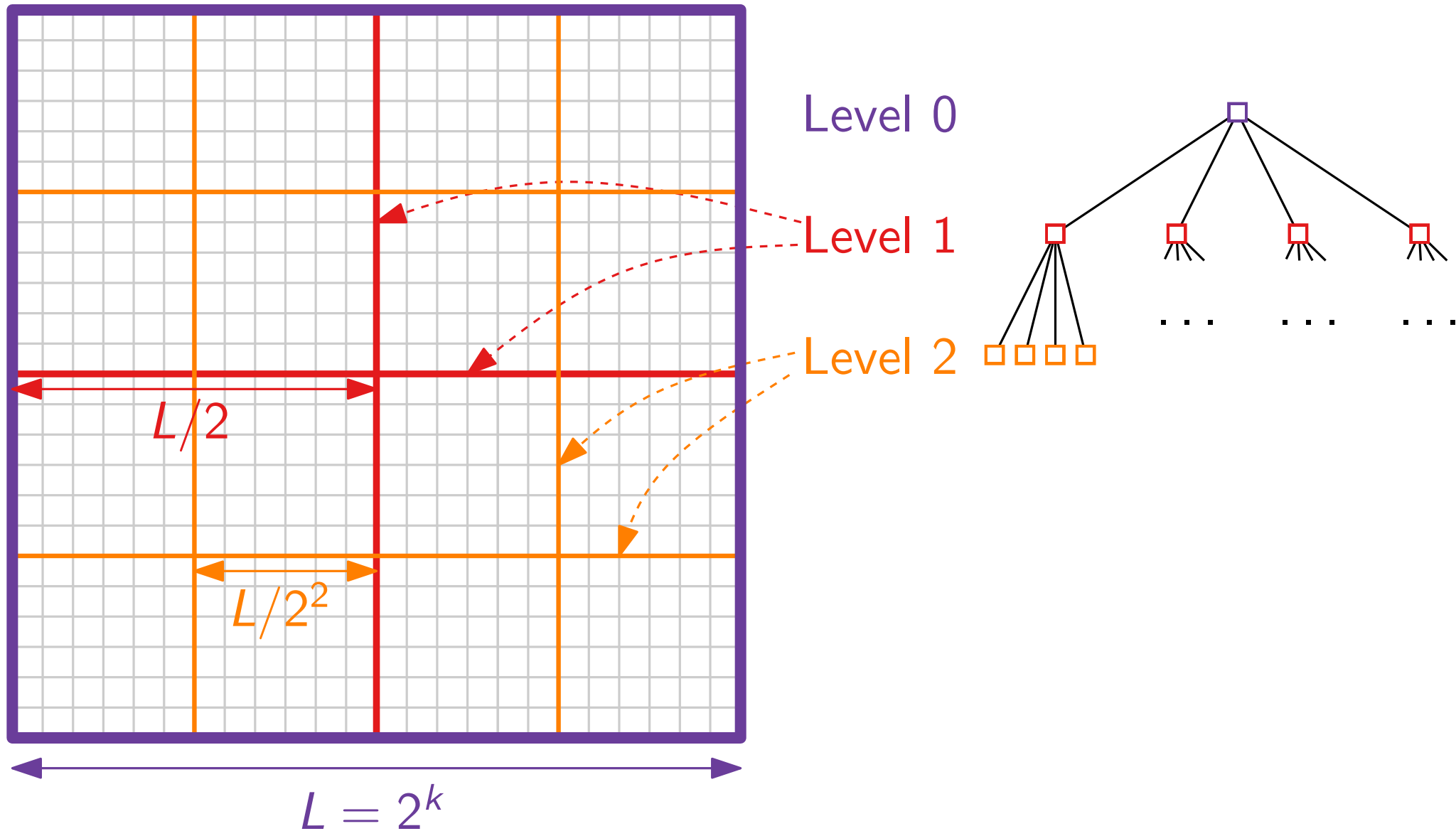


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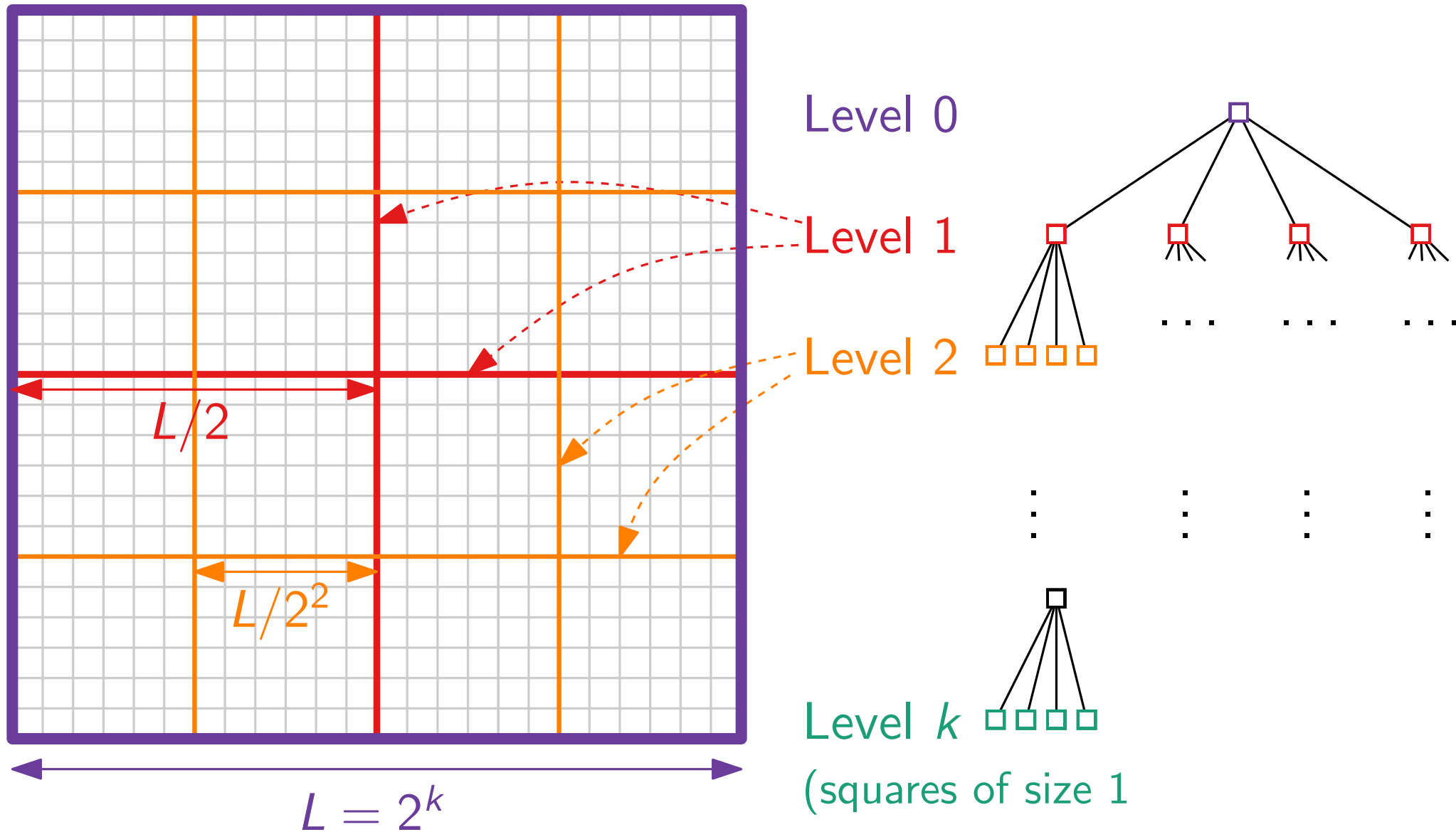
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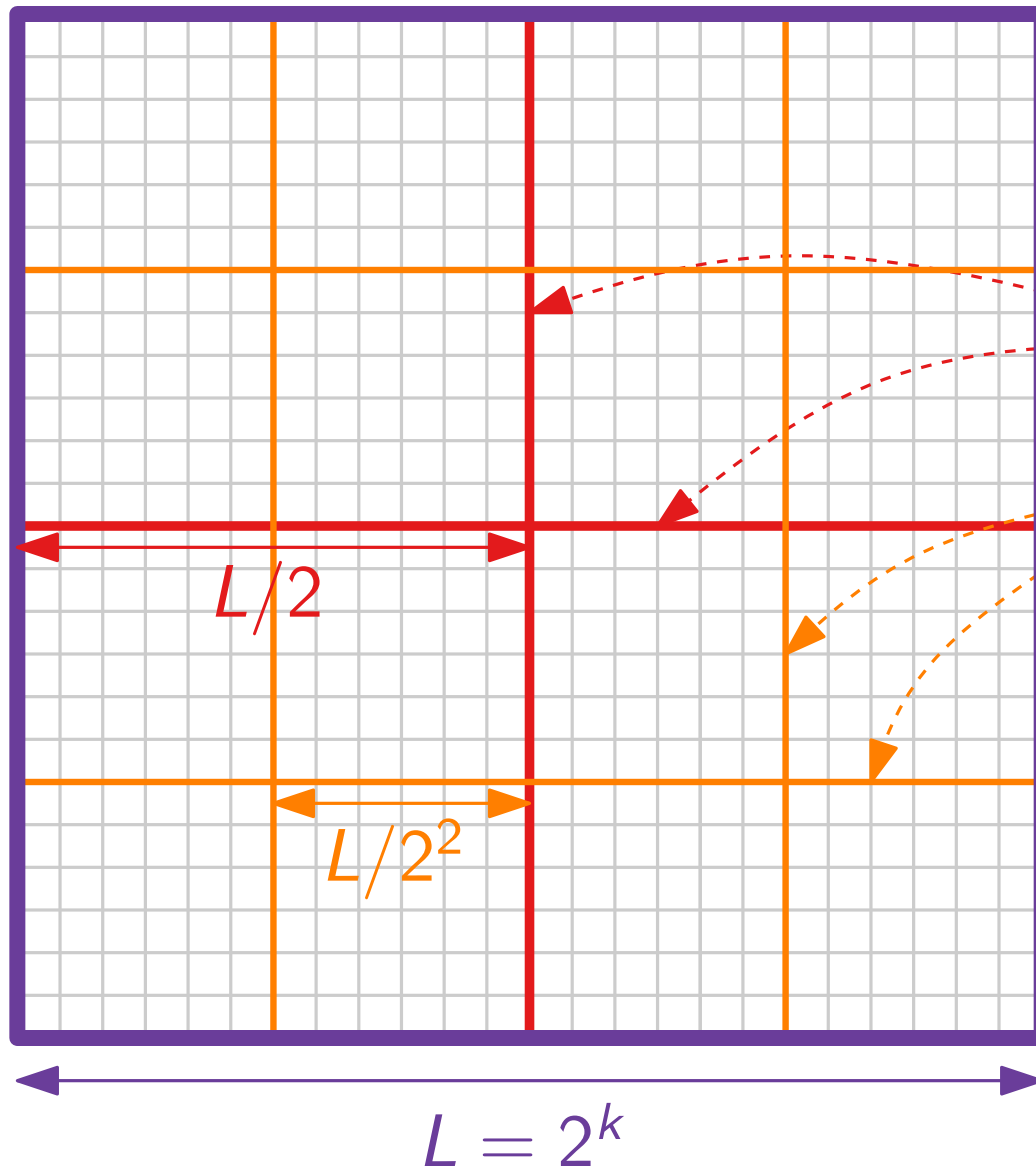
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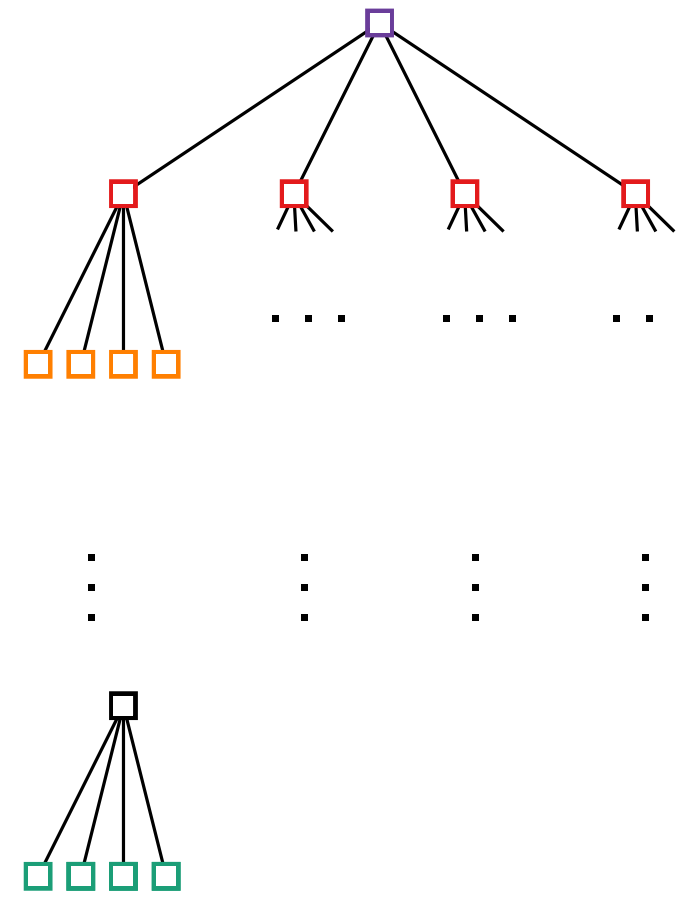
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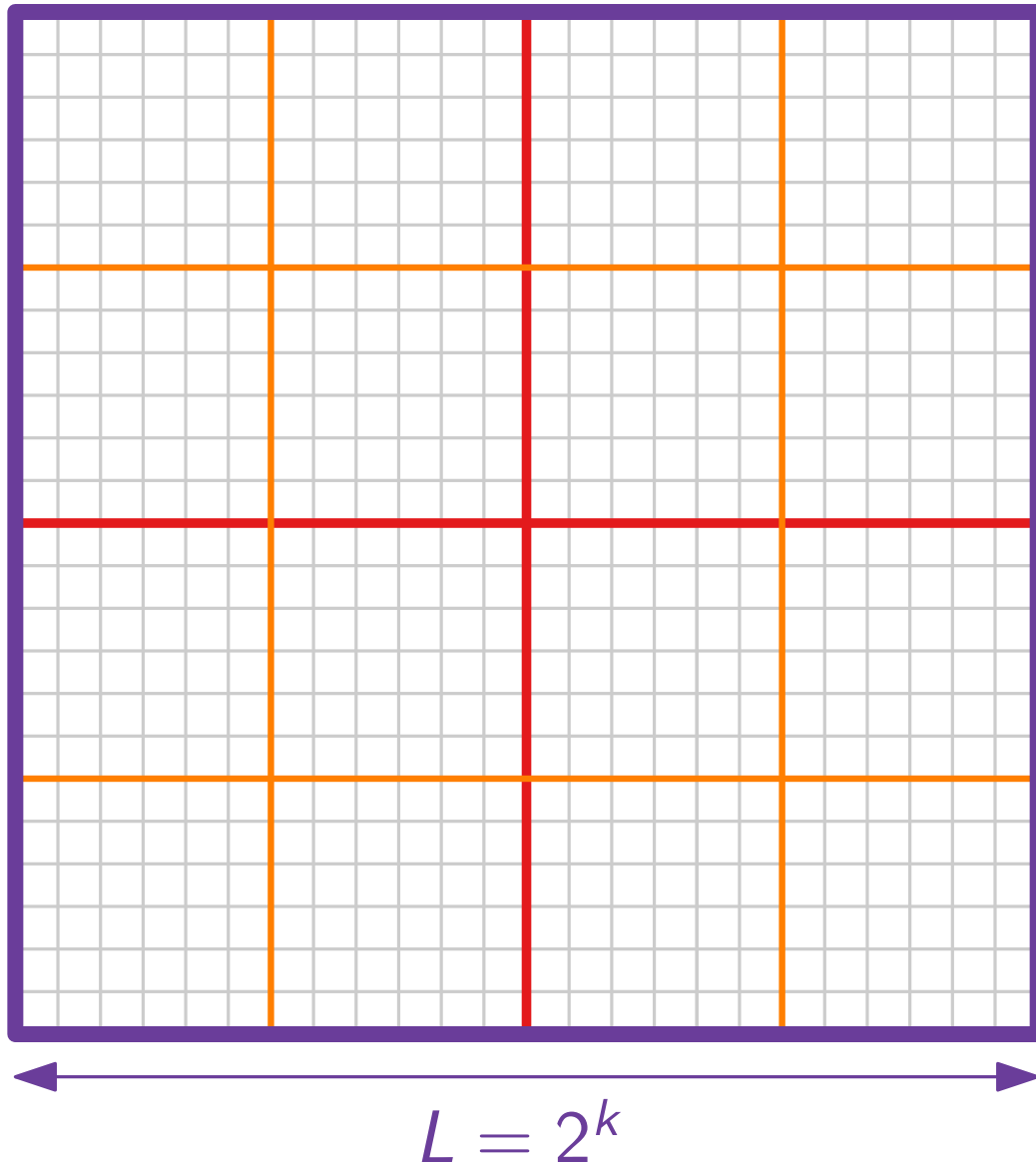
Level 2

Level k

(squares of size 1×1)

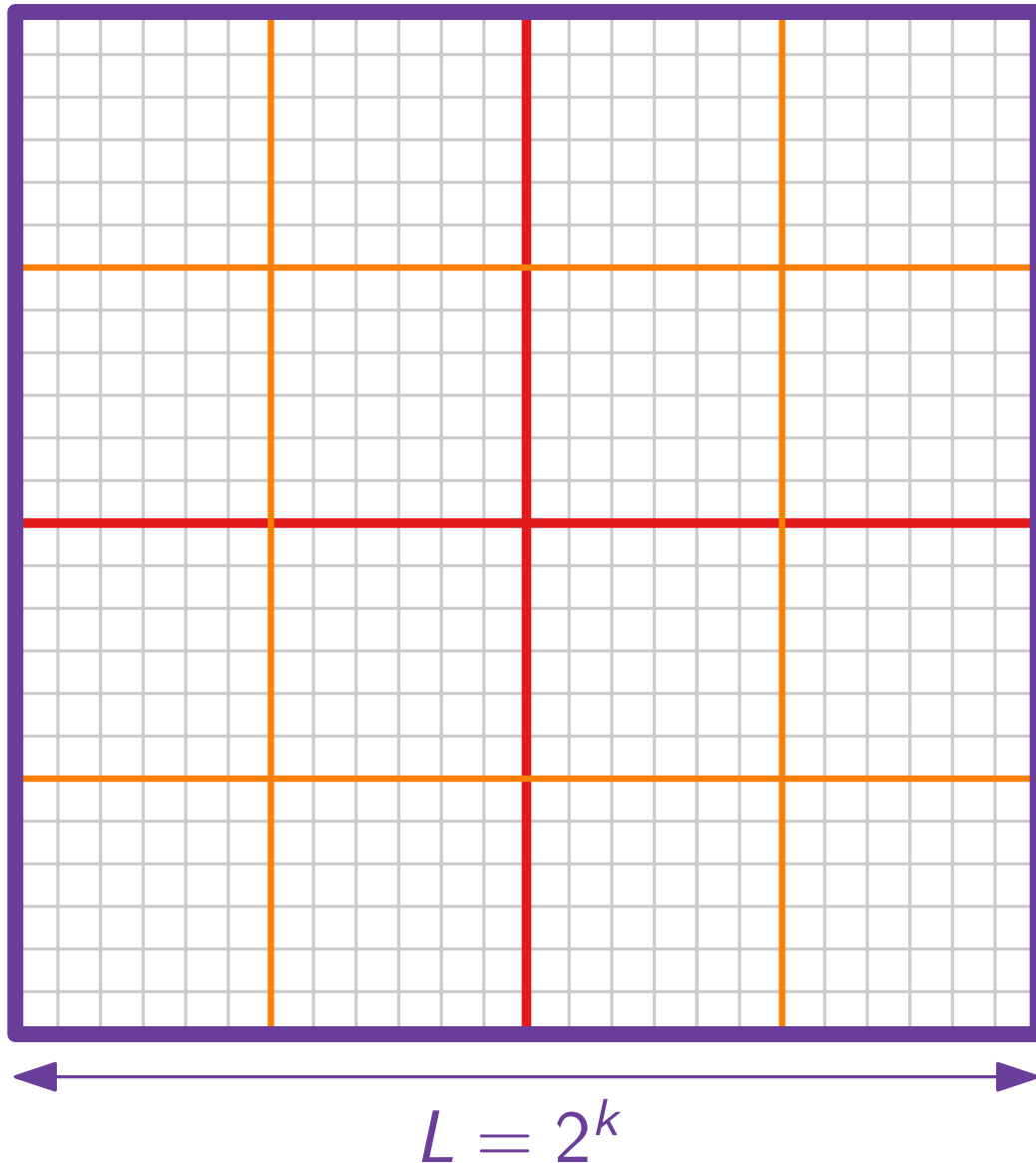


Portals



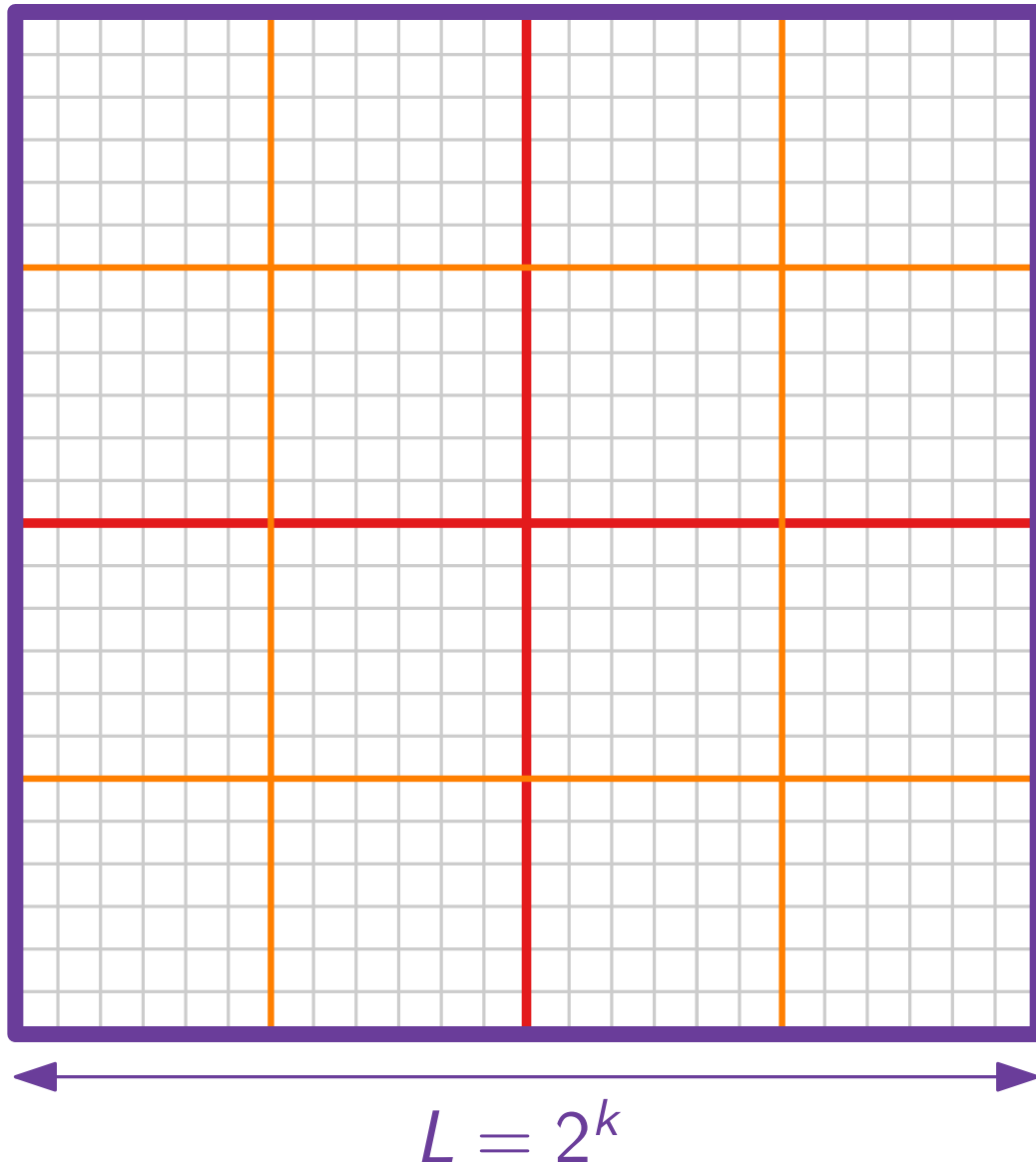
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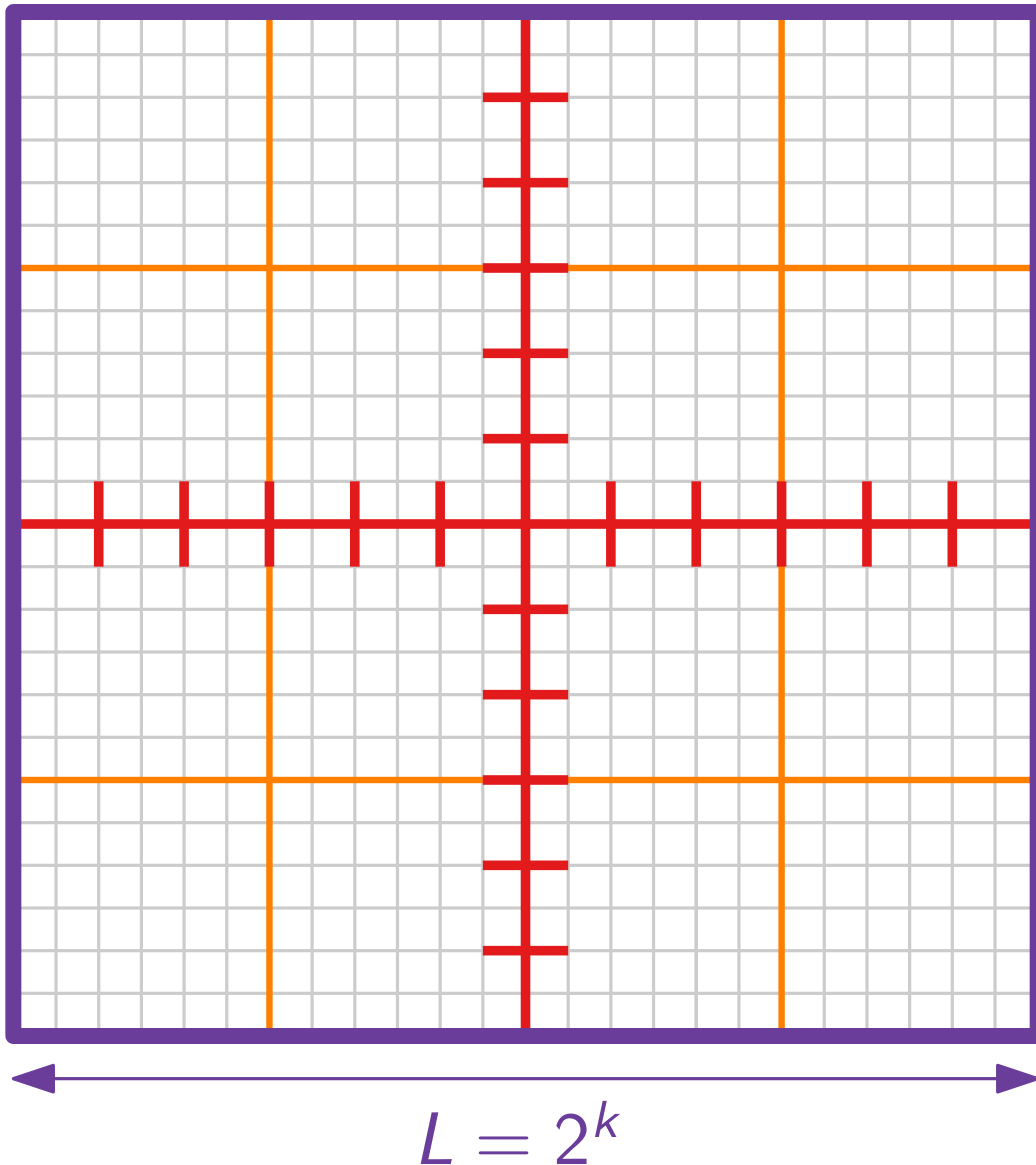
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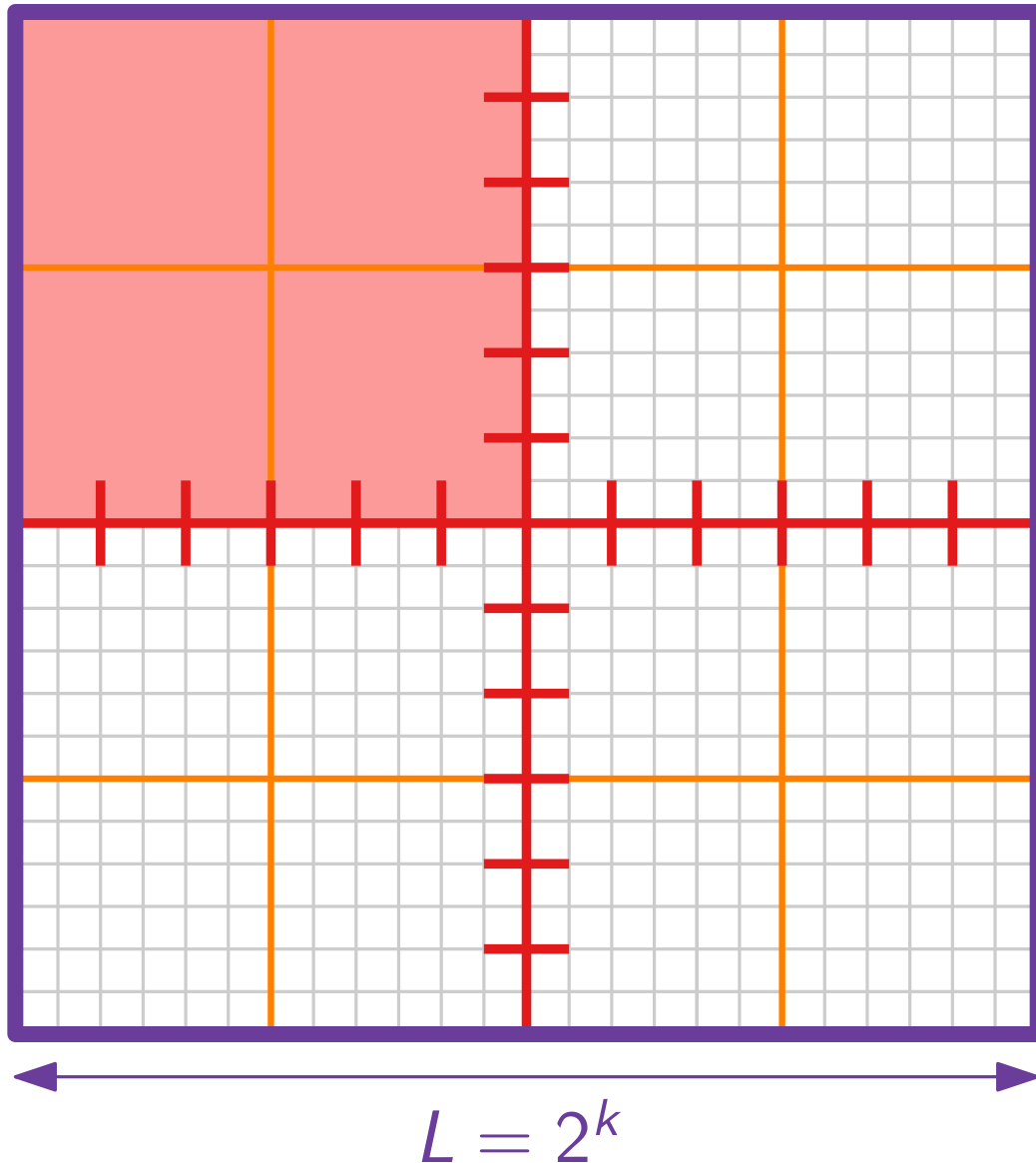
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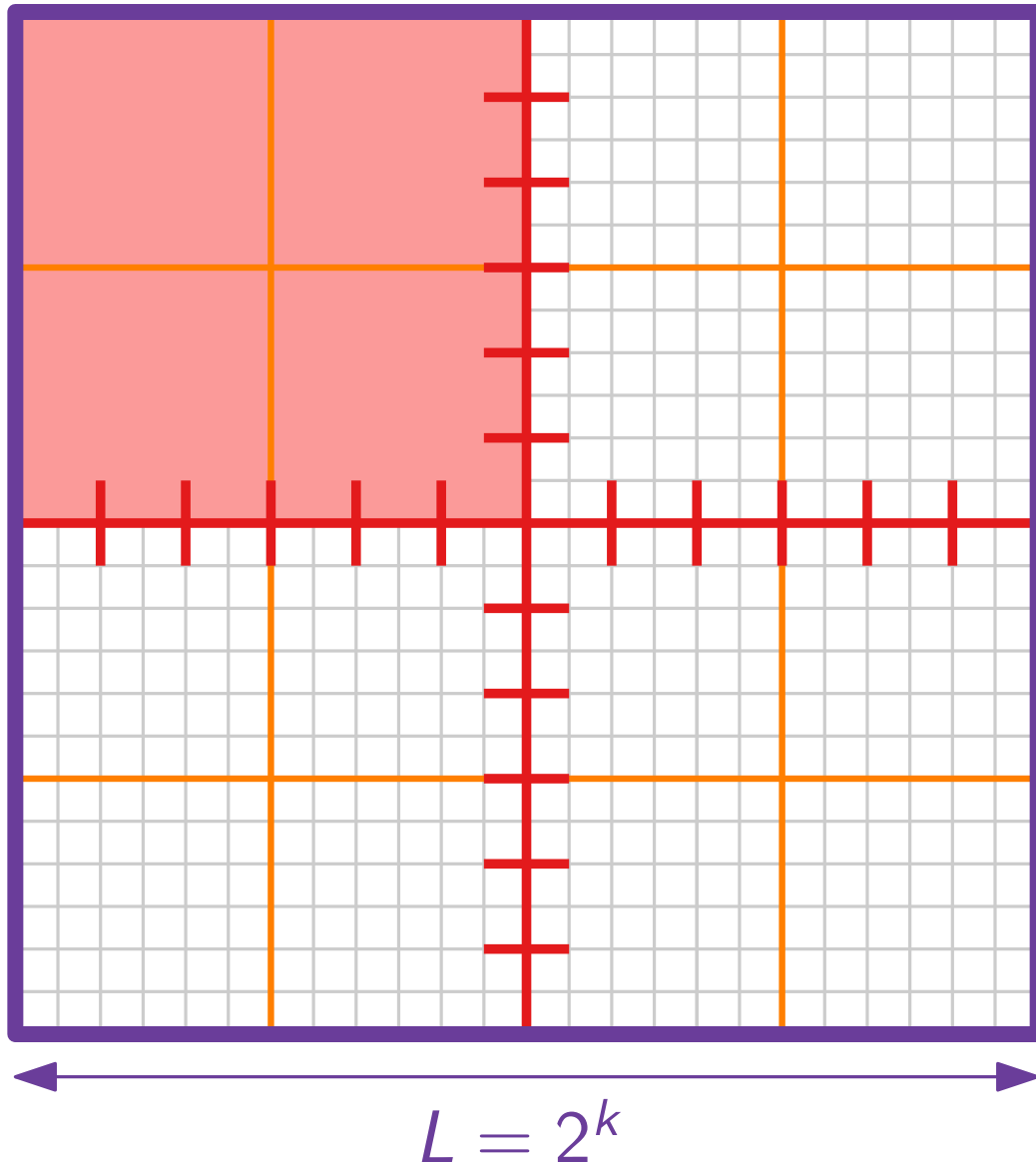
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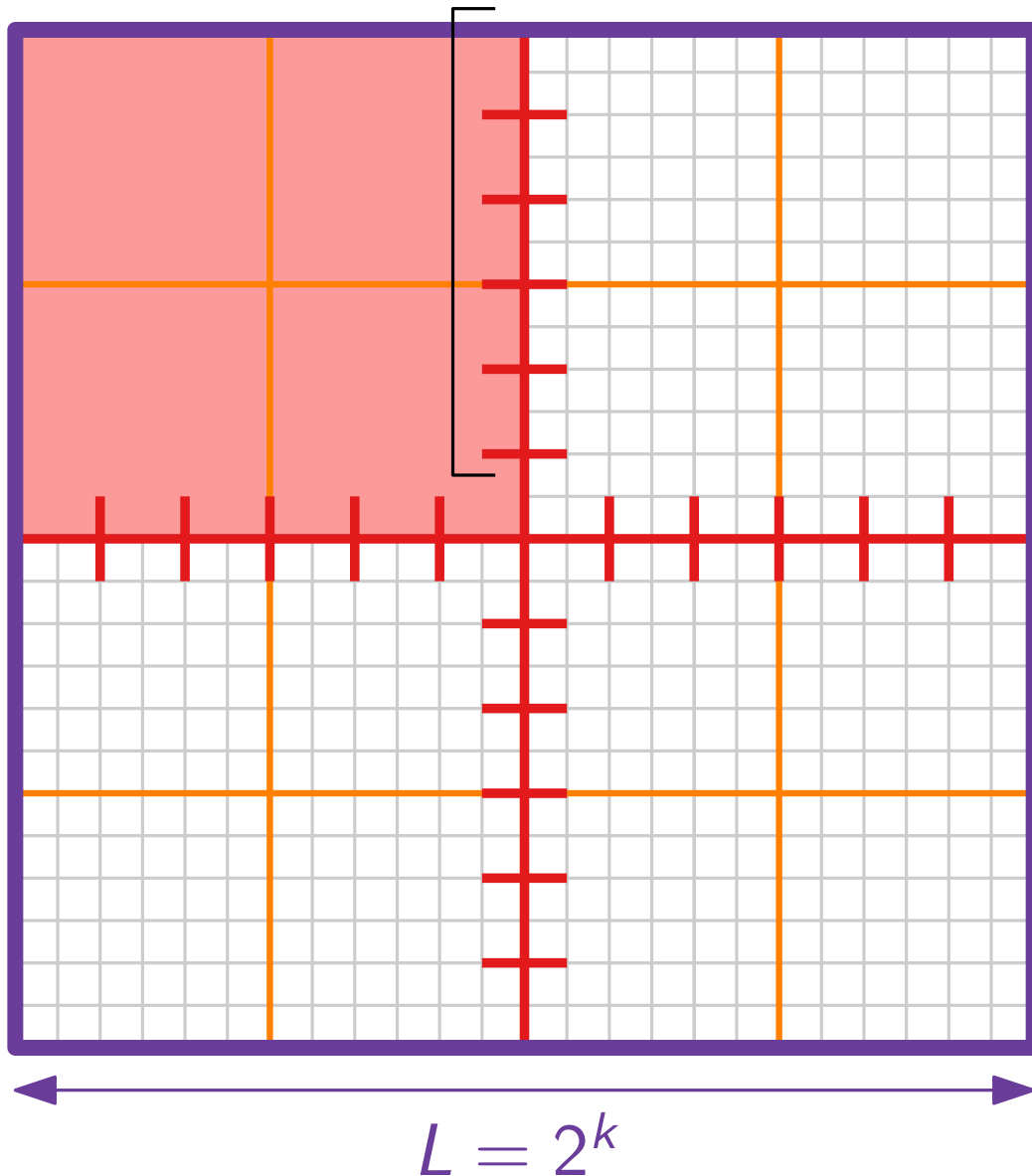
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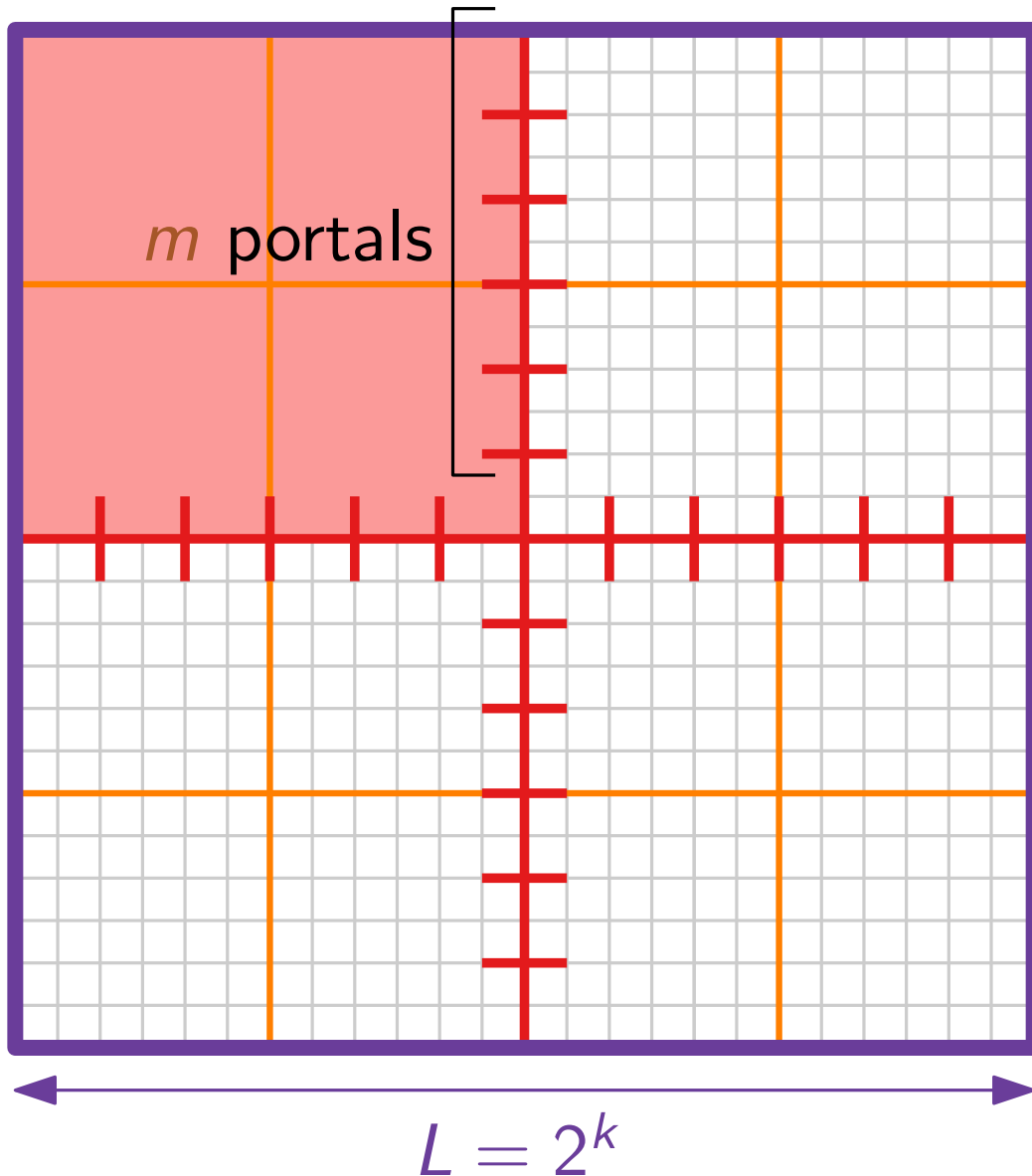
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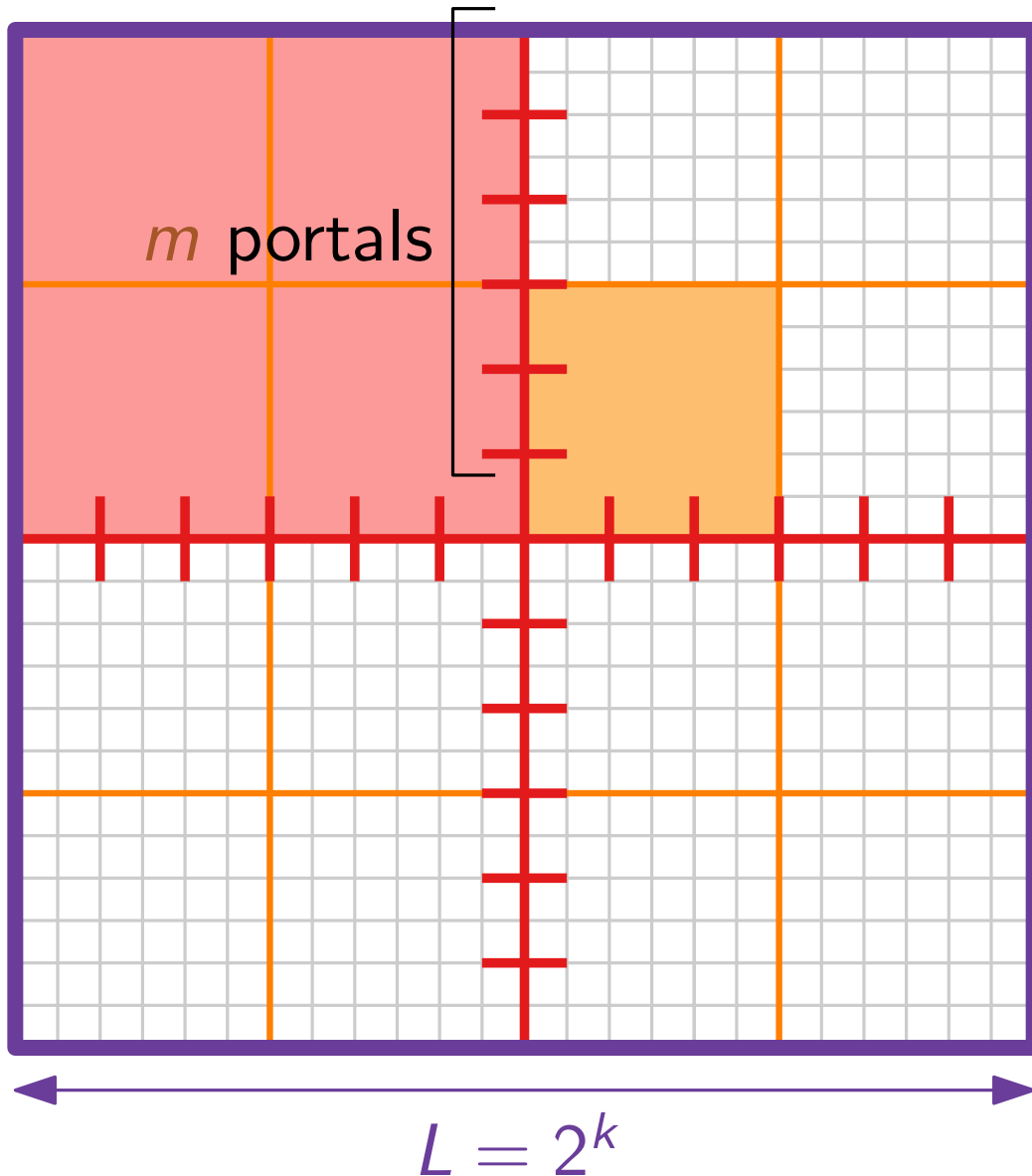
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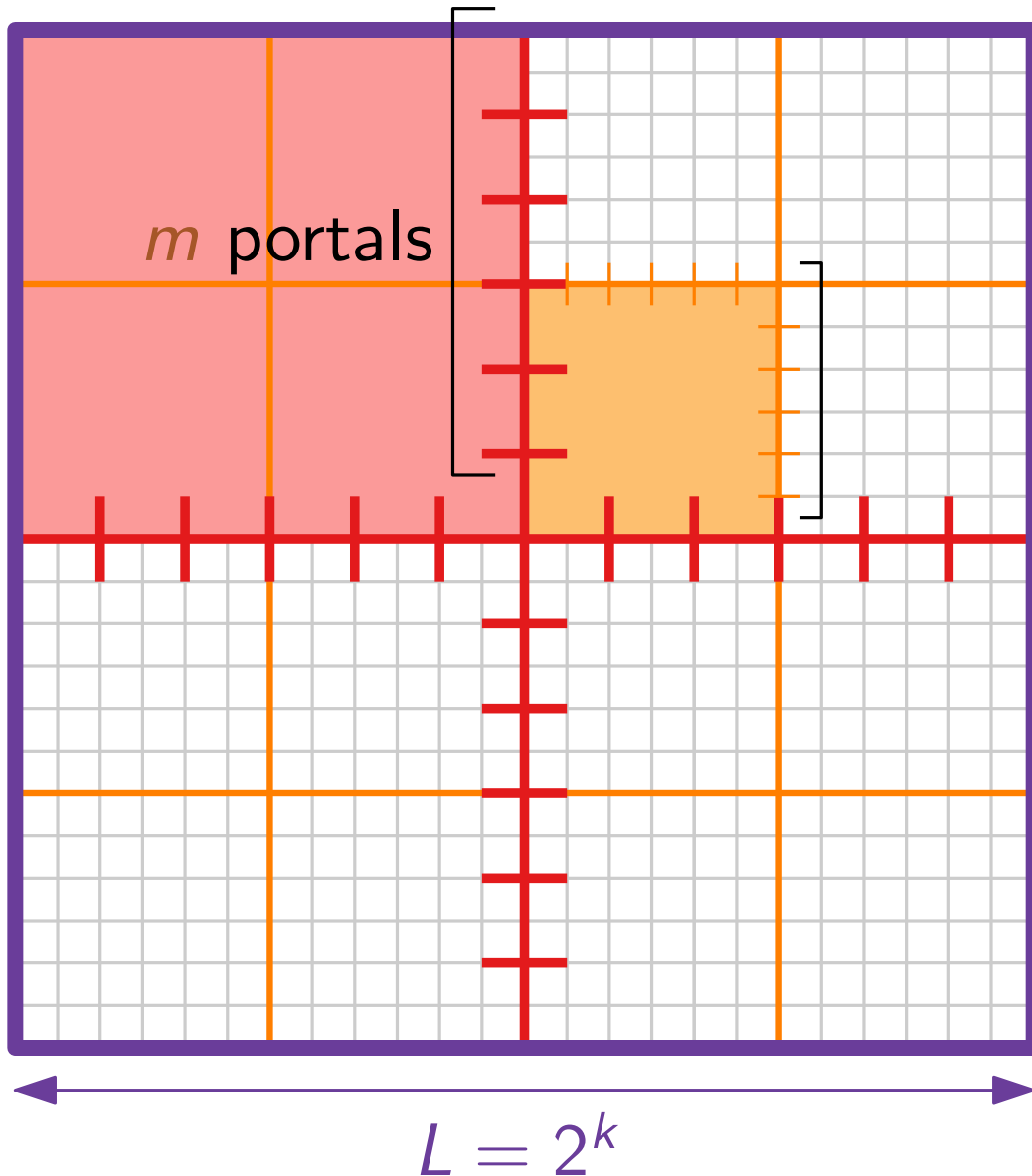
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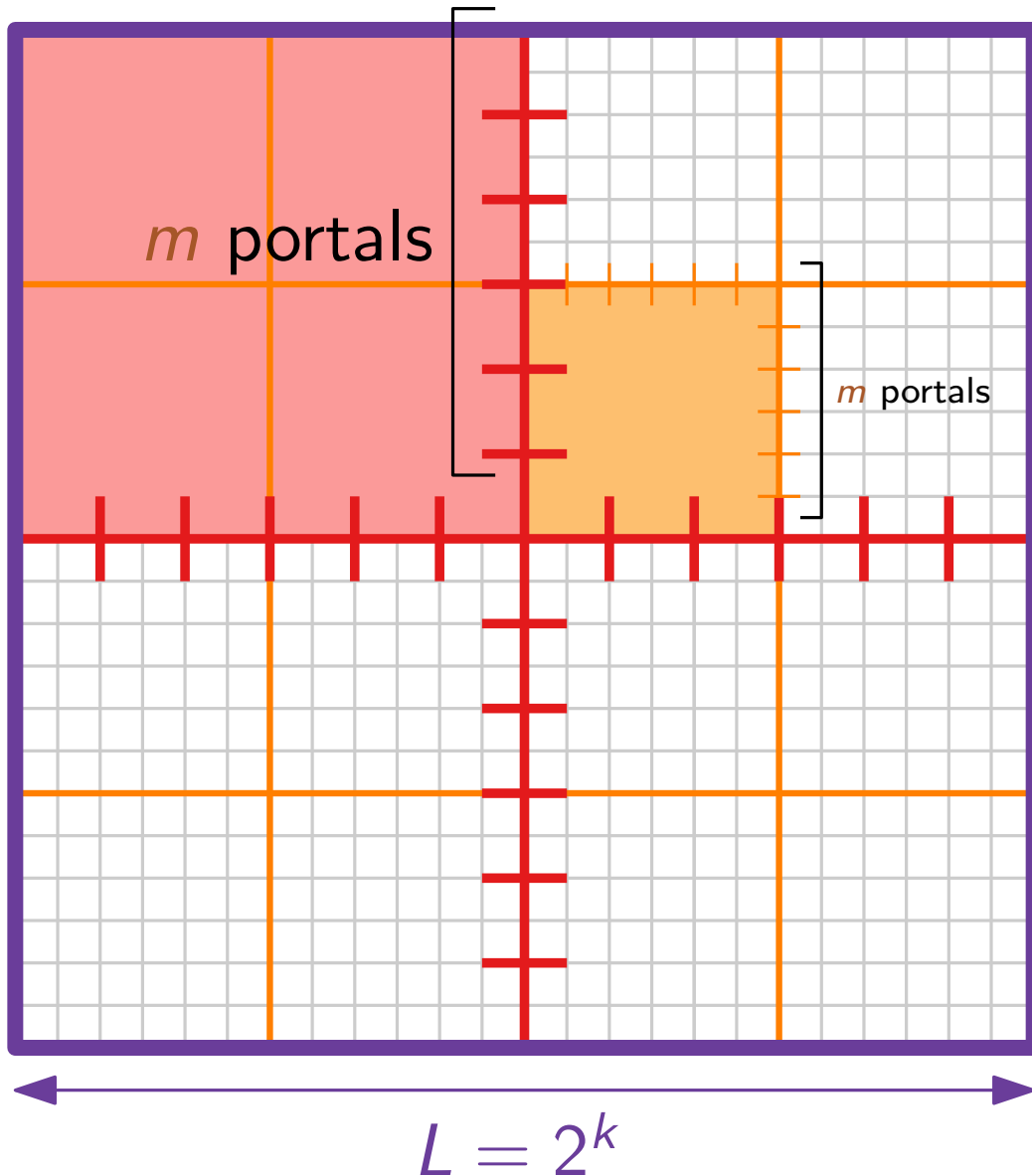
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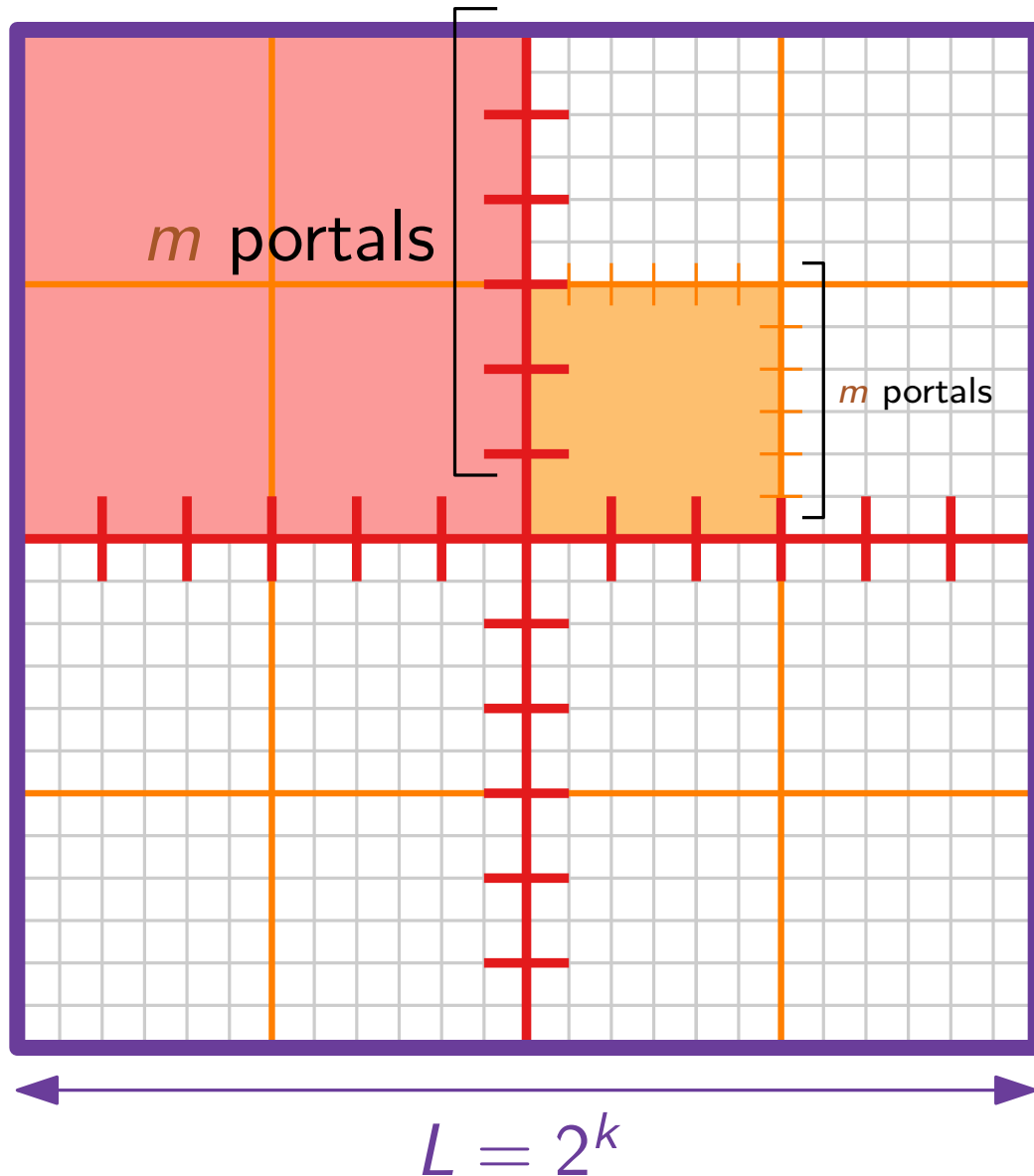
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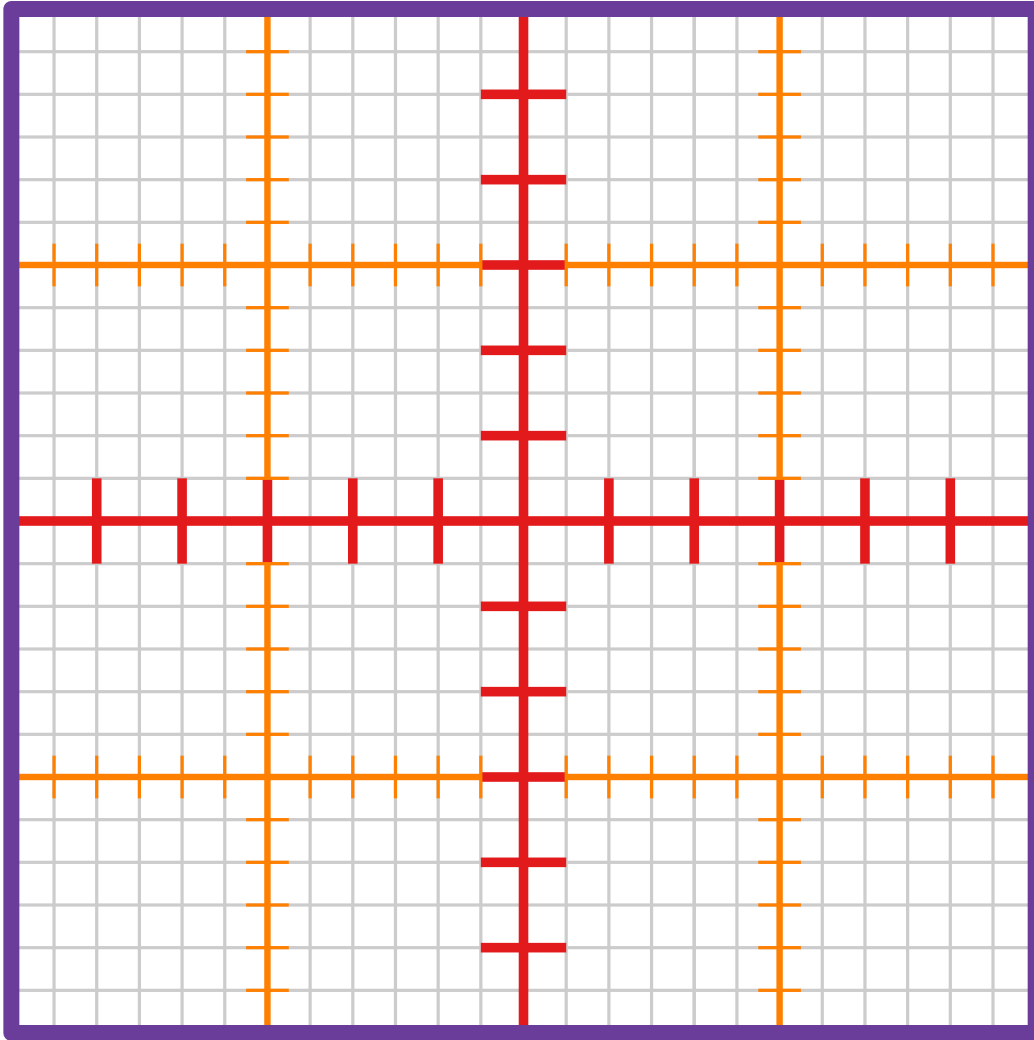
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- A level- i square has $\leq 4m$ portals on its boundary.

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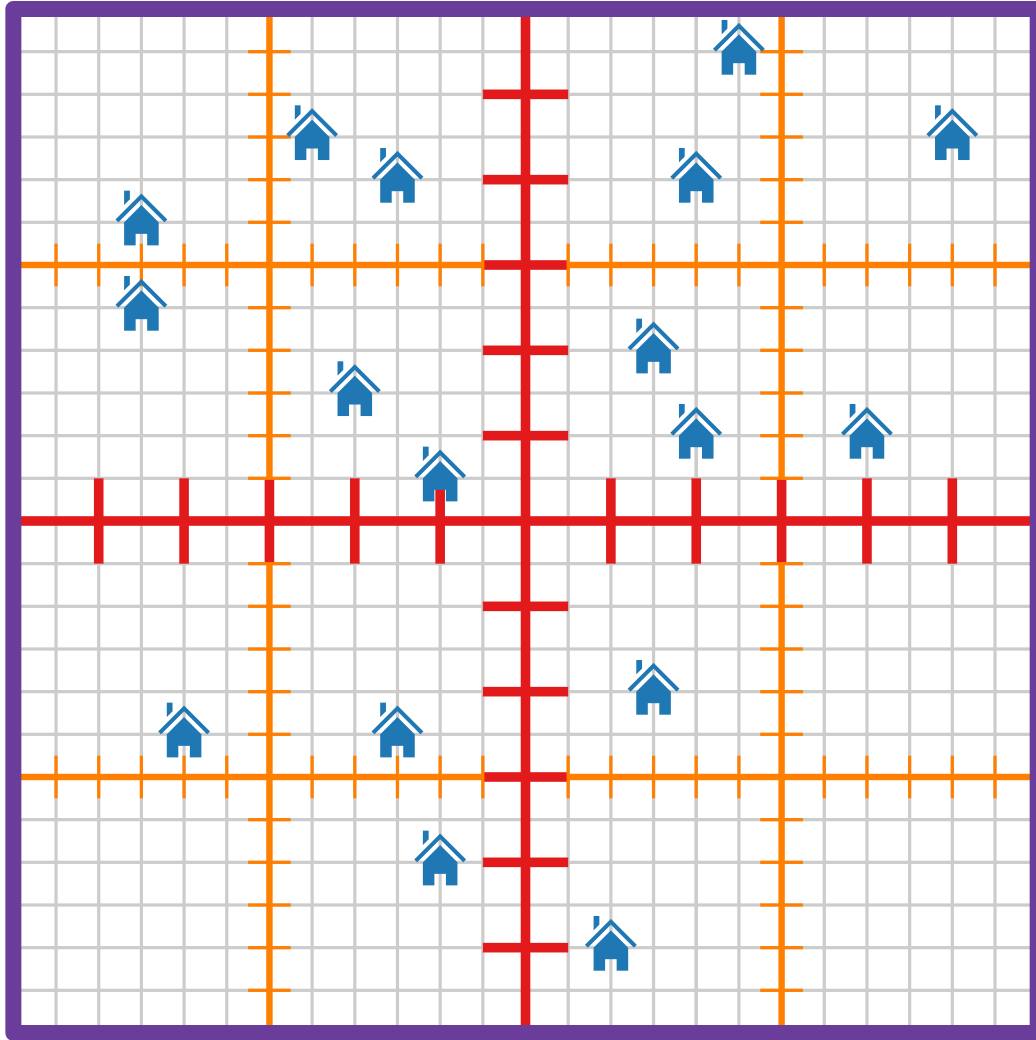
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Part III: Well-Behaved Tours

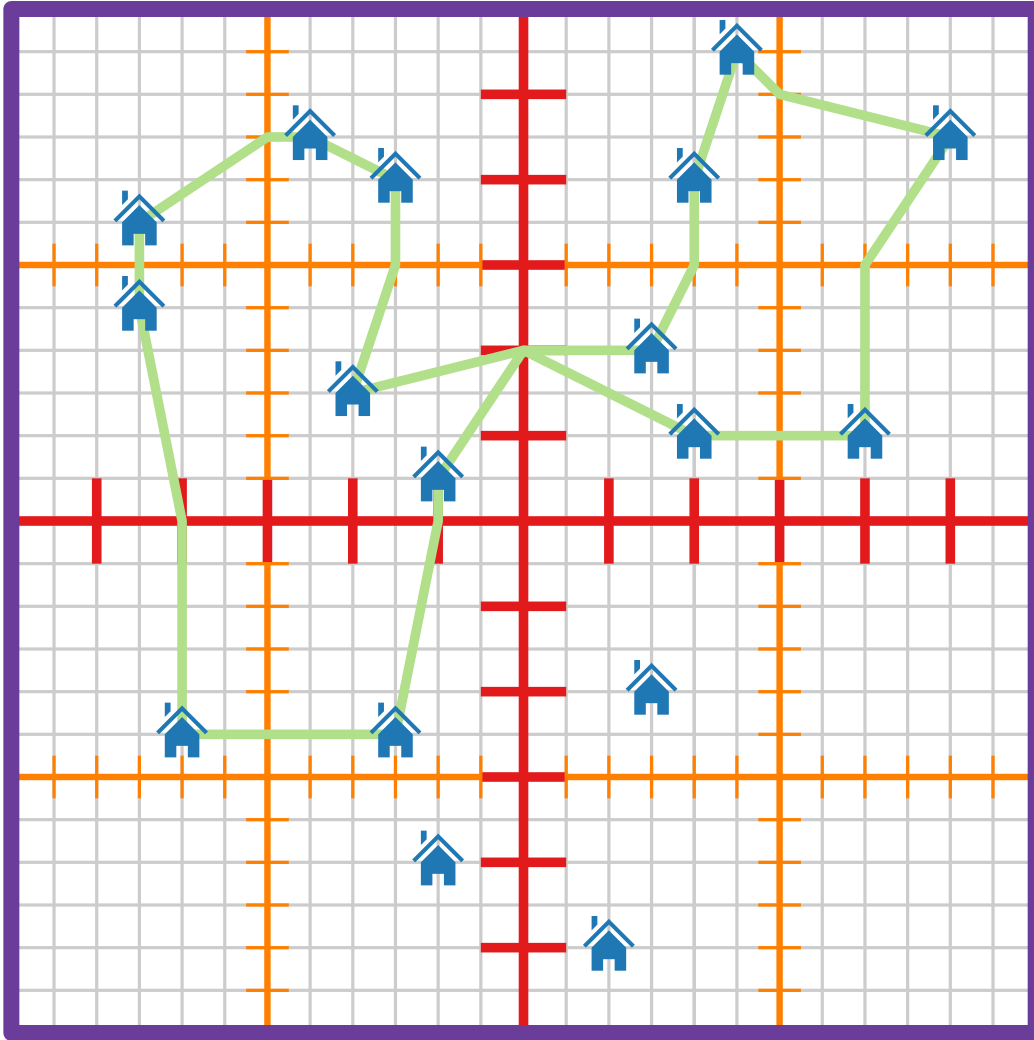
Well-Behaved Tours

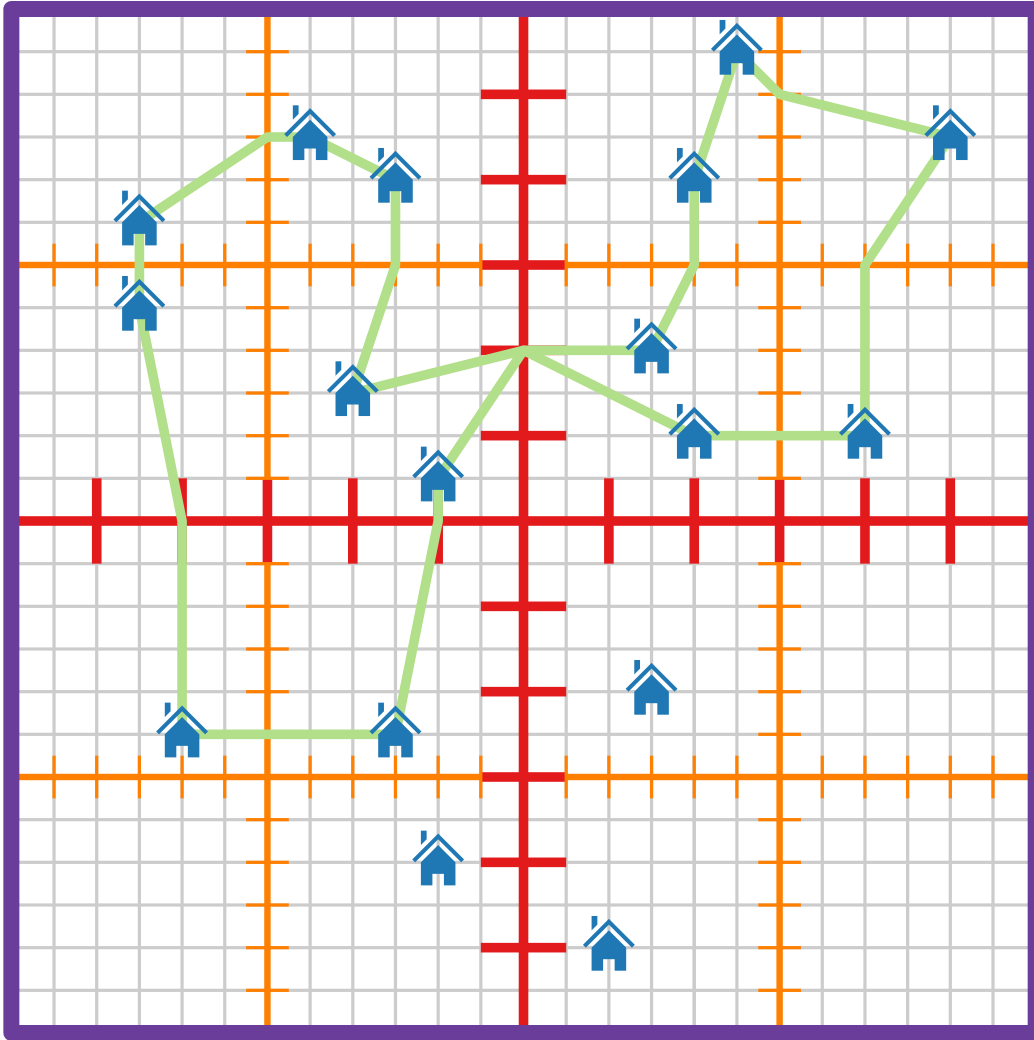


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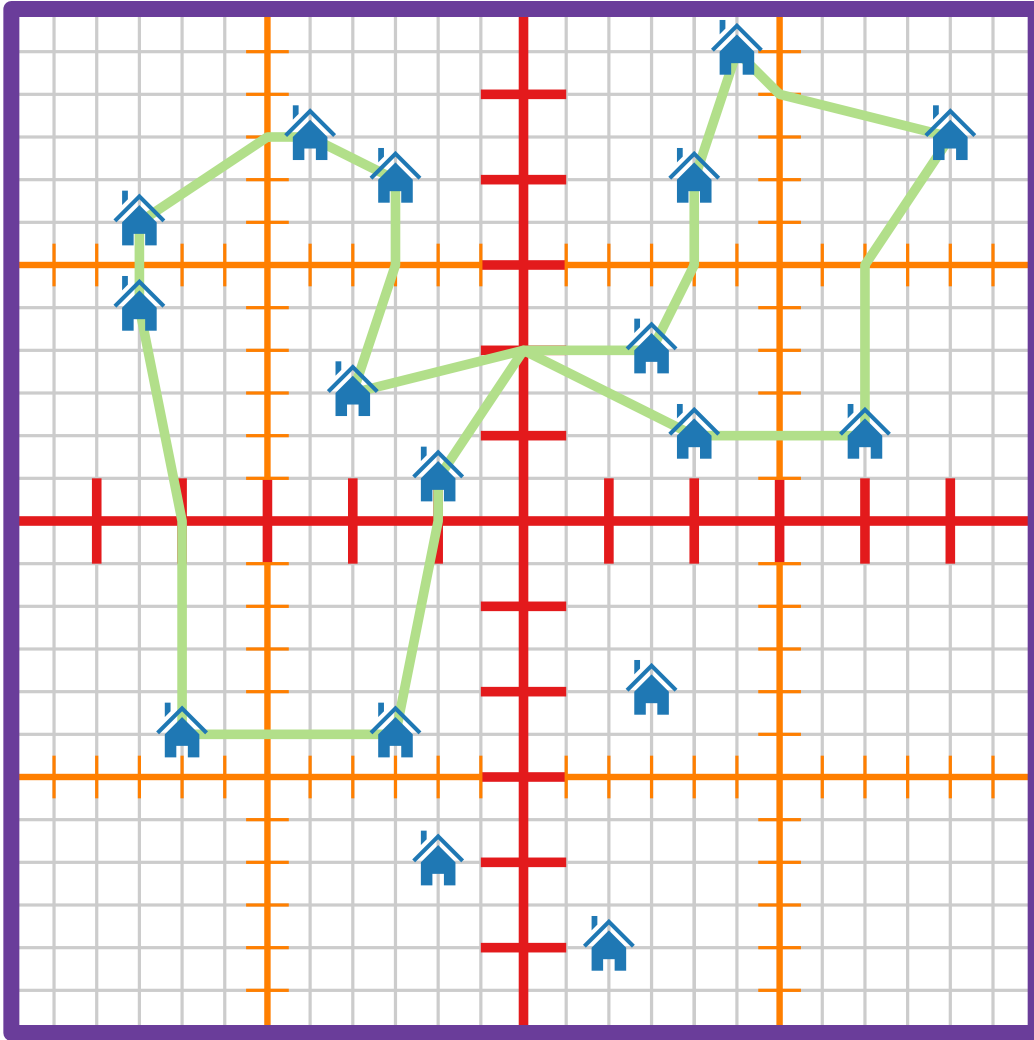


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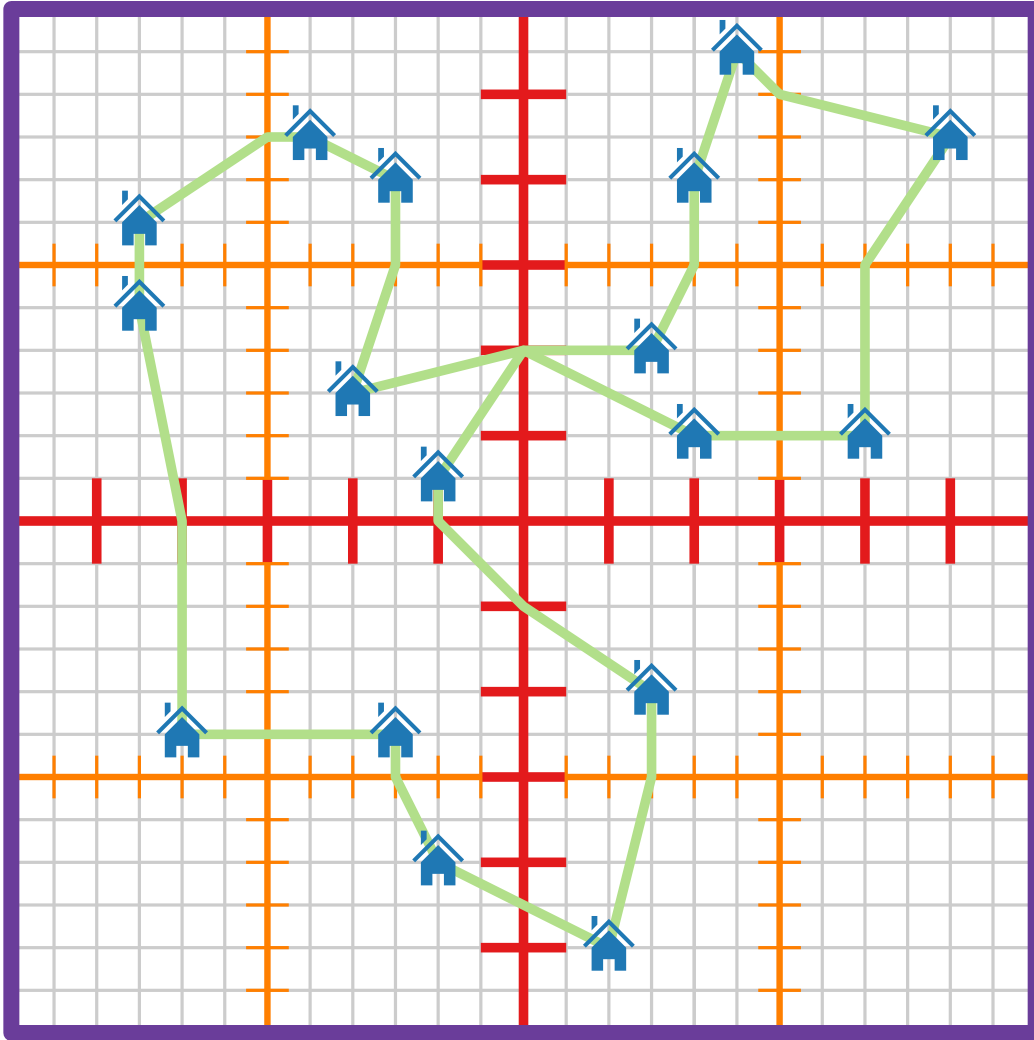


A tour is *well-behaved* if



- it involves all houses

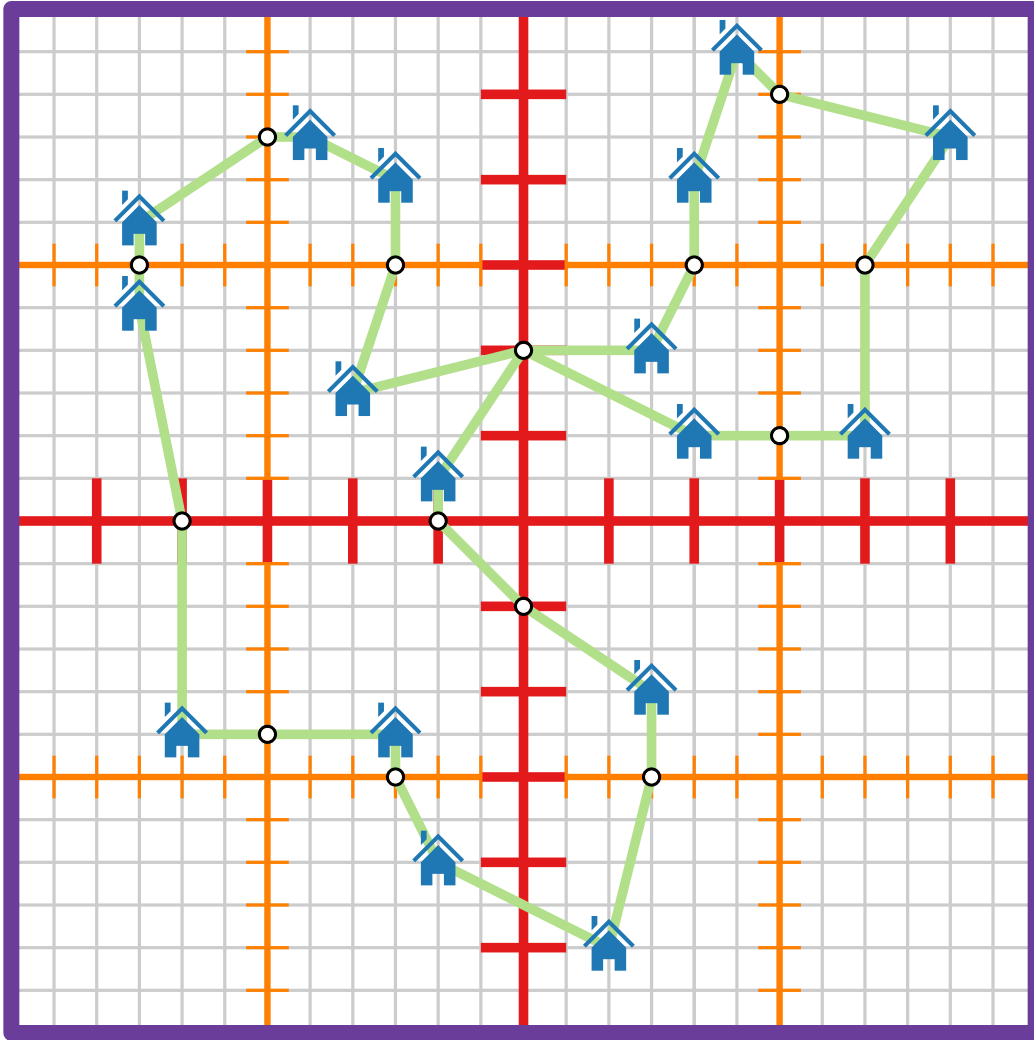
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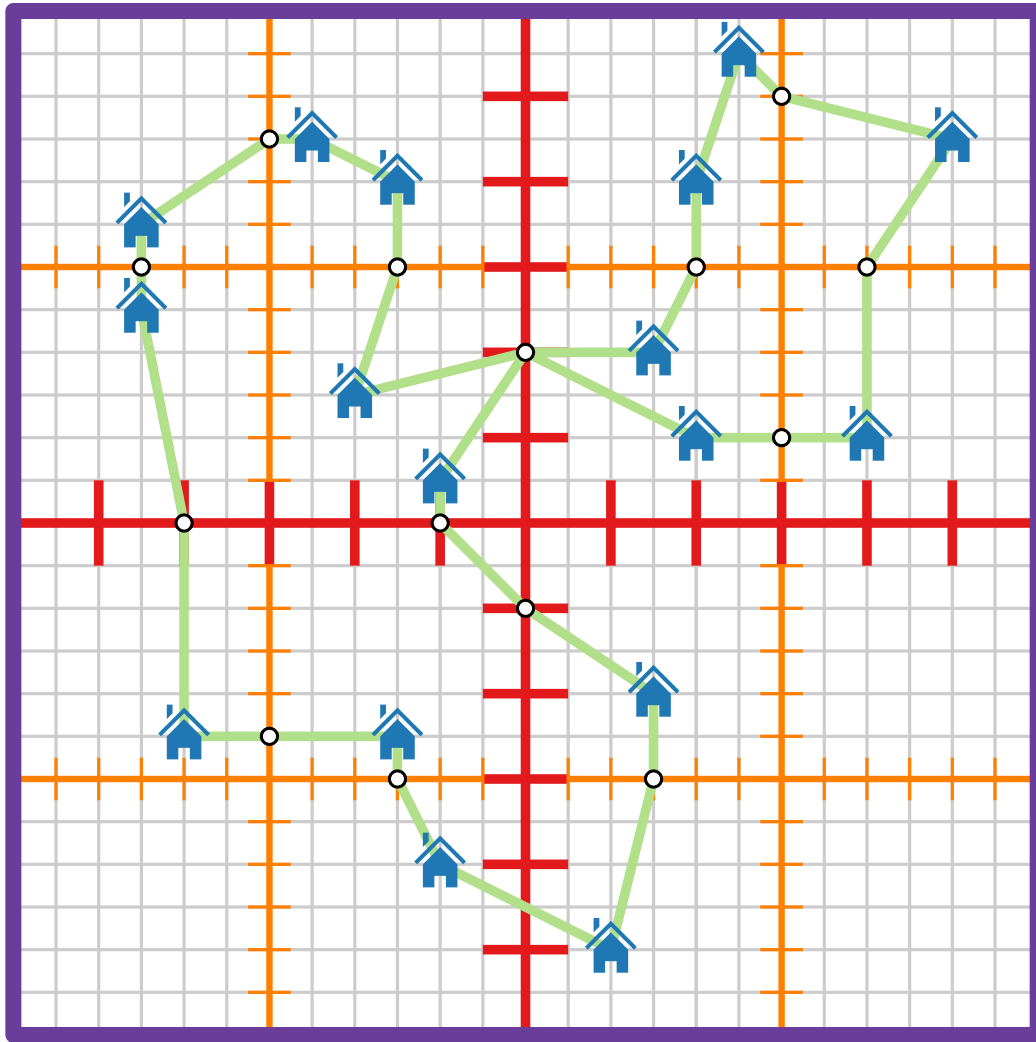
Well-Behaved Tours



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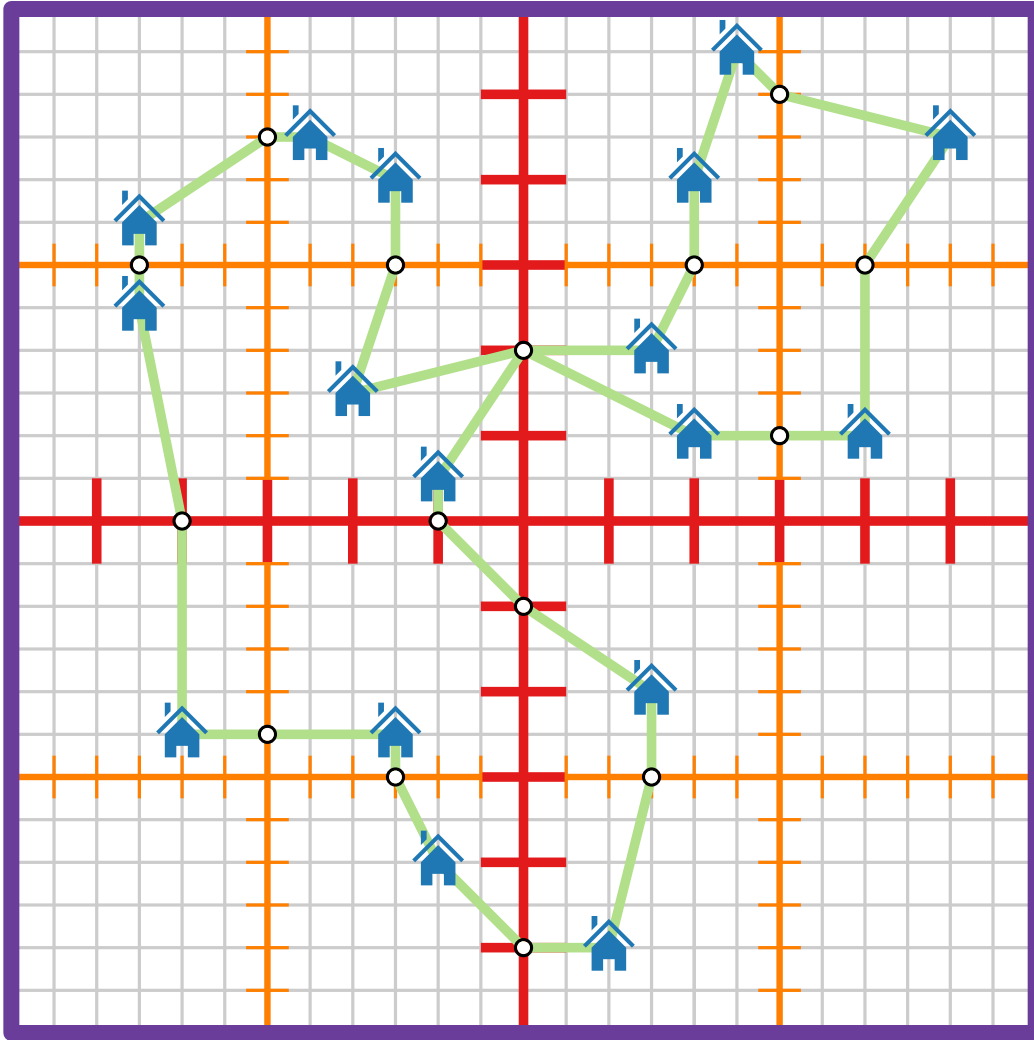
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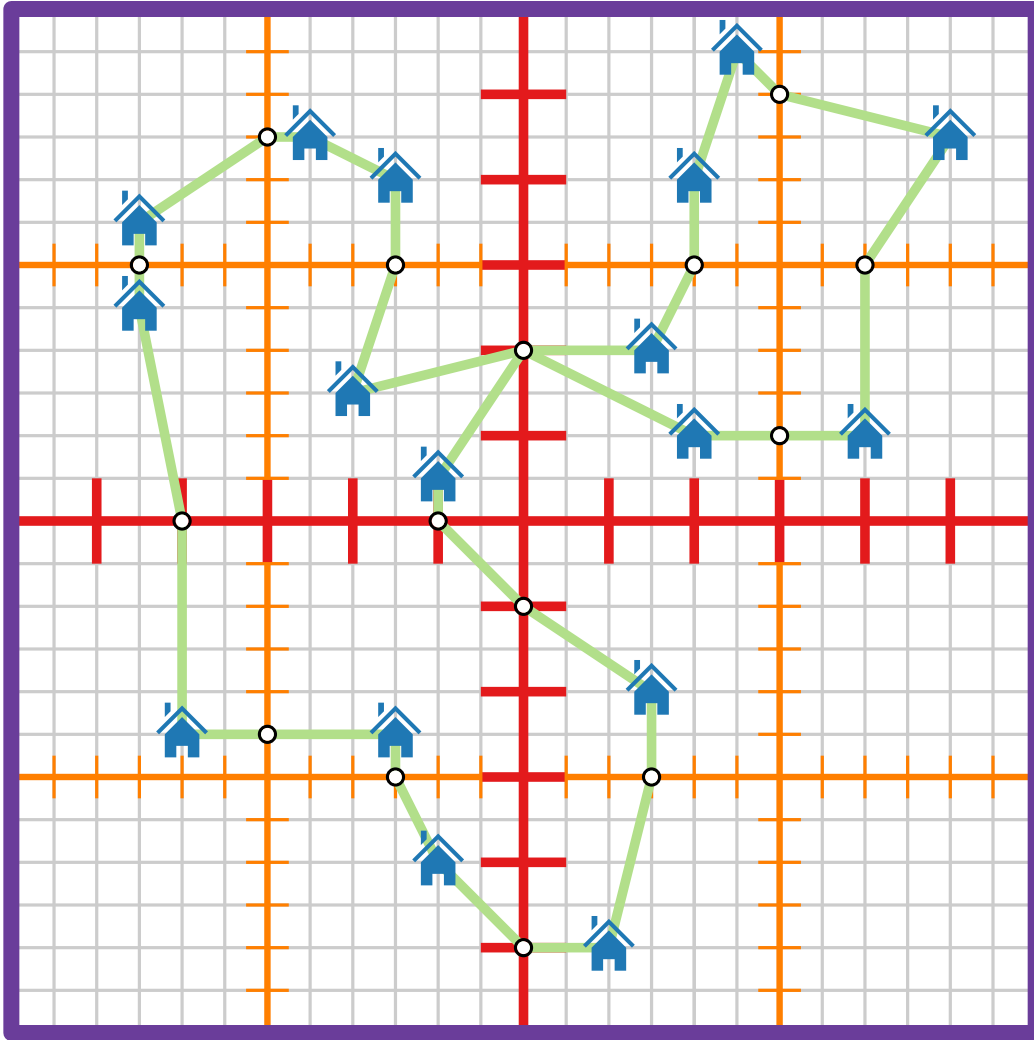
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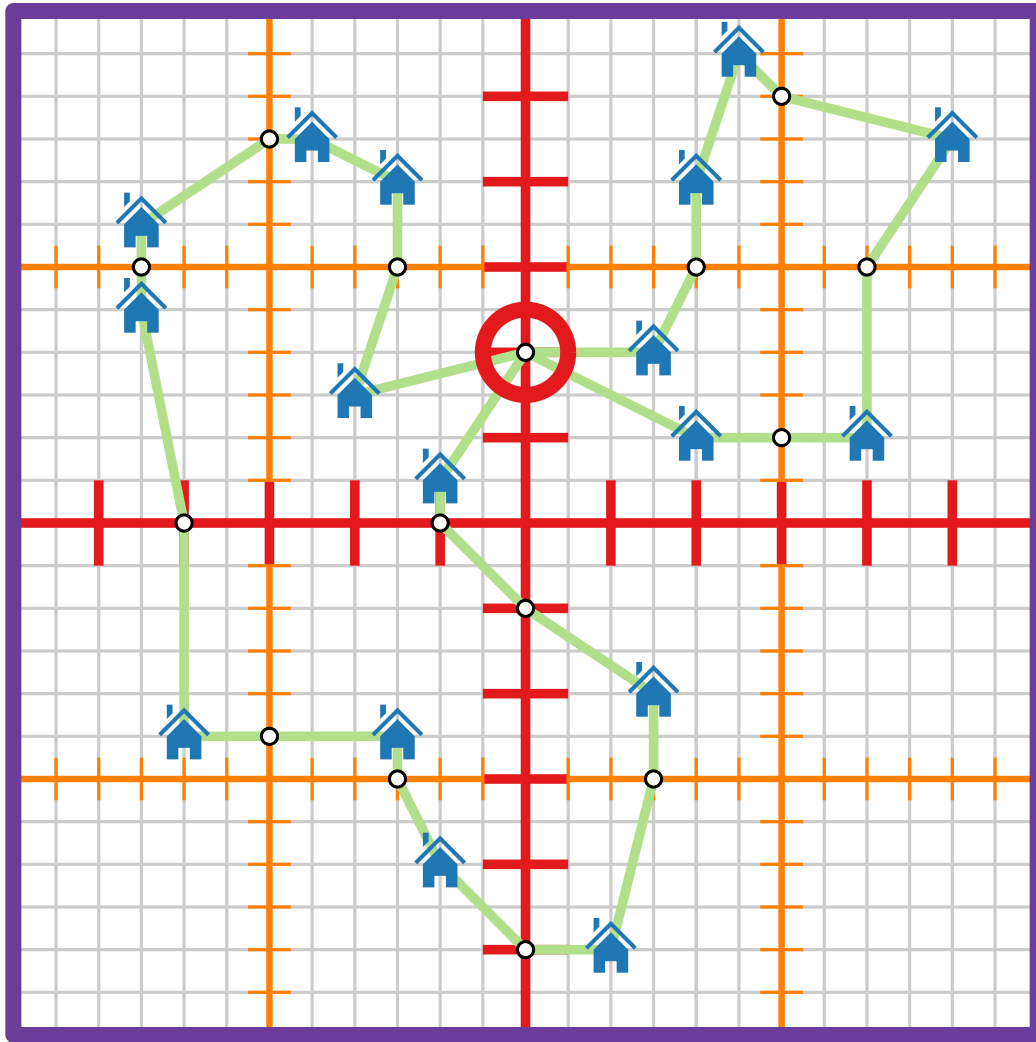
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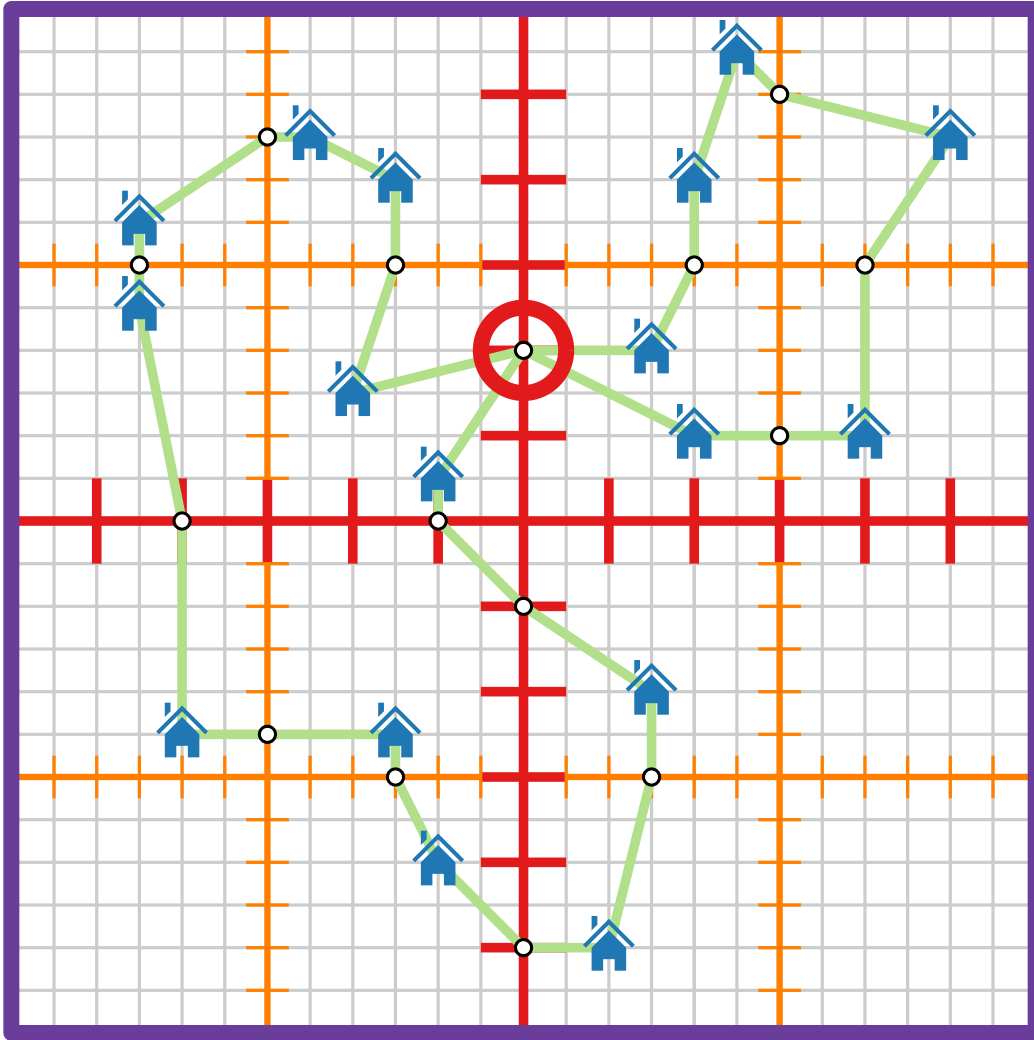
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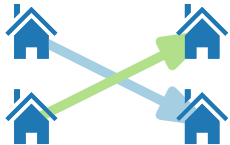
Well-Behaved Tours



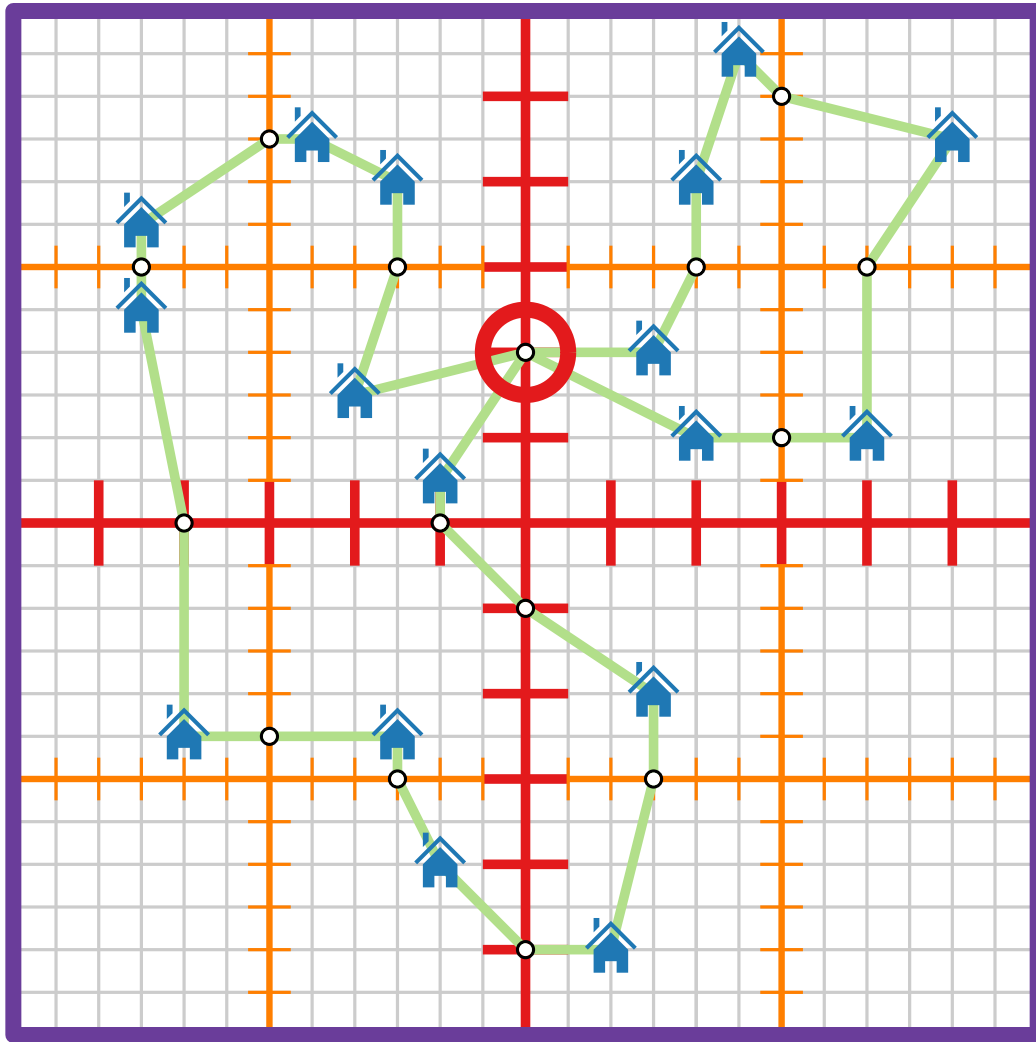
A tour is *well-behaved* if

- 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.

Crossing



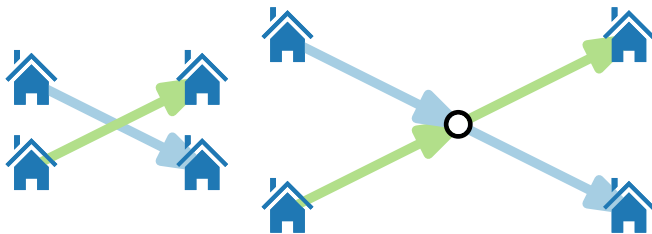
Well-Behaved Tours



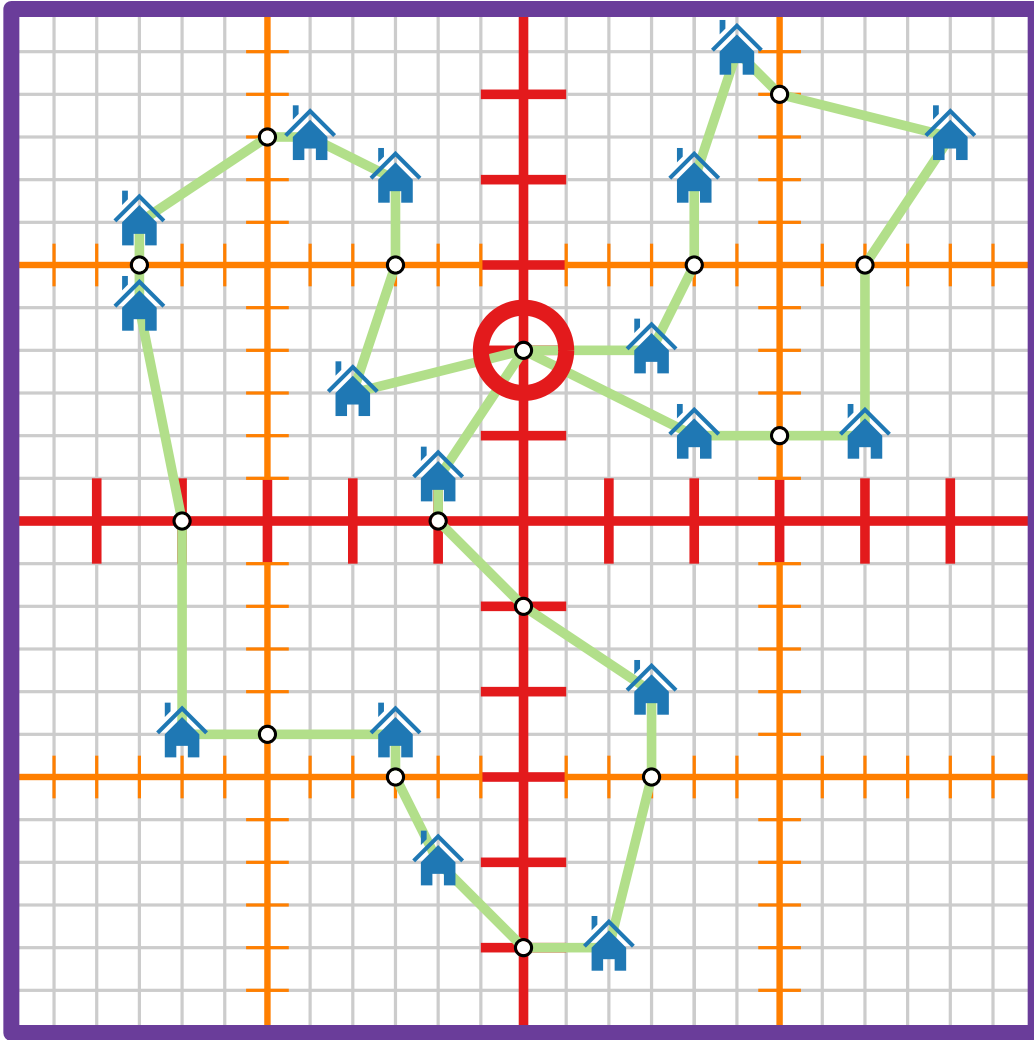
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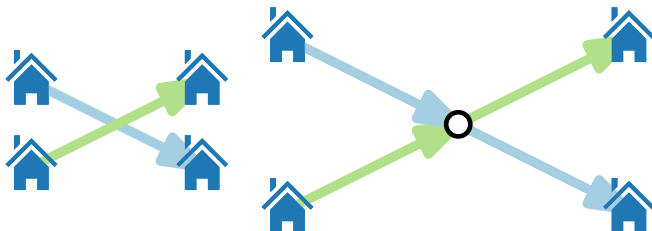
Well-Behaved Tours



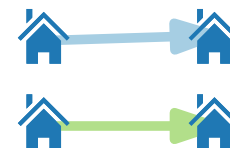
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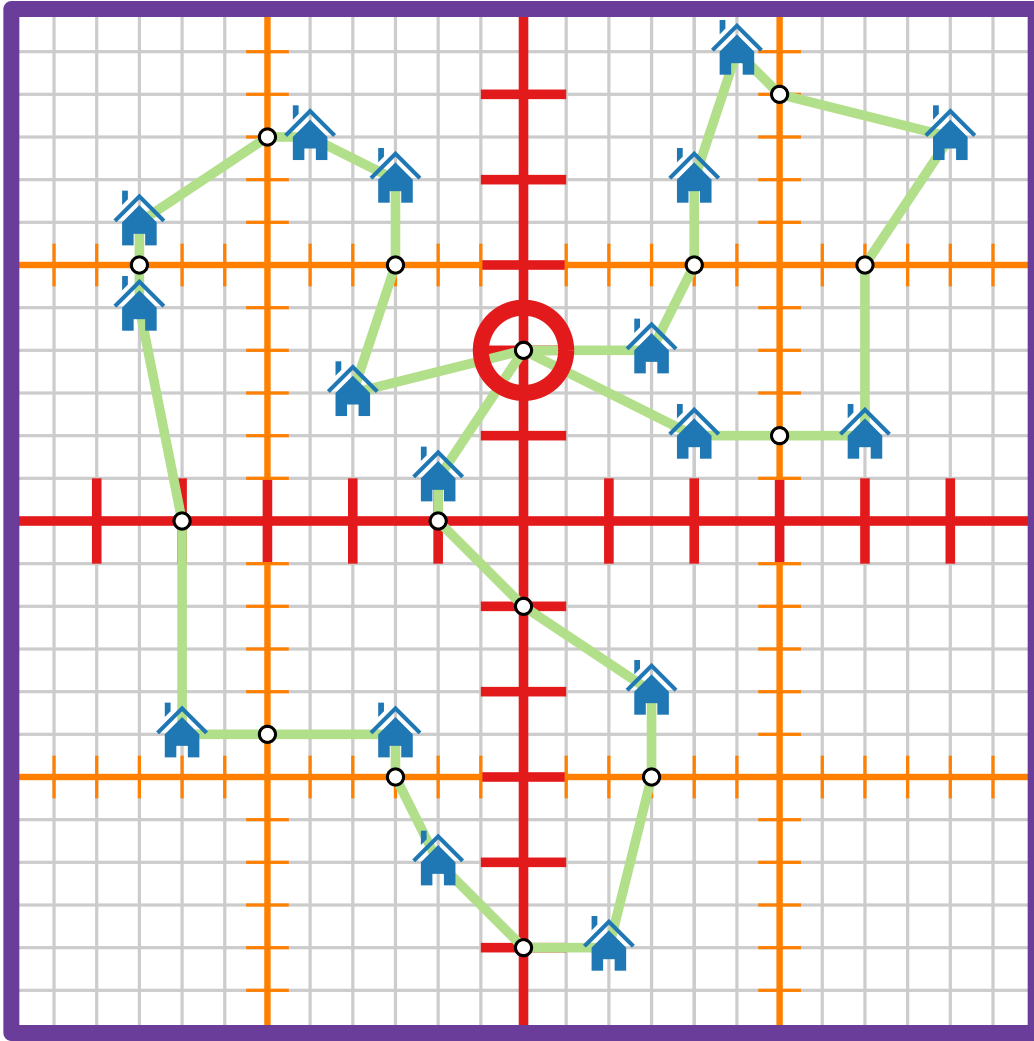
Crossing



No crossing



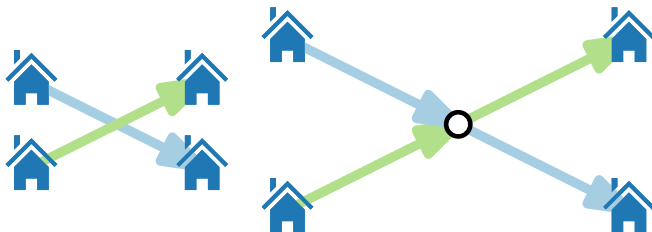
Well-Behaved Tours



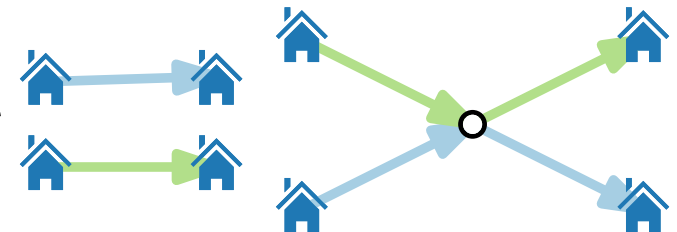
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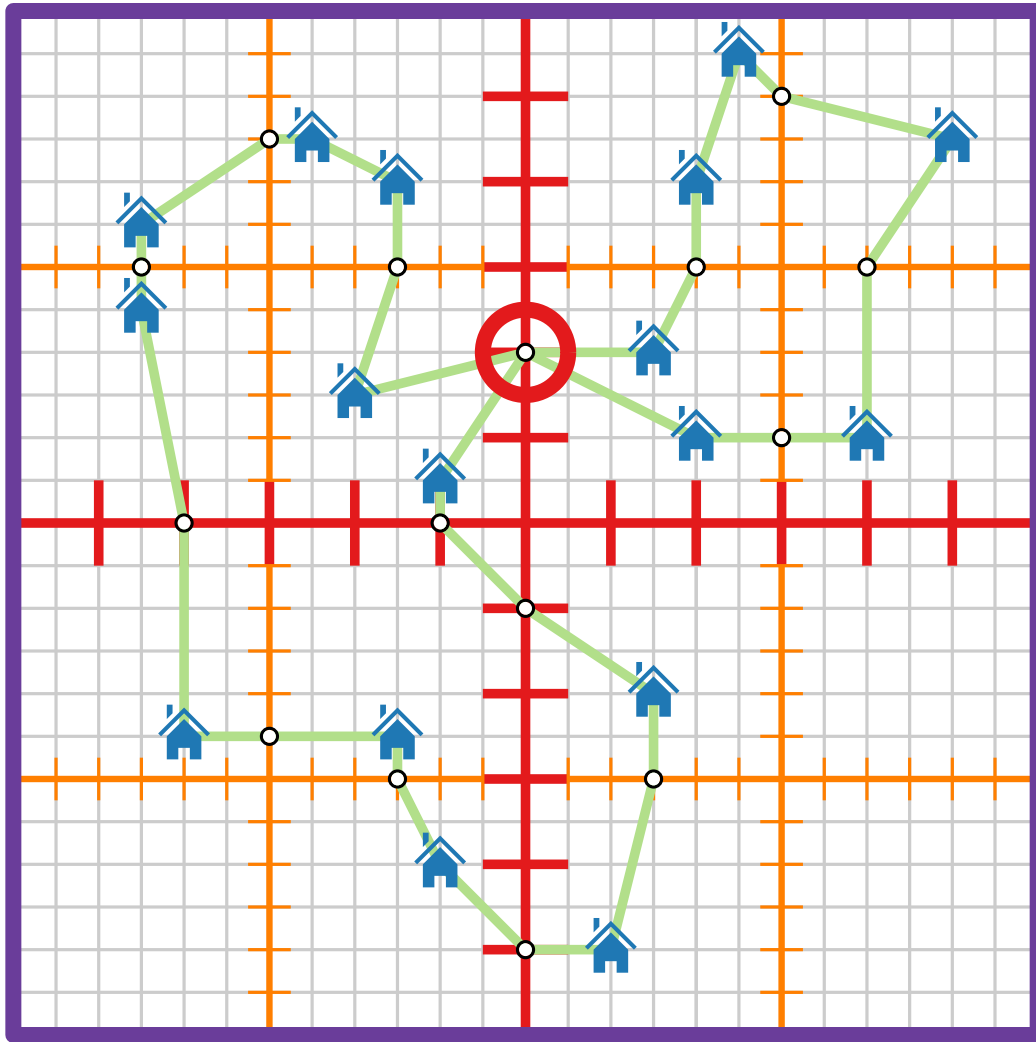
Crossing



No crossing



Well-Behaved Tours



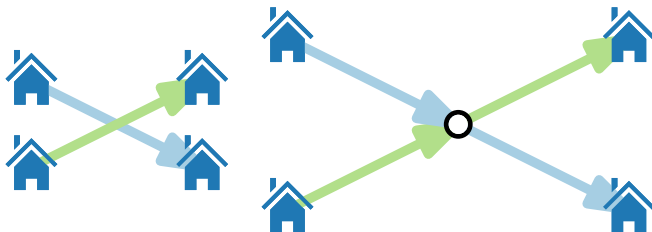
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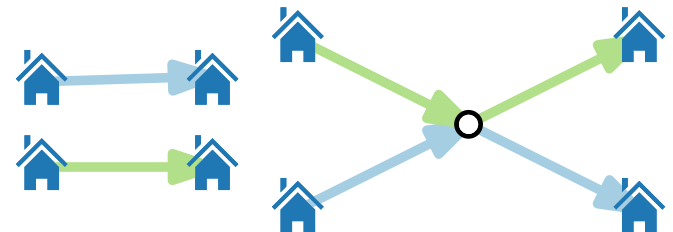
W.l.o.g. (**homework**):

No portal visited more than twice

Crossing



No crossing



Computing a Well-Behaved Tour

Computing a Well-Behaved Tour

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

Computing a Well-Behaved Tour

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Sketch.



Computing a Well-Behaved Tour

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

Sketch. • Dynamic programming!

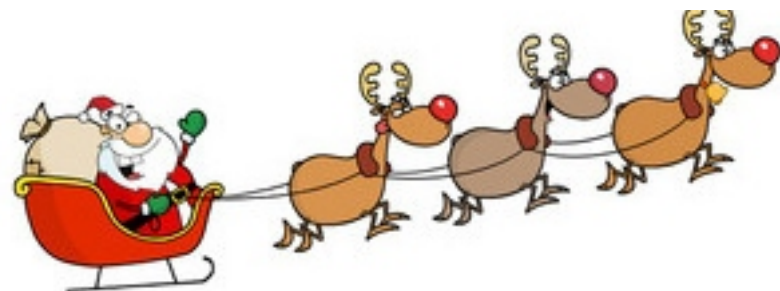


Computing a Well-Behaved Tour

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

Sketch.

- Dynamic programming!
- Compute sub-structure of an optimal tour for each square in the dissection tree.



Computing a Well-Behaved Tour

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

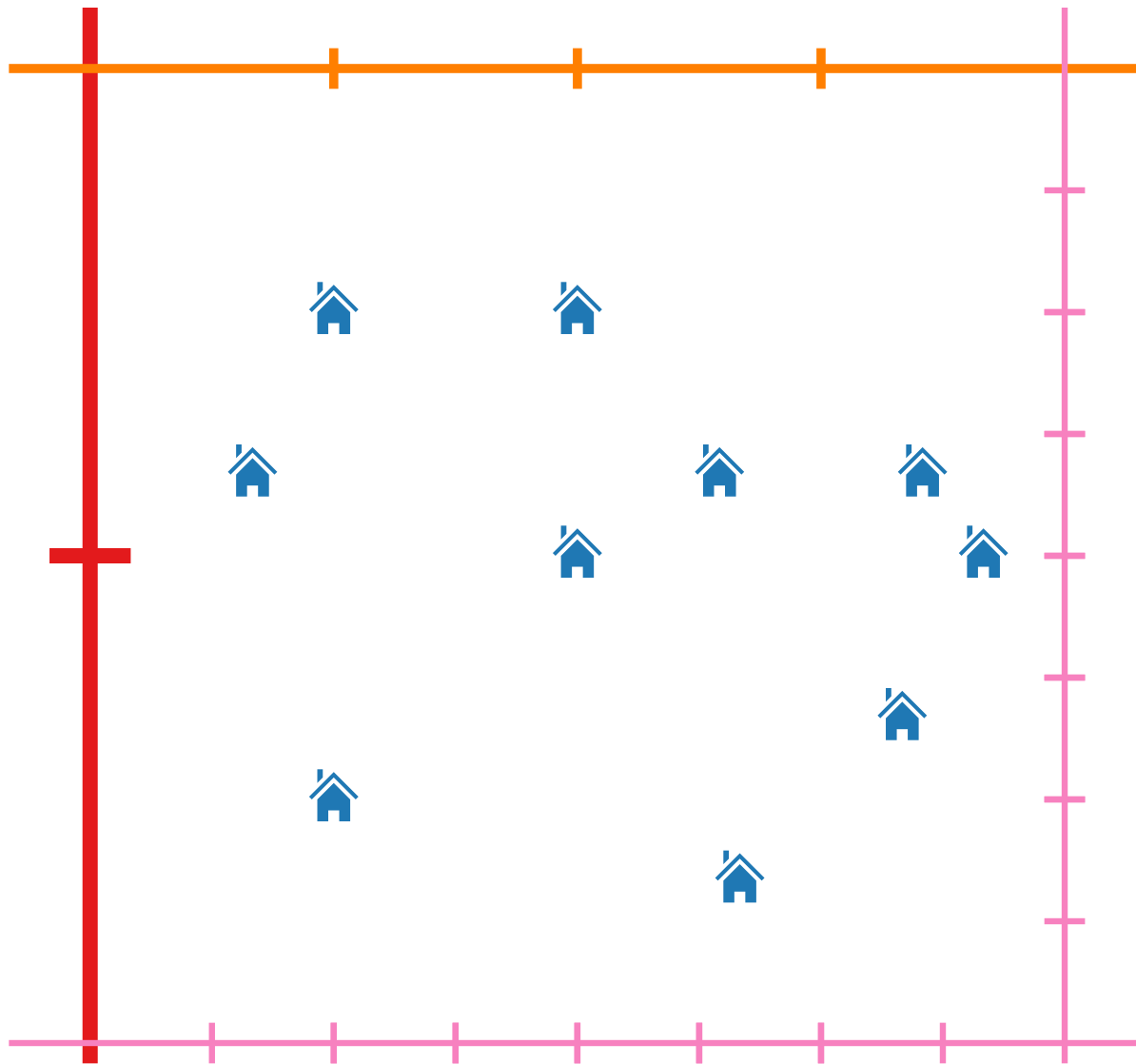


Approximation Algorithms

Lecture 9: A PTAS for EUCLIDEAN TSP

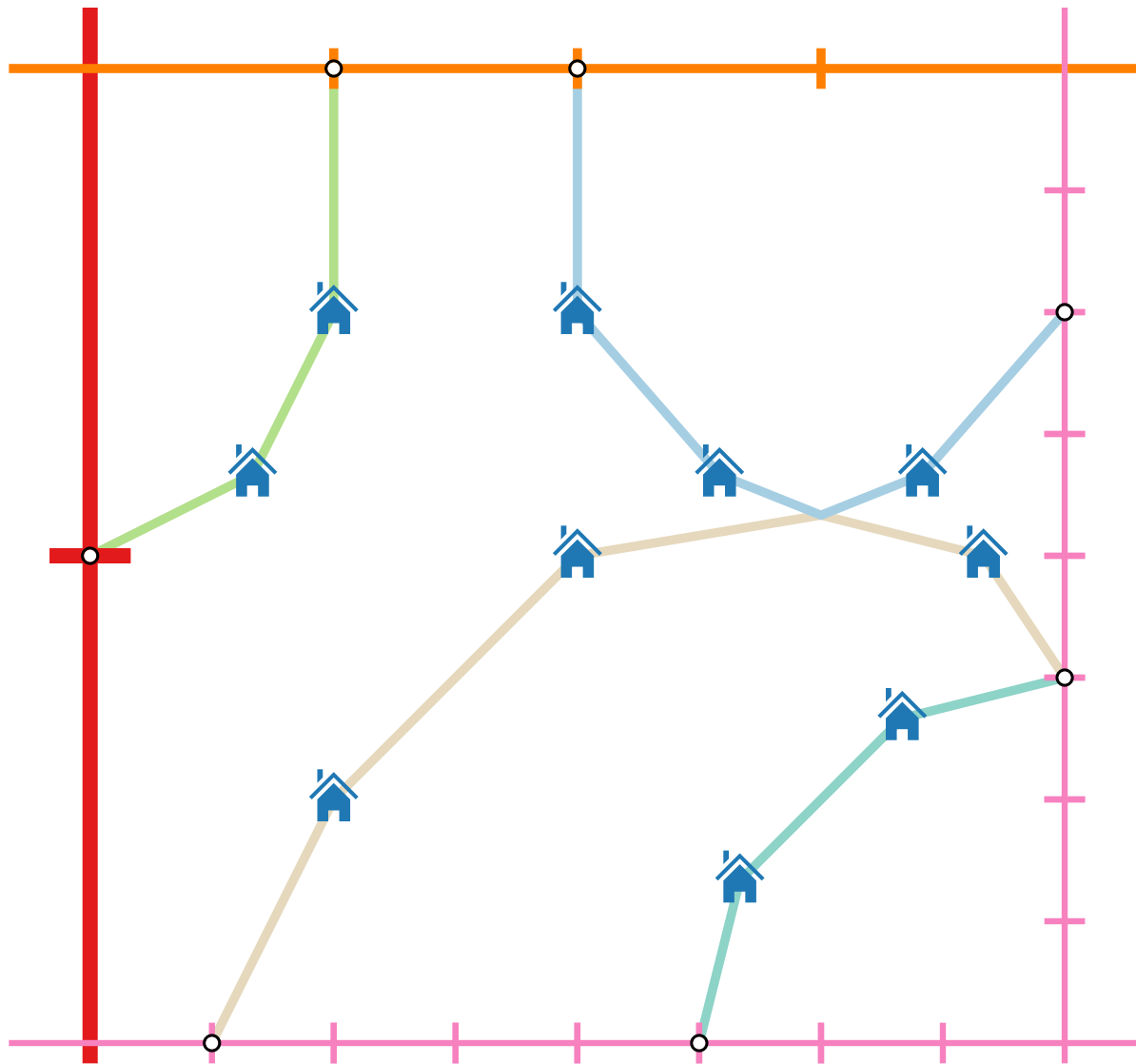
Part IV: Dynamic Program

Dynamic Program (I)



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

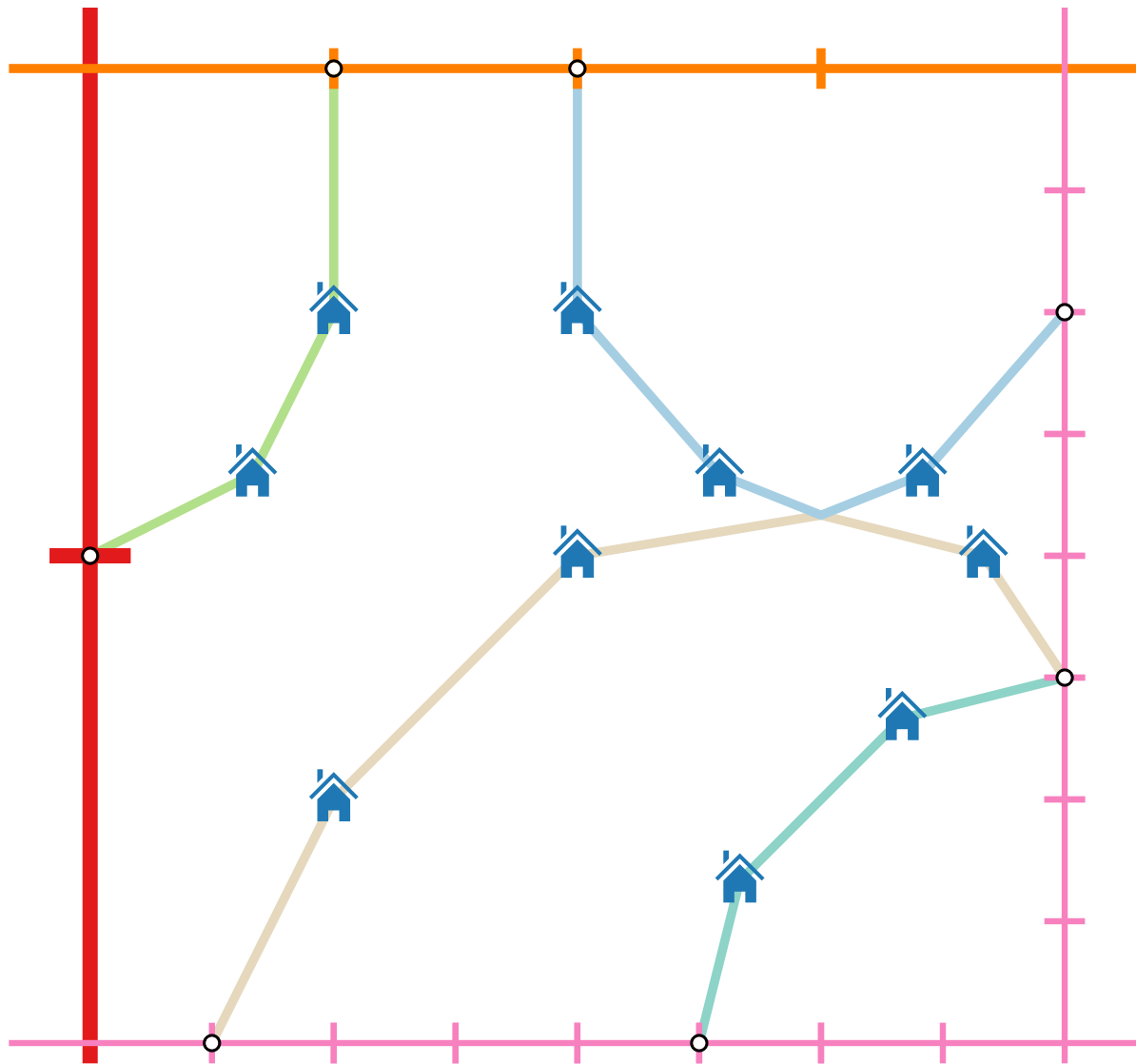
Dynamic Program (I)



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

- a path cover of the houses in Q ,

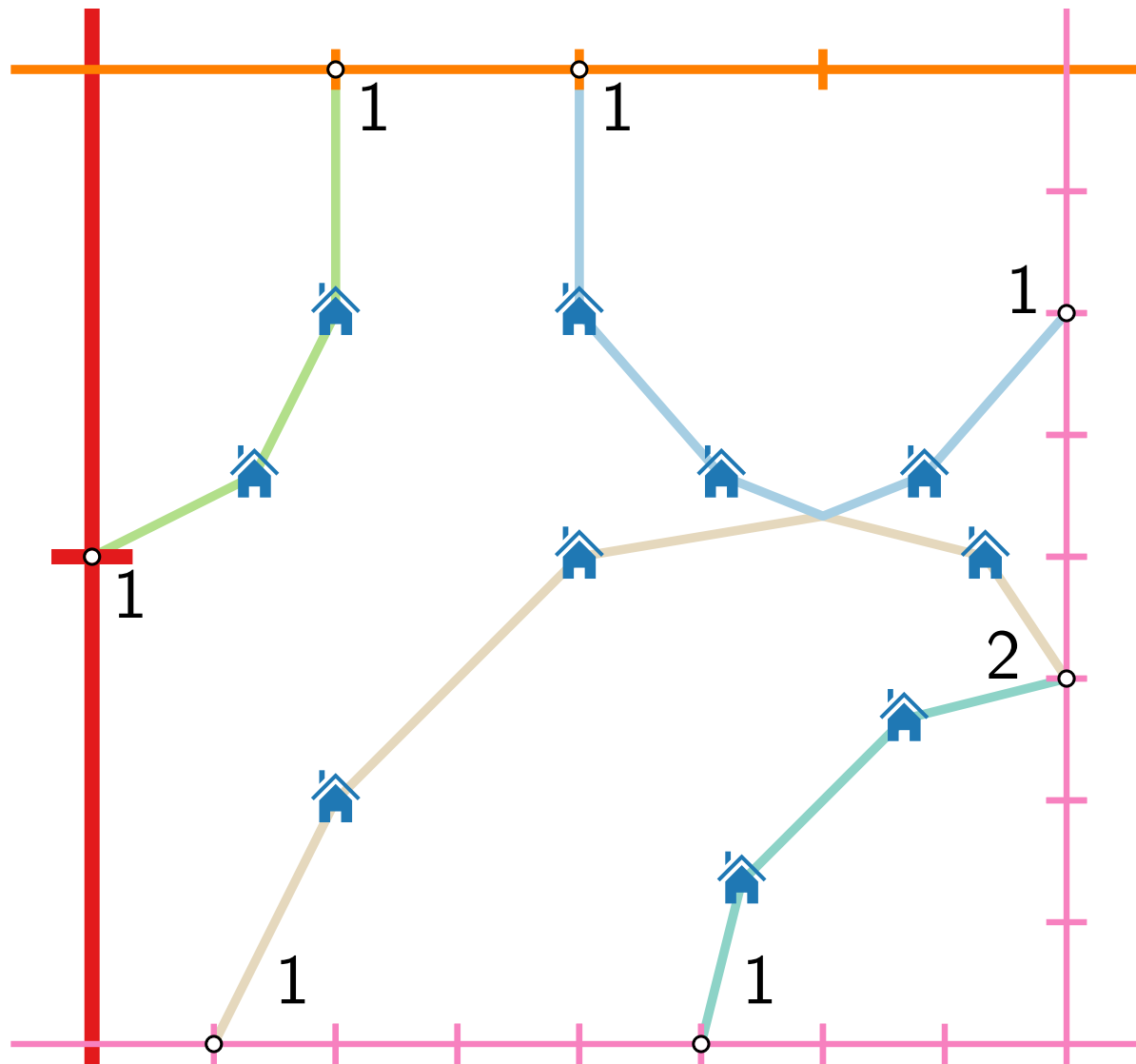
Dynamic Program (I)



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

- a path cover of the houses in Q ,
- ...such that each portal of Q is visited 0, 1 or 2 times,

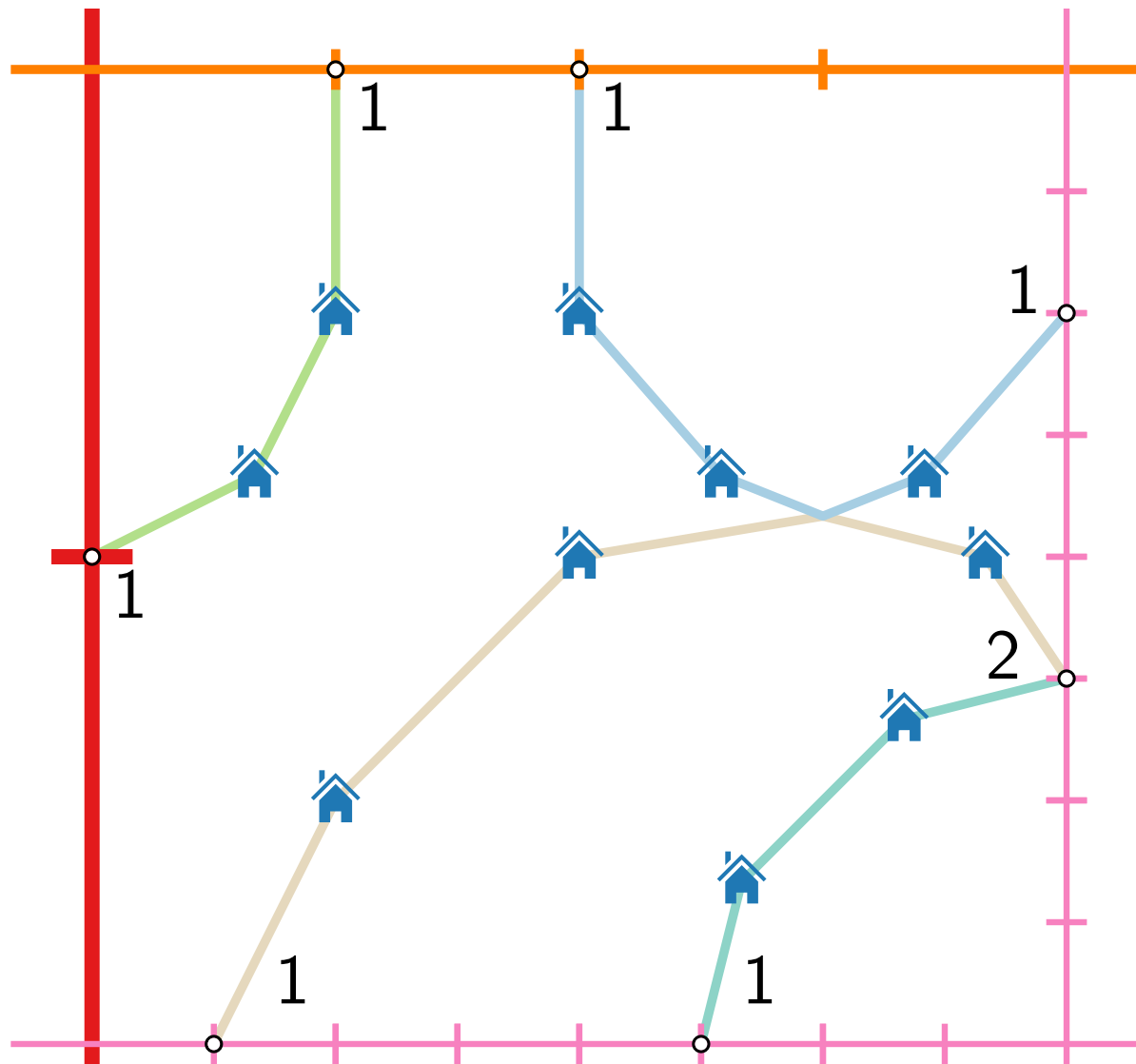
Dynamic Program (I)



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Dynamic Program (I)



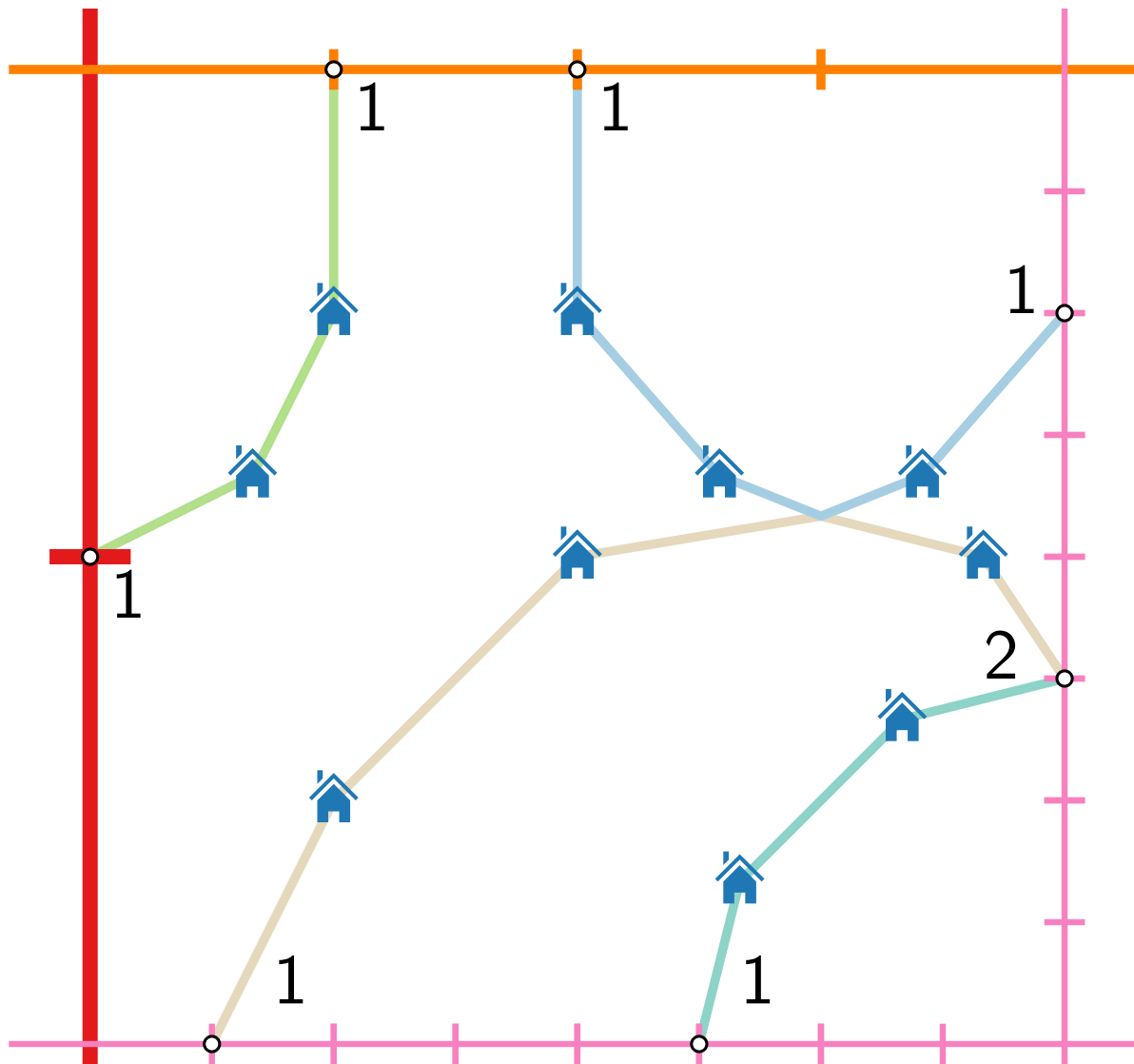
⇒ at most

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

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- ...such that each portal of Q is visited 0, 1 or 2 times,

possibilities

Dynamic Program (I)



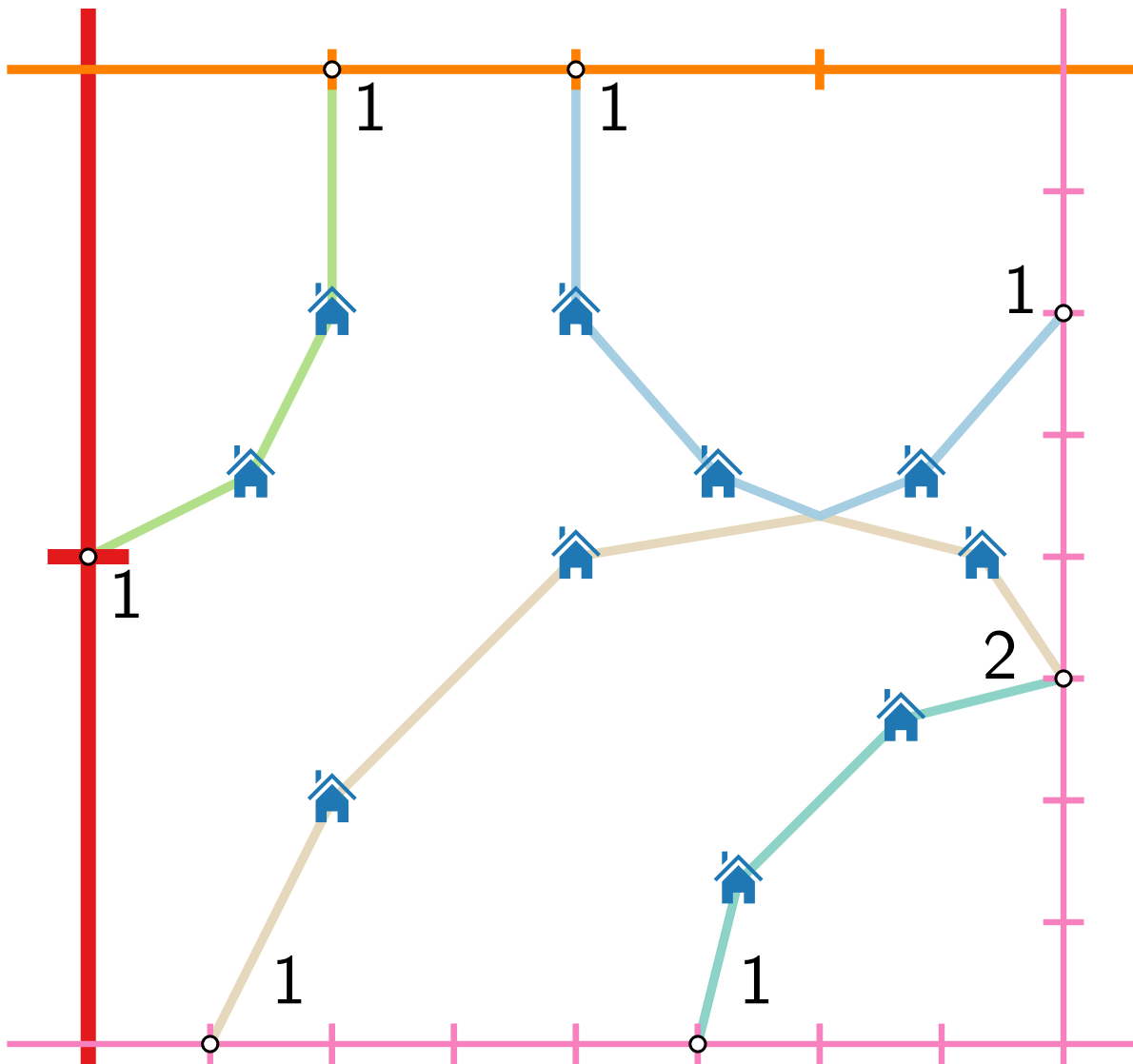
Each well-behaved tour induces the following in each square Q of the dissection:

- a path cover of the houses in Q ,
- ...such that each portal of Q is visited 0, 1 or 2 times,

\Rightarrow at most $3^{4m} \in$

possibilities

Dynamic Program (I)



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

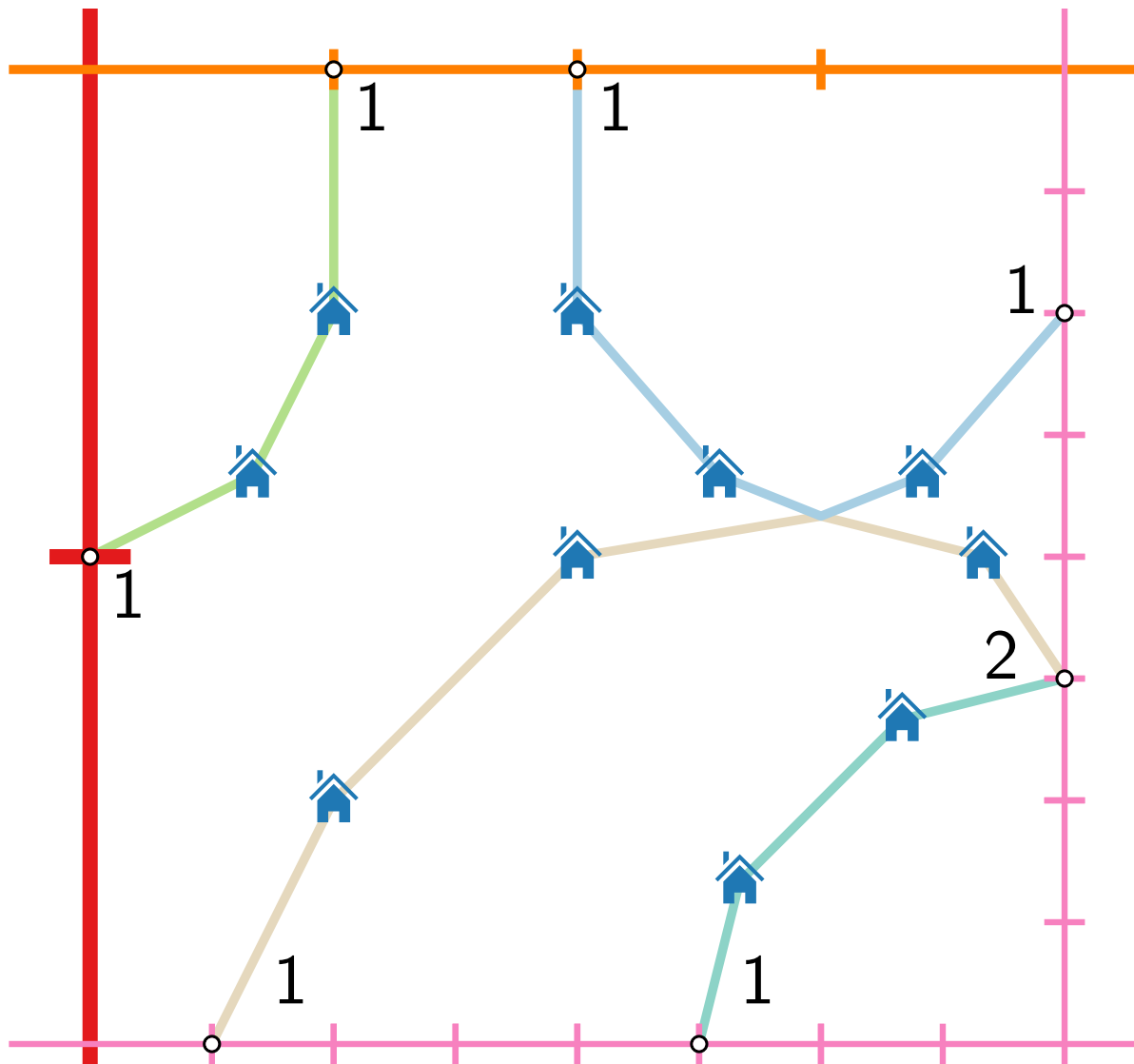
- a path cover of the houses in Q ,
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$m = O((\log n)/\epsilon)$

possibilities

Dynamic Program (I)



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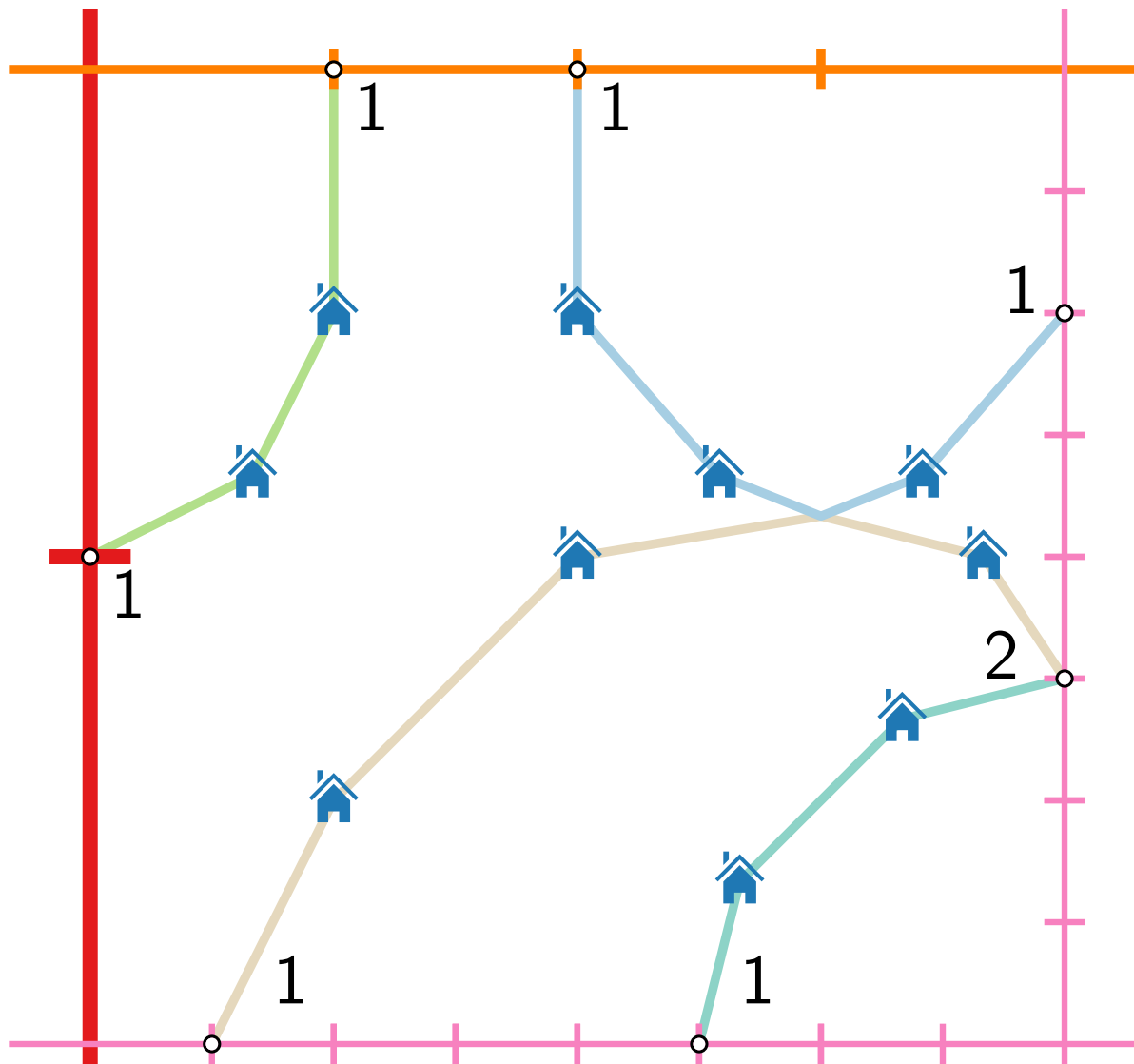
- a path cover of the houses in Q ,
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\Rightarrow at most $3^{4m} \in 3^{O((\log n)/\epsilon)} =$

\swarrow
 $m = O((\log n)/\epsilon)$

possibilities

Dynamic Program (I)



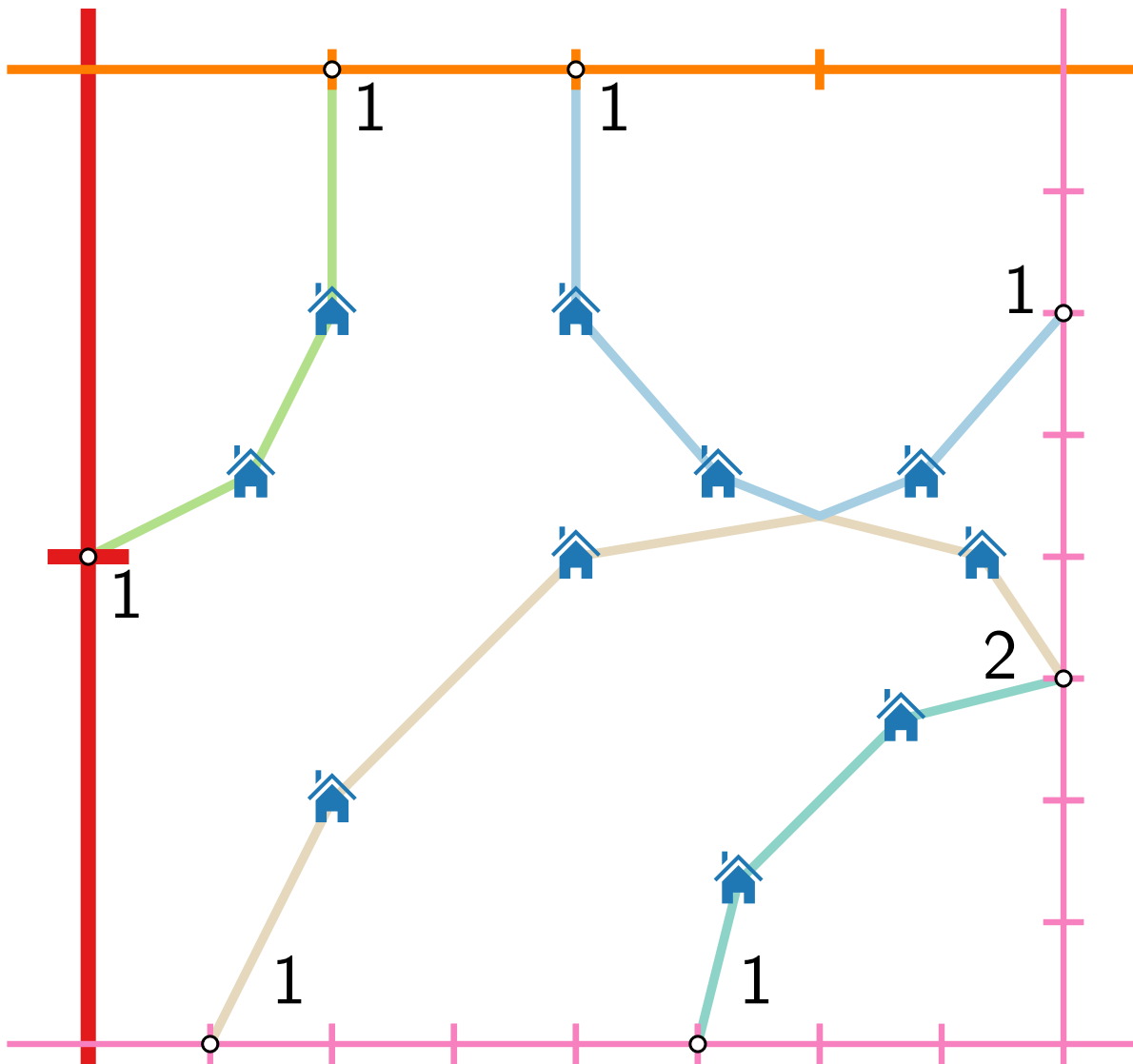
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$m = O((\log n)/\epsilon)$

Dynamic Program (I)



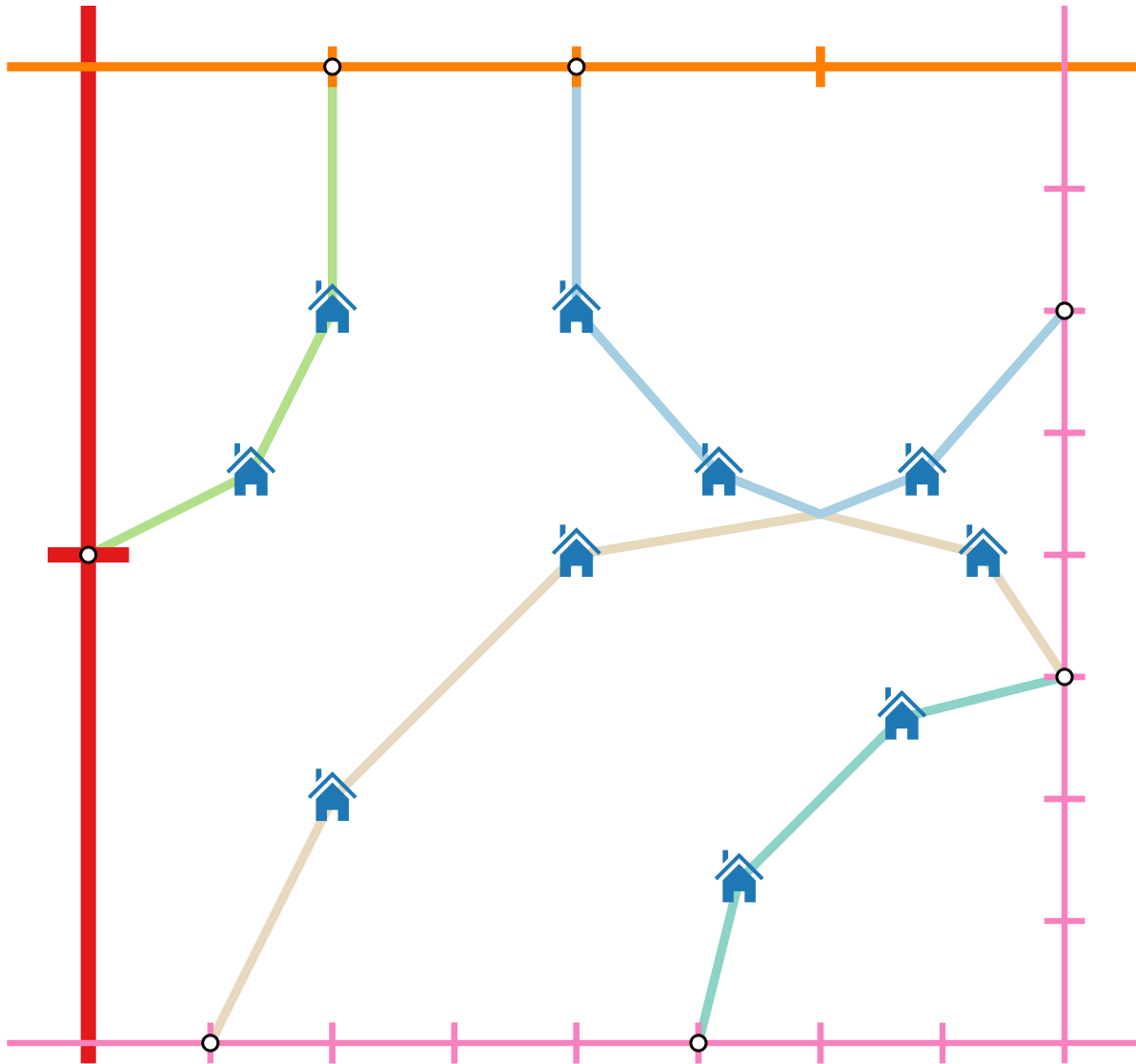
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(visit vectors)

\swarrow
 $m = O((\log n)/\epsilon)$

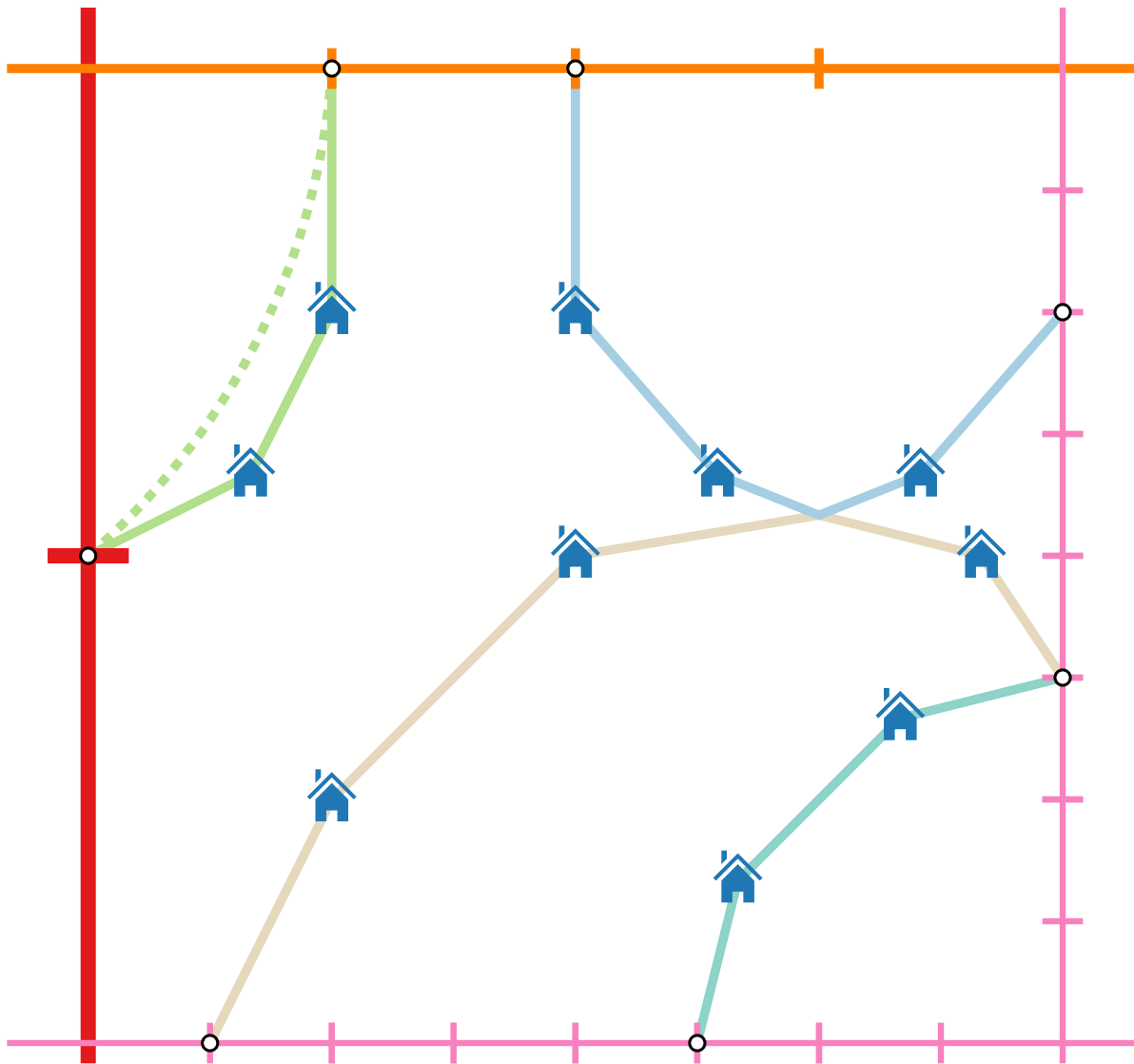
Dynamic Program (I)



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

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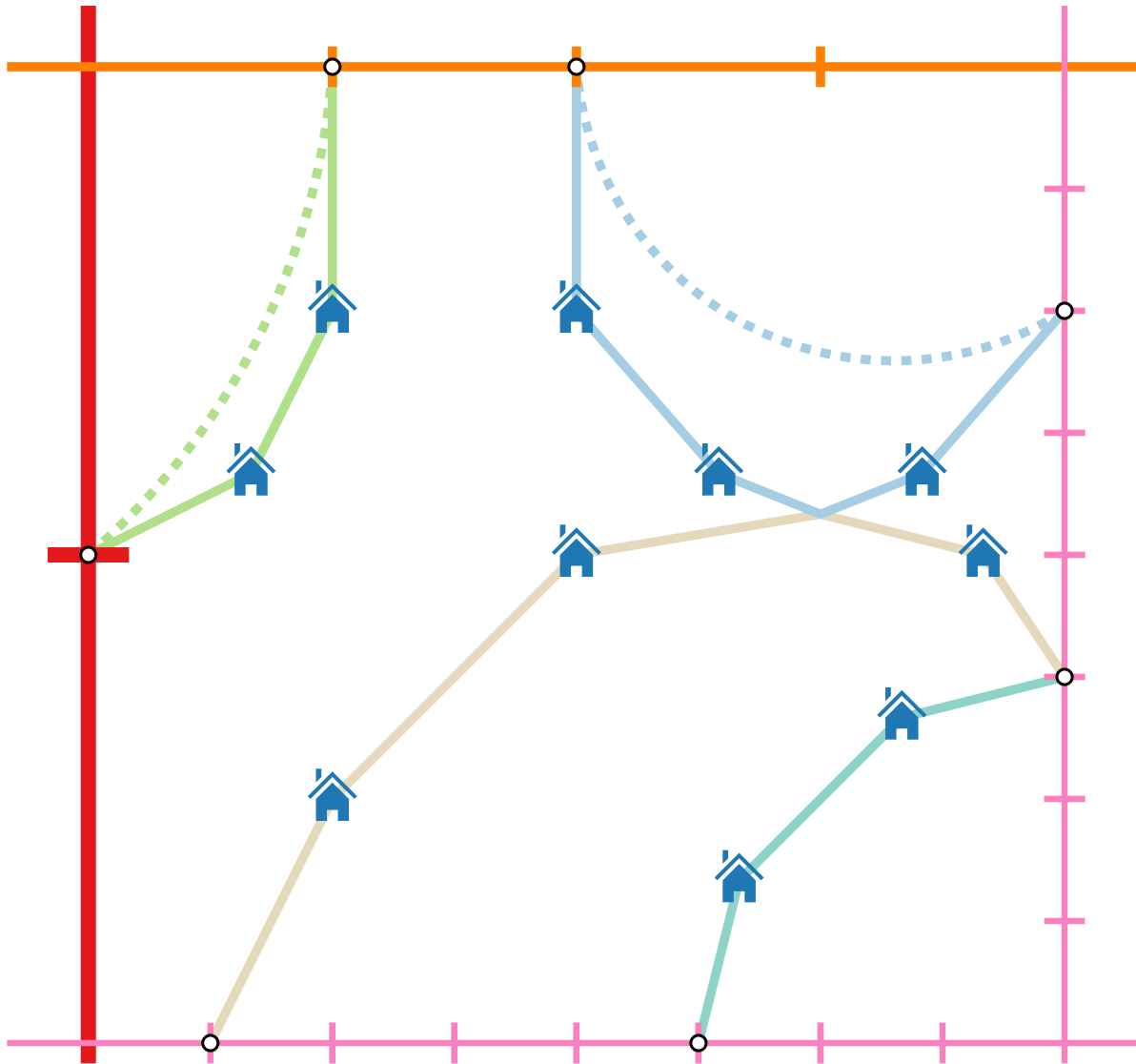
Dynamic Program (I)



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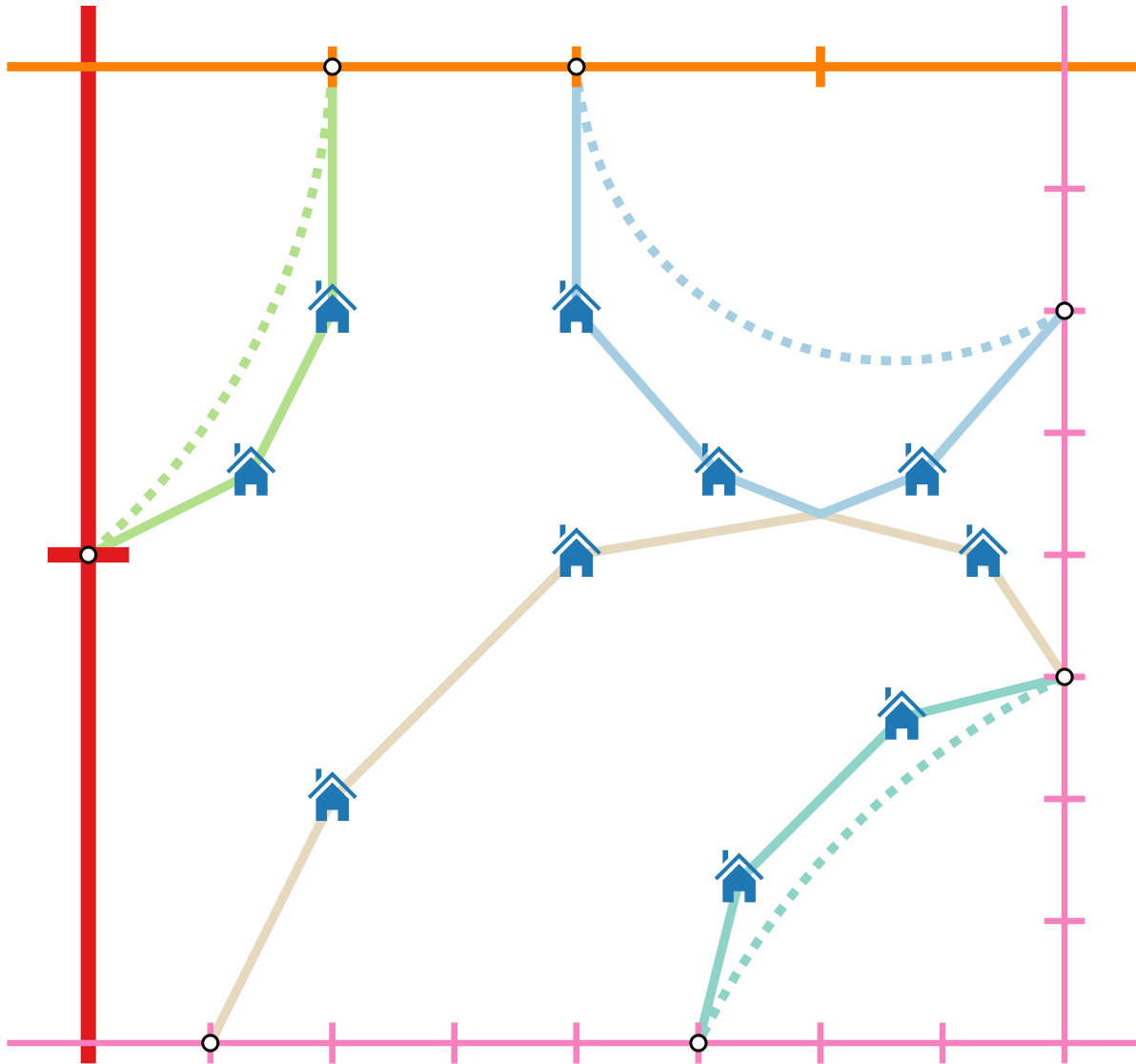
Dynamic Program (I)



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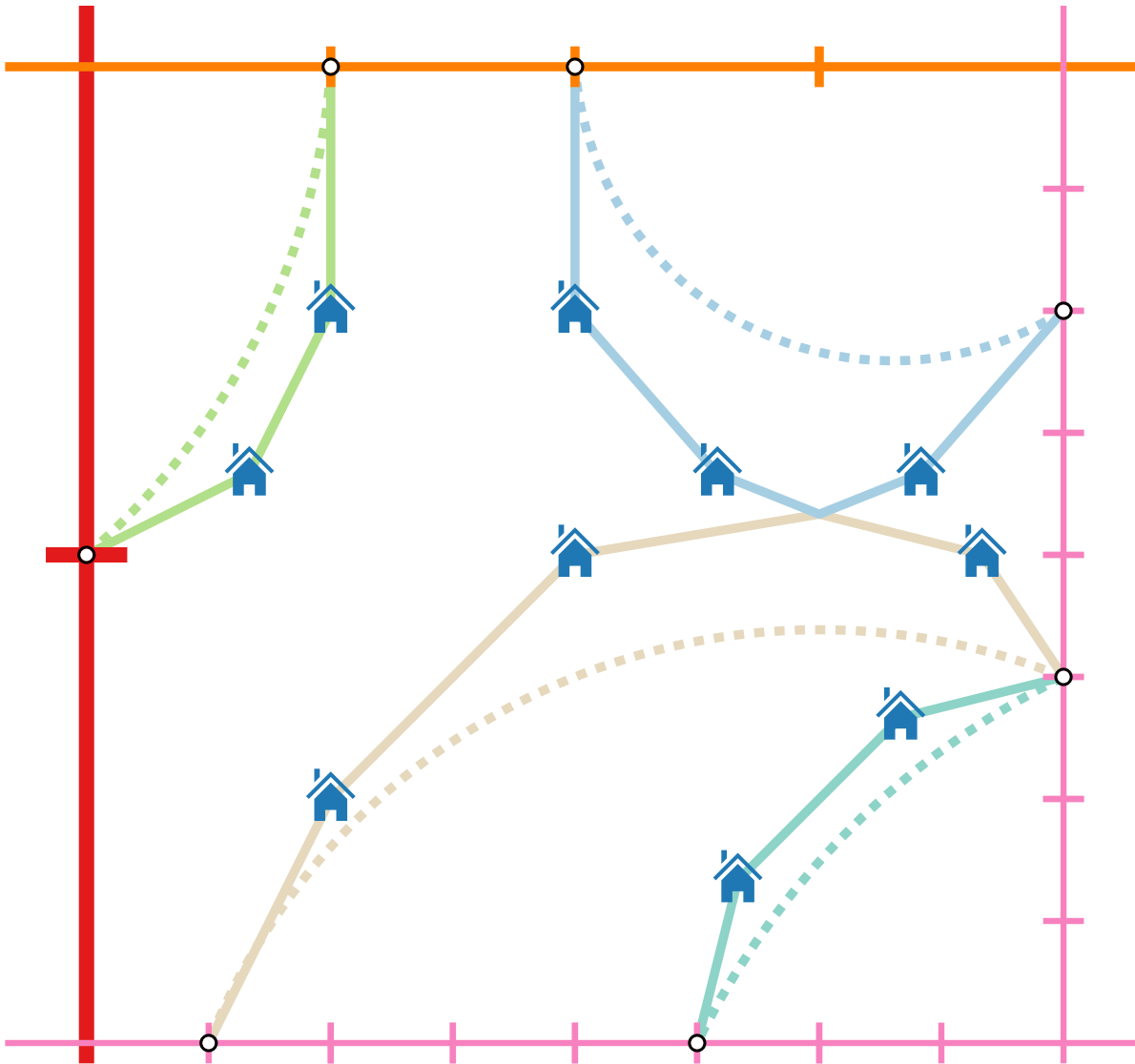
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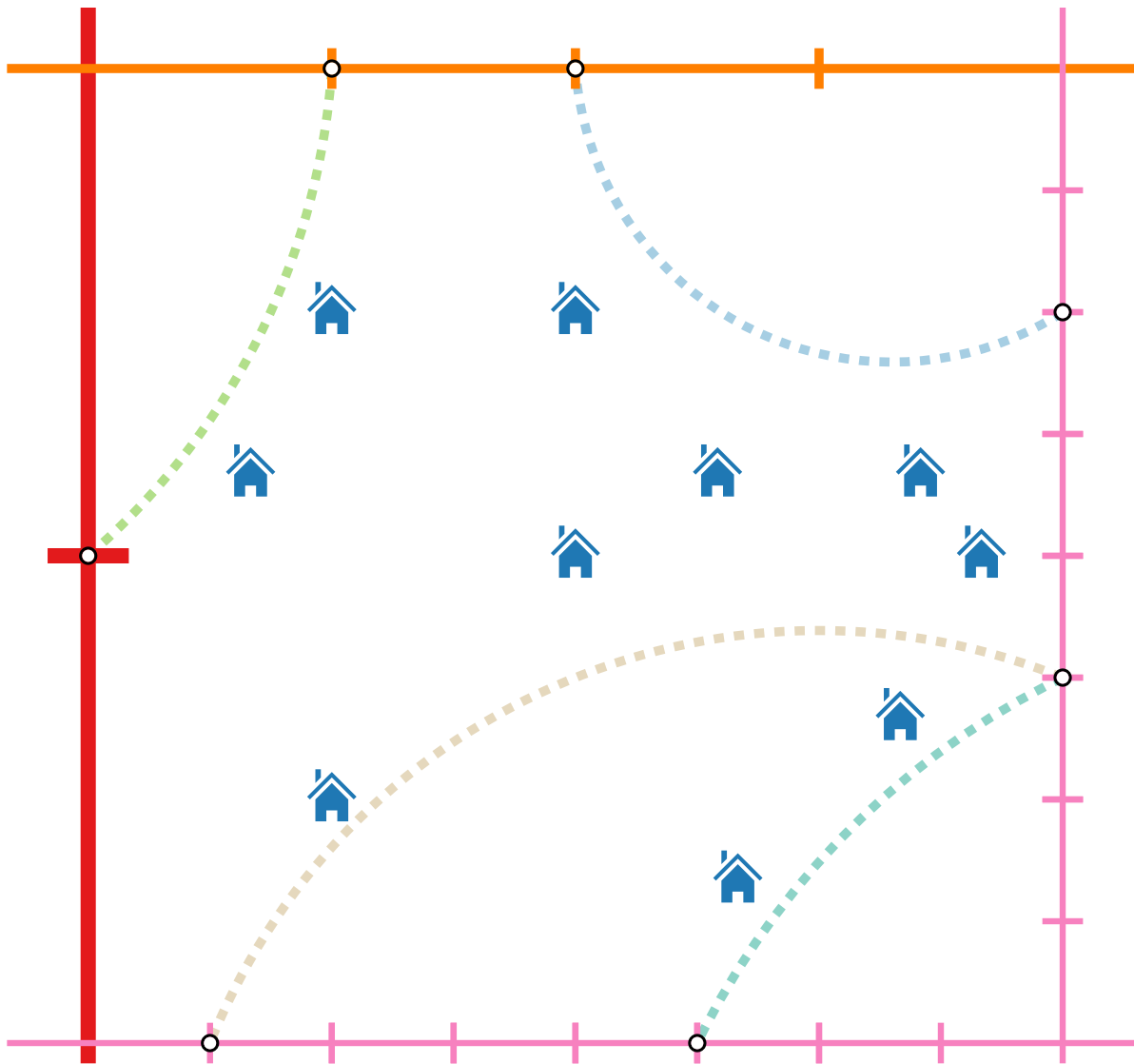
Dynamic Program (I)



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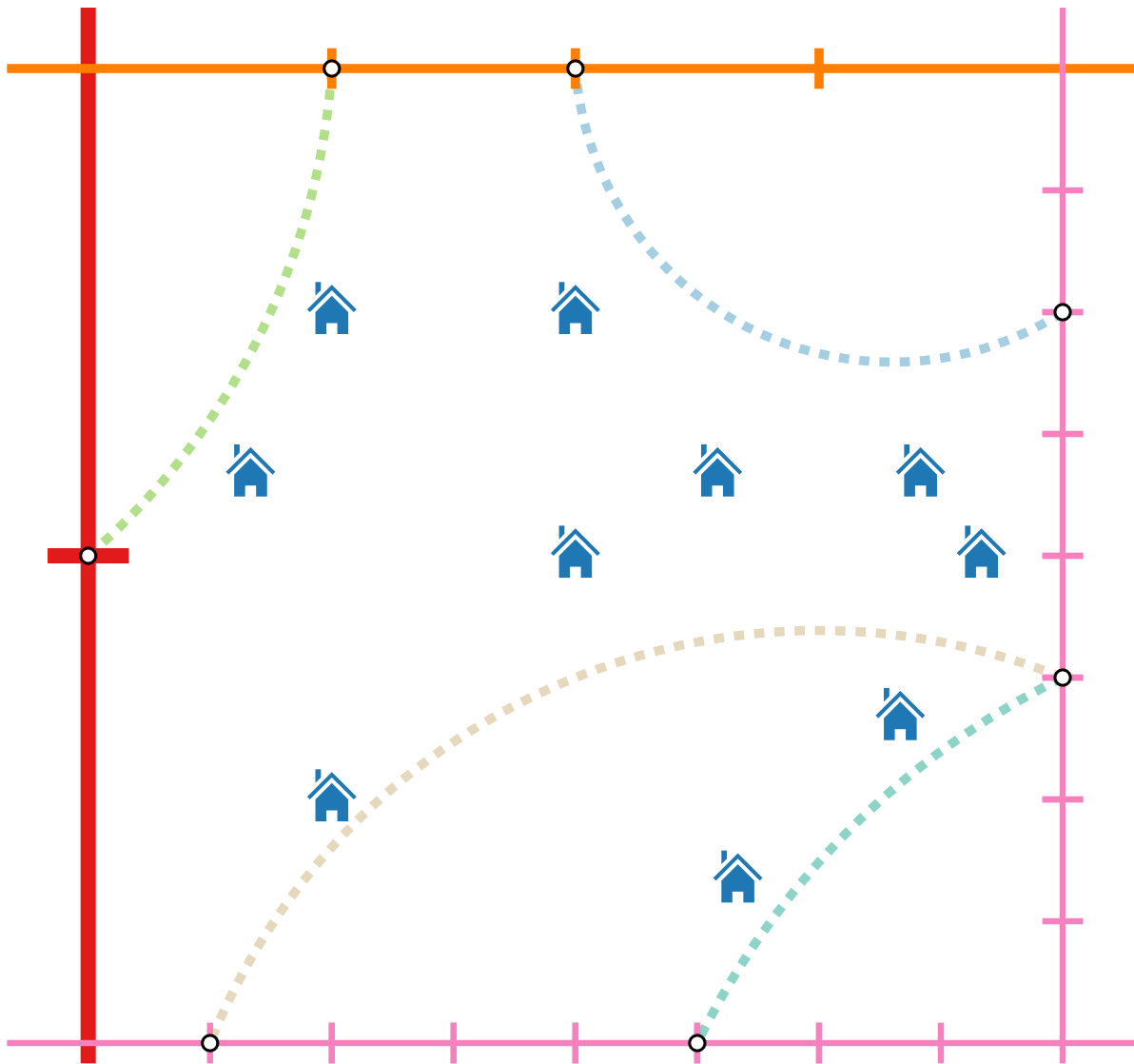
Dynamic Program (I)



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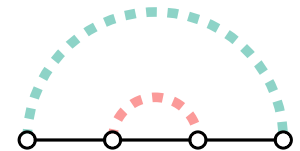
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Dynamic Program (I)

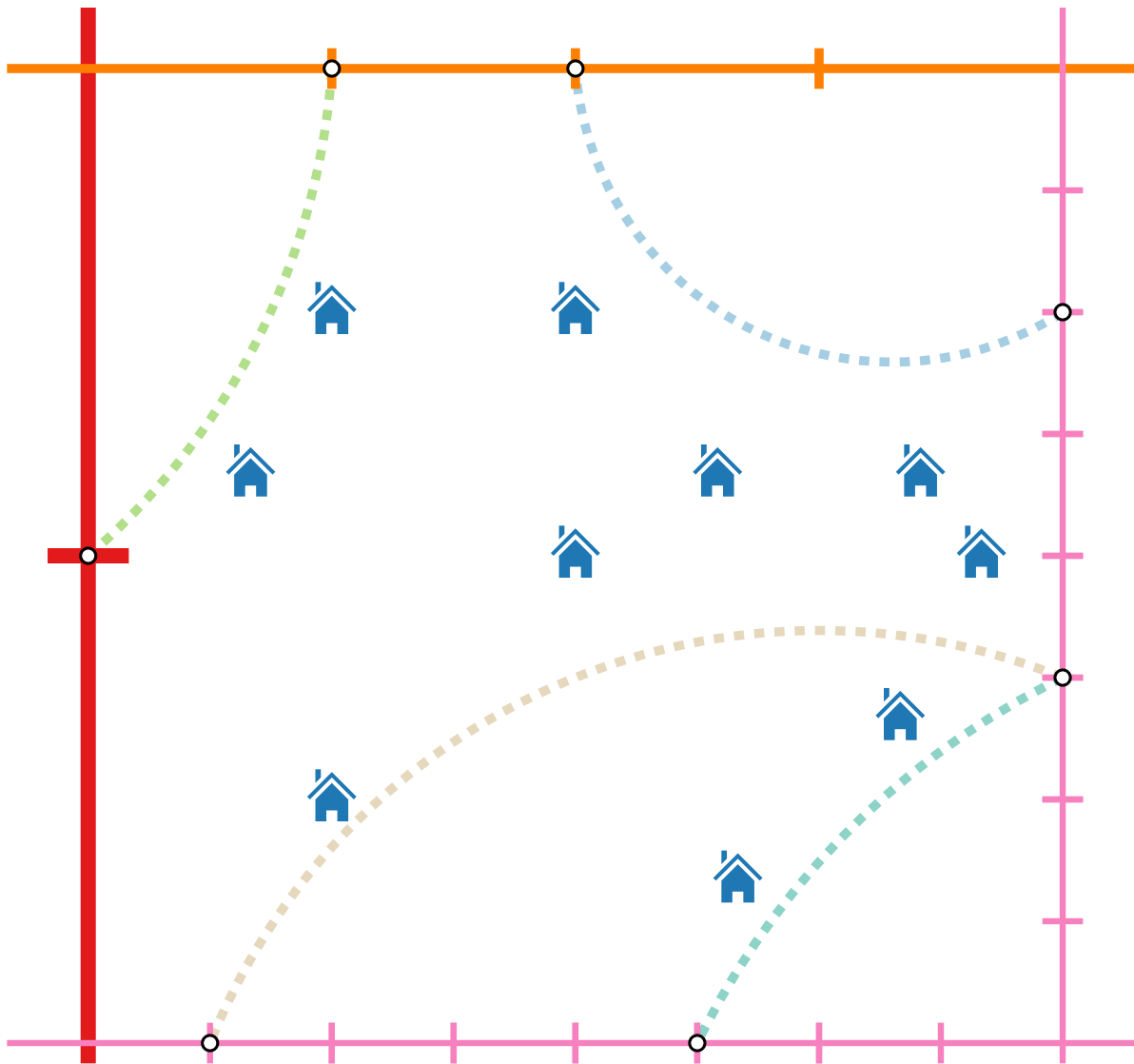


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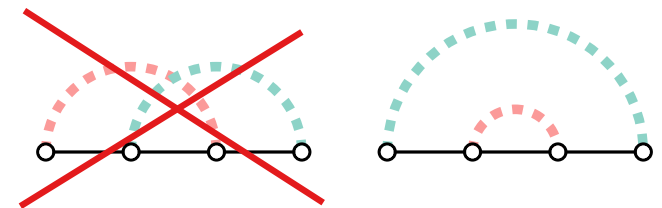


Dynamic Program (I)

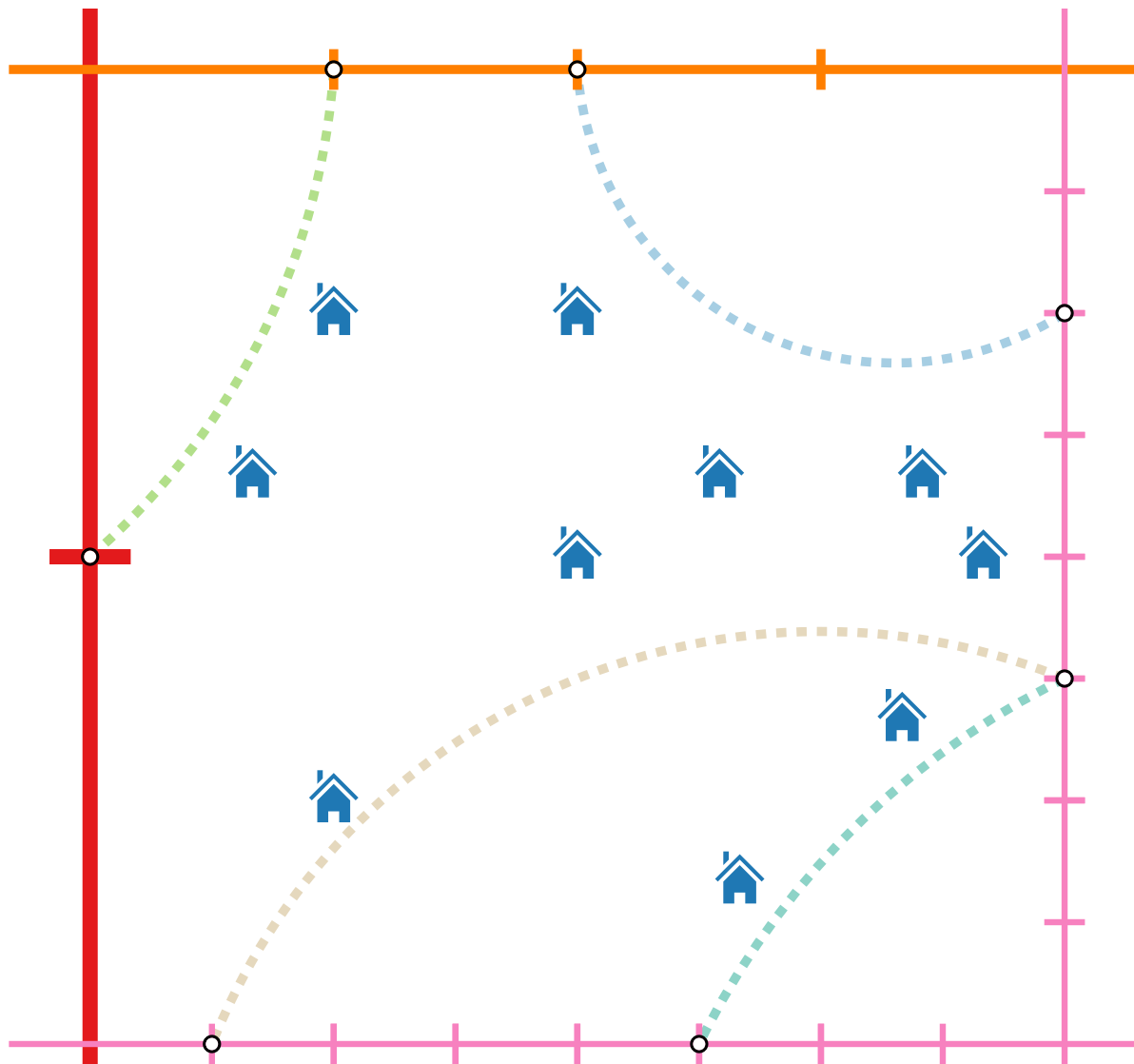


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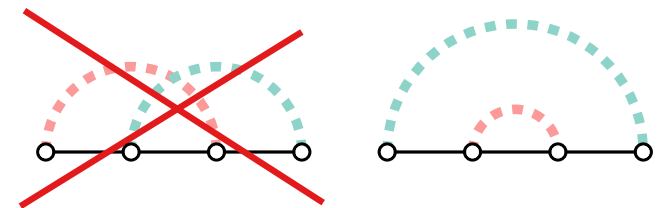
Dynamic Program (I)



⇒ at most

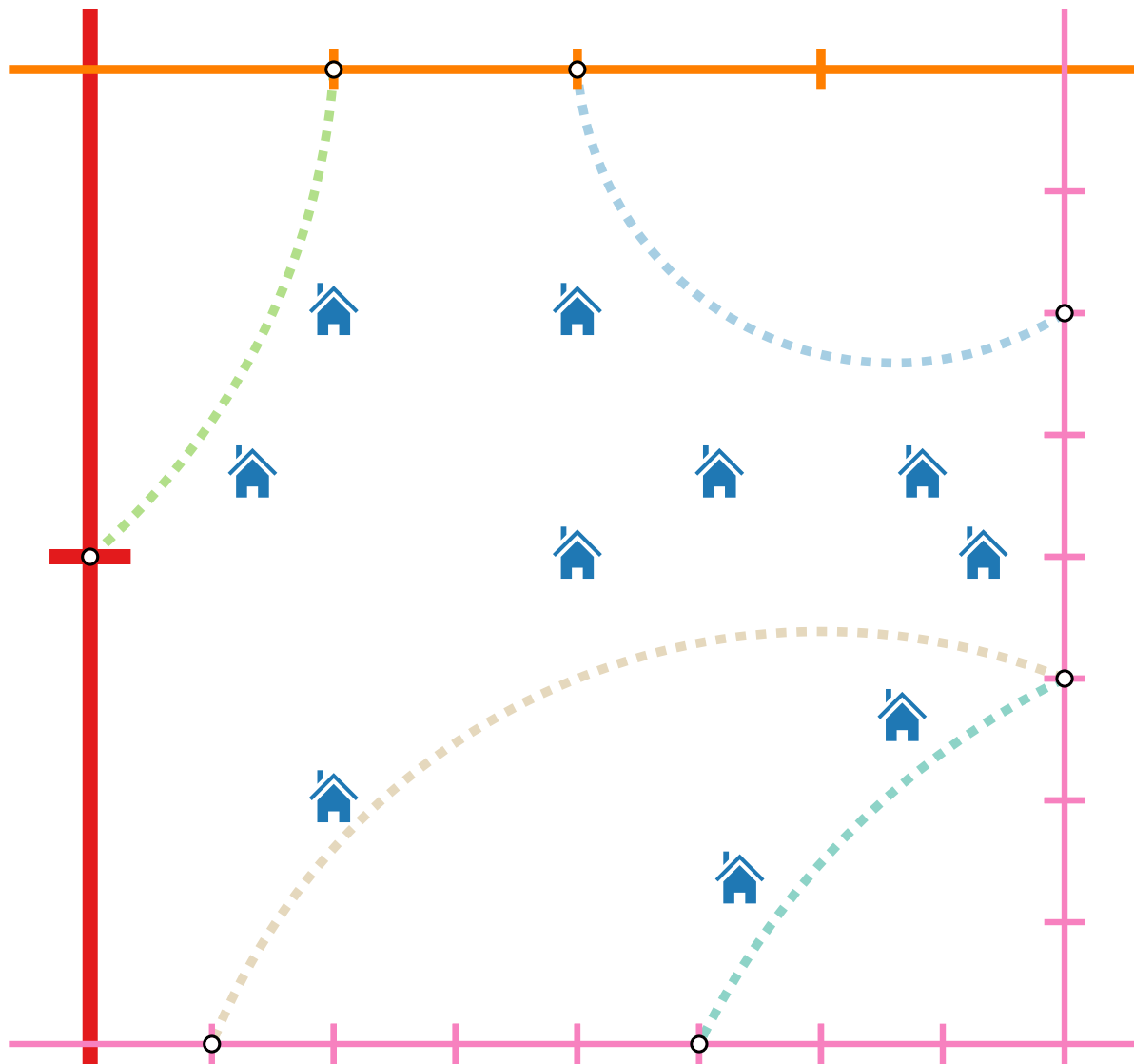
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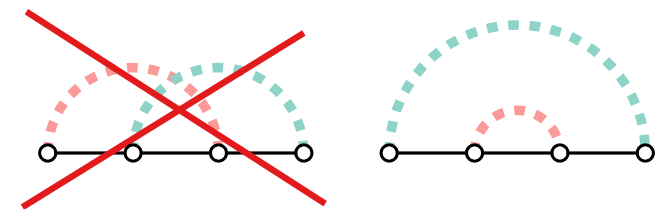
crossing-free pairings

Dynamic Program (I)



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

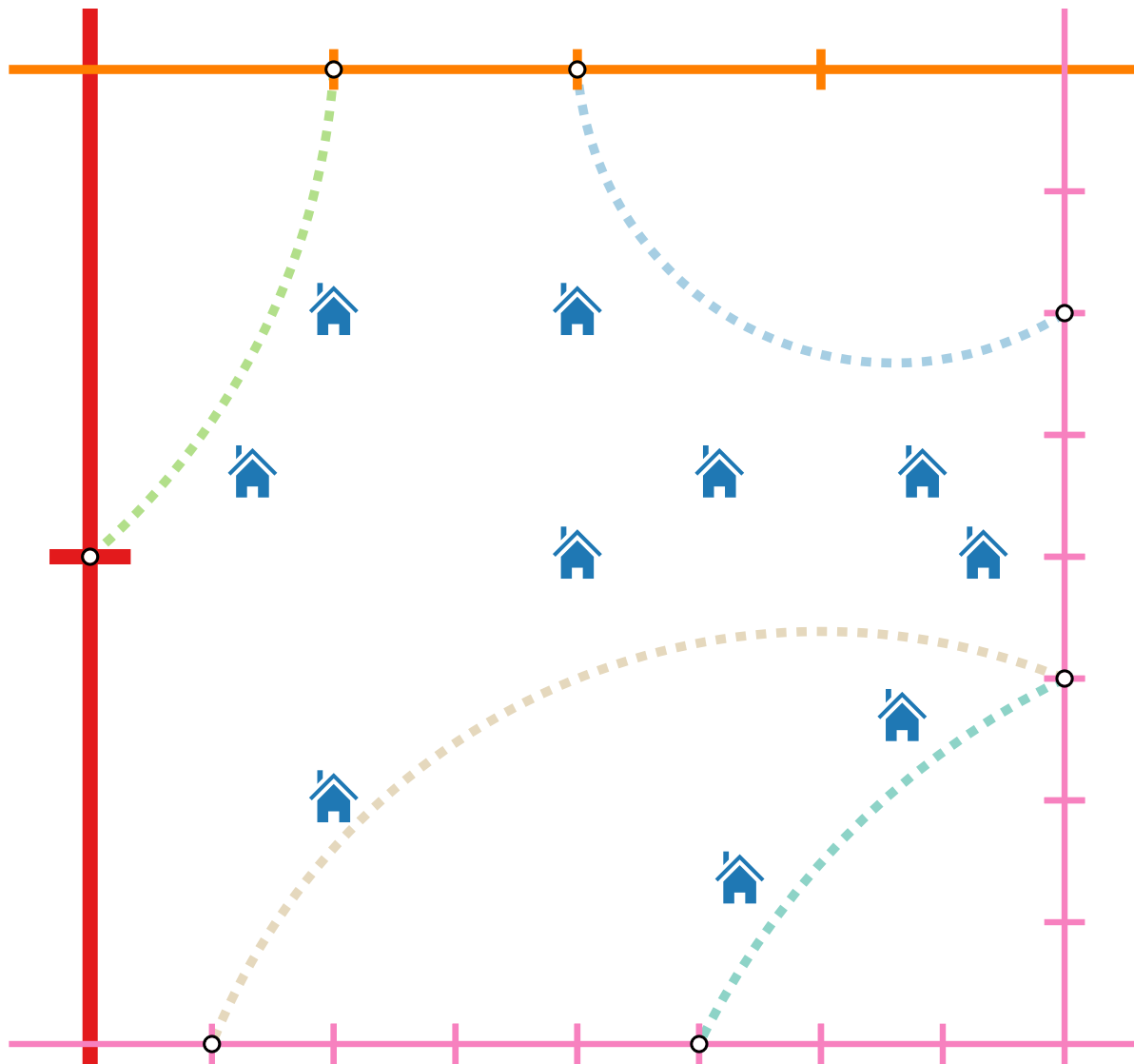
- a path cover of the houses in Q ,
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\Rightarrow at most $\underbrace{\hspace{2cm}}_{\text{\#visit vectors}} \times \underbrace{\hspace{2cm}}_{\text{\#realizable pairings}}$

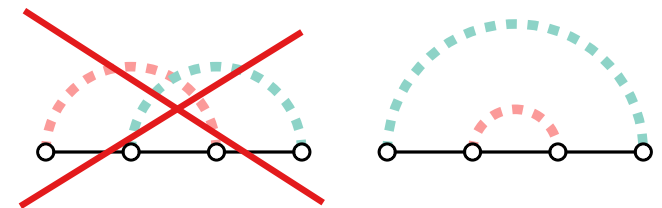
crossing-free pairings

Dynamic Program (I)



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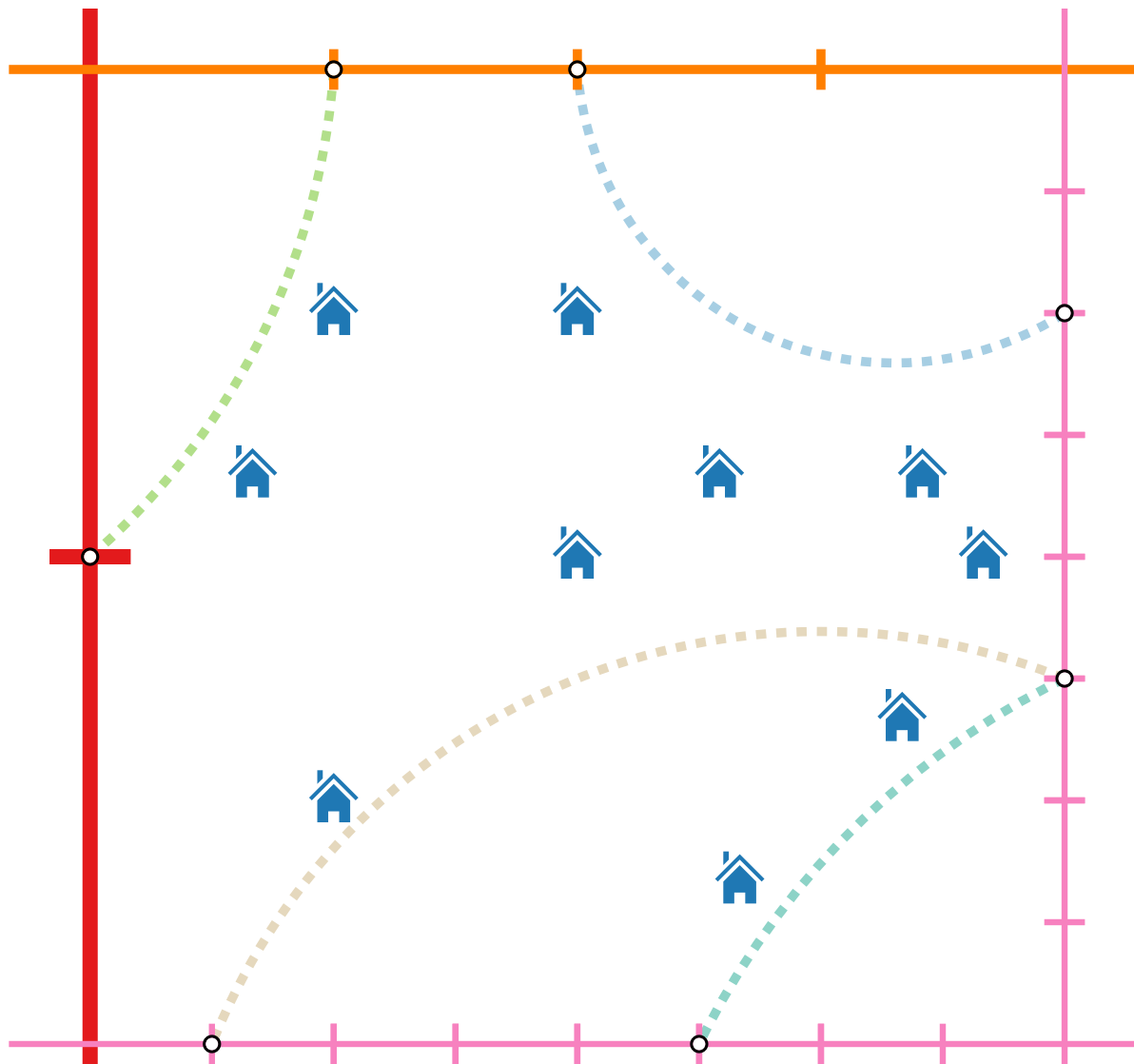
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crossing-free pairings

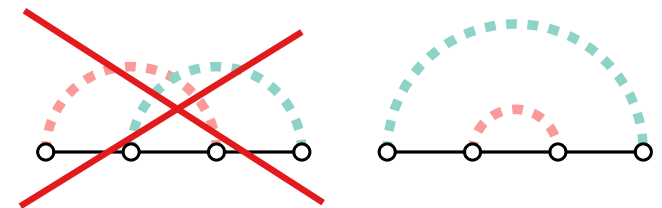
\Rightarrow at most $\underbrace{n^{O(1/\varepsilon)}}_{\text{\#visit vectors}} \times \underbrace{\hspace{2cm}}_{\text{\#realizable pairings}}$

Dynamic Program (I)



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

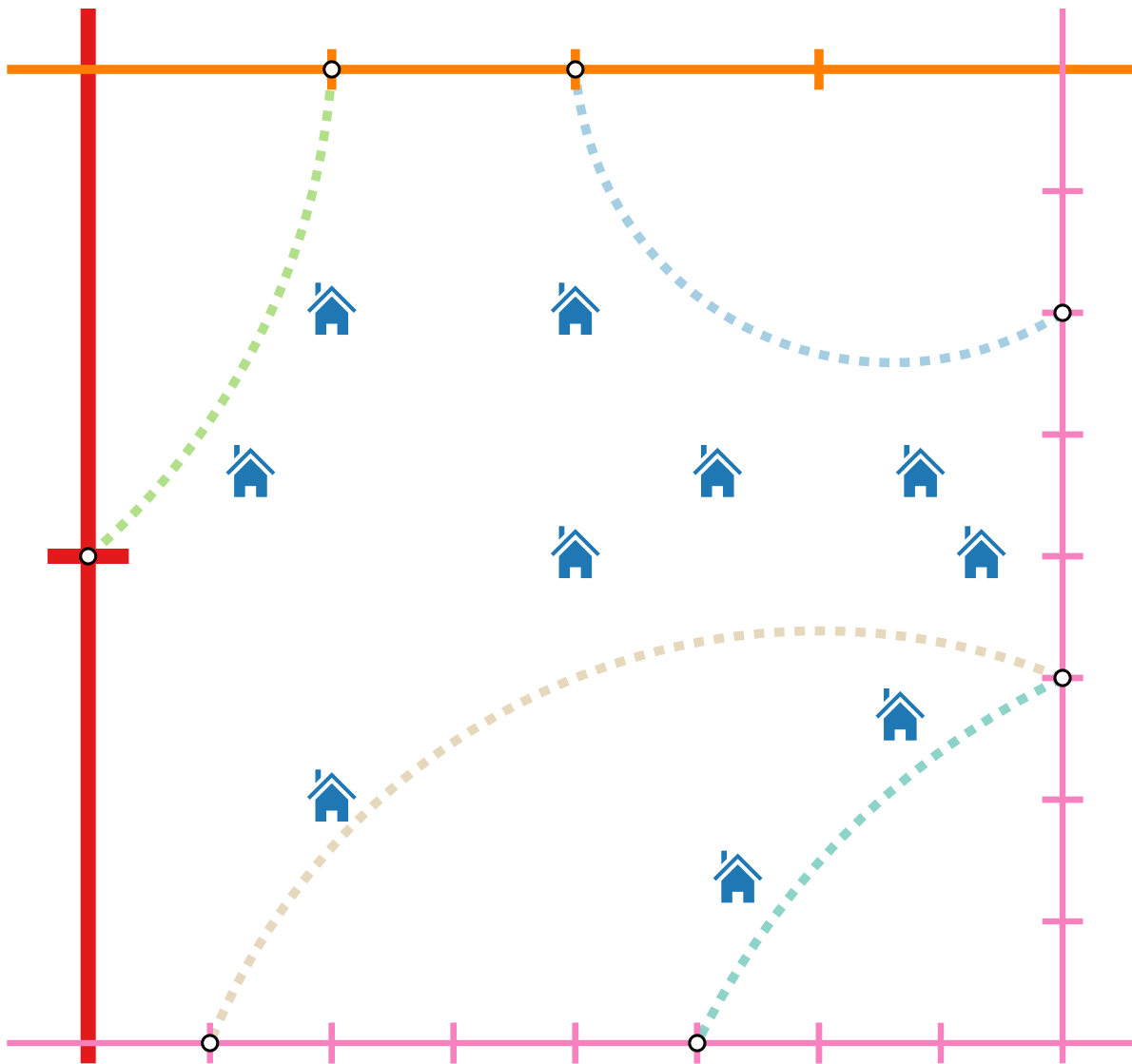
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crossing-free pairings

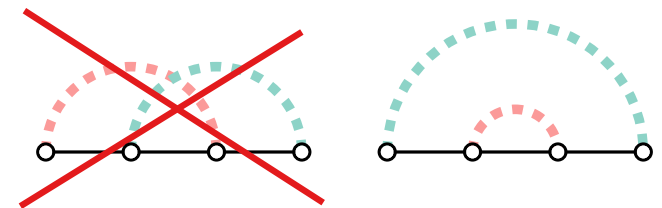
\Rightarrow at most $\underbrace{n^{O(1/\varepsilon)}}_{\text{\#visit vectors}} \times \underbrace{\hspace{2cm}}_{\text{\#realizable pairings}} = \text{\# well-formed expr. with } \leq 4m \text{ pairs of parentheses}$

Dynamic Program (I)



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

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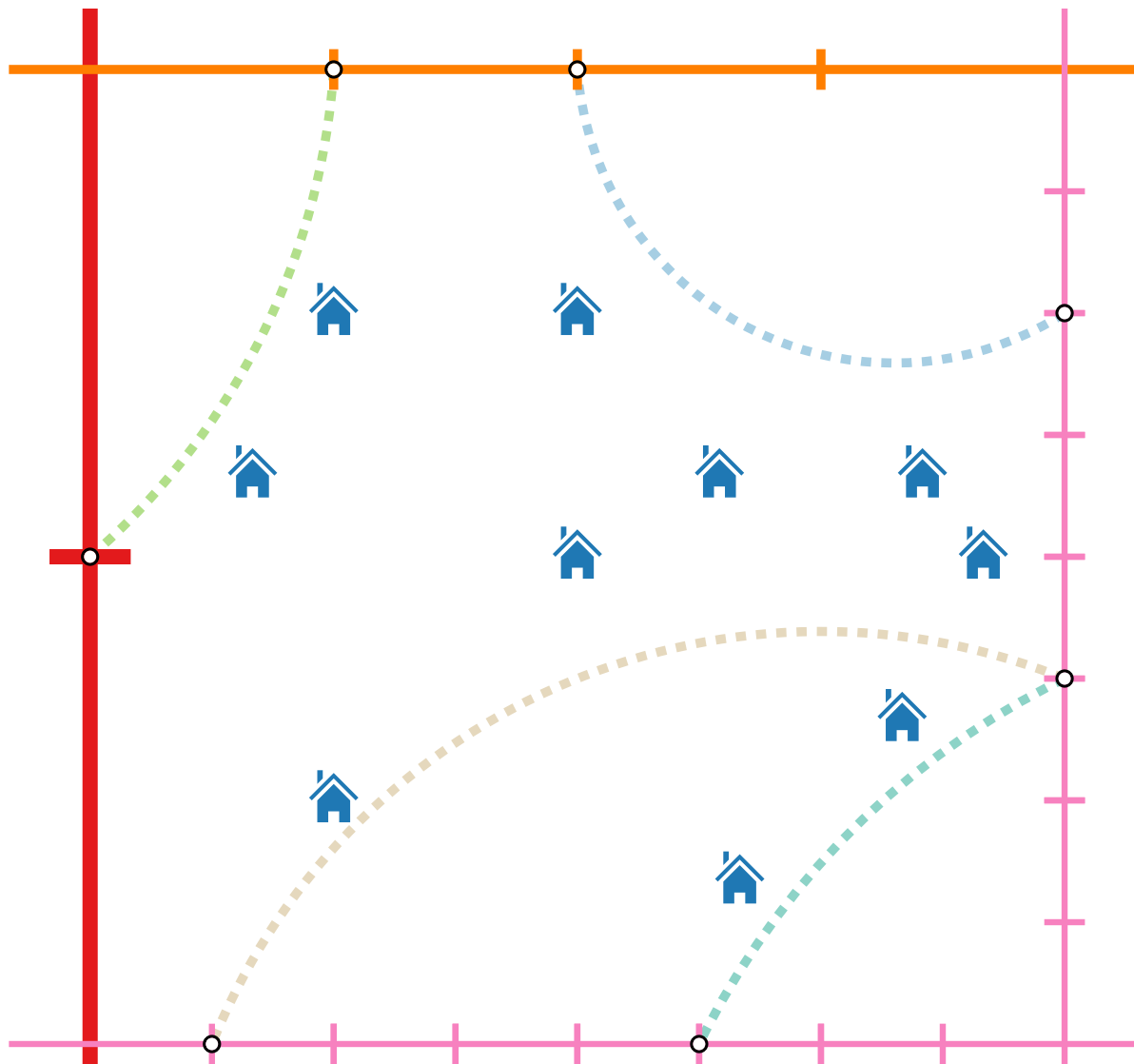


$$\Rightarrow \text{at most } \underbrace{n^{O(1/\varepsilon)}}_{\text{\#visit vectors}} \times \underbrace{2^{O(m)}}_{\text{\#realizable pairings}} =$$

crossing-free pairings

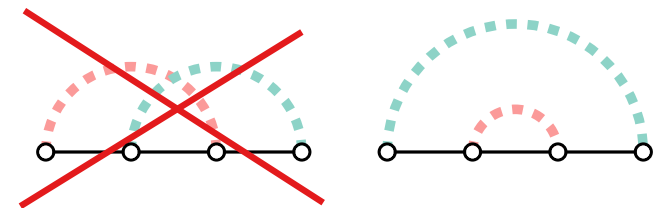
$\text{\#realizable pairings} = \text{\# well-formed expr. with } \leq 4m \text{ pairs of parentheses}$

Dynamic Program (I)



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

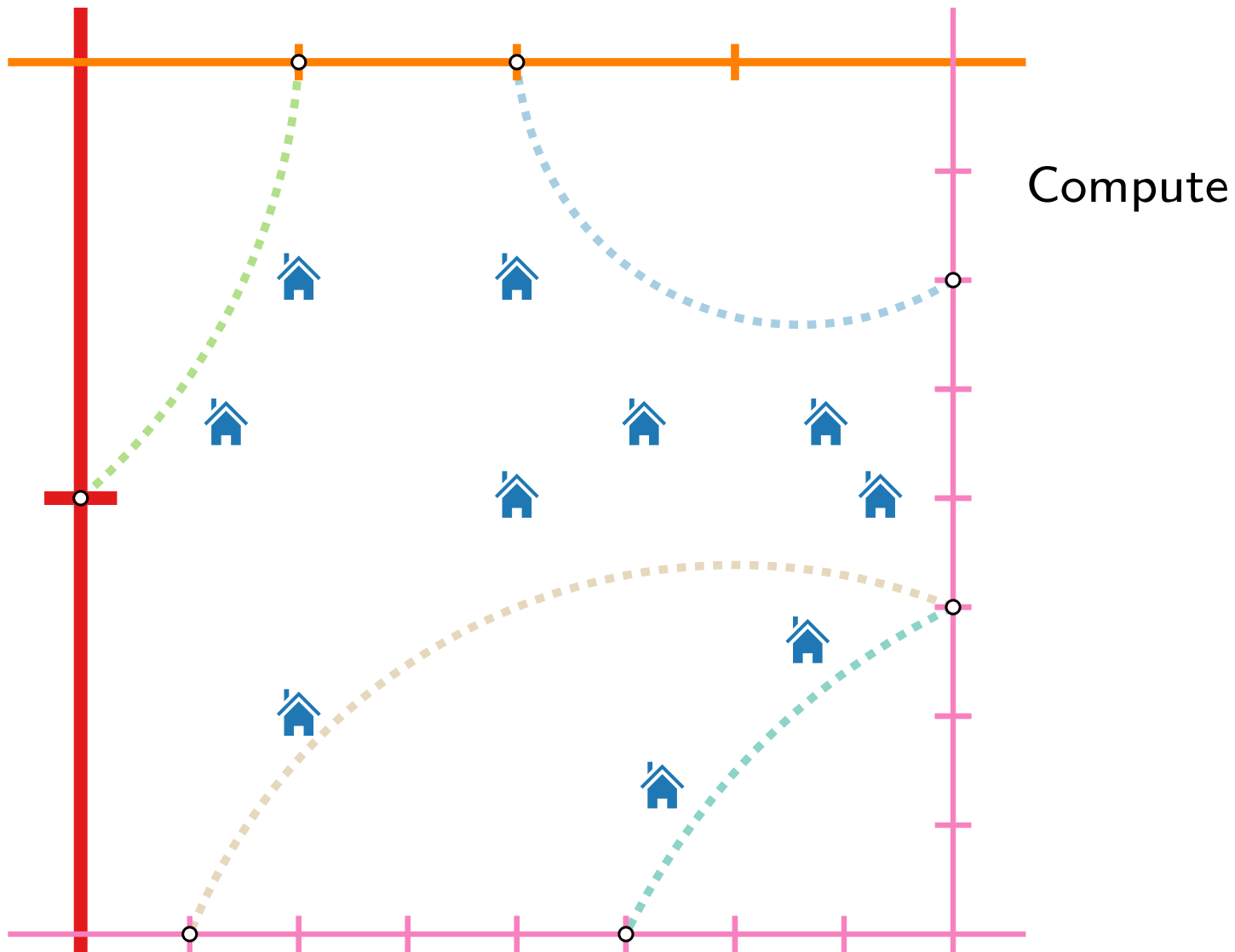
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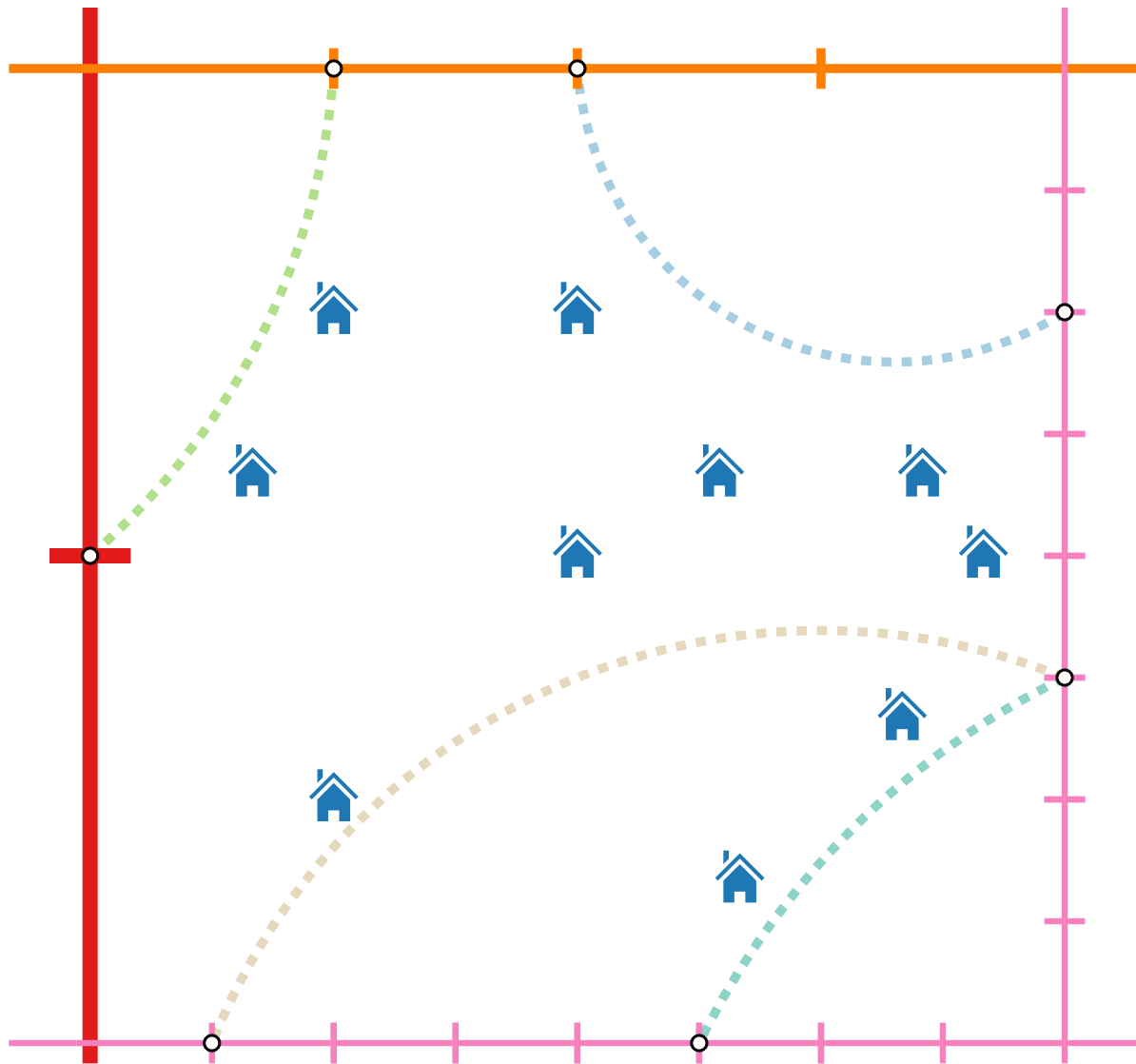
\Rightarrow at most $\underbrace{n^{O(1/\varepsilon)}}_{\text{\#visit vectors}} \times \underbrace{2^{O(m)}}_{\text{\#realizable pairings}} = n^{O(1/\varepsilon)} \text{ crossing-free pairings}$

$\text{\#realizable pairings} = \text{\# well-formed expr. with } \leq 4m \text{ pairs of parentheses}$

Dynamic Program (II)



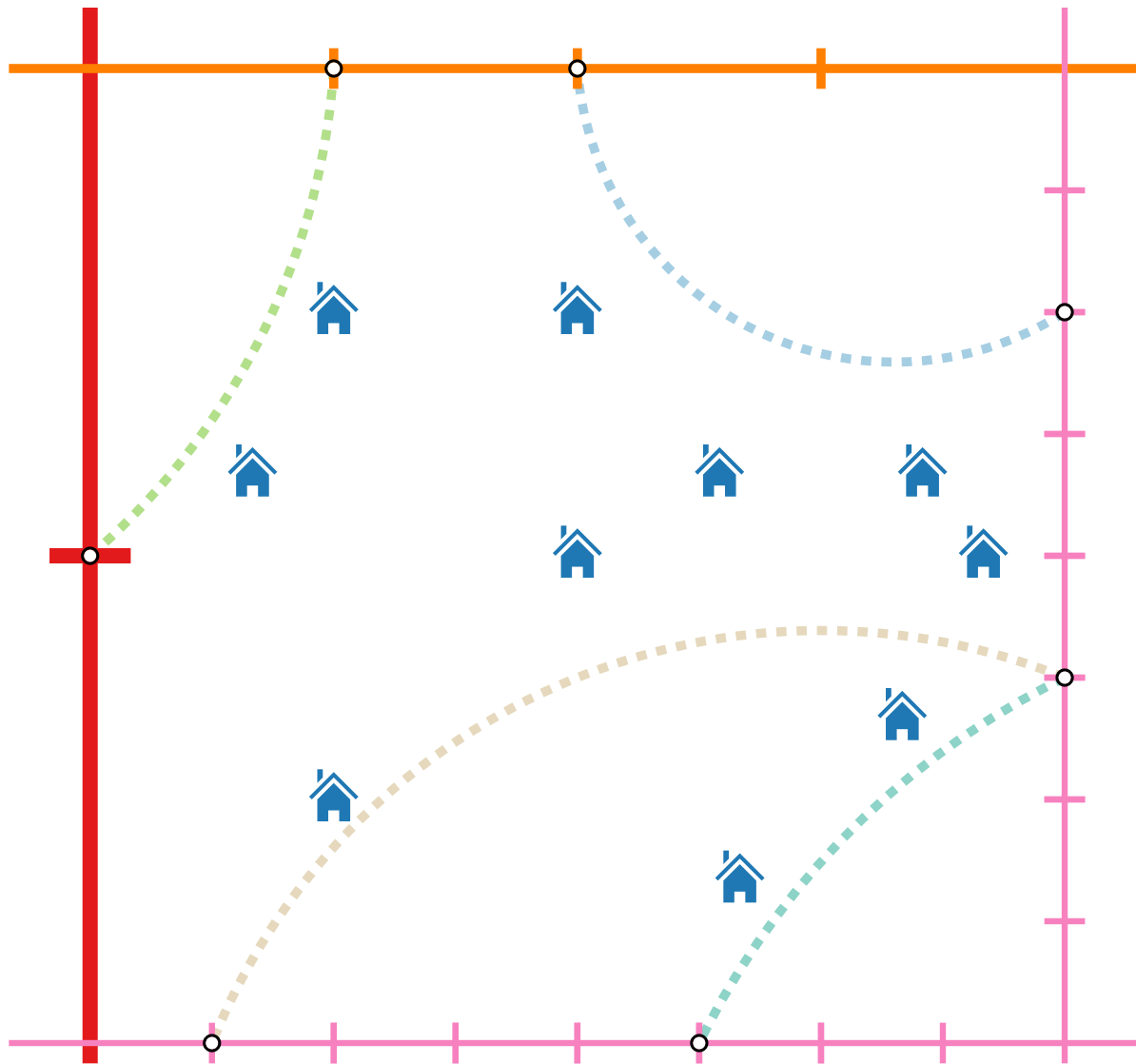
Dynamic Program (II)



Compute

- for each square Q in the dissection and

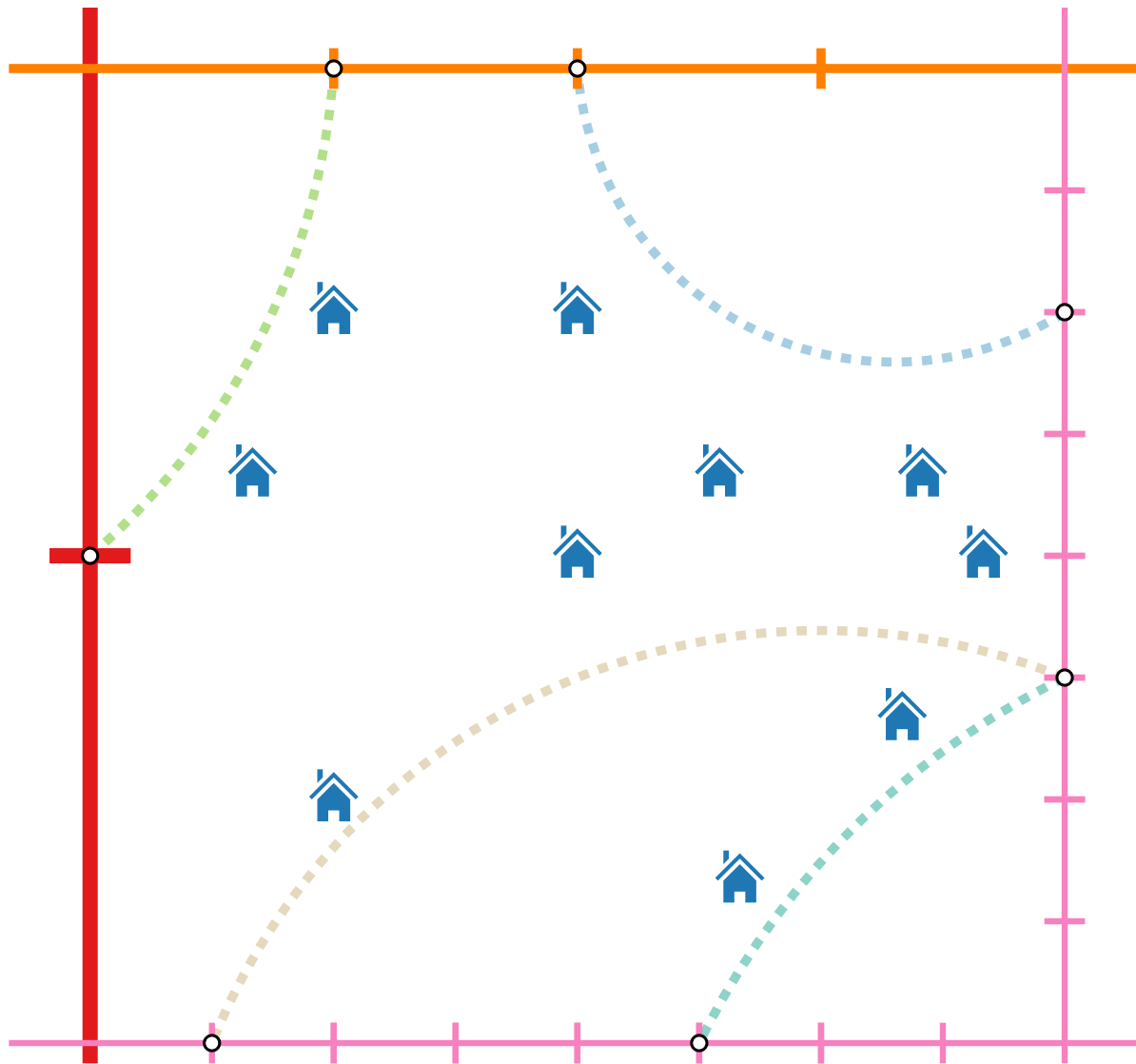
Dynamic Program (II)



Compute

- for each square Q in the dissection and
- for each crossing-free pairing P of Q ,

Dynamic Program (II)

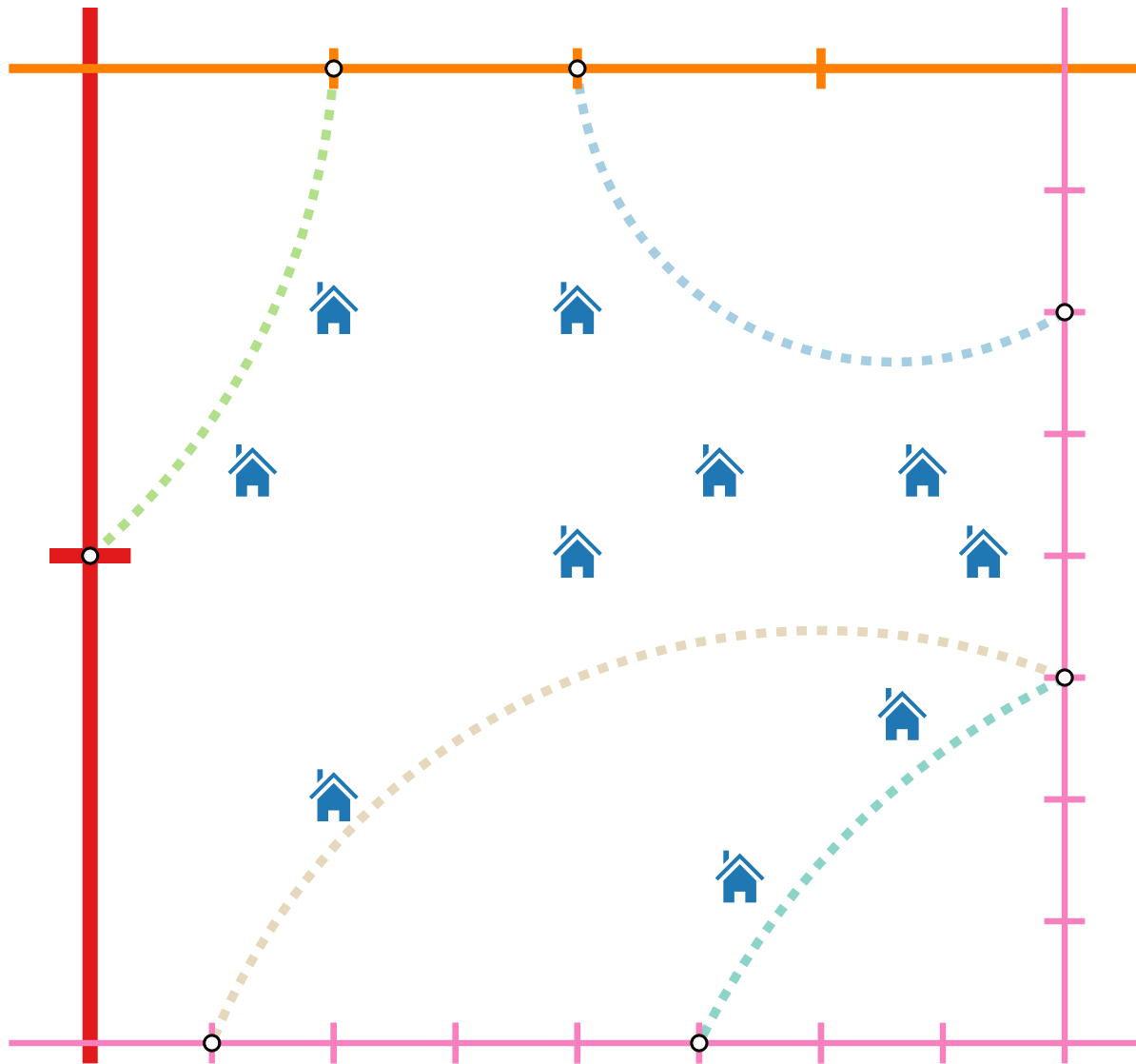


Compute

- for each square Q in the dissection and
- for each crossing-free pairing P of Q ,

an optimal path cover that respects P .

Dynamic Program (II)



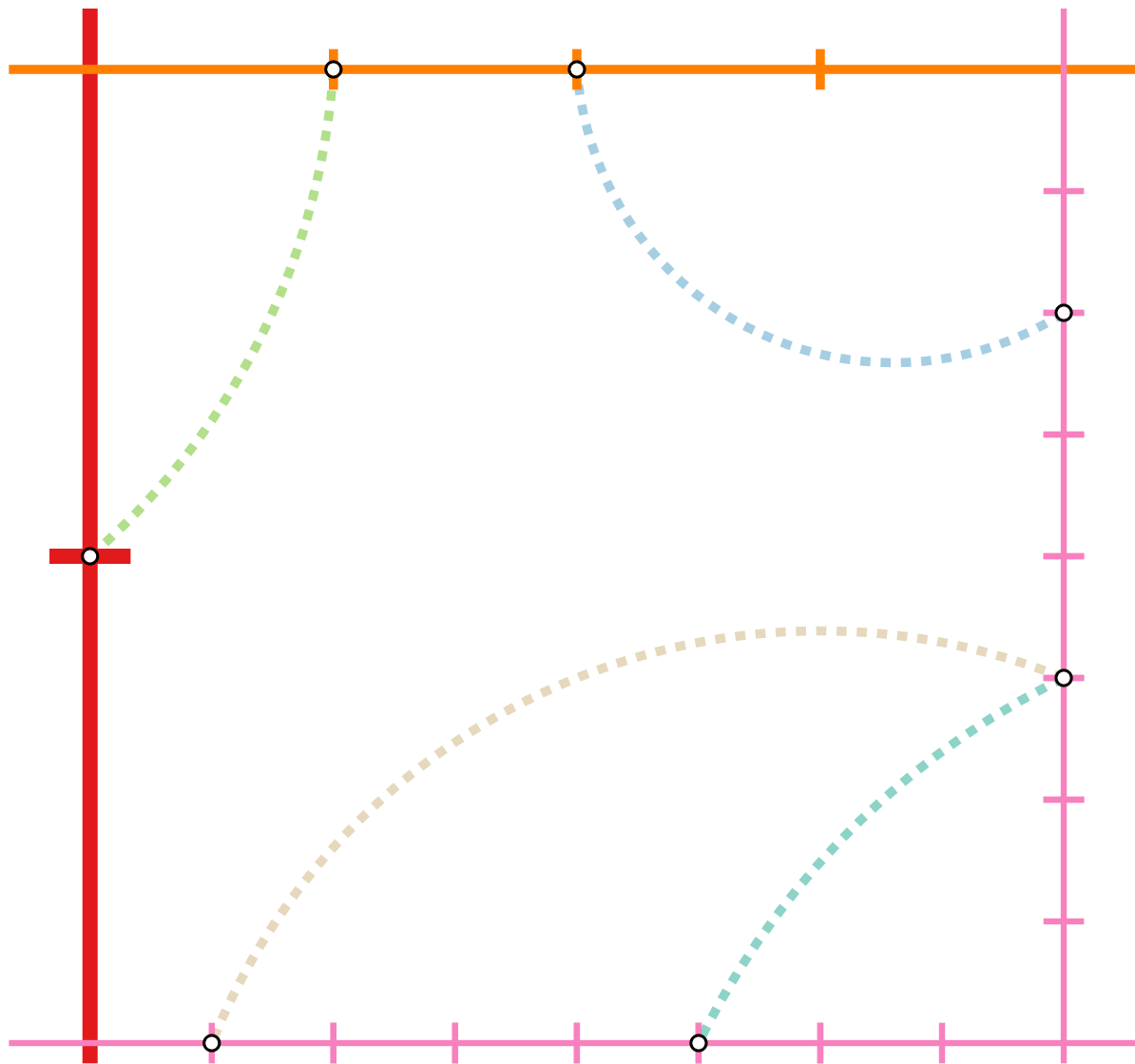
Compute

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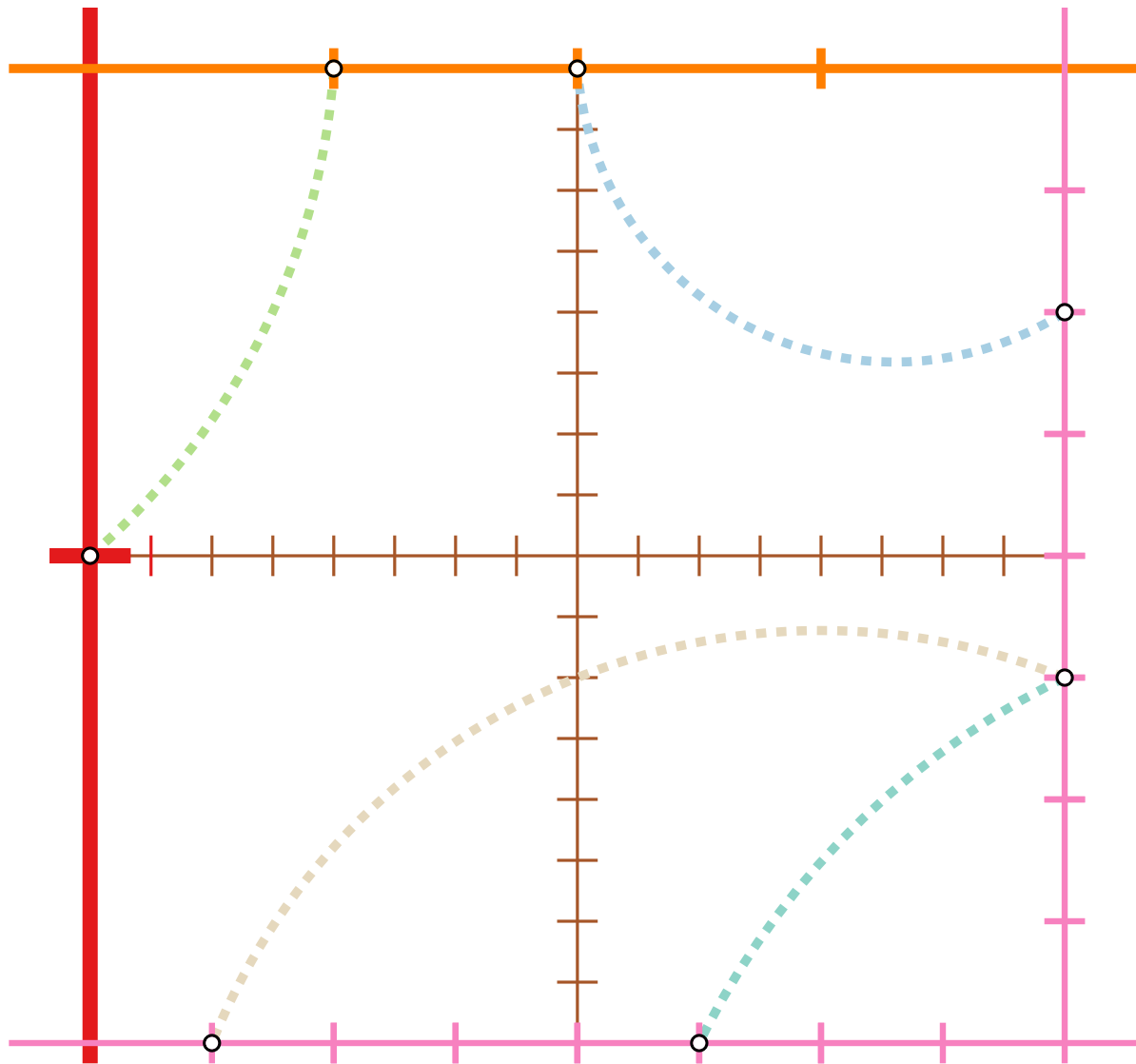
an optimal path cover that respects P .

How?

Dynamic Program (III)

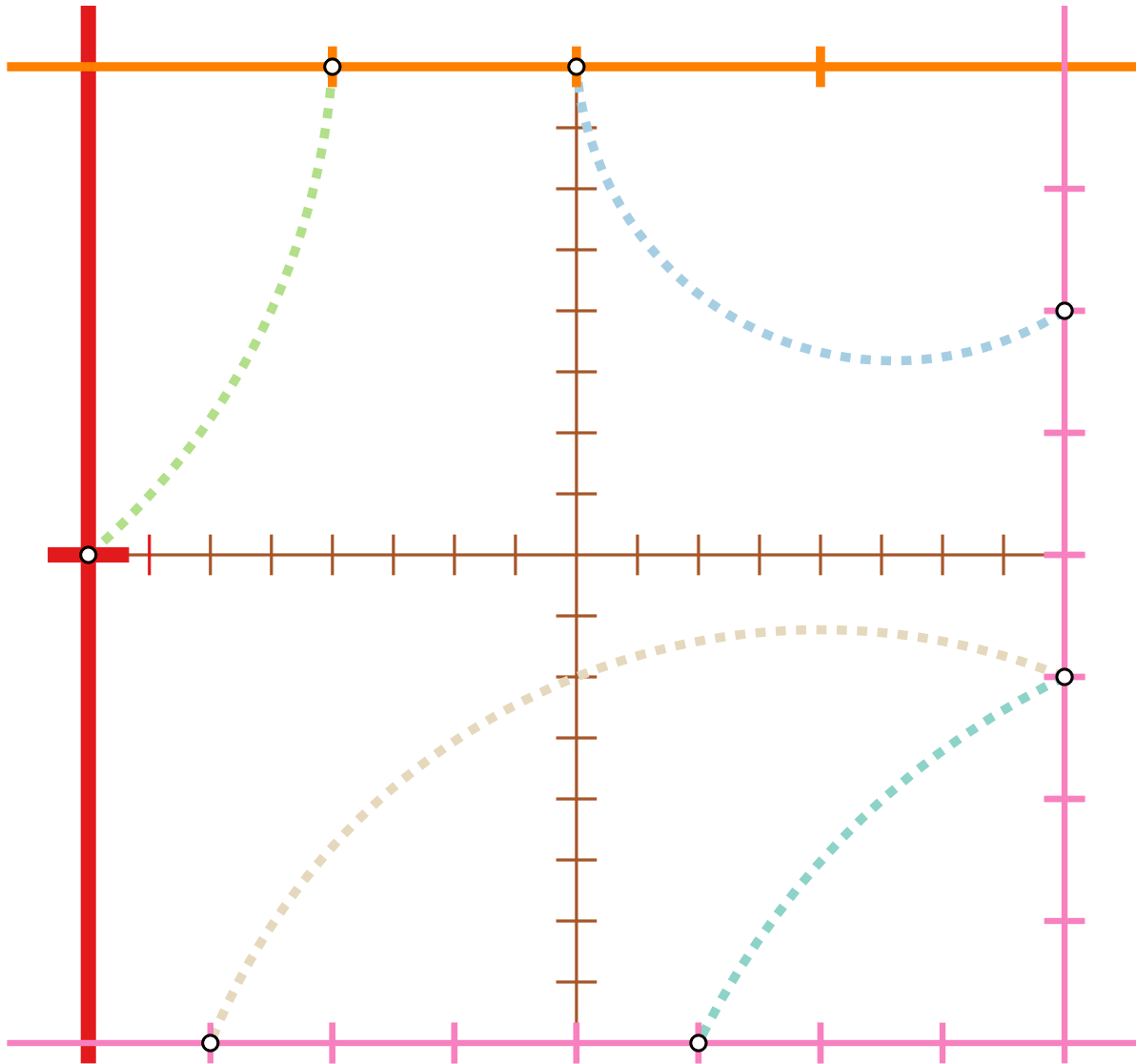


Dynamic Program (III)



For a given square Q and pairing P :

Dynamic Program (III)

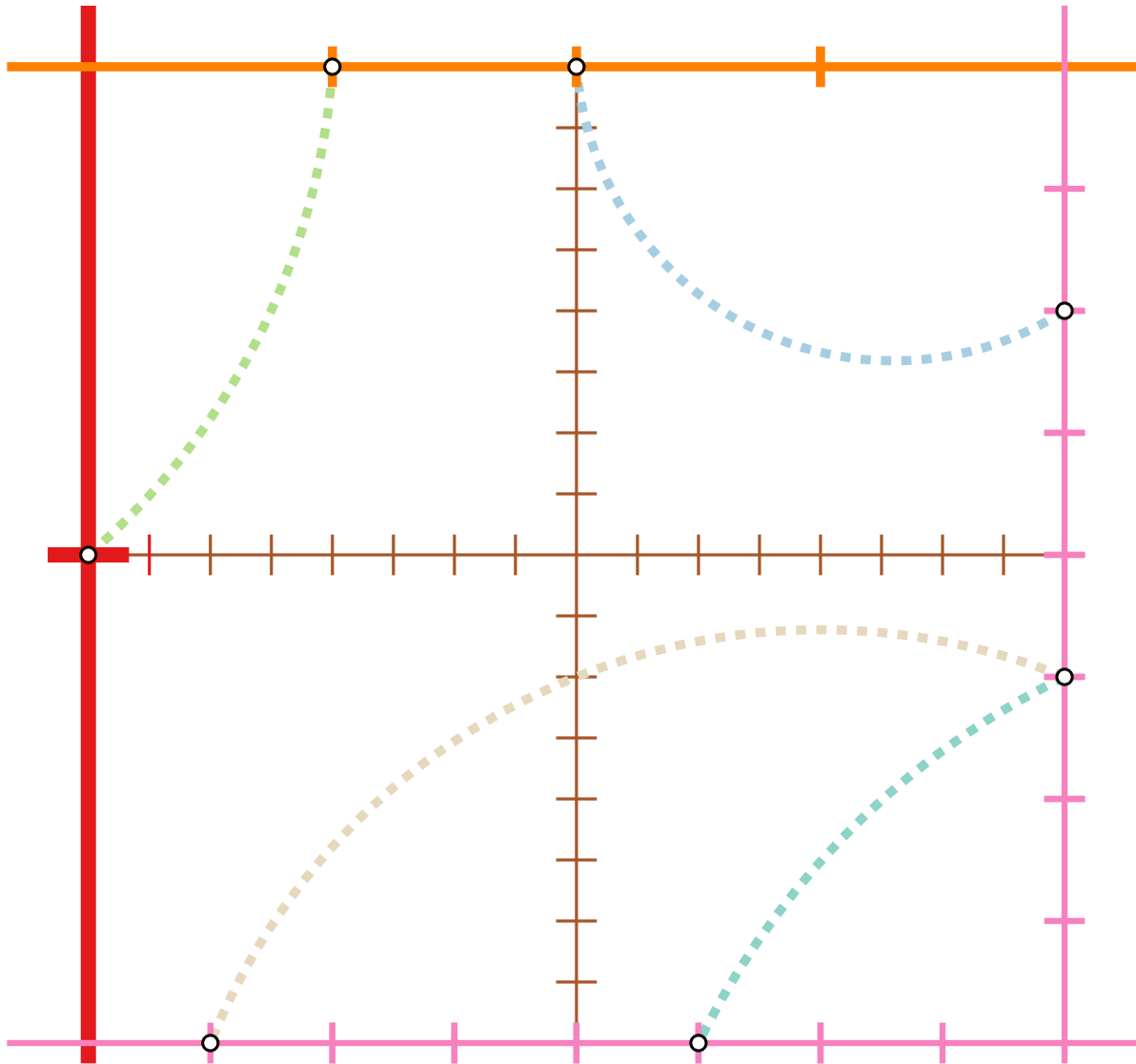


For a given square Q and pairing P :

- Iterate over all

crossing-free pairings of the child squares.

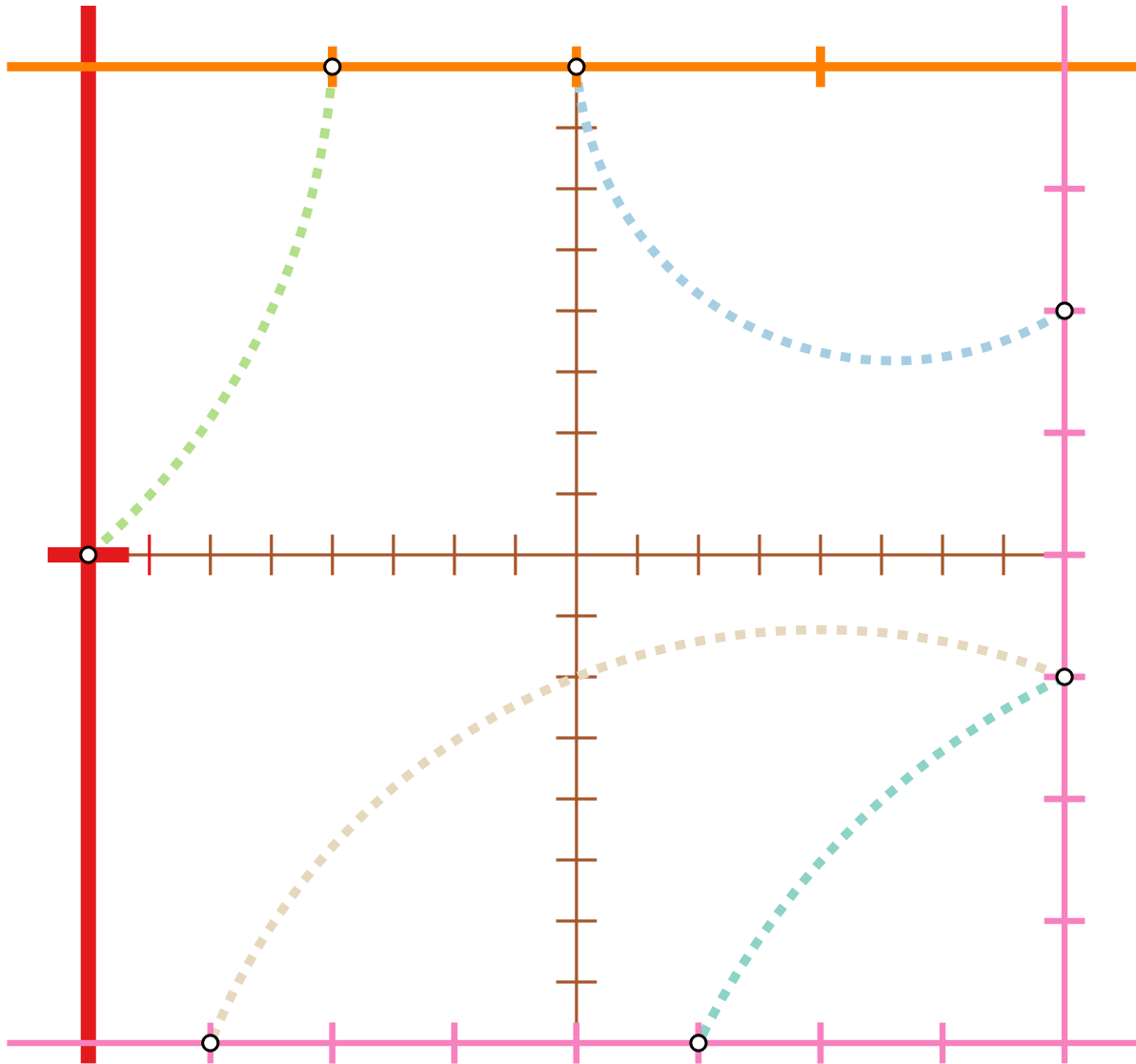
Dynamic Program (III)



For a given square Q and pairing P :

- Iterate over all $(n^{O(1/\varepsilon)})^4 =$ crossing-free pairings of the child squares.

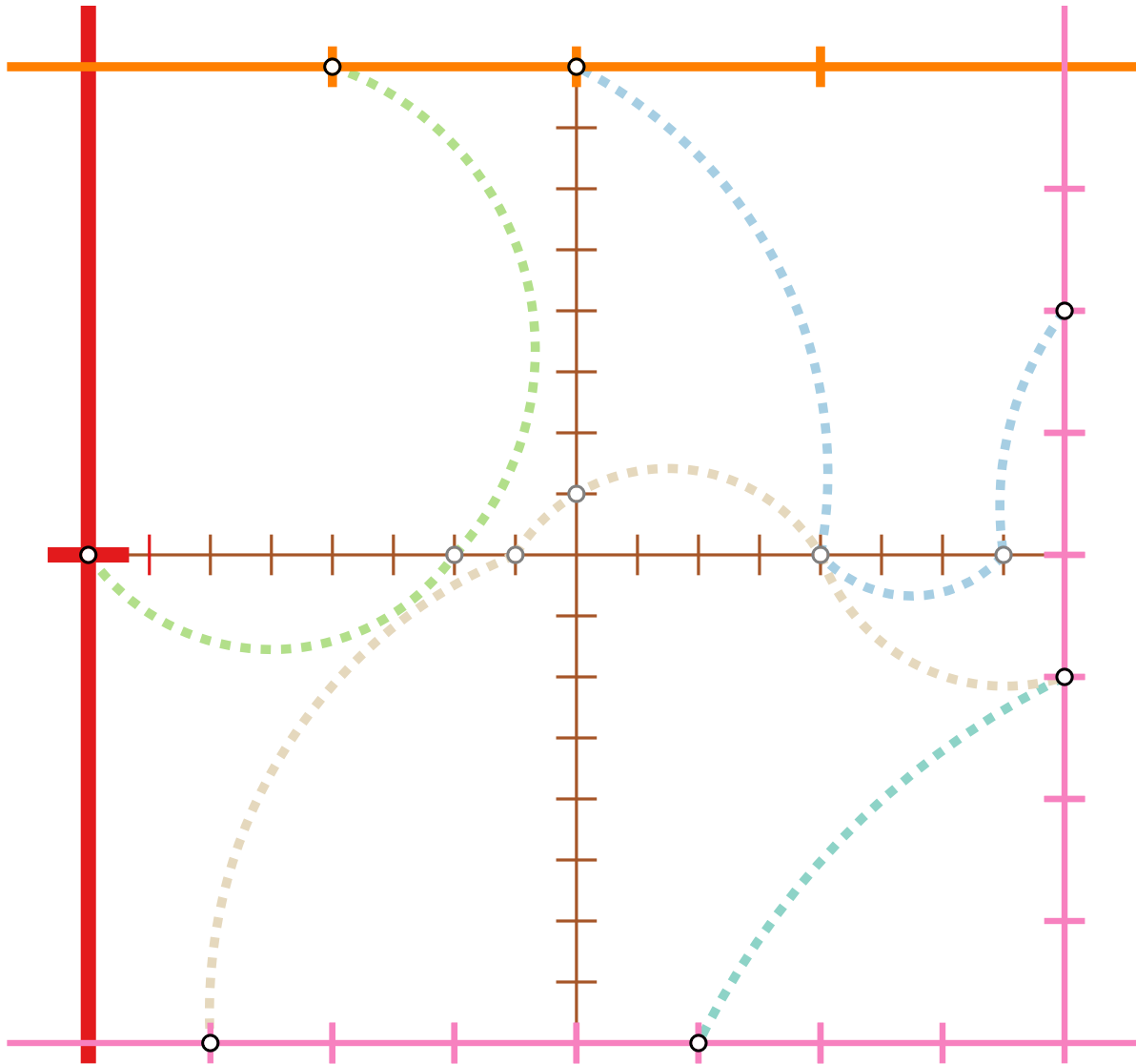
Dynamic Program (III)



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.

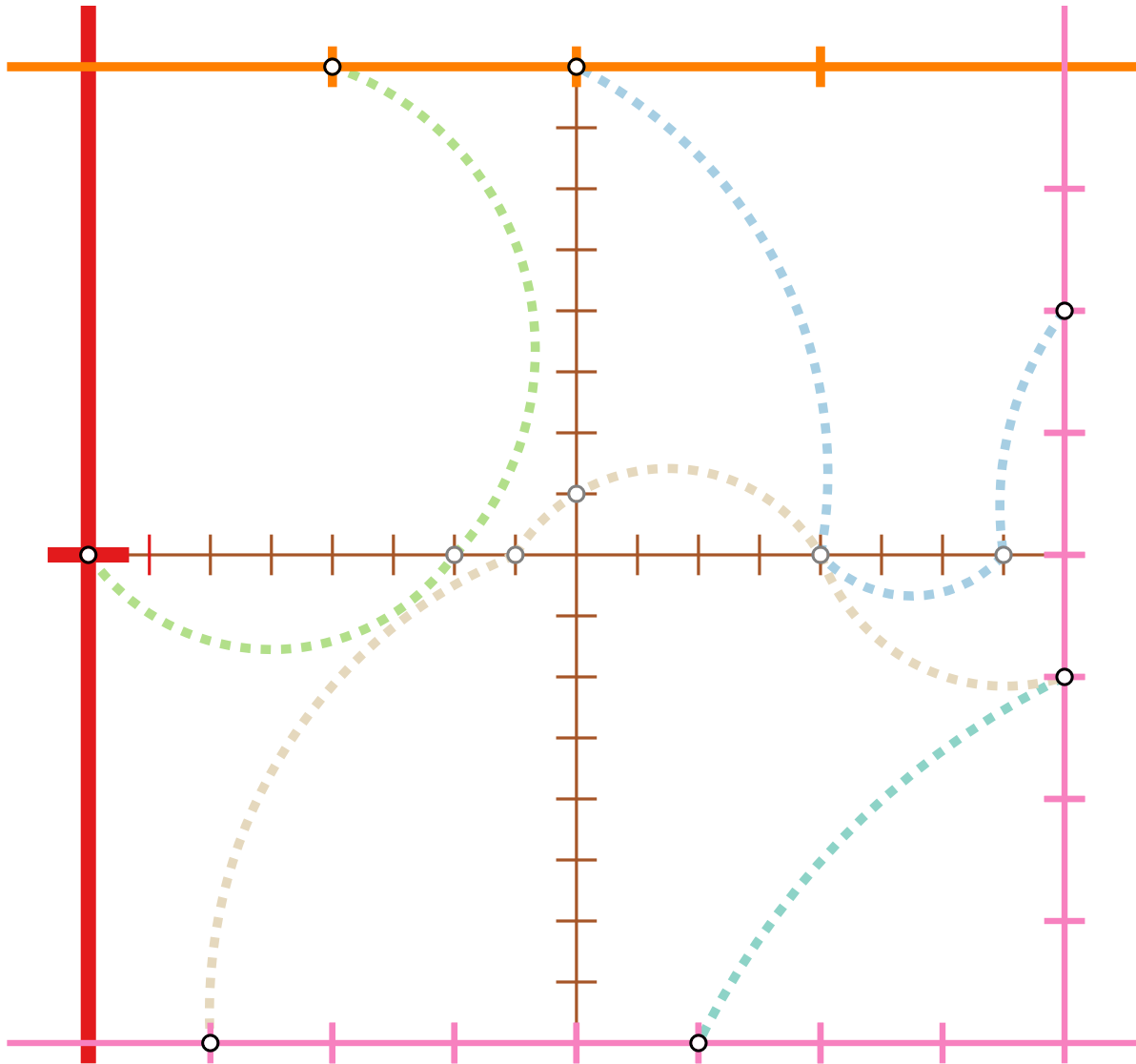
Dynamic Program (III)



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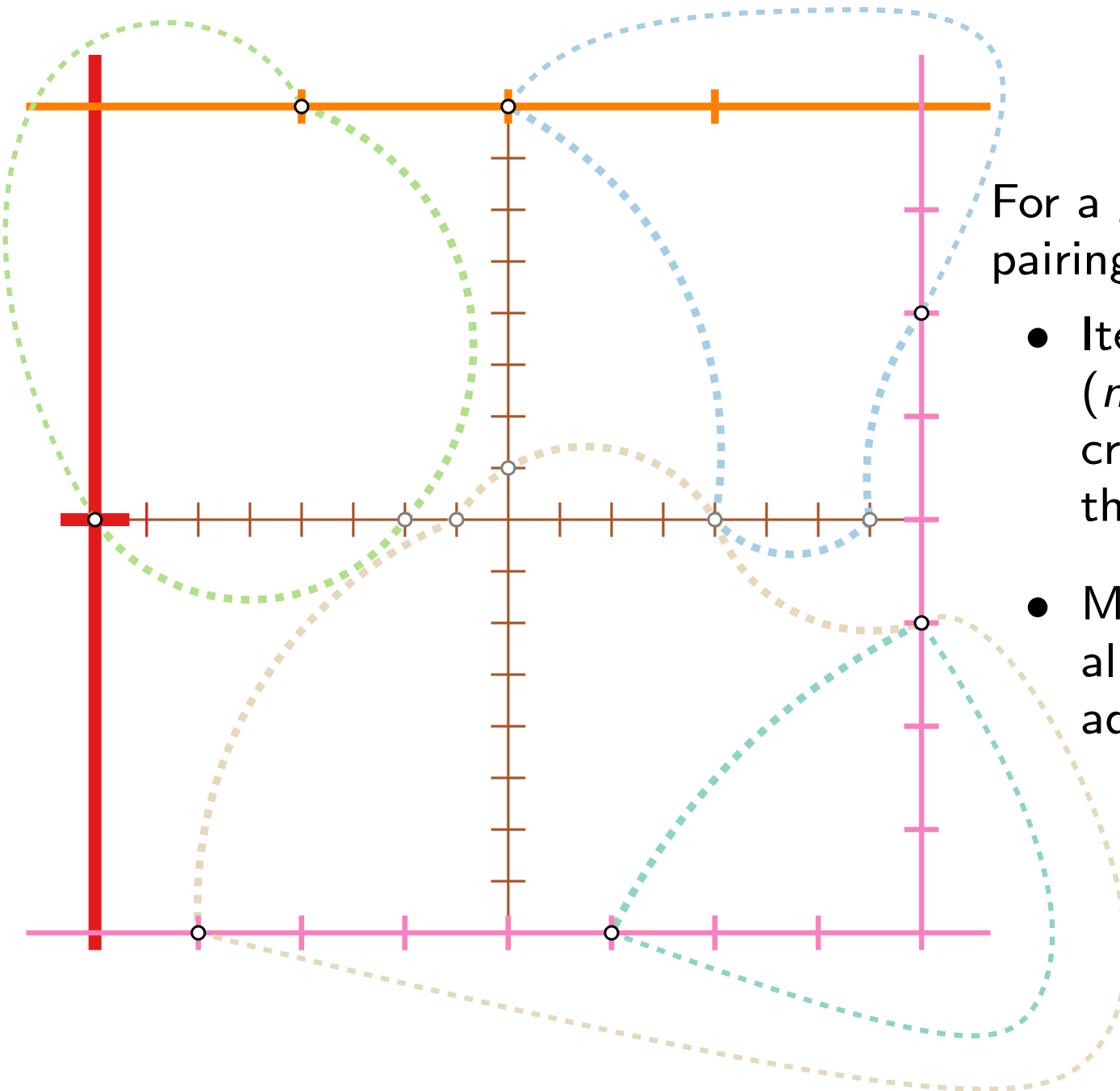
Dynamic Program (III)



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 additionally respect P .

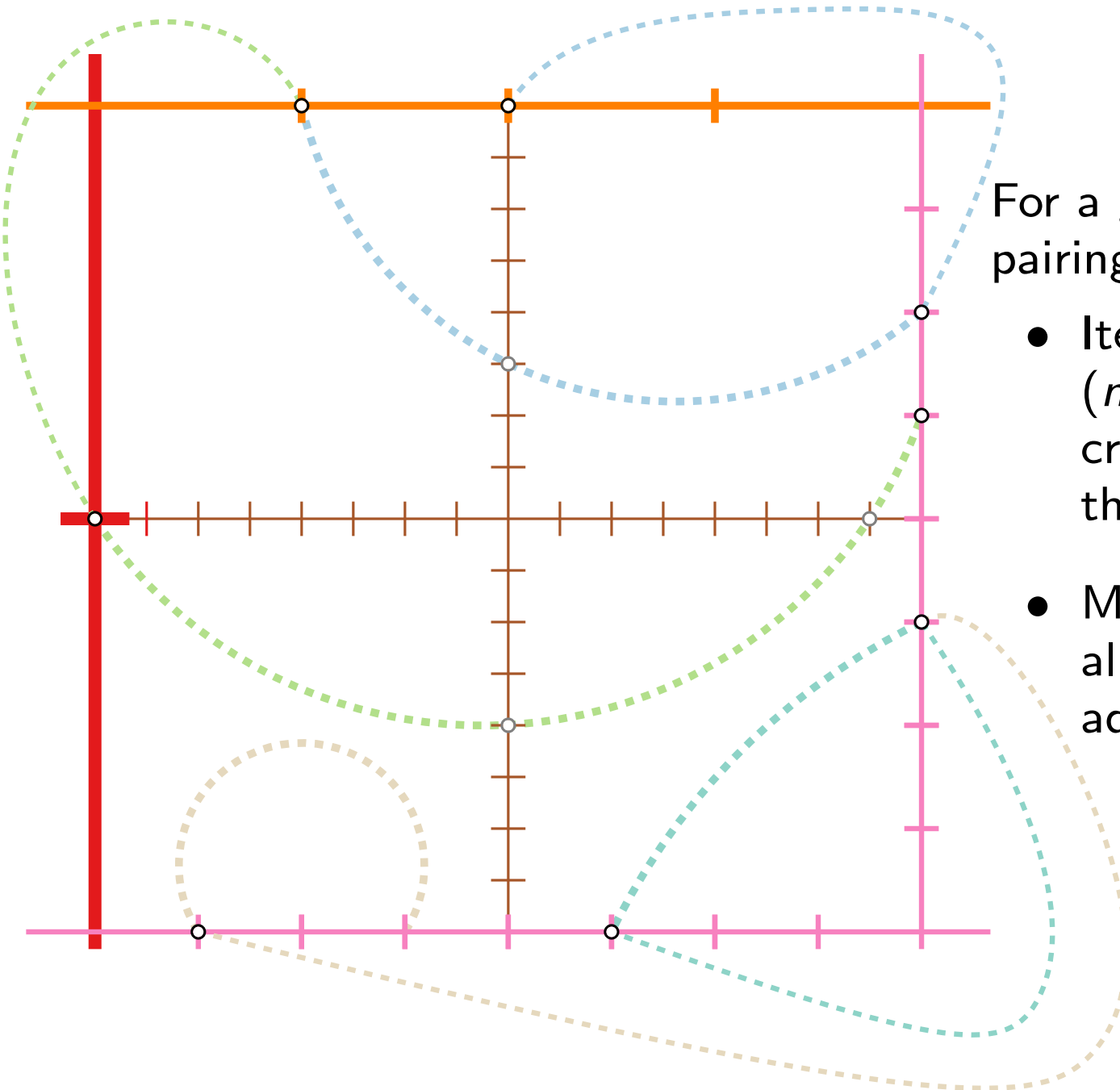
Dynamic Program (III)



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 additionally respect P .

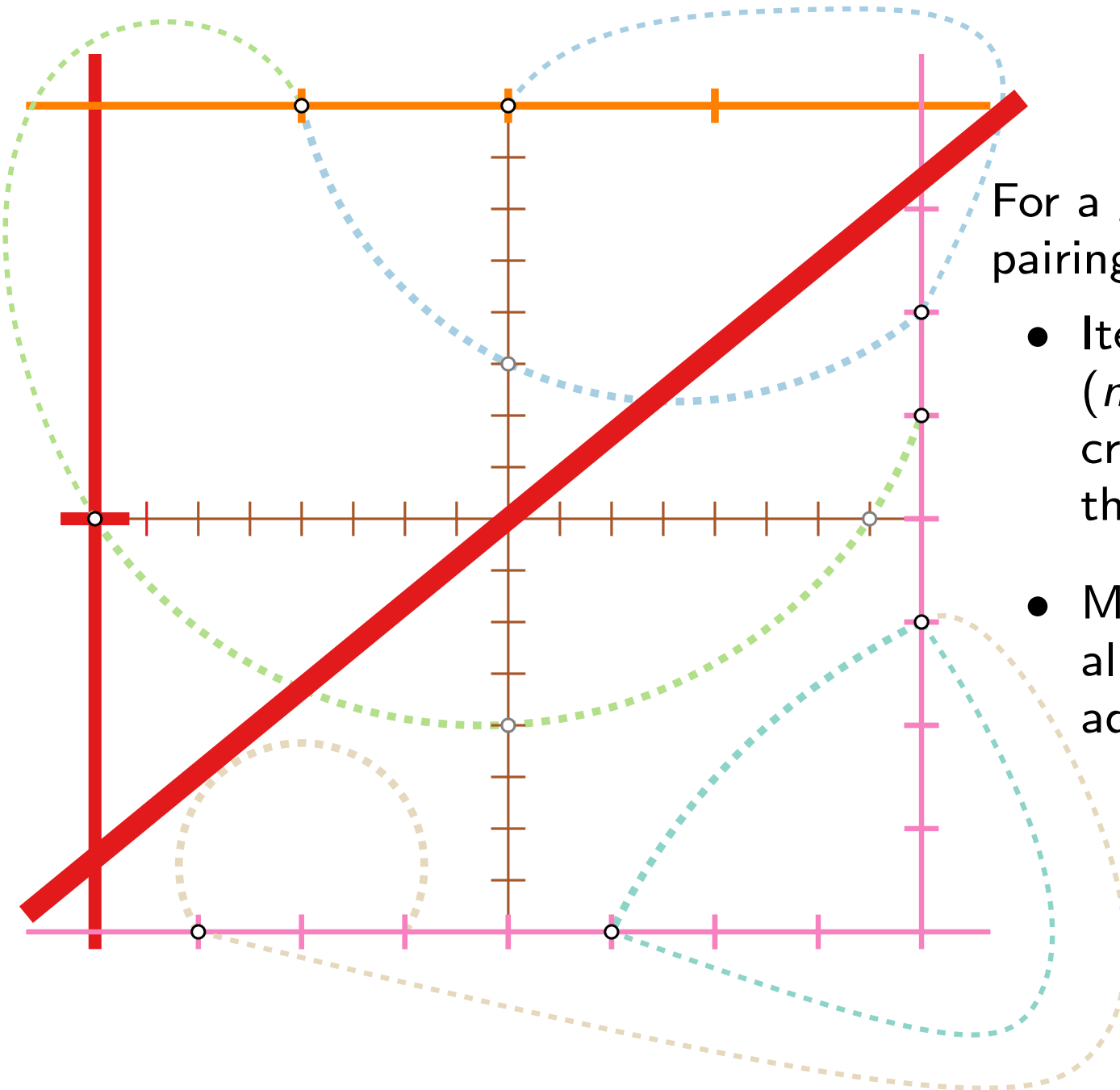
Dynamic Program (III)



For a given square Q and pairing P :

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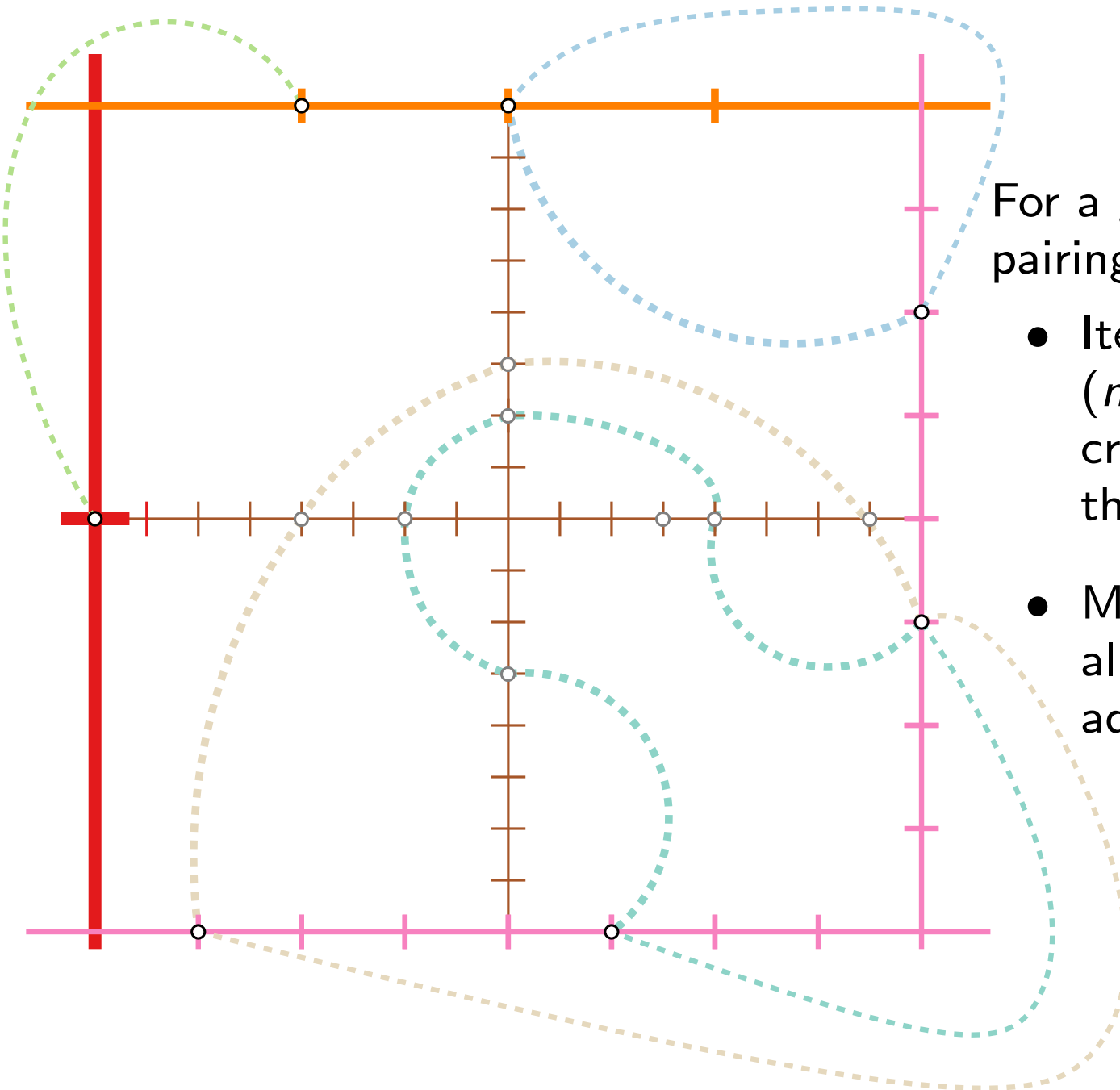
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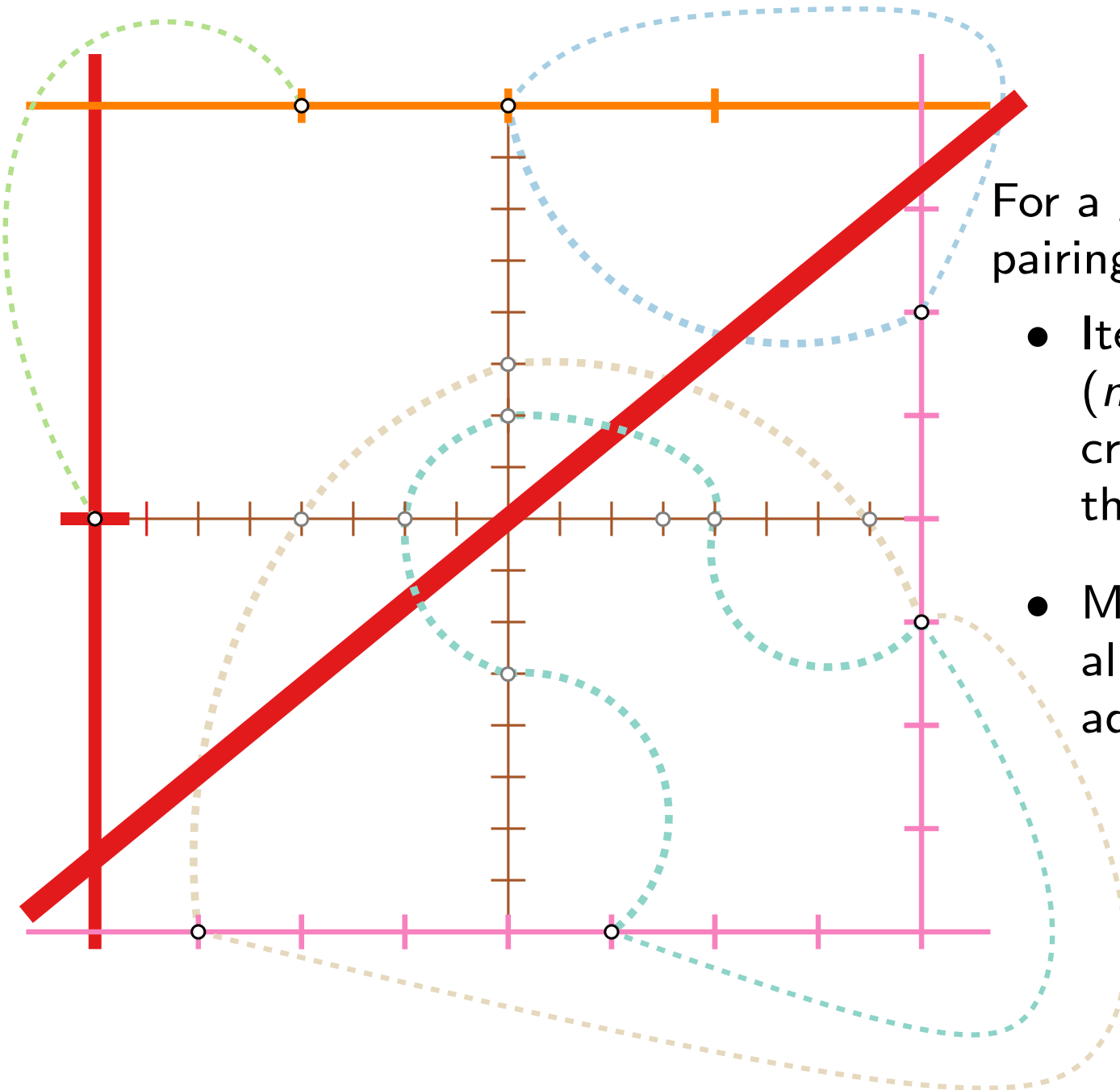
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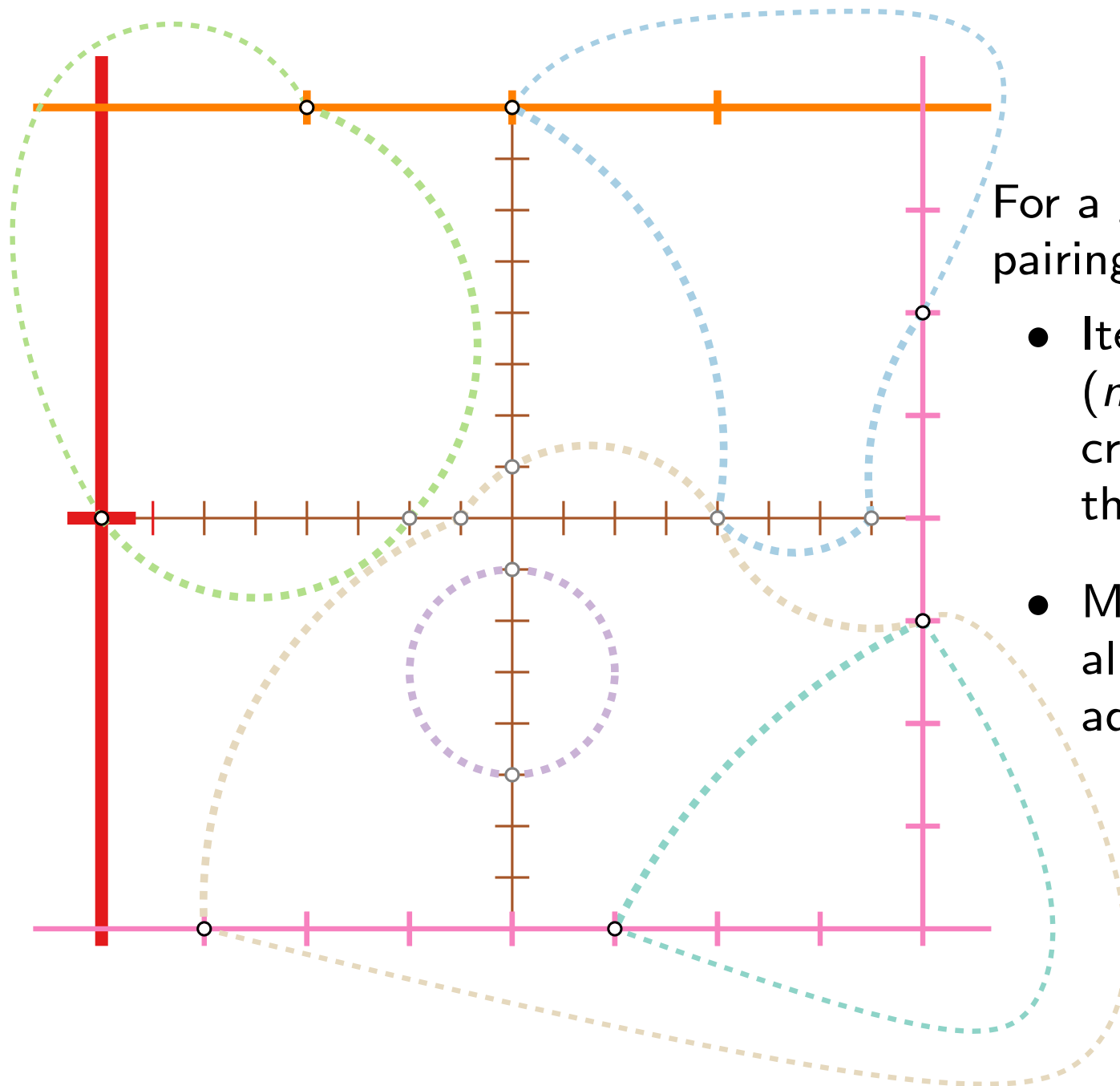
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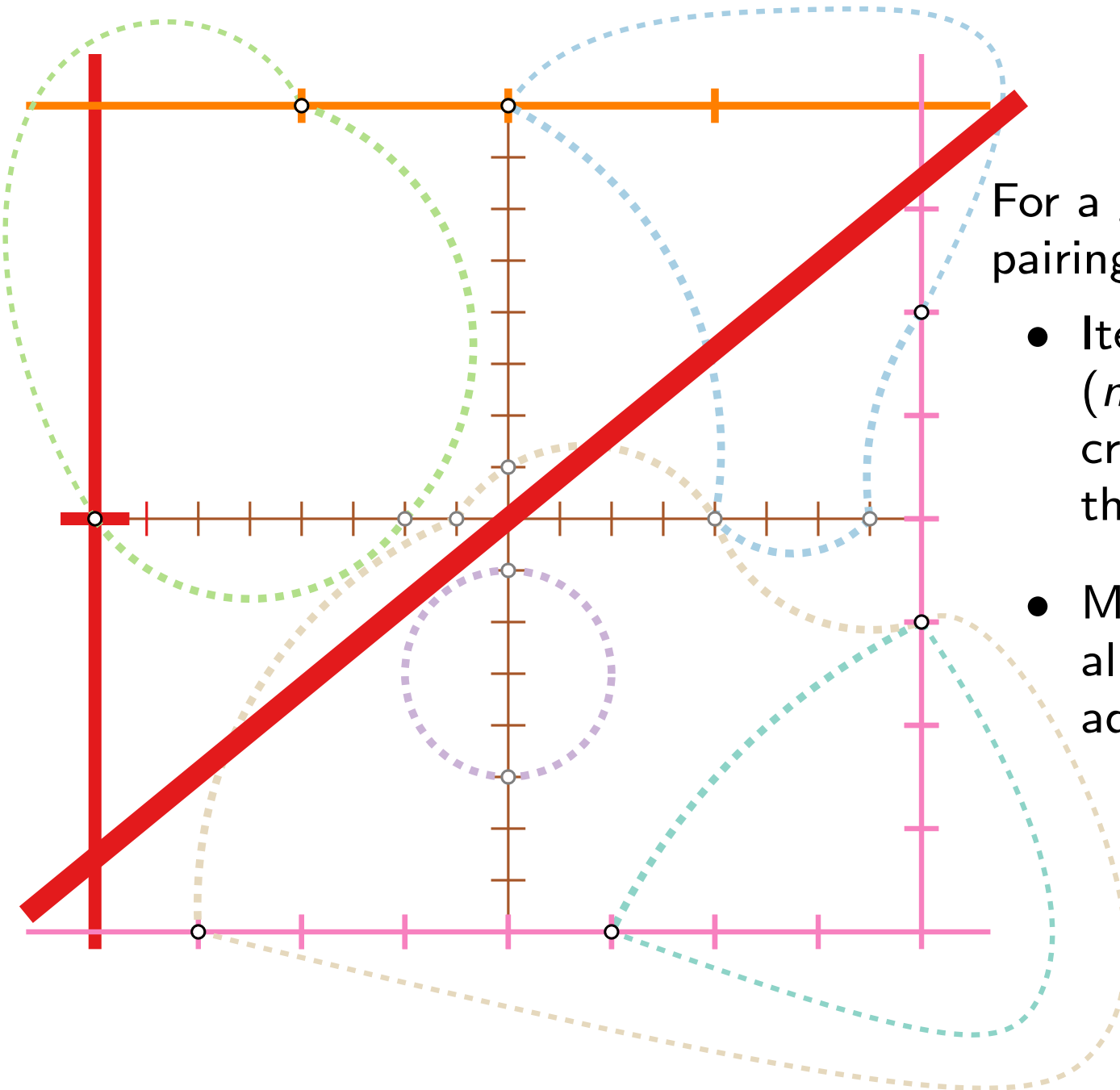
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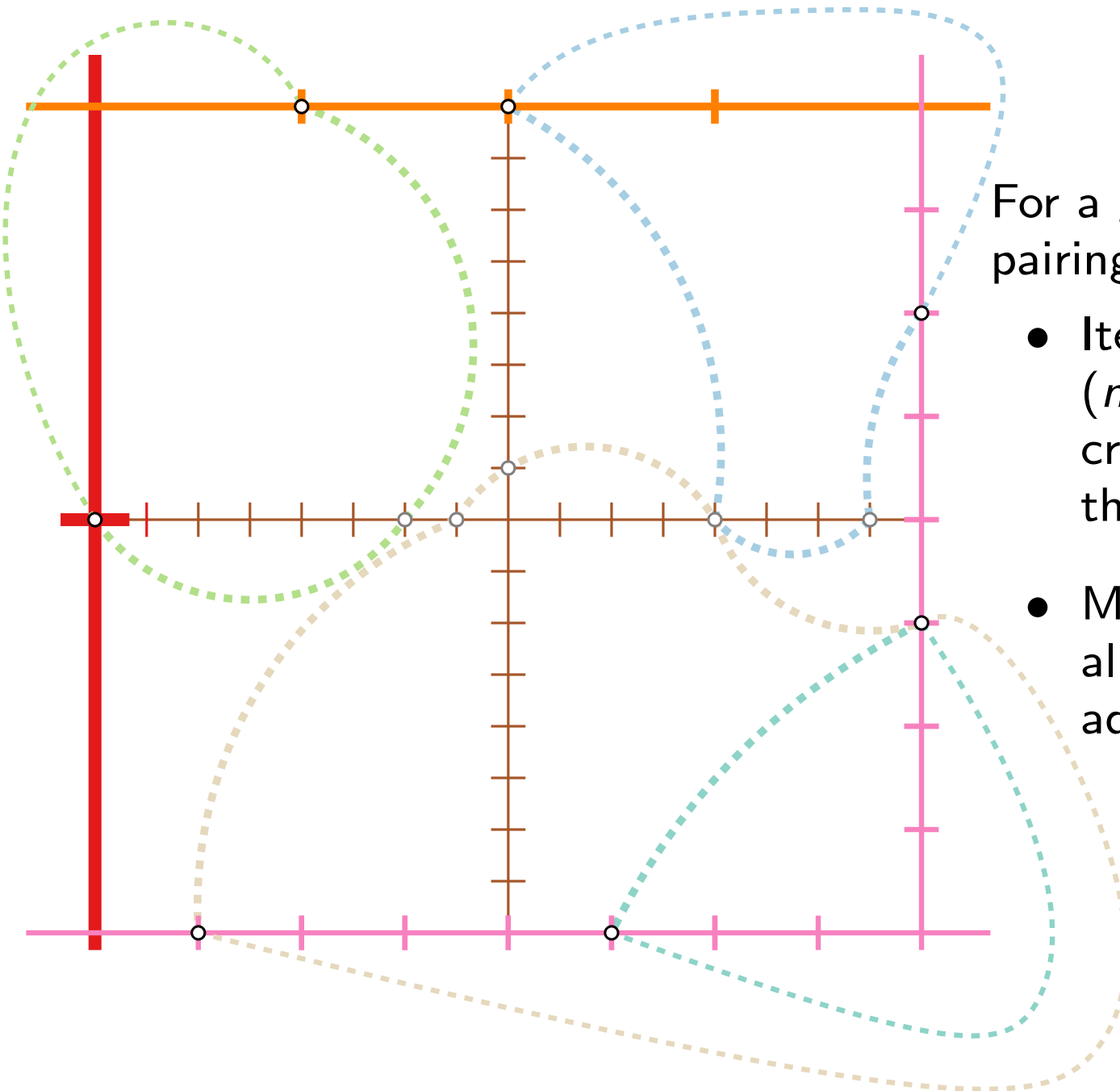
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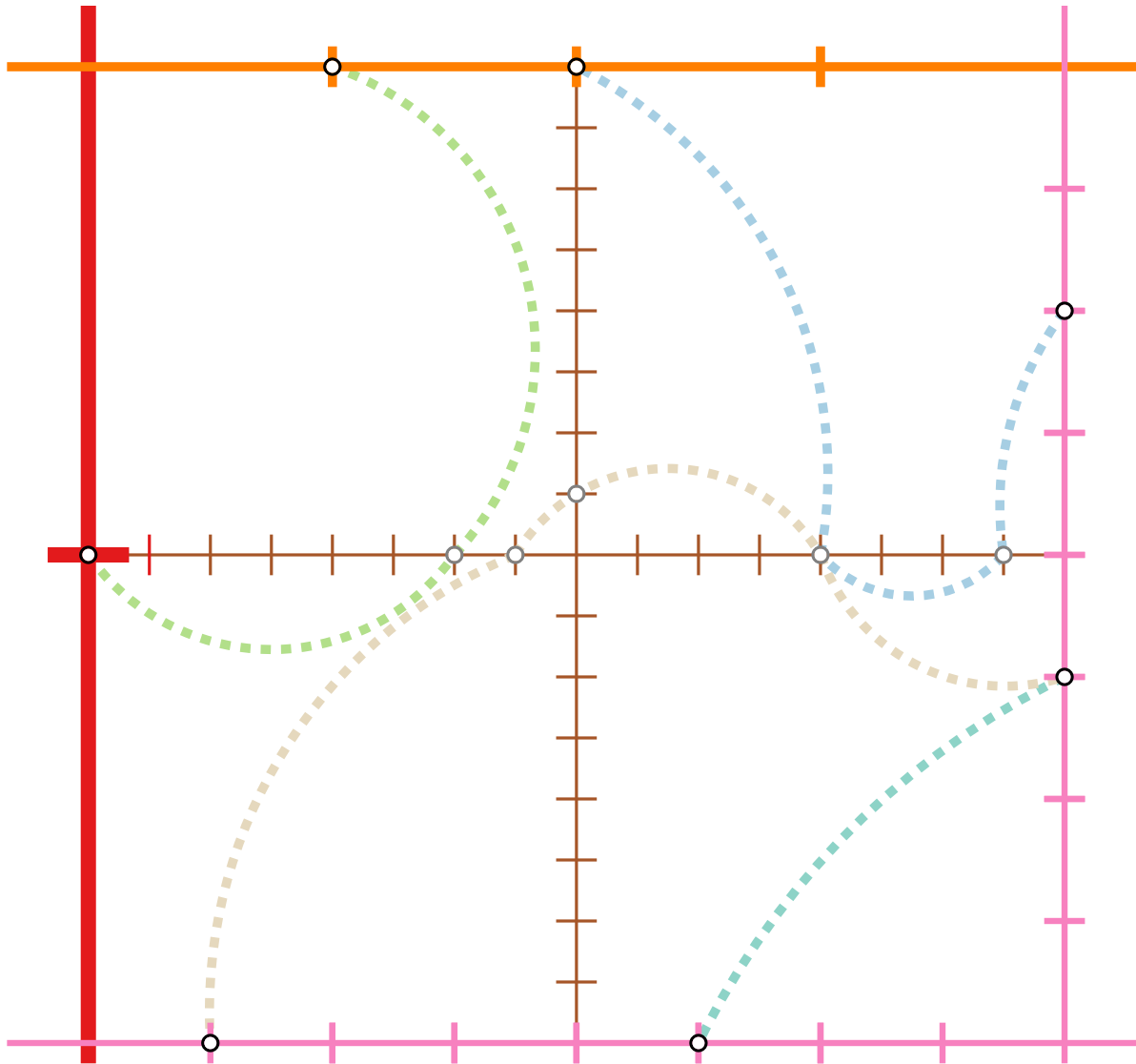
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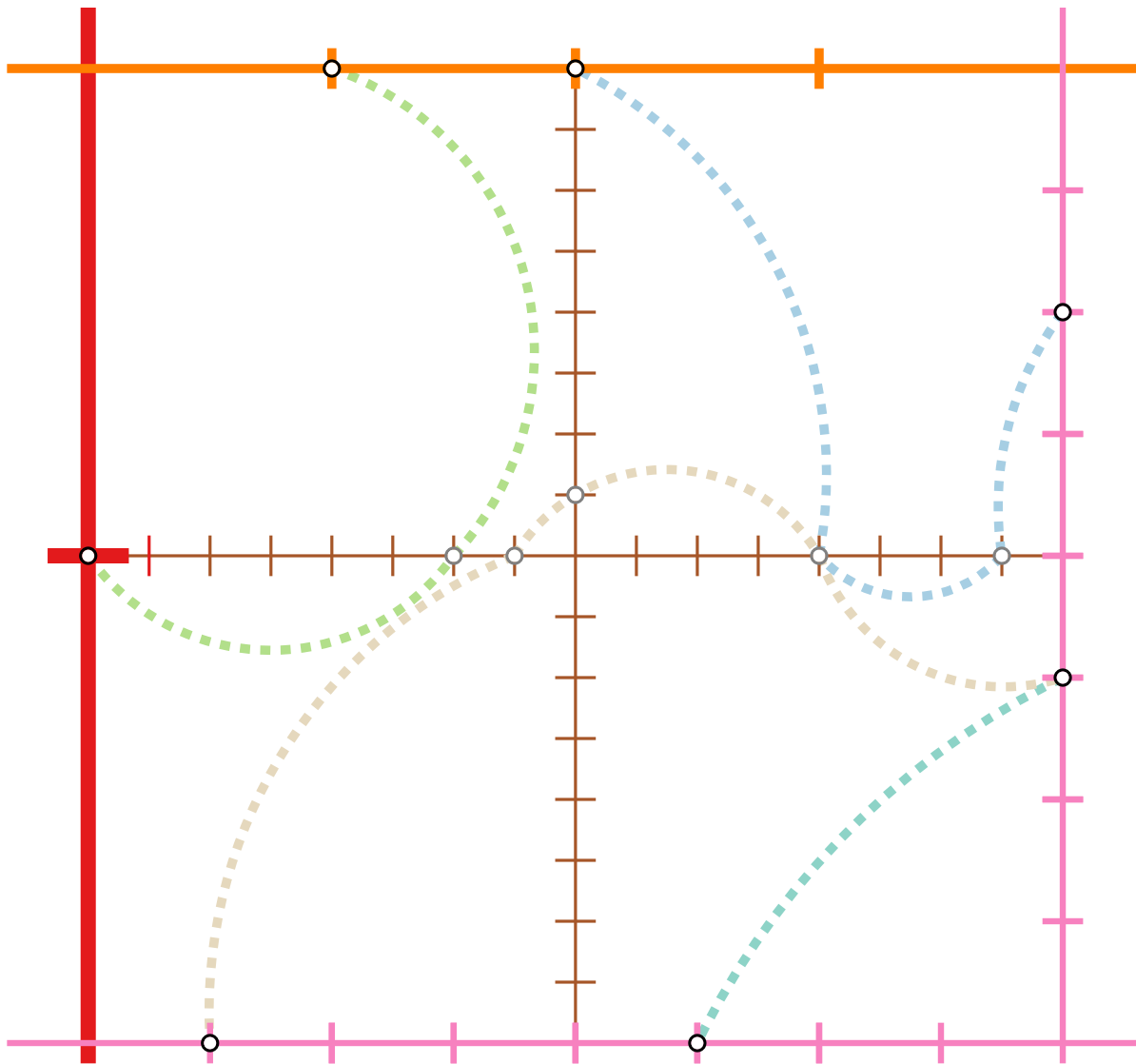
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- Correctness follows by induction.

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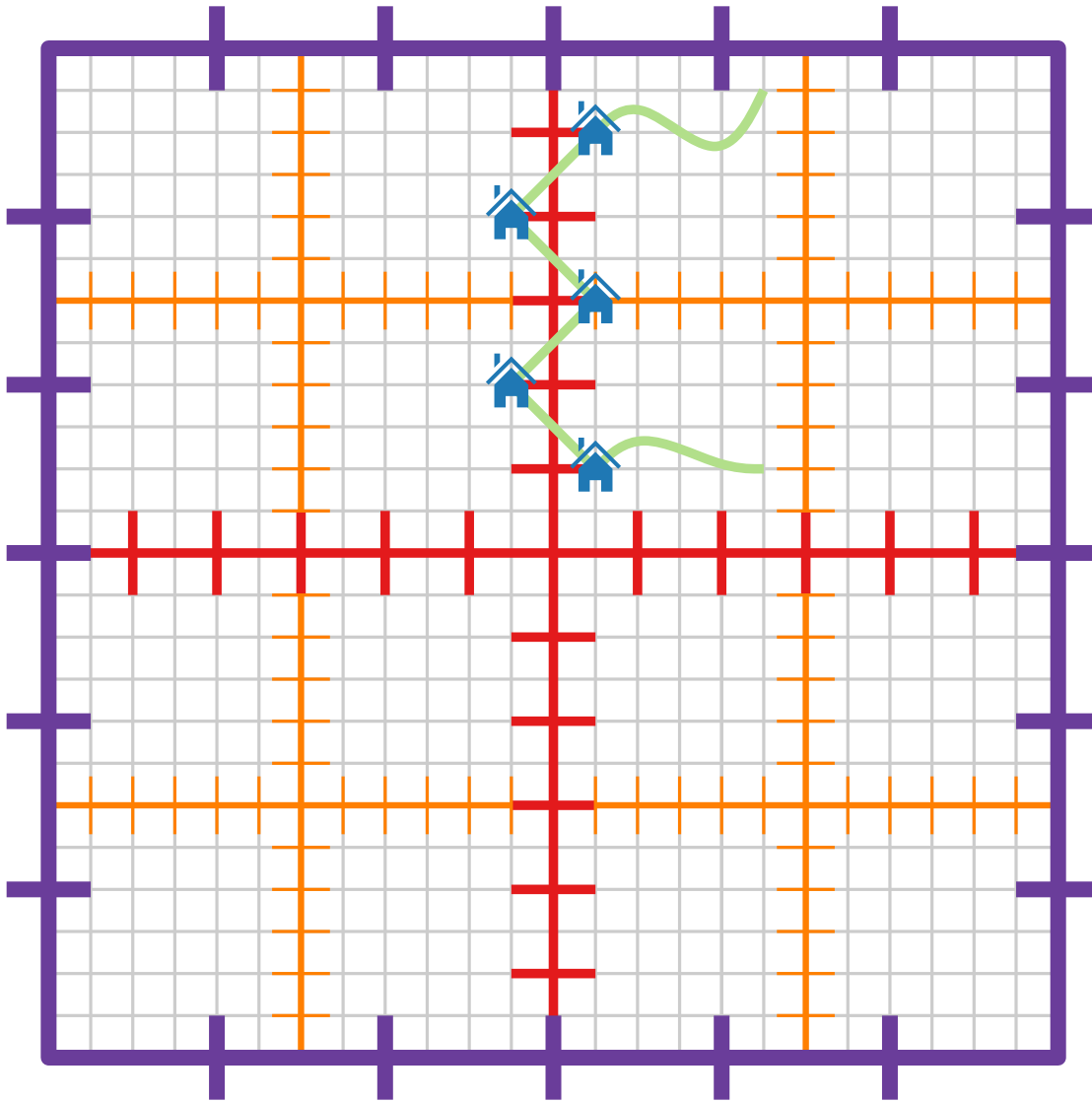
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Lemma. An optimal well-behaved tour can be computed in $2^{O(m)} = n^{O(1/\varepsilon)}$ time.

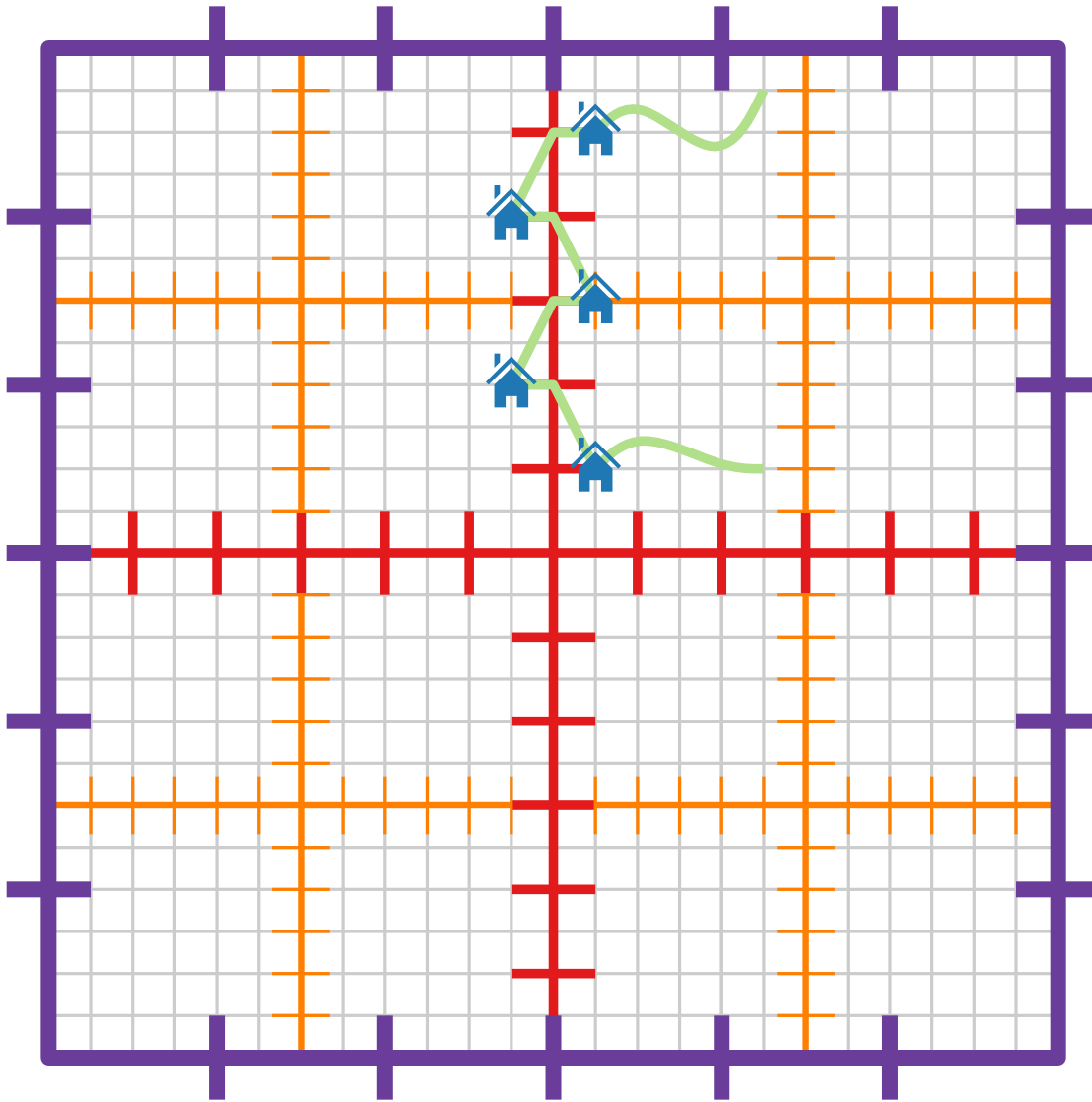
Approximation Algorithms

Lecture 9: A PTAS for EUCLIDEAN TSP

Part V: Shifted Dissections

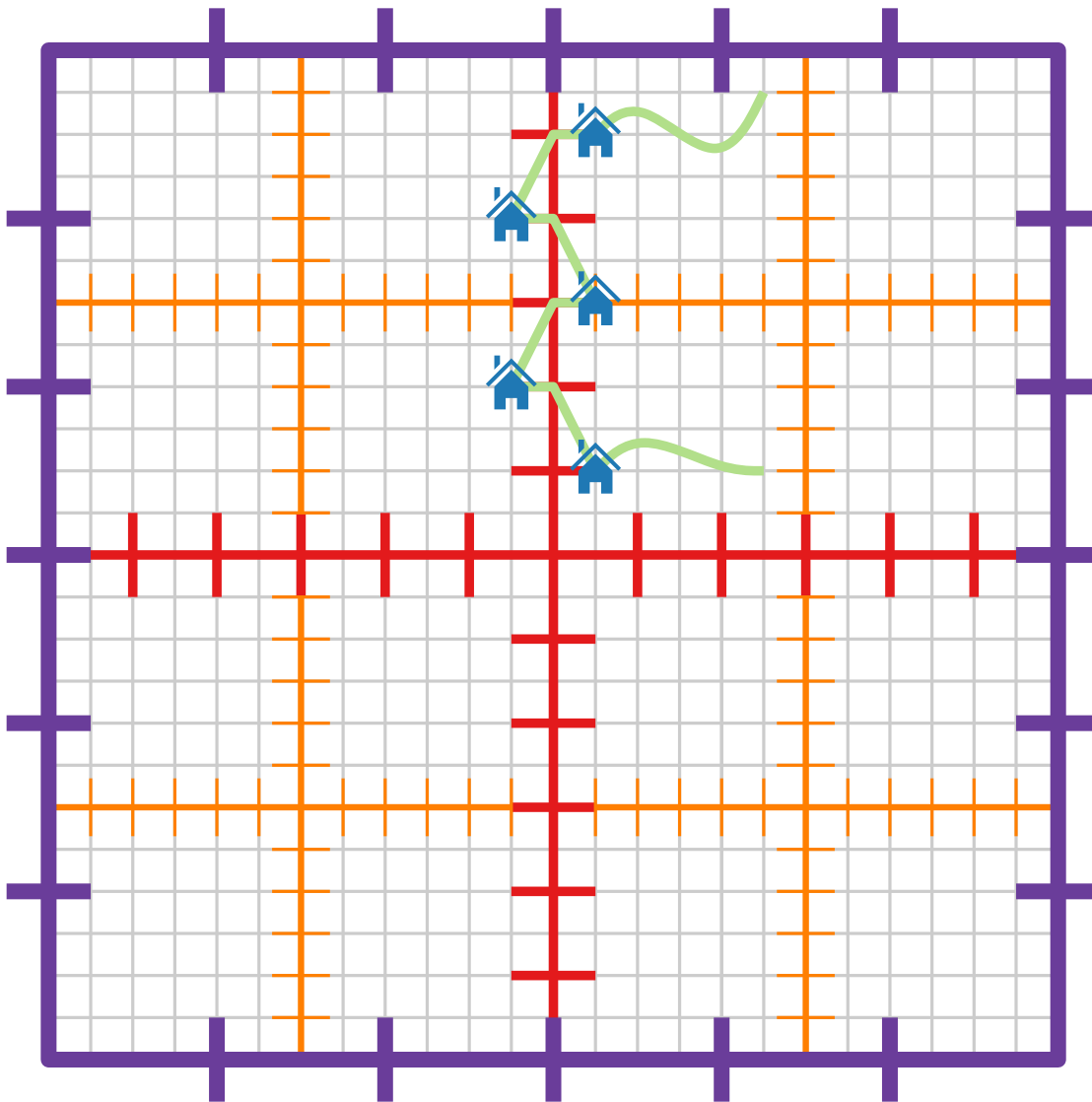


- The best well-behaved tour can be a bad approximation.



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Shifted Dissections

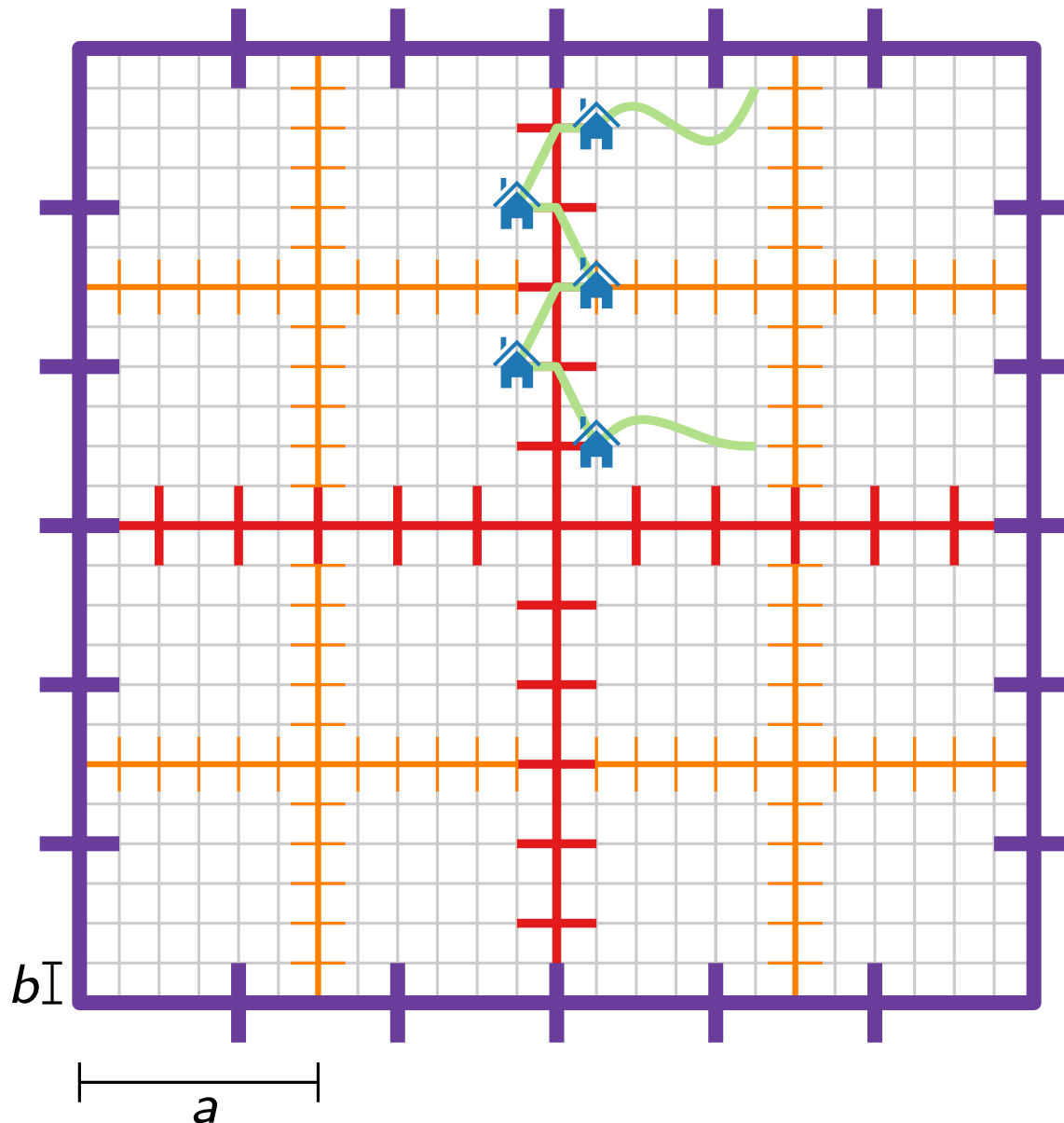


- The best well-behaved tour can be a bad approximation.
- Consider an (a, b) -shifted dissection:

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

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

Shifted Dissections

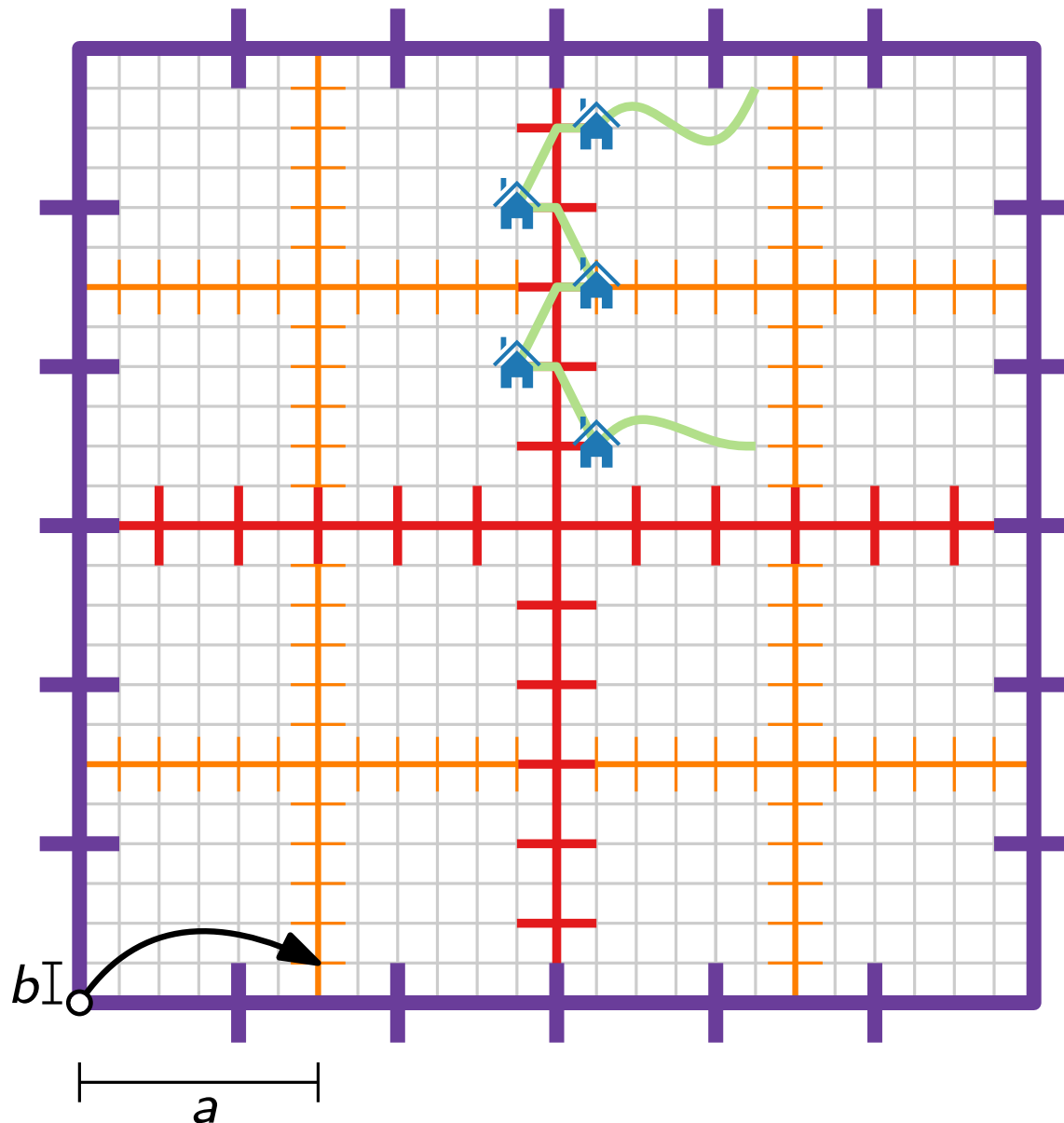


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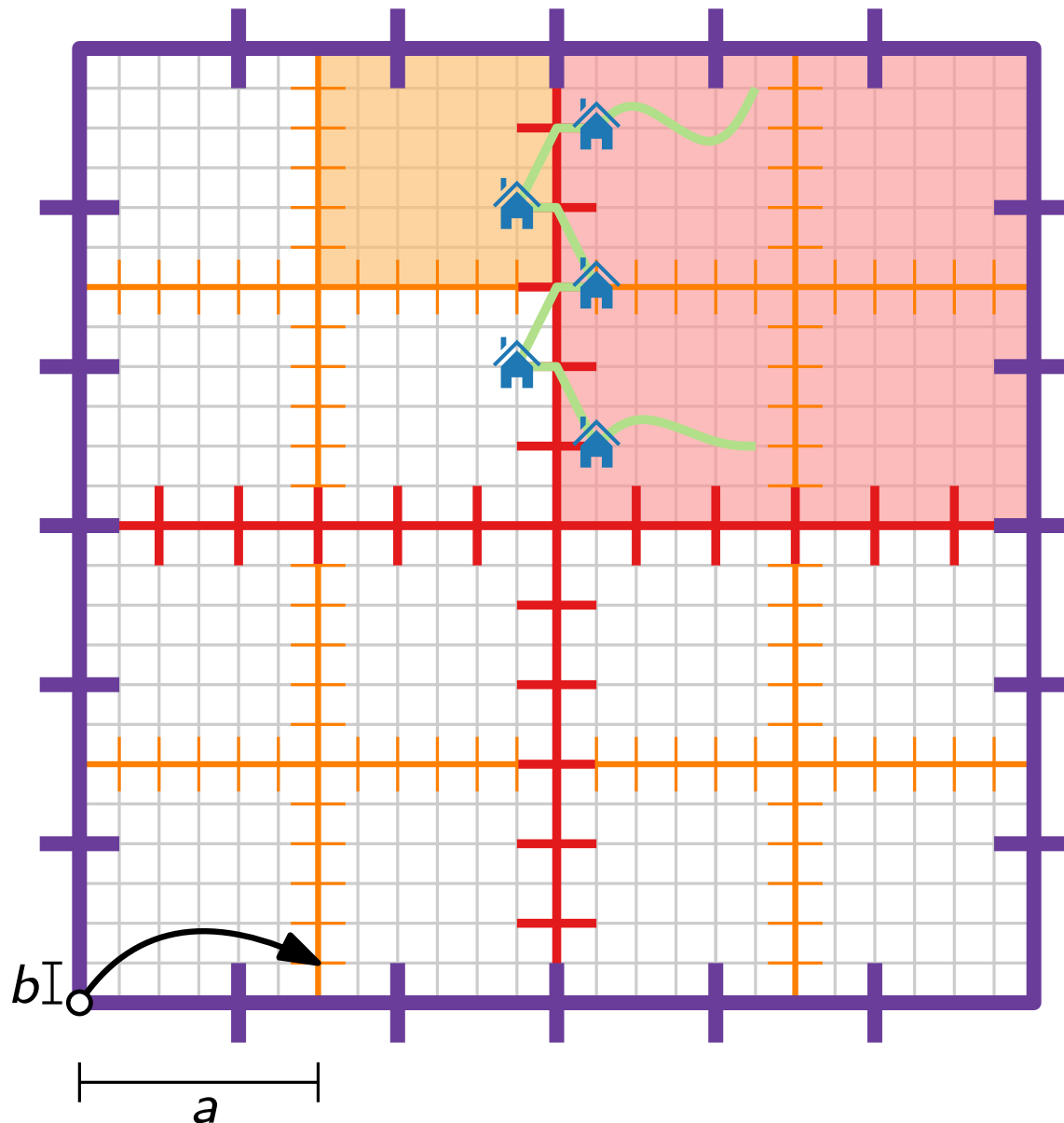


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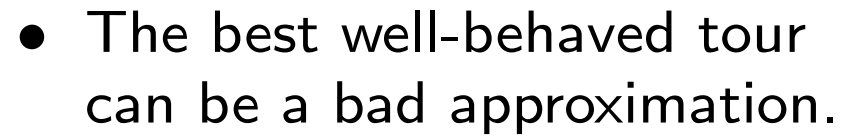
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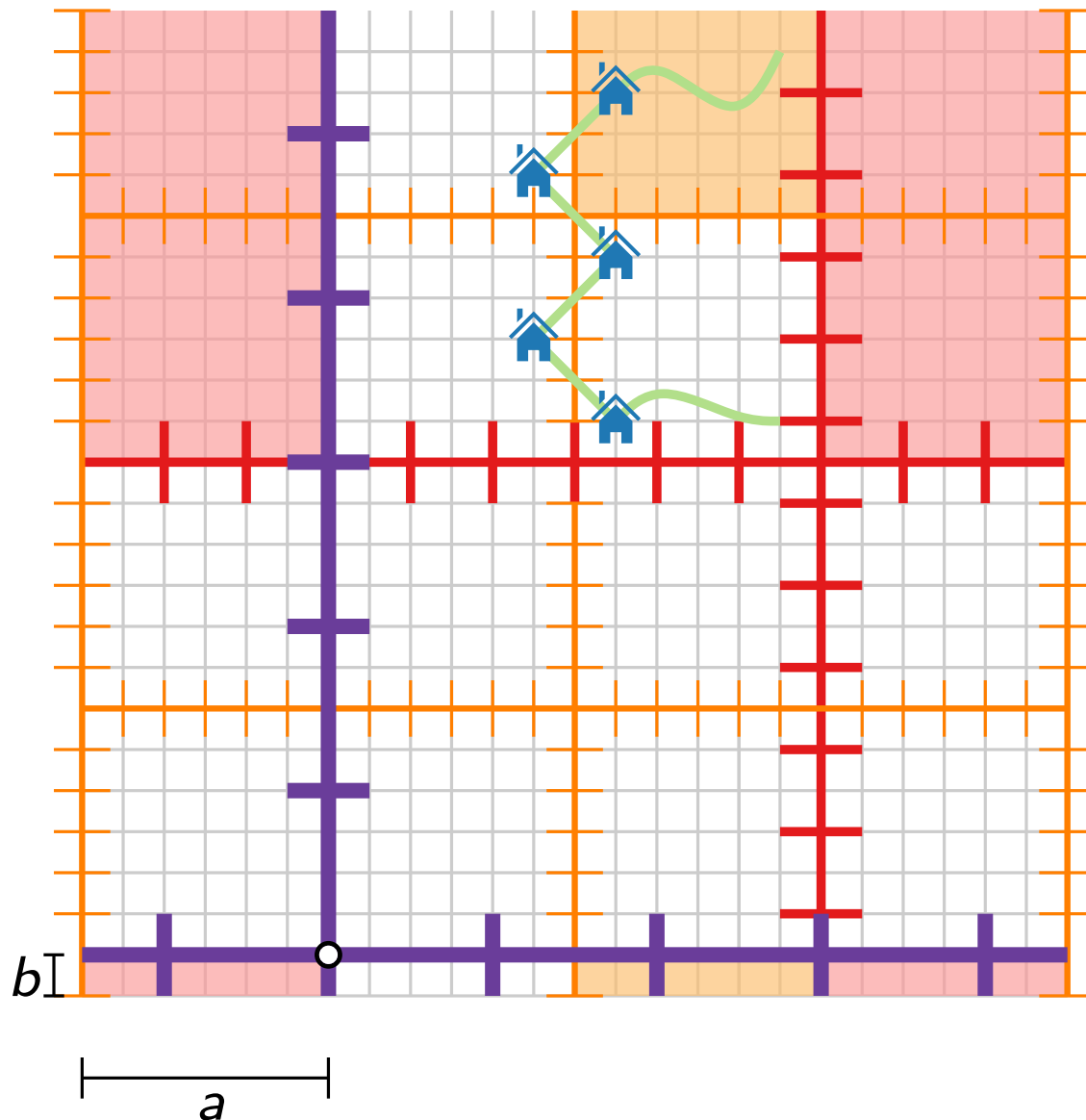
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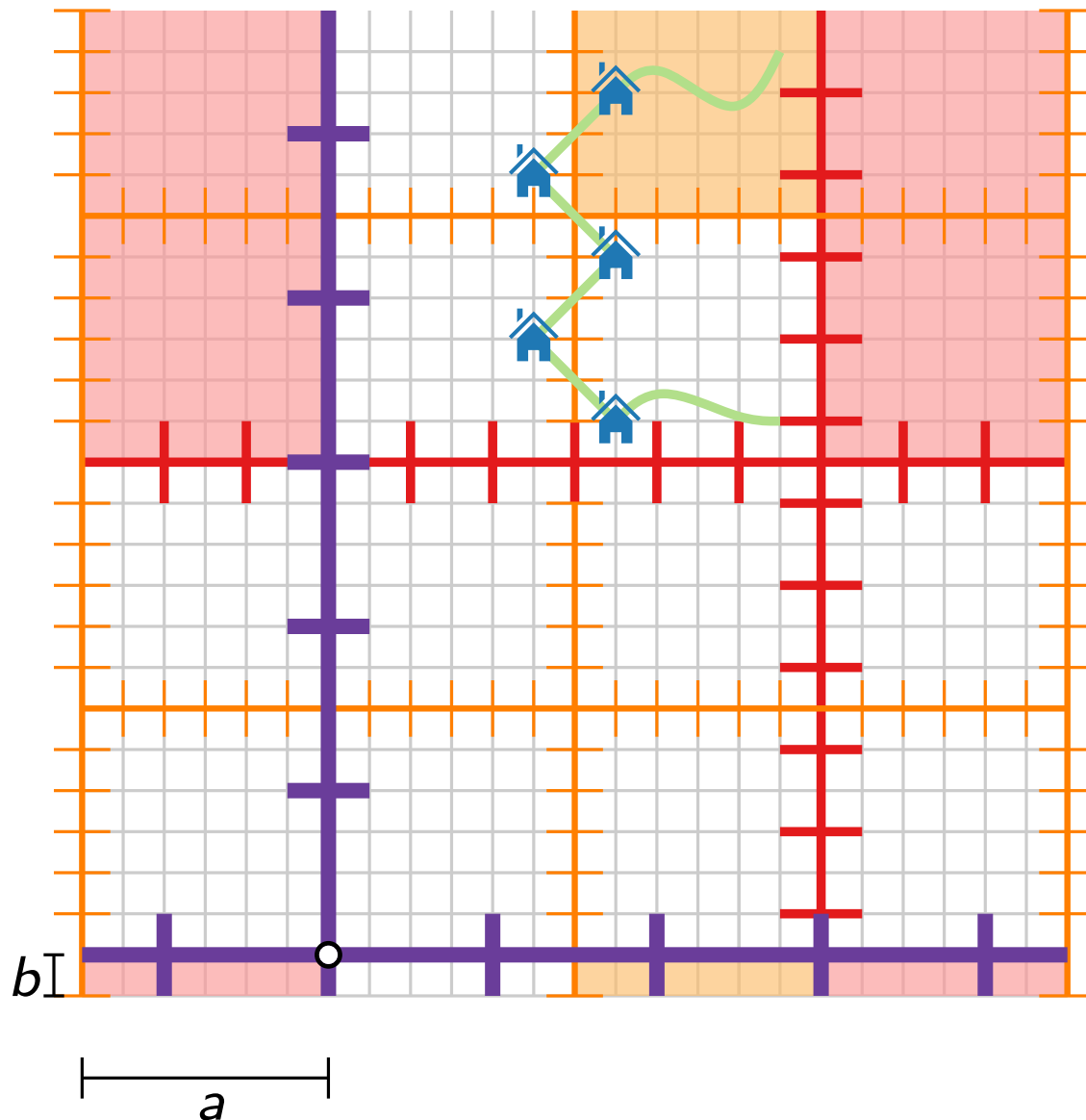


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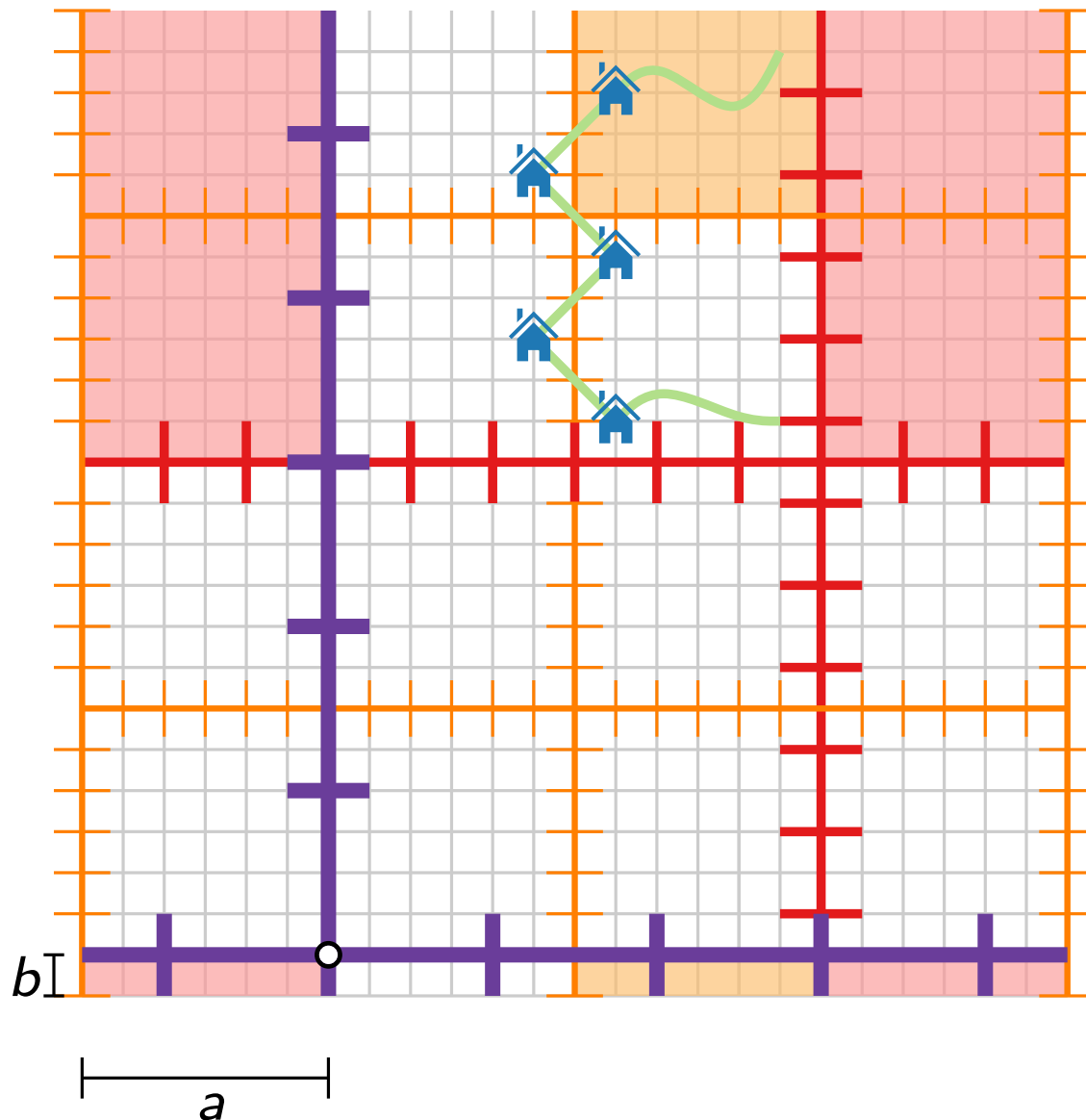


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- Squares in the dissection tree are “wrapped around”.
- Dynamic program must be modified accordingly.

Shifted Dissections (II)

Lemma. If π is an optimal tour and $N(\pi)$ is the number of crossings of π with the lines of the $(L \times L)$ -grid, then $N(\pi) \leq$

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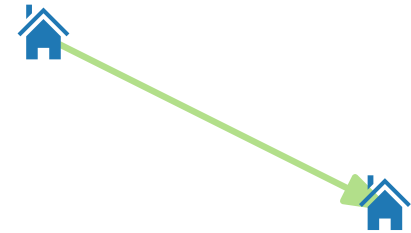
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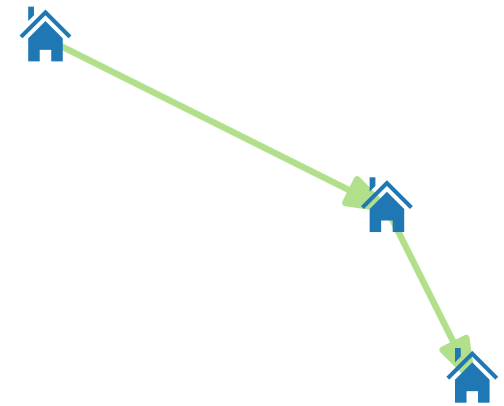
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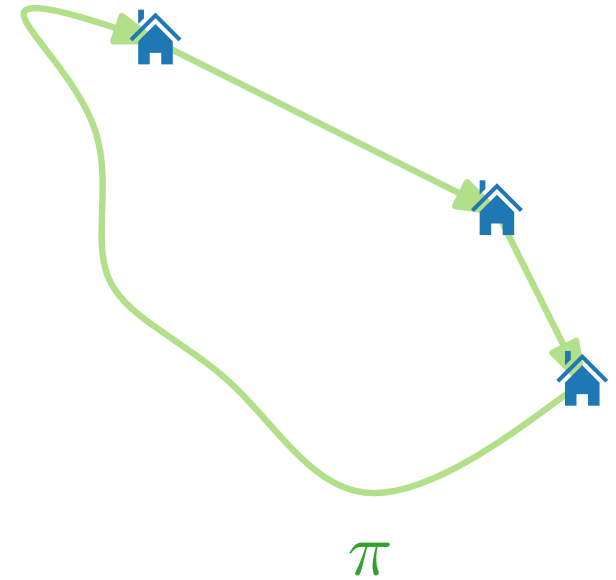
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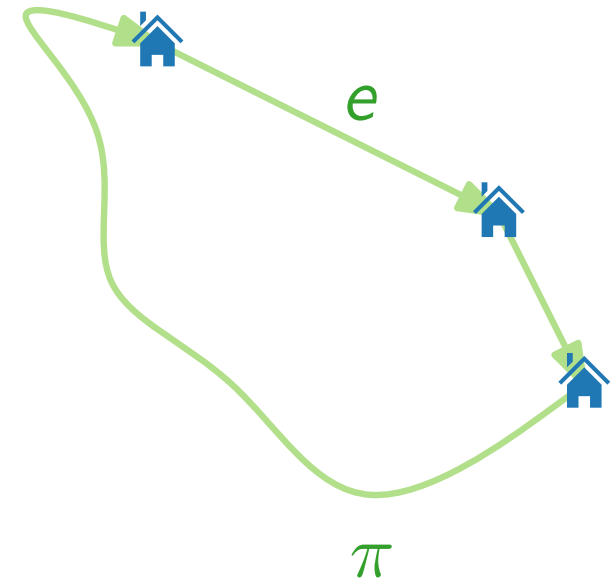


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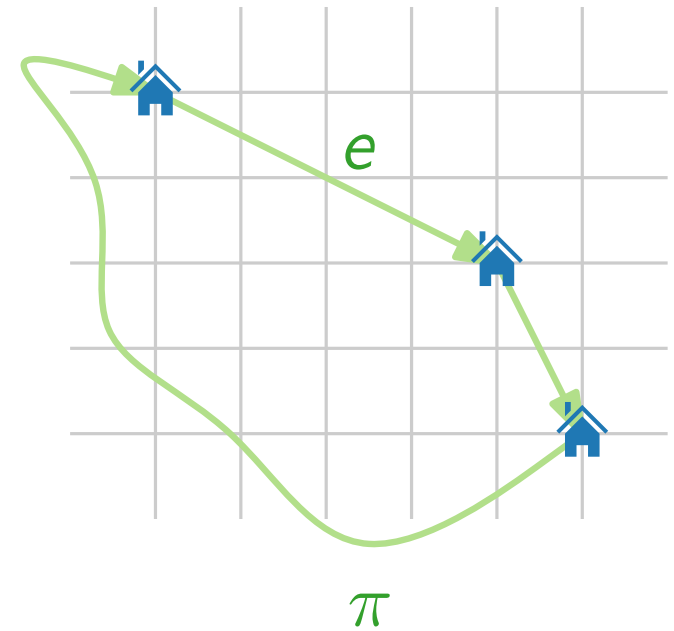


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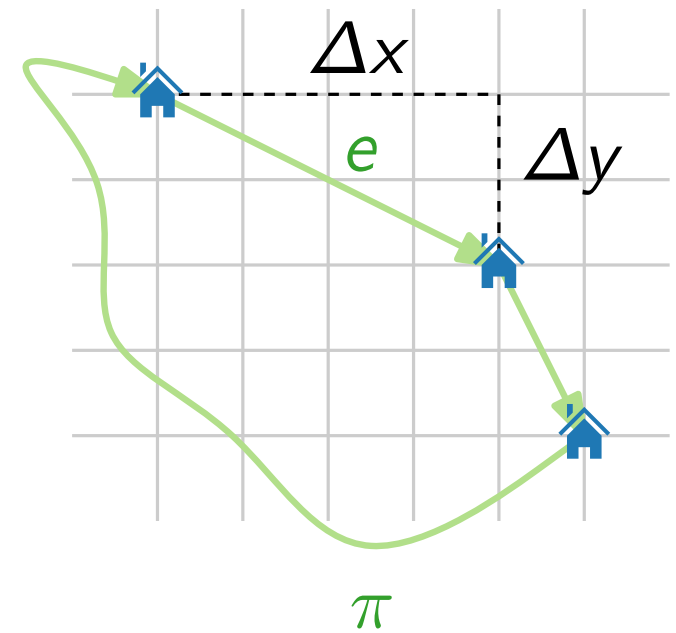


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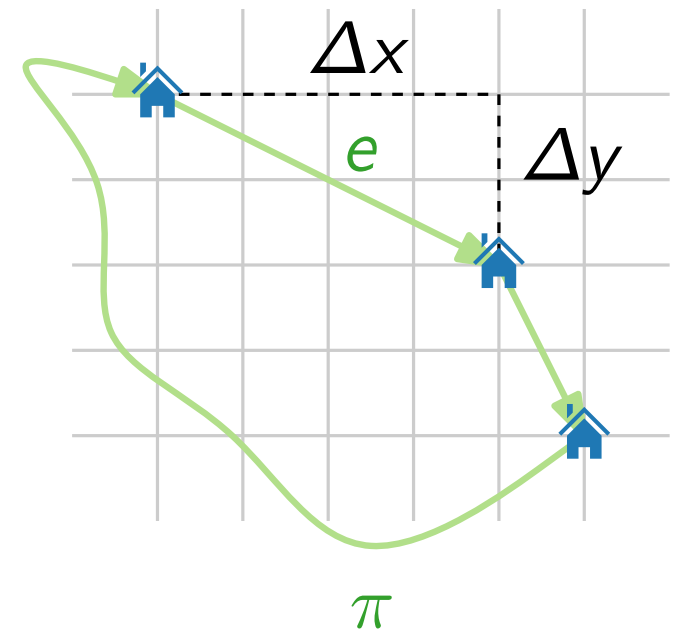


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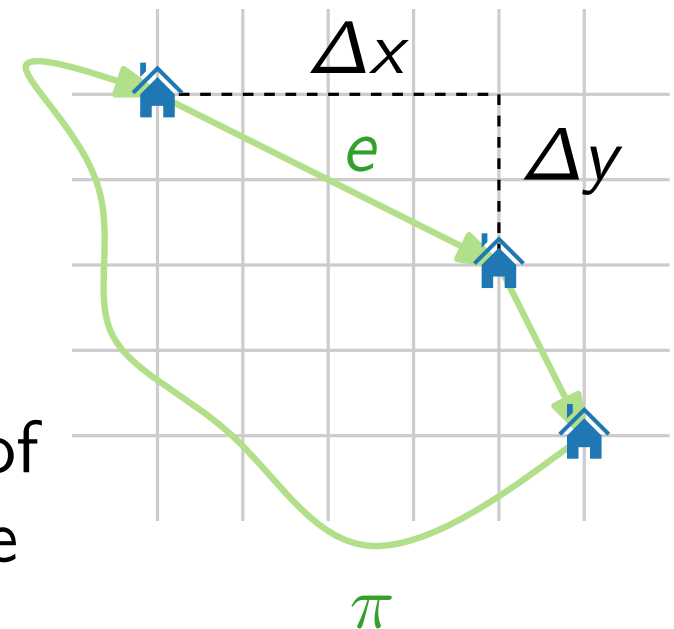


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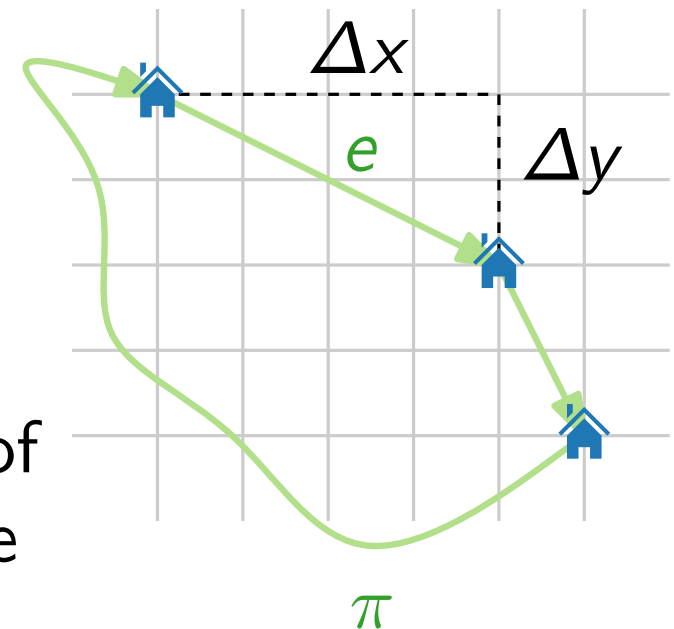


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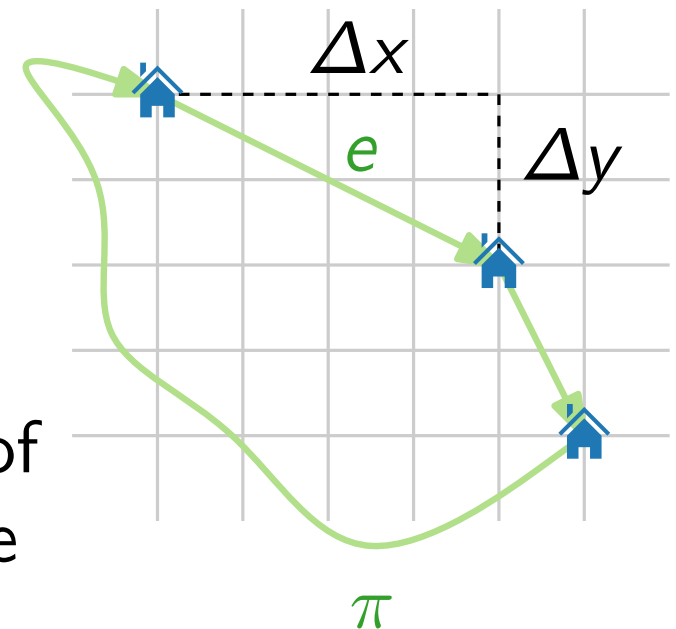


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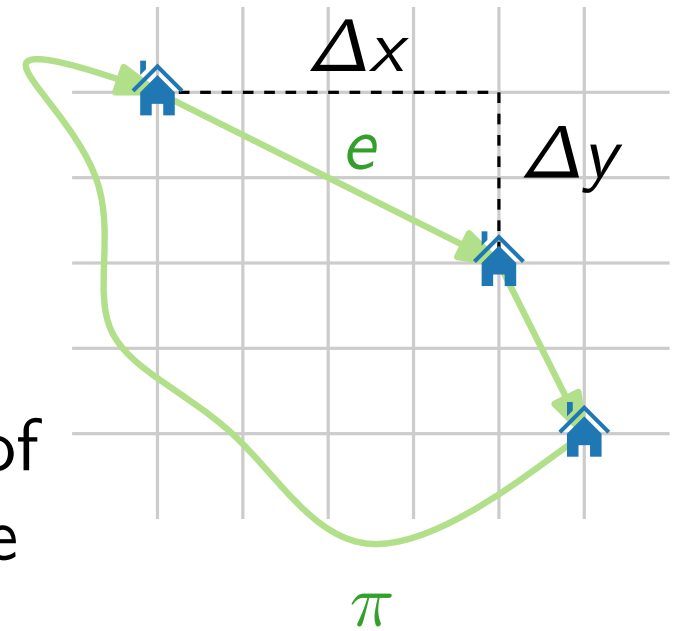


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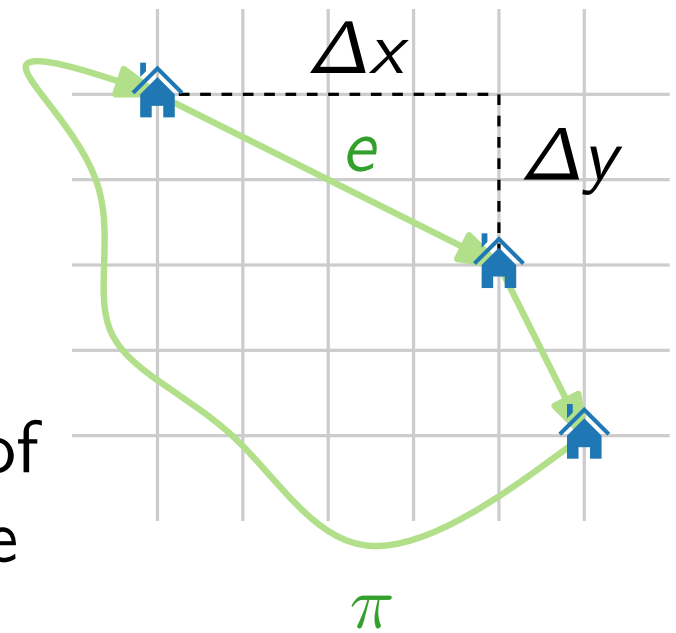


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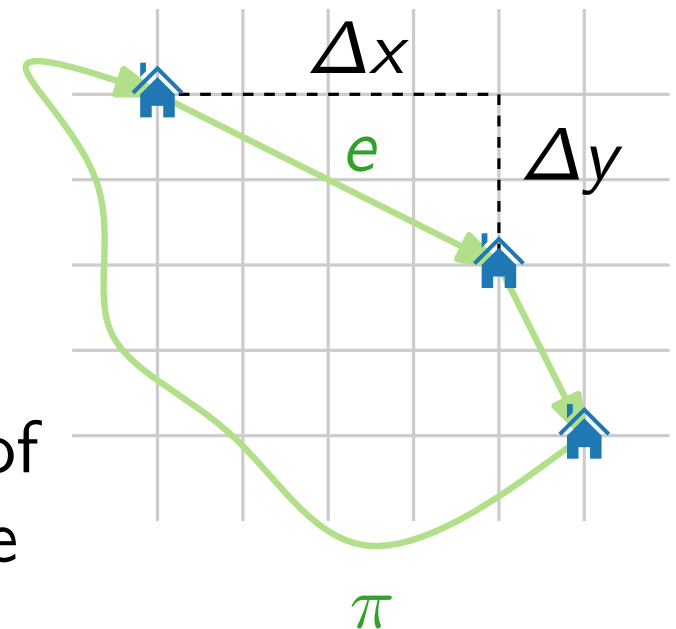


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$$0 \leq (\Delta x - \Delta y)^2$$

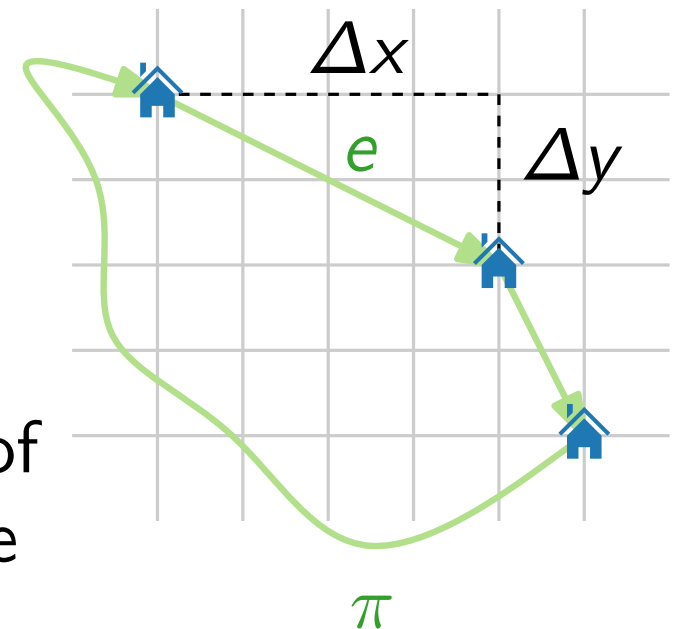
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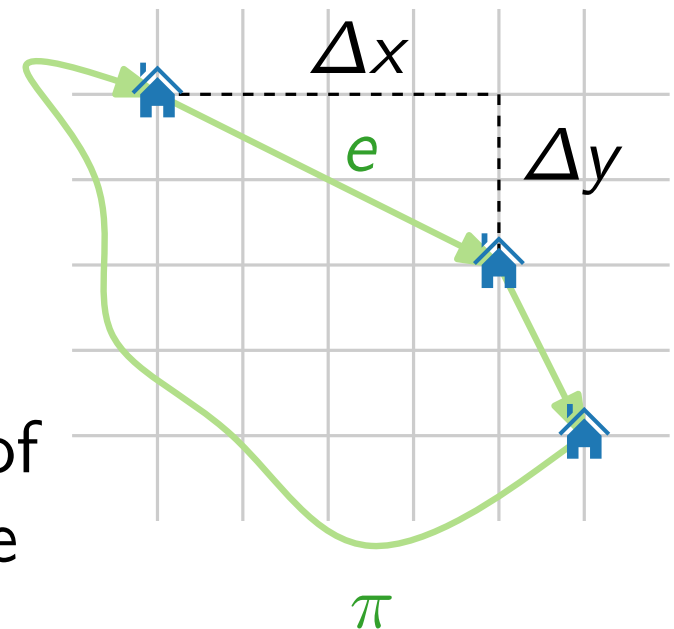
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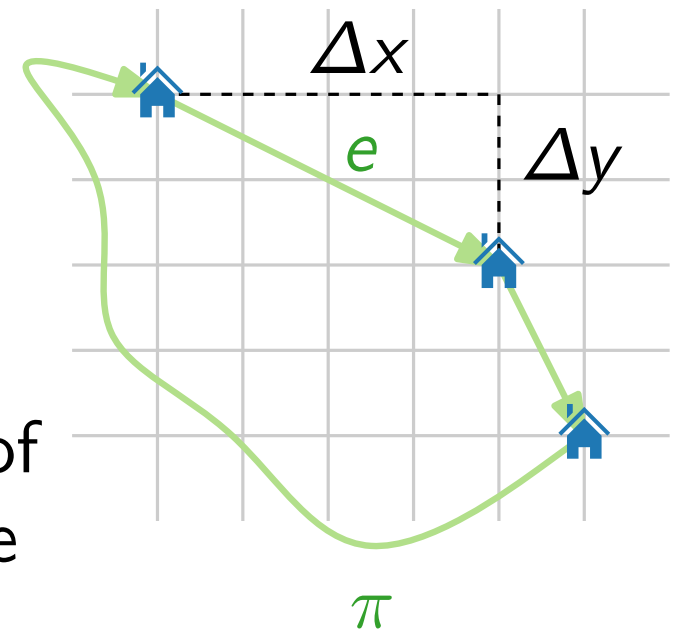
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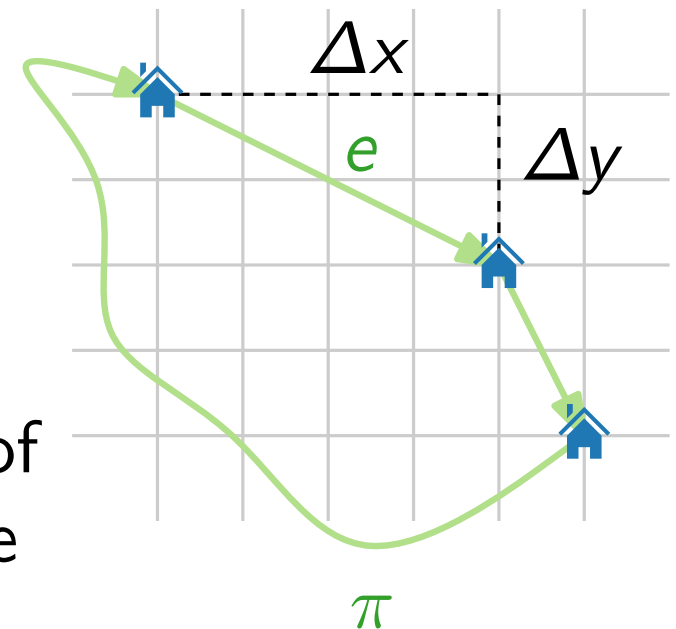
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□

Approximation Algorithms

Lecture 9: A PTAS for EUCLIDEAN TSP

Part VI: Approximation Factor

Shifted Dissections (III)

Theorem. Let $a, b \in [0, L - 1]$ be chosen independently and uniformly at random.

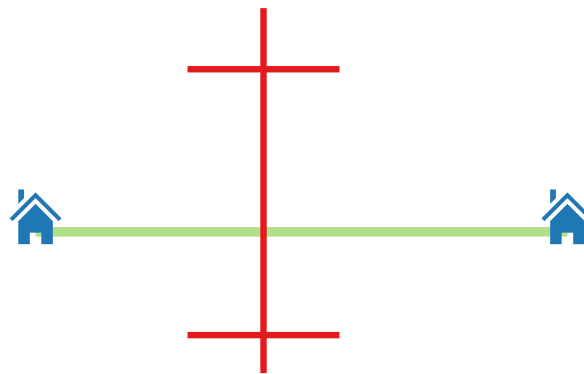
Shifted Dissections (III)

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 at most $(1 + 2\sqrt{2}\varepsilon)\text{OPT}$.

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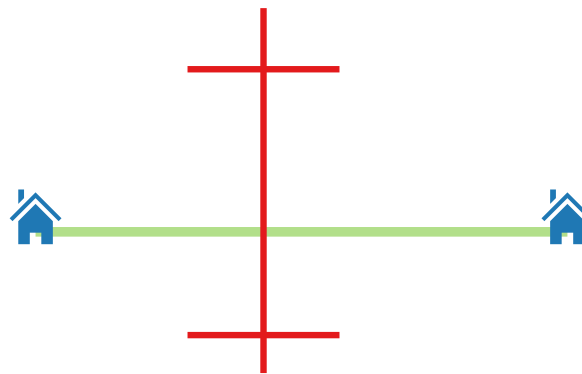
Proof. Consider optimal tour π .



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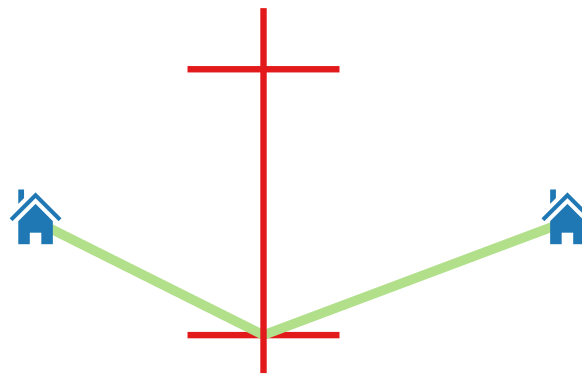
Proof. Consider optimal tour π . Make π well-behaved by moving each intersection point with the $(L \times L)$ -grid to the nearest portal.



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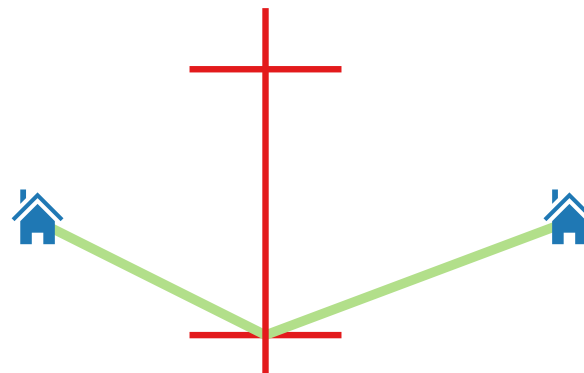
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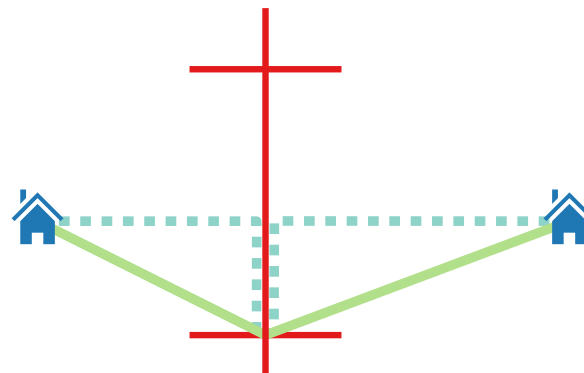


\Rightarrow Detour per intersection \leq inter-portal distance.

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- Consider an intersection point between π and a line l of the $(L \times L)$ -grid.

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- With probability at most $\frac{1}{L}$ line l is a level- i line.

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- With probability at most $2^i/L = 2^{i-k}$, line l is a level- i line.

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- Consider an intersection point between π and a line l of the $(L \times L)$ -grid.
- With probability at most $2^i/L = 2^{i-k}$, line l is a level- i line.
 \Rightarrow Increase in tour length \leq (inter-portal distance).

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

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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 at most $(1 + 2\sqrt{2}\varepsilon)\text{OPT}$.

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Best paper award!