

Approximation Algorithms

Lecture 9:
An Approximation Scheme
for EUCLIDEAN TSP

Part I:
The TRAVELING SALESMAN PROBLEM

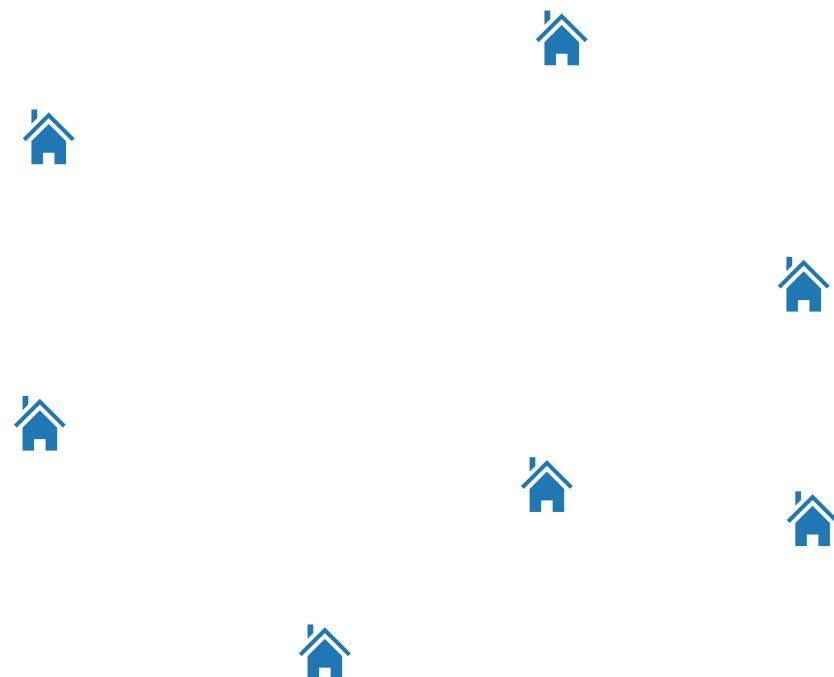
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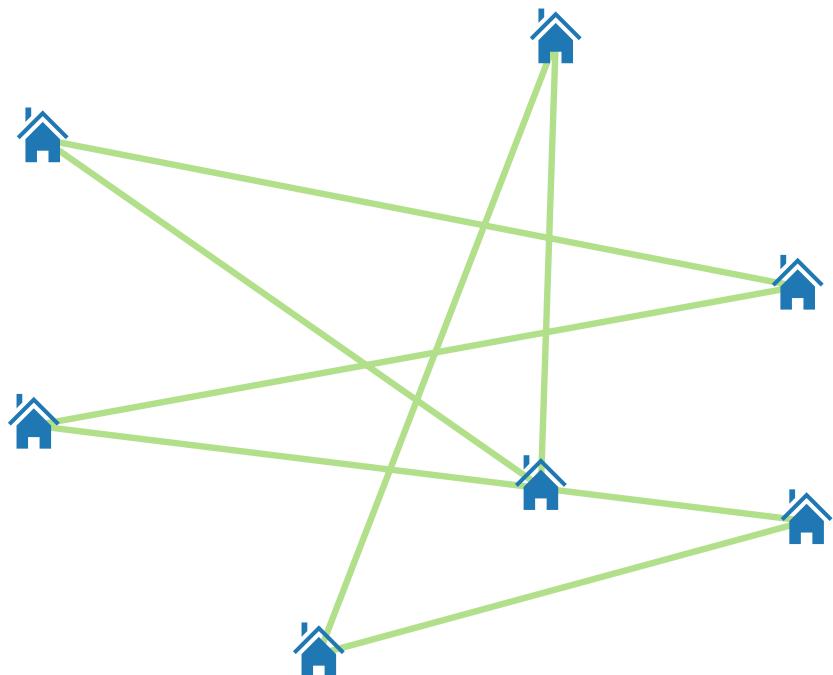


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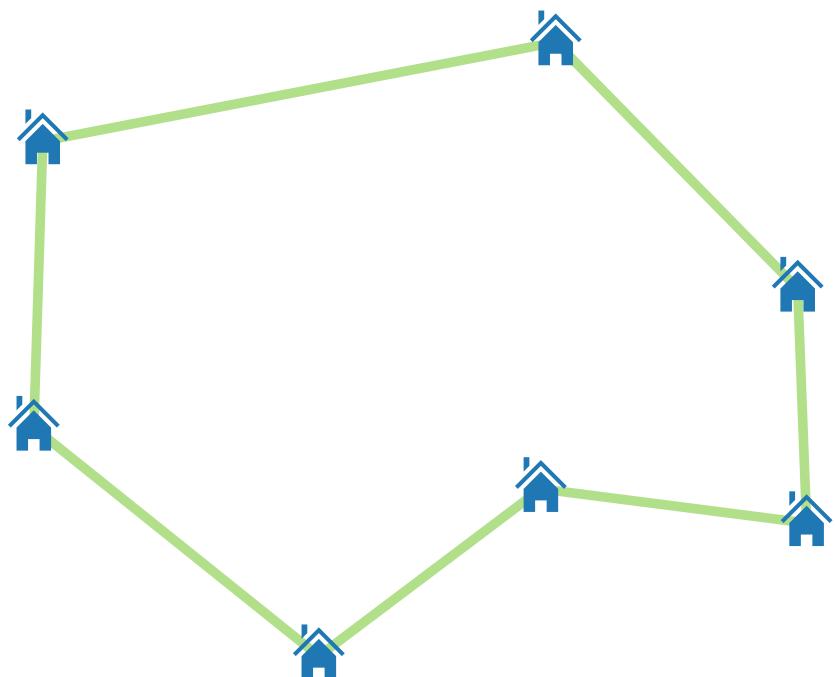


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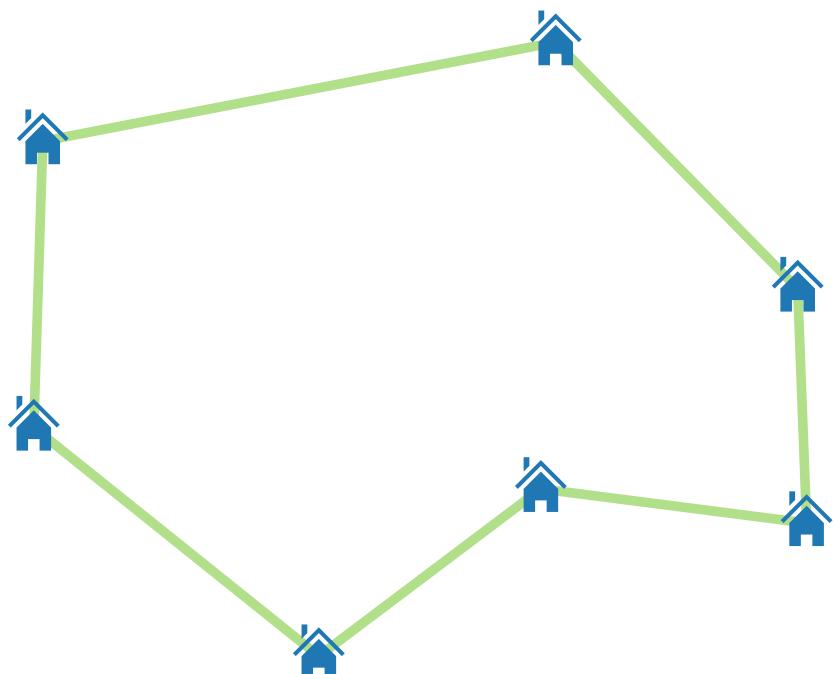


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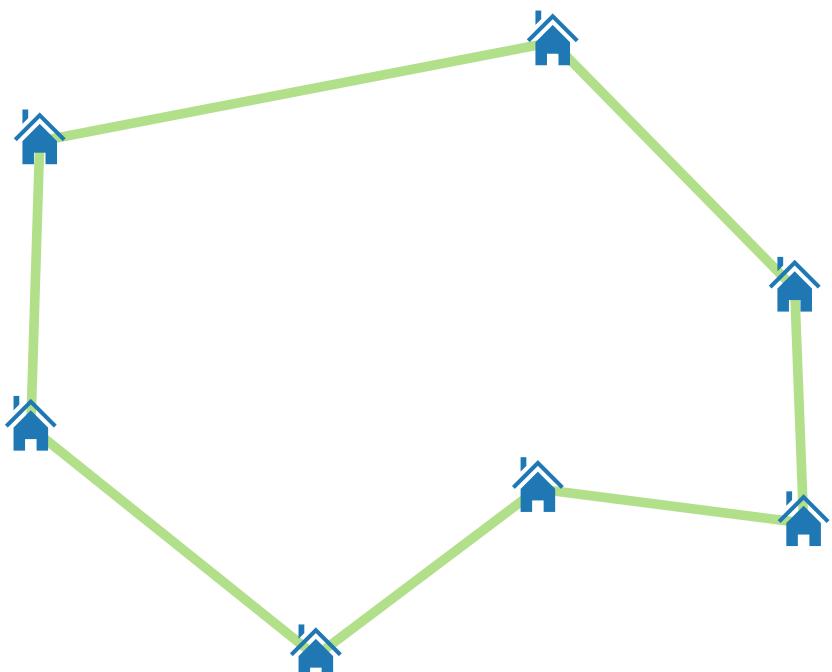
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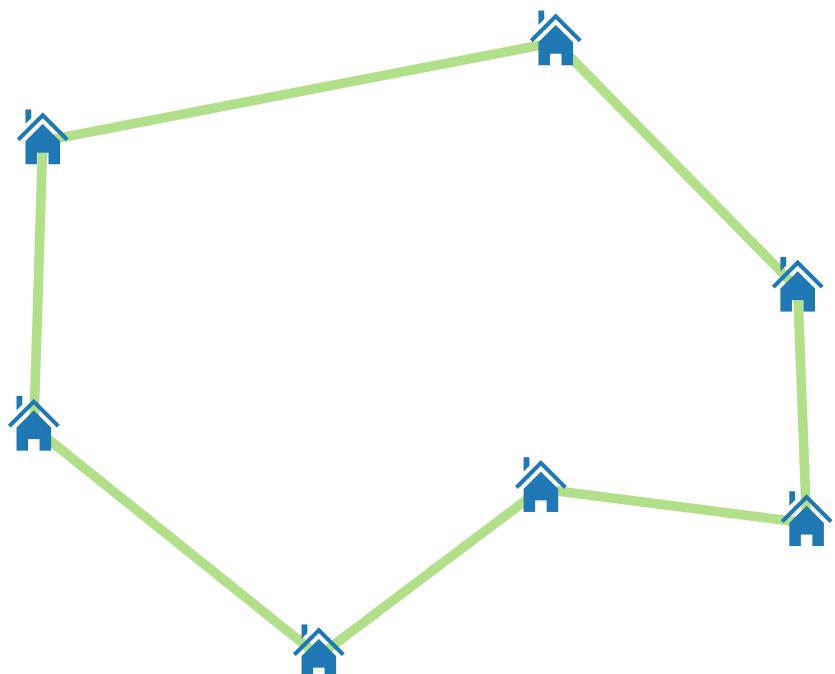
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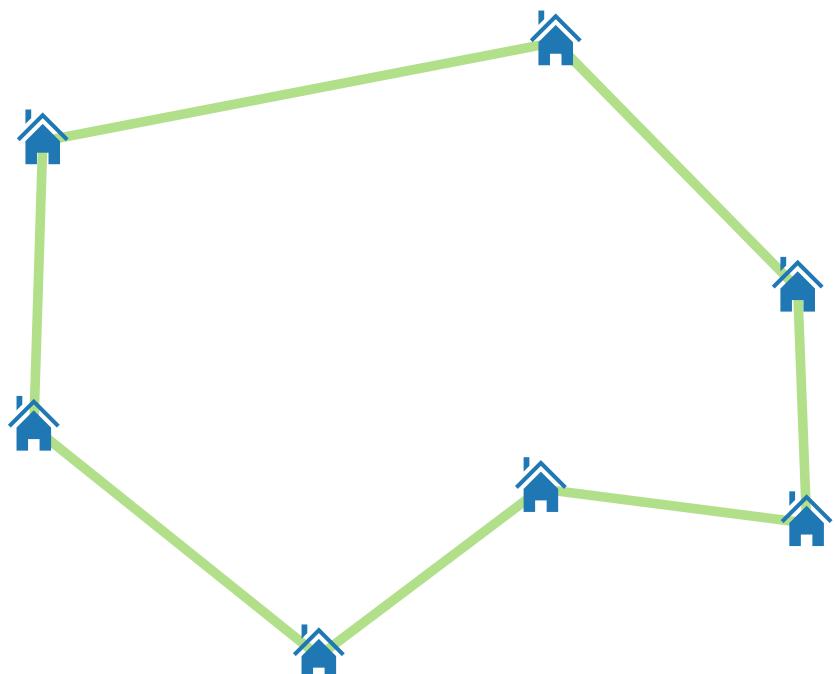
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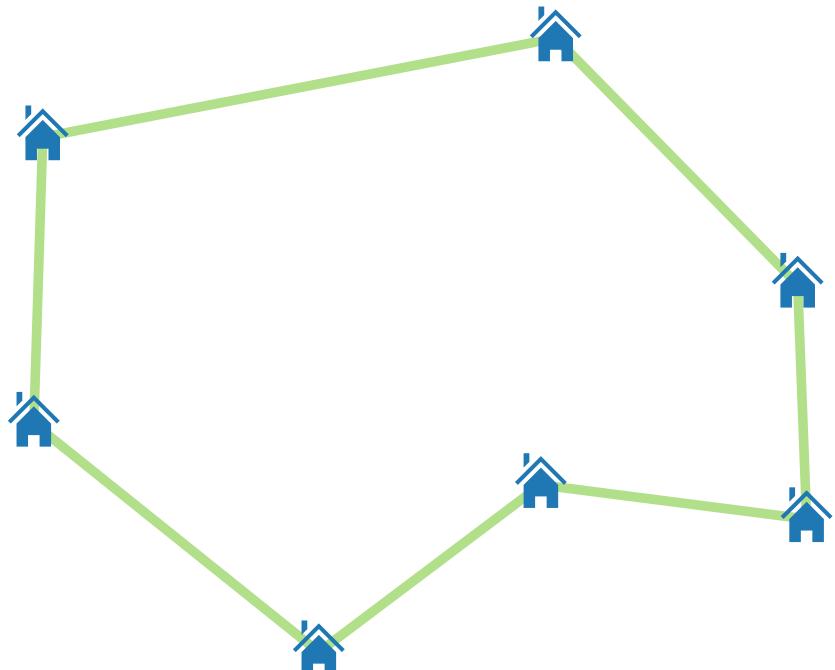
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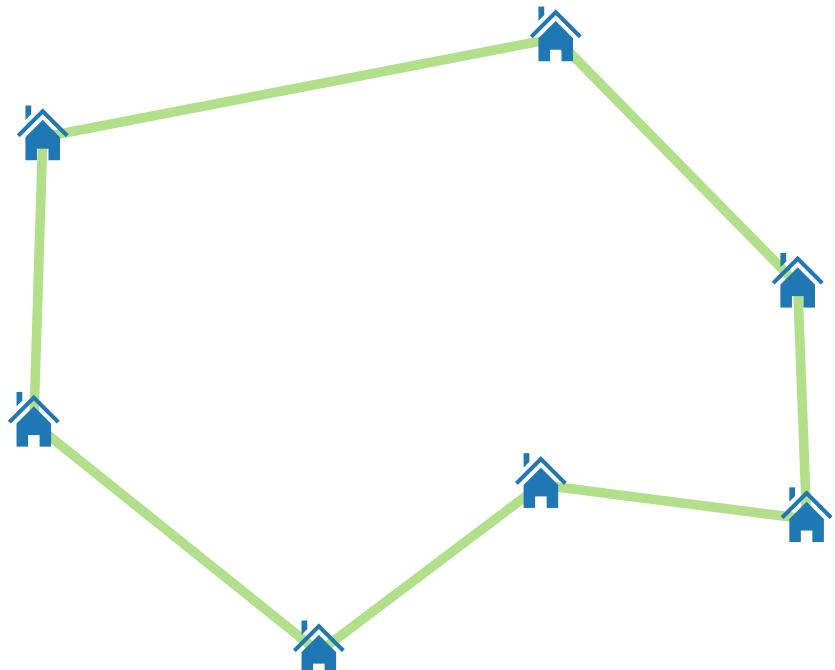
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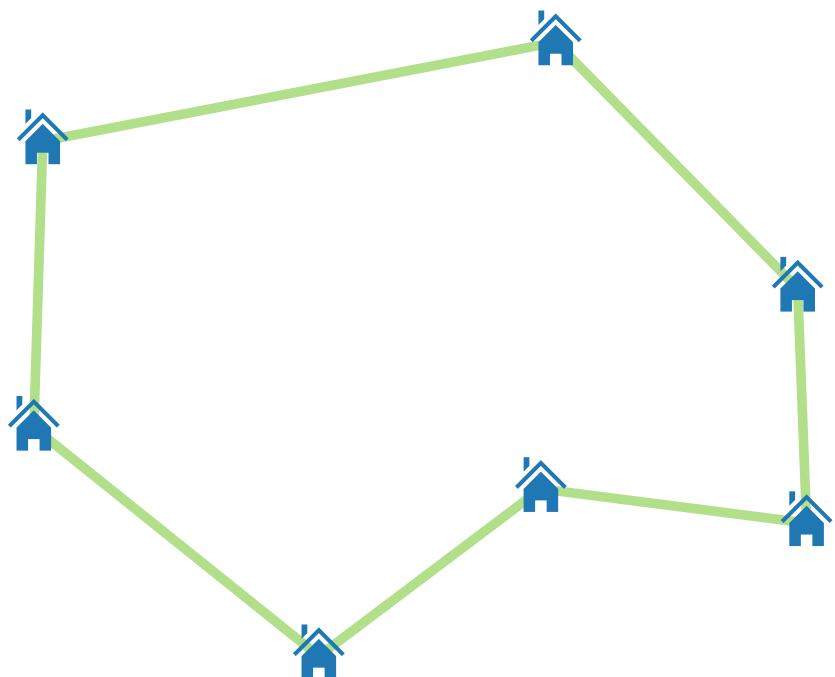
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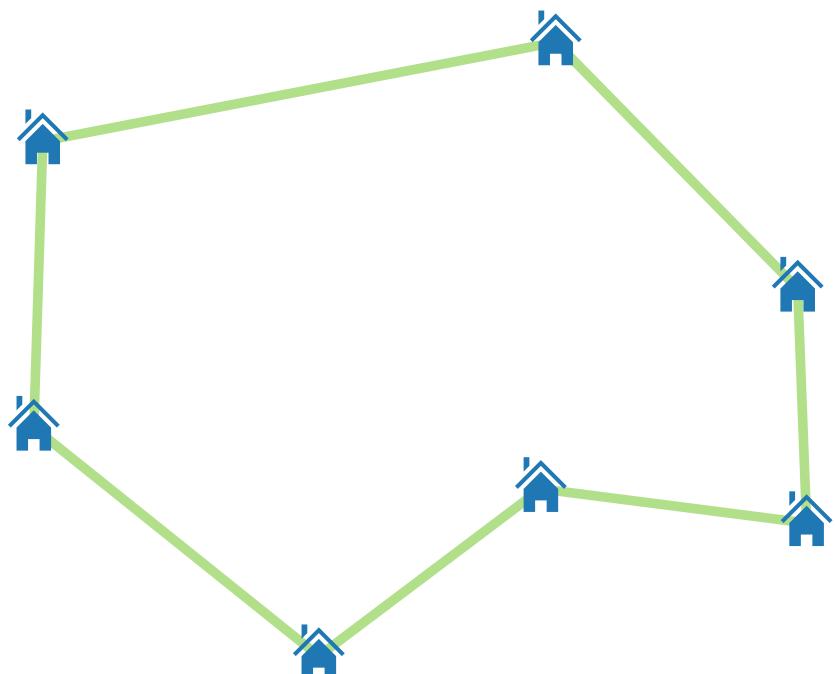
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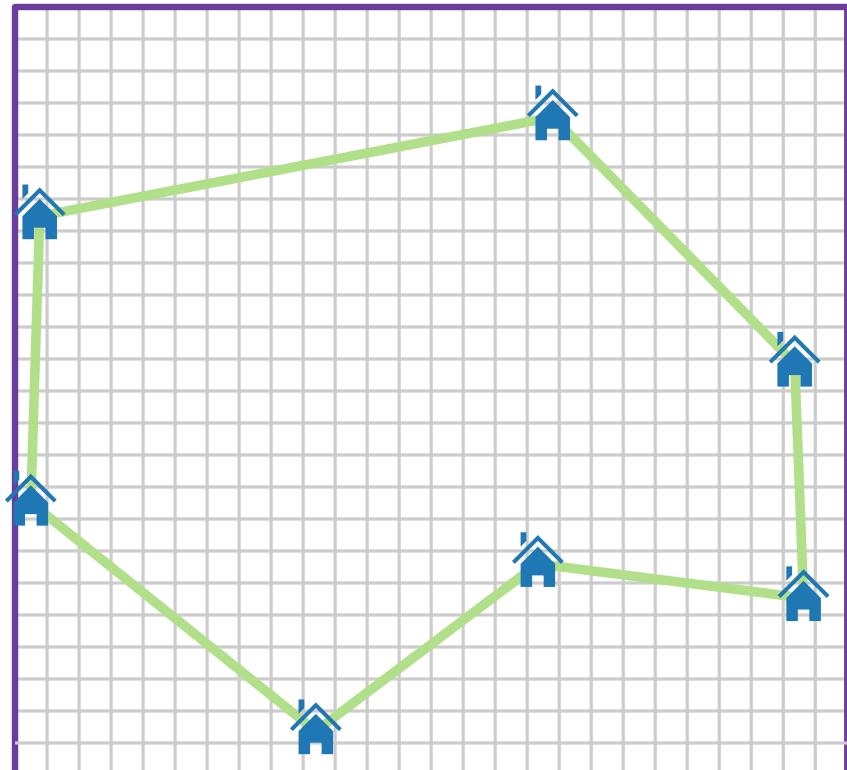
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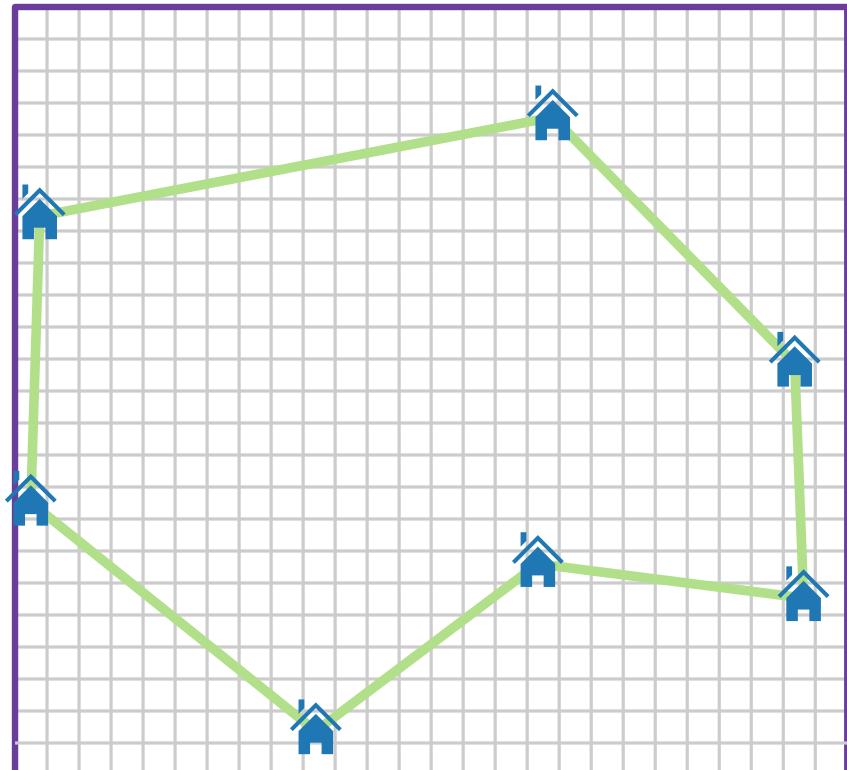
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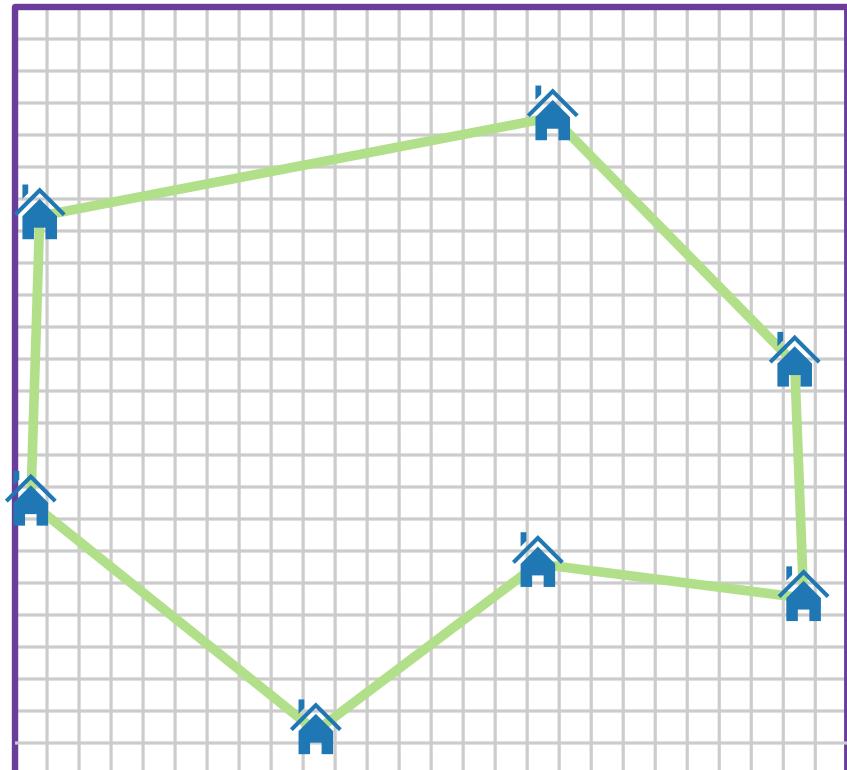
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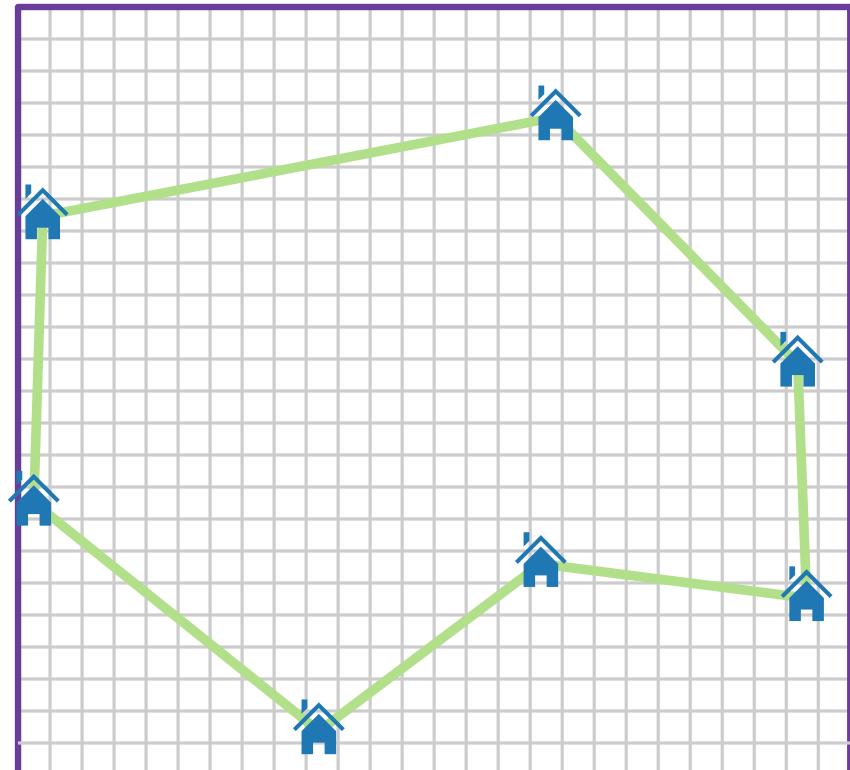
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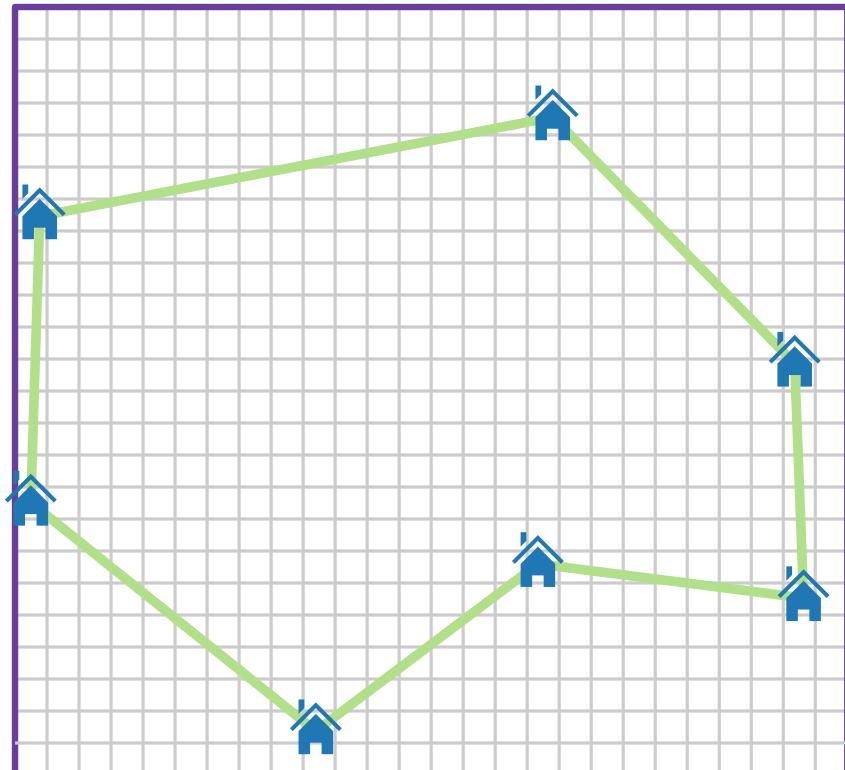
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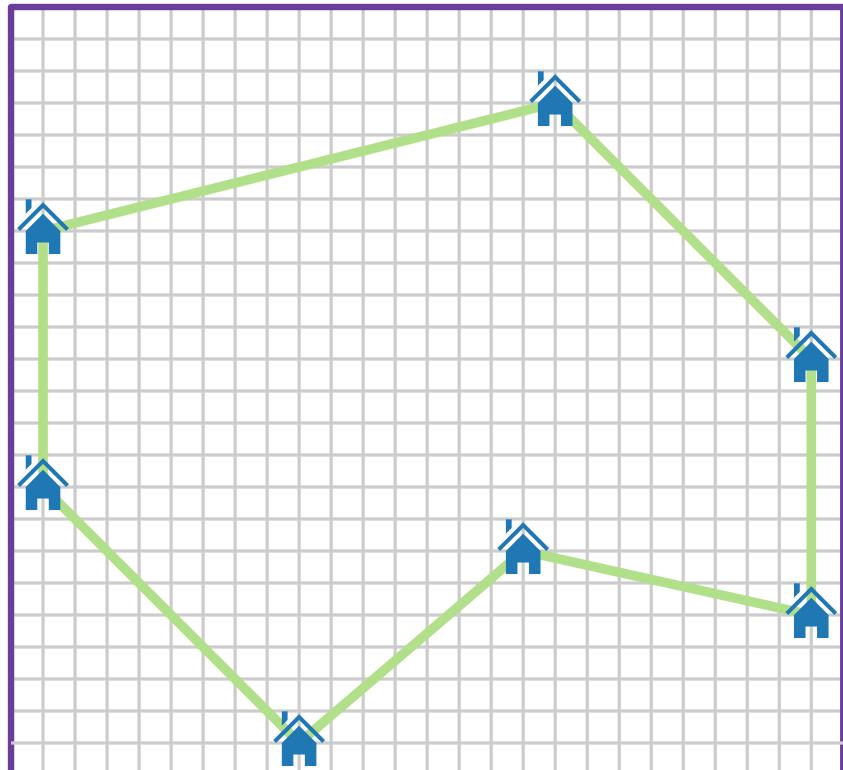
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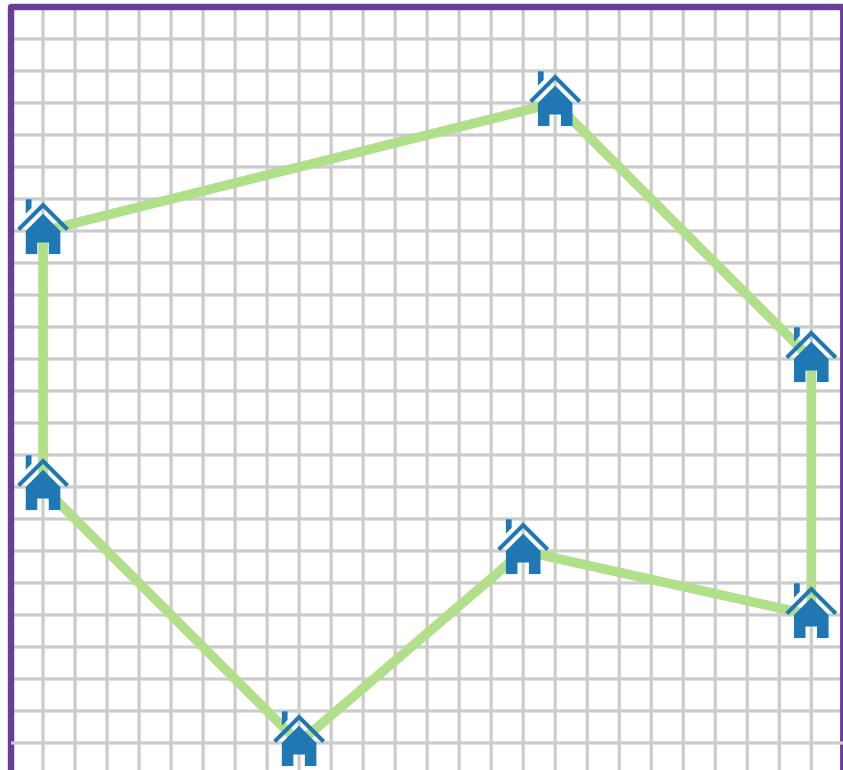
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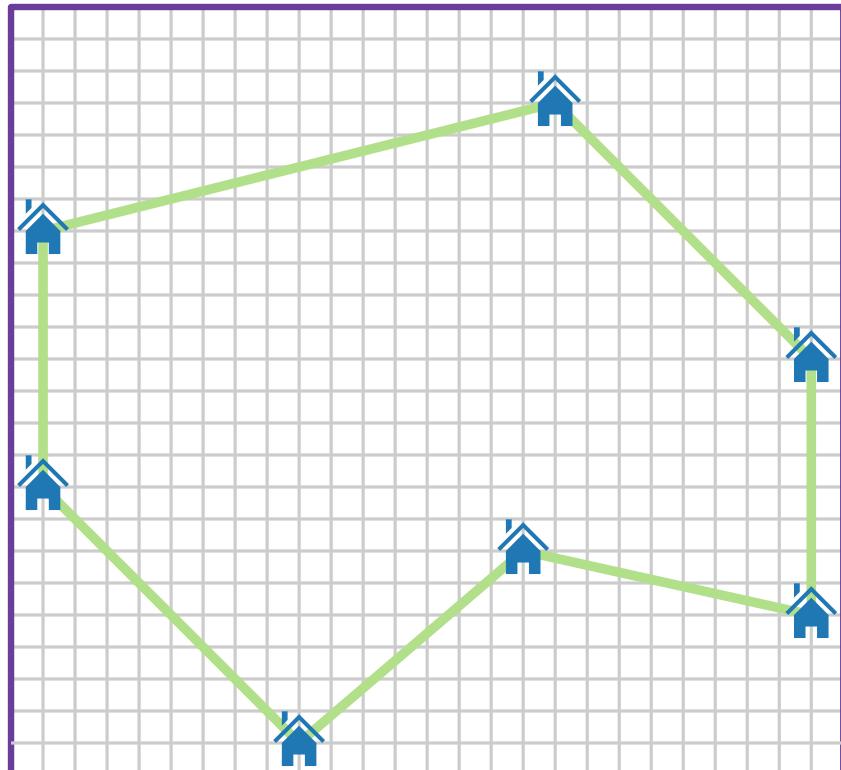
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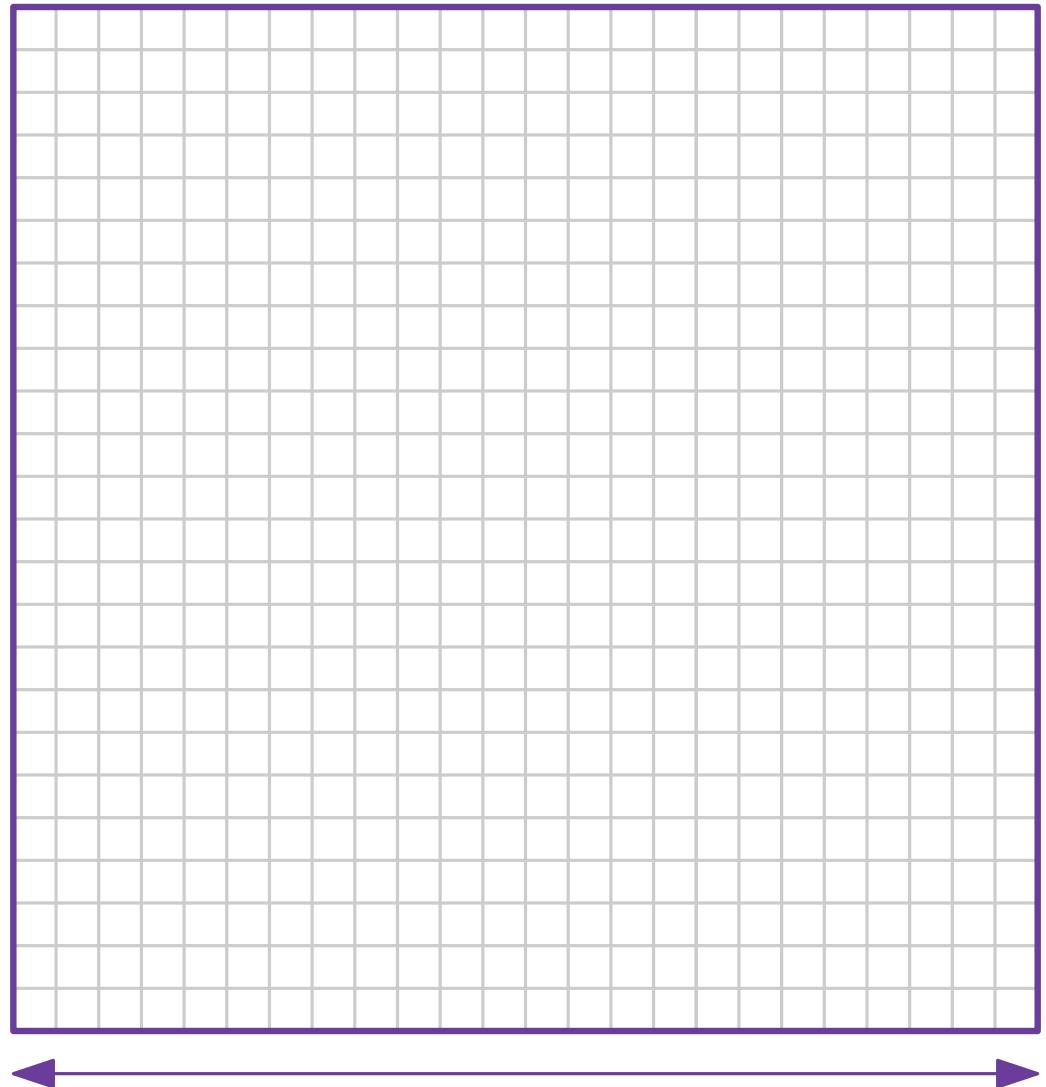
Goal: $(1 + \varepsilon)$ -approximation!

Approximation Algorithms

Lecture 9:
A PTAS for EUCLIDEAN TSP

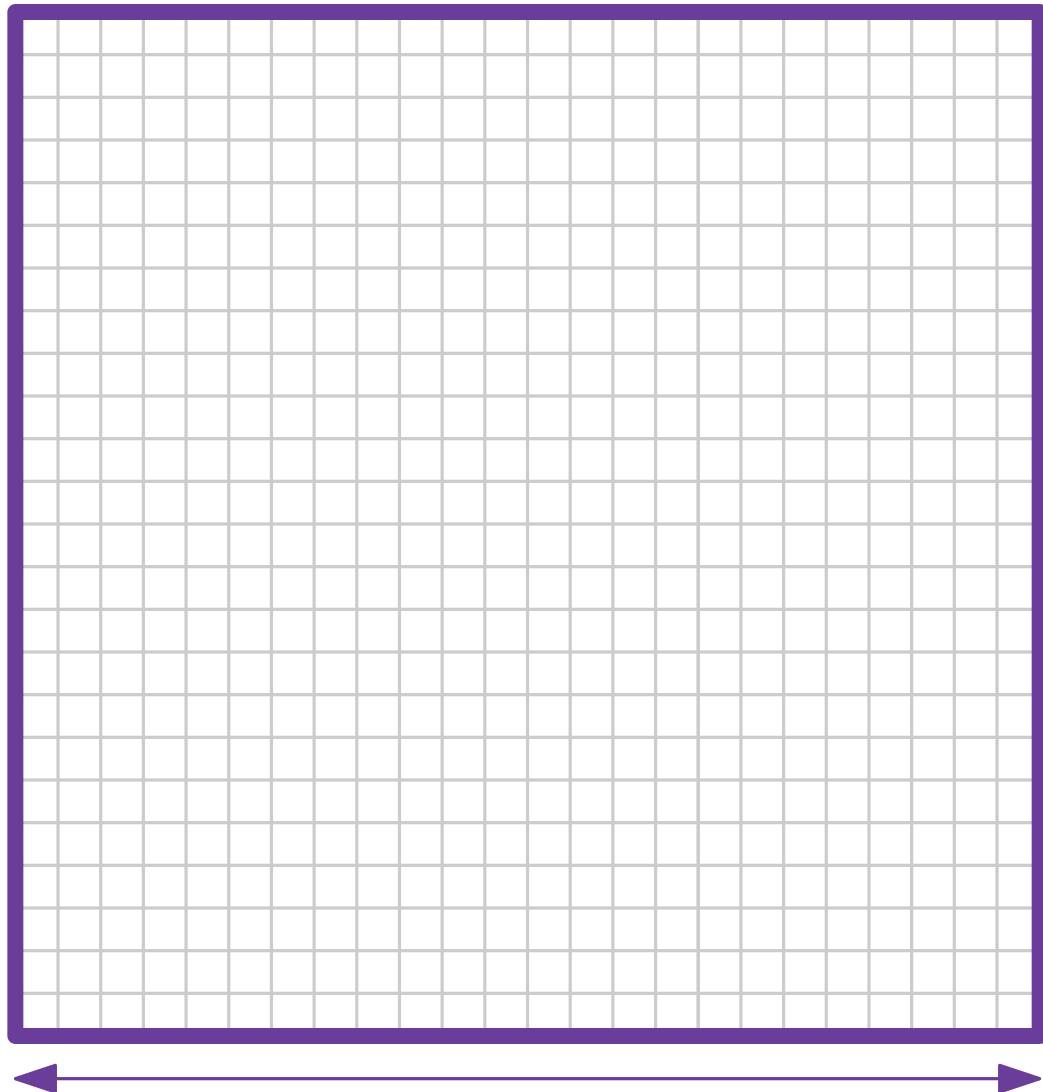
Part II:
Dissection

Basic Dissection



$$L = 2^k$$

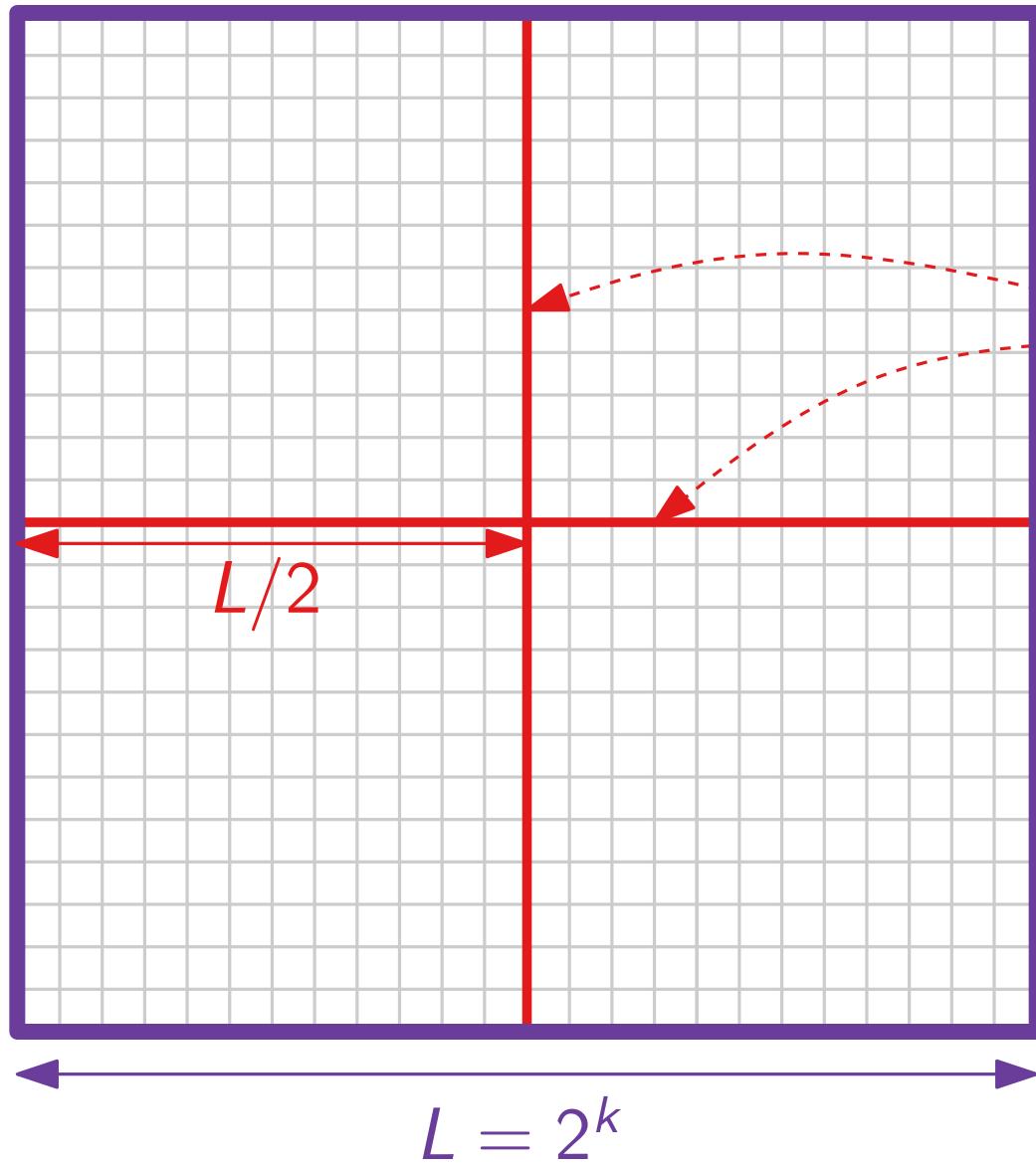
Basic Dissection



Level 0

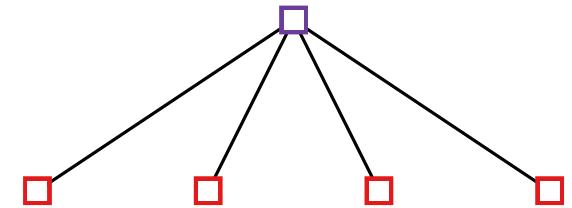


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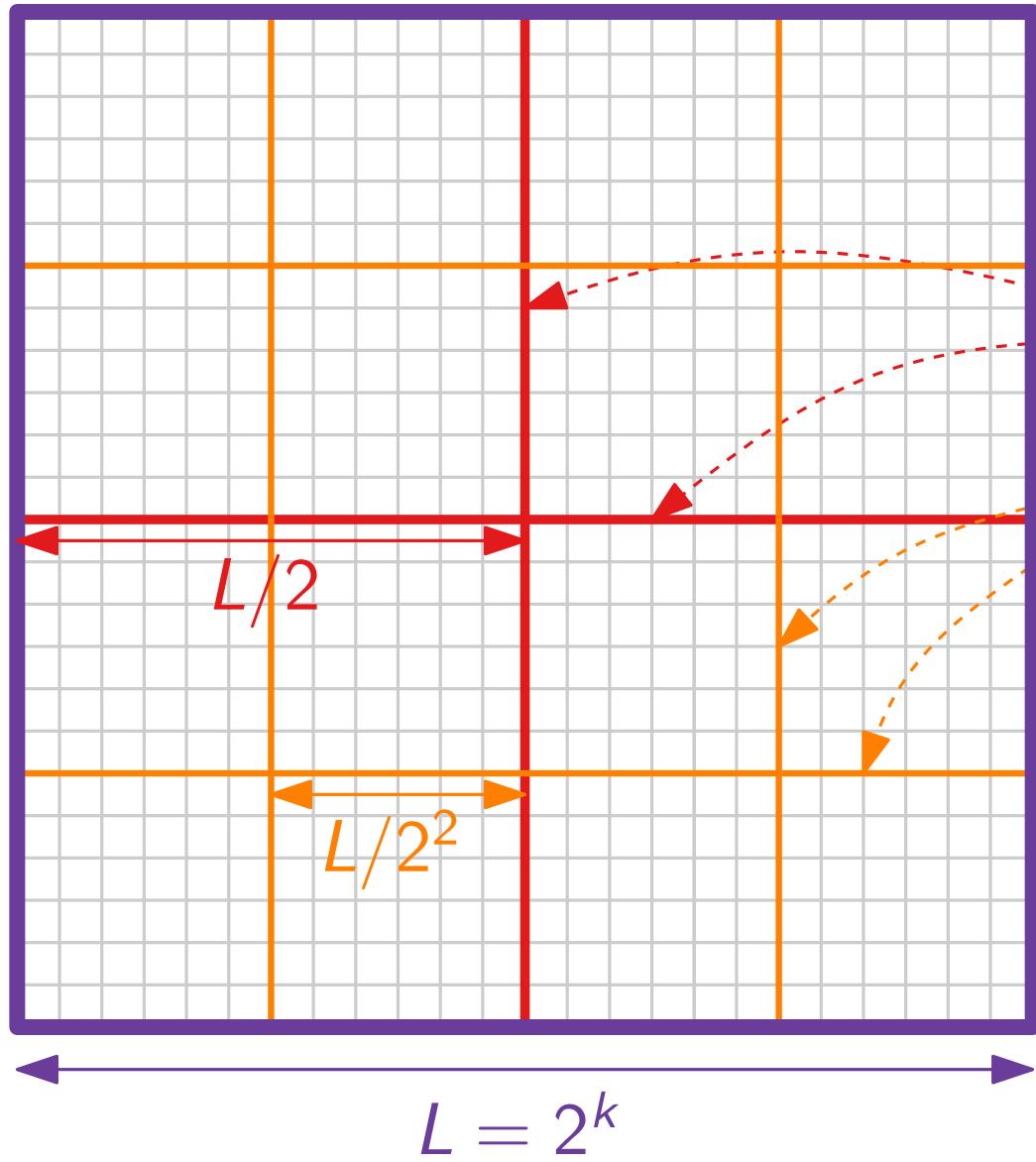


Level 0

Level 1



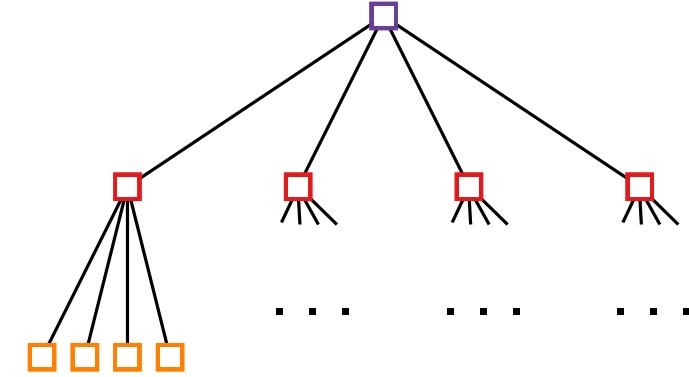
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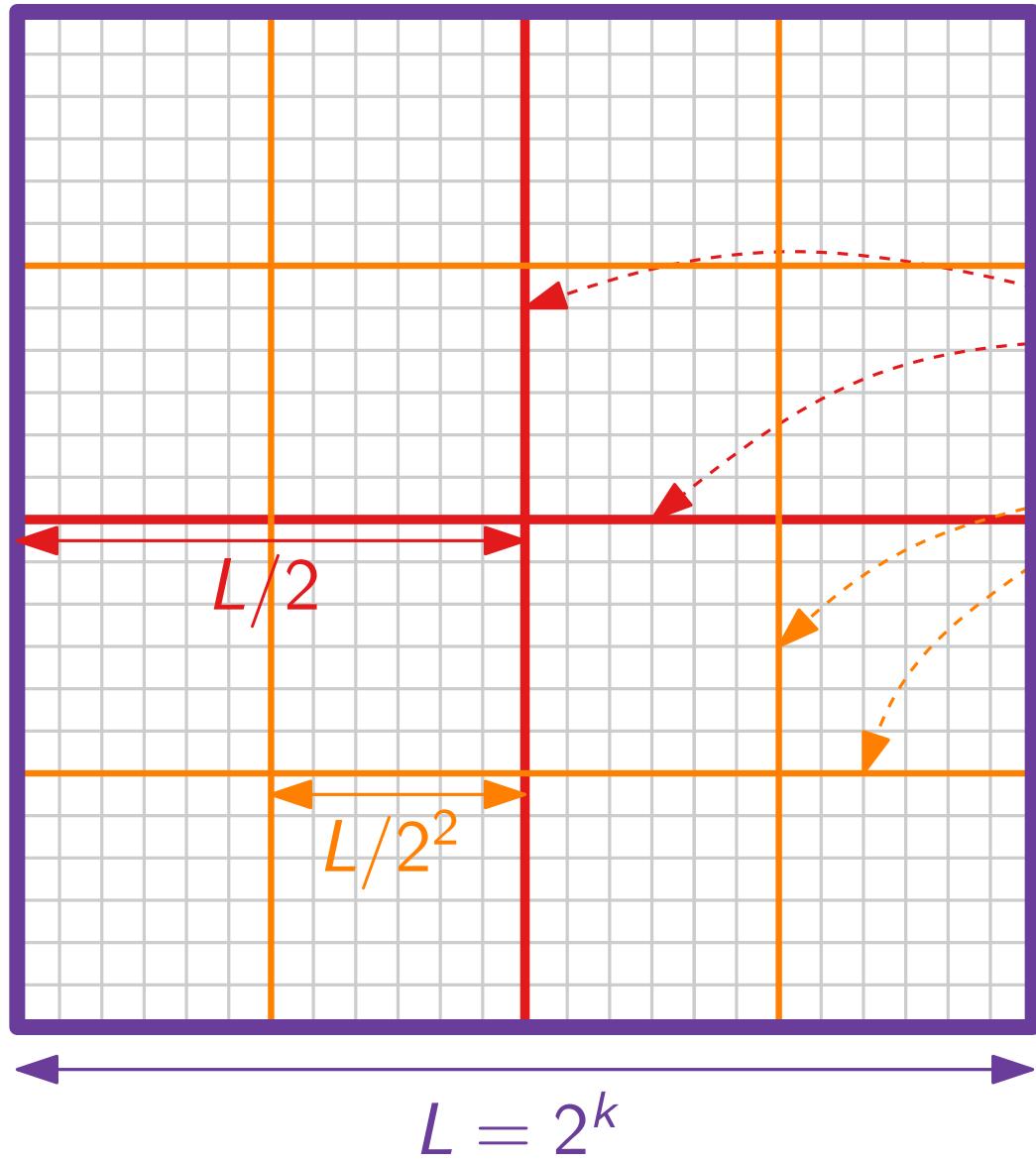
Level 0

Level 1

Level 2



Basic Dissection

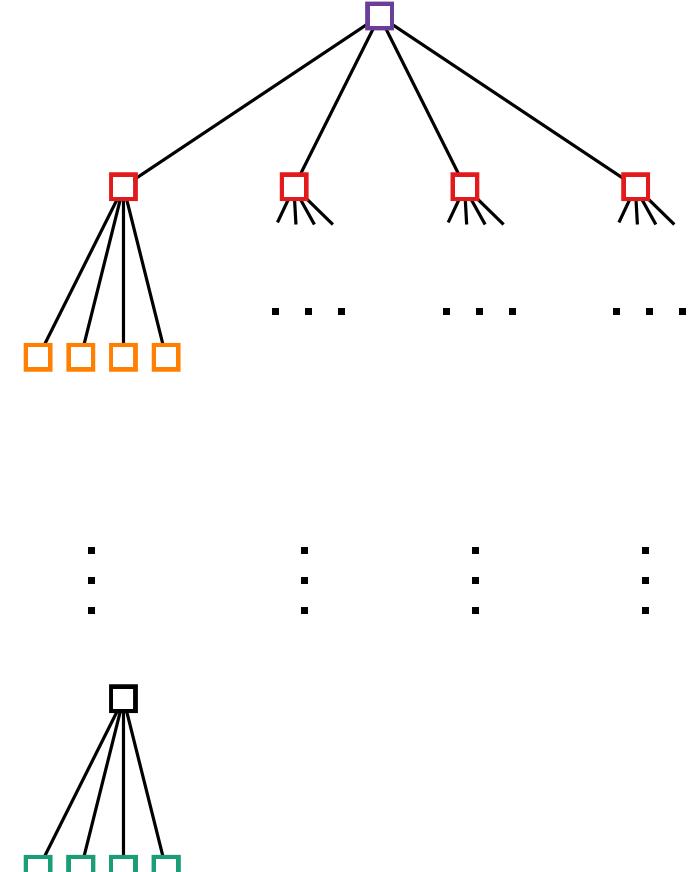


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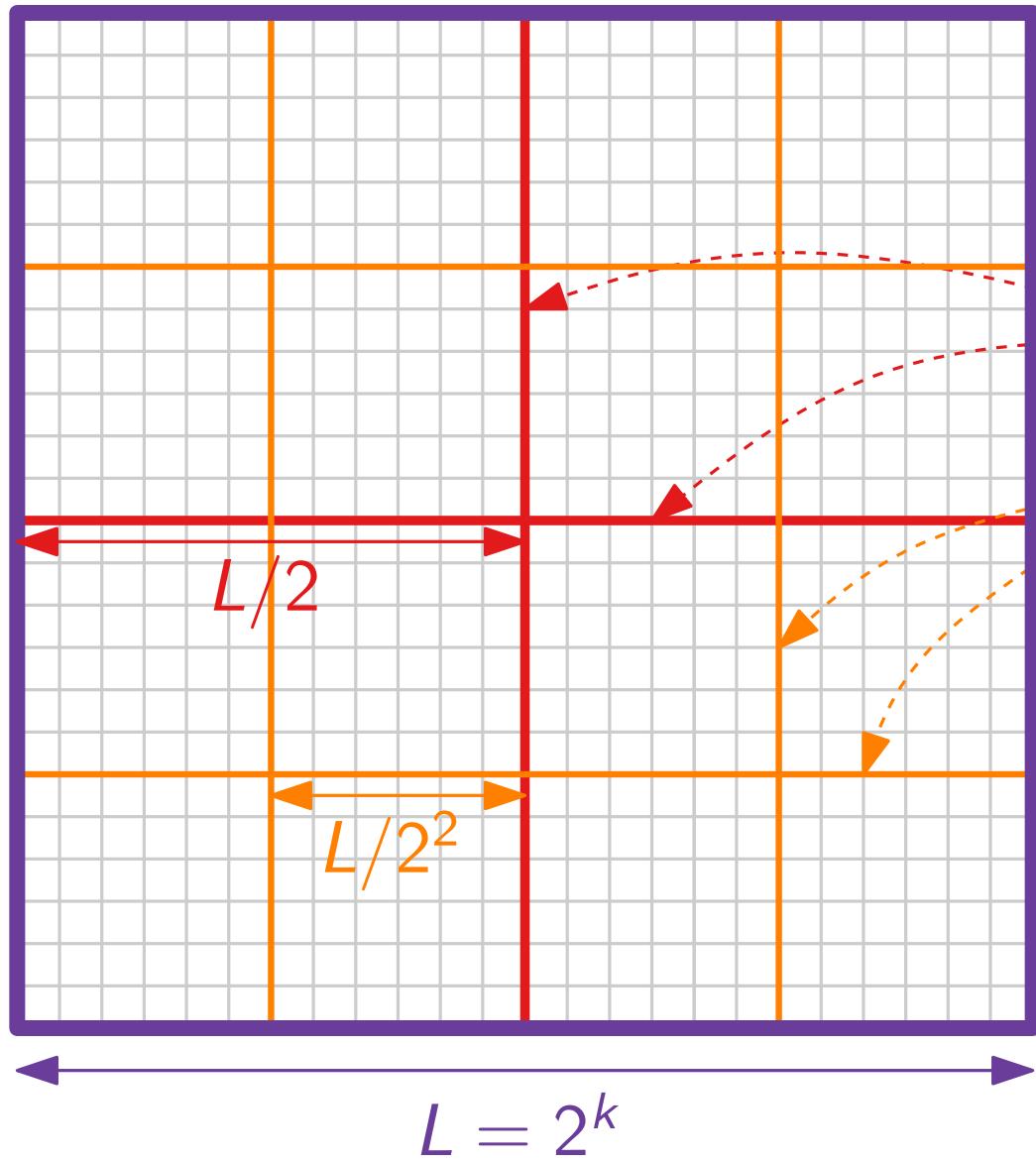
Level 1

Level 2

Level k
(squares of size 1)



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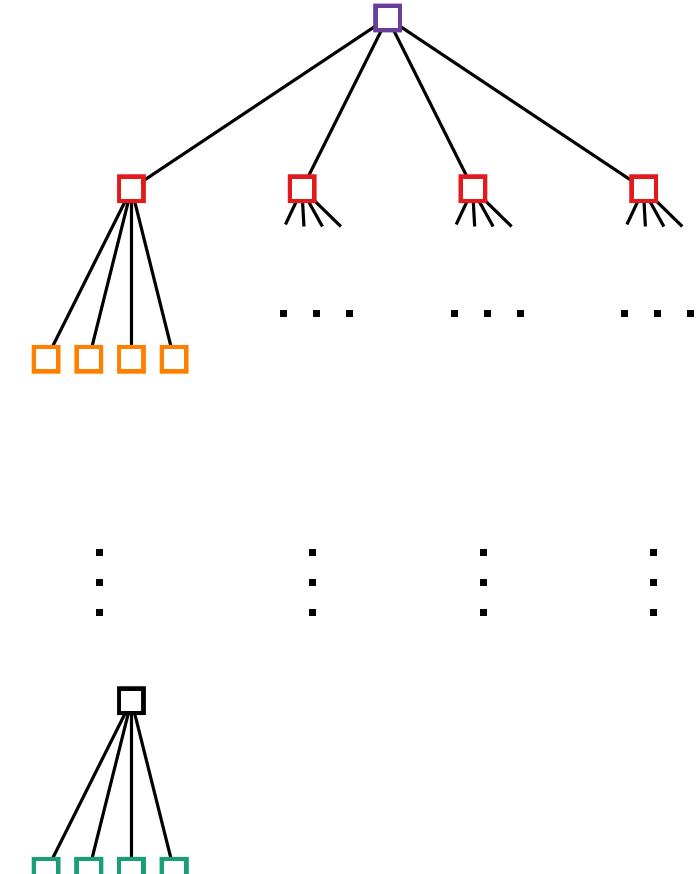


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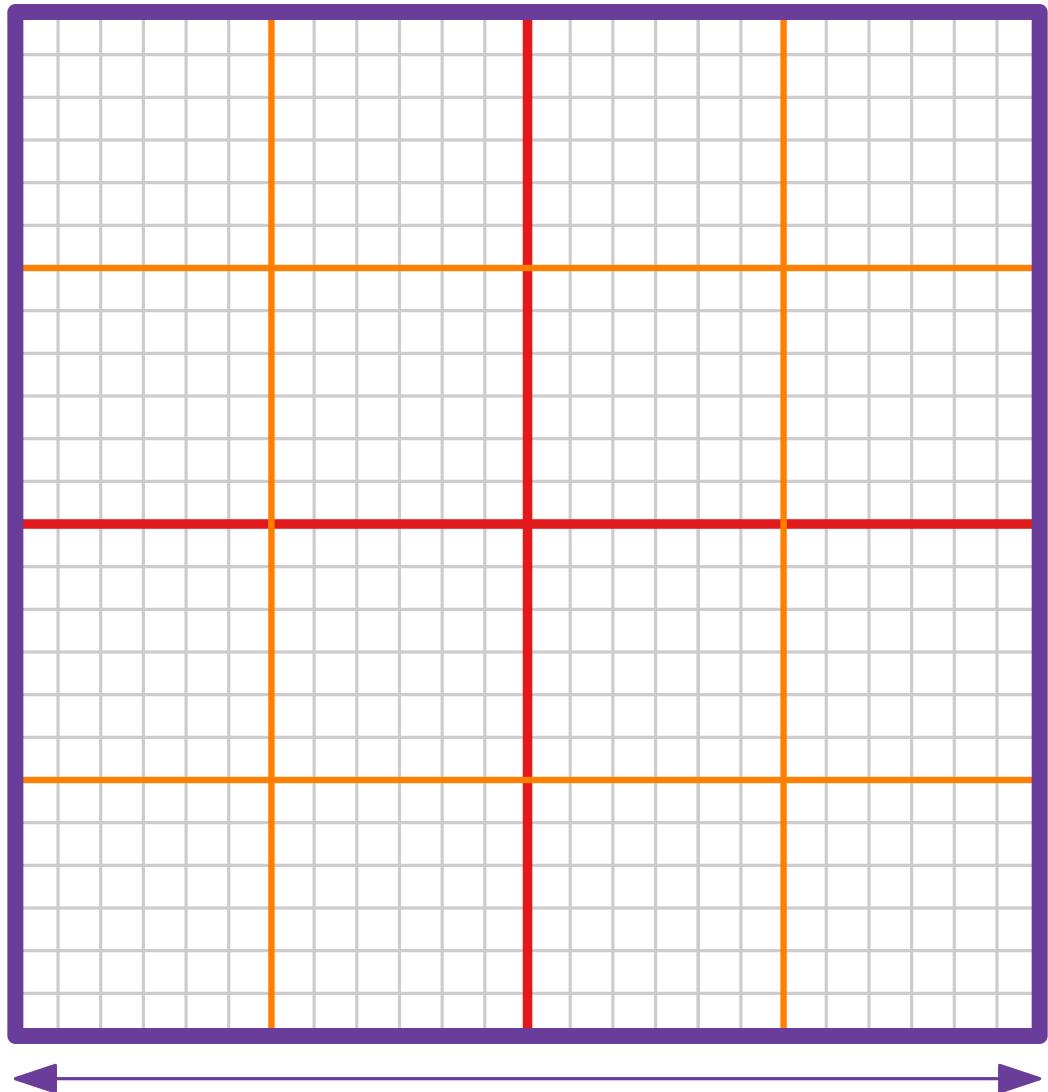
Level 1

Level 2

Level k
(squares of size 1×1)

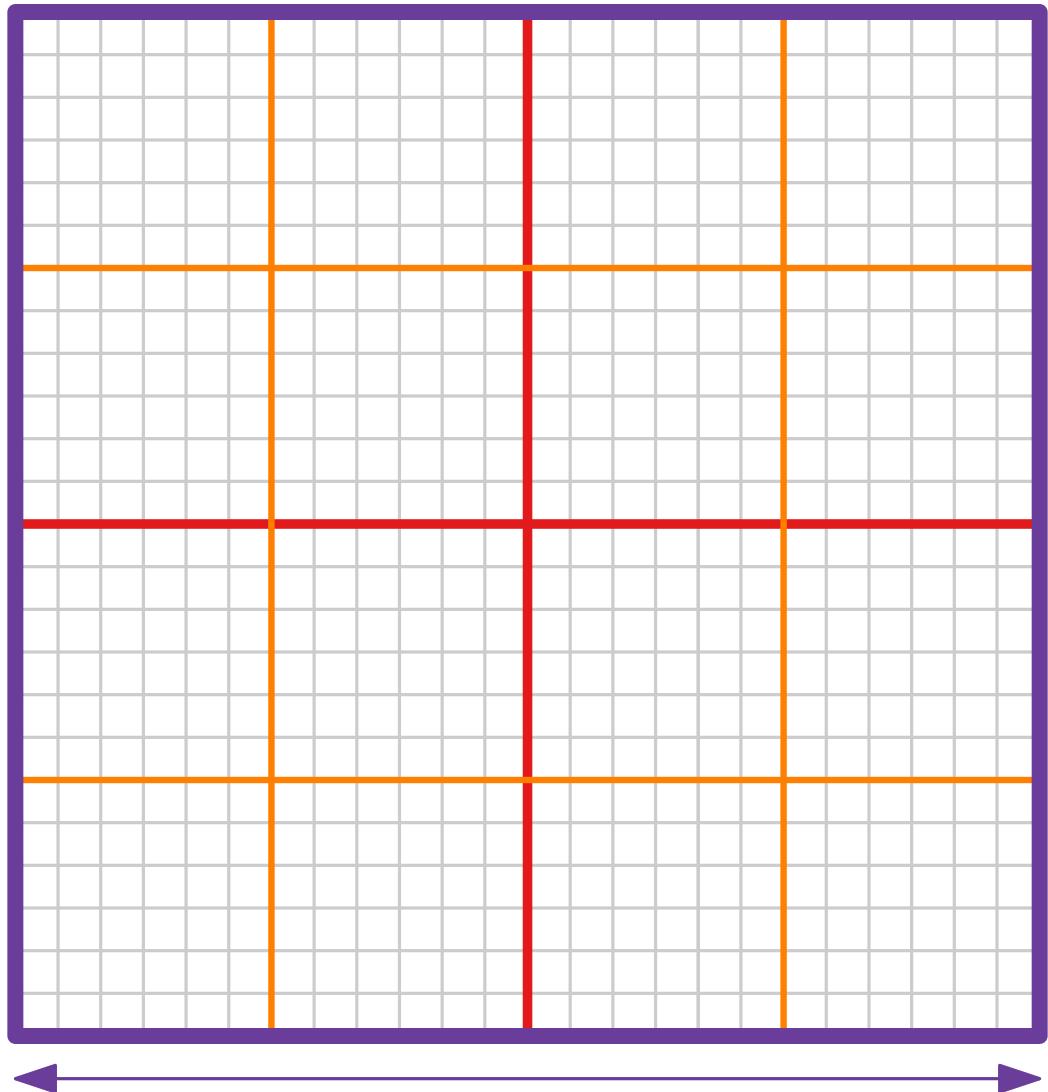


Portals



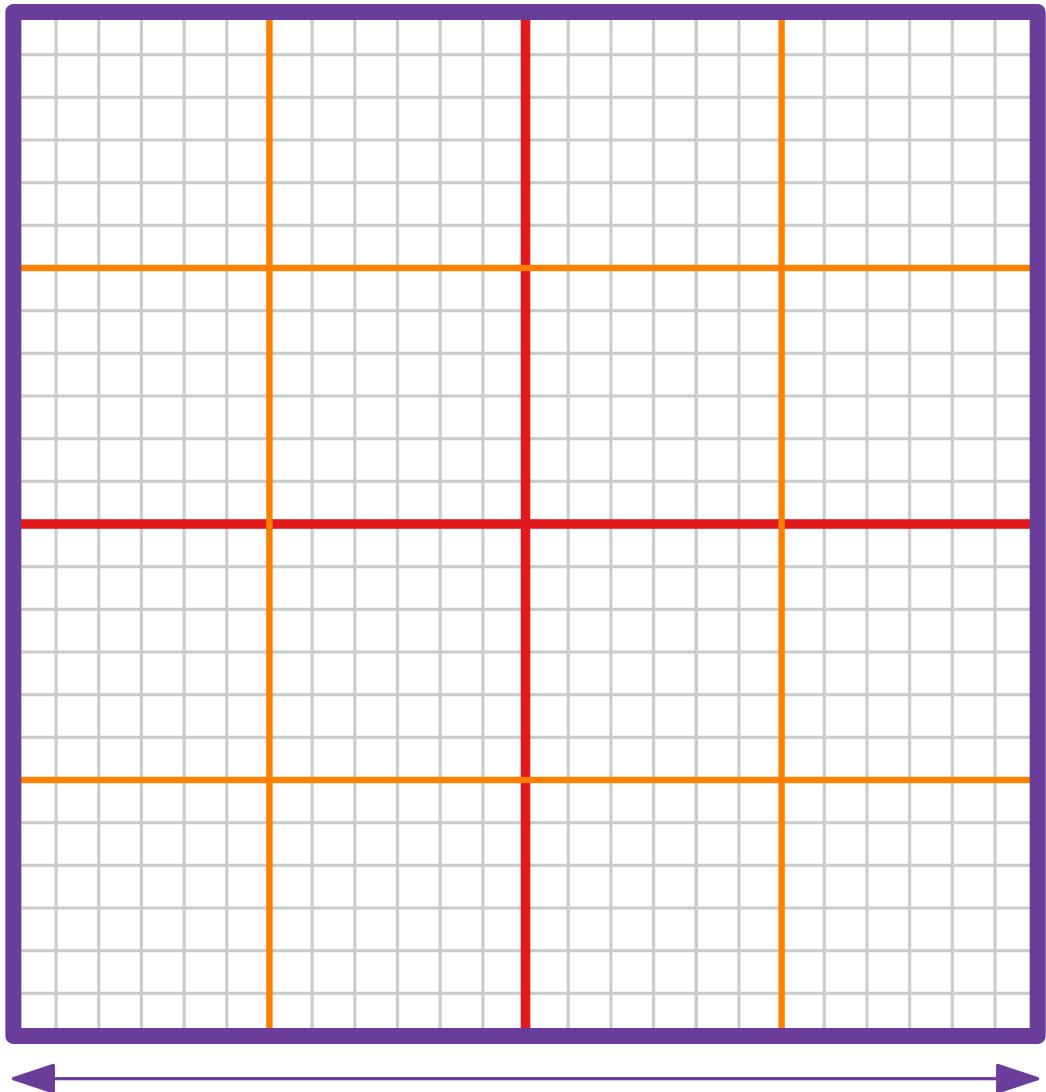
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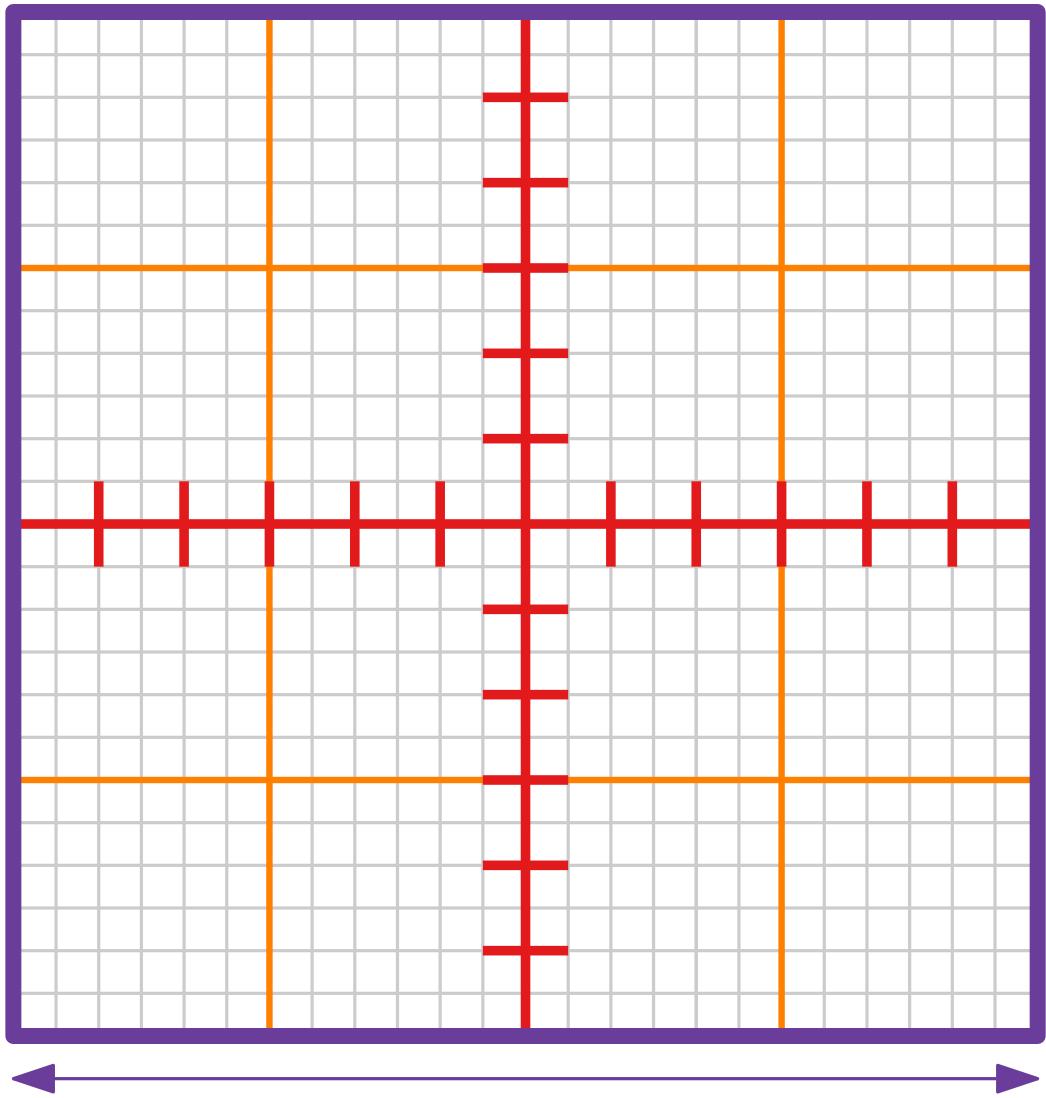
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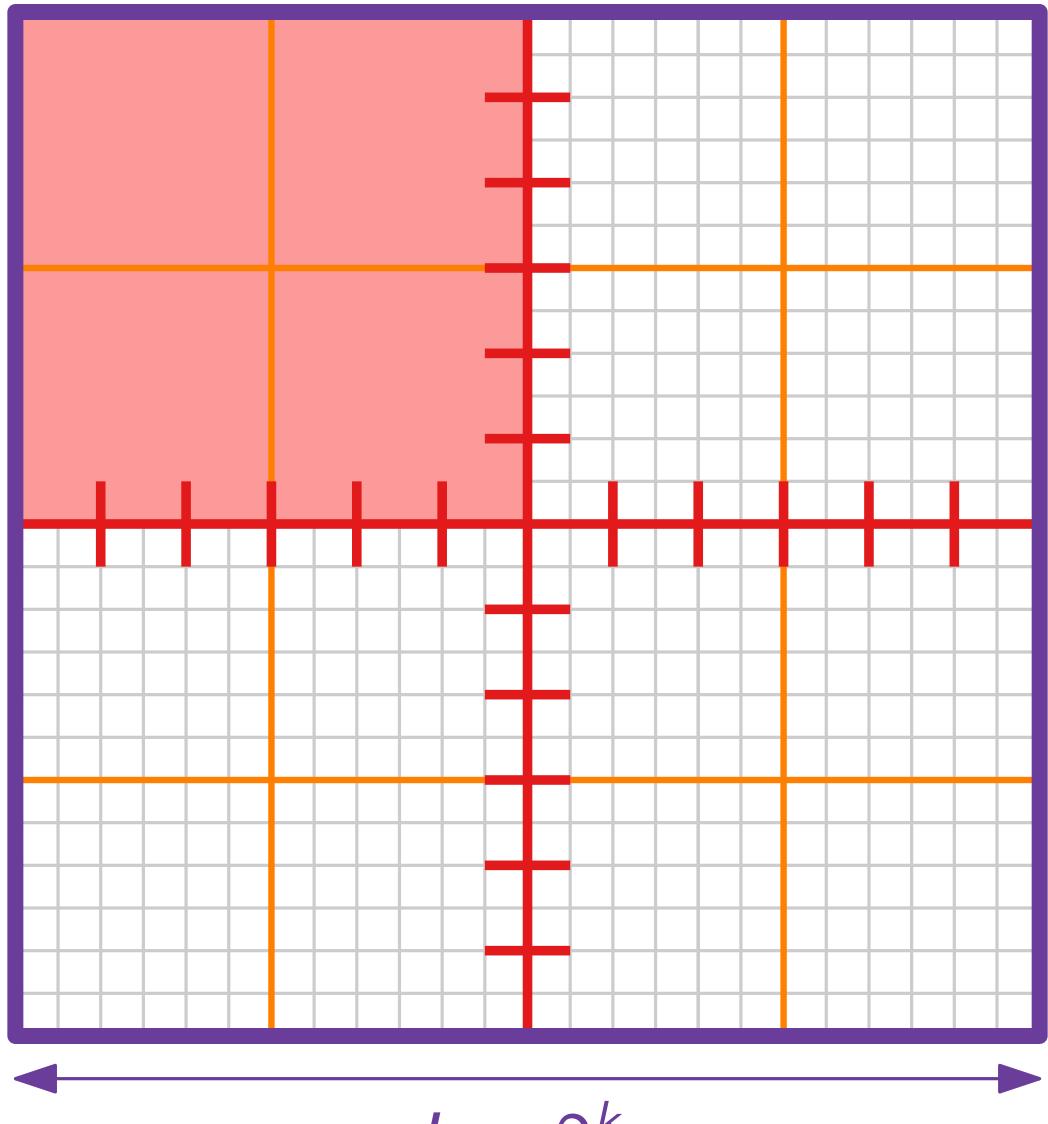
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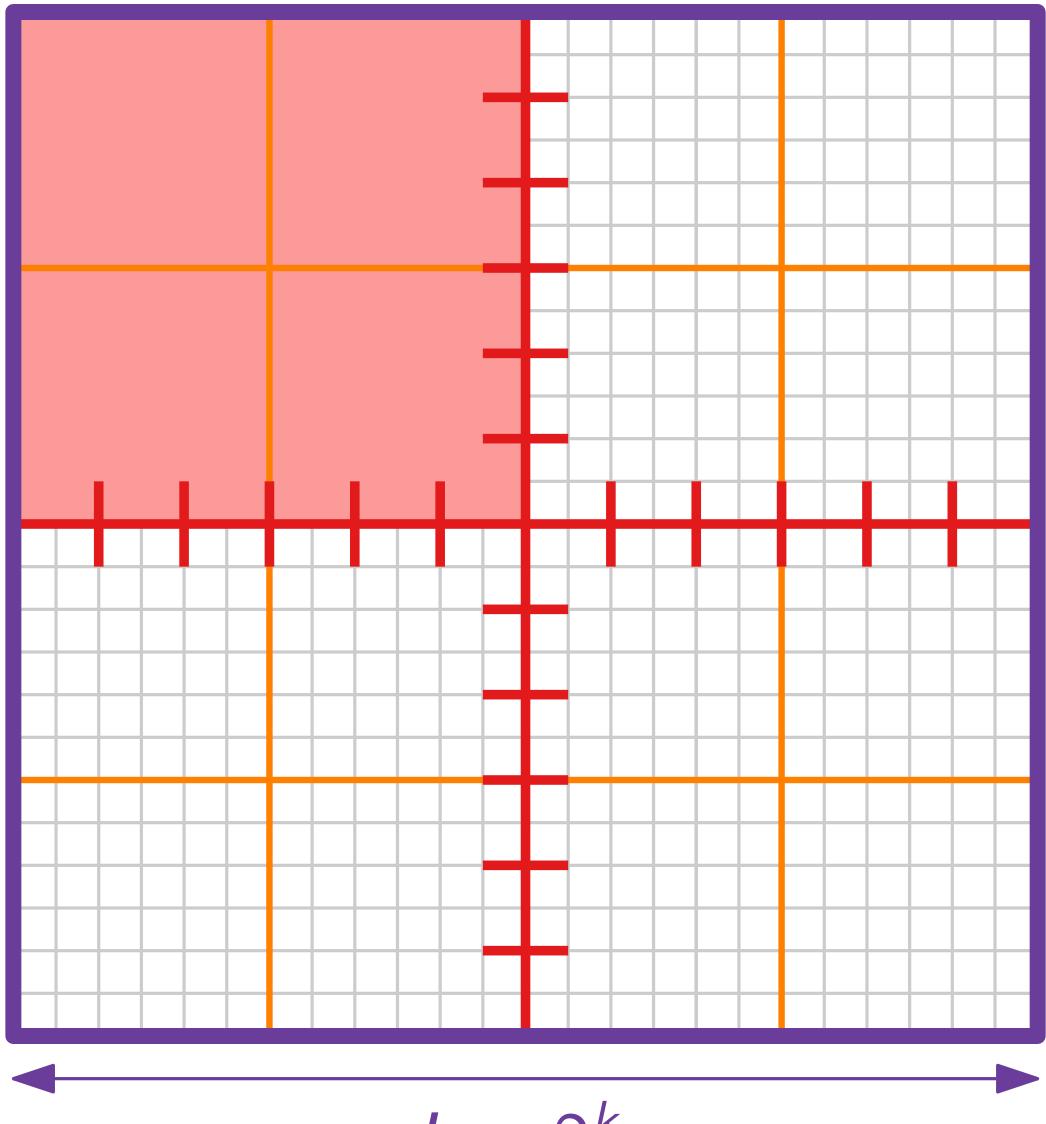
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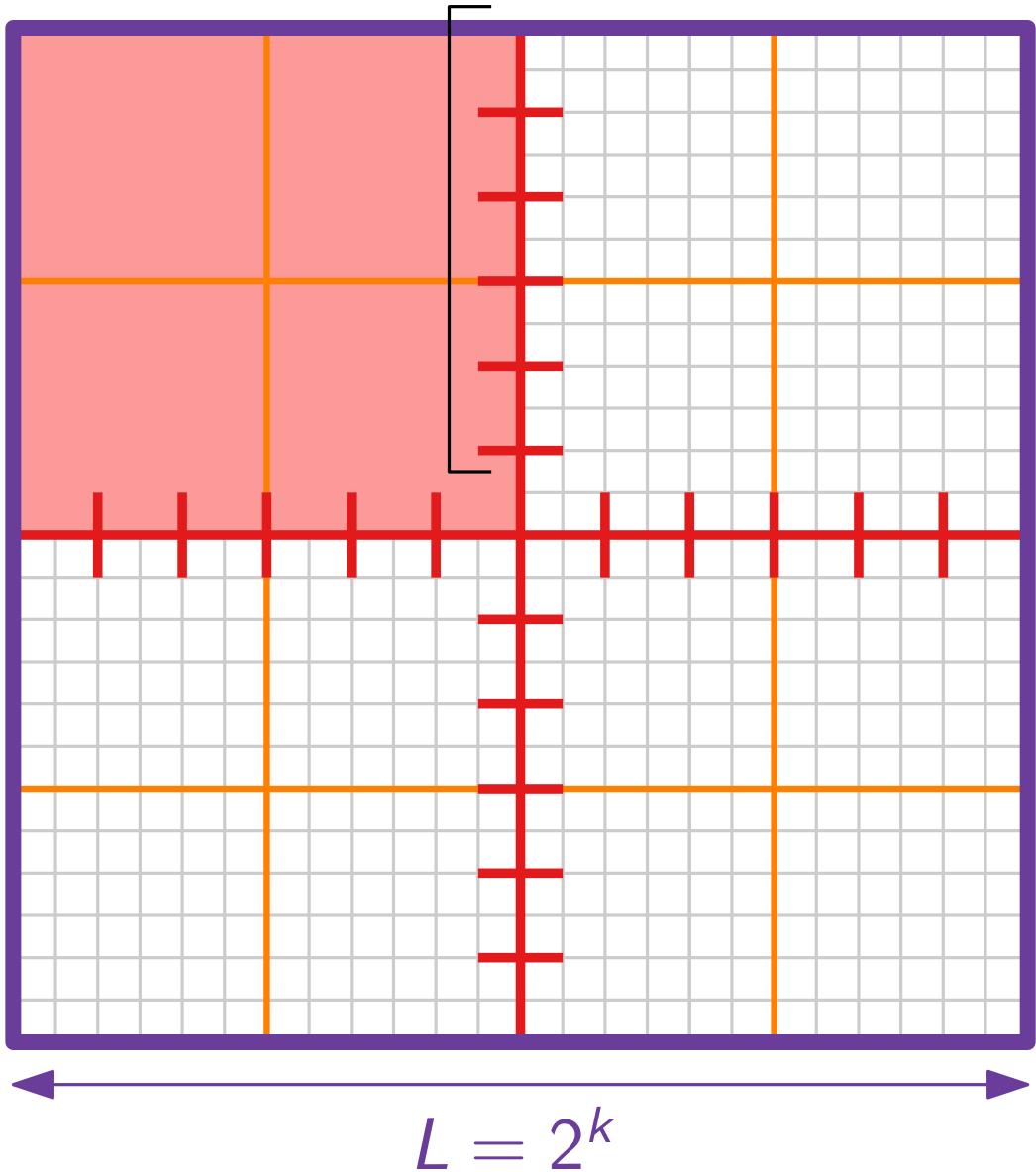
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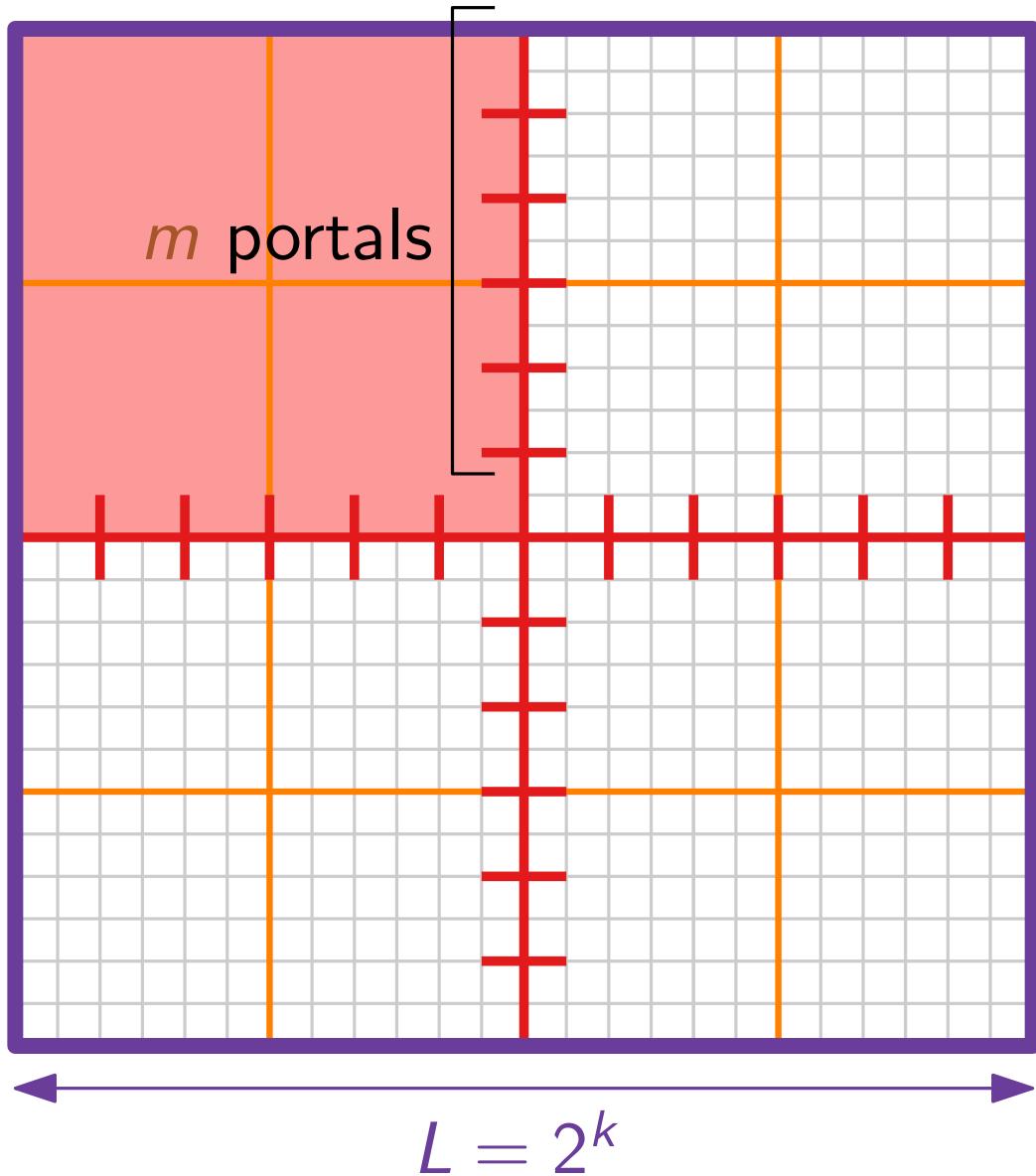
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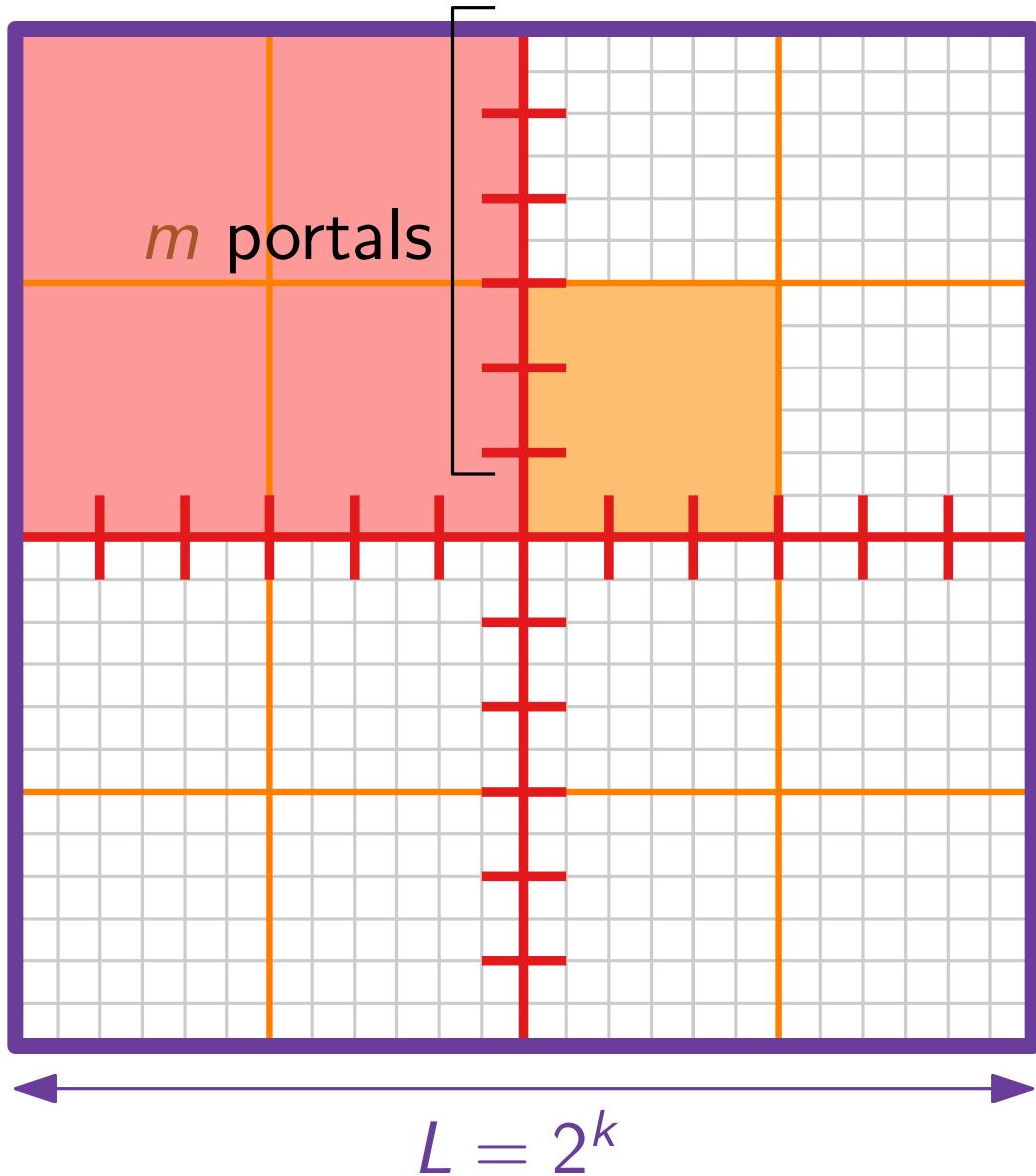
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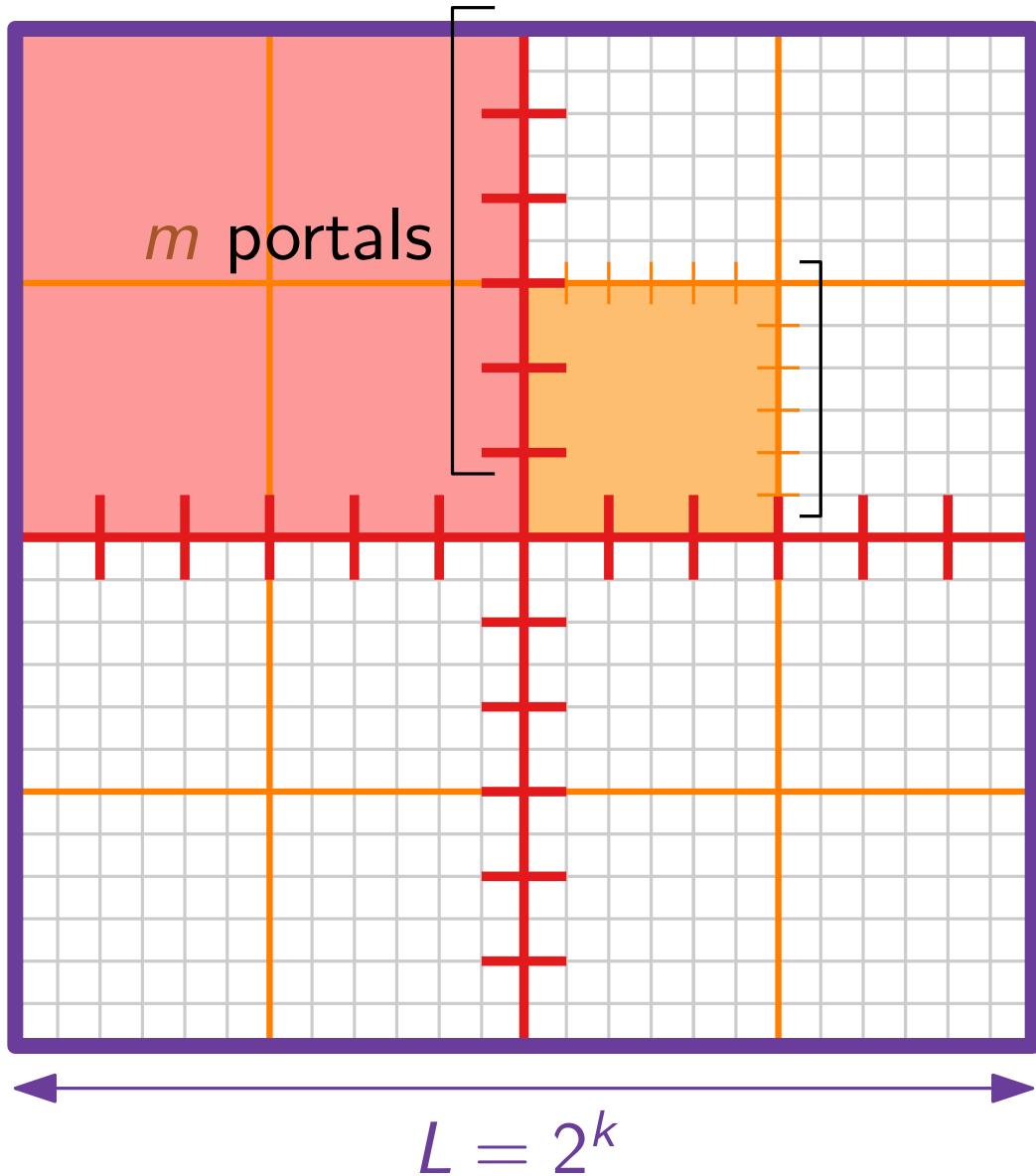
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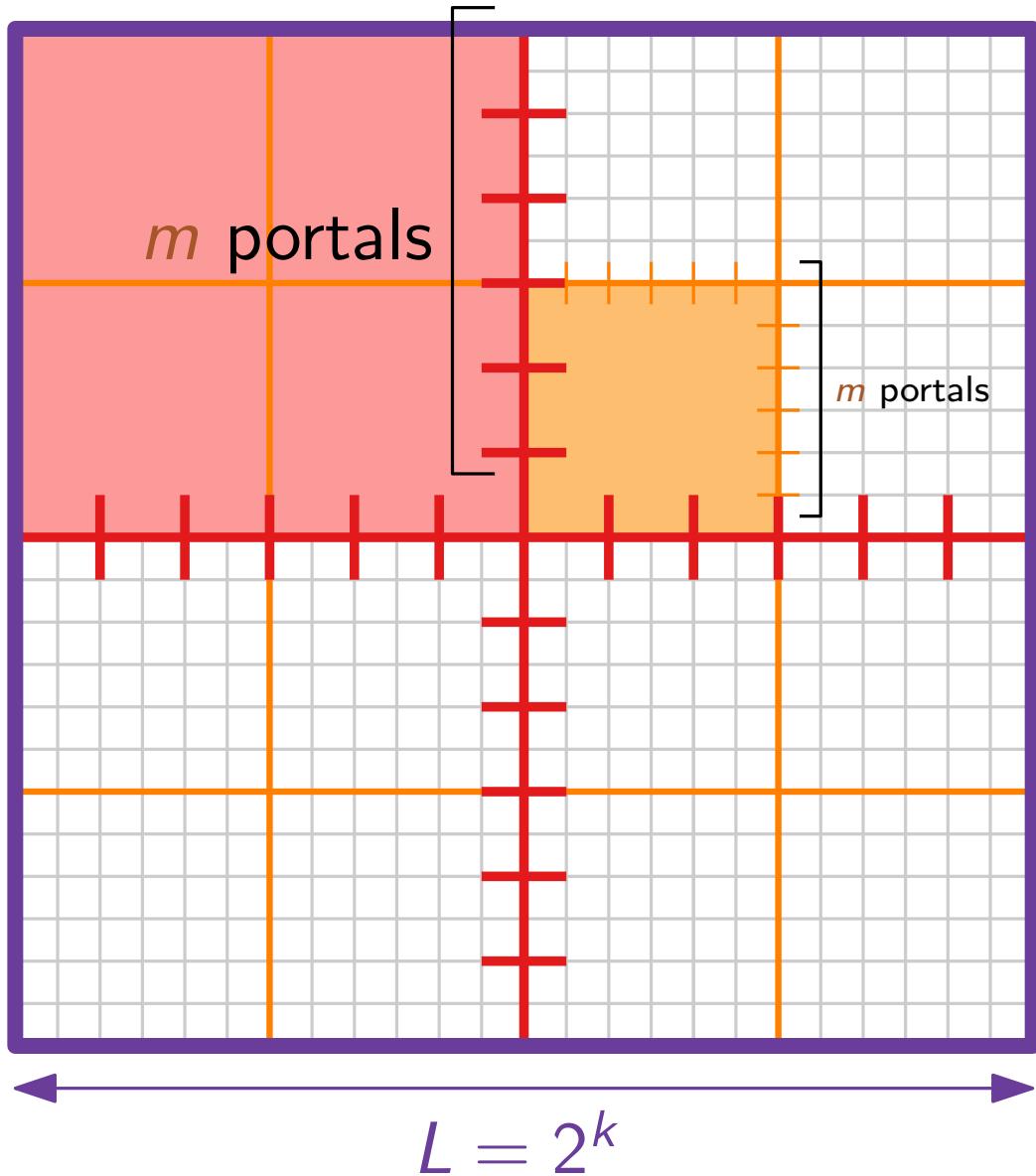
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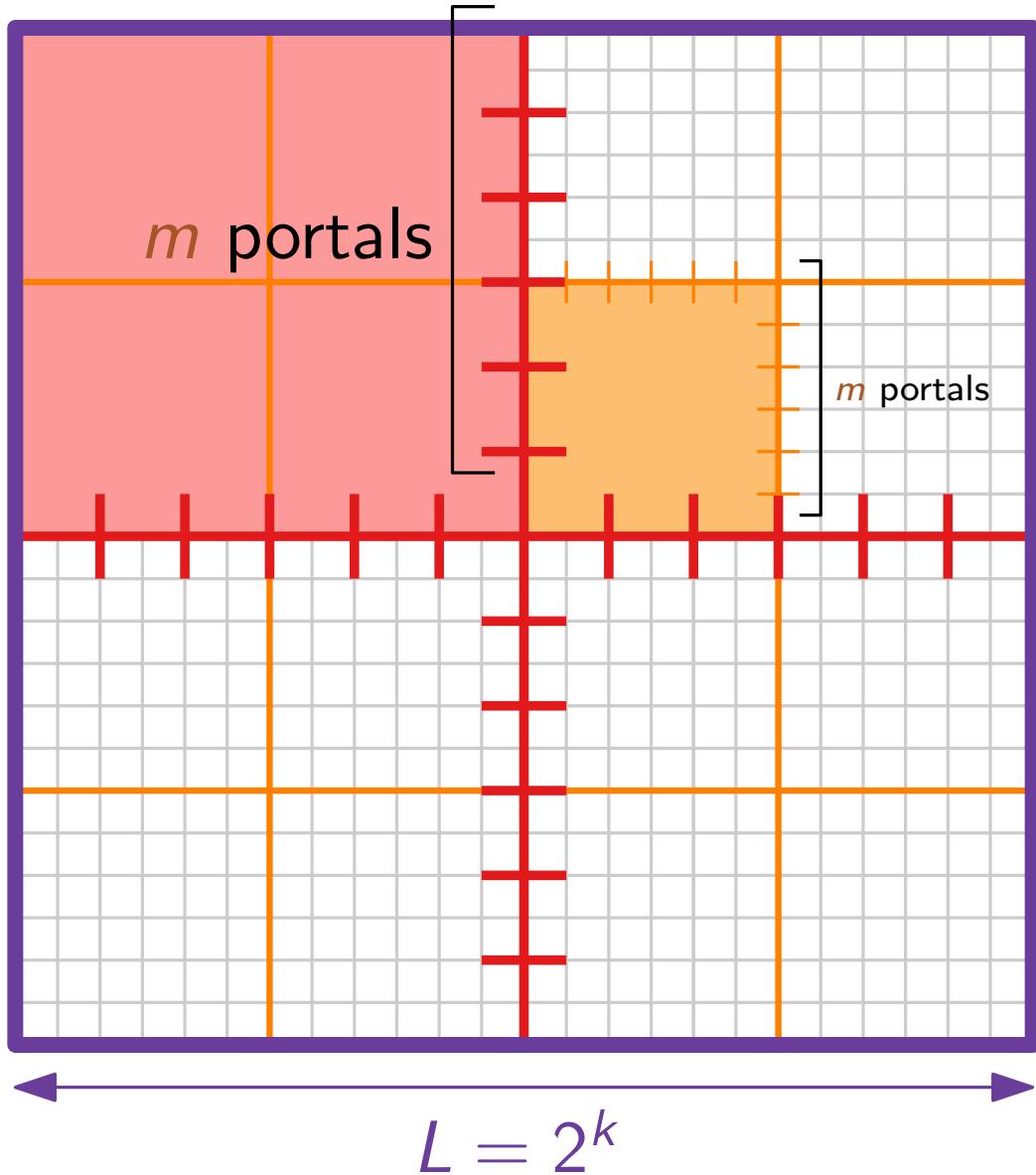
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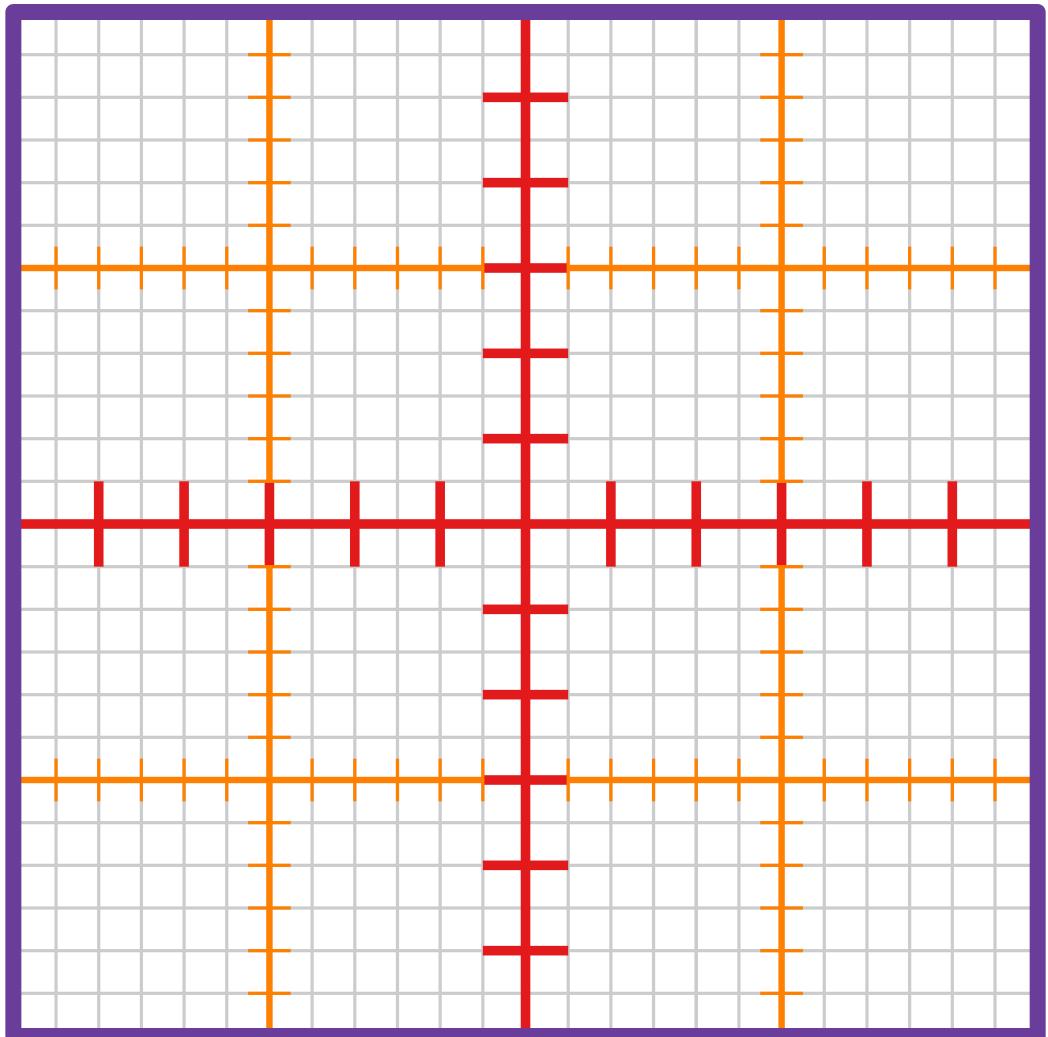
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- A level- i square has $\leq 4m$ portals on its boundary.

Approximation Algorithms

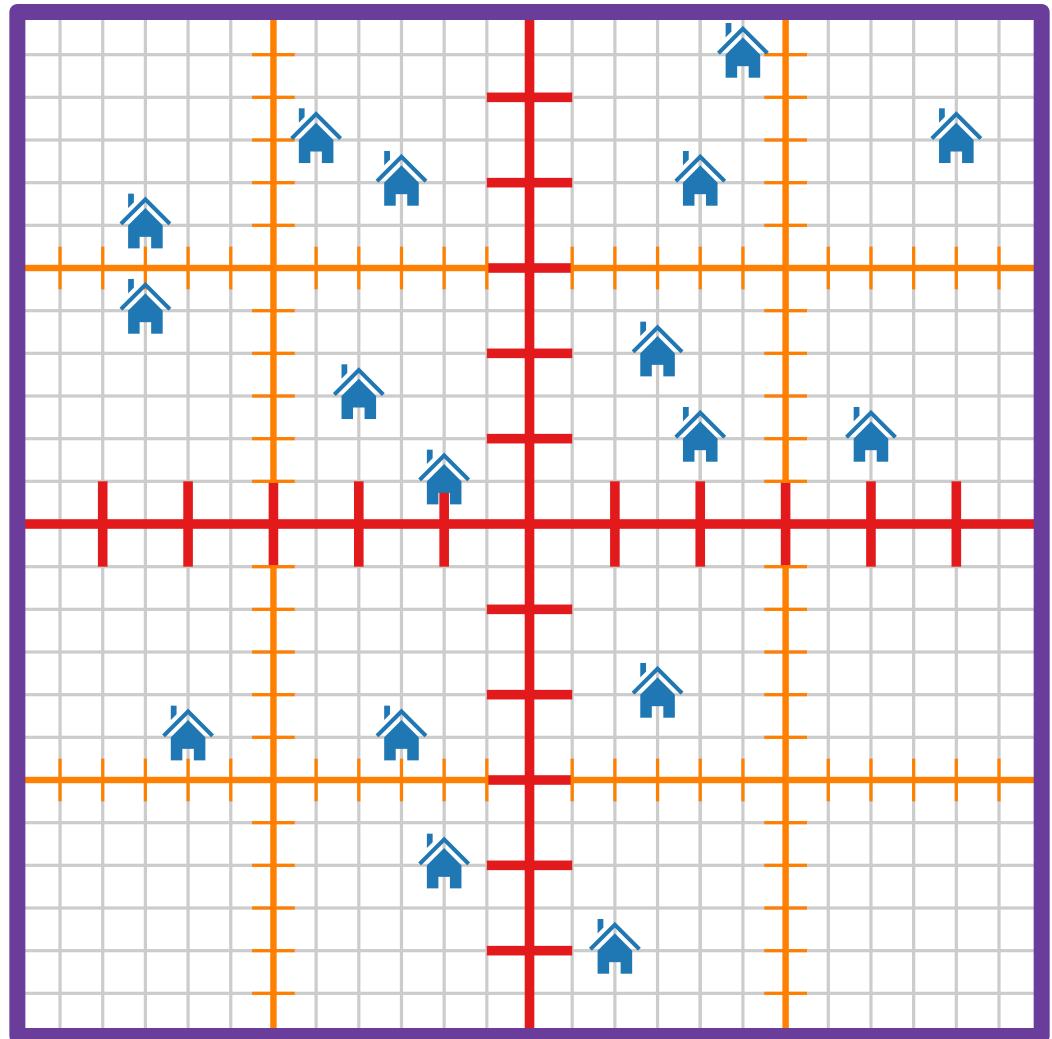
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Part III:
Well-Behaved Tours

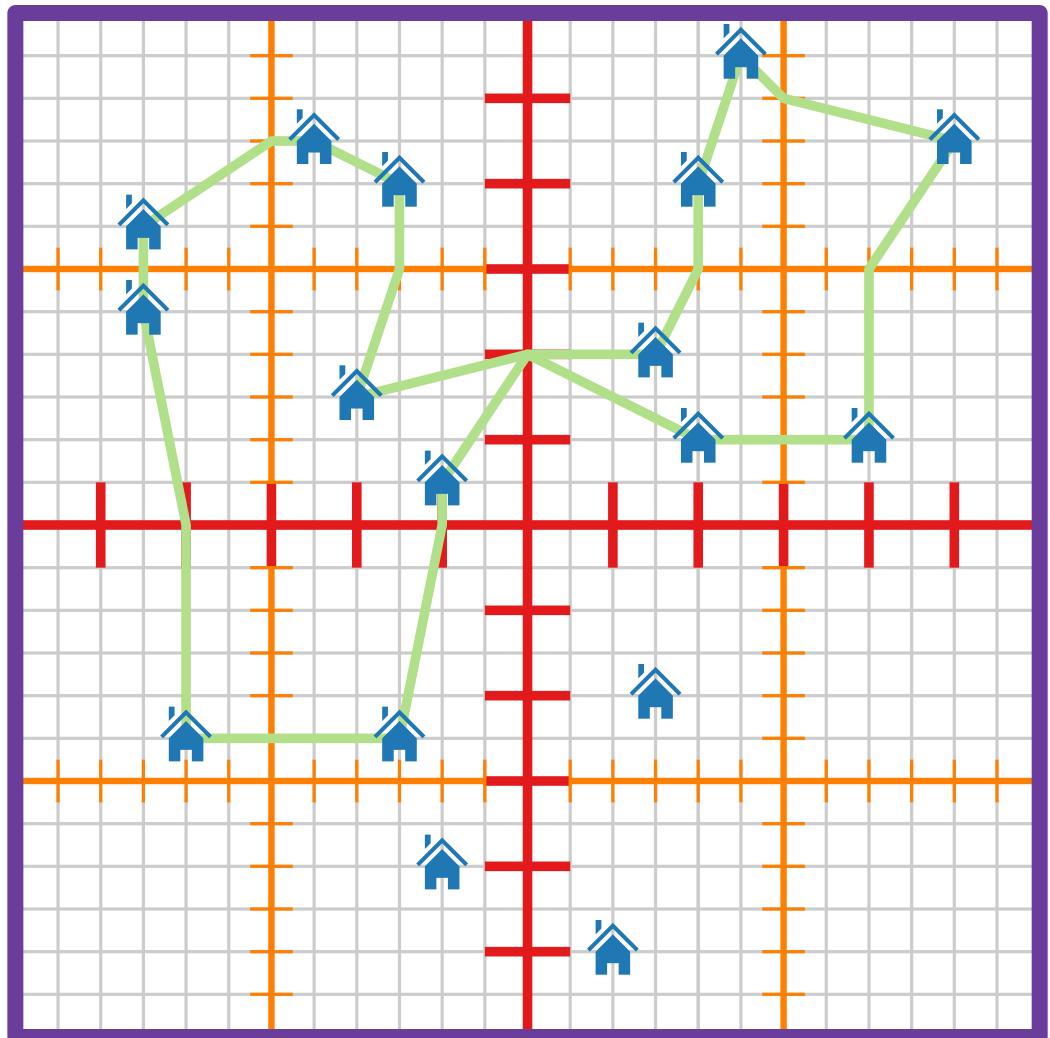
Well-Behaved Tours



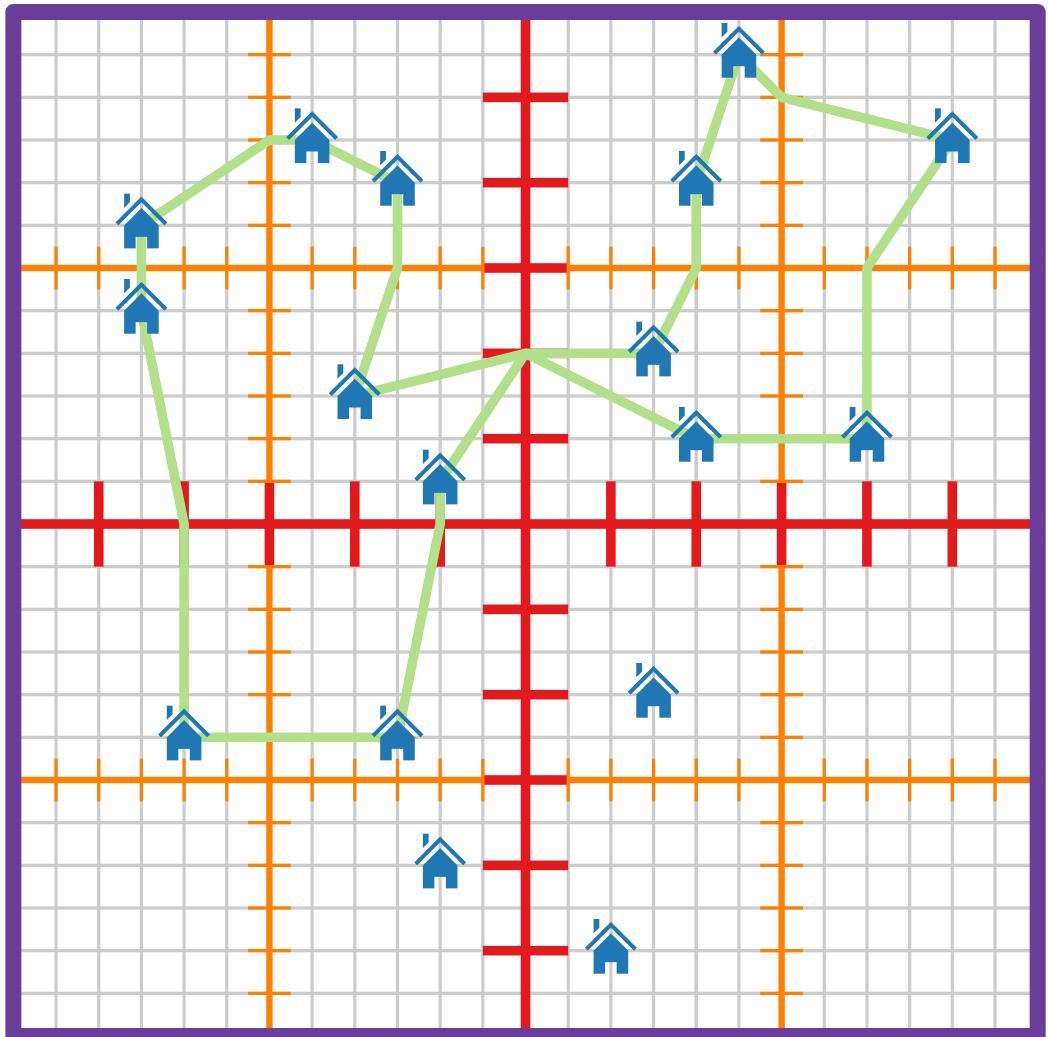
Well-Behaved Tours



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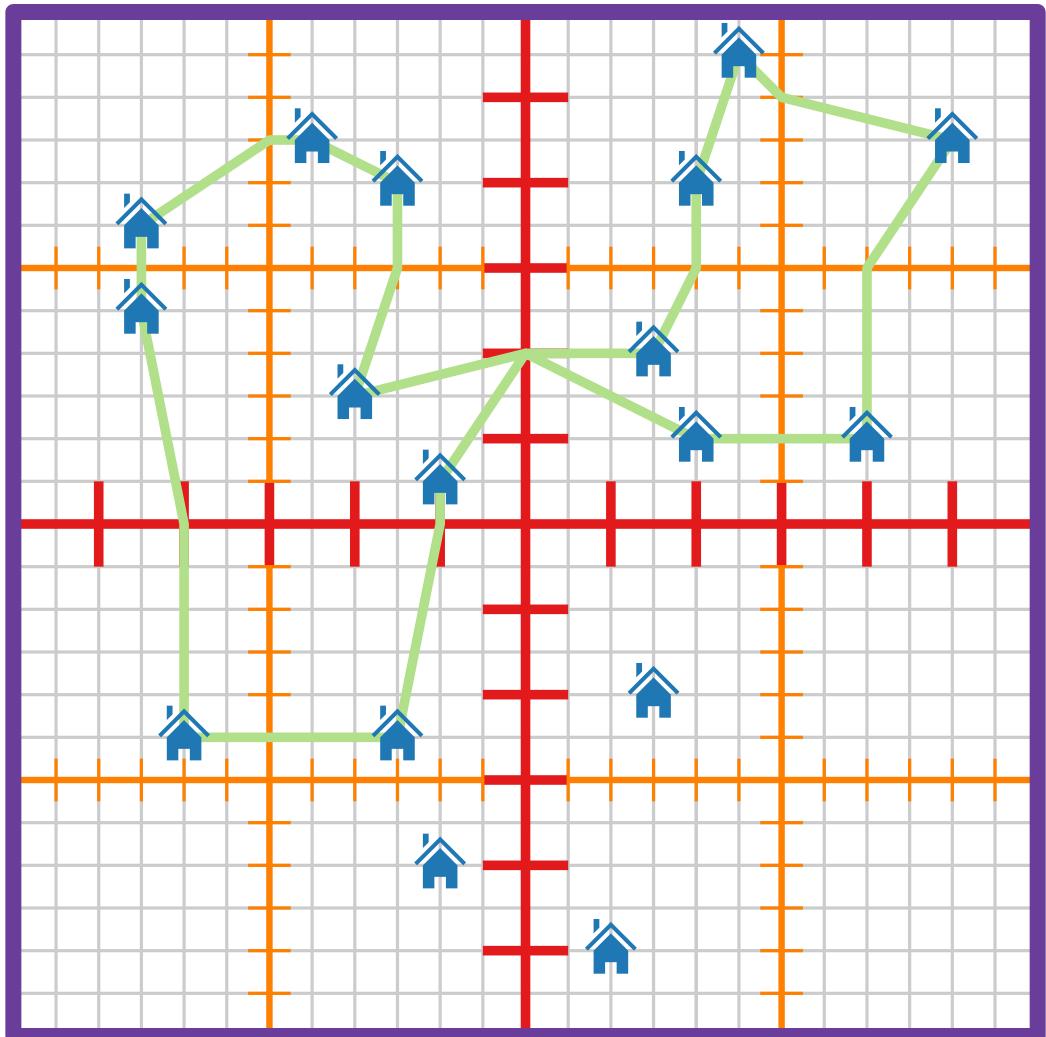


Well-Behaved Tours



A tour is *well-behaved* if

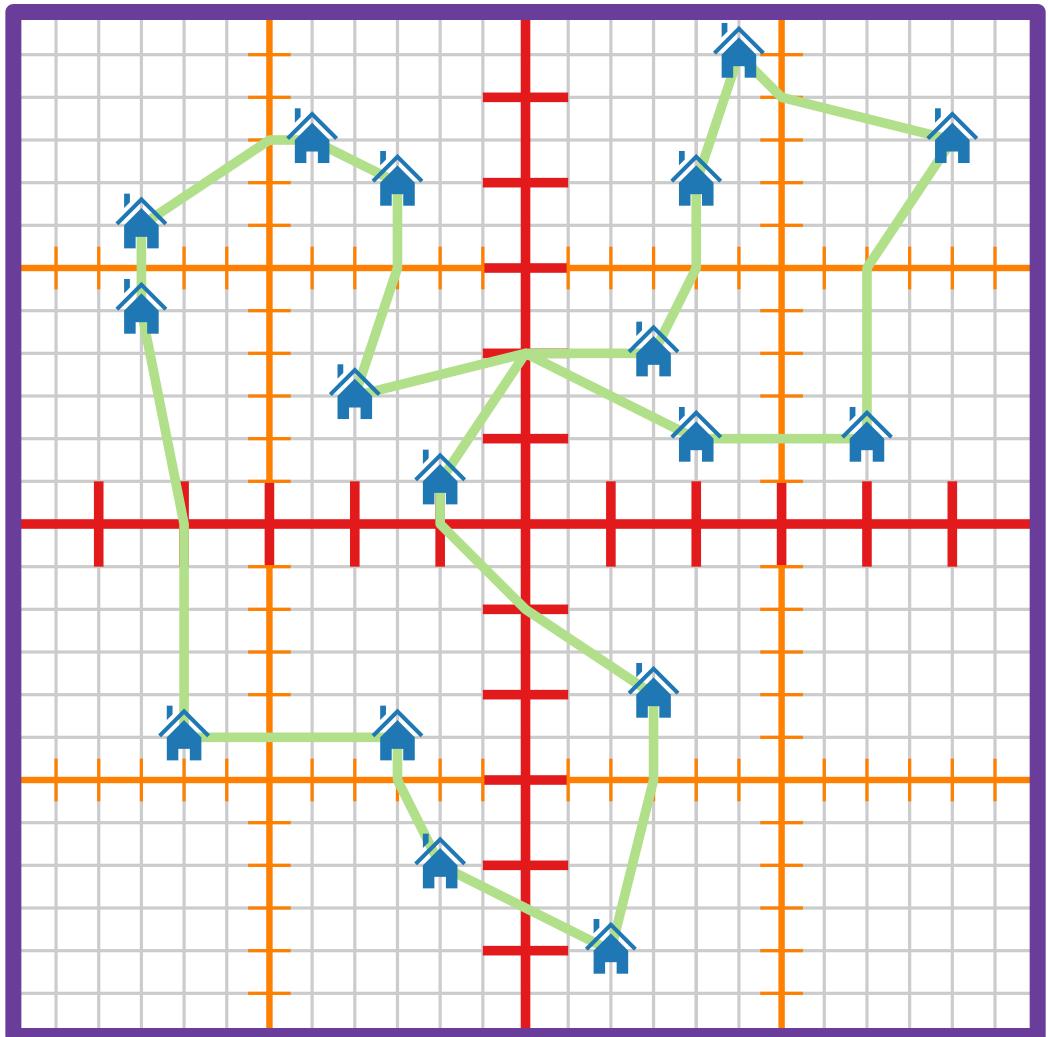
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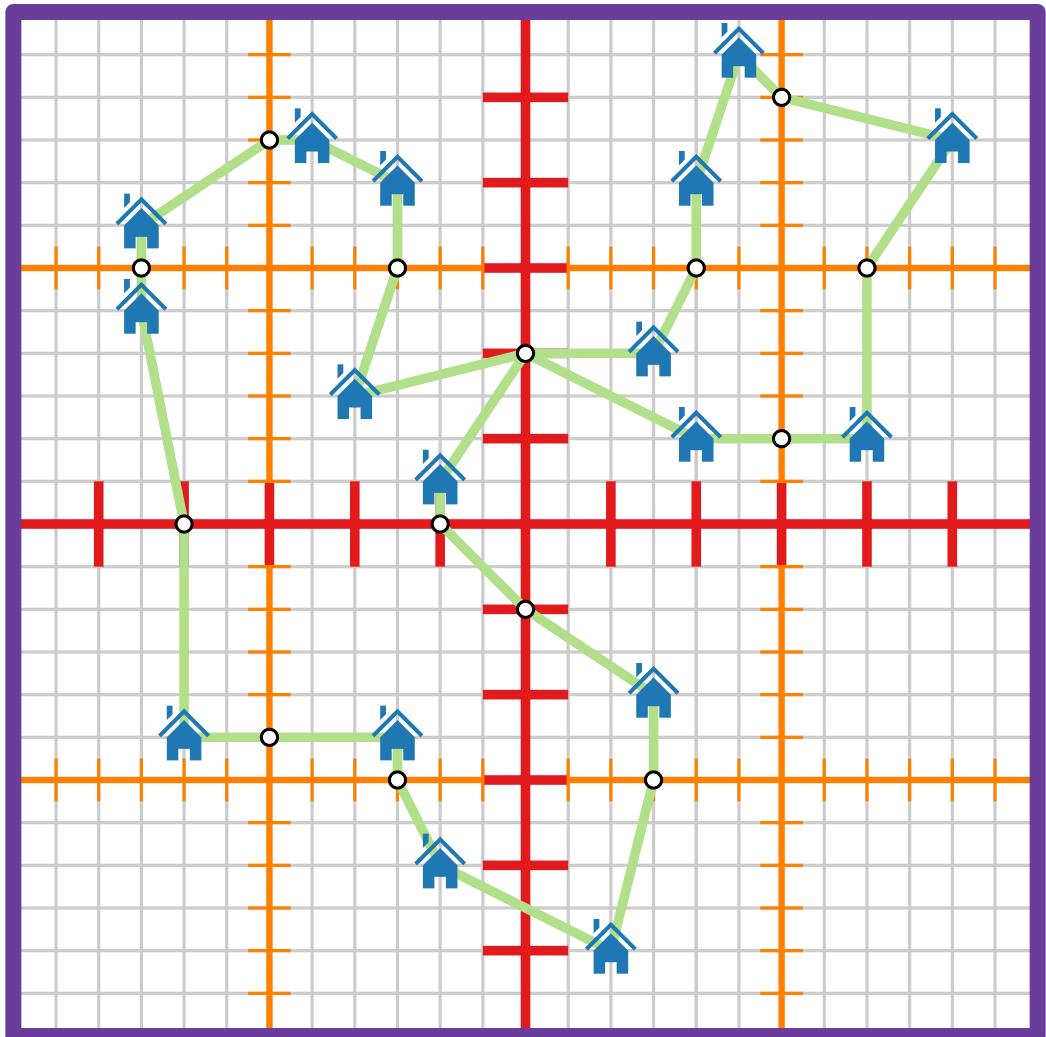
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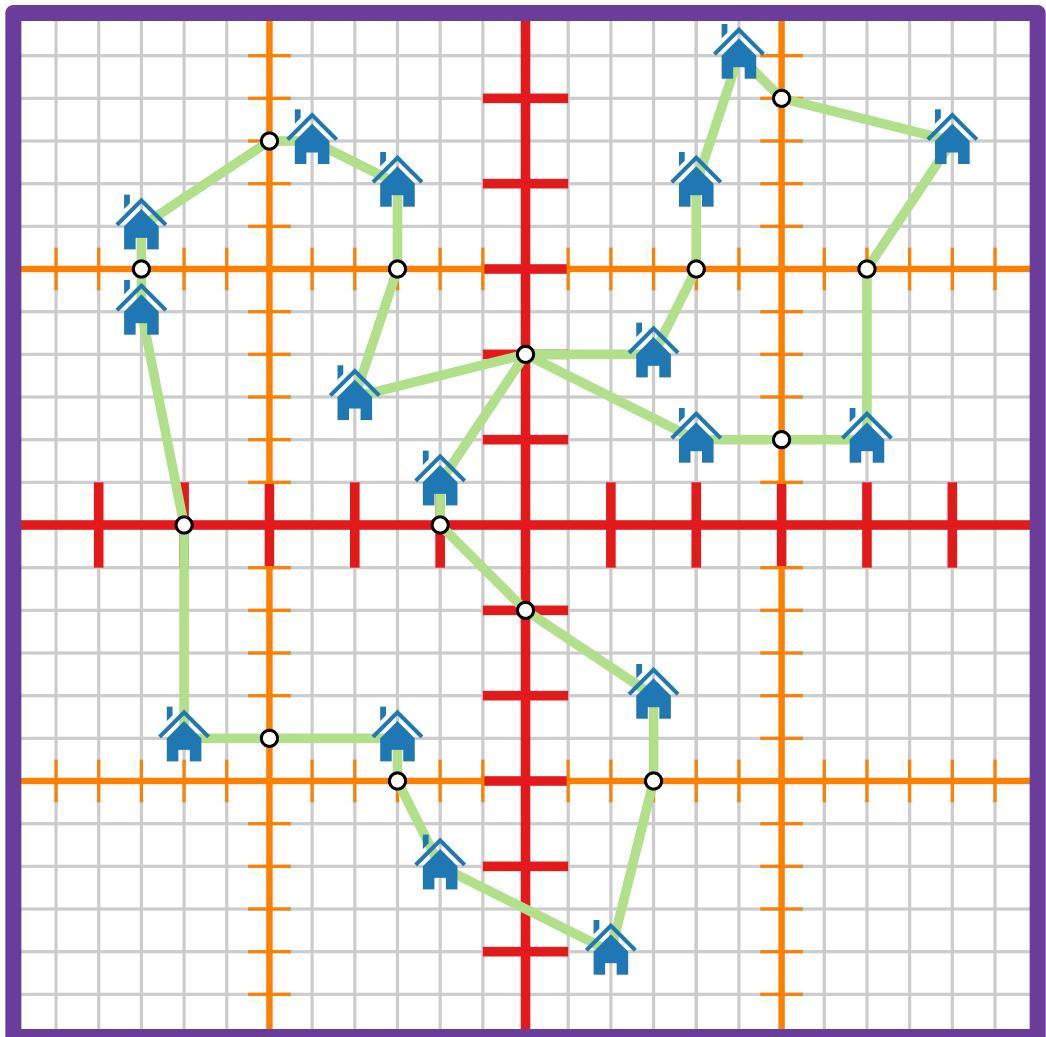
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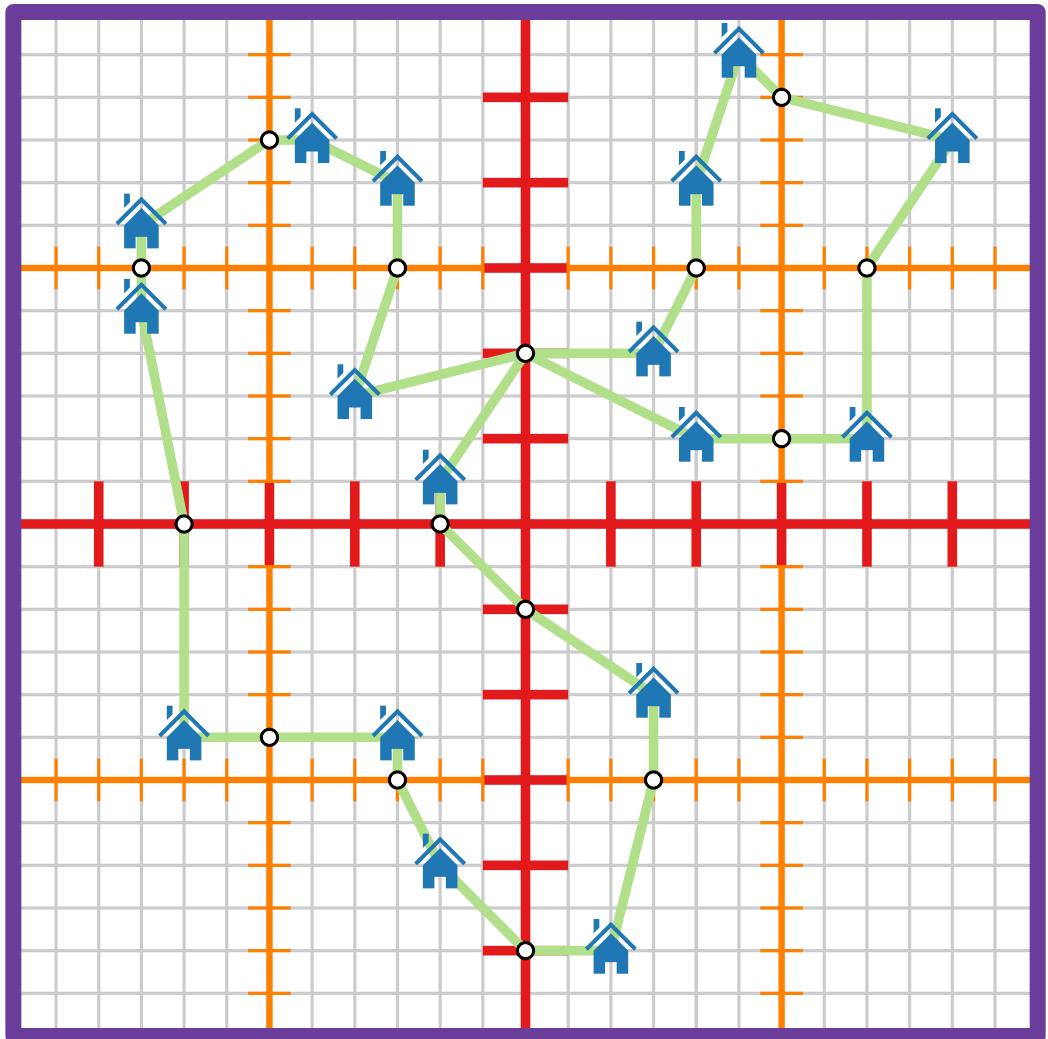
Well-Behaved Tours



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,

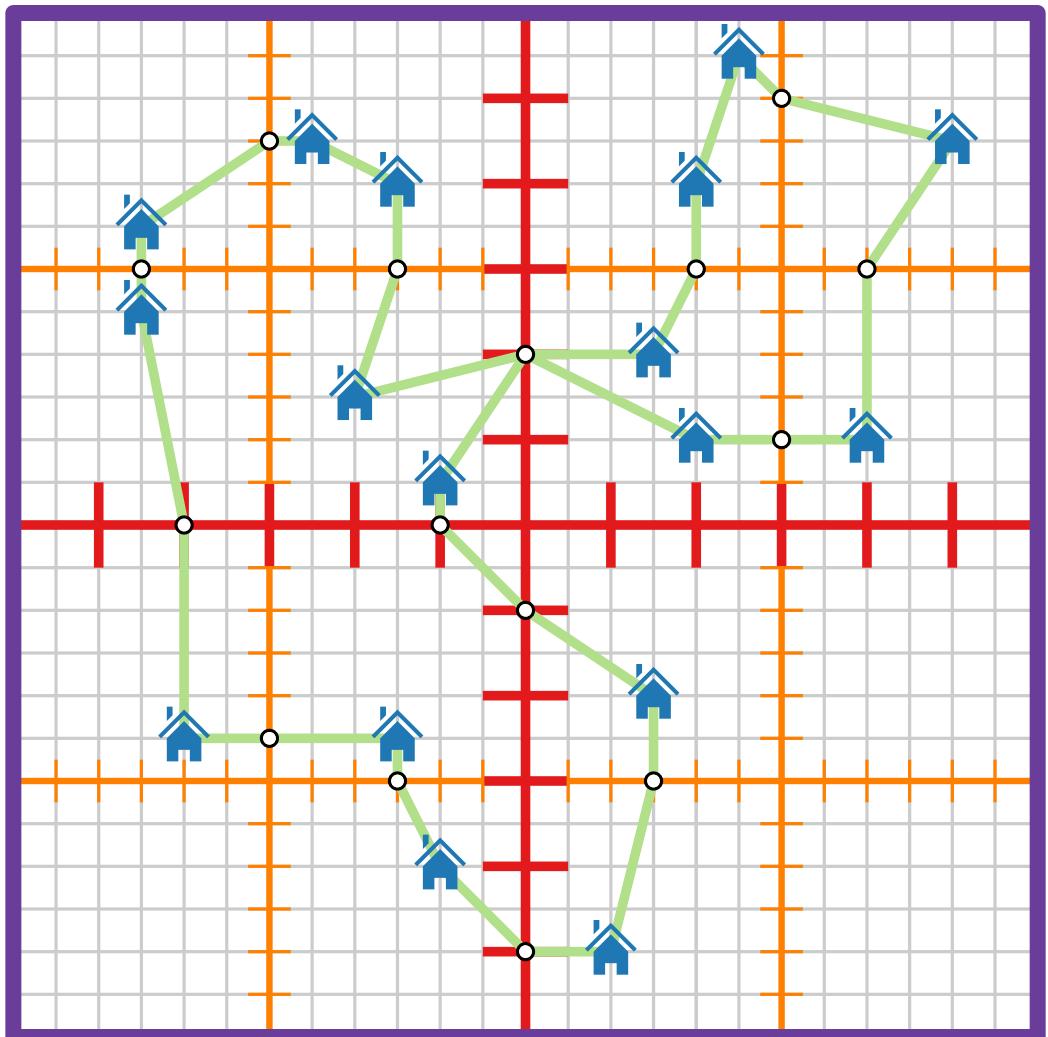
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A tour is *well-behaved* if

- it involves all houses and a subset of the portals,
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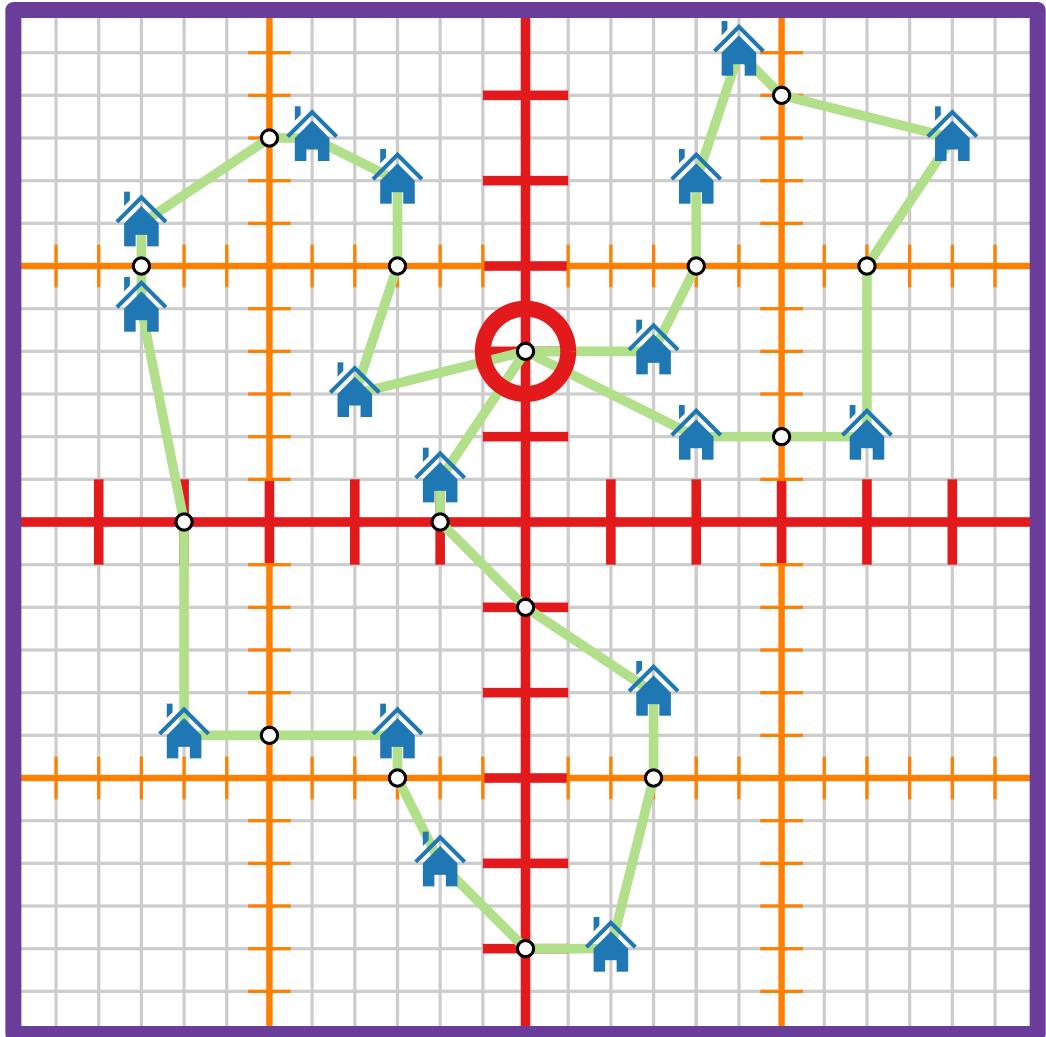
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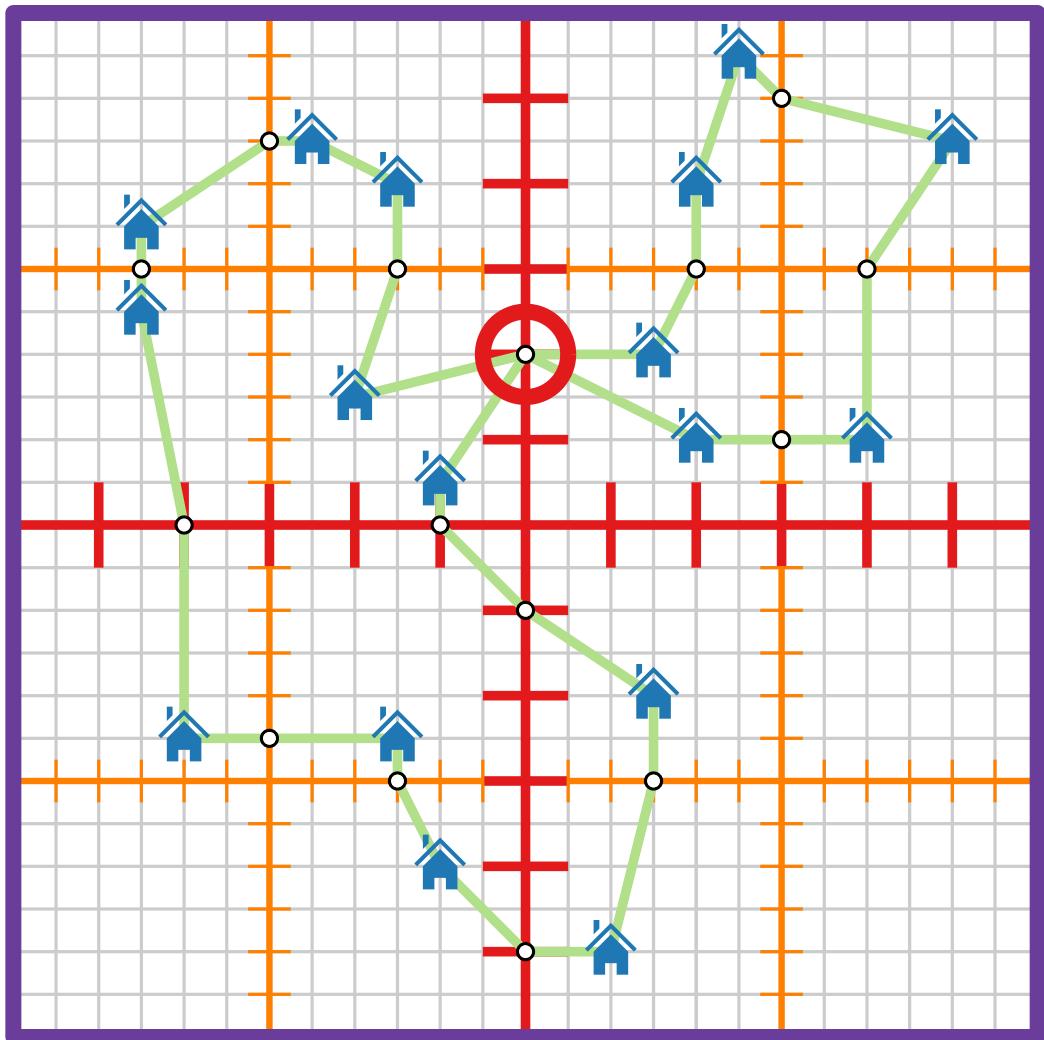
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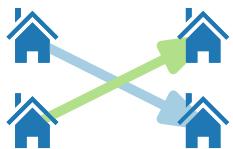
Well-Behaved Tours



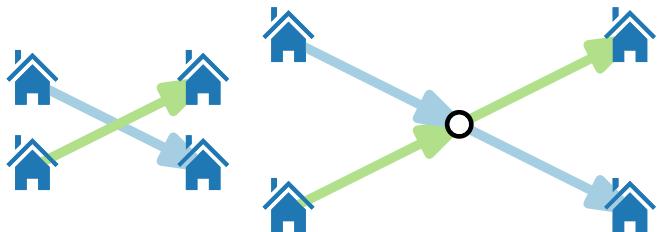
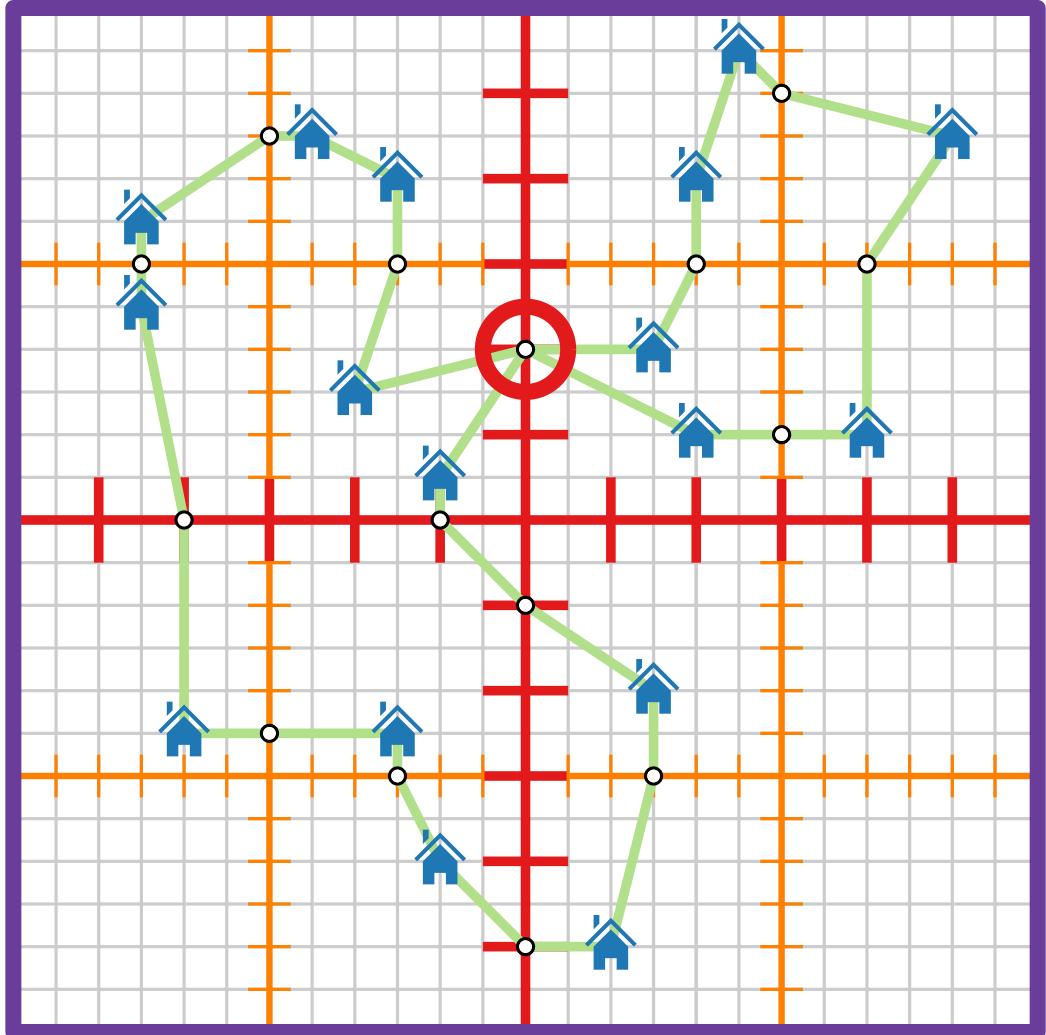
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Crossing



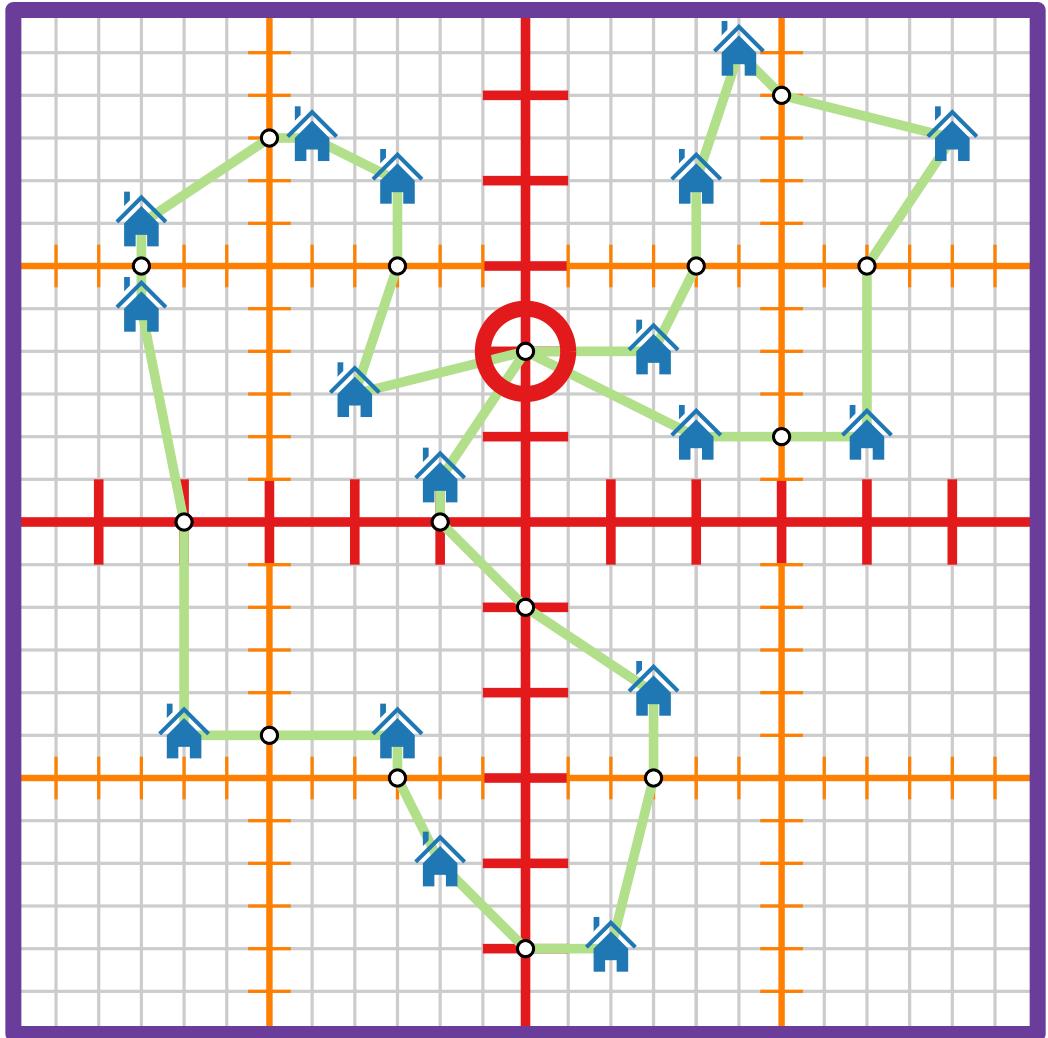
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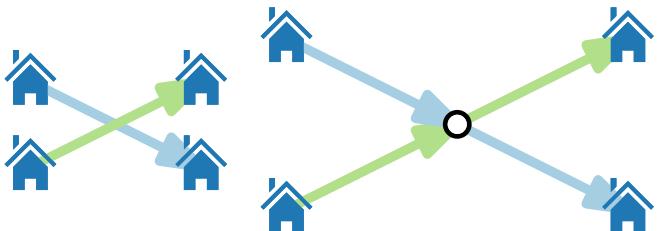
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Well-Behaved Tours



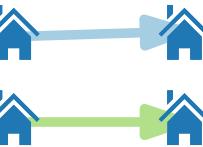
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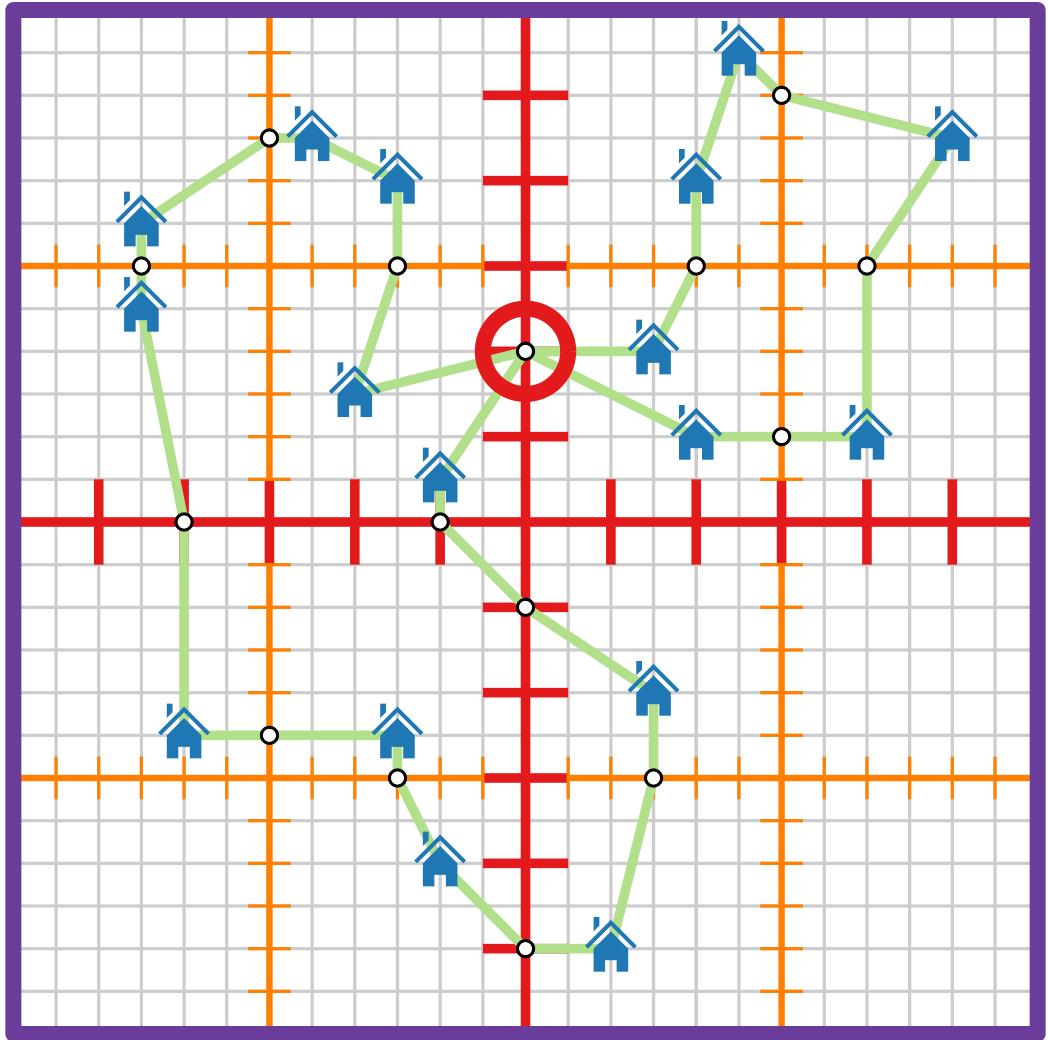


Crossing

No crossing

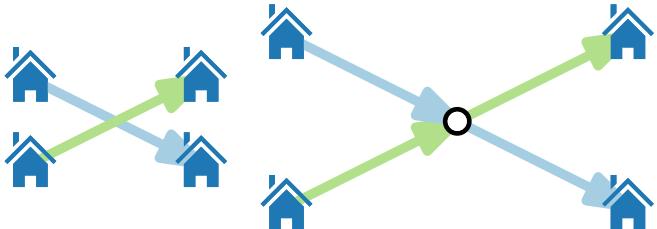


Well-Behaved Tours

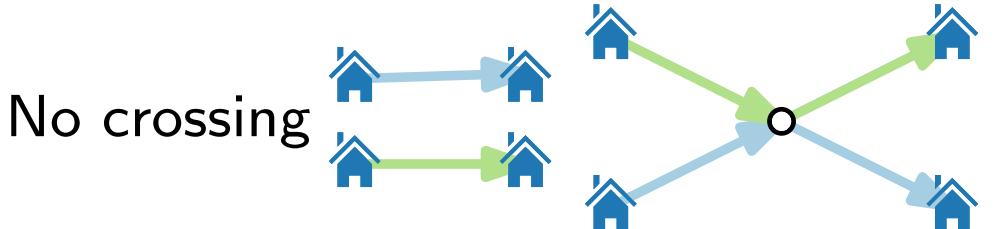


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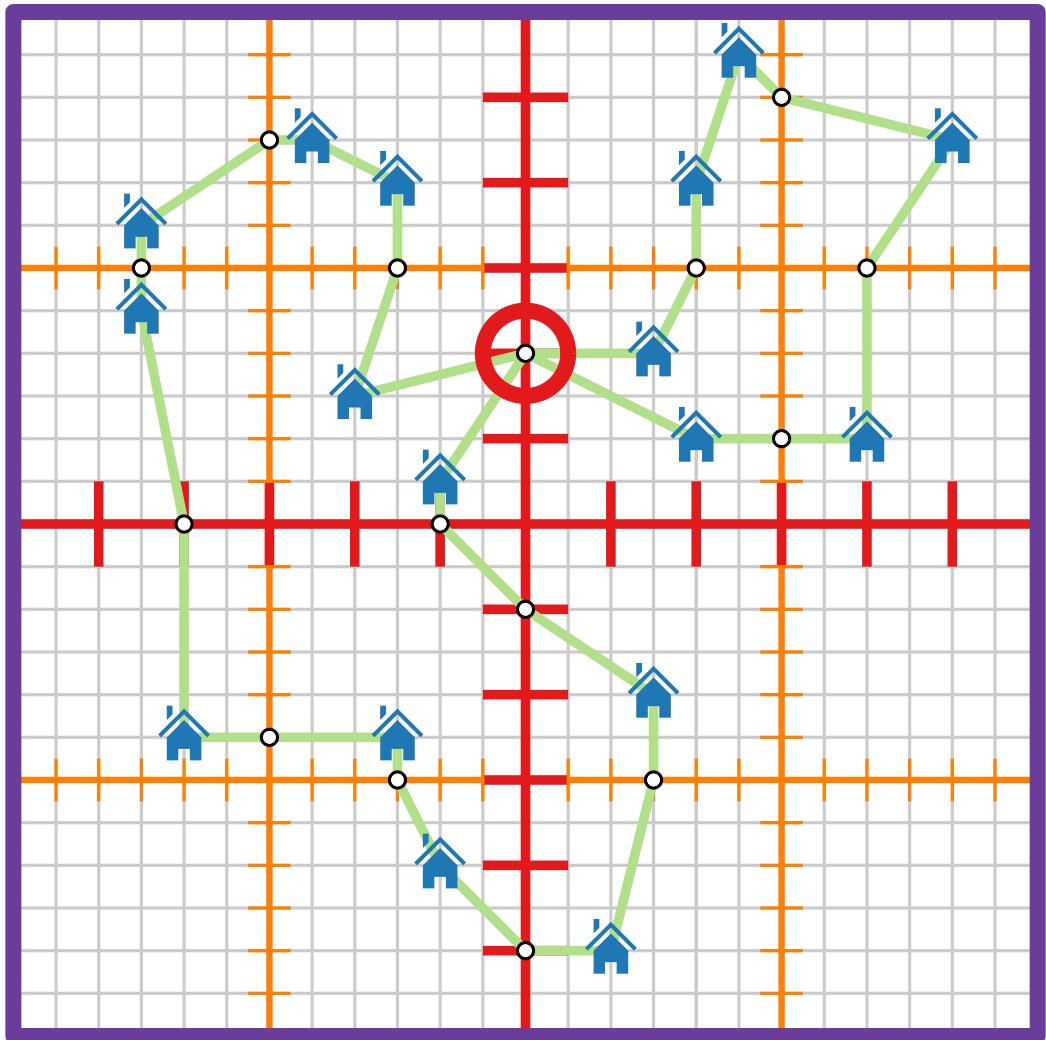


Crossing



No crossing

Well-Behaved Tours

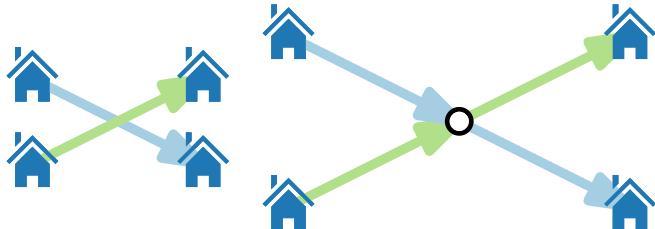


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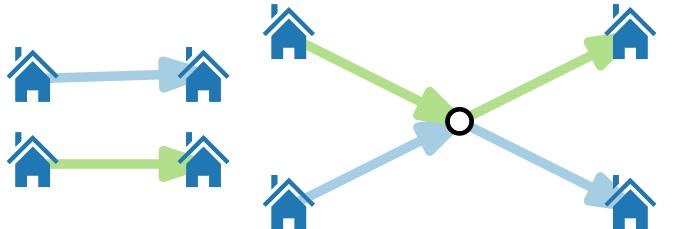
- it involves all houses and a subset of the portals,
- no edge of the tour crosses a line of the basic dissection,
- it is crossing-free.

W.l.o.g. (**homework**):
No portal visited more than twice

Crossing



No crossing



Computing a Well-Behaved Tour

Computing a Well-Behaved Tour

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

Computing a Well-Behaved Tour

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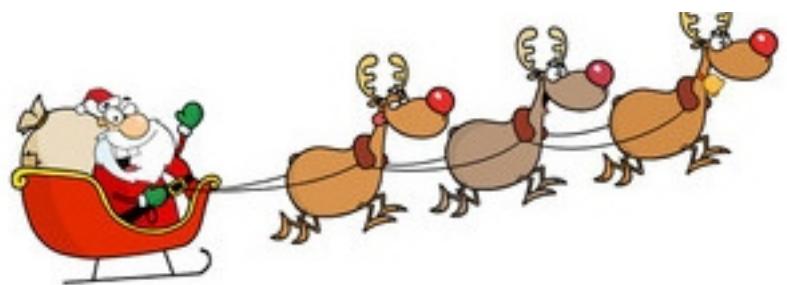
Sketch.



Computing a Well-Behaved Tour

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

Sketch. • Dynamic programming!



Computing a Well-Behaved Tour

Lemma.

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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 $2^{O(\textcolor{brown}{m})} = n^{O(1/\varepsilon)}$ 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.

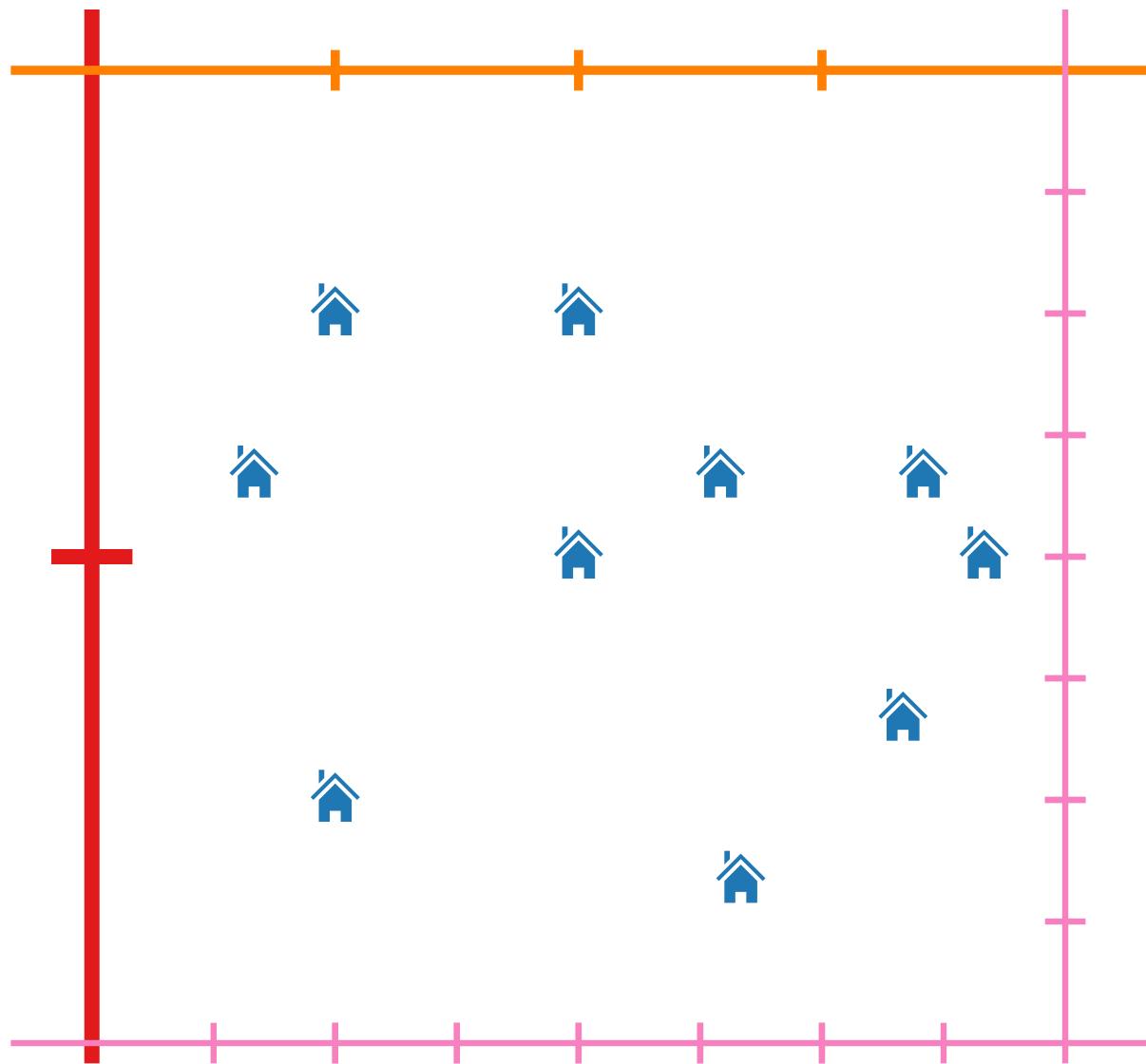


Approximation Algorithms

Lecture 9:
A PTAS for EUCLIDEAN TSP

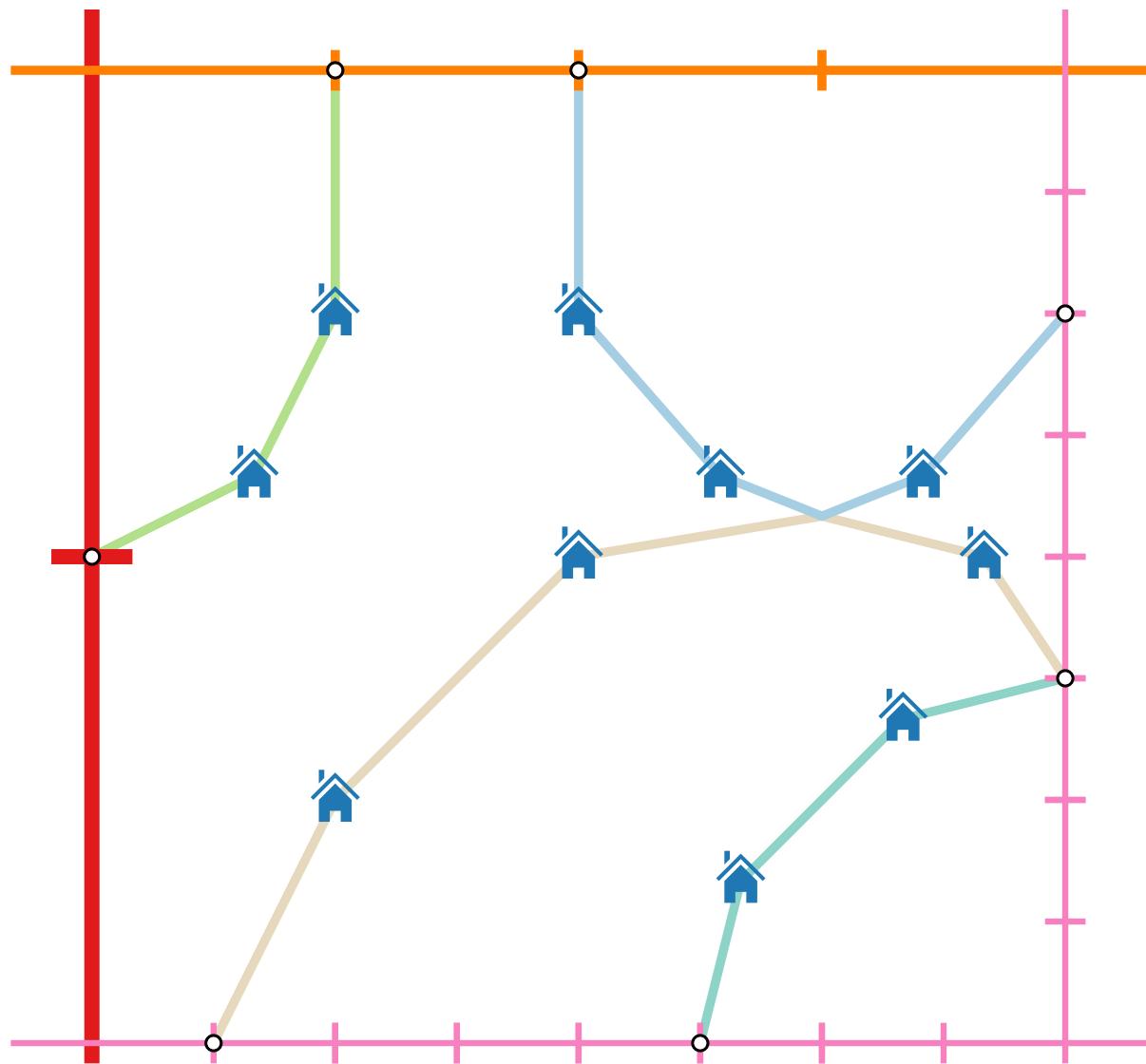
Part IV:
Dynamic Program

Dynamic Program (I)



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

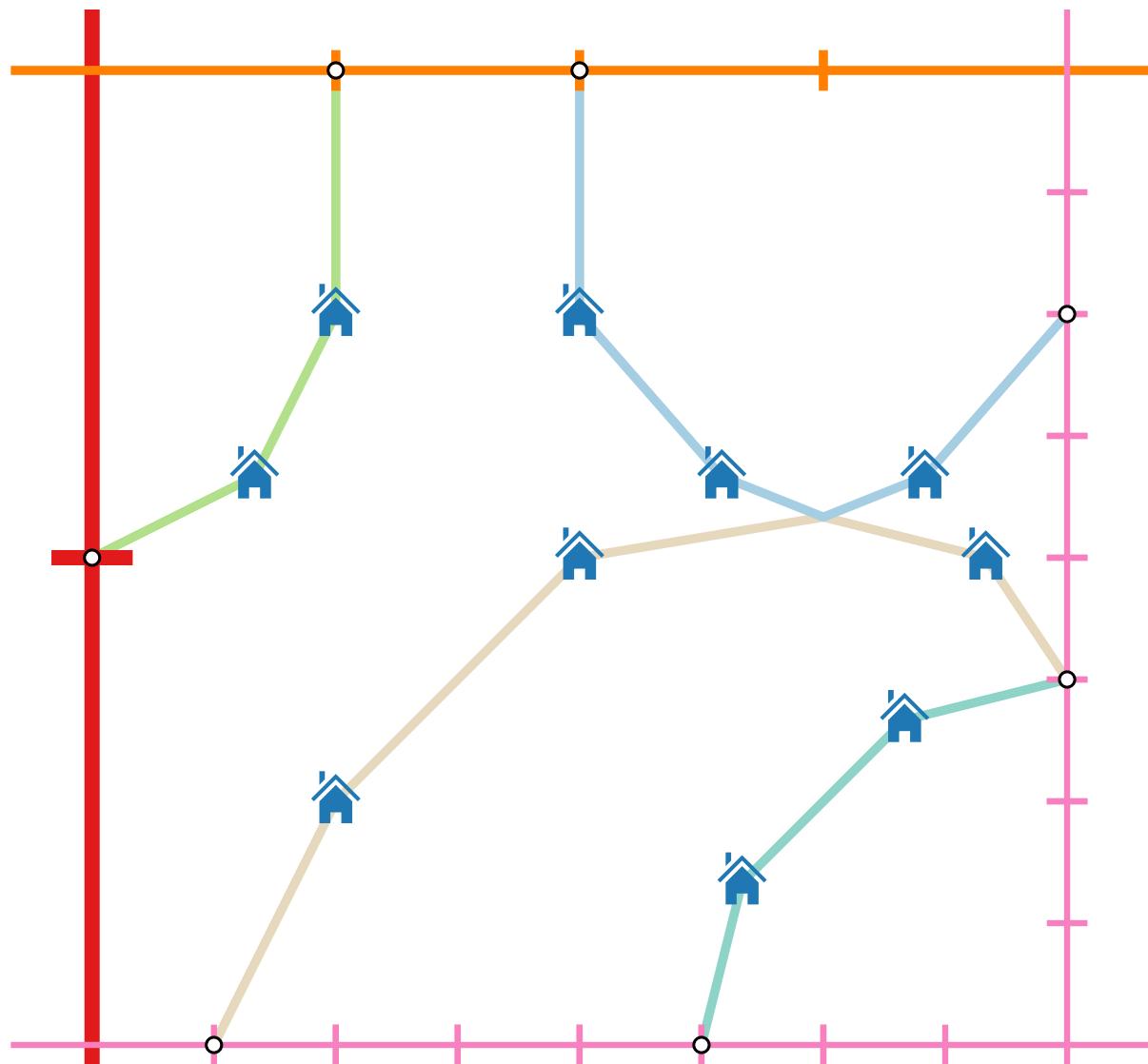
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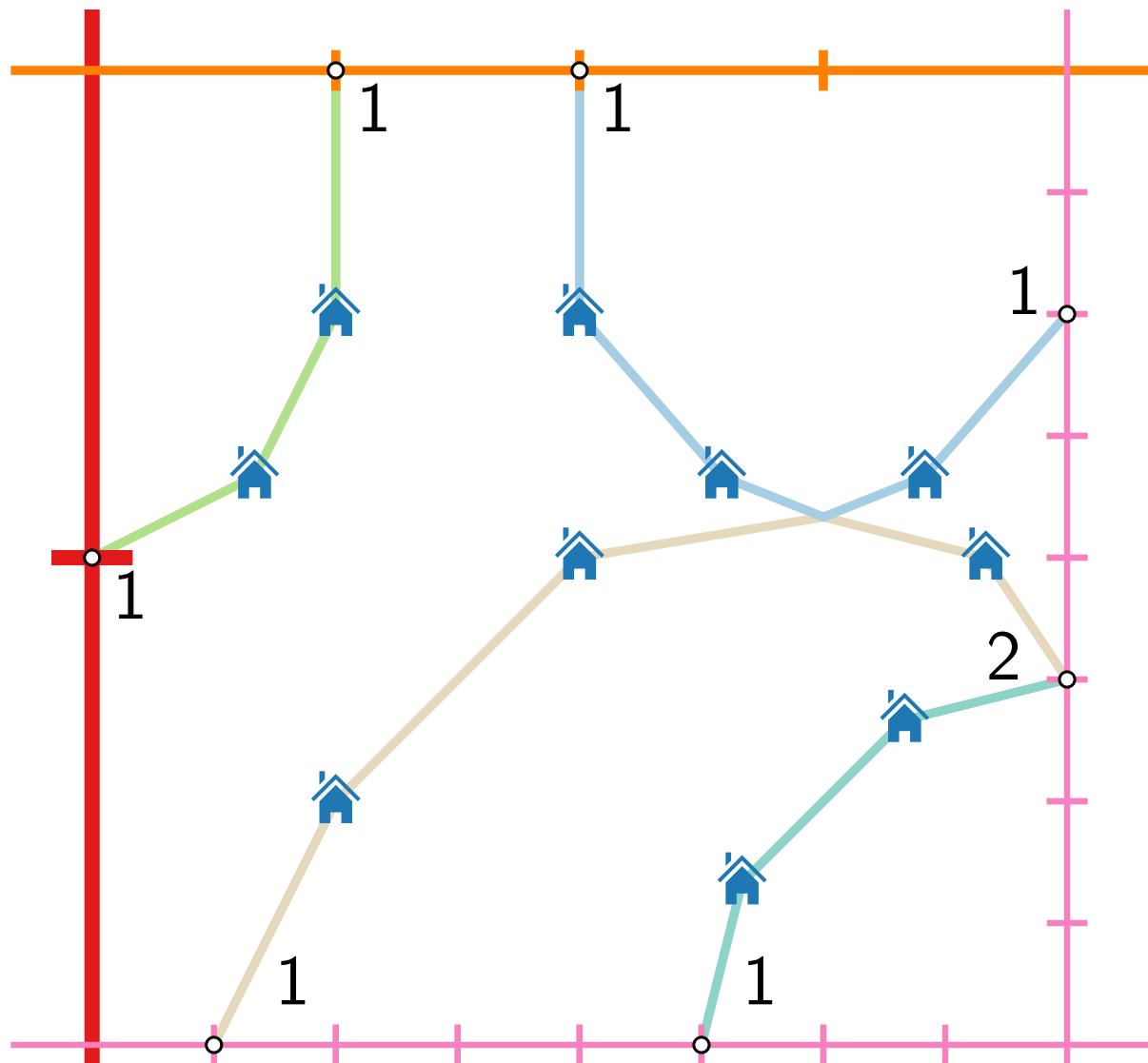
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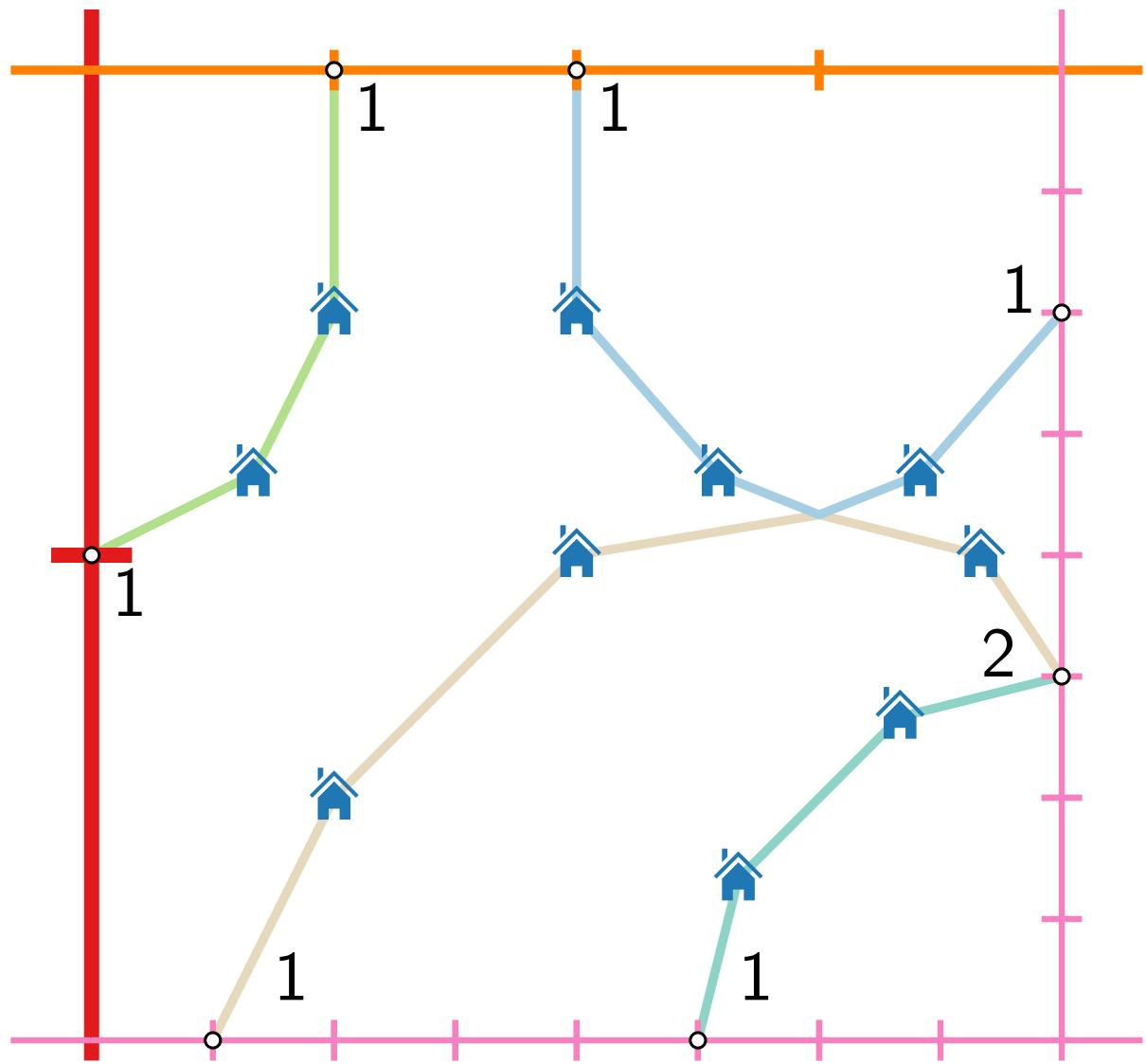
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Dynamic Program (I)



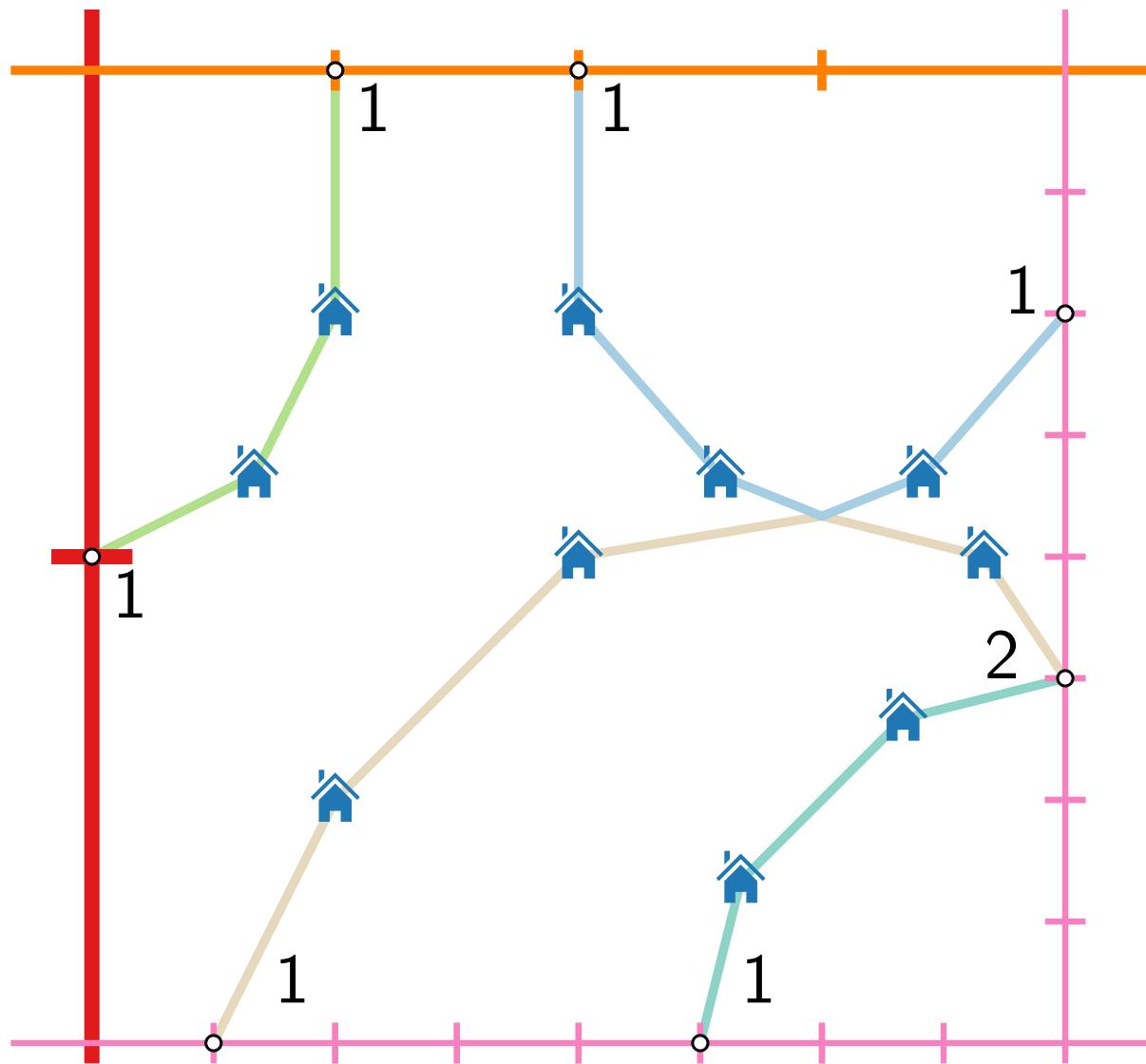
⇒ at most

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possibilities

Dynamic Program (I)



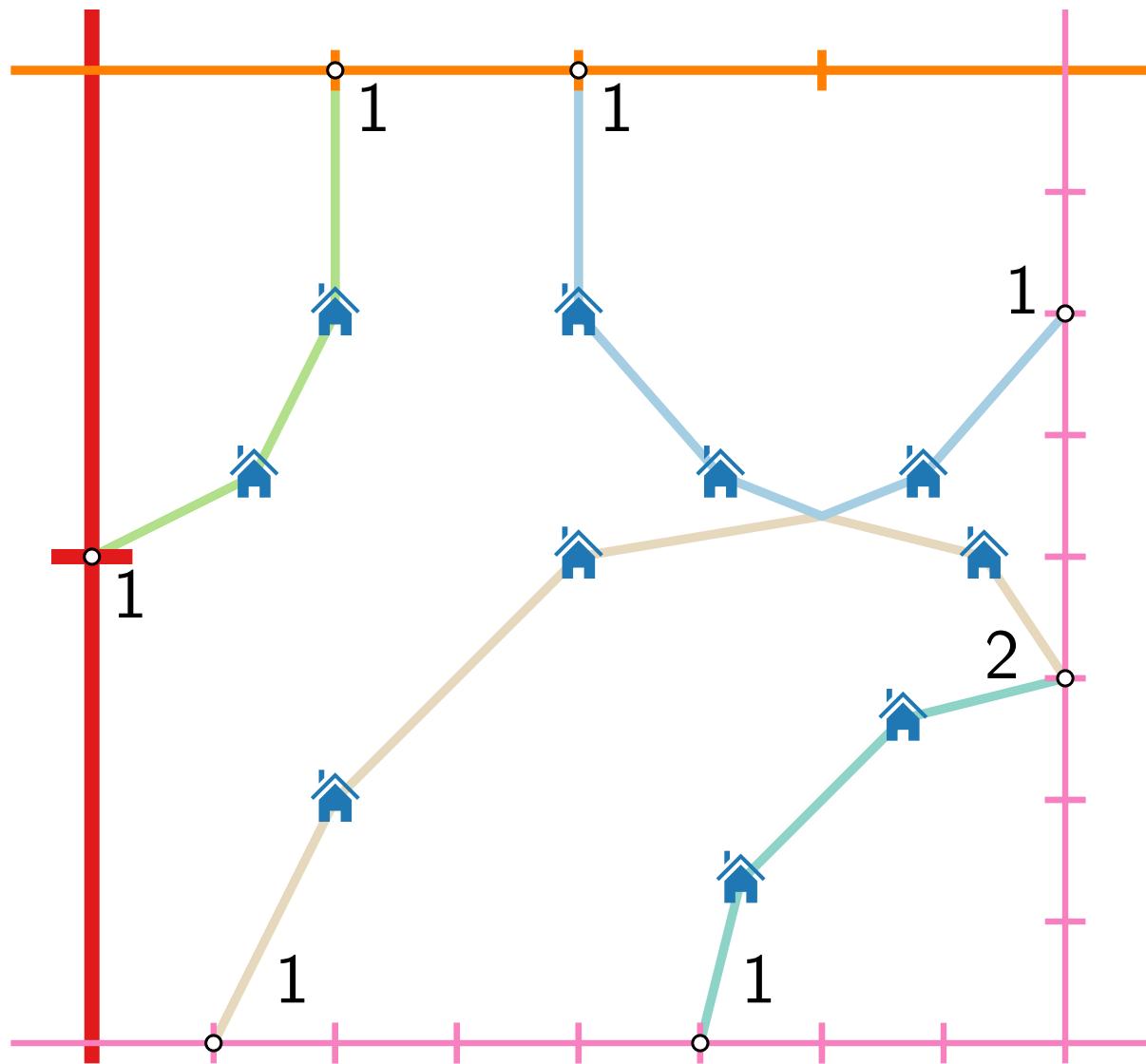
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Dynamic Program (I)



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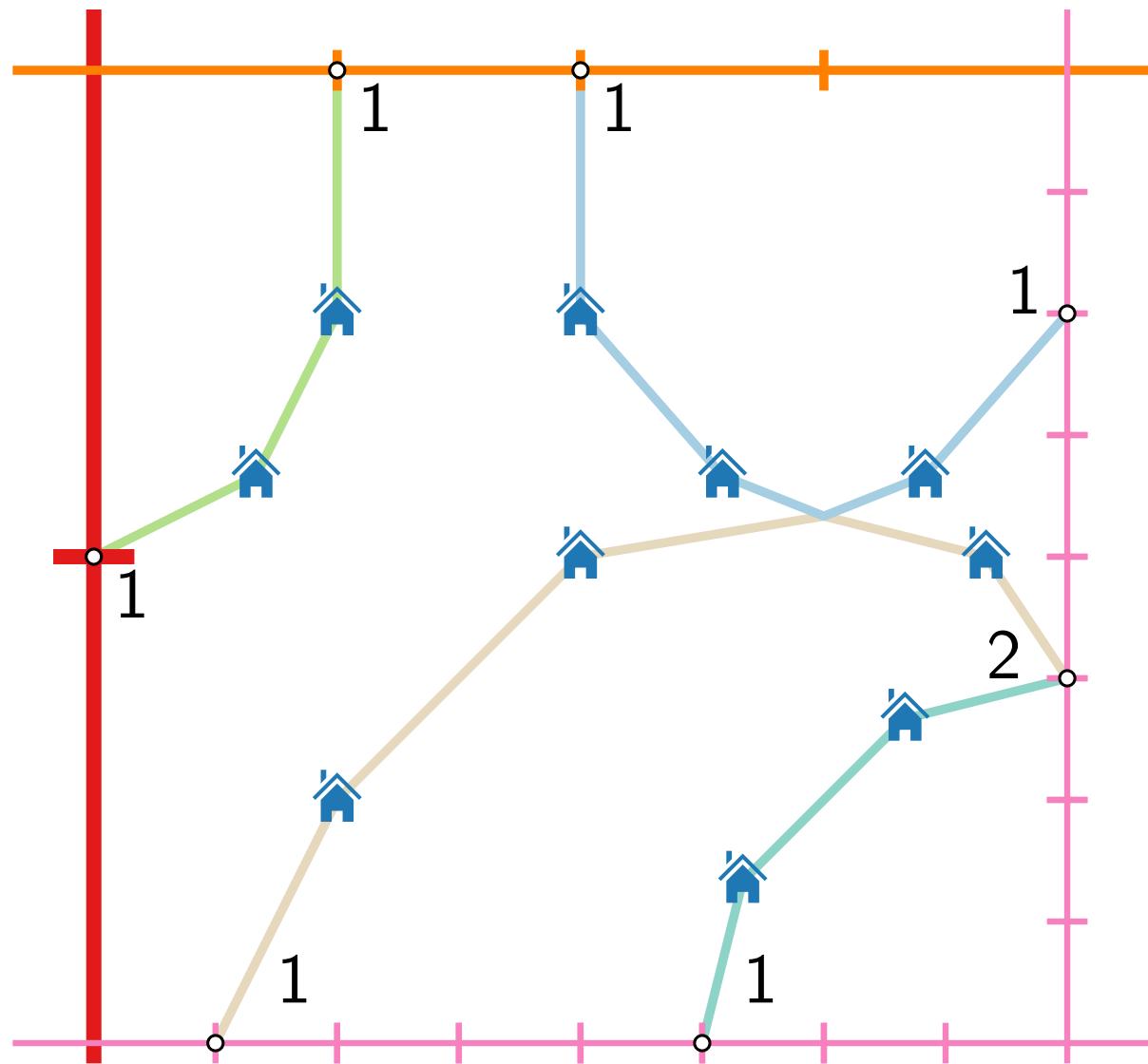
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Dynamic Program (I)



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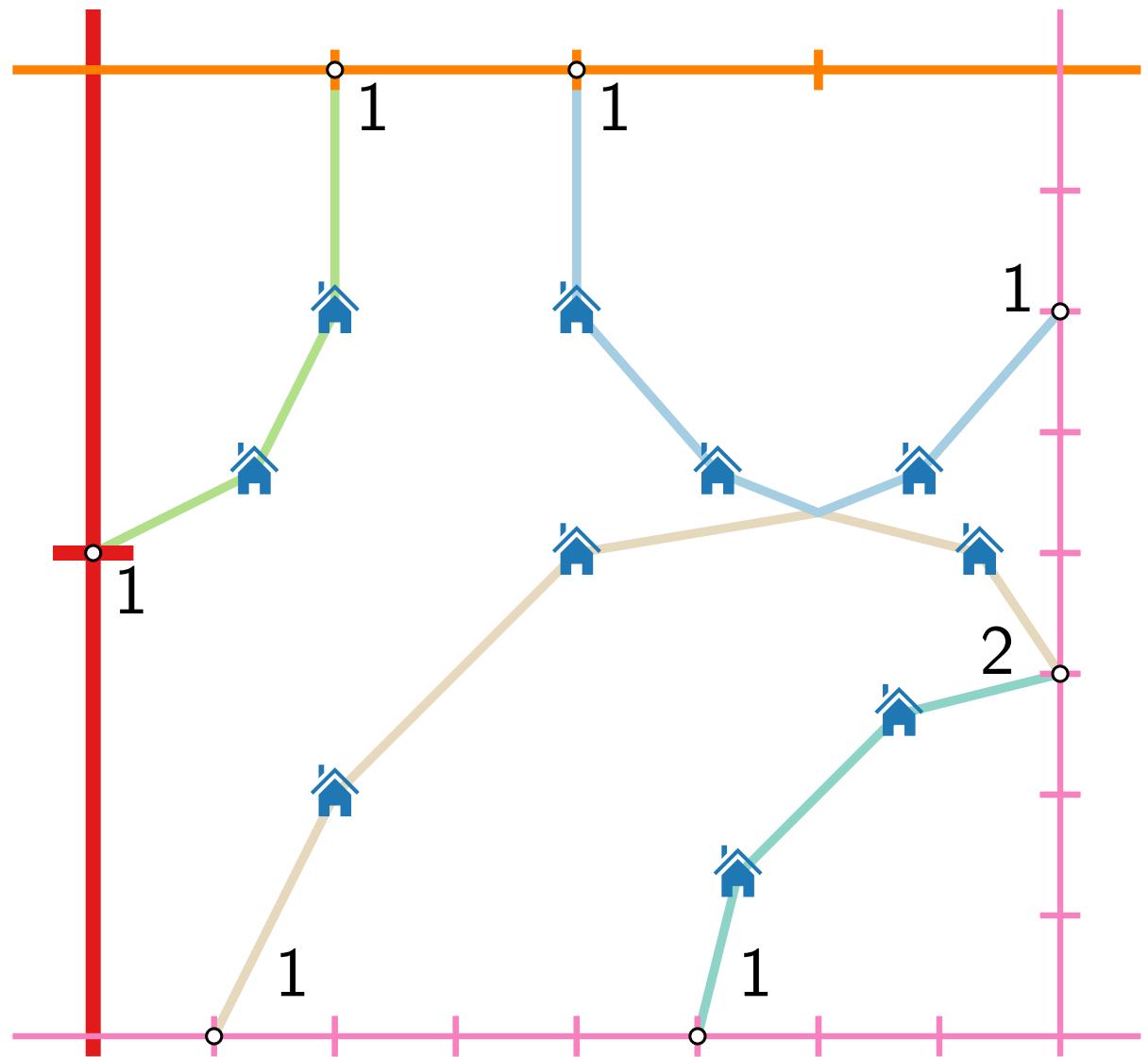
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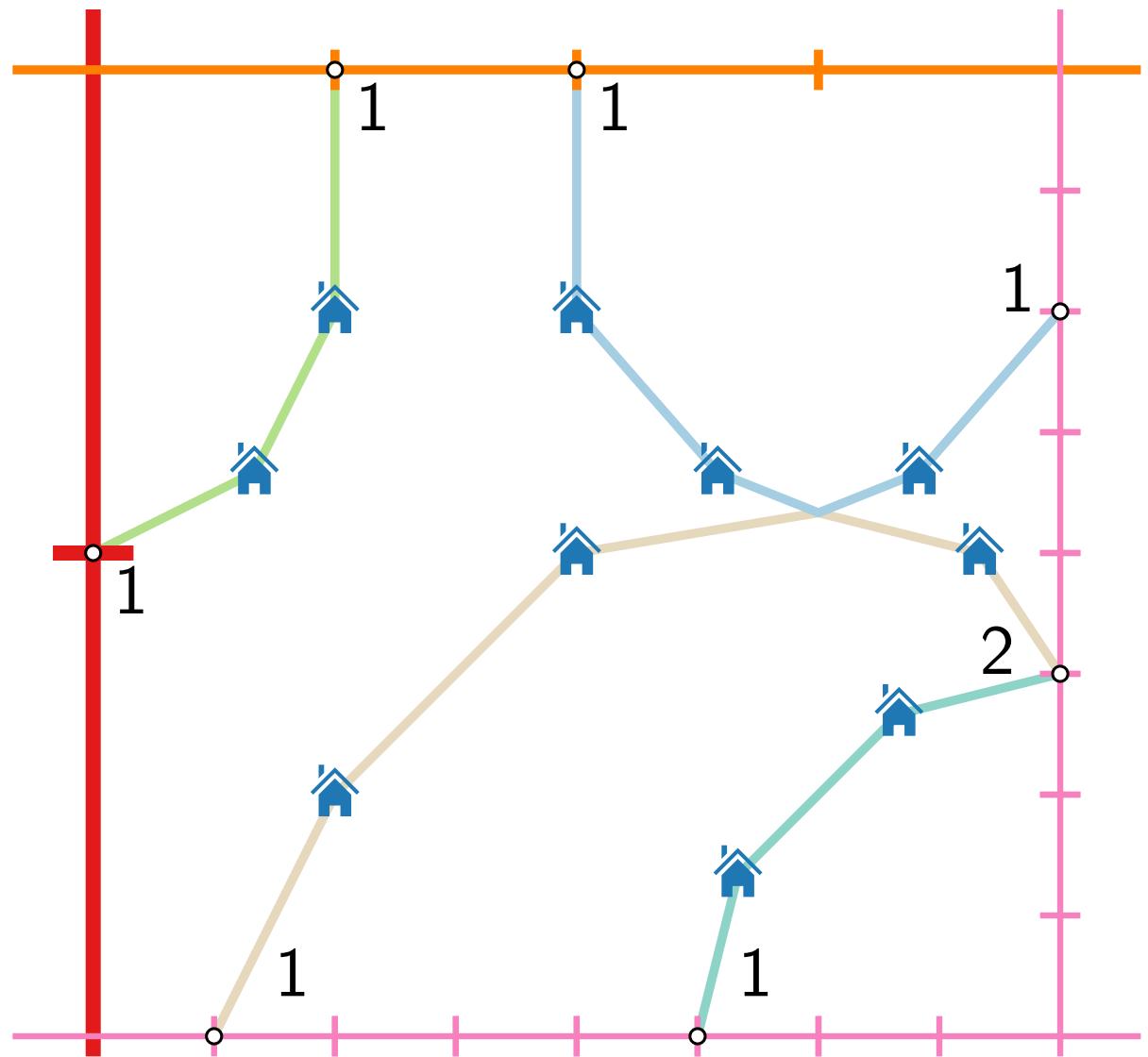
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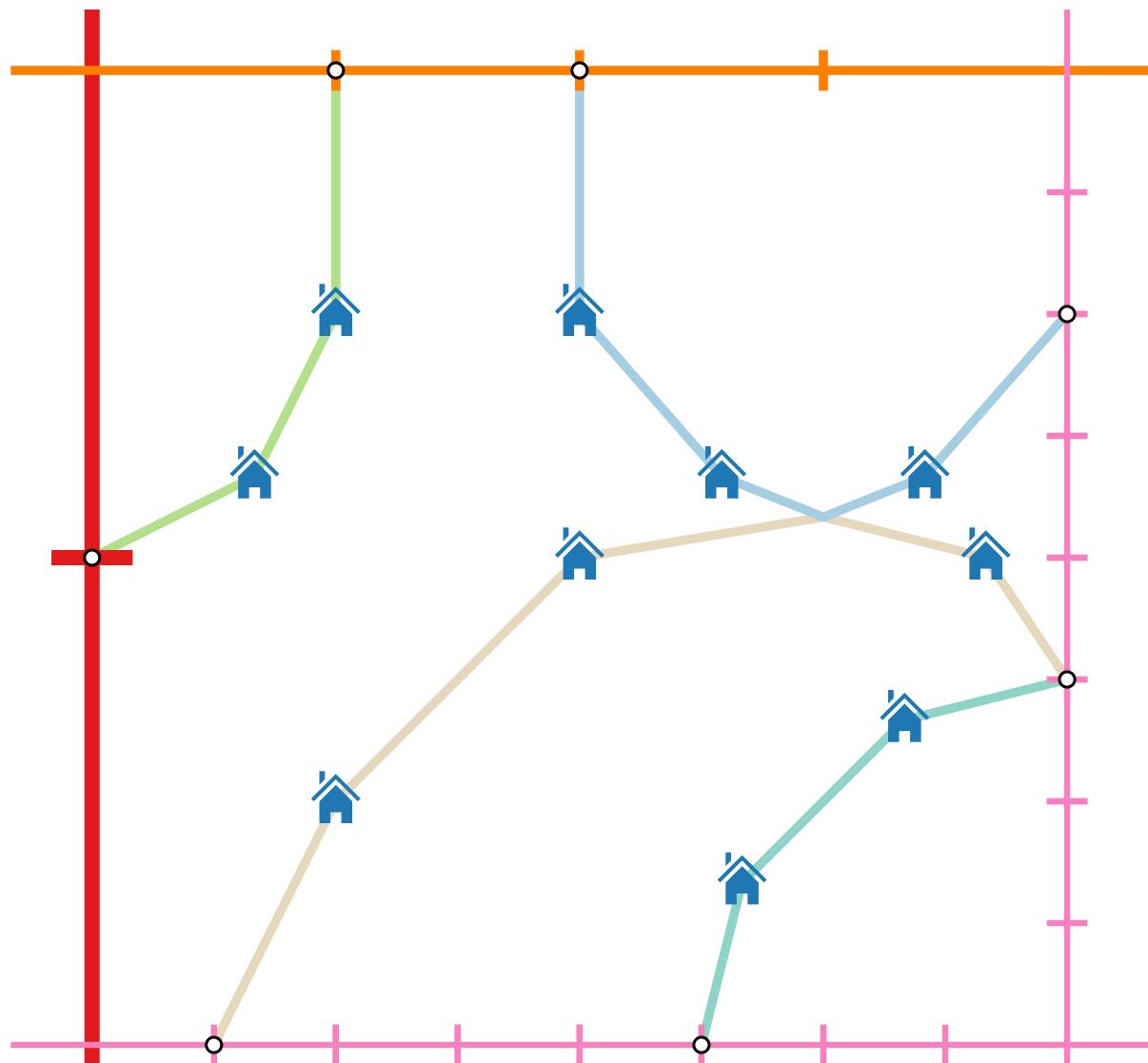
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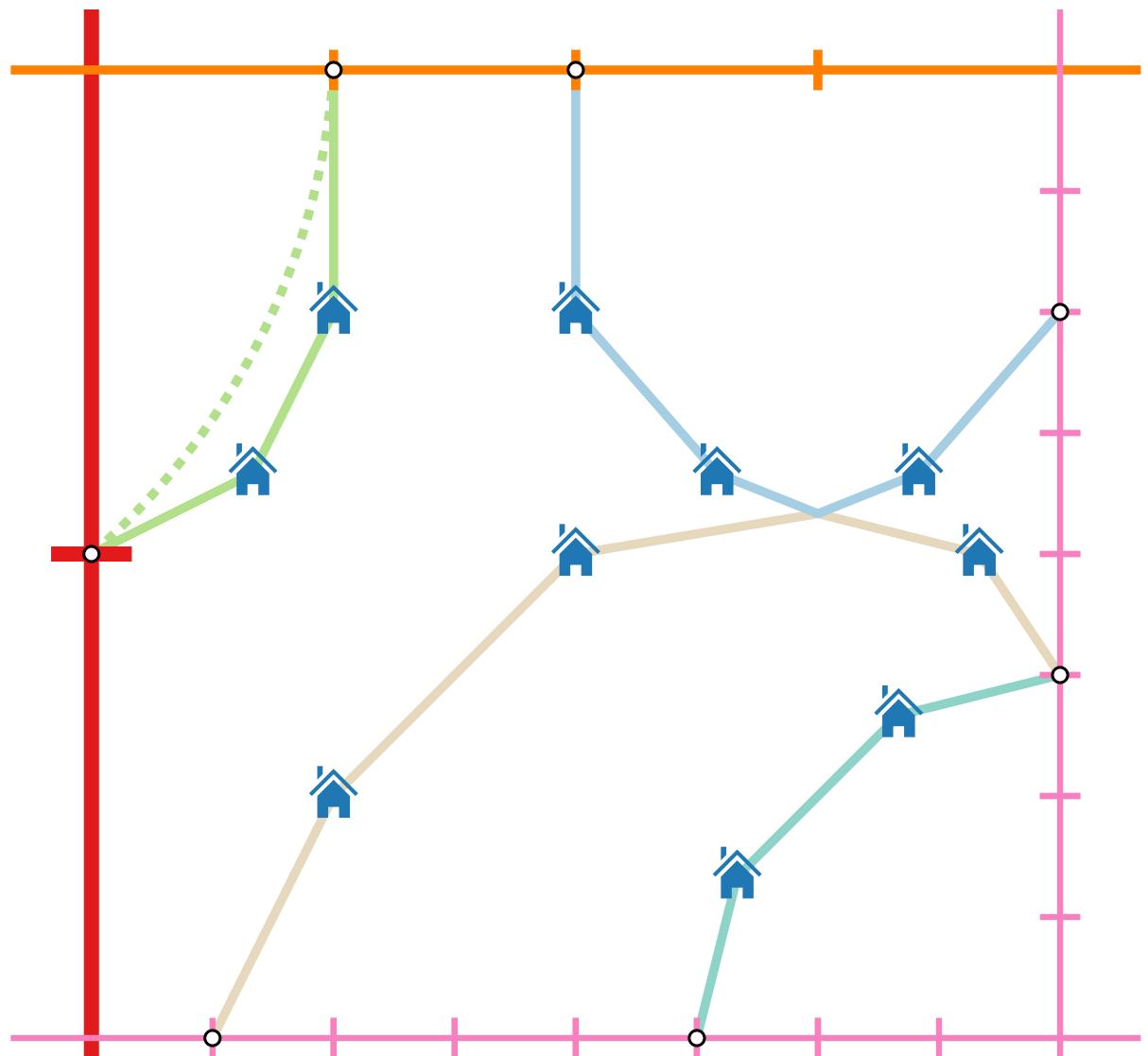
Dynamic Program (I)



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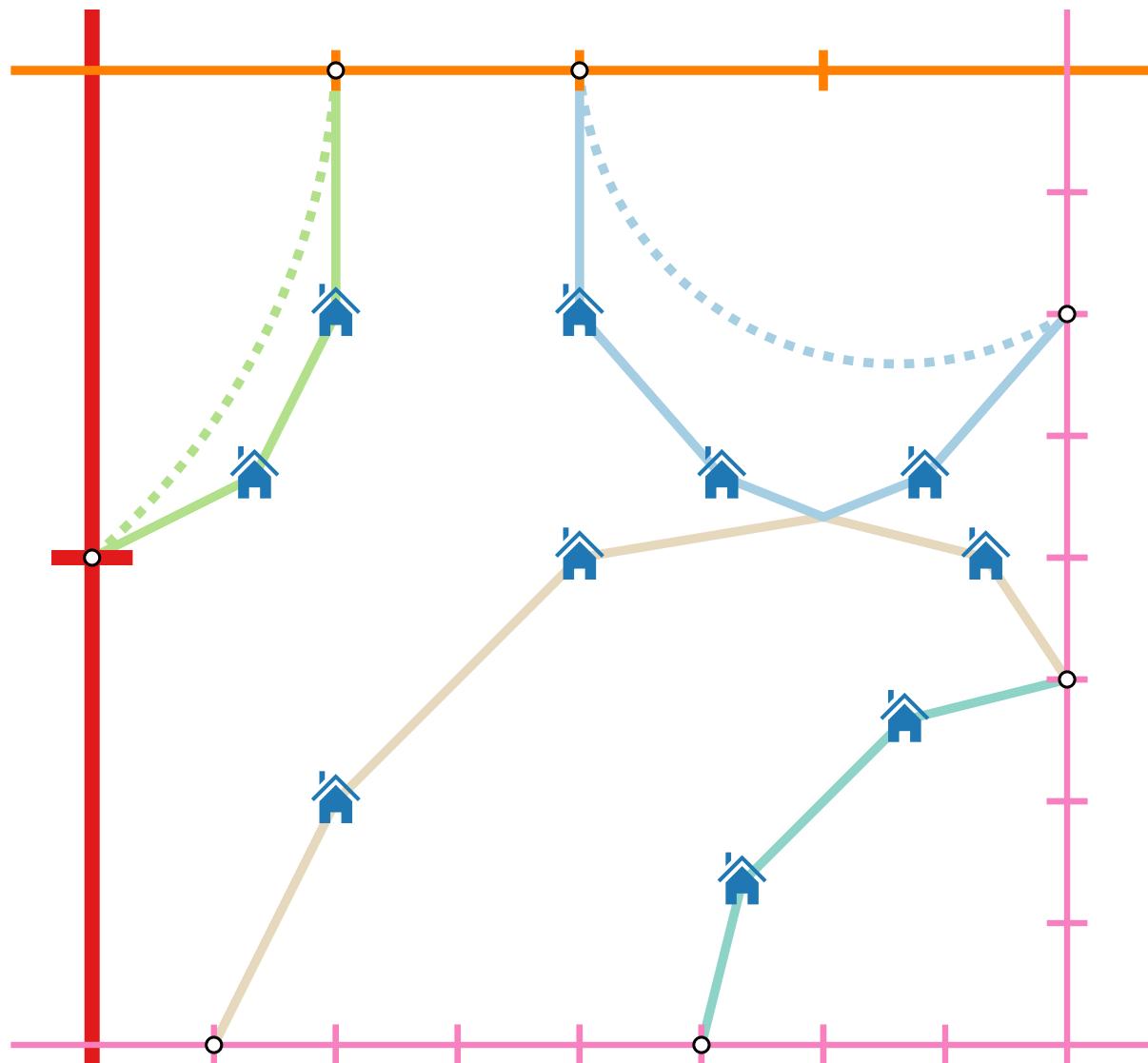
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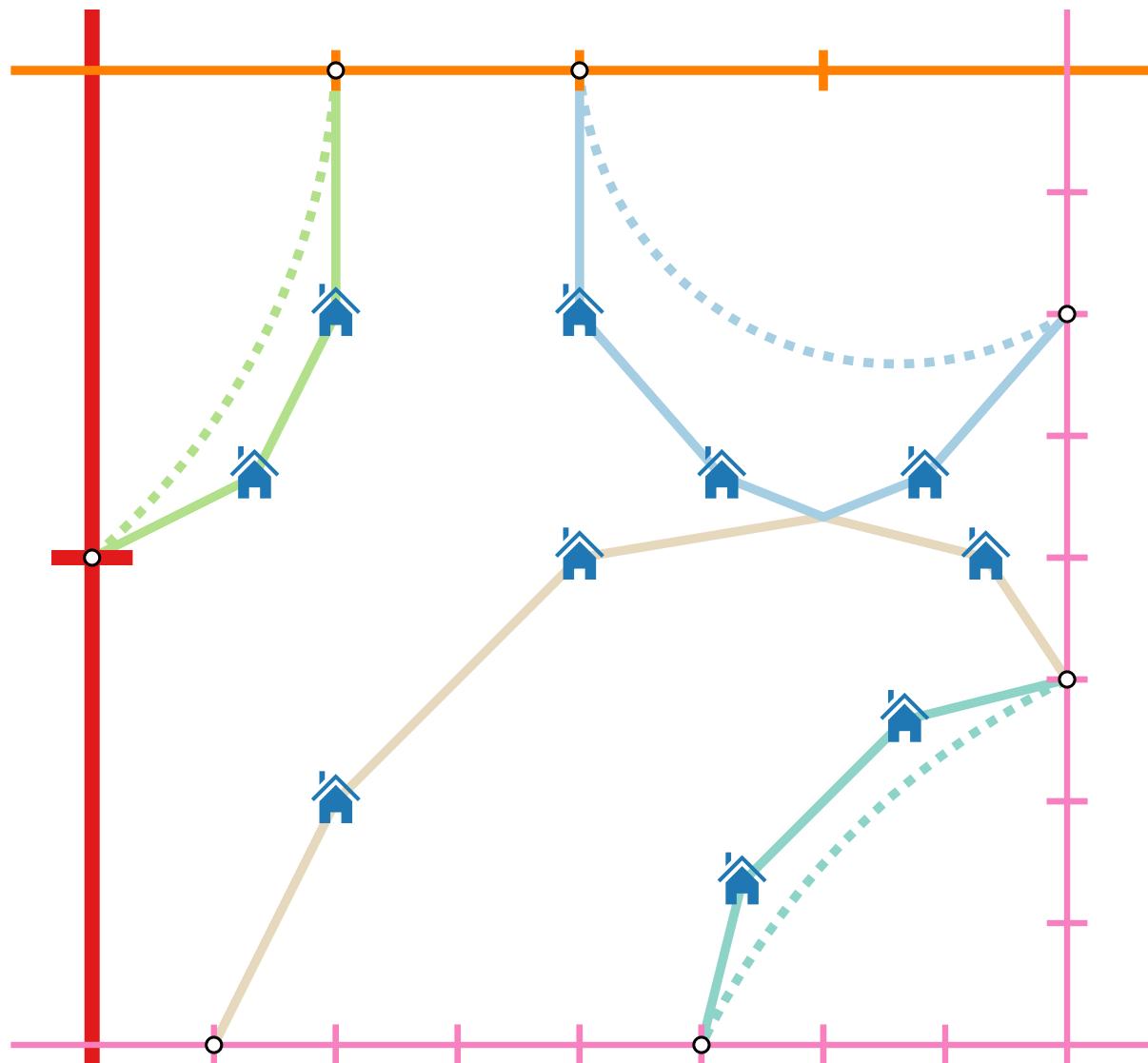
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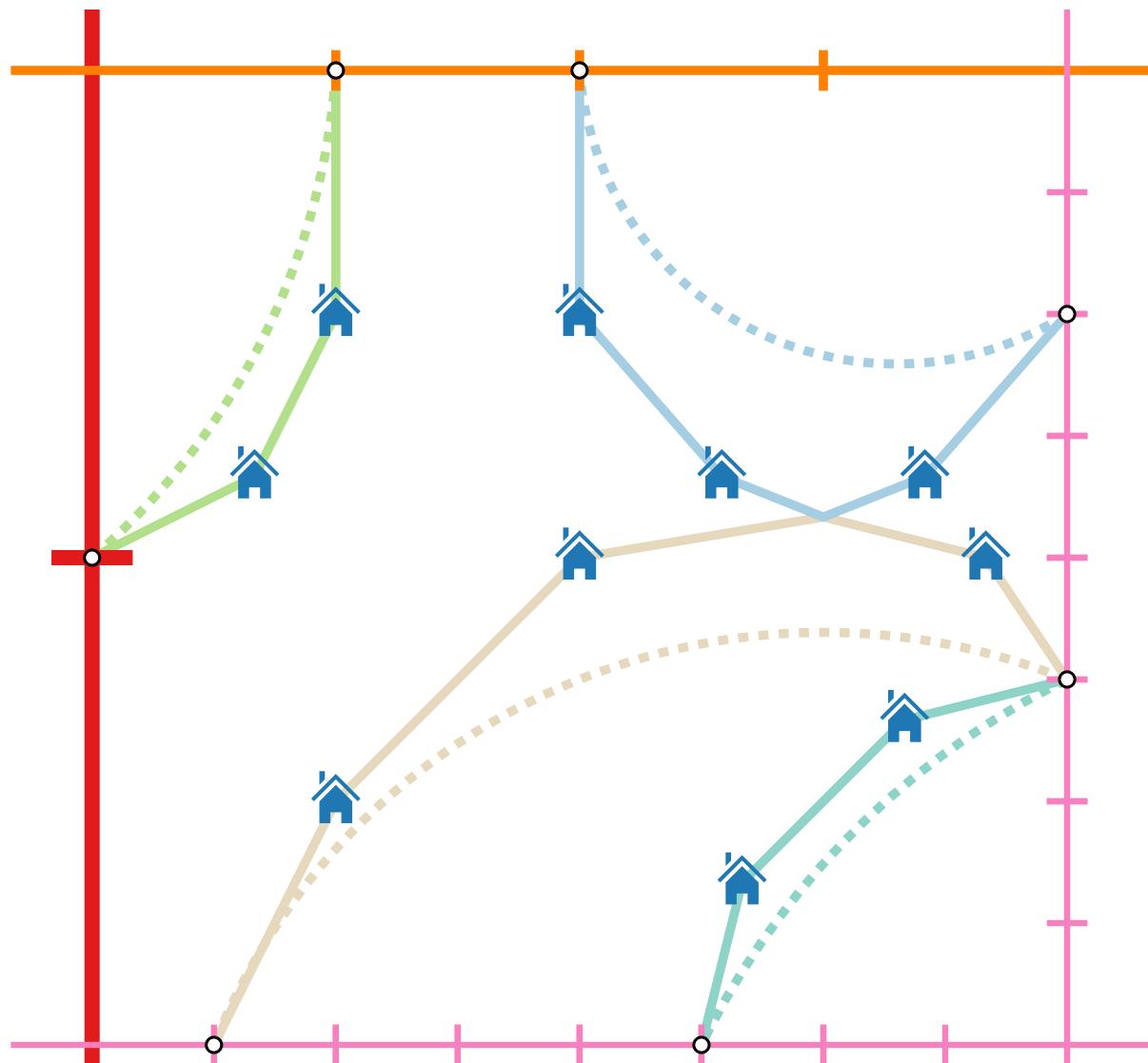
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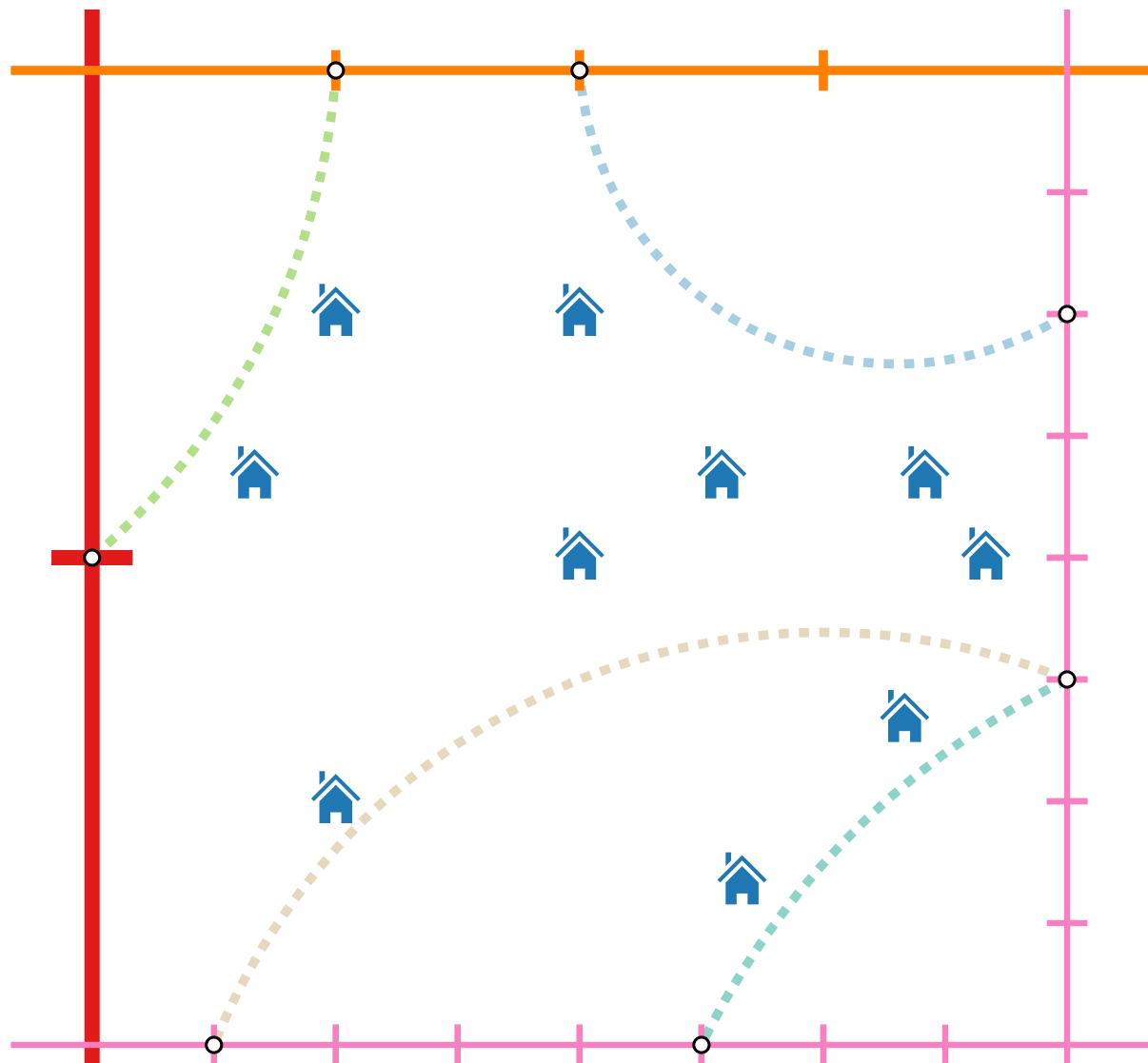
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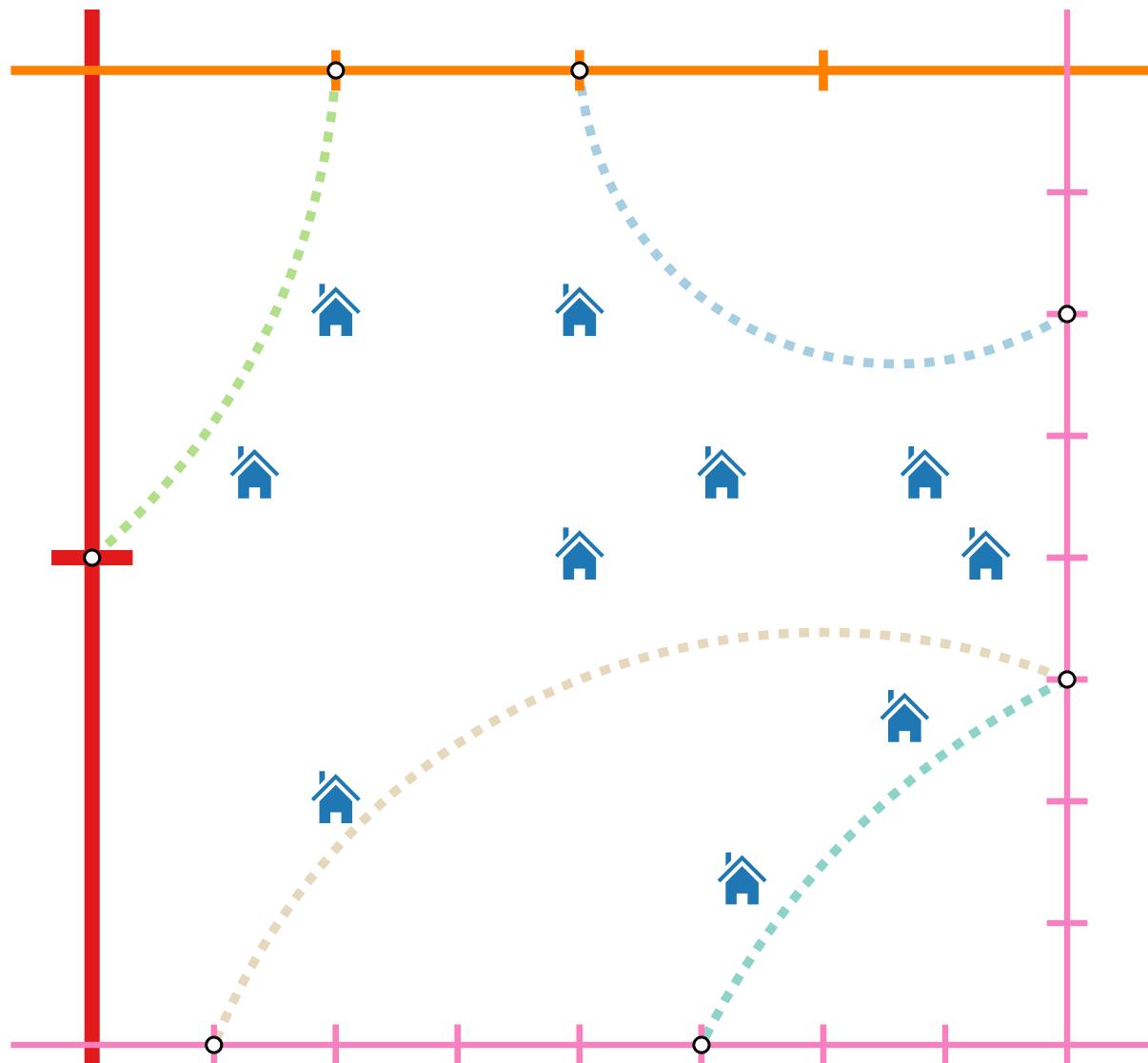
Dynamic Program (I)



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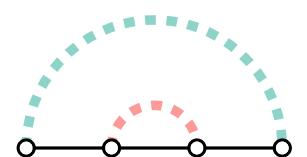
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Dynamic Program (I)

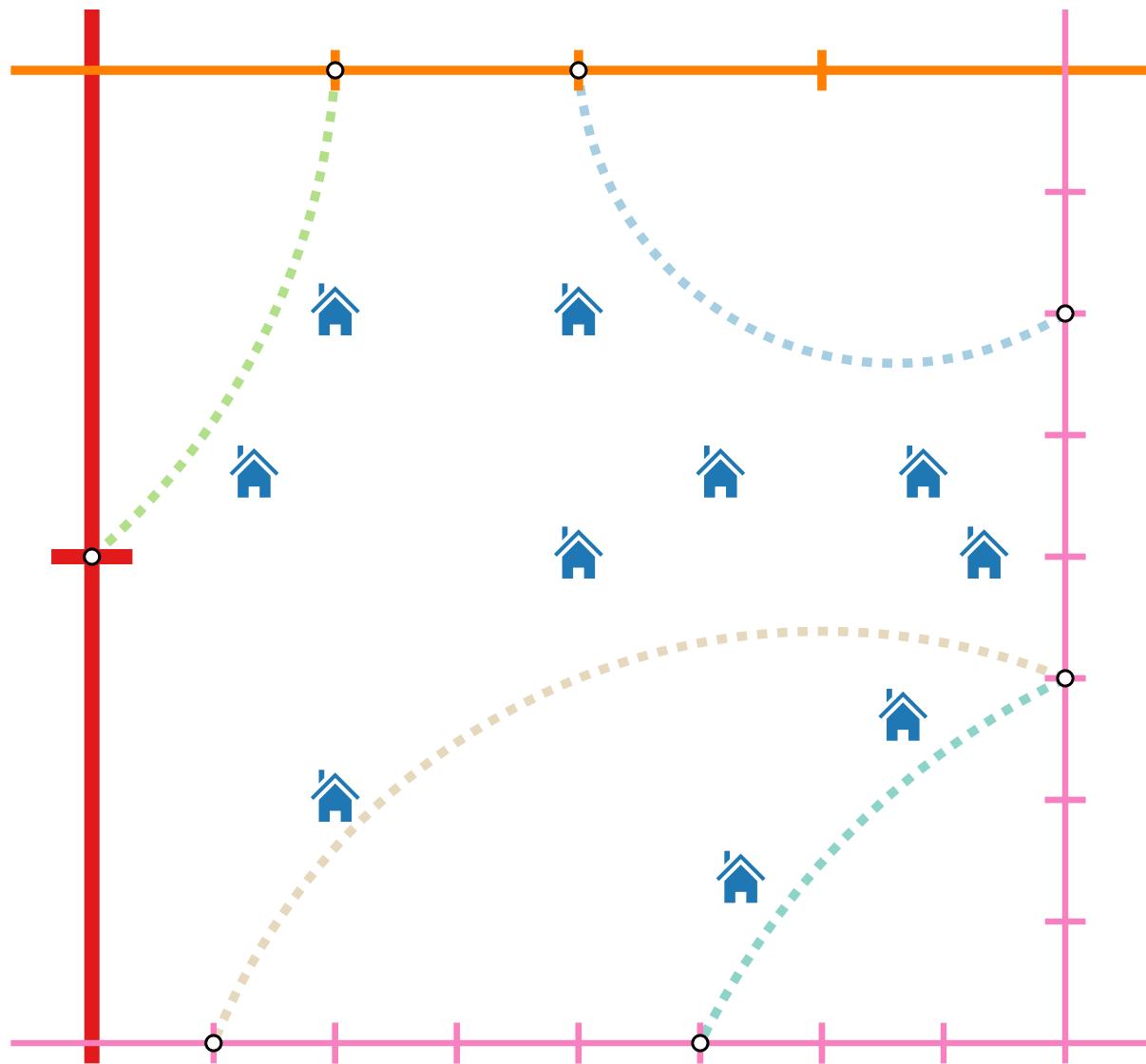


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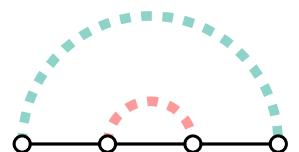
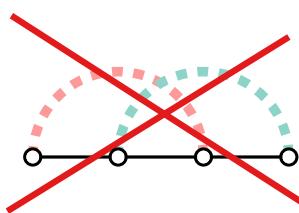


Dynamic Program (I)

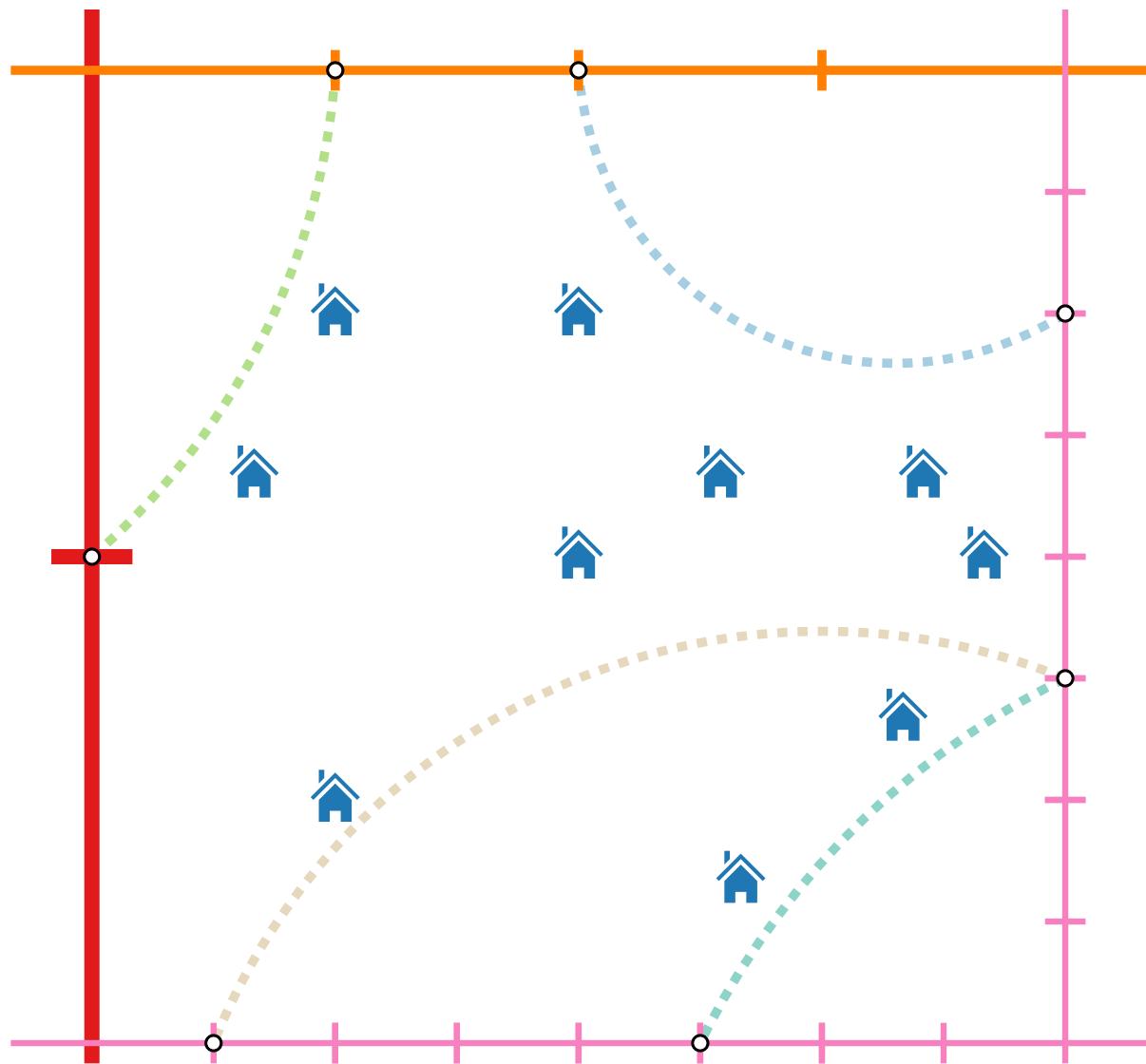


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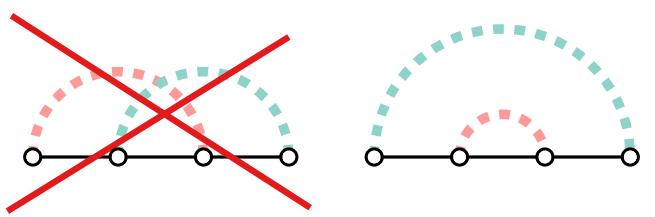
Dynamic Program (I)



⇒ at most

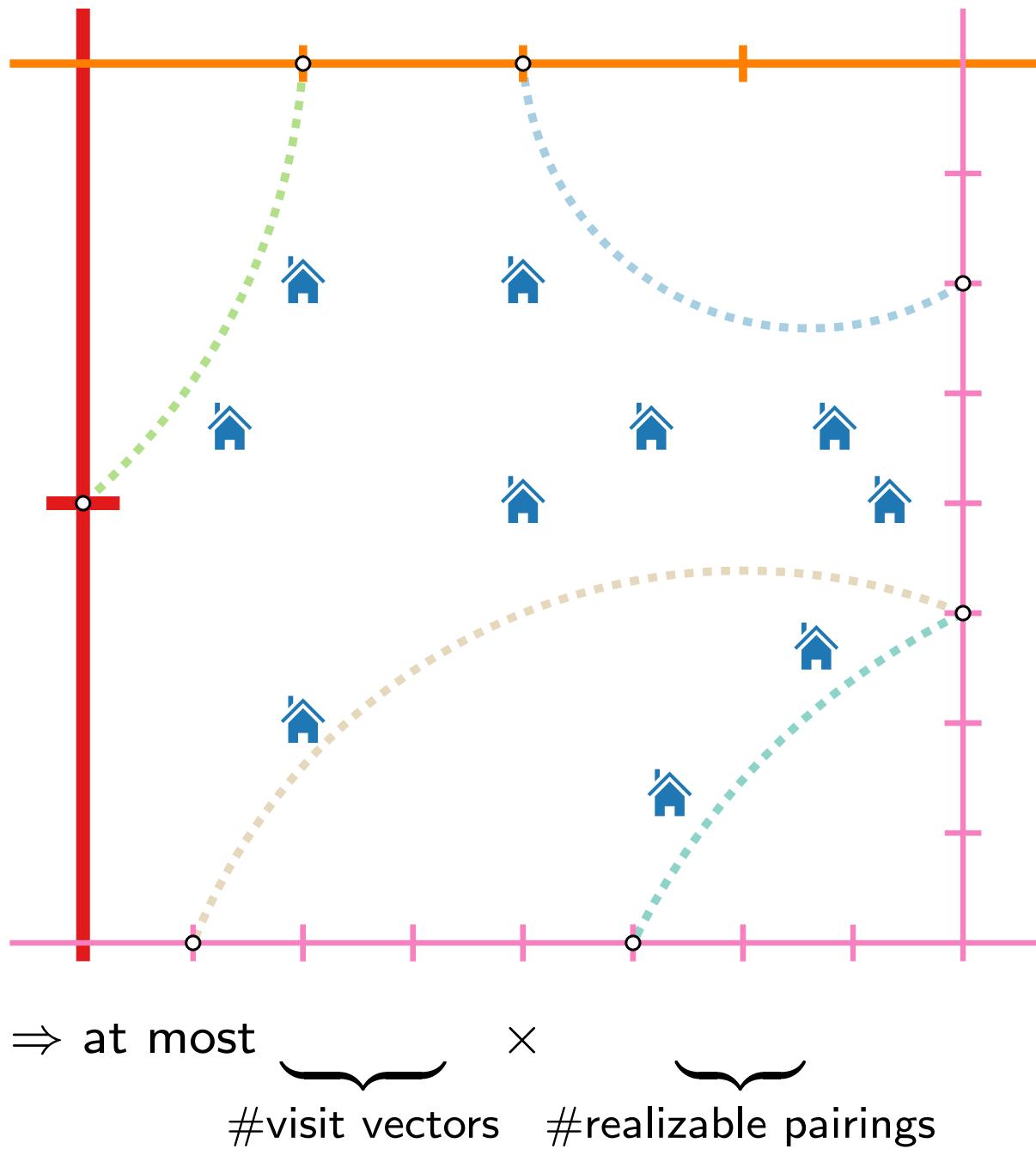
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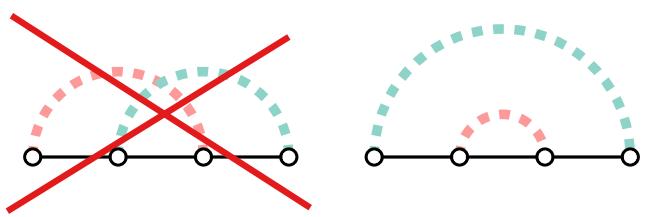
crossing-free pairings

Dynamic Program (I)



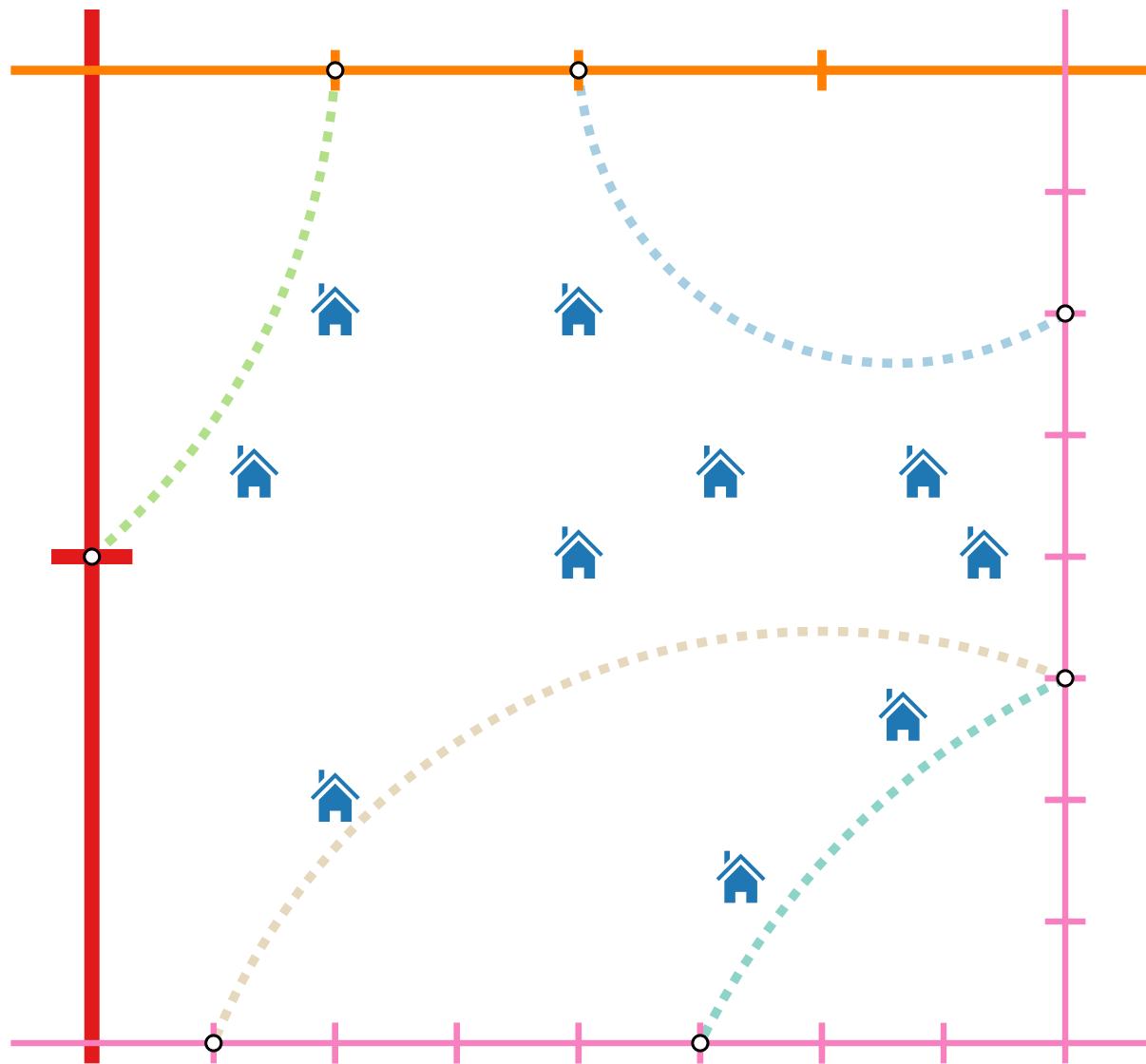
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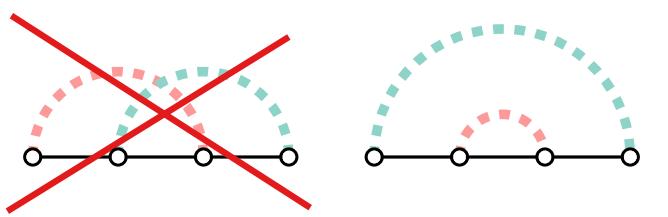
Dynamic Program (I)



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

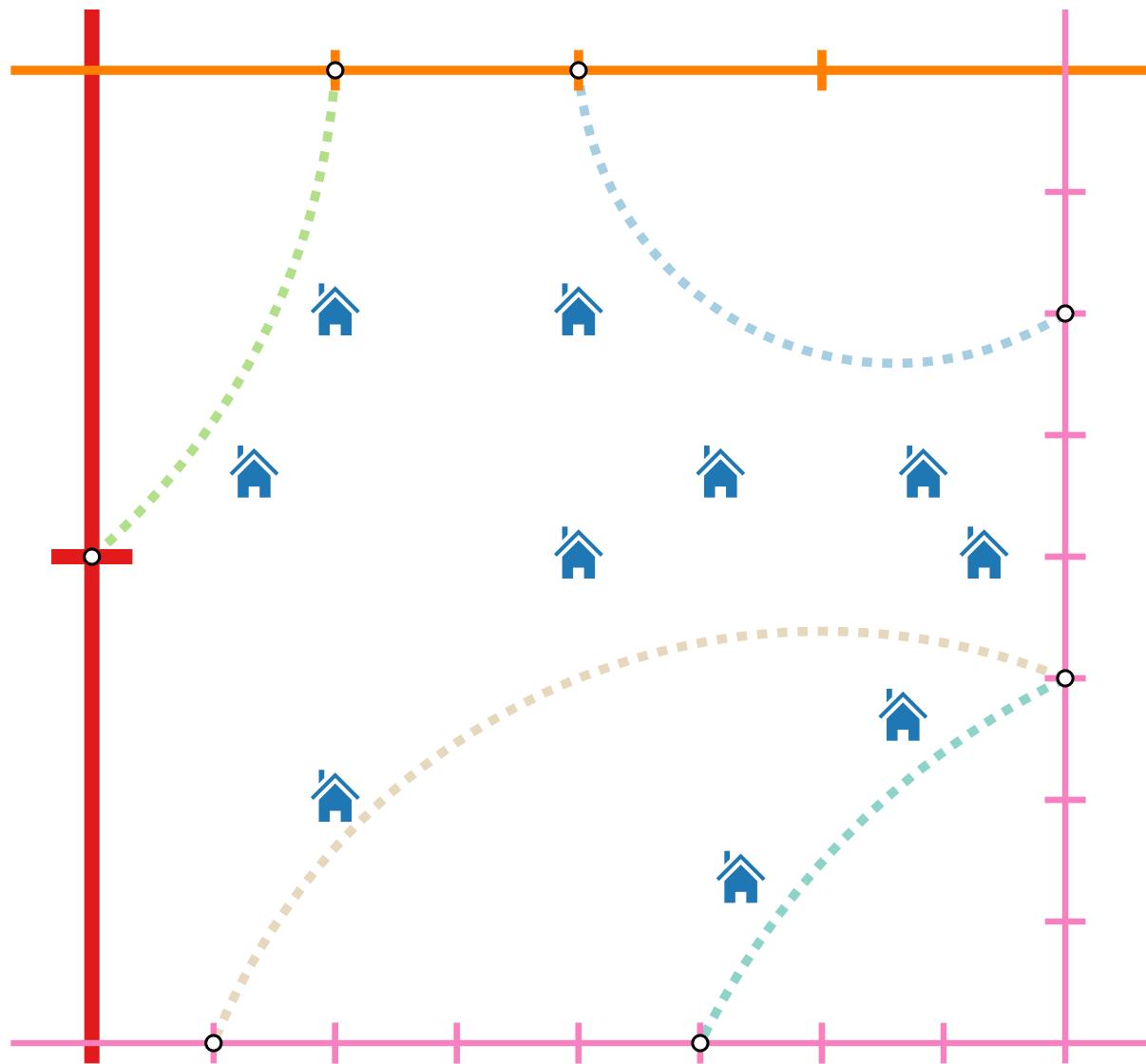
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crossing-free pairings

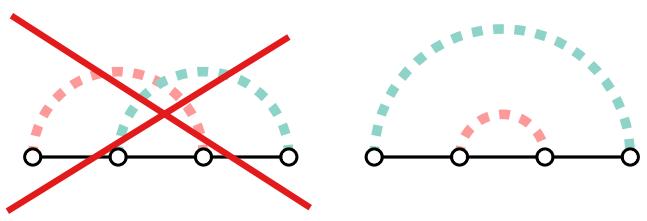
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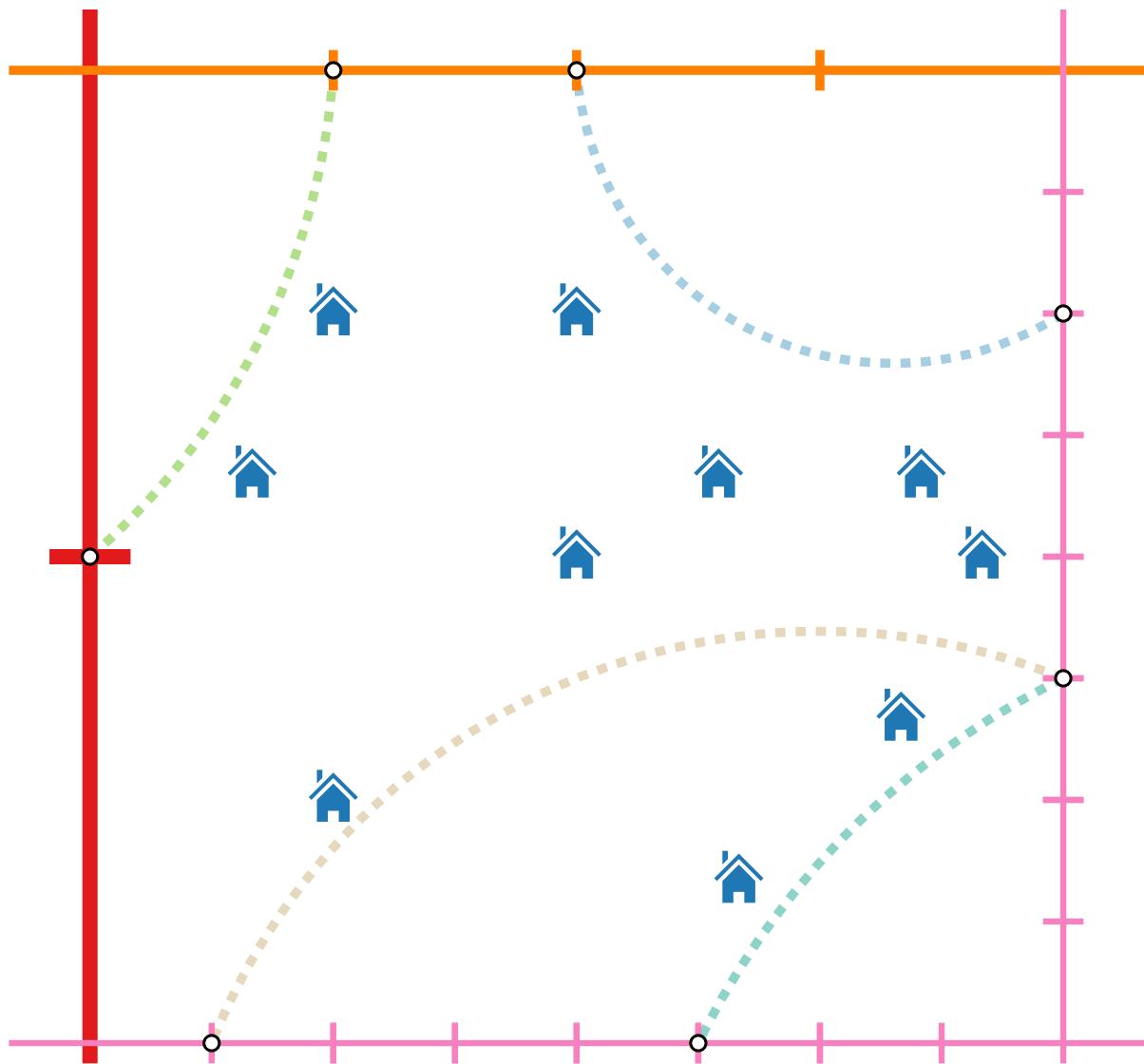
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crossing-free pairings

$=$ # well-formed expr. with $\leq 4m$ pairs of parentheses

Dynamic Program (I)



\Rightarrow at most $n^{\underbrace{O(1/\varepsilon)}}$

\times

$2^{\underbrace{O(m)}}$

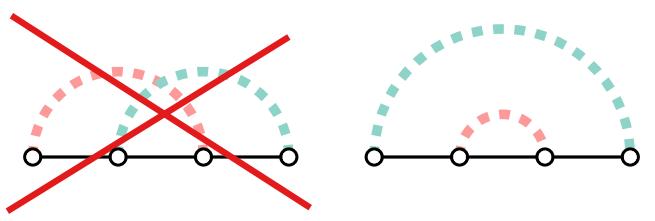
$=$

crossing-free pairings

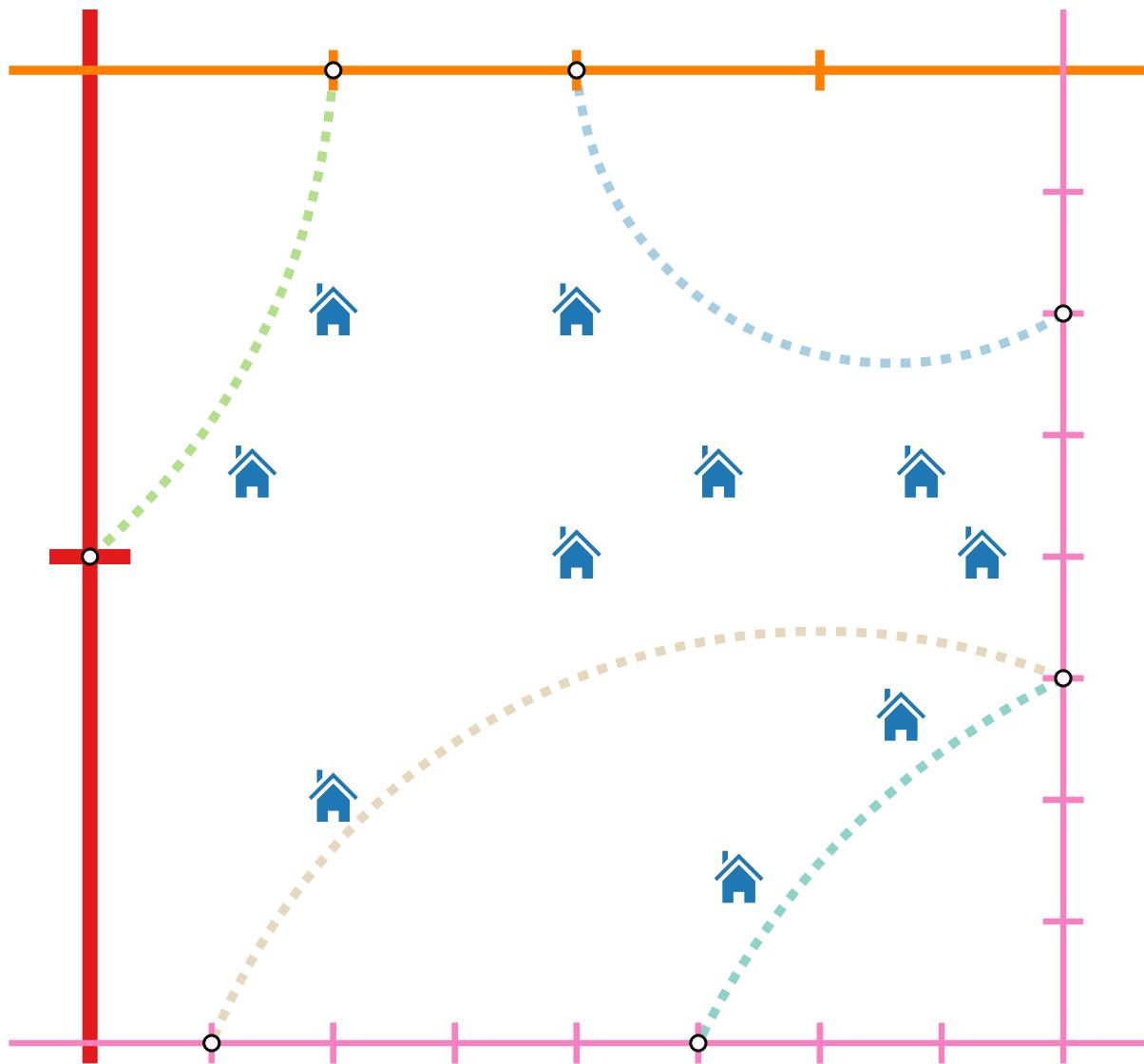
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Dynamic Program (I)



\Rightarrow at most $n^{\underbrace{O(1/\varepsilon)}}$

\times

$2^{\underbrace{O(m)}}$

$=$

$n^{\underbrace{O(1/\varepsilon)}} \text{ crossing-free pairings}$

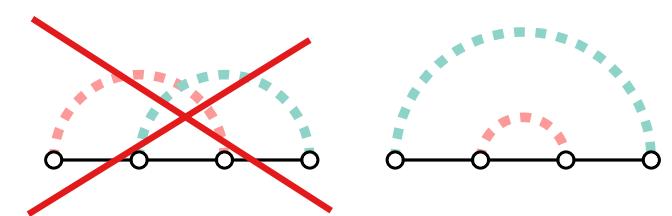
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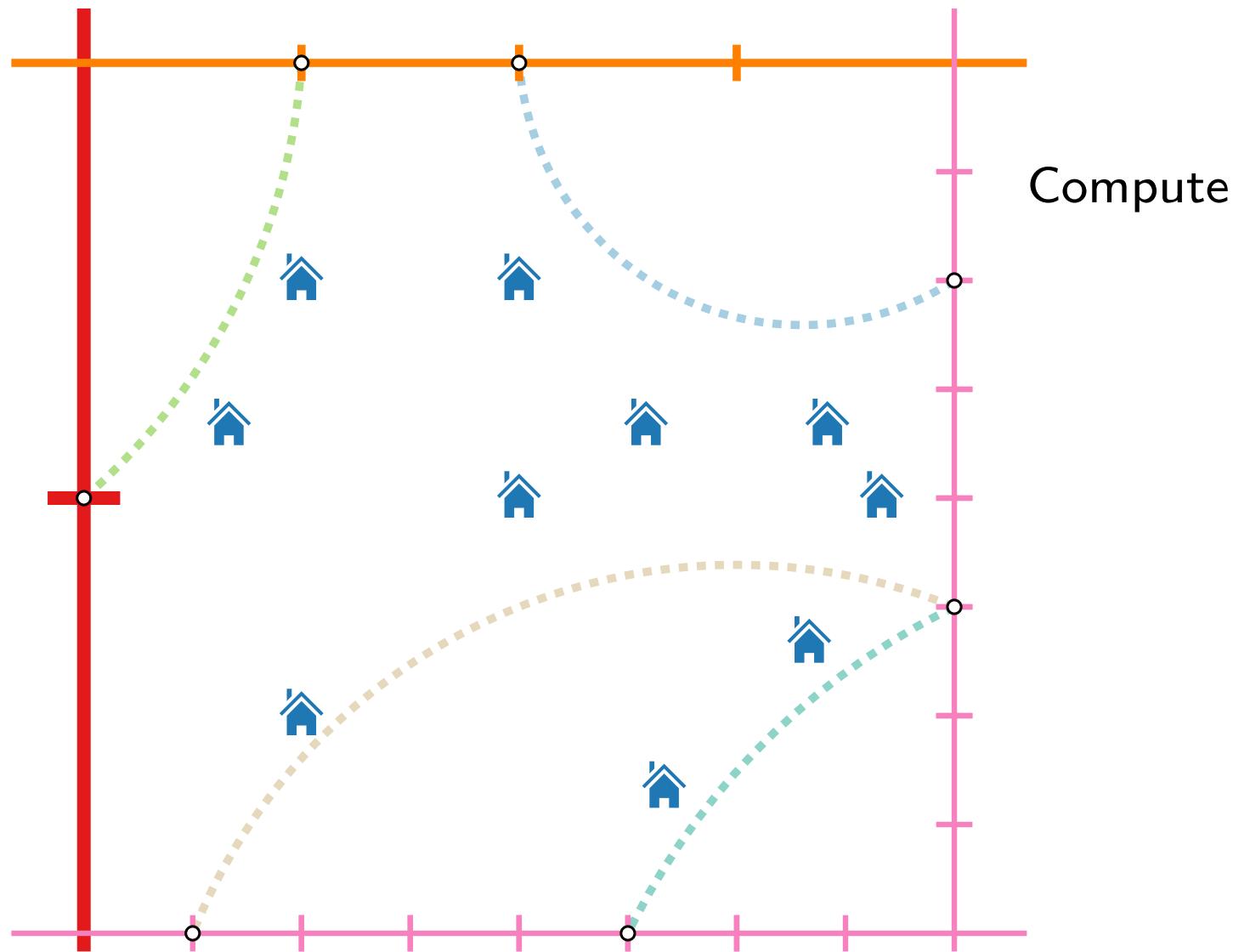
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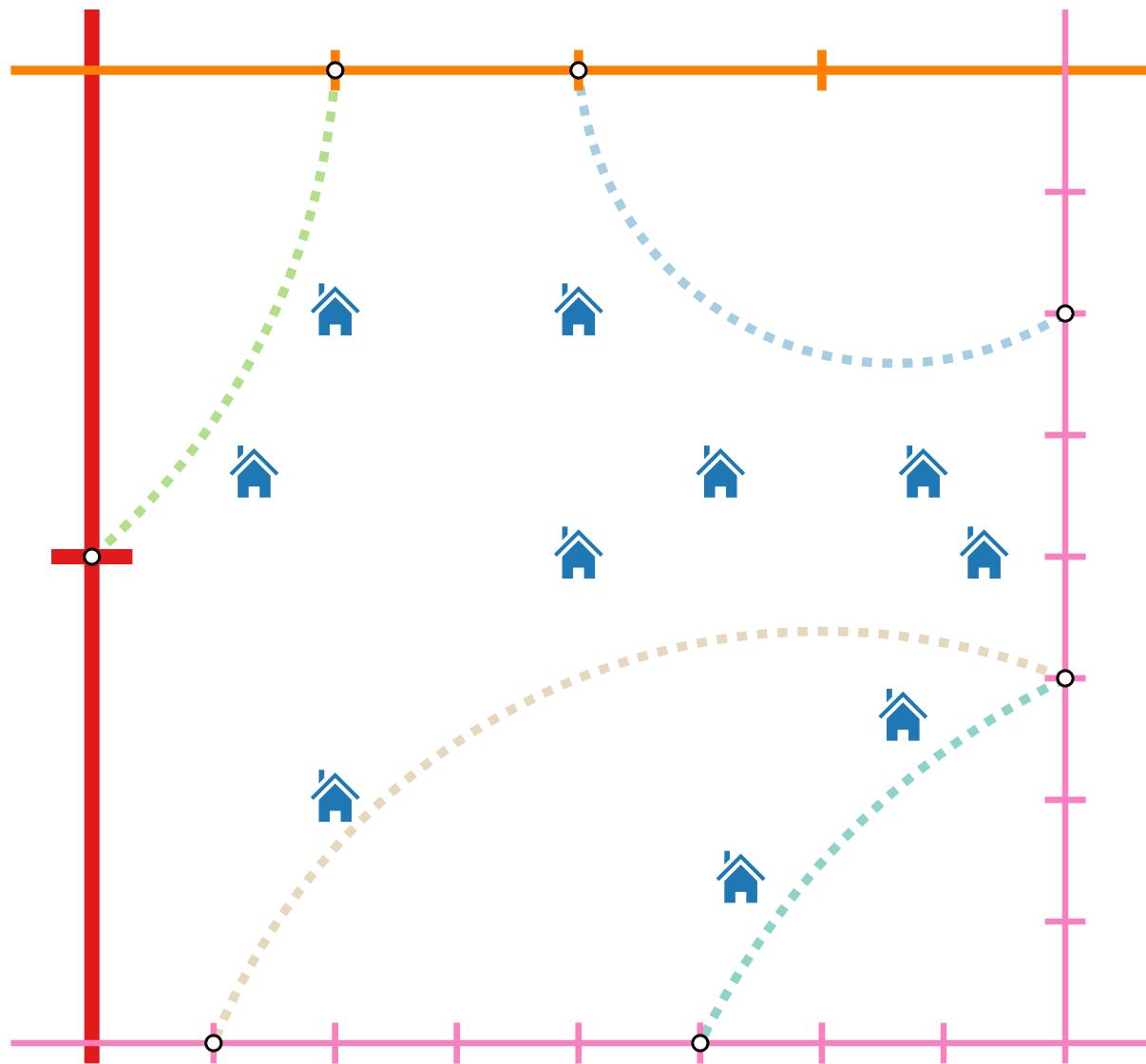
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Dynamic Program (II)



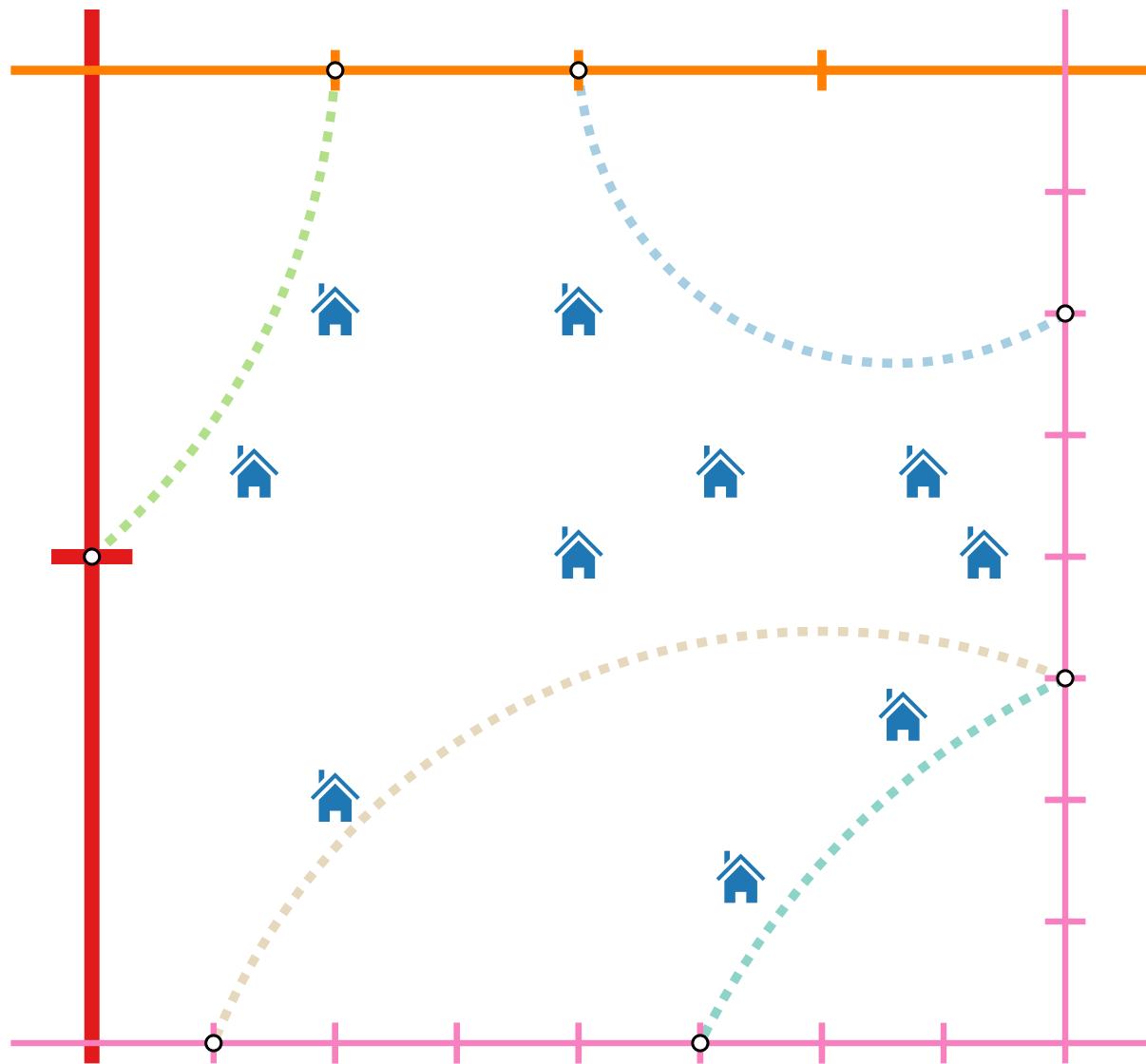
Dynamic Program (II)



Compute

- for each square Q in the dissection and

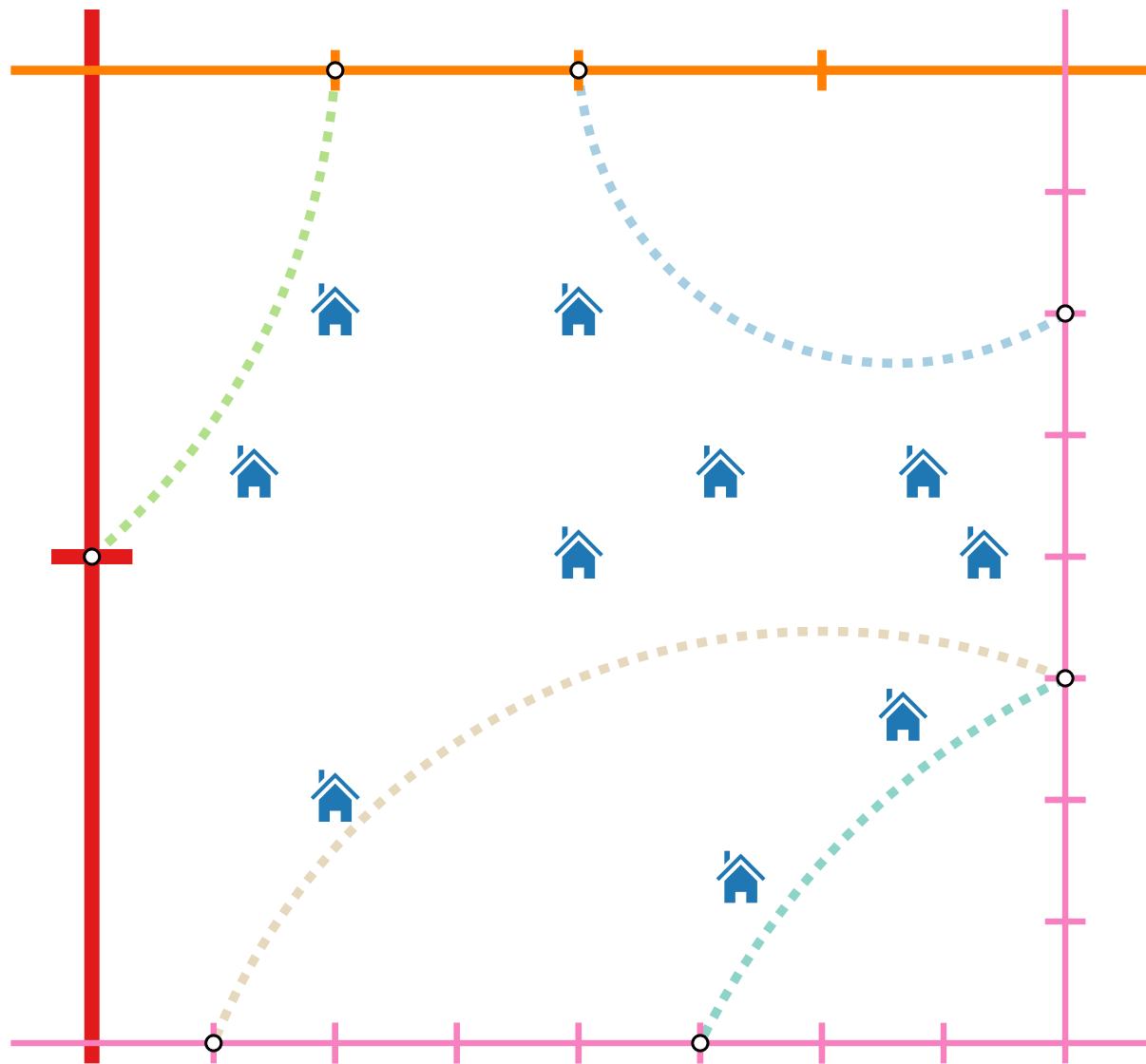
Dynamic Program (II)



Compute

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

Dynamic Program (II)

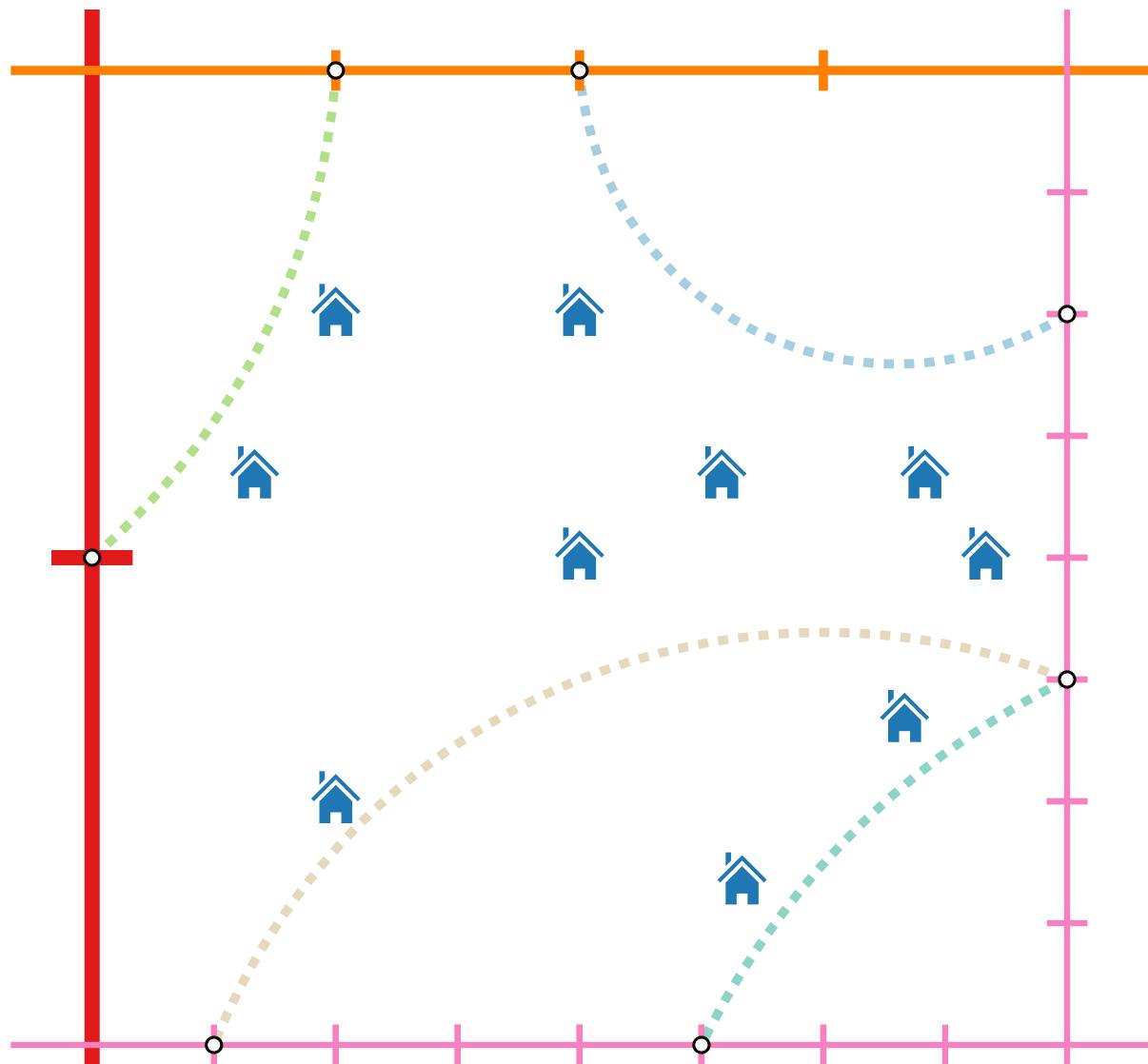


Compute

- 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)



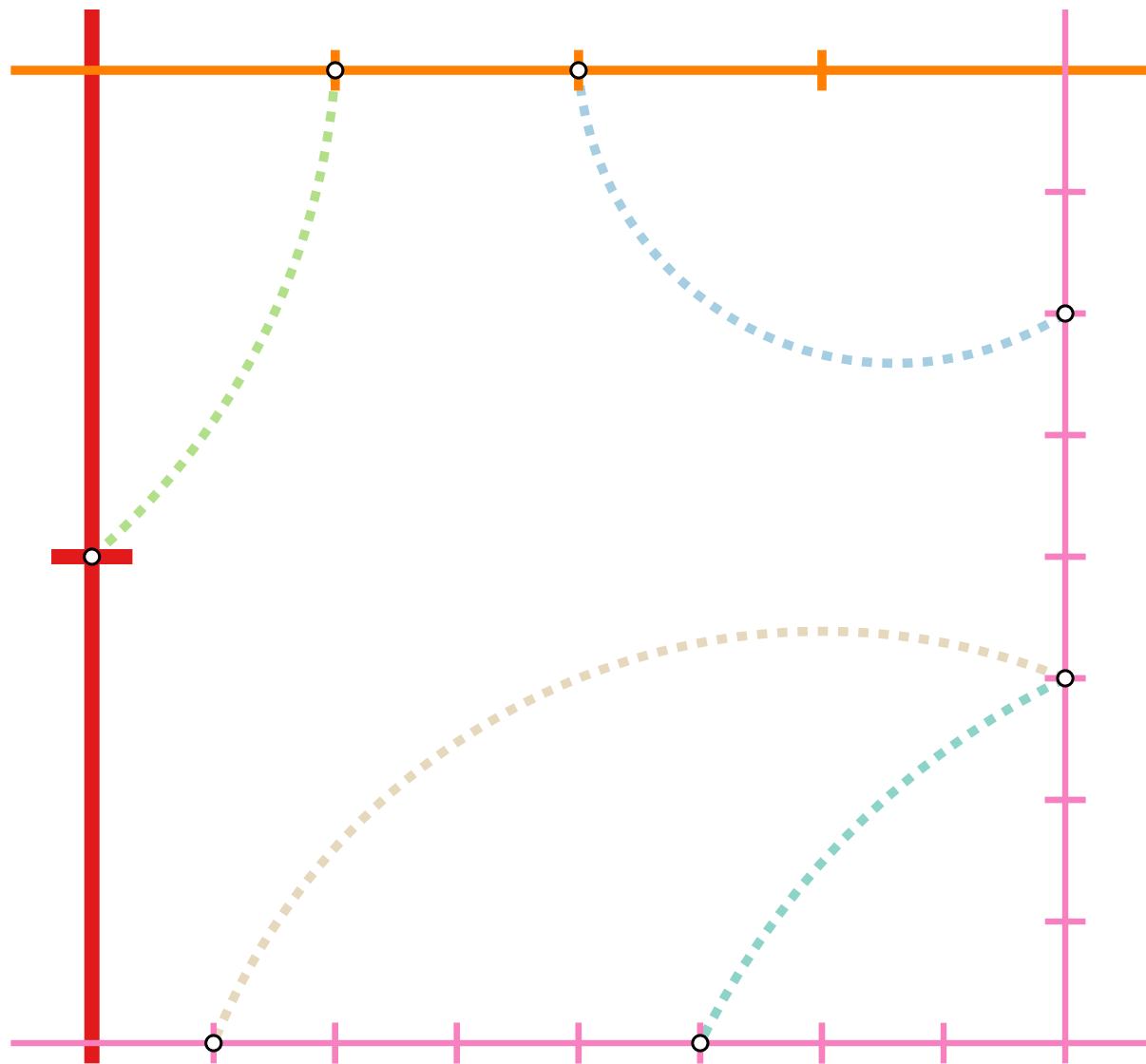
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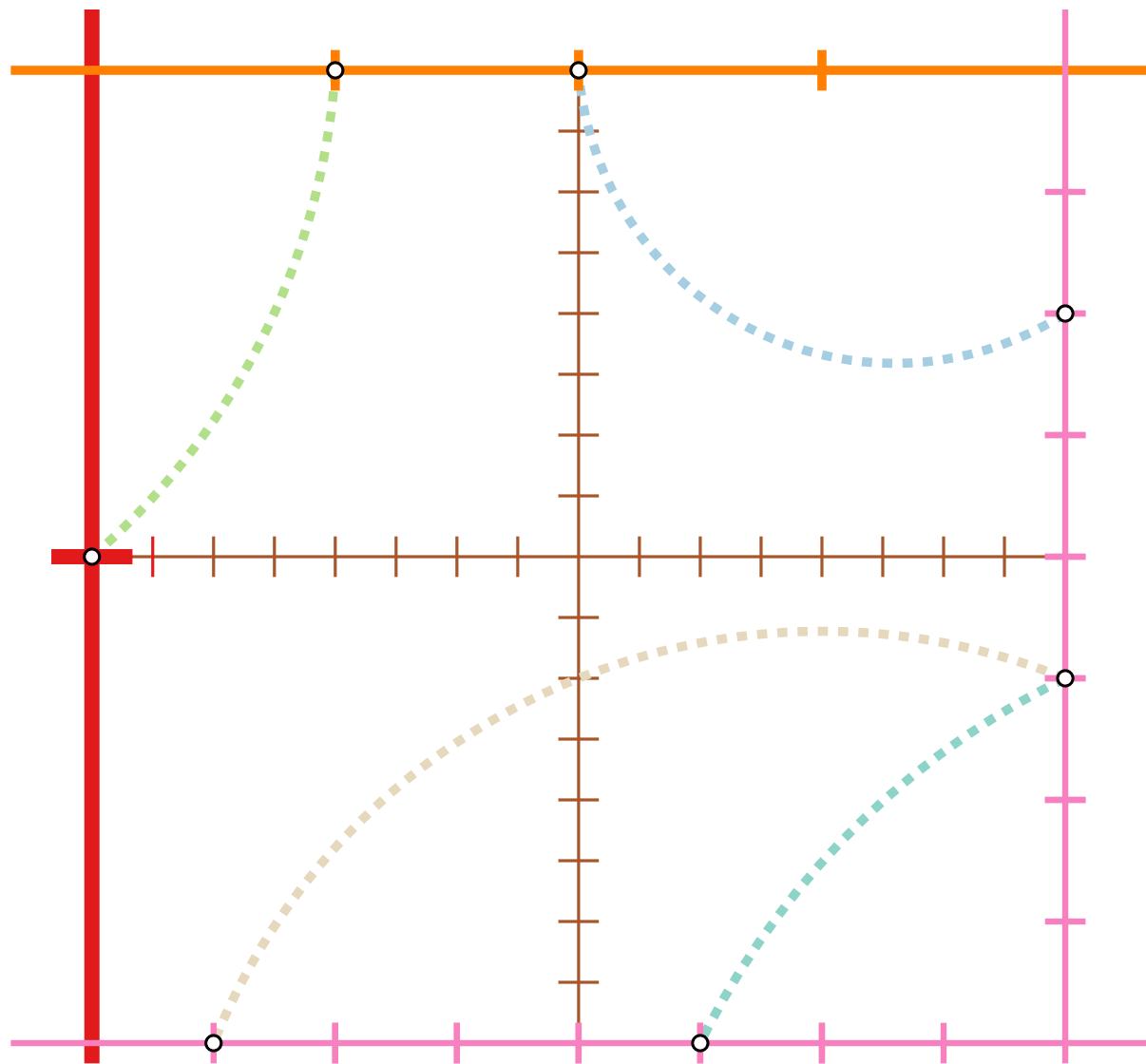
How?

Dynamic Program (III)



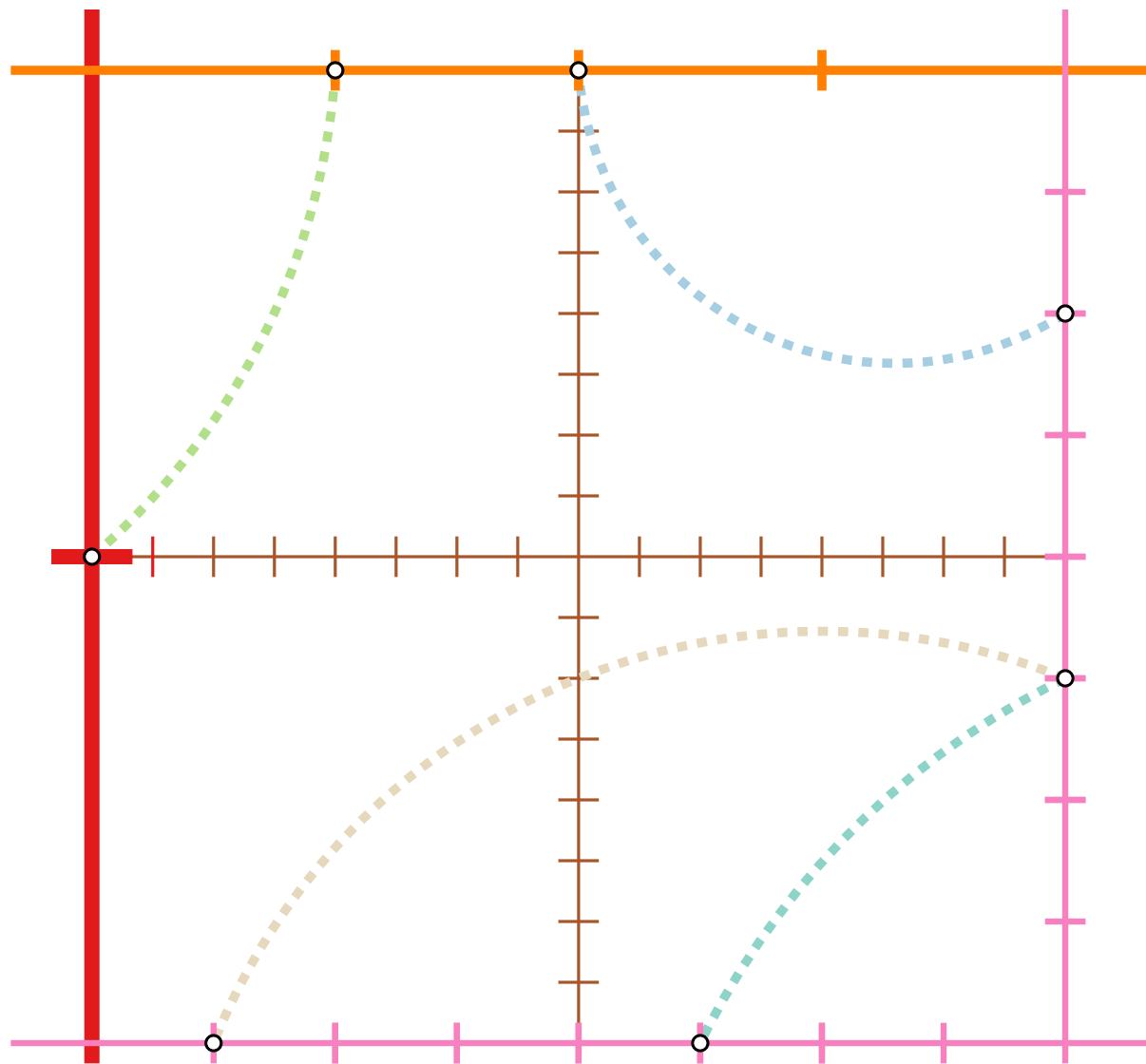
For a given square Q and pairing P :

Dynamic Program (III)



For a given square Q and pairing P :

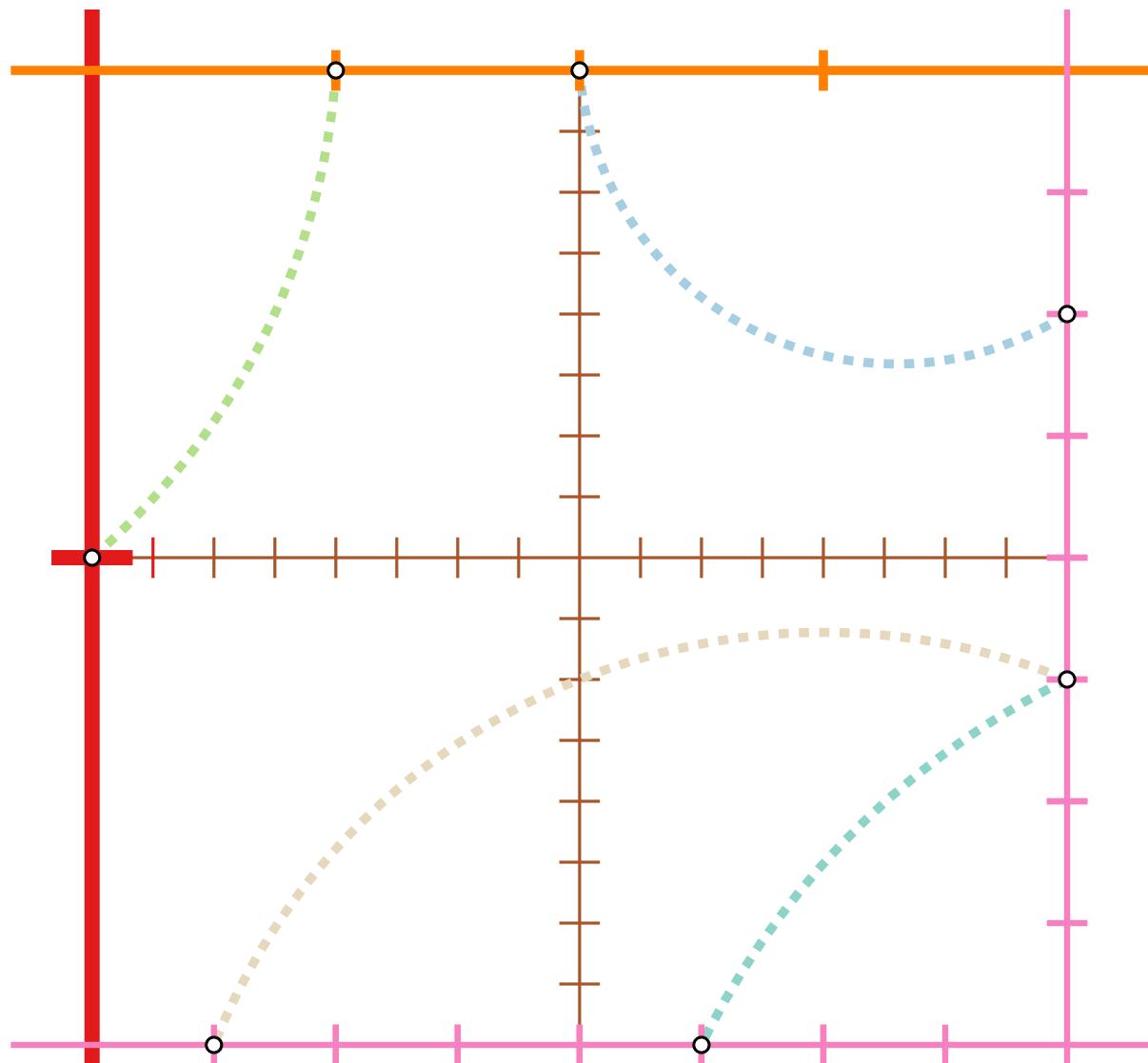
Dynamic Program (III)



For a given square Q and pairing P :

- Iterate over all crossing-free pairings of the child squares.

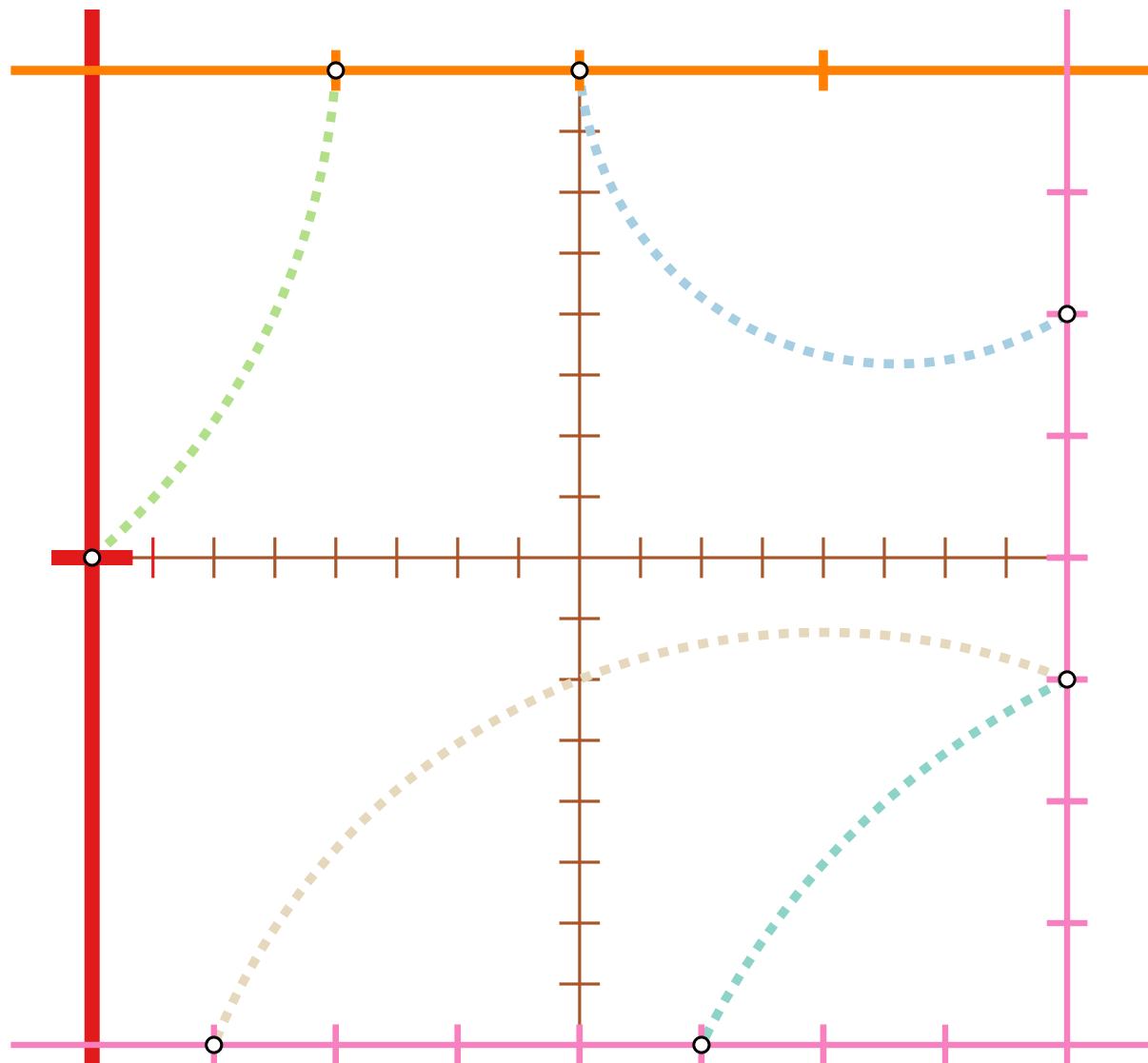
Dynamic Program (III)



For a given square Q and pairing P :

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

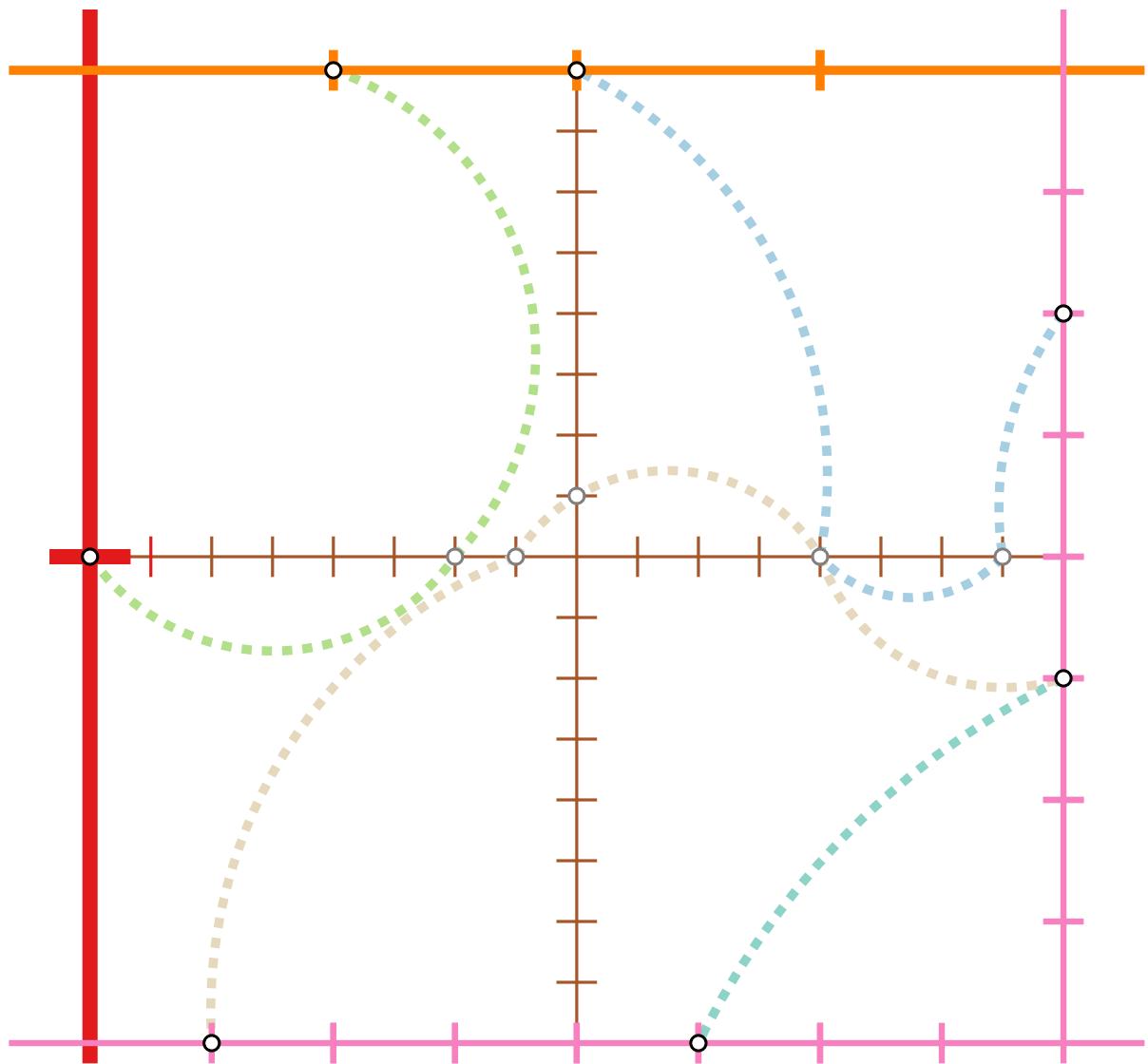
Dynamic Program (III)



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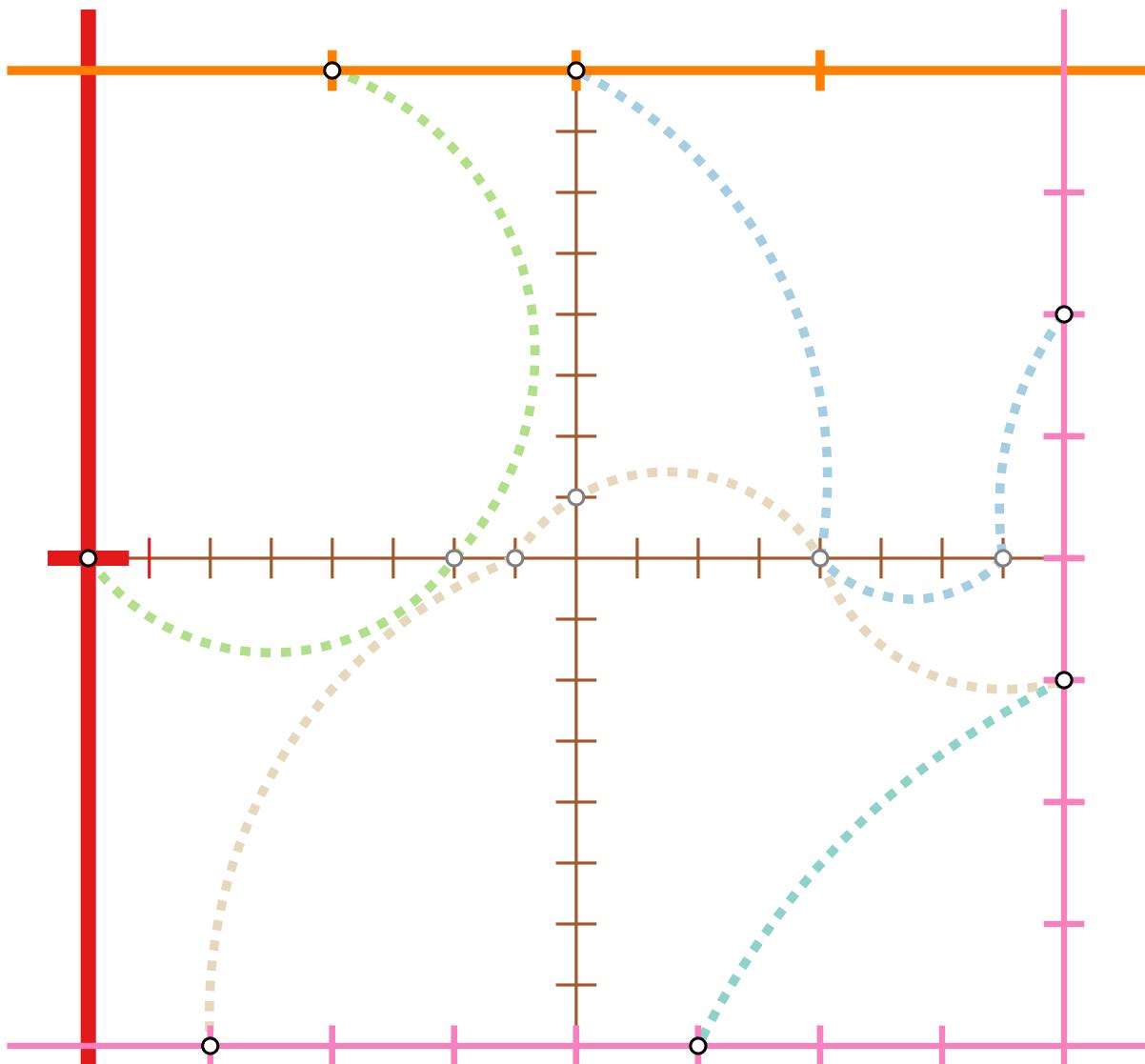
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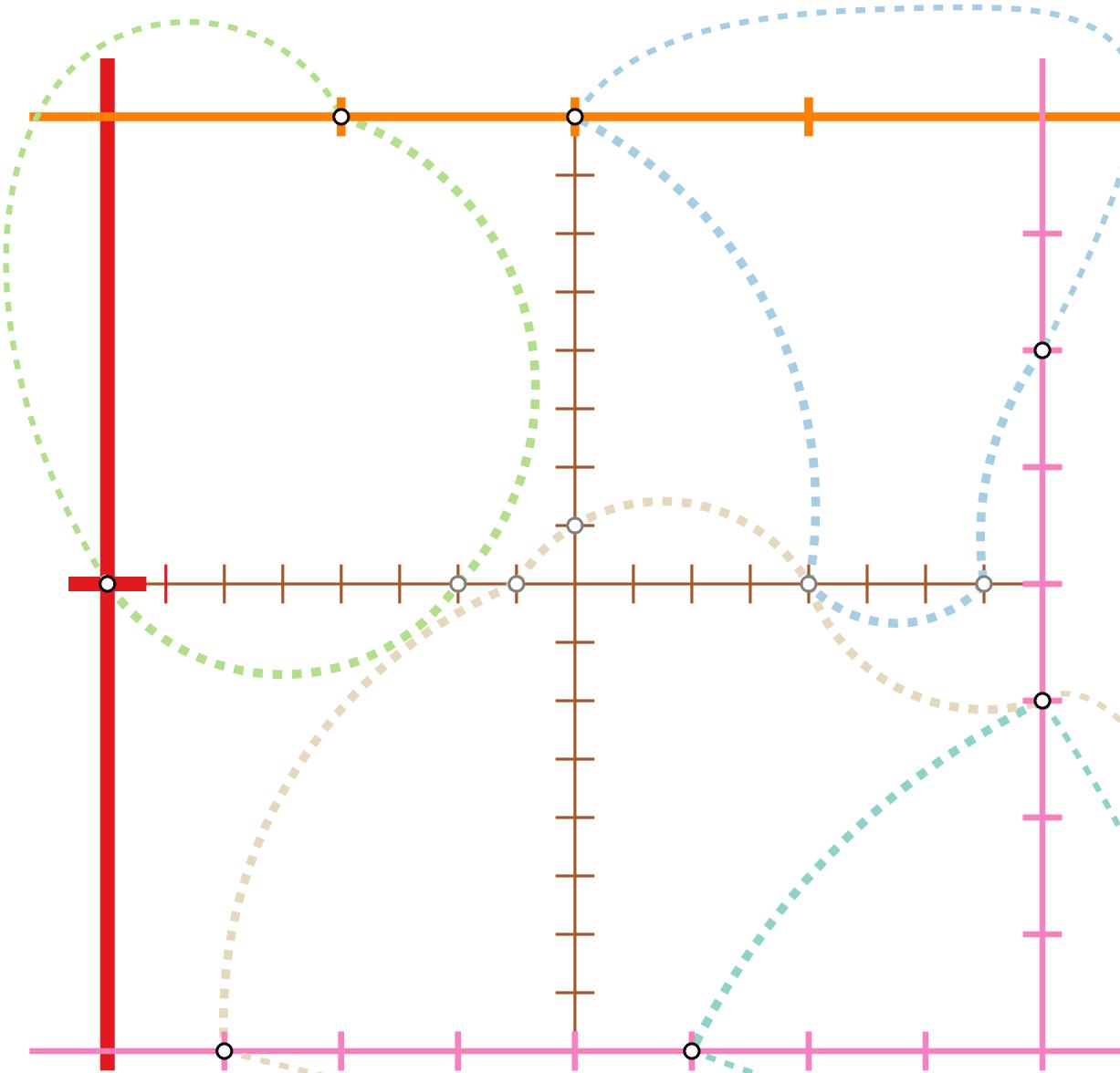
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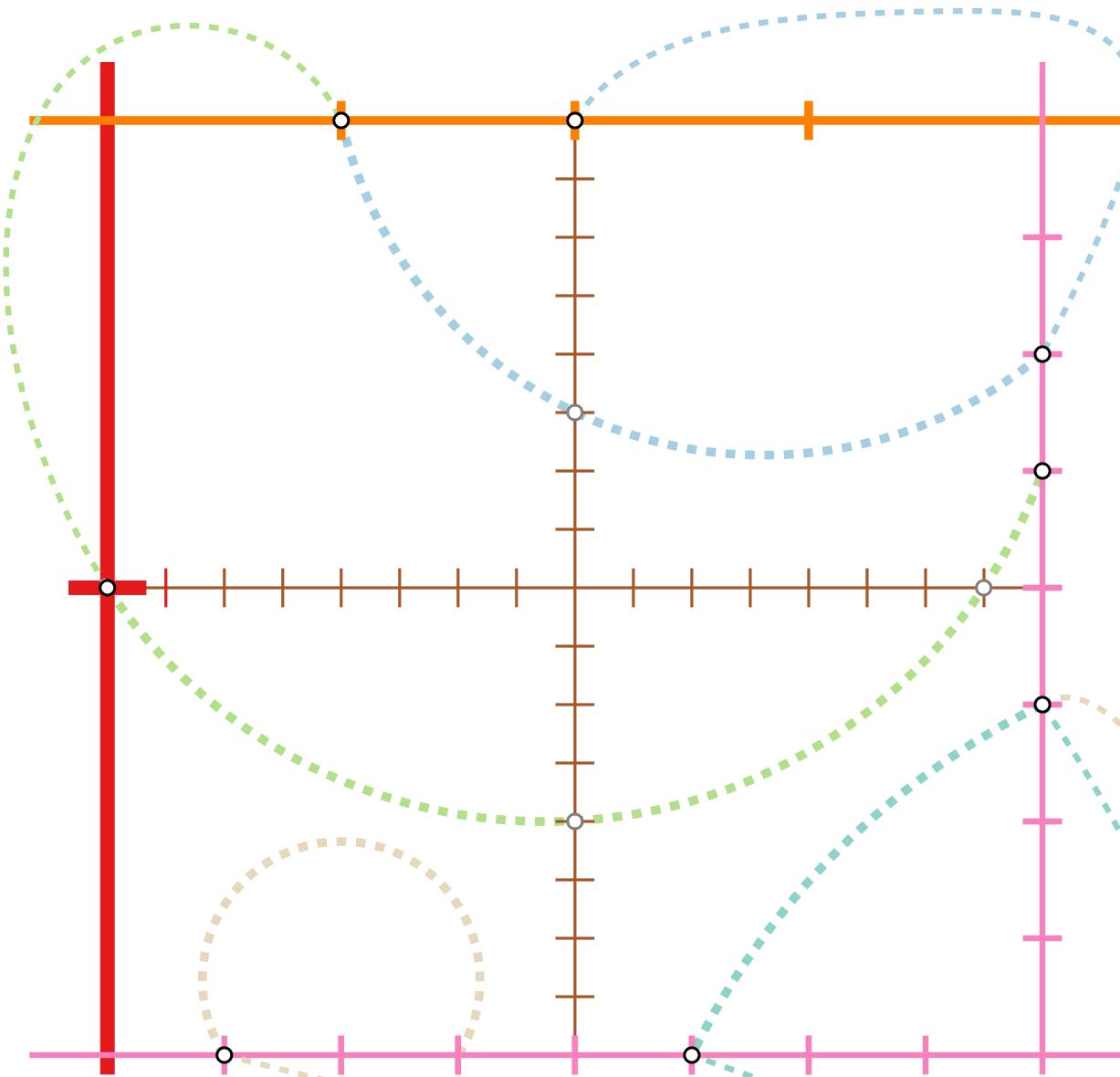
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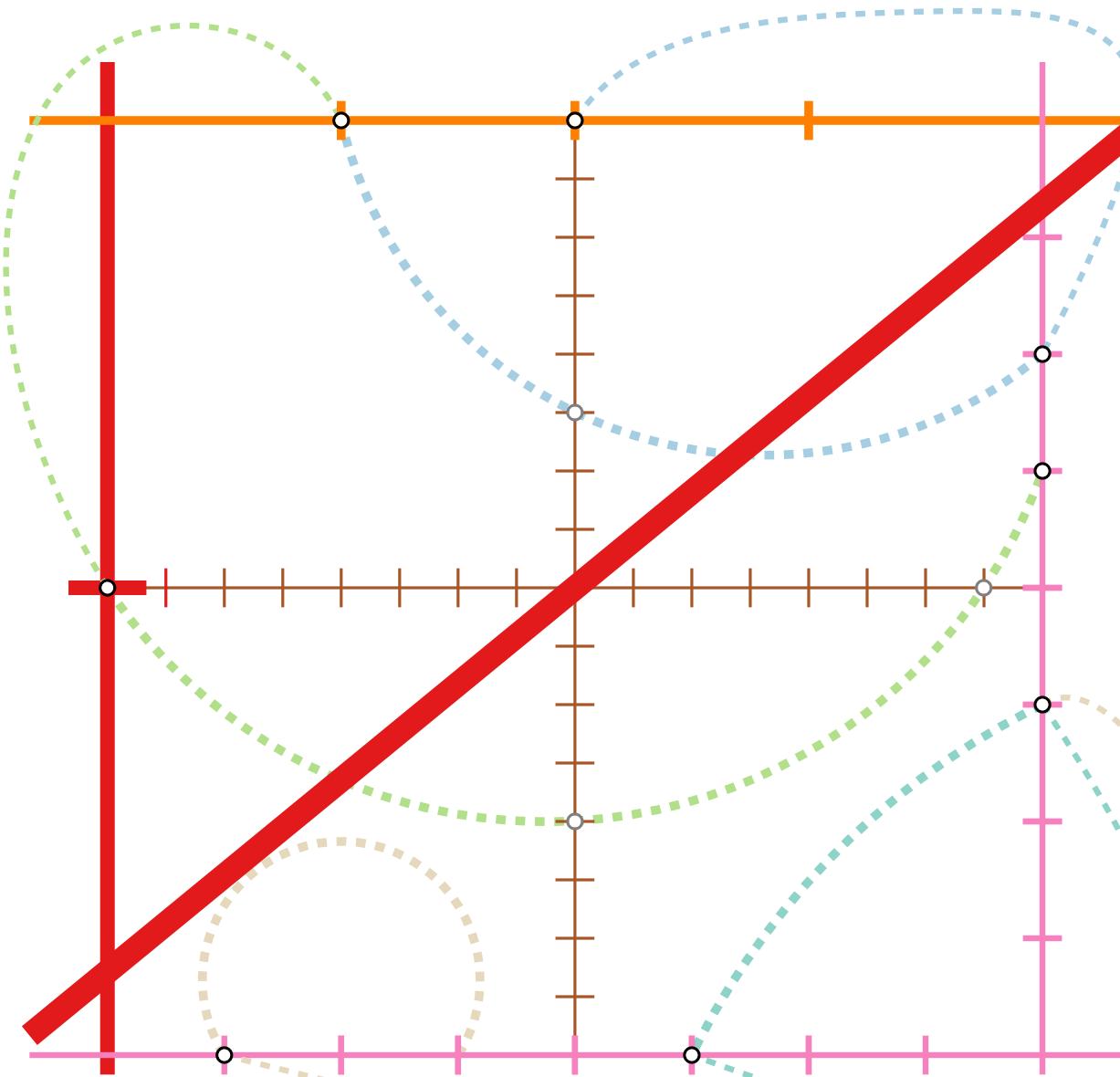
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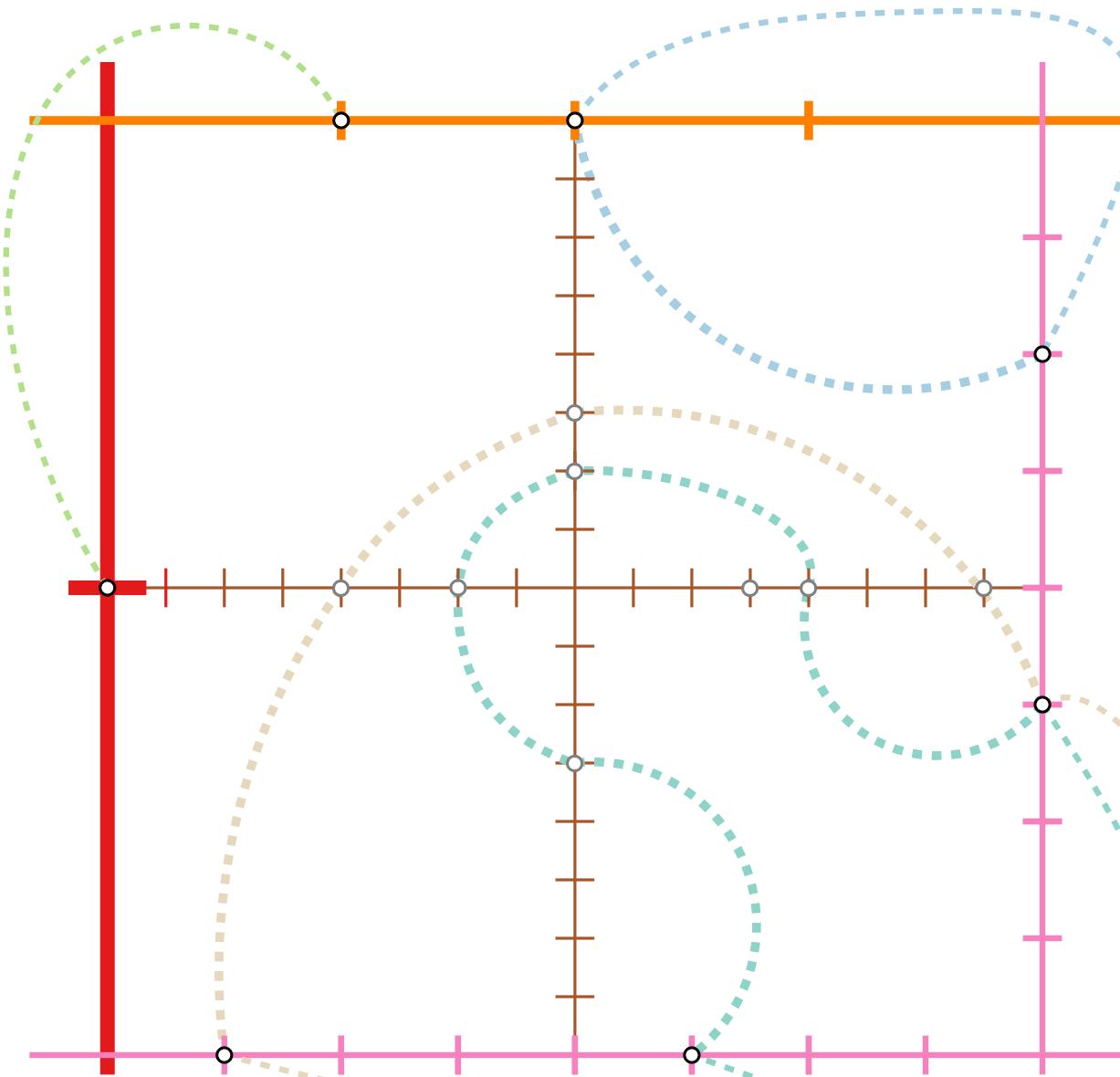
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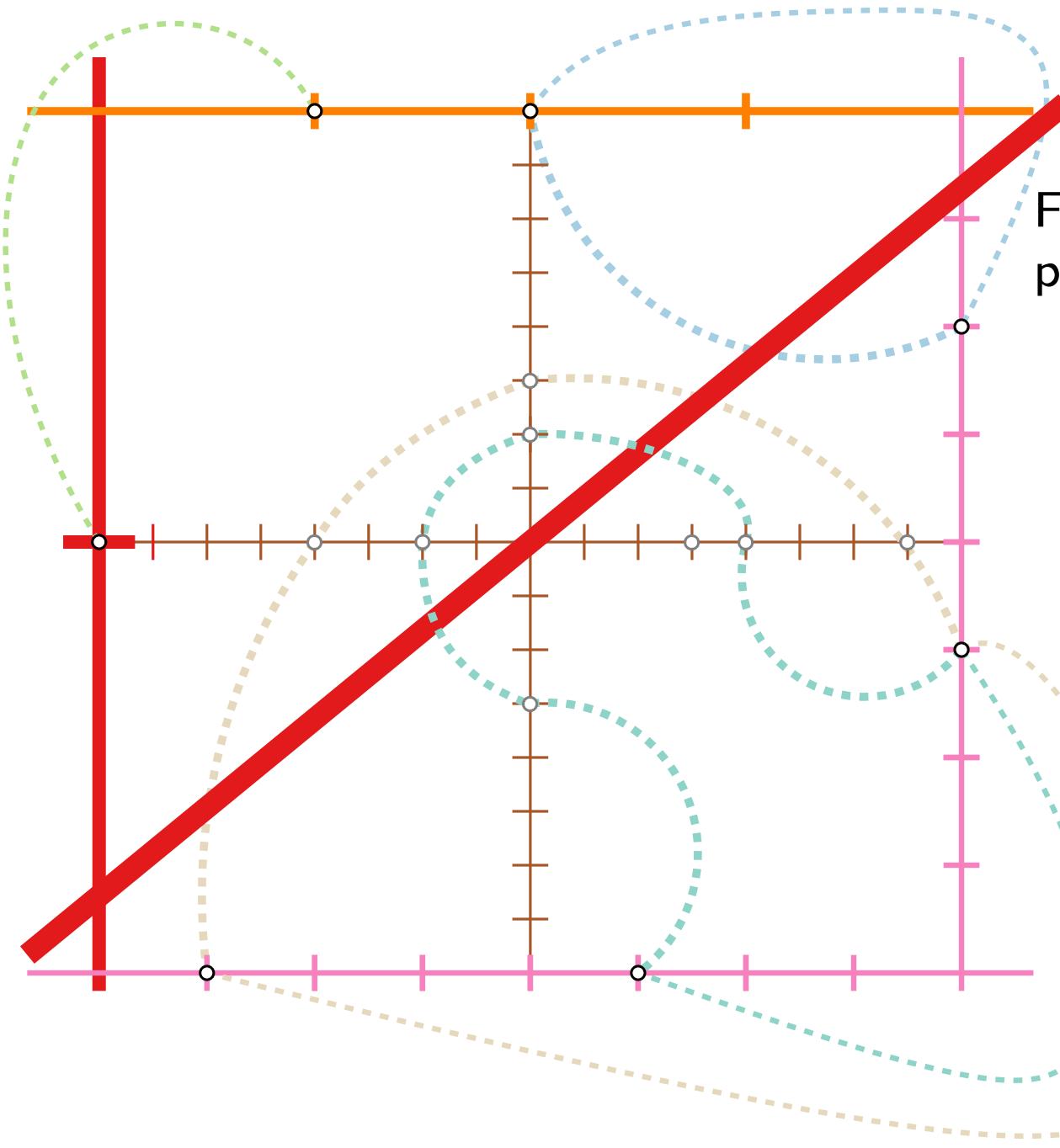
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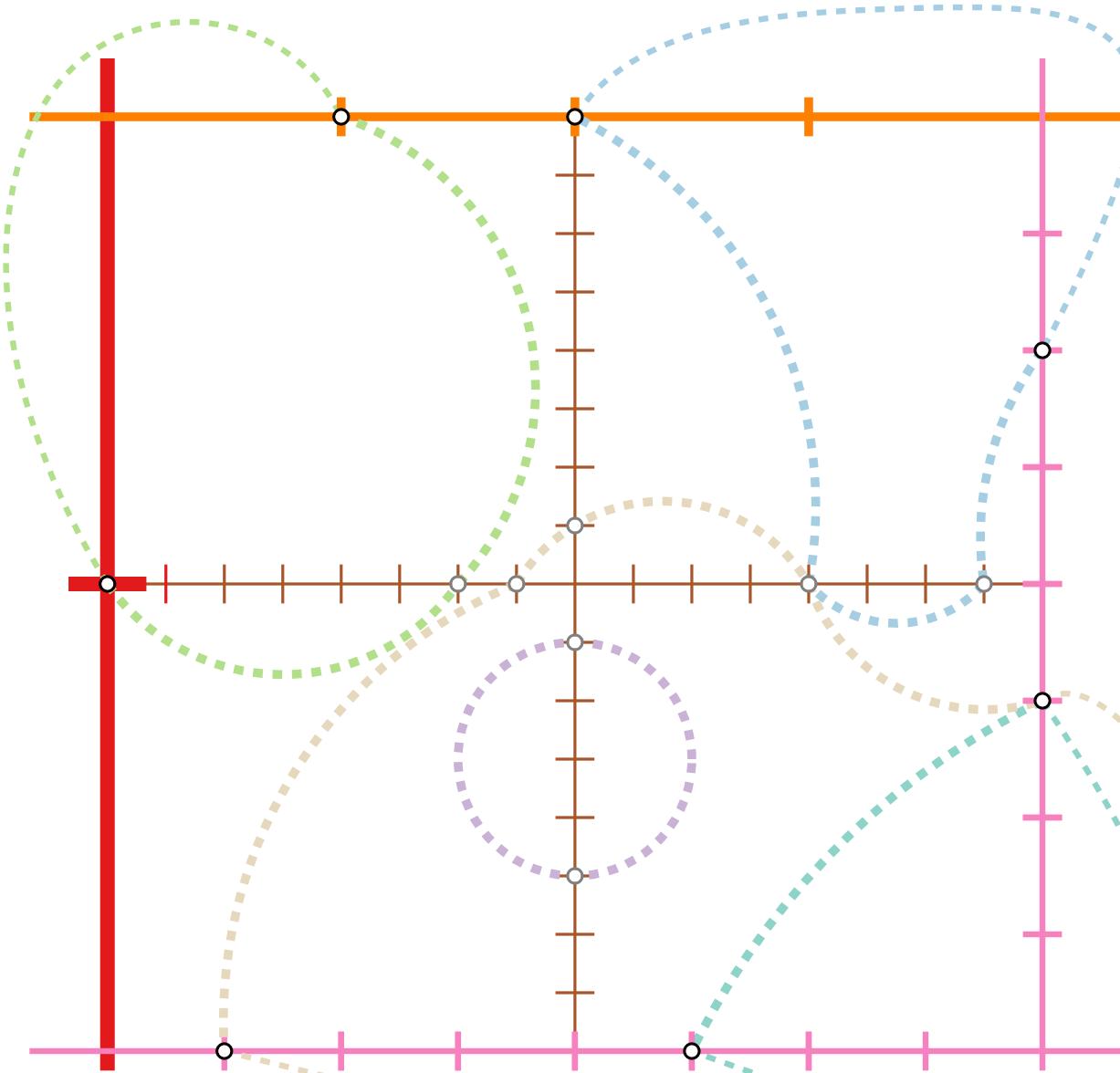
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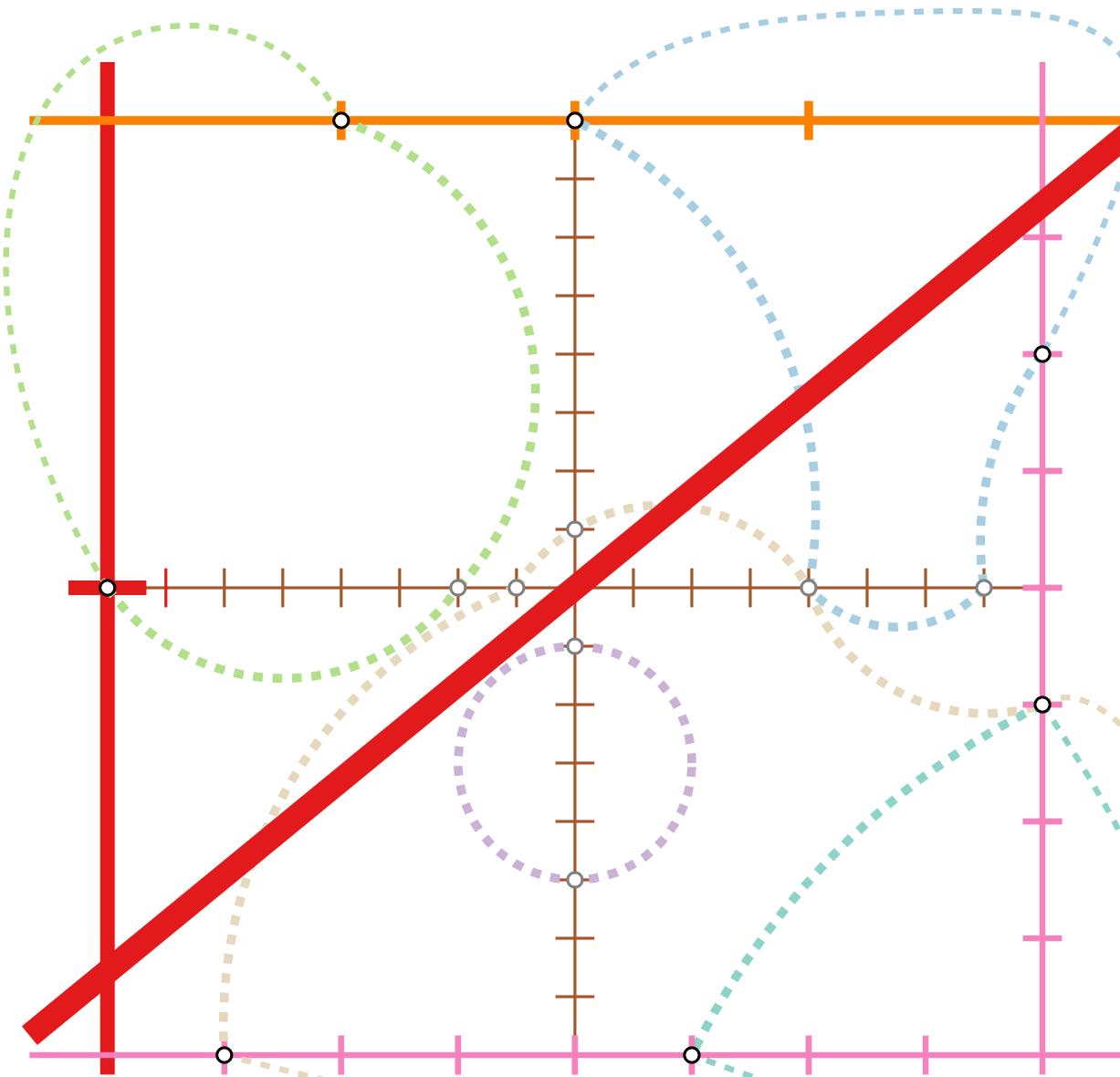
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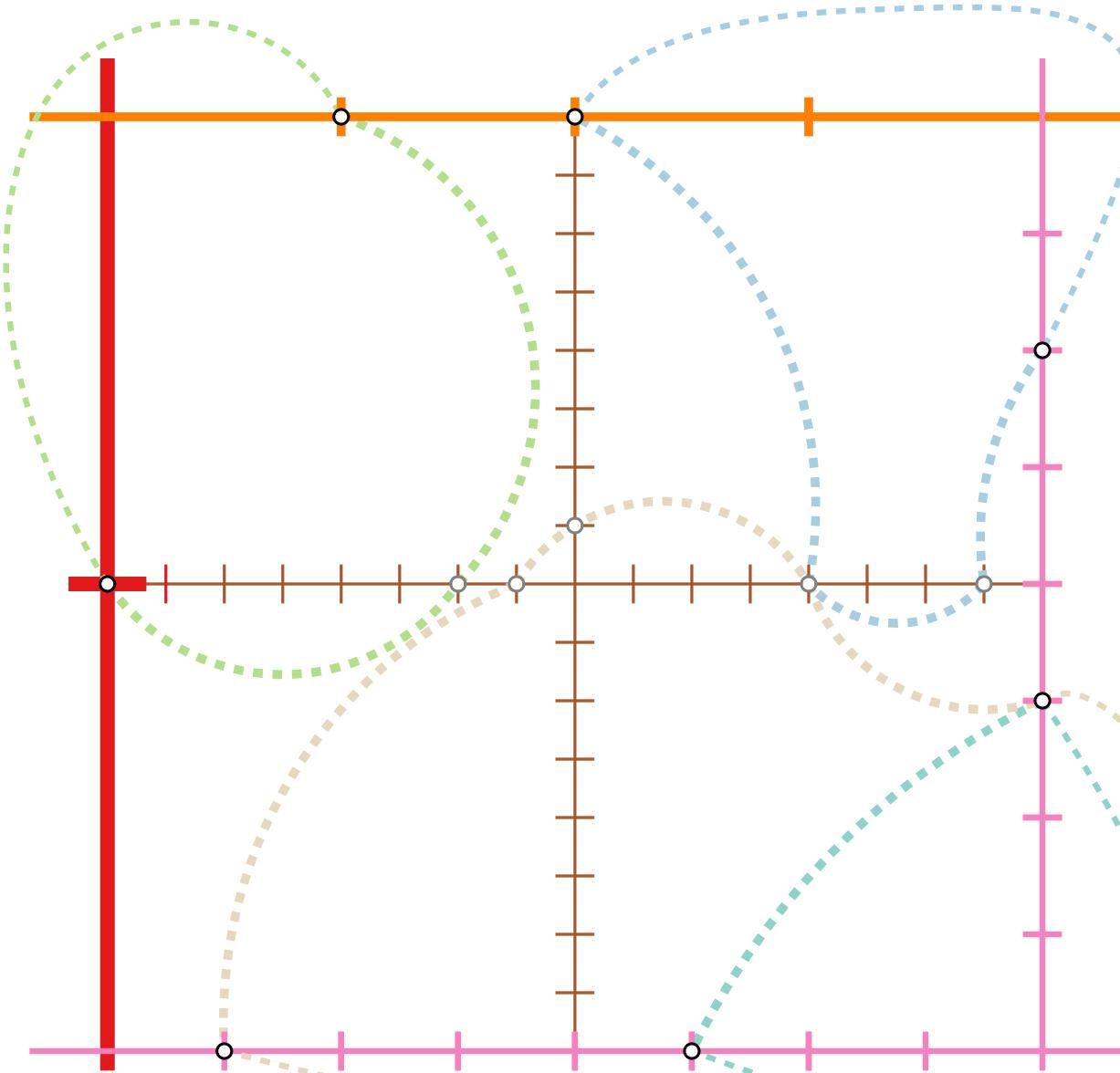
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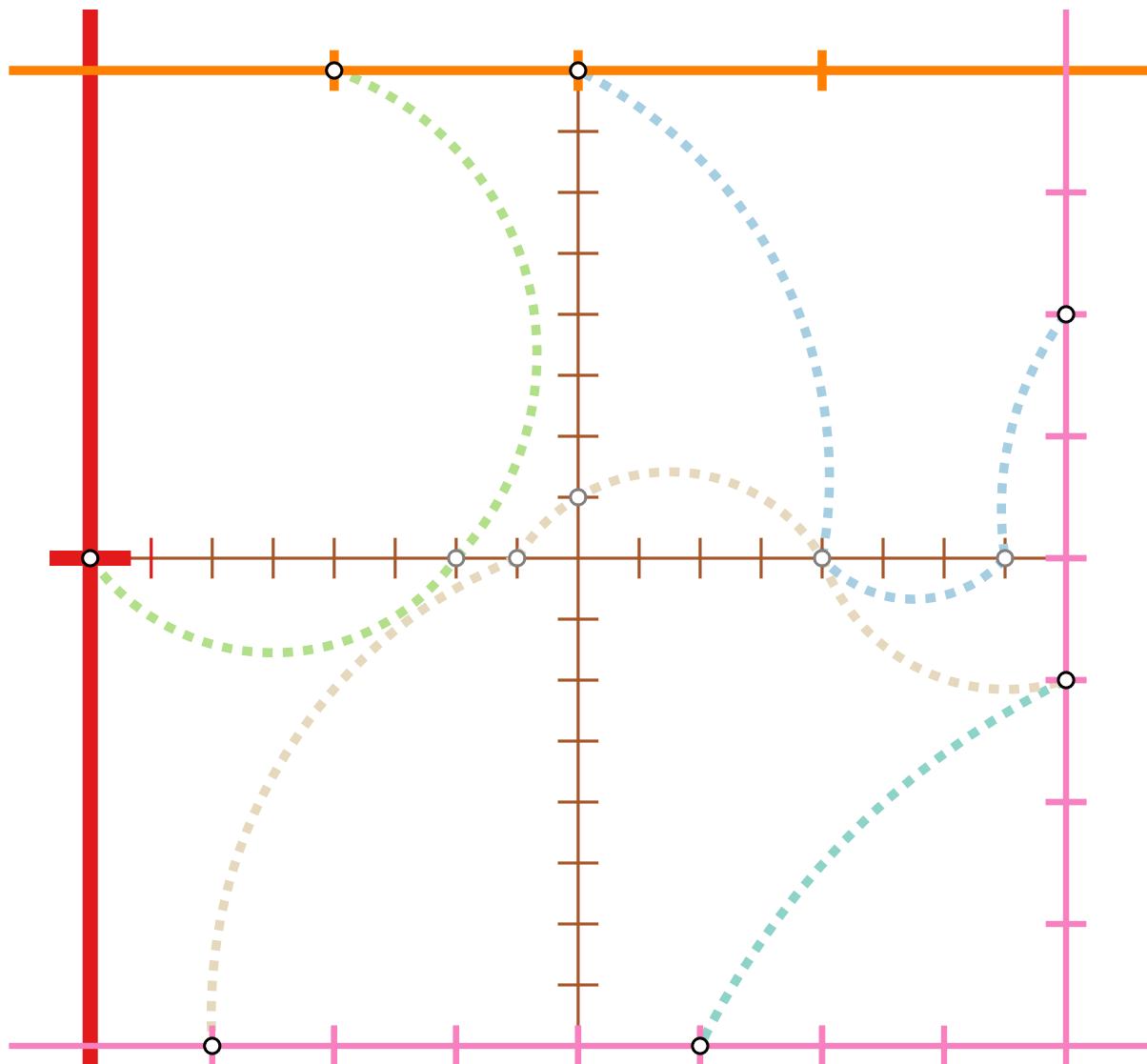
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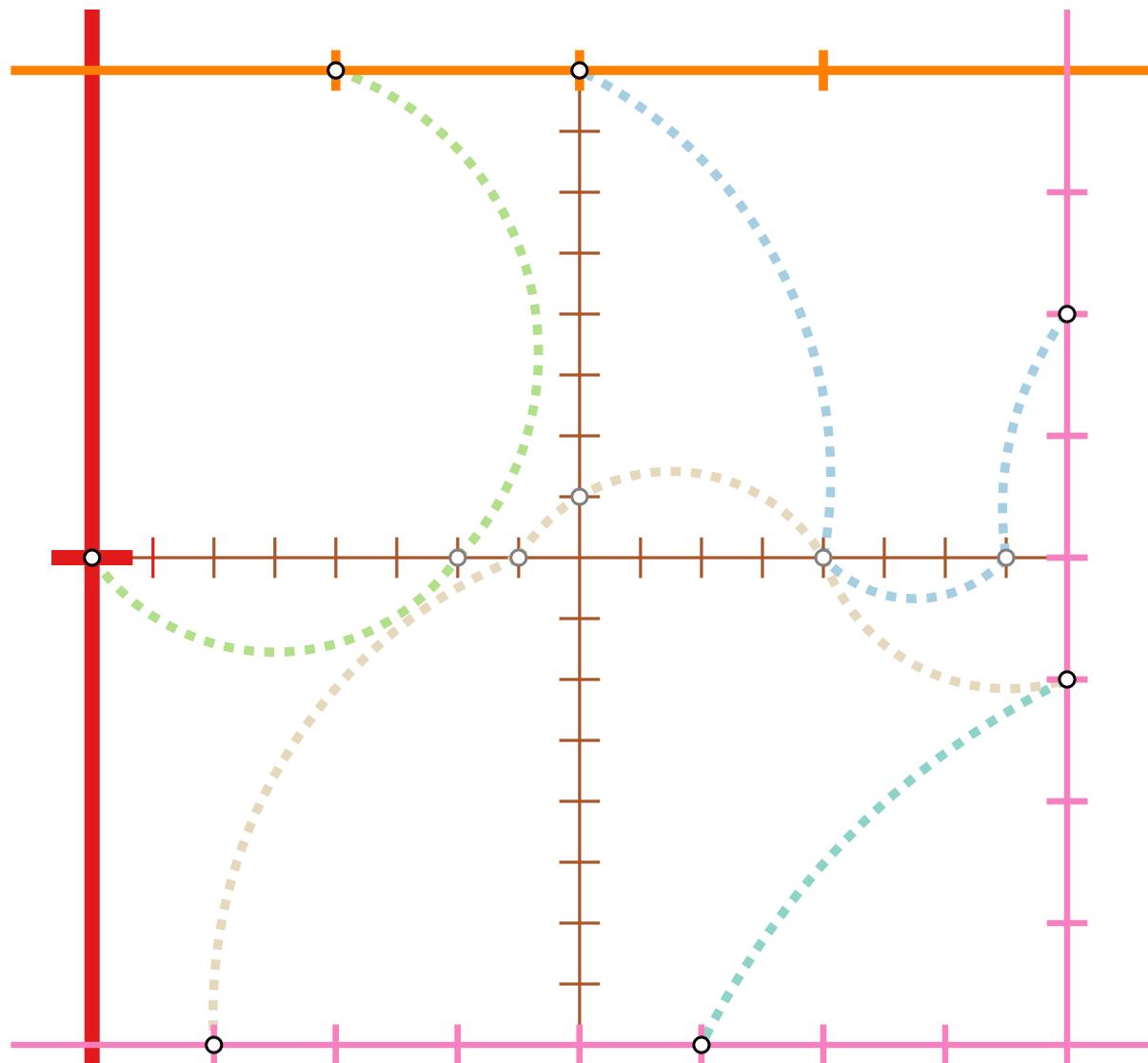
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- Iterate over all $(n^{O(1/\varepsilon)})^4 = n^{O(1/\varepsilon)}$ crossing-free pairings of the child squares.
- Minimize the cost over all such pairings that additionally respect P .
- Correctness follows by induction.

Dynamic Program (III)



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Lemma.

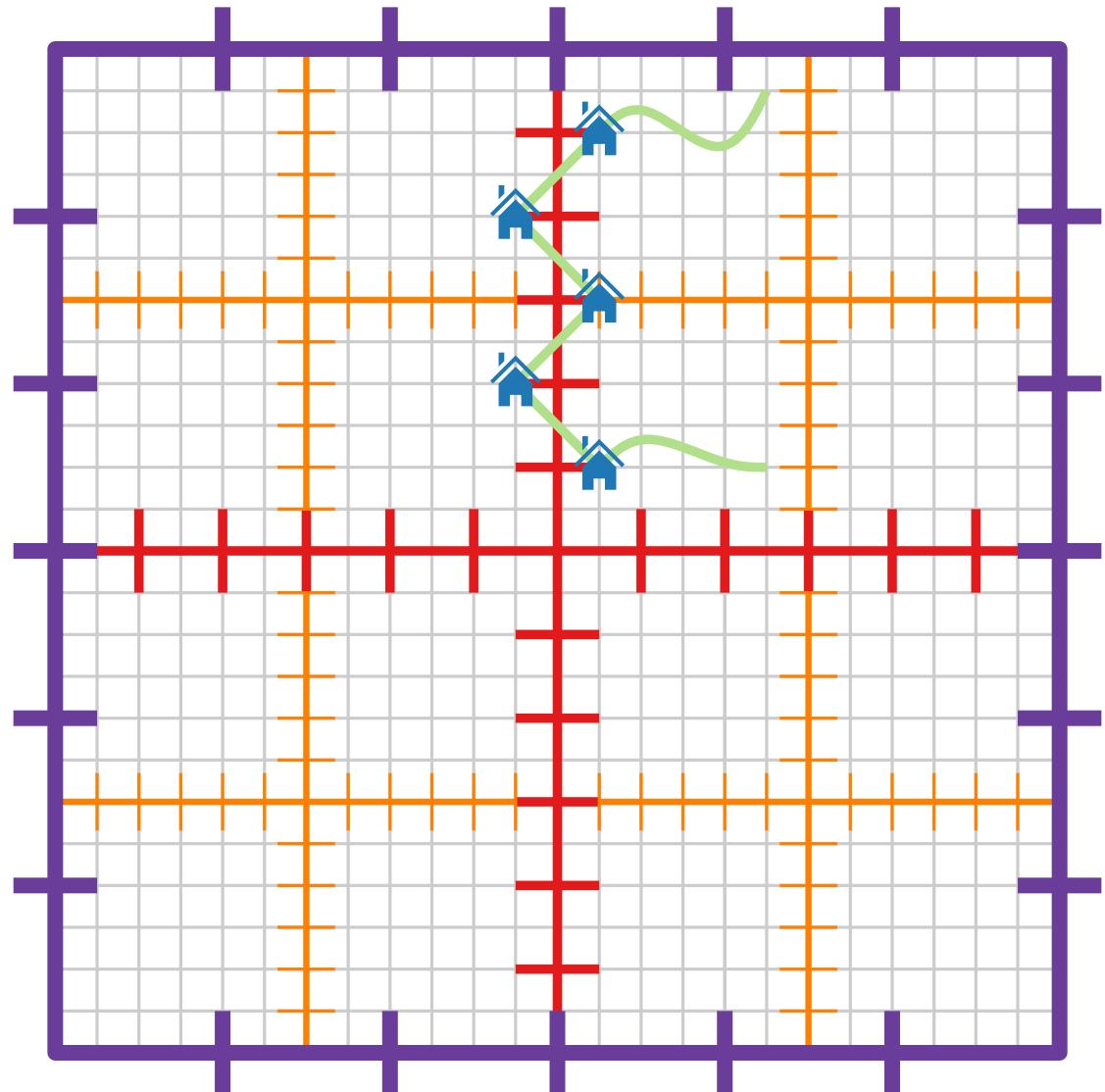
An optimal well-behaved tour can be computed in $2^{O(m)} = n^{O(1/\varepsilon)}$ time.

Approximation Algorithms

Lecture 9:
A PTAS for EUCLIDEAN TSP

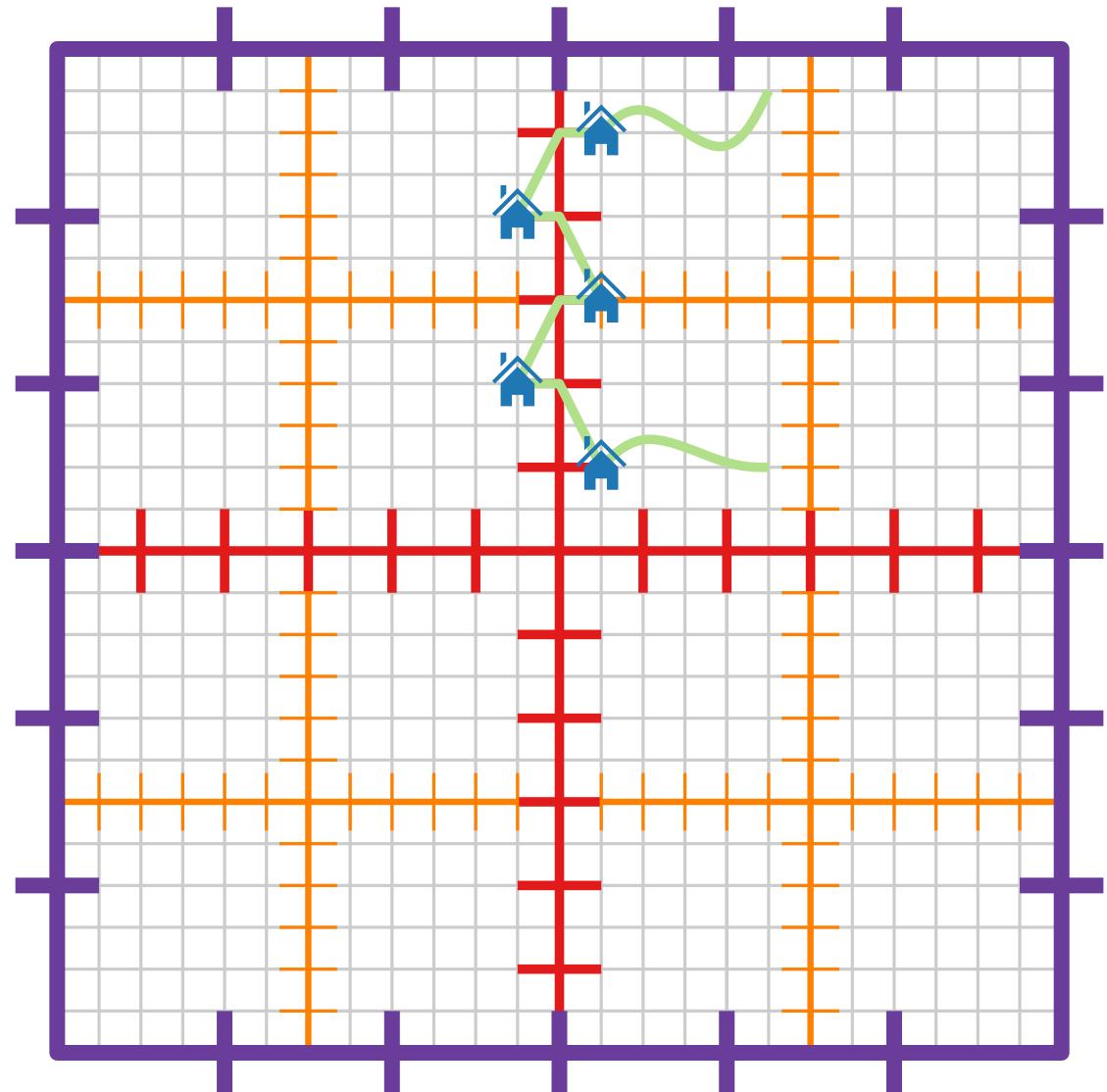
Part V:
Shifted Dissections

Shifted Dissections



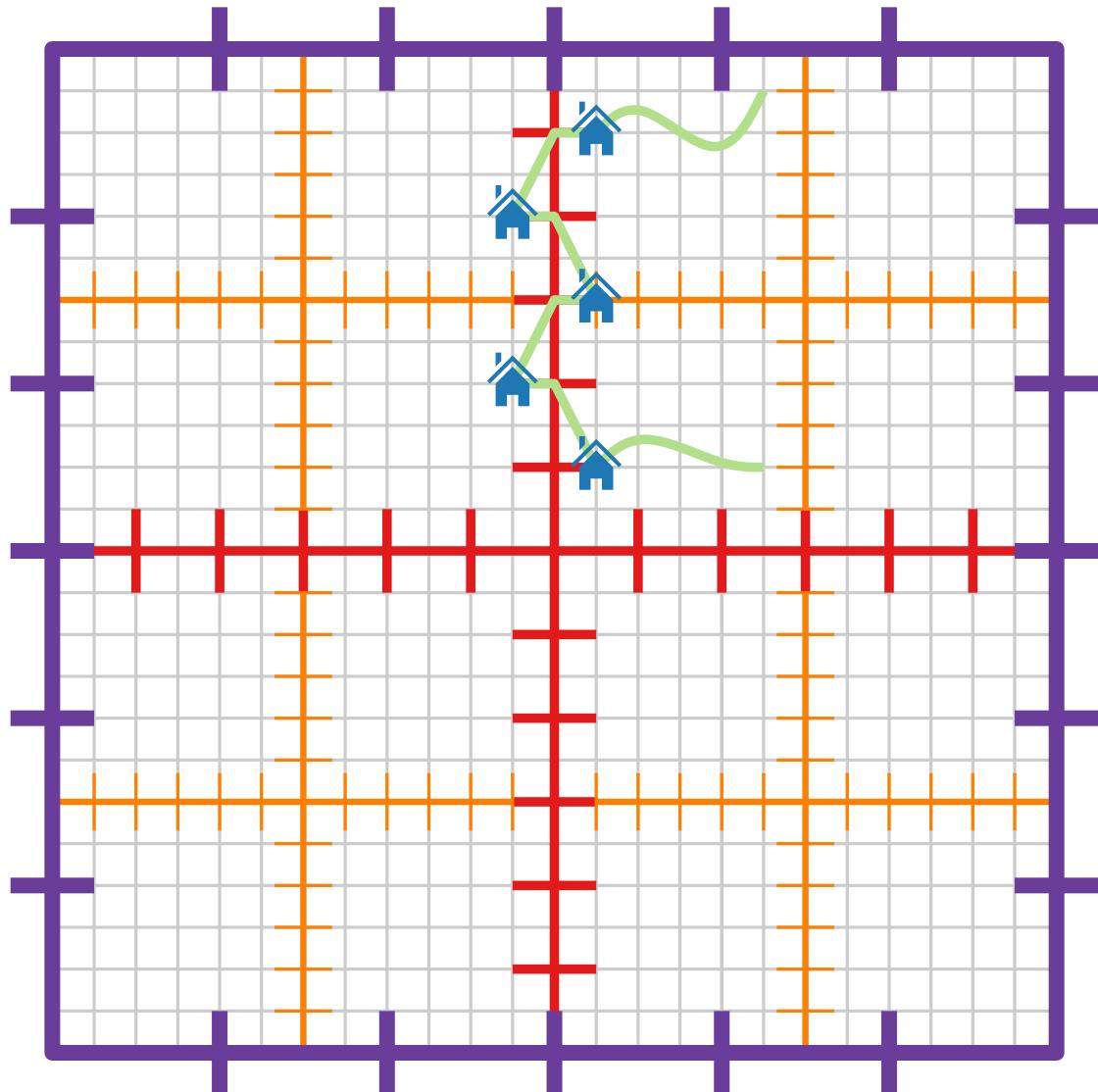
- The best well-behaved tour can be a bad approximation.

Shifted Dissections



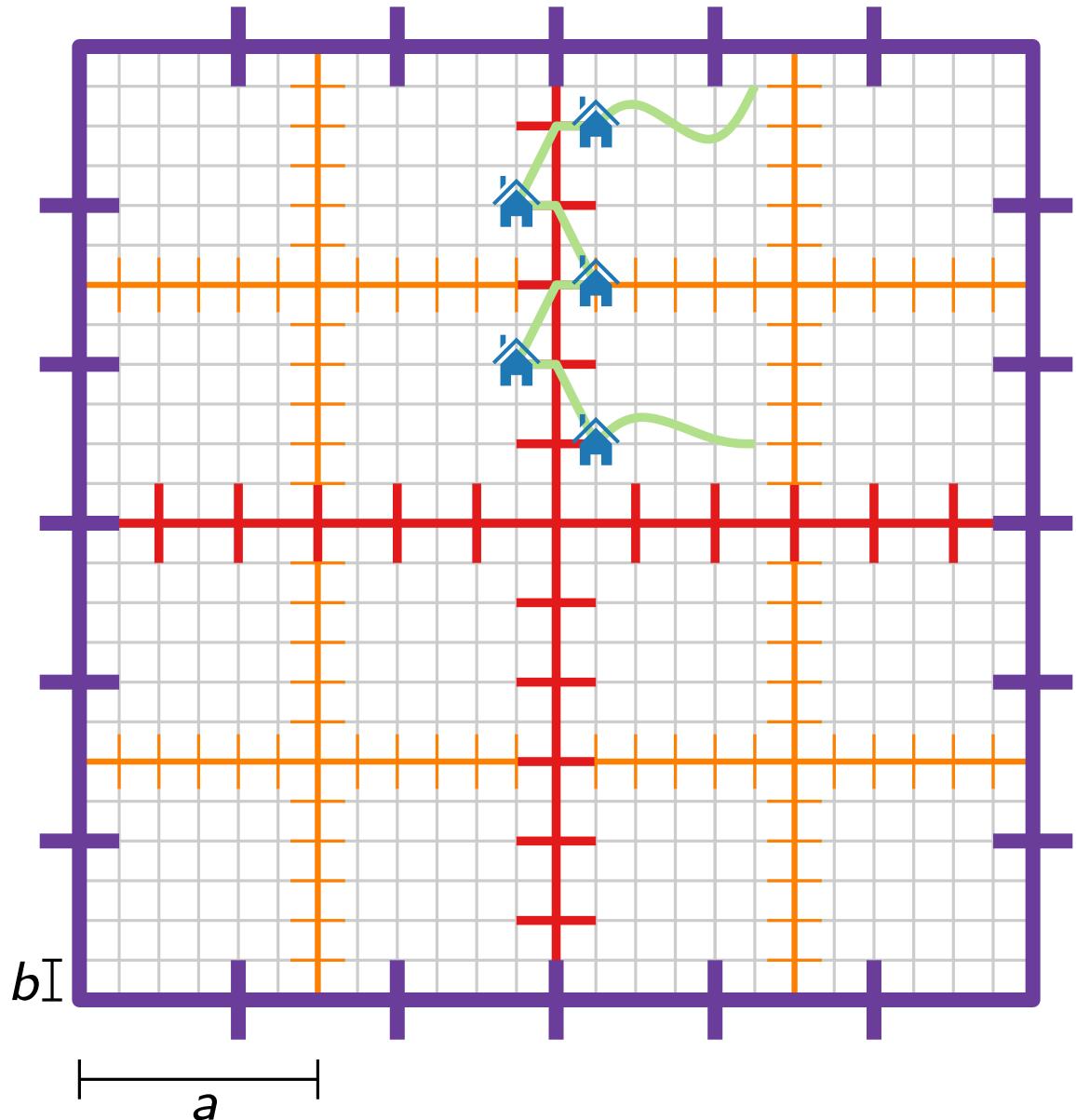
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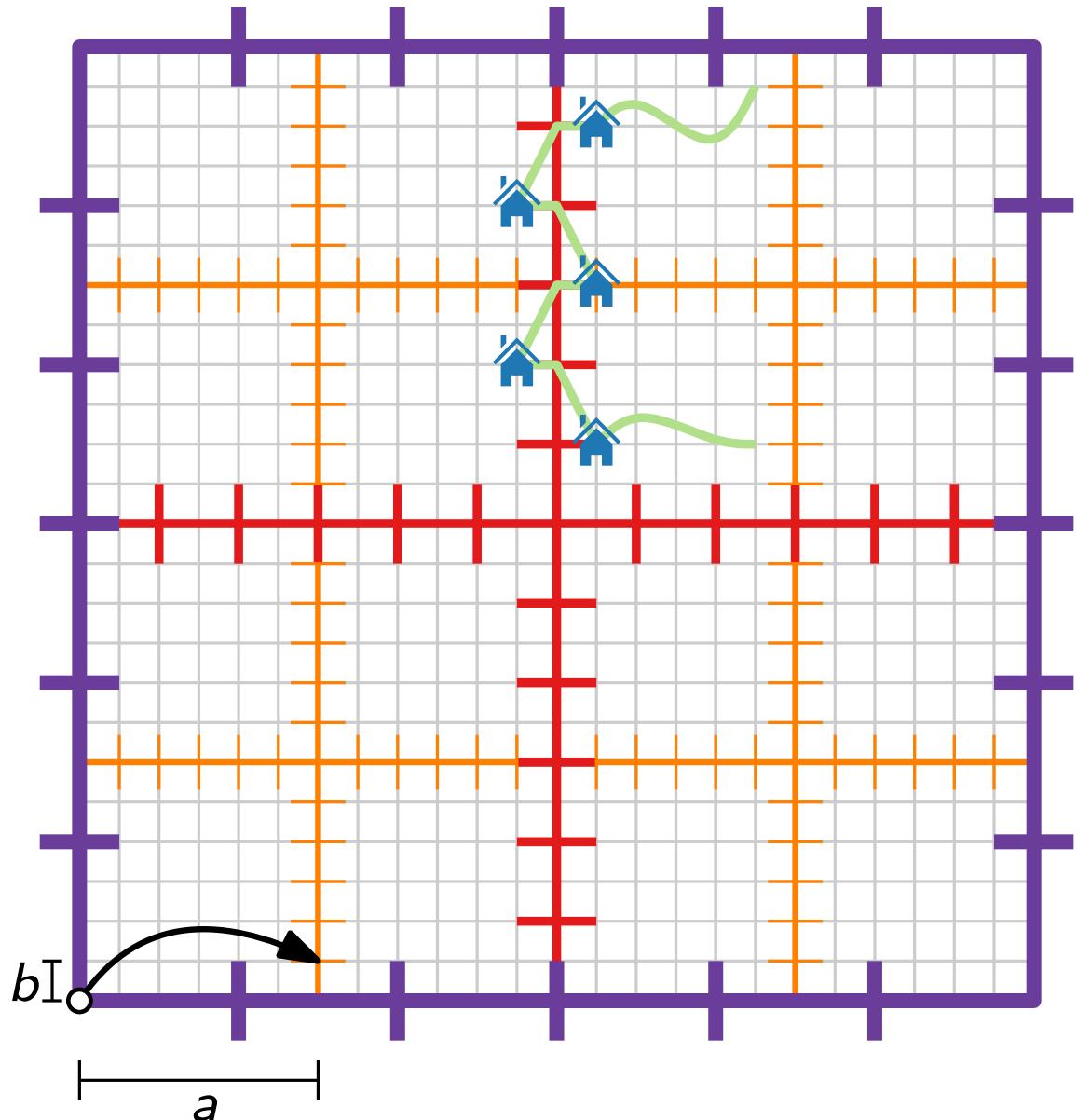
- The best well-behaved tour can be a bad approximation.
- Consider an (a, b) -shifted dissection:
$$x \mapsto (x + a) \bmod L$$
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Shifted Dissections



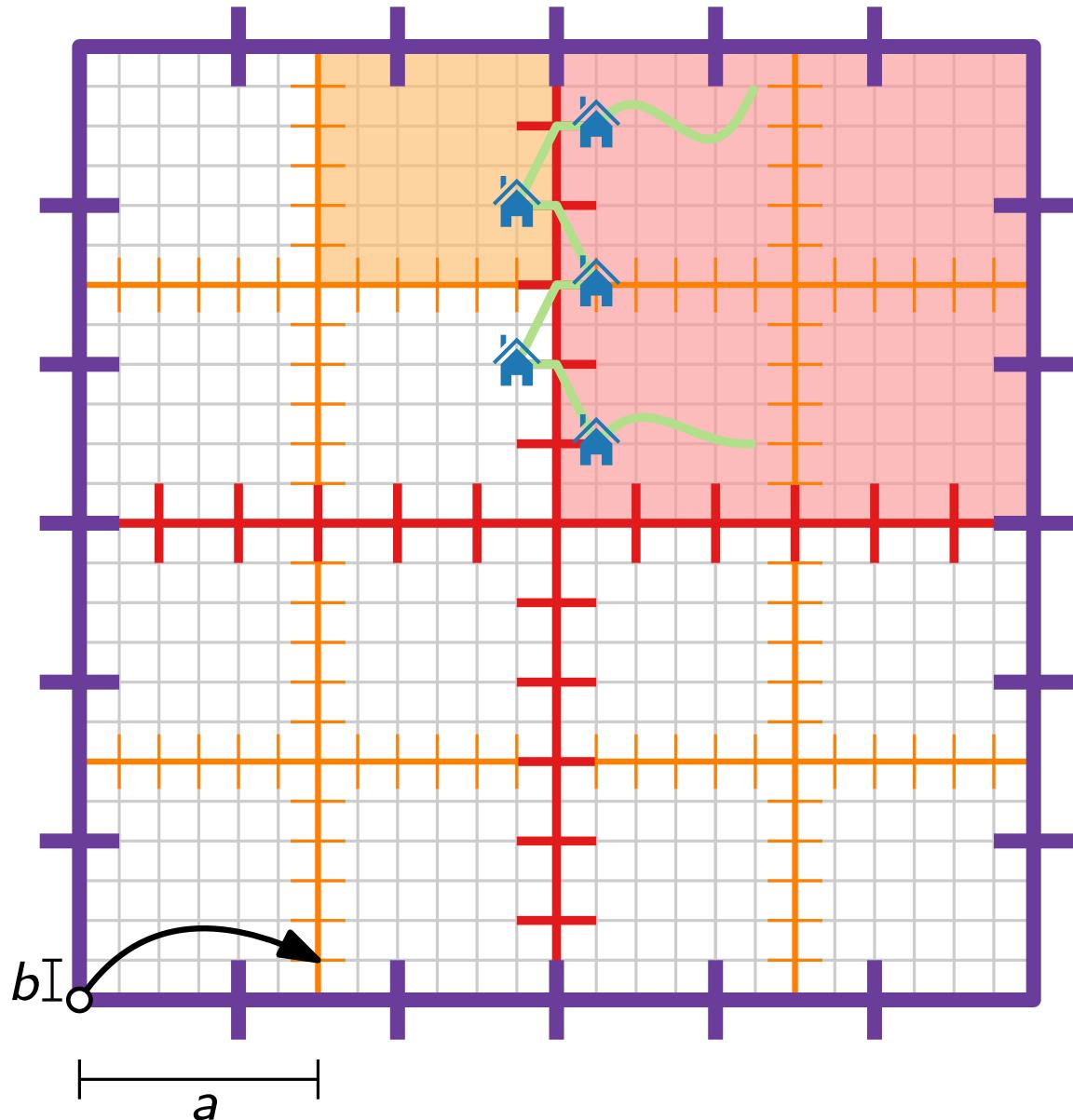
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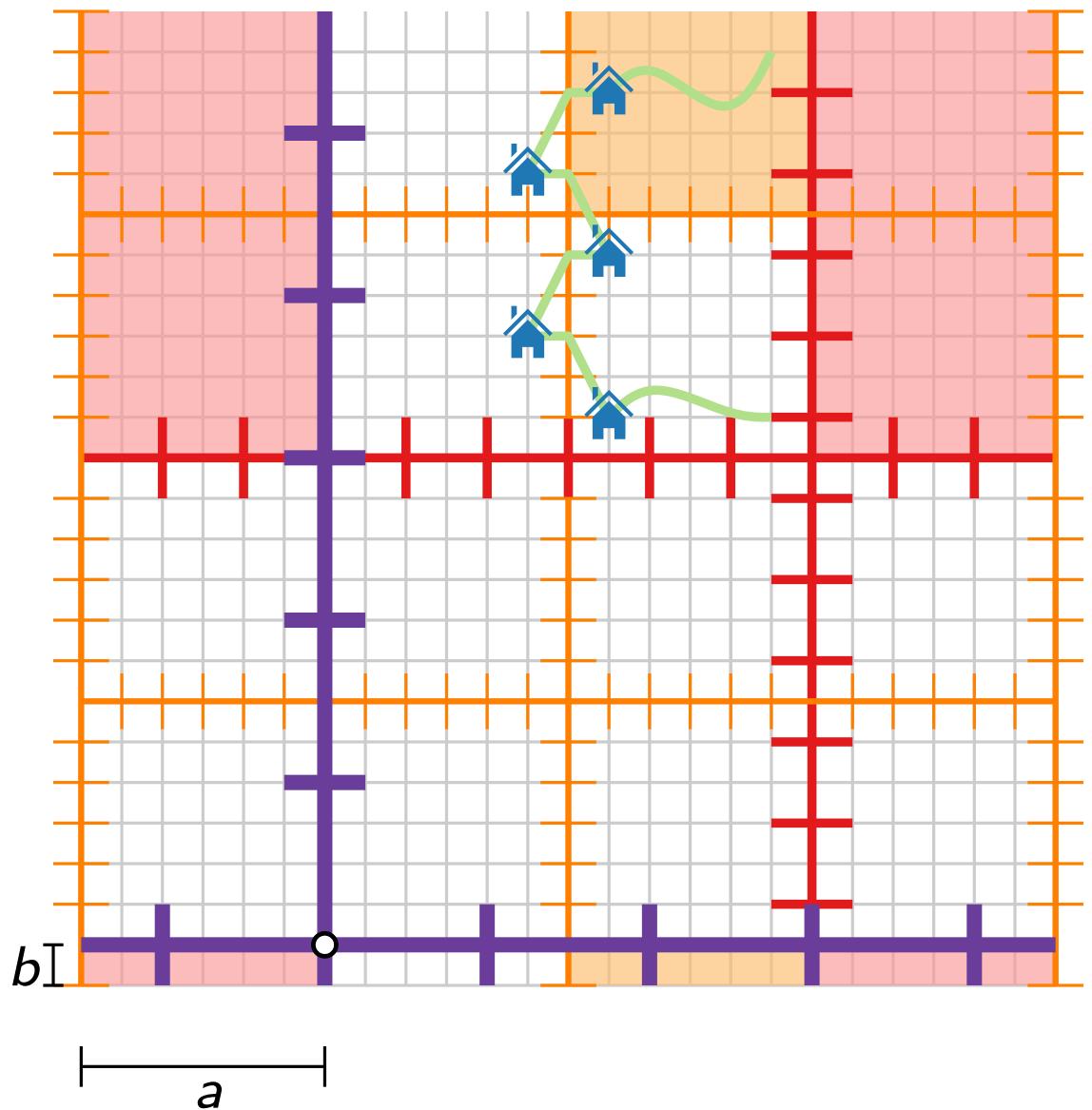
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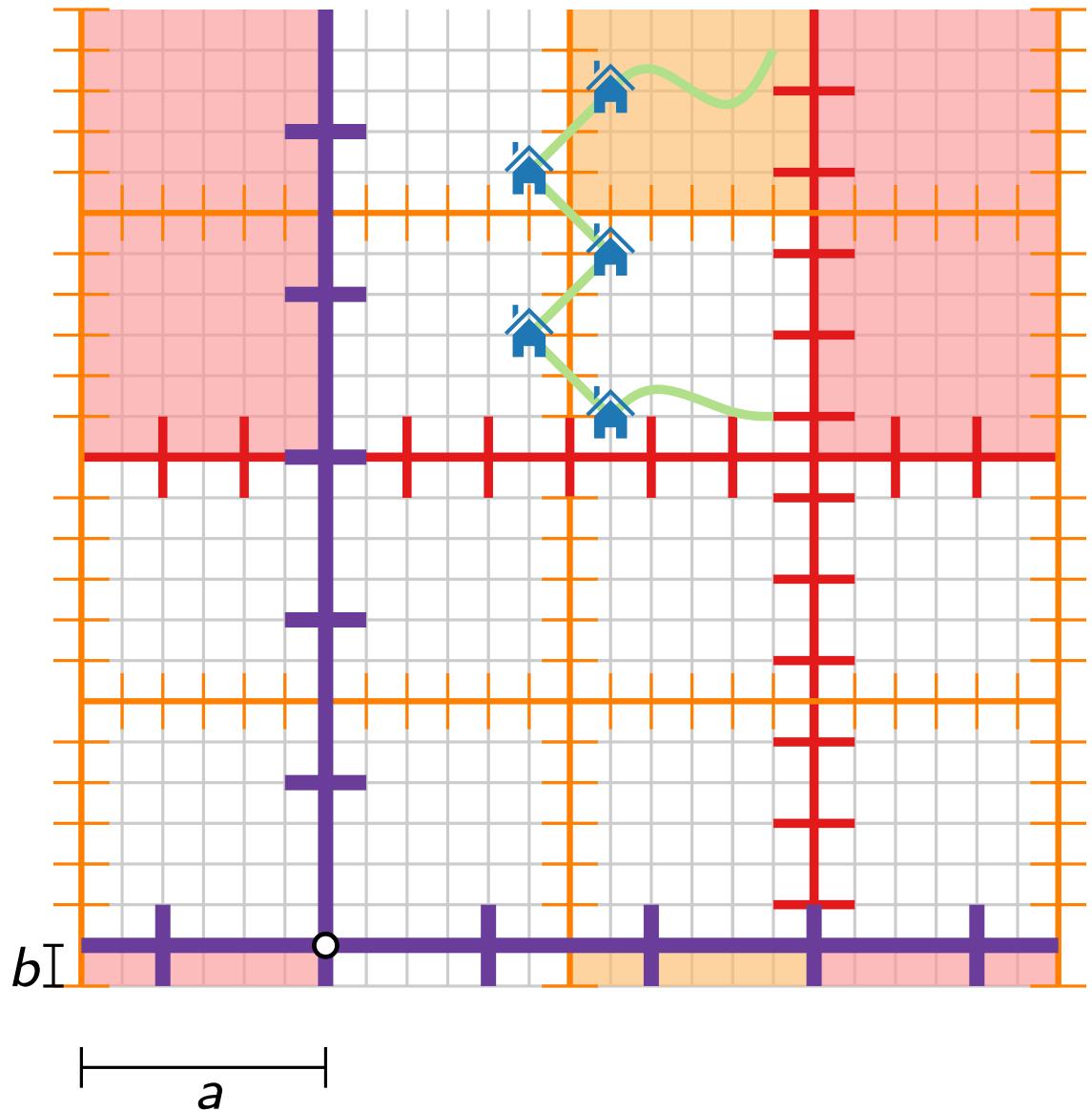
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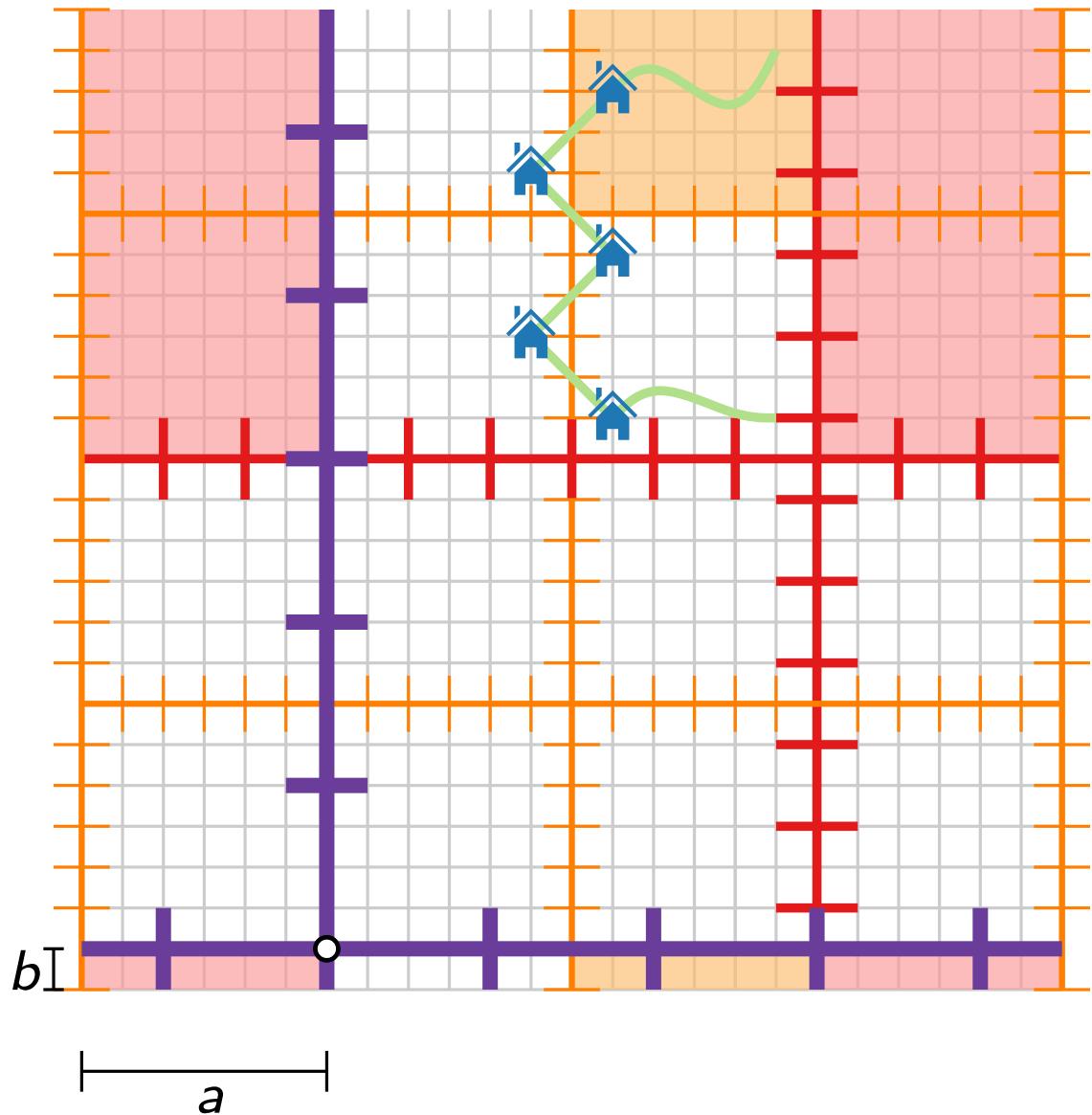


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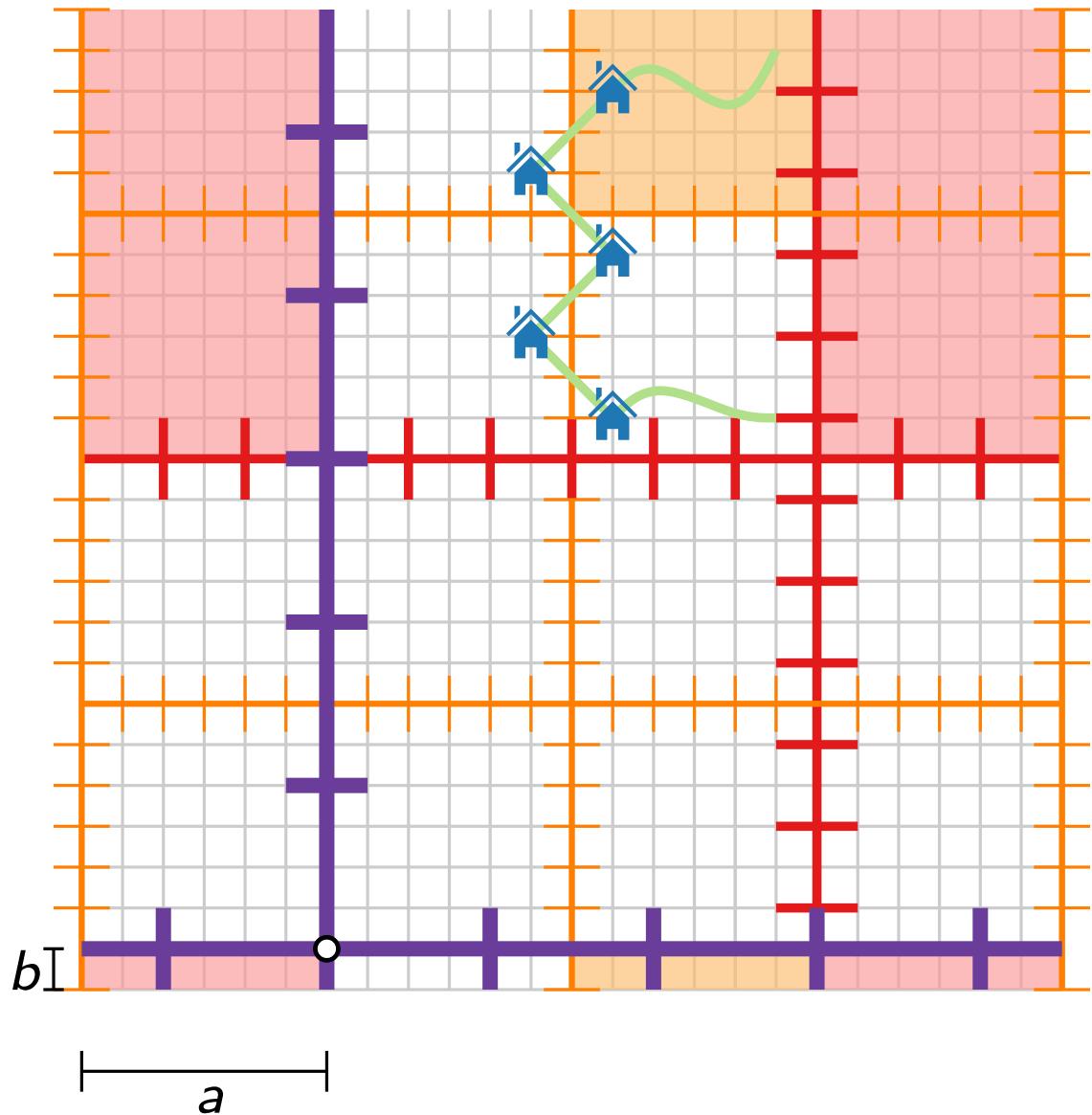


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- Squares in the dissection tree are “wrapped around”.

Shifted Dissections



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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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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 $N(\pi) \leq \sqrt{2} \cdot \text{OPT}$.

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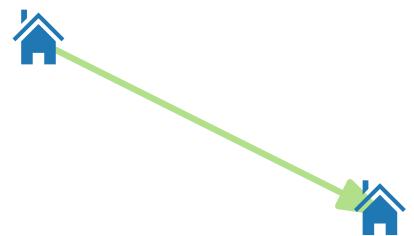
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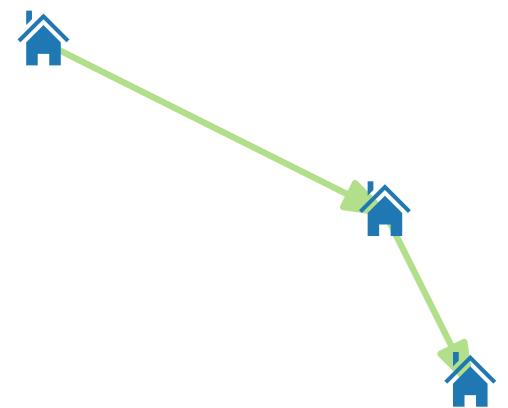
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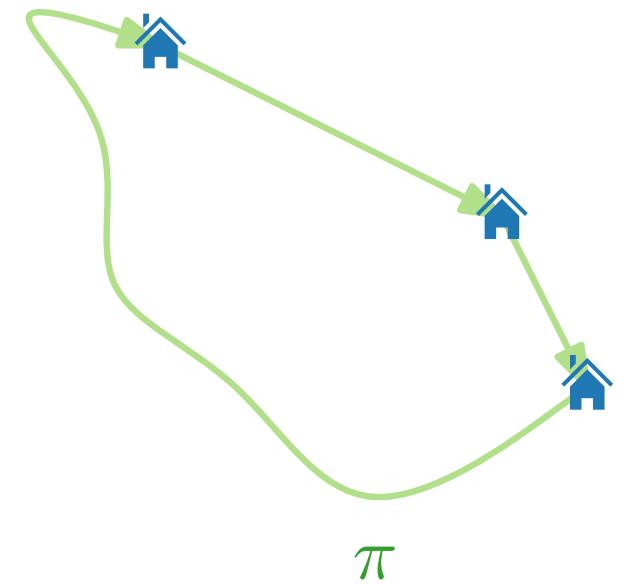
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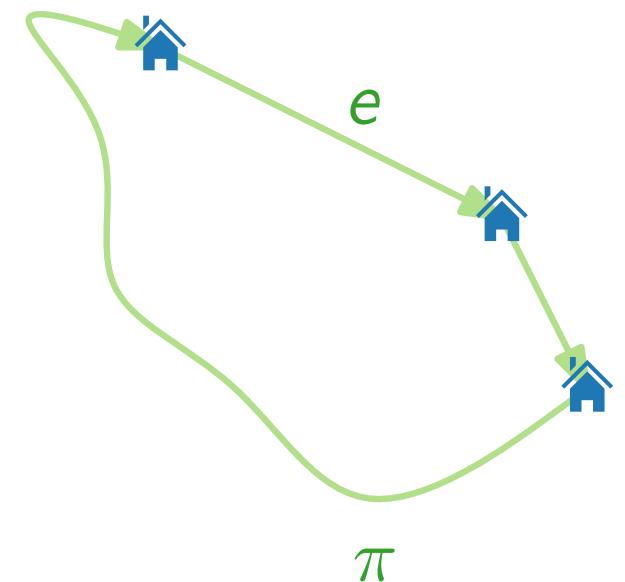


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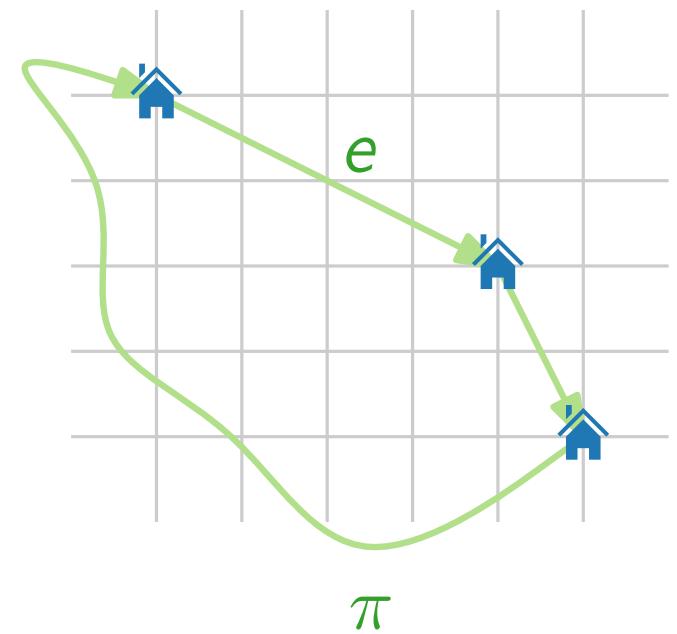


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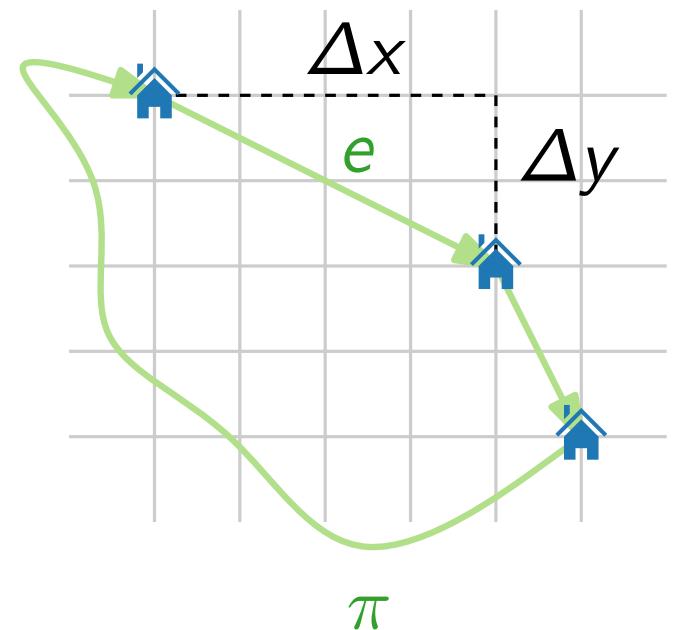


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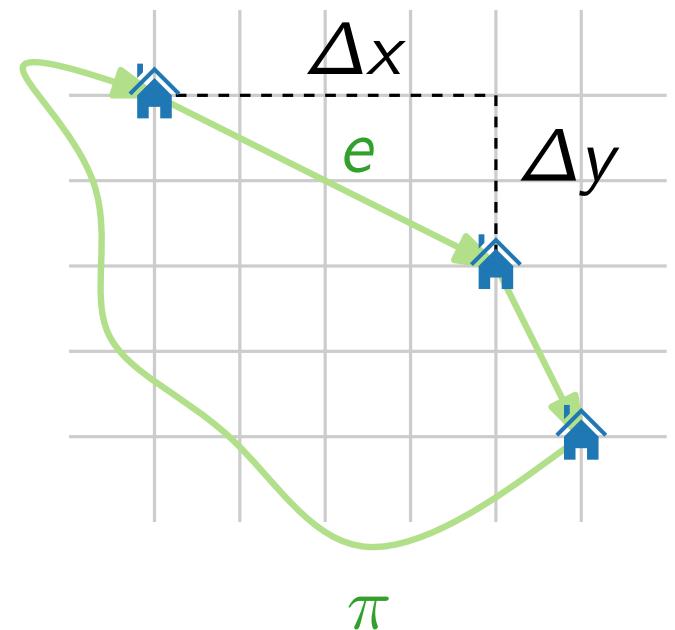


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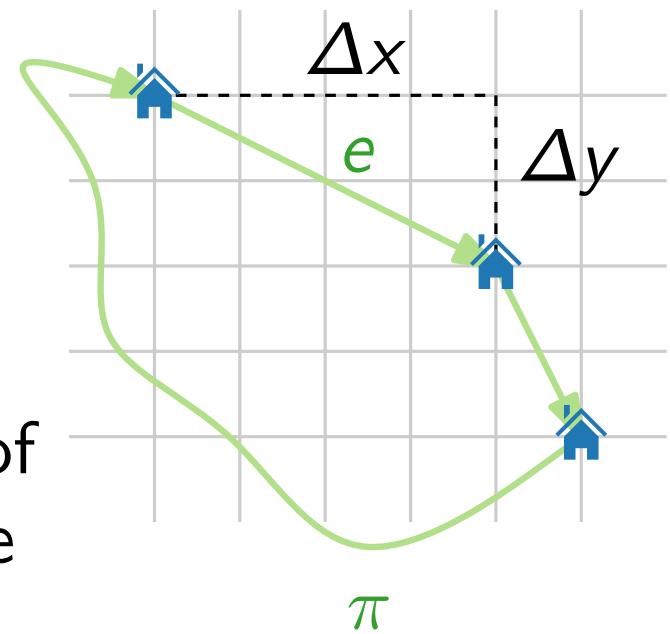


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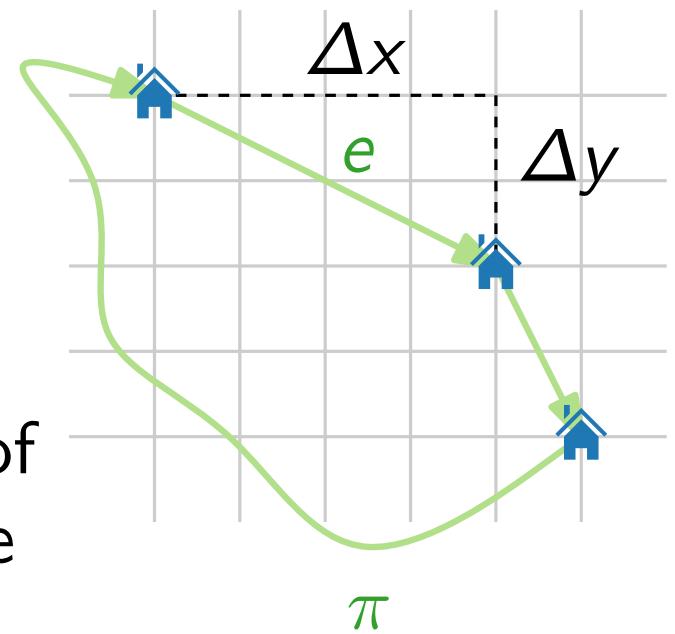


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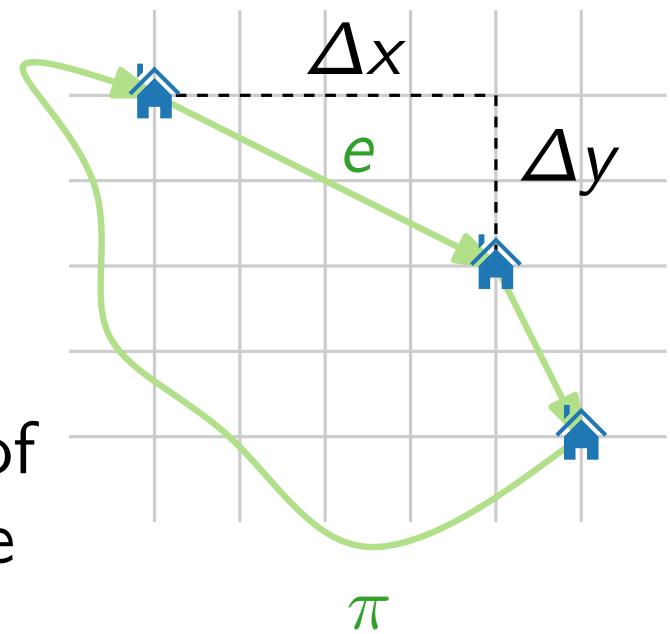


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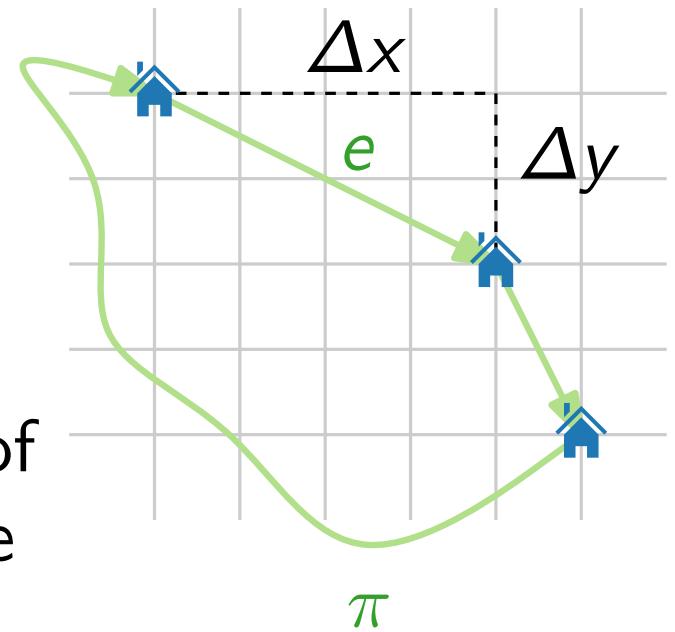


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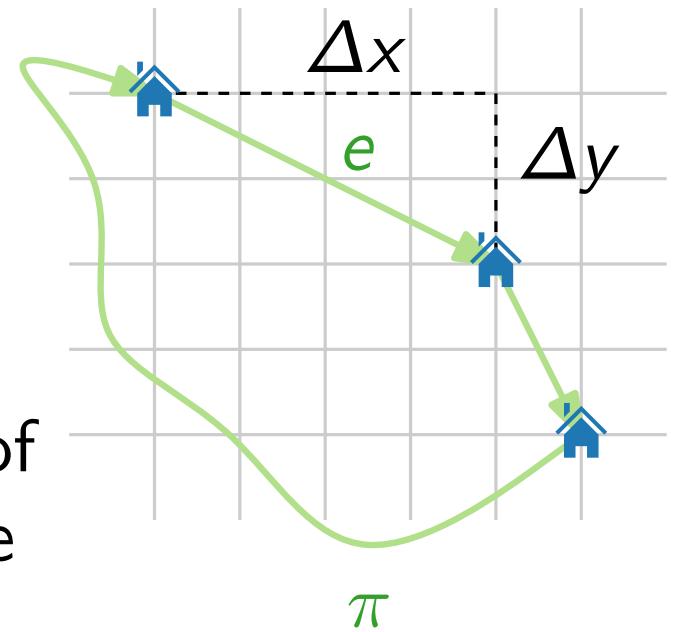


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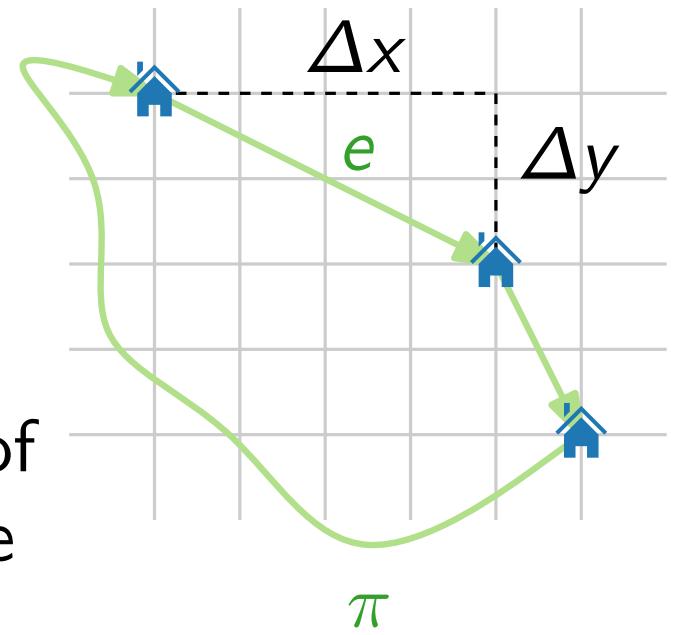


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$$0 \leq (\Delta x - \Delta y)^2$$

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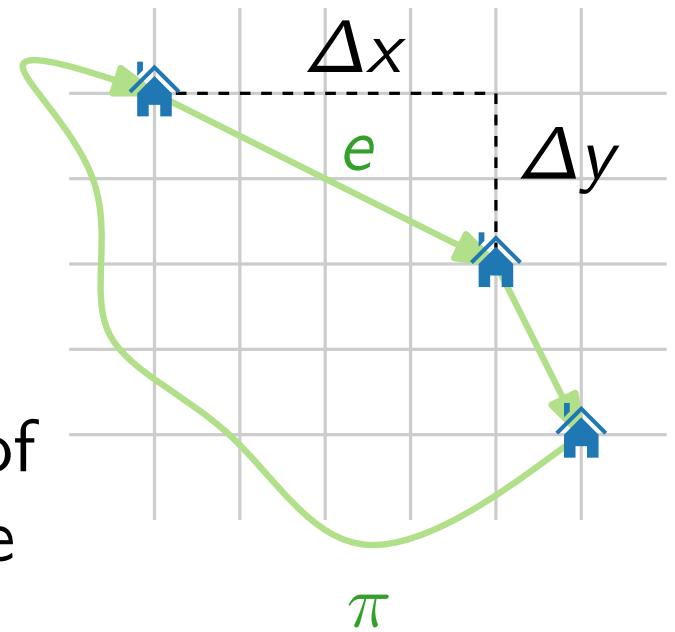
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Shifted Dissections (II)

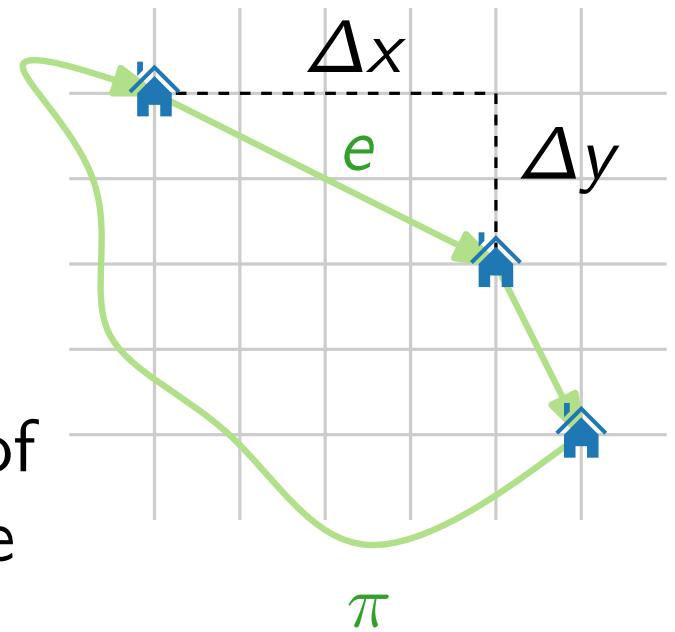
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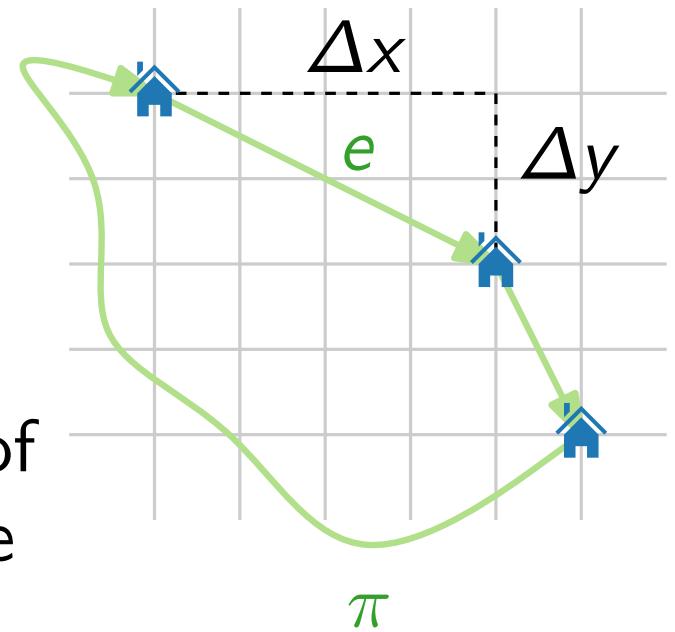
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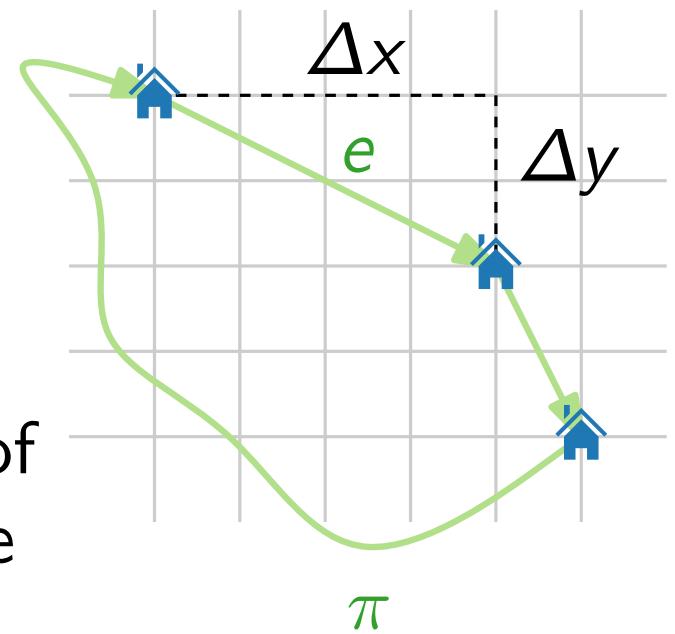
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- $N(\pi) = \sum_{e \in \pi} N_e \leq \sum_{e \in \pi} \sqrt{2|e|^2} = \sqrt{2} \cdot \text{OPT}$.



□

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.

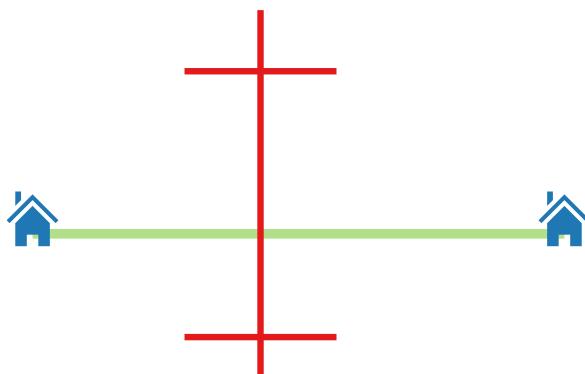
Shifted Dissections (III)

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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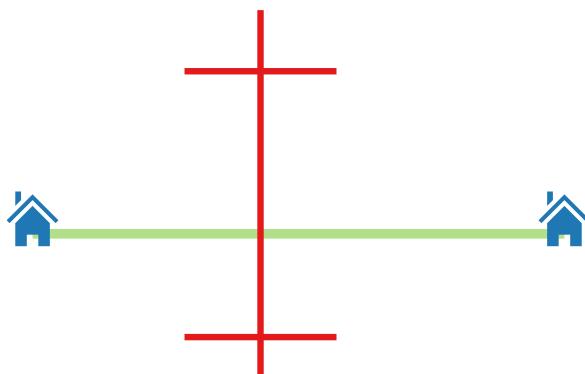
Proof. Consider optimal tour π .



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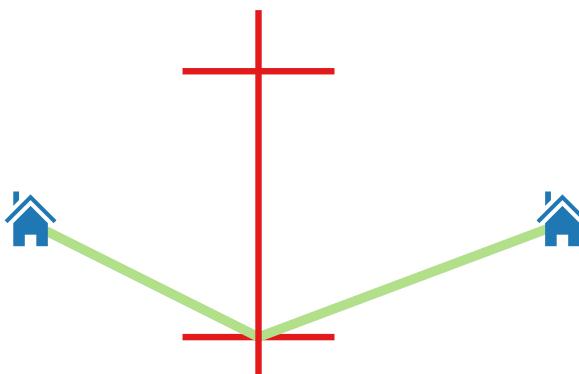
Proof. Consider optimal tour π . Make π well-behaved by moving each intersection point with the $(L \times L)$ -grid to the nearest portal.



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

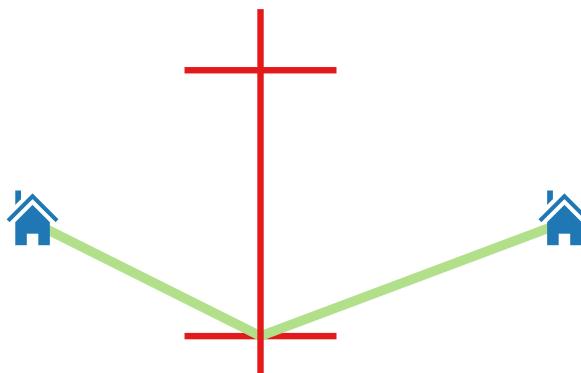
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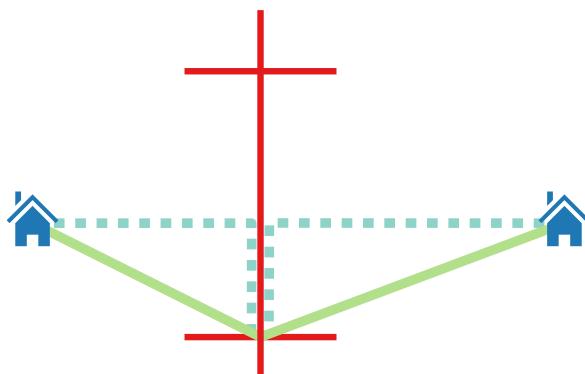


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- With probability at most $2^i/\textcolor{violet}{L} = 2^{i-k}$, line $\textcolor{red}{l}$ is a level- i line.
 \Rightarrow Increase in tour length $\leq \textcolor{violet}{L}/(2^i \textcolor{brown}{m})$ (inter-portal distance).
- Thus, the expected increase in tour length due to this intersection is at most:

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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.

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

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Randomized, $O\left(n(\log n)^{O(1/\varepsilon)}\right)$ time

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Best paper award!