

Lecture-9 Christofede's Algorithm for TSP 2/3/2015

→ Christofede's Algorithm for TSP

→ Dynamic Programming

1. Fibonacci Numbers

2. Max Window

3. Exact TSP is less than $\Theta(n!) = \Theta(n^n)$

Christofede's Algorithm

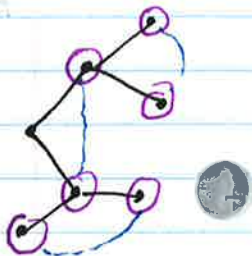
Black Boxes

1. Compute MST ($\leq OPT$)

2. Let B be the odd degree nodes.

(MM) Compute Min weight perfect matching Add to T ($\leq 1.5 OPT$)

3. Compute Eulerian Tour and Shortcut.



Original graph is complete

Claim: In any graph, the number of odd degree nodes is even.

Proof: By hand shake lemma,

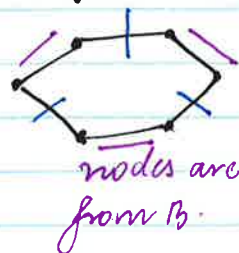
Claim: (MM) has weight $\leq \frac{1}{2} OPT$

"Matching": A bunch of nonadjacent edges



OPT

\geq
Shortcut the even degree nodes.



nodes are from B.

OPT: the answer to the travelling salesman problem.

→ \exists two matchings M, M' is min weight matching.

$\Rightarrow MM \leq \frac{1}{2} OPT$

→ DYNAMIC PROGRAMMING (doing recursion)

• Fibonacci Numbers.

$f_0 = f_1 = 1$

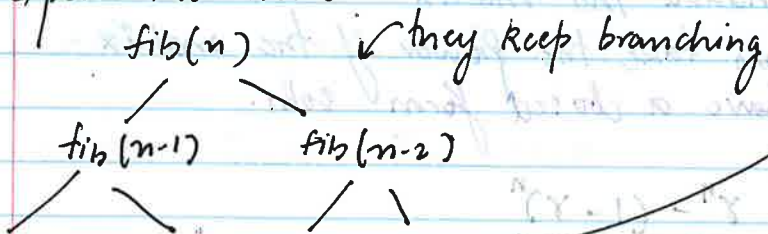
$f_n = f_{n-1} + f_{n-2}$

fib(n)

if (n == 0 or 1) return 1

return fib(n-1) + fib(n-2)

Why exponential time?



Computed(n) = Array [Bool] (false) (n)
Saved = Integer

fib(n)

if (n == 0 or 1) return 1

if (!computed(n)) return saved(n)

else computed(n) = true

saved(n) = fib(n-1) + fib(n-2)

computed(n) = true

return saved(n)

→ What you are really doing recursion & memoization.

Dynamic programming requires you to fill in the array yourself.

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fib(n) (Int)
f(0) = 1
f(1) = 1
for i = 2: n
  fib(i) = fib(i-1) + fib(i-2)
  
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$$\begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} f_n \\ f_{n+1} \end{bmatrix} = \begin{bmatrix} f_{n+1} \\ f_n \end{bmatrix}$$

↳ diagonalize the matrix.

↳ then take the power of the matrix.

so, we have a closed form soln.

$$f_n = \frac{\gamma^n - (1-\gamma)^n}{\sqrt{5}}$$

γ = golden ratio.

Max Window

→ given an array of real numbers $\{a_i\}$, find i, j such that

$\sum_{k=i}^j a_k$ is maximized.

Pre process: $S_i = \sum_{1 \rightarrow i} a_i$ → $O(n)$ time.

→ for all (i, j) compute $\sum_{i \rightarrow j} a_k$ → $O(n^2)$ time.

★ $\text{MAX WIN}(i) = \left\{ \begin{array}{l} \text{maximum window ending at position } i \end{array} \right.$ ★

$\text{MAX WIN}(\emptyset) = a_1$ ← trivial.

● $\text{MAX WIN}(i) = \max(a_i, a_i + \text{maxwin}(i-1))$

$O(n) \rightarrow \text{max window} = \max_i \text{maxwin}(i)$

EXACT SOLN. FOR TSP.

let $T(S, j) = \min_{\substack{S \subseteq V \\ j \in S}} \text{weight path starting at 1 and visiting all nodes in } S \text{ and ending at } j.$

claim I can rewrite this recursively.

Amount work: $\Theta(n^2 2^n)$
Space: $\Theta(n 2^n)$

final TSP answer: $\min_{i \neq 1} T(V, i) + \text{dis. } v \rightarrow i$

$$= \begin{cases} \text{if } |S|=2, S = \{i, j\} & j=2, \dots, n \\ \text{cost} \rightarrow d_{ij} \\ \text{else} \\ \min_{i \neq j} d_{ij} + T(S - \{i\}, i) \end{cases}$$

$$\Rightarrow = \begin{cases} \text{if } |S|=1, S = \{i\} & j=2, \dots, n \\ = d_{ij} \\ \text{else} \\ \min_{i \neq j} d_{ij} + T(S - \{i\}, i) \Rightarrow O(n) \text{ work.} \end{cases}$$

Amount work: $O(n^2)$
 space: $O(n)$

chain I can reconstruct recursively

Amount work: $O(n^2)$
 space: $O(n)$