#### Outline

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DM811 Heuristics for Combinatorial Optimization

Lecture 4 Construction Heuristics and Metaheuristics Class Exercise

1. Heuristics for TSP

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### **Construction Heuristics**

Heuristics for TSP

### Construction Heuristics for TSP

Construction heuristics specific for TSP

- Heuristics that Grow Fragments
  - Nearest neighborhood heuristics
  - Double-Ended Nearest Neighbor heuristic
  - Multiple Fragment heuristic (aka, greedy heuristic)
- Heuristics that Grow Tours
  - Nearest Addition
- Nearest Insertion
  Farthest Insertion
- Farthest AdditionRandom Addition
- Random Insertion
- Clarke-Wright savings heuristic
- Heuristics based on Trees
  - Minimum spanning tree heuristic
  - Christofides' heuristics
  - Fast recursive partitioning heuristic



Figure 1. The Nearest Neighbor heuristic.

# Construction Heuristics for TSP



**Figure 5.** The Multiple Fragment heuristic.



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Construction Heuristics for TSP

Construction Heuristics for  $\mathsf{TSP}^{\mathsf{P}^{\mathsf{euristics}}\ \mathsf{for}\ \mathsf{TSP}}$ 

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Figure 11. The Farthest Addition heuristic.





## Construction Heuristics for TSP



Figure 18. The Minimum Spanning Tree heuristic.



### Complete Algorithms and Lowerreits for the second s

- Branch & cut algorithms (Concorde: http://www.tsp.gatech.edu/)
  - cutting planes + branching
  - use LP-relaxation for lower bounding schemes
  - effective heuristics for upper bounds

Solution times with Concorde		
Instance	No. nodes	CPU time (secs)
att532	7	109.52
rat783	1	37.88
pcb1173	19	468.27
fl1577	7	6705.04
d2105	169	11179253.91
pr2392	1	116.86
rl5934	205	588936.85
usa13509	9539	ca. 4 years
d15112	164569	ca. 22 years
s24978	167263	84.8 CPU years

• Lower bounds: (within less than one percent of optimum for random Euclidean, up to two percent for TSPLIB instances)

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