Improving TSP tours using dynamic programming over tree decompositions

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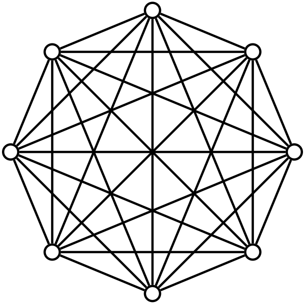
Traveling Salesman Problem (TSP)

Input

complete undirected graph $G = (V, E)$ and
a weight function $w : E \to \mathbb{N}$.

Problem

Find a tour (Hamiltonian cycle) of minimum weight.



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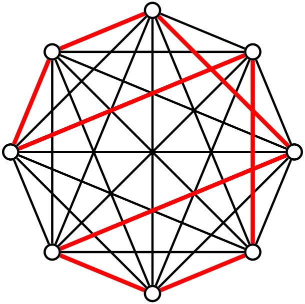
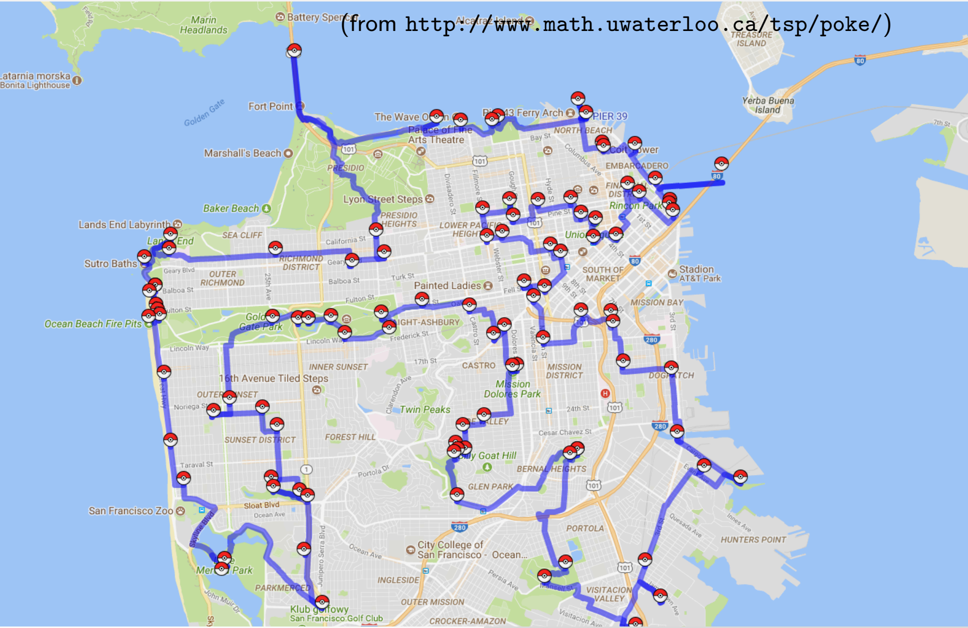


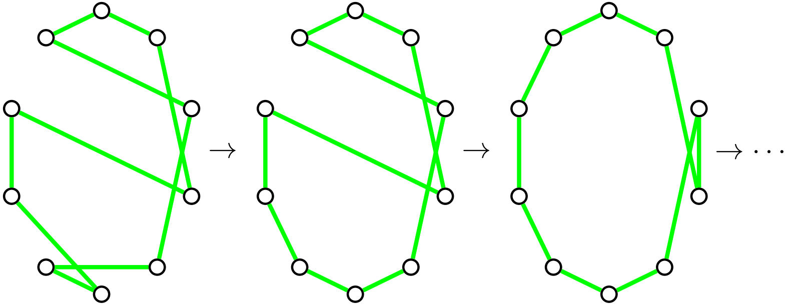
The shortest tour catching all San Francisco pokemons

(from http://www.math.uwaterloo.ca/tsp/poke/)



k-OPT local search heuristic

1. $H_0 :=$ arbitrary Hamiltonian cycle.
2. As long as possible, get a **better** cycle H_i by means of the k-**move** operation.

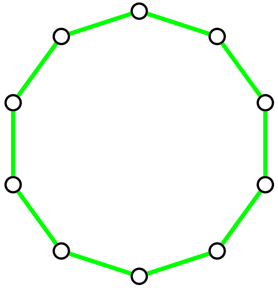


k-move

For a tour H, a k-**move** is defined by a pair (E^-, E^+) such that

- $|E^-| = |E^+| = k$ and
- $H' = H \setminus E^- \cup E^+$ is a Hamiltonian cycle.

Example for $k = 3$:



k-move is **improving** when $w(H') < w(H)$.

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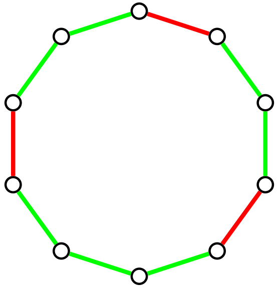

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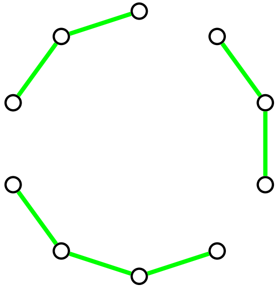

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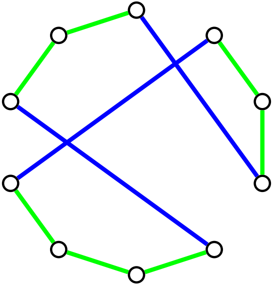

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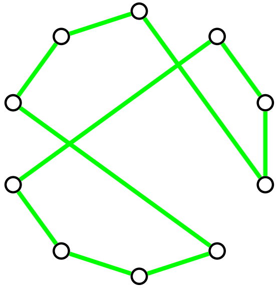

k-move is **improving** when $w(H') < w(H)$.

k-OPT heuristic

Practice

An implementation of a variant, called Lin-Kernighan heuristic solves 80K-vertex instances optimally (Hellsgaun '09).

Theory

Interesting results (lower, upper bounds) on

- quality of local optima (e.g. Chandra et al, SICOMP'99),
- number of steps needed to find local optimum (e.g., Johnson et al, JCSS'88),
- smoothed analysis of 2-opt (e.g. Künnemann and B. Manthey, ICALP'15).

Today's question

How fast can we perform a **single step**,

i.e.,

How fast can we find an improving k-move?

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k-OPT OPTIMIZATION
INPUT: symmetric function $w : V^2 \to \mathbb{N}$, a Hamiltonian cycle H
OUTPUT: a k-move that maximizes improvement over H.

k-OPT DETECTION
OUTPUT: Is there a k-move improving over H?

Upper bounds

- $O(n^k)$ exhaustive search,

Lower bounds

- $W[1]$-hard [Marx '08]
- no $n^{o(k/\log k)}$ algorithm under ETH [Guo et al. '13]
- no $o(n^2)$ algorithm for $k = 2$ (folklore),

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Upper bounds

- $O(n^k)$ exhaustive search,
- $O(n^{\lfloor 2k/3 \rfloor + 1})$ time, $O(n)$ additional space [de Berg, Buchin, Jansen, Woeginger '16]

Lower bounds

- $W[1]$-hard [Marx '08]
- no $n^{o(k/\log k)}$ algorithm under ETH [Guo et al. '13]
- no $o(n^2)$ algorithm for $k = 2$ (folklore),
- if $o(n^{2.99})$ algorithm for $k = 3$, then APSP in time $o(n^{2.99})$ [de Berg et al].

Our results

Theorem

For every fixed integer k, k-OPT OPTIMIZATION can be solved in time $O(n^{(1/4+\epsilon_k)k})$ and space $O(n^{(1/8+\epsilon_k)k})$, where $\lim_{k\to\infty} \epsilon_k = 0$.

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Values of ϵ_k (computed by a program)

k	3	4	5	6	7	8
de Berg et al.	$O(n^3)$	$O(n^3)$	$O(n^4)$	$O(n^5)$	$O(n^5)$	$O(n^6)$
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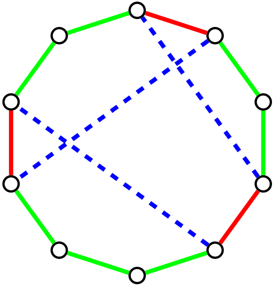
Theorem

If there is $\epsilon > 0$ such that 4-OPT DETECTION admits an algorithm in time $O(n^{3-\epsilon} \cdot \text{polylog}(M))$, then there is $\delta > 0$ such that ALL PAIRS SHORTEST PATHS admits an algorithm in time $O(n^{3-\delta} \cdot \text{polylog}(M))$, assuming integer weights from $\{-M, \dots, M\}$.

An equivalent representation of k-move

(The most intuitive) representation of k-move

A pair (E^-, E^+), where $E^- \subseteq H, E^+ \subseteq E(G)$



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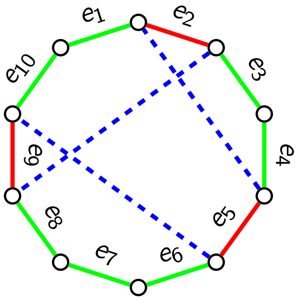

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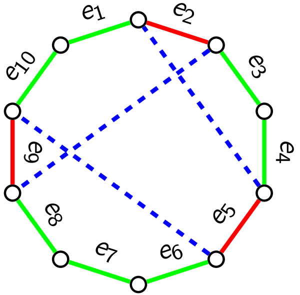

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$f(2) = 5$
$f(3) = 9$

A more useful representation: a pair $(f, \quad)$

- an embedding $f : \{1, \ldots, k\} \to \{1, \ldots, n\}$

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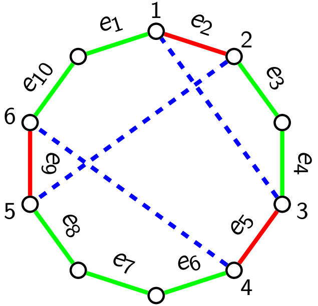

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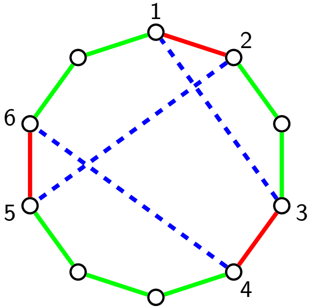
$M = \{13, 25, 46\}$

A more useful representation: a pair (f, M)

- an embedding $f : \{1, \ldots, k\} \to \{1, \ldots, n\}$
- connection pattern: a perfect matching M on $\{1, .., 2k\}$

de Berg et al.'s idea



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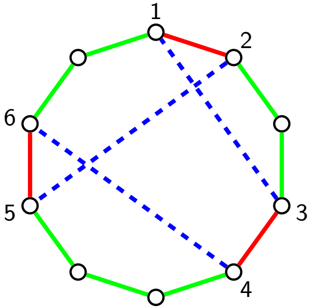
Observation 1

Now we can specify a connection pattern M **before** specifying an embedding f.

Observation 2

There are only $O((2k)!)$ connection patterns, i.e., $O(1)$ for fixed k.

de Berg et al.'s idea



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Idea

- For each of the $O((2k)!)$ connection patterns M, find the embedding f_M which maximizes weight improvement.
- Fixing M allows for exploiting the structure of the solution.

From now on, assume M is fixed.

Key notion: the dependence graph D_M

$$V(D_M) = [k].$$

Vertex i corresponds to the i-th deleted edge from the Hamiltonian cycle $e_1 e_2 \cdots e_n$.

$$E(D_M) = O \cup I_M,$$

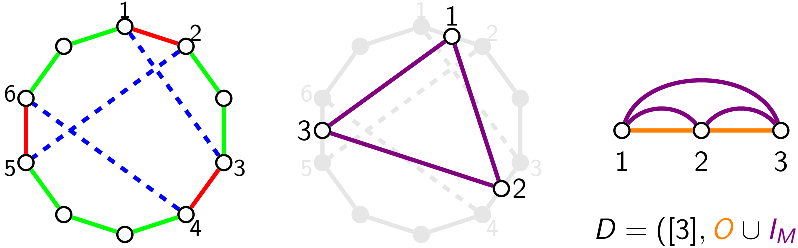
where

$$O = \{12, 23, \ldots, (k-1)k\}$$

- Edge $j(j+1) \in O$ represents the property $f(j) < f(j+1)$.
- I_M is defined by M. Edge $ij \in I_M$ means that the cost of embedding i-the edge depends on $f(j)$.

$E(D_M) = O \cup I_M$

- $O = \{12, 23, \ldots, (k-1)k\}$
- Get I_M from M by identifying $2i-1$ with $2i$ for $i \in [k]$:
  $I_M = \{ij \ : \ i'j' \in M, i' \in \{2i-1, 2i\}, j' \in \{2j-1, 2j\}\}$



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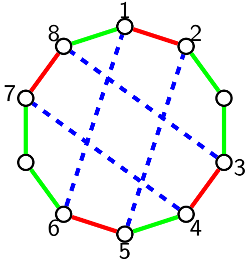
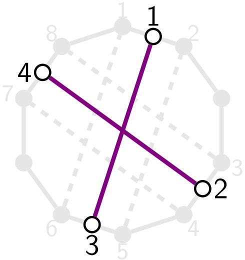
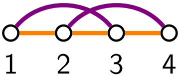
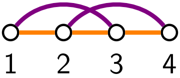






$D = ([4], O \cup I_M)$

The algorithm of de Berg, Buchin, Jansen and Woeginger



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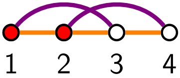

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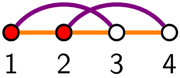

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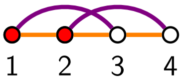


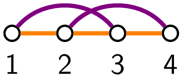
$$D = ([4], O \cup I_M)$$

1. Find a vertex cover A of I_M
2. Embed A in all $n^{|A|}$ ways
3. Dependence graph of the rest D' has only some edges of O. D' is a collection of **paths** so we can find optimal embedding in $O(nk)$ time using dynamic programming.

We have $|A| \leq \lfloor 2/3k \rfloor$ (worst case: I_M is a collection of 3-cycles).

Hence, time is $O(n^{\lfloor 2/3k \rfloor + 1} k)$ for every connection pattern.

Another possible algorithm



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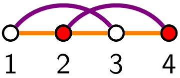

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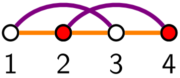

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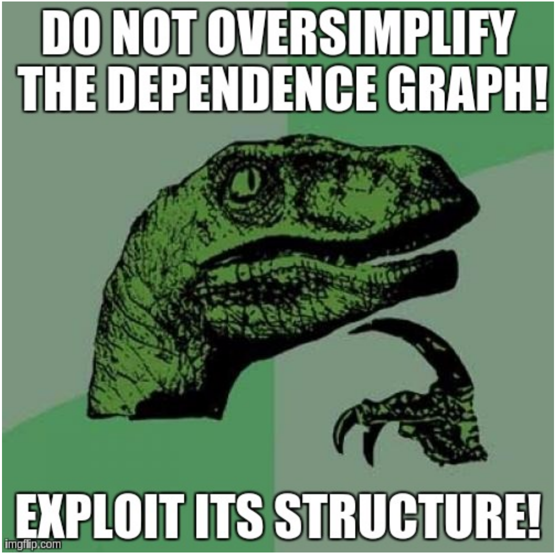
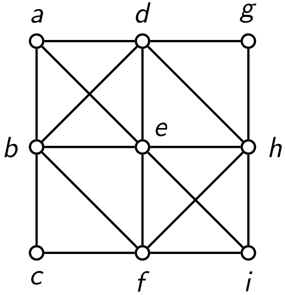
1. Embed $2, 4, \ldots, 2\lfloor k/2 \rfloor$ in all $n^{\lfloor k/2 \rfloor}$ ways
2. Dependence graph of the rest D' has only some edges of I_M. D' is a collection of **cycles and paths** so we can find optimal embedding in $O(n^3)$ time using dynamic programming.

Hence, time is $O(n^{\lfloor k/2 \rfloor + 3})$ for every connection pattern.

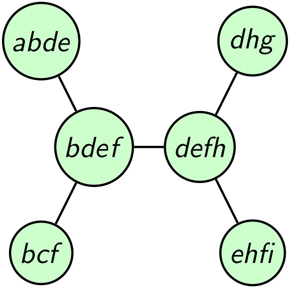

DO NOT OVERSIMPLIFY
THE DEPENDENCE GRAPH!
EXPLOIT ITS STRUCTURE!
imgflip.com

Tree decompositions and treewidth

Graph $G = (V, E)$



Tree decomposition of G



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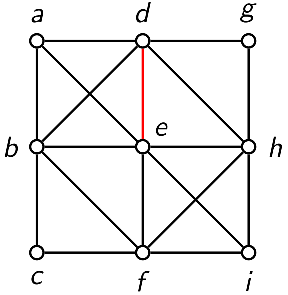

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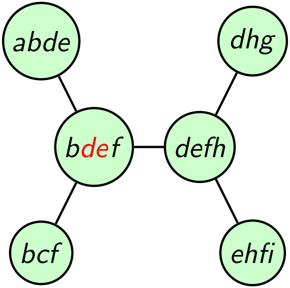

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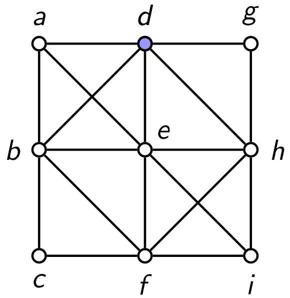

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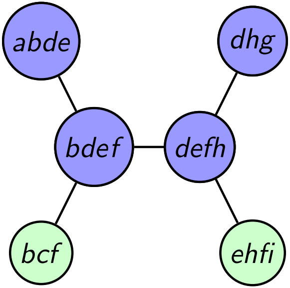

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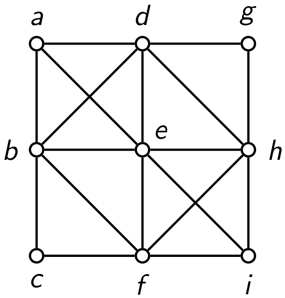

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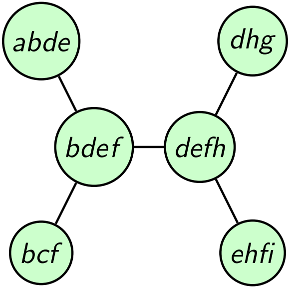

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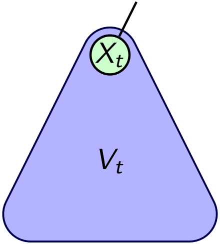
Width of the decomposition: maximum bag size -1 (here: 3).

Treewidth of G: minimum width of a decomposition of G .

Dynamic programming

For every node t of a tree decomposition of the graph D_M:

- X_t = the bag at t,
- V_t = union of all bags in the subtree rooted at t.

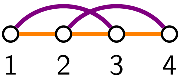


For every node t and partial embedding $f : X_t \to [n]$, compute

$$T_t[f] = \max_{\substack{g : V_t \to [n] \\ g|_{X_t} = f}} \mathrm{gain}_M(g).$$

in the bottom-up fashion.

Dynamic programming: example



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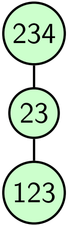

$$T_{123}[f] = w(e_{f(1)}) + w(e_{f(2)}) + w(e_{f(3)}) - w(E^+_{f,M})$$

$$T_{23}[f] = \max_{\substack{g:\{1,2,3\}\to[n] \\ g|_{\{2,3\}=f}}} T_{123}[g].$$

$$T_{234}[f] = T_{23}[f|_{\{2,3\}}] + w(e_{f(4)}) - w(E^+_{f,M} \setminus E^+_{f|_{\{2,3\}},M})$$

The $O(n^{(1/3+\epsilon_k)k})$-time algorithm

Theorem

Given a connection pattern M, the best k-move (f, M) can be found in time $n^{\mathrm{tw}(D_M)+1}k^2 + 2^k$.

Theorem (Fomin et al. 2009)

Treewidth a k-vertex graph of maximum degree 4 is bounded by $(\frac{1}{3} + \epsilon_k)k$, where $\lim_{k\to\infty} \epsilon_k = 0$.

Corollary

For every fixed integer k, k-OPT OPTIMIZATION can be solved in time $O(n^{(1/3+\epsilon_k)k})$, where $\lim_{k\to\infty} \epsilon_k = 0$.

One more idea: bucketing

Divide the n edges of the Hamiltonian cycle into $n^{1/4}$ buckets of size $s = n^{3/4}$.

$e_1, e_2, \ldots, e_s$	$e_{s+1}, \ldots, e_{2s}$	$e_{2s+1}, \ldots, e_{3s}$	$e_{3s+1}, \ldots, e_n$

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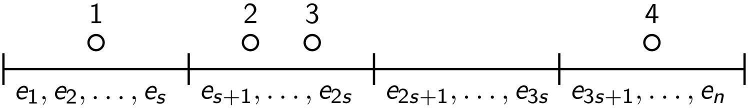

Go through all assignments $b : [k] \to [n^{1/4}]$ of the k edges to buckets.

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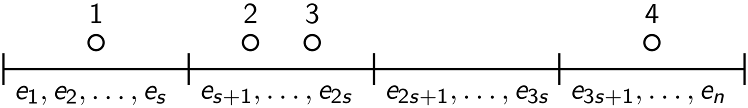

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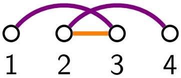

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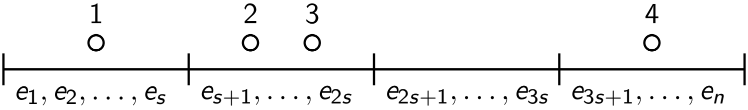

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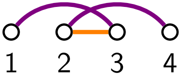

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- Dynamic programming works faster, in time $O(n^{\frac{3}{4}\mathrm{tw}(D_{M,b})})$.

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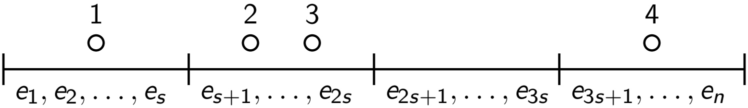

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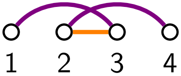

$$D_{M,b} = ([4], O \cup I_M)$$

- Dynamic programming works faster, in time $O(n^{\frac{3}{4}\mathrm{tw}(D_{M,b})})$.
- Price: many bucket assignments to consider.

The $O(n^{(1/4+\epsilon_k)k})$-time algorithm

Plugging in the bucketing idea gives our main result (calculations skipped).

Theorem

For every fixed integer k, k-OPT OPTIMIZATION can be solved in time $O(n^{(1/4+\epsilon_k)k})$, where $\lim_{k\to\infty} \epsilon_k = 0$.

Further research

- Is there an algorithm in time $n^{o(k)}$ assuming ETH?
- Further improvement of the exponent? For $k = 5$?
- Can we benefit from these ideas in practice?