Approximation Algorithms for Graphic TSP in Cubic, Bipartite Graphs

> Jeremy Karp Joint work with R. Ravi

Carnegie Mellon University

Workshop on Flexible Network Design, July 2013

(日) (四) (코) (코) (코) (코)

## Background

- Graphic TSP is the Traveling Salesman Problem on shortest path metrics of undirected graphs with unit edge-lengths
- Equivalently, given an undirected, unweighted graph, *G*, find a spanning Eulerian subgraph with the fewest edges in 2*G*
- Graphic TSP in cubic graphs captures much of the complexity of the problem in general graphs while admitting approximation algorithms with improved guarantees

<ロト <四ト <注入 <注下 <注下 <

### Background

- Graphic TSP is the Traveling Salesman Problem on shortest path metrics of undirected graphs with unit edge-lengths
- Equivalently, given an undirected, unweighted graph, *G*, find a spanning Eulerian subgraph with the fewest edges in 2*G*
- Graphic TSP in cubic graphs captures much of the complexity of the problem in general graphs while admitting approximation algorithms with improved guarantees

## Background

- Graphic TSP is the Traveling Salesman Problem on shortest path metrics of undirected graphs with unit edge-lengths
- Equivalently, given an undirected, unweighted graph, *G*, find a spanning Eulerian subgraph with the fewest edges in 2*G*
- Graphic TSP in cubic graphs captures much of the complexity of the problem in general graphs while admitting approximation algorithms with improved guarantees

#### • $\frac{7}{5}$ -approximation for general graphs (Sebő and Vygen [2012])

- <sup>4</sup>/<sub>3</sub>-approximation for cubic and subcubic graphs (Boyd, Sitters, van der Ster, and Stougie [2011]; Mömke and Svensson [2011])
- $(\frac{4}{3} \frac{1}{61236})$ -approximation for 2-edge-connected cubic graphs (Correa, Larré, and Soto [2012])
- $(\frac{4}{3} \frac{1}{108})$ -approximation for 3-edge-connected, bipartite, cubic graphs (Correa, Larré, and Soto [to be published])

- $\frac{7}{5}$ -approximation for general graphs (Sebő and Vygen [2012])
- <sup>4</sup>/<sub>3</sub>-approximation for cubic and subcubic graphs (Boyd, Sitters, van der Ster, and Stougie [2011]; Mömke and Svensson [2011])
- $(\frac{4}{3} \frac{1}{61236})$ -approximation for 2-edge-connected cubic graphs (Correa, Larré, and Soto [2012])
- (<sup>4</sup>/<sub>3</sub> <sup>1</sup>/<sub>108</sub>)-approximation for 3-edge-connected, bipartite, cubic graphs (Correa, Larré, and Soto [to be published])

- $\frac{7}{5}$ -approximation for general graphs (Sebő and Vygen [2012])
- <sup>4</sup>/<sub>3</sub>-approximation for cubic and subcubic graphs (Boyd, Sitters, van der Ster, and Stougie [2011]; Mömke and Svensson [2011])
- $(\frac{4}{3} \frac{1}{61236})$ -approximation for 2-edge-connected cubic graphs (Correa, Larré, and Soto [2012])
- (<sup>4</sup>/<sub>3</sub> <sup>1</sup>/<sub>108</sub>)-approximation for 3-edge-connected, bipartite, cubic graphs (Correa, Larré, and Soto [to be published])

◆□▶ ◆□▶ ◆三▶ ◆三▶ 三三 のへで

- $\frac{7}{5}$ -approximation for general graphs (Sebő and Vygen [2012])
- <sup>4</sup>/<sub>3</sub>-approximation for cubic and subcubic graphs (Boyd, Sitters, van der Ster, and Stougie [2011]; Mömke and Svensson [2011])
- $(\frac{4}{3} \frac{1}{61236})$ -approximation for 2-edge-connected cubic graphs (Correa, Larré, and Soto [2012])
- $(\frac{4}{3} \frac{1}{108})$ -approximation for 3-edge-connected, bipartite, cubic graphs (Correa, Larré, and Soto [to be published])

◆□▶ ◆□▶ ◆三▶ ◆三▶ 三三 のへで

#### • Find a cycle cover with k cycles

- Compress each cycle into a single node and find a spanning tree in this compressed graph
- In the original graph, add two copies of each edge in the spanning tree to the cycle cover to obtain a solution with n + 2(k 1) edges
- Our algorithm finds a cycle cover with at most  $\frac{3}{20}n$  cycles, giving us a solution with  $\frac{13}{10}n 2$  edges.

< □ > < @ > < 注 > < 注 > ... 注

- Find a cycle cover with k cycles
- Compress each cycle into a single node and find a spanning tree in this compressed graph
- In the original graph, add two copies of each edge in the spanning tree to the cycle cover to obtain a solution with n+2(k-1) edges
- Our algorithm finds a cycle cover with at most  $\frac{3}{20}n$  cycles, giving us a solution with  $\frac{13}{10}n 2$  edges.

(日) (四) (문) (문) (문)

- Find a cycle cover with k cycles
- Compress each cycle into a single node and find a spanning tree in this compressed graph
- In the original graph, add two copies of each edge in the spanning tree to the cycle cover to obtain a solution with n+2(k−1) edges
- Our algorithm finds a cycle cover with at most  $\frac{3}{20}n$  cycles, giving us a solution with  $\frac{13}{10}n 2$  edges.

- Find a cycle cover with k cycles
- Compress each cycle into a single node and find a spanning tree in this compressed graph
- In the original graph, add two copies of each edge in the spanning tree to the cycle cover to obtain a solution with n+2(k−1) edges
- Our algorithm finds a cycle cover with at most  $\frac{3}{20}n$  cycles, giving us a solution with  $\frac{13}{10}n 2$  edges.

### New Result

#### Theorem

Given a cubic, bipartite graph G with n vertices, there is a polynomial time algorithm that computes a spanning Eulerian subgraph in 2G with at most  $\frac{13}{10}n-2$  edges.

(中) (종) (종) (종) (종) (종)

#### • All cycles in a bipartite graph are even

- We can bound the number of cycles in the cycle cover if we ensure it contains no 4-cycles and relatively few 6-cycles
- If our graph contains a 4-cycle or 6-cycle, we replace it with a different, more desirable subgraph (a "gadget"), maintaining cubicand bipartite-ness
- Eventually we have a compressed graph with no "problematic" 4-cycles or 6-cycles
- Find a cycle cover in this compressed graph
- Expand the graph by swapping the 4- and 6-cycles back into the graph

<ロト <四ト <注入 <注下 <注下 <

• Add edges as we go, eventually obtaining a desirable cycle cover in the original graph

- All cycles in a bipartite graph are even
- We can bound the number of cycles in the cycle cover if we ensure it contains no 4-cycles and relatively few 6-cycles
- If our graph contains a 4-cycle or 6-cycle, we replace it with a different, more desirable subgraph (a "gadget"), maintaining cubicand bipartite-ness
- Eventually we have a compressed graph with no "problematic" 4-cycles or 6-cycles
- Find a cycle cover in this compressed graph
- Expand the graph by swapping the 4- and 6-cycles back into the graph
- Add edges as we go, eventually obtaining a desirable cycle cover in the original graph

- All cycles in a bipartite graph are even
- We can bound the number of cycles in the cycle cover if we ensure it contains no 4-cycles and relatively few 6-cycles
- If our graph contains a 4-cycle or 6-cycle, we replace it with a different, more desirable subgraph (a "gadget"), maintaining cubicand bipartite-ness
- Eventually we have a compressed graph with no "problematic" 4-cycles or 6-cycles
- Find a cycle cover in this compressed graph
- Expand the graph by swapping the 4- and 6-cycles back into the graph
- Add edges as we go, eventually obtaining a desirable cycle cover in the original graph

- All cycles in a bipartite graph are even
- We can bound the number of cycles in the cycle cover if we ensure it contains no 4-cycles and relatively few 6-cycles
- If our graph contains a 4-cycle or 6-cycle, we replace it with a different, more desirable subgraph (a "gadget"), maintaining cubicand bipartite-ness
- Eventually we have a compressed graph with no "problematic" 4-cycles or 6-cycles
- Find a cycle cover in this compressed graph
- Expand the graph by swapping the 4- and 6-cycles back into the graph
- Add edges as we go, eventually obtaining a desirable cycle cover in the original graph

- All cycles in a bipartite graph are even
- We can bound the number of cycles in the cycle cover if we ensure it contains no 4-cycles and relatively few 6-cycles
- If our graph contains a 4-cycle or 6-cycle, we replace it with a different, more desirable subgraph (a "gadget"), maintaining cubicand bipartite-ness
- Eventually we have a compressed graph with no "problematic" 4-cycles or 6-cycles
- Find a cycle cover in this compressed graph
- Expand the graph by swapping the 4- and 6-cycles back into the graph

・ロト ・母 ・ ・ キャ ・ キャ ・ やくぐ

• Add edges as we go, eventually obtaining a desirable cycle cover in the original graph

- All cycles in a bipartite graph are even
- We can bound the number of cycles in the cycle cover if we ensure it contains no 4-cycles and relatively few 6-cycles
- If our graph contains a 4-cycle or 6-cycle, we replace it with a different, more desirable subgraph (a "gadget"), maintaining cubicand bipartite-ness
- Eventually we have a compressed graph with no "problematic" 4-cycles or 6-cycles
- Find a cycle cover in this compressed graph
- Expand the graph by swapping the 4- and 6-cycles back into the graph

◆□▶ ◆□▶ ◆注▶ ◆注▶ 注 のへで

• Add edges as we go, eventually obtaining a desirable cycle cover in the original graph

- All cycles in a bipartite graph are even
- We can bound the number of cycles in the cycle cover if we ensure it contains no 4-cycles and relatively few 6-cycles
- If our graph contains a 4-cycle or 6-cycle, we replace it with a different, more desirable subgraph (a "gadget"), maintaining cubicand bipartite-ness
- Eventually we have a compressed graph with no "problematic" 4-cycles or 6-cycles
- Find a cycle cover in this compressed graph
- Expand the graph by swapping the 4- and 6-cycles back into the graph
- Add edges as we go, eventually obtaining a desirable cycle cover in the original graph

# A Good Example





Figure : A 6-cycle

Figure : The gadget which replaces the 6-cycle

<ロ> (四) (四) (三) (三) (三)

æ

# A Good Example





Figure : Part of the cycle cover in the compressed graph

Figure : The same portion of the cycle cover, after expanding the graph

・ロト ・ 日 ・ ・ モ ト ・

# A Good Example



Figure : Part of the cycle cover in the compressed graph

Figure : Then, we add edges to get a large cycle

< □ > < □ > < □ > < □ > < □ > < □ >

#### A Bad Example





Figure : A cycle of length x + y + 4 that passes through a gadget that replaced a 6-cycle

Figure : The cycle from the previous figure, after expanding the graph

## A Bad Example





Figure : A cycle of length x + y + 4 that passes through a gadget that replaced a 6-cycle

Figure : We add edges to get a cycle cover in the expanded graph, but we now have two smaller cycles of lengths x + 3 and y + 5

# Handling Bad Cases

- We needed to use a few additional, more specialized gadgets in order to bound the number of 6-cycles we create as we expand the graph
- Below are the two main additional gadgets needed:





Figure : Two other "bad" subgraphs



Figure : The gadgets which replace the "bad" subgraphs

## Back to the Bad Example

- The additional gadgets ensure that the 6-cycle on the right is contracted only if y ≥ 3.
- Now, this bad example can insert at most one 6-cycle, along with a longer cycle in the final cycle cover.





# Future Directions

- Can we find better approximations in cubic, bipartite graphs? (Lower bound is  $\frac{10}{9}n$ )
- Ways to modify the algorithm so it is simpler, uses fewer gadgets
- Incorporate this technique with the local search methods used by Boyd, Sitters, van der Ster, and Stougie
- Is it possible to modify this algorithm to get a cycle cover with no 6-cycles? (implies a <sup>5</sup>/<sub>4</sub>-approximation)