

A PTAS for Euclidean TSP with Hyperplane Neighborhoods

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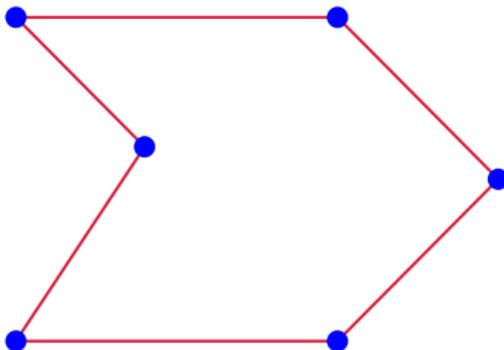
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Euclidean TSP

Input: n points in \mathbb{R}^d .

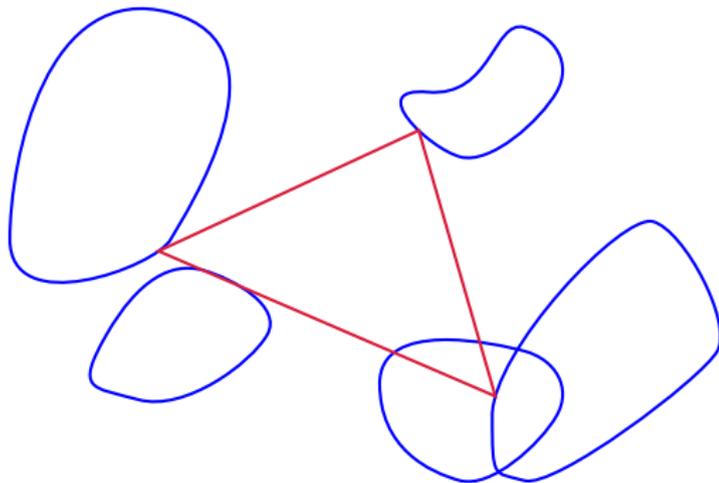
Goal: Find **shortest tour** visiting each point.



Euclidean TSP with neighborhoods

Input: n neighborhoods in \mathbb{R}^d .

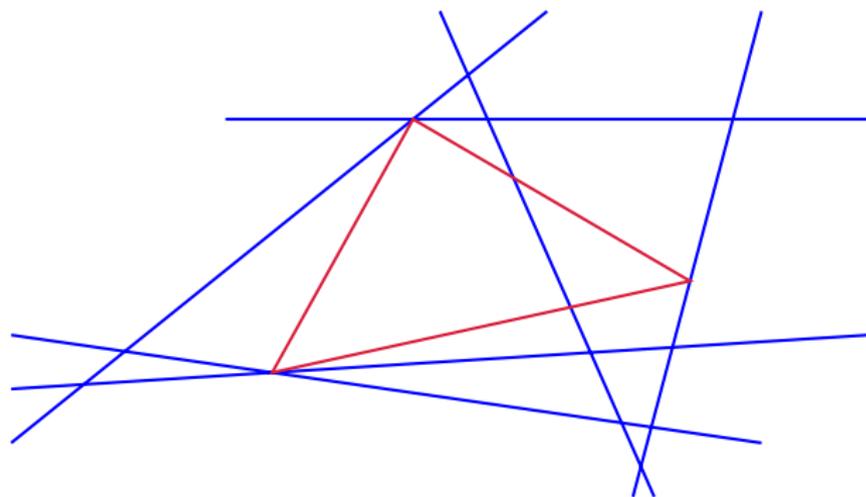
Goal: Find **shortest tour** visiting at least one point on each neighborhood.



Euclidean TSP with hyperplane neighborhoods

Input: n hyperplanes in \mathbb{R}^d , fixed d .

Goal: Find **shortest tour** visiting at least one point on each hyperplane.



Motivation: why hyperplanes?

- ▶ ETSP well-understood: NP-hard/admits a PTAS

[Papadimitriou and Yannakakis, 1993; Arora, 1998; Mitchell, 1999]

- ▶ TSPN general neighborhoods: APX-hard, even in \mathbb{R}^2

[Elbassioni, Fishkin and Sitters, ISAAC 2006]

- ▶ Less general neighborhoods:

- ▶ Fat neighborhoods (radii of ball contained and ball containing differ by a constant factor): PTAS

[Dumitrescu and Mitchell, SODA 2001; Bodlaender et al., WAOA 2006; Mitchell, SODA 2007; Chan and Elbassioni, SODA 2010; Chan and Jiang, SODA 2016]

- ▶ Open problem: complexity hyperplane neighborhoods

e.g. [Mitchell, SODA 2007; Dumitrescu and Tóth, SODA 2013]

- ▶ Previous: Optimal algorithm for lines in \mathbb{R}^2 in $O(n^5)$ time

[Jonsson, 2002]

$2^{\Theta(d)}$ -approximation for hyperplanes in \mathbb{R}^d , $d \geq 3$

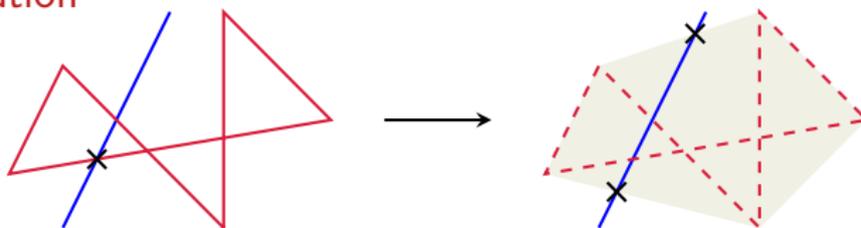
[Dumitrescu and Tóth, SODA 2013]

Result & techniques

Theorem

ETSP with hyperplane neighborhoods admits a PTAS.

Observation



Proof idea

Lemma Restricted polytopes are sufficient:

- ▶ Faces are parallel to $O_{\epsilon, d}(1)$ hyperplanes.
- ▶ Proof using geometric properties.

Series of LPs approximate the optimal restricted polytope.

Come see our poster

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1. TSP with hyperplane neighborhoods

Input: n hyperplanes in \mathbb{R}^d . (Figure: \mathbb{R}^2)

Goal: Find *shortest* tour visiting at least one point on each hyperplane.



2. Related work

Arkin and Hassan [1994]: Introduction of TSP with neighborhoods problem.

Jonsson [2002]: Optimal algorithm for lines in \mathbb{R}^2 in $O(n^3)$.

Ehassani, Fakhin, and Sitters [ISAAC 2006]: Similar-length line segments in \mathbb{R}^2 is APX-hard.

Mitchell [SODA 2007]: PTAS for "fat" neighborhoods (hyperplanes are not fat).

Dumitrescu and Tóth [SODA 2013]: $O(\log^2 n)$ -approximation for lines in \mathbb{R}^2 ; $(1+\epsilon)2^d / \epsilon^d$ -approximation for hyperplanes in \mathbb{R}^d , $d \geq 3$.

Open: Complexity for hyperplanes in \mathbb{R}^d .

3. Result

Theorem. There is a $(1+\epsilon)$ -approximation algorithm (PTAS) for TSP with hyperplane neighborhoods (for fixed d).

4. Observation

The convex hull of a feasible tour intersects all hyperplanes:



A tour of the vertices of a polytope which intersects all hyperplanes is feasible:

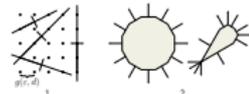


5. Restricted polytopes

Restrict to polytopes with few ($O_{d,d}(1)$) faces:

1. Points from the unit cube grid define $O_{d,d}(1)$ halfspaces (d grid points define two different halfspaces).

2. A restricted polytope is the intersection of shifted halfspaces.



6. Finding optimal restricted polytope

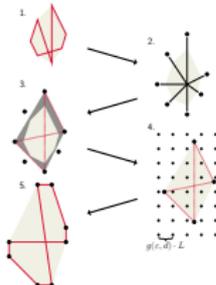
Lemma. There is a PTAS for finding the restricted polytope (for fixed d).

Proof (idea): Solve LPs:

- "Guess" which halfspace boundaries intersect in vertices of the polytope.
- Variables that shift the halfspaces s.t. their boundaries intersect in the vertices.
- For each hyperplane h : "guess" a vertex-pair that is separated by h .
- "Guess" the optimal tour of the vertices.
- Restricted polytope: $O_{d,d}(1)$ vertices \Rightarrow polynomial LP size. \square

7. Why restricted polytopes suffice

1. Optimal tour T and convex hull $\text{Conv}(T)$.
2. Extend vertices of the convex hull by a factor of $(1+\epsilon)$.
3. Choose $O_{d,d}(1)$ many of the extended vertices such that their convex hull contains $\text{Conv}(T)$.
4. Snap to grid points of grid on a cube with sides L (that contains $\text{Conv}(T)$ exactly).
5. Restricted polytope with tour T' s.t. $\text{len}(T') \leq (1+\epsilon)\text{len}(T)$.



8. Choosing $O(1)$ vertices

1. Polytope P .
2. P' = linear transformation(P) s.t. largest volume inscribed ellipsoid is a unit ball.
3. Ball with radius d contains P' [Ball, 1992].
4. Create cells: $O_{d,d}(1)$ rays of length d ; cells with height ϵ . Only d vertices per ray necessary.