

# The Road Best Traveled

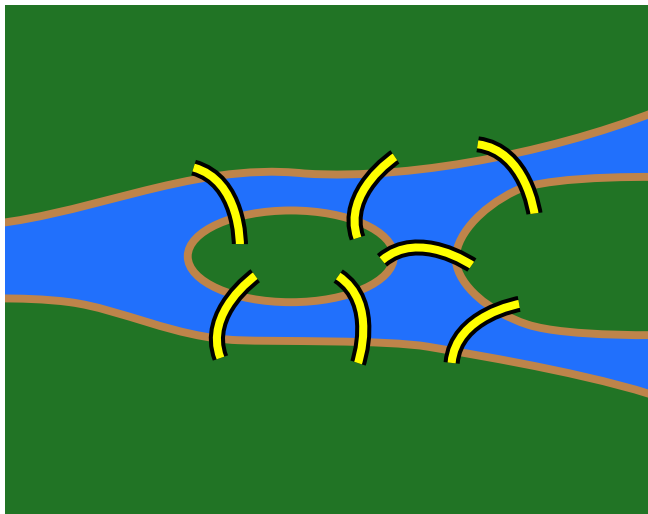
## The Mathematics of Getting There and Back Again

Houghton Math and Science Day

Houghton College, Houghton, NY



# The Bridges of Königsberg



# Enter Euler



# Traveling Salesperson Problem

## The Nearest Neighbor Algorithm:

- Start at home base.
- Go to the nearest city.
- From there, go to the nearest city you haven't already been to.
- Continue until you have visited every city.
- Go home.

## The Sorted Edges Algorithm

- Label the edges from shortest to longest using the labels  $e_1, e_2, e_3, \dots$
- Include  $e_1$  and  $e_2$  in your cycle.
- Starting with  $e_3$ , add each next edge to your cycle if it
  - 1 does not make three edges you've chosen meet at a vertex AND
  - 2 does not close up a circular route that doesn't include all the vertices in the graph.
- If a subsequent edge doesn't meet these two criteria, discard it and move on to the next edge in your list.
- You're done when you have a Hamiltonian cycle.

## Brute Force

- Determine every possible Hamiltonian cycle in the graph.
- Find the total weight of each Hamiltonian cycle.
- Choose the cycle with the smallest weight.