## TSP with Release Times and Distance Constraints

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## 1 TSP with release times

Given a complete graph G = (V, E) with vertex set  $V = \{0, 1, 2, ..., n\}$  and edge set E, there is a salesman, initially located at vertex 0(called its home), who wants to visit each vertex in  $V \setminus \{0\}$  to sale his goods. Moreover, each vertex i can be visited no earlier than its release time  $r_i$  and the travel time of edge (i, j)is  $t_{i,j}$ , where  $t_{(\cdot,\cdot)}$  is a metric function on the edge set E. Our goal is to find a schedule S or a visiting order of the vertices for the salesman to minimize the makespan, i.e. the time elapsed when visiting all the vertices and come back home.

**Previous results.** Nagamochi et al. [2] gave a 5/2-approximation algorithm in which the salesman first waits at vertex 0 until the largest release time  $r_n$  and then travels along an approximate tour T generated by Christofides' Algorithm.

An interesting problem is to devise an approximation algorithm with performance ratio less than 5/2.

## 2 Distance constrained vehicle routing problems

Given a complete graph G = (V, E) with vertex set  $V = \{0, 1, 2, ..., n\}$  and edge set E, the length of edge (i, j) is  $t_{i,j}$ , where  $t_{(\cdot, \cdot)}$  is a metric function on the edge set E. A rooted tour is a tour on some subset of V that includes the root vertex 0. Also given is a distance bound D. The problem is to find a minimum number of rooted tours(each of length at most D) to cover each vertex. We denoted this problem by DVRP.

**Previous results.** Nagarajan et al. [3] gave a min $\{\log n, \log D\}$ -approximation algorithm for DVRP. However, for unrooted version of the problem(in which there is no root and hence each vertex is contained in exact one tour), Arkin et al. [1] presented a 6-approximation algorithm.

It is open to develop a constant factor approximation for DVRP or prove there cannot be such an algorithm under some complexity assumption.

## References

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