Abstract

The travelling salesman problem (TSP) is widely studied in computer science. There is a practical importance, and can be applied to solve many practical daily lives problems, so many algorithms developed to solve this problem, each with its efficient. Insertion, genetic, greedy, greedy 2-opts and nearest neighbor, are all algorithms used to solve (TSP). This paper will study these algorithms and present the main differences between these algorithms according to its complexity, and which one is the most efficient to solve the (TSP)

References

3. Hansen, M. Puse of substitute Scalarizing functions to guide a local search based heuristics
the case of MOTSP. Journal of Heuristics 6(2000)419-431
4. Yan, Zhang L., k ng Anew MOEA for multi-objective TSP and it’s convergence property analysis.

**Index Terms**

Computer Science Algorithms

**Keywords**

TSP complexity using Insertion, TSP using Greedy, TSP using Genetic