#### **Structure Theorem:**

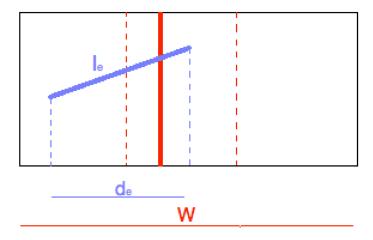
There exist a c > 0 such that the following is true for each  $\epsilon > 0$ : Every set of nodes in  $R^2$  has a  $(1+\epsilon)$ -approximate salesman path  $\pi$  and an associate  $\frac{1}{2}$ : Illing of the bounding box such that the tour is m-light for this tiling, where  $m = c \log L/\epsilon$  and L is the size of the bounding box

#### Theorem 5:

Let C be any collection of straight line segments whose total length is T, and which lie entirely inside a rectangle of size W. Then the expected number of edges crossing a random line separator of the rectangle is at most 3T/W

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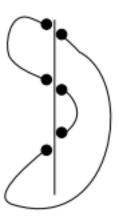


### Theorem (Patching Lemma):

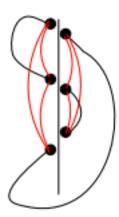
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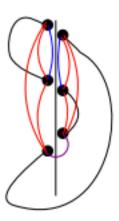
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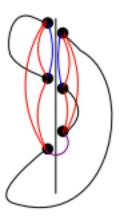


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There is a constant b > 0 such that the following is true. Let S be any line segment of length I and  $\pi$  be a closed path that crosses S at least thrice. Then there exist line segments on S whose total length is b.I and whose addition to  $\pi$  changes it into a closed path that crosses S at most twice.

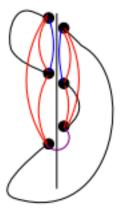


4-regular graph

→ an Eulerian path exists

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4-regular graph

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 $\rightarrow$  The theorem is proved with b = 6

# The structure Theorem: The proof

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In each refining step from depth (d) to depth (d+1):

- To partition each rectangle R with a new line separator
- To add some portals to the set of nodes
- To insure the tour crosses the line separatot at most (m) times and only at portals
- To evaluate the cost of the tour modification.

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In each refining step from depth (d) to depth (d+1):

Two different cases:

Case 1:  $T \le mW/3$ 

Case 2: - T > mW/3

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Two different cases:

Case 1:  $T \le mW/3$ , define  $\mu = 3T/W \le m$  and apply Theorem 5 The cost is less than (1 + 3b/m)

Case 2: - T > mW/3

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Two different cases:

**Case 1:** 

- T  $\leq$  mW/3 , define  $\mu$  = 3T/W  $\leq$  m and apply Theorem 5 The cost is less than (1 + 3b/m)

Case 2:

T > mW/3 , apply the Patching Lemma with a cost b.W ≤ 3.b.T/m
 The cost is less than (1 + 3b/m)

The idea is to start with an optimal tour on the original nodes and an empty tiling of the bounding box, and then to refine recursively the tiling and modify the current tour insuring it is always m-light.

The cost is less than 
$$(1 + 3b/m) ^2 \log_{1.5} L$$
  
which is  $(1 + \epsilon)$  (when  $m = 6b.\log_{1.5} L/\epsilon$ )