

On the Effectiveness of Pretraining for Graph Combinatorial Optimization

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Exact Solvers

- Very slow ↓
- Optimal solutions ↑

Heuristic Algorithms

- Fast ↑
- Not optimal performance ↓

NCO

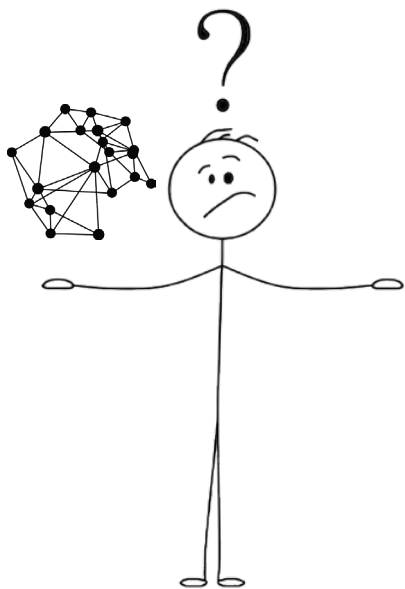
- Fast ↑
- Better performance ¿?



Generate good embeddings

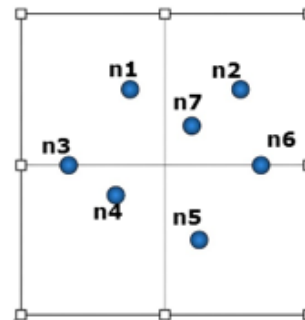


"Given a list of cities and the distances between each pair of them, what is the shortest possible route that visits each city exactly once and returns to the origin city?"

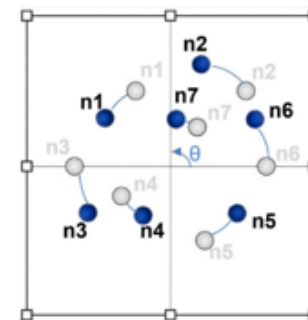


Contrastive learning

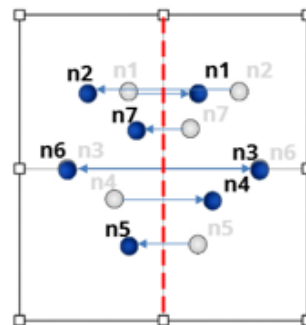
Applied transformations



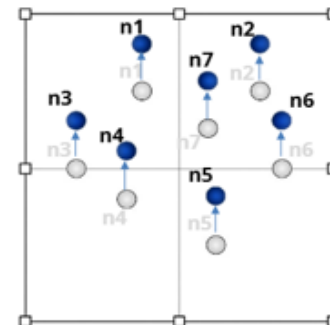
(a) Original



(b) Rotated



(c) Reflected

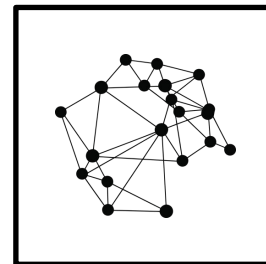


(d) Displaced

- Rotation:

$$f_{\theta}(\mathbf{x}_i) = \mathbf{R}_{\theta}(\mathbf{x}_i - \mathbf{c}) + \mathbf{c}, \quad \mathbf{R}_{\theta} = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$$

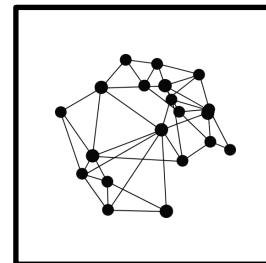
where \mathbf{R}_{θ} is the 2D rotation Matrix



- Translation:

$$f_{\Delta}(x_i) = x_i + \Delta$$

where Δ is the displacement vector $\Delta = \begin{bmatrix} d \cos \alpha \\ d \sin \alpha \end{bmatrix}$



- Reflection:

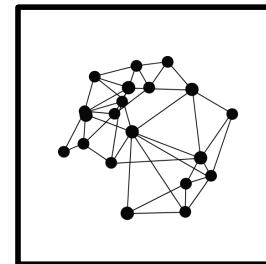
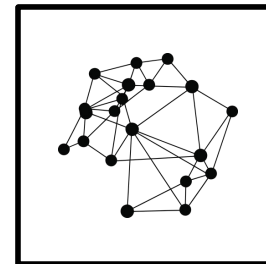
$$f_{\phi}(\mathbf{x}_i) = \mathbf{S}_{\phi}(\mathbf{x}_i - \mathbf{c}) + \mathbf{c}, \quad \mathbf{S}_{\phi} = 2\mathbf{v}\mathbf{v}^{\top} - \mathbf{I}$$

where \mathbf{S}_{ϕ} the reflection matrix of Householder and $\mathbf{v} = [\cos \phi, \sin \phi]^{\top}$ the unitary vector that defines the reflection axis

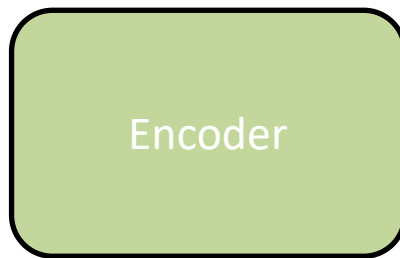
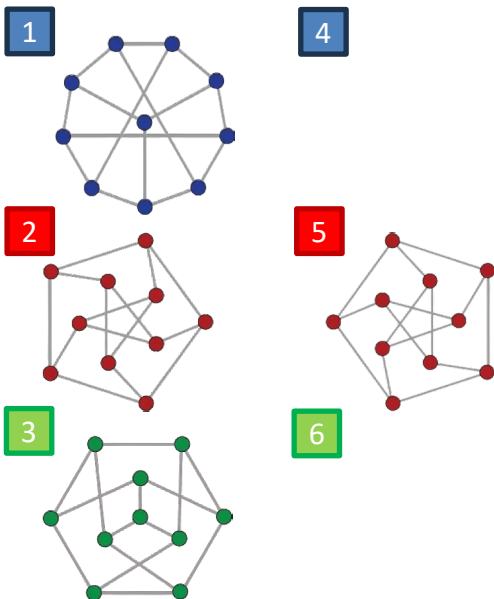
- Hibrid:

$$g(x_i) = f_{\Delta}(f_{\theta}(f_{\phi}(x_i)))$$

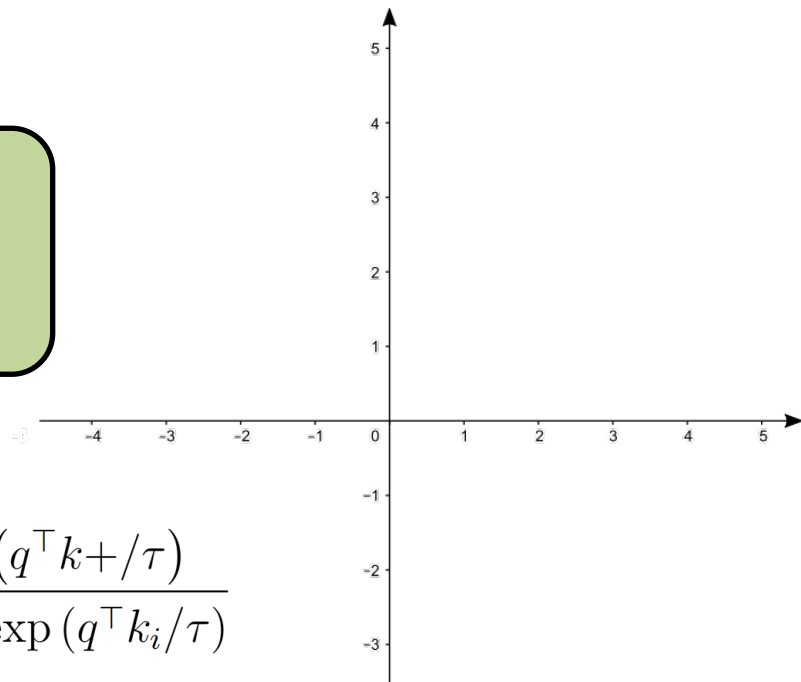
where f_{θ} is the rotation transformation and f_{ϕ} is the reflection transformation



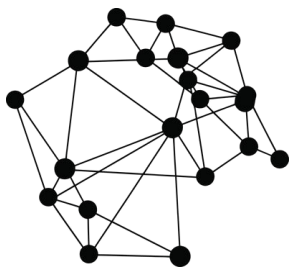
Generating
TSP20-50



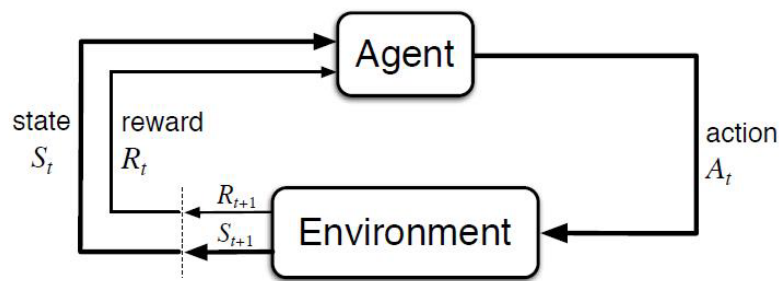
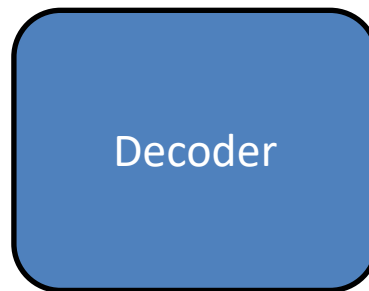
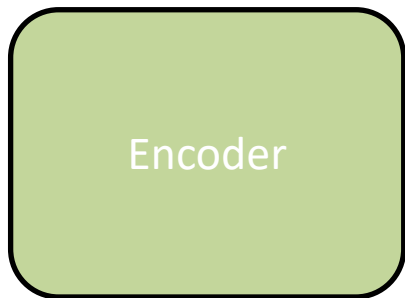
Latent space



$$\mathcal{L}_{\text{InfoNCE}} = -\log \frac{\exp(q^\top k_+ / \tau)}{\sum_{i=0}^K \exp(q^\top k_i / \tau)}$$



TSP50





System Architecture



- **Encoder-Decoder Architecture:** Unified pipeline for sequential decision-making on graphs.
- **Encoder:** Gated Graph ConvNet (GatedGCN) based Graph Neural Network to transform coordinates into high-dimensional embeddings.
- **Decoder:** Autoregressive network with a Multi-Head Attention mechanism to iteratively construct the optimal route.
- **Universal Framework (Model-Agnostic):** The geometric pre-training strategy is architecture-independent and applicable to any graph network.

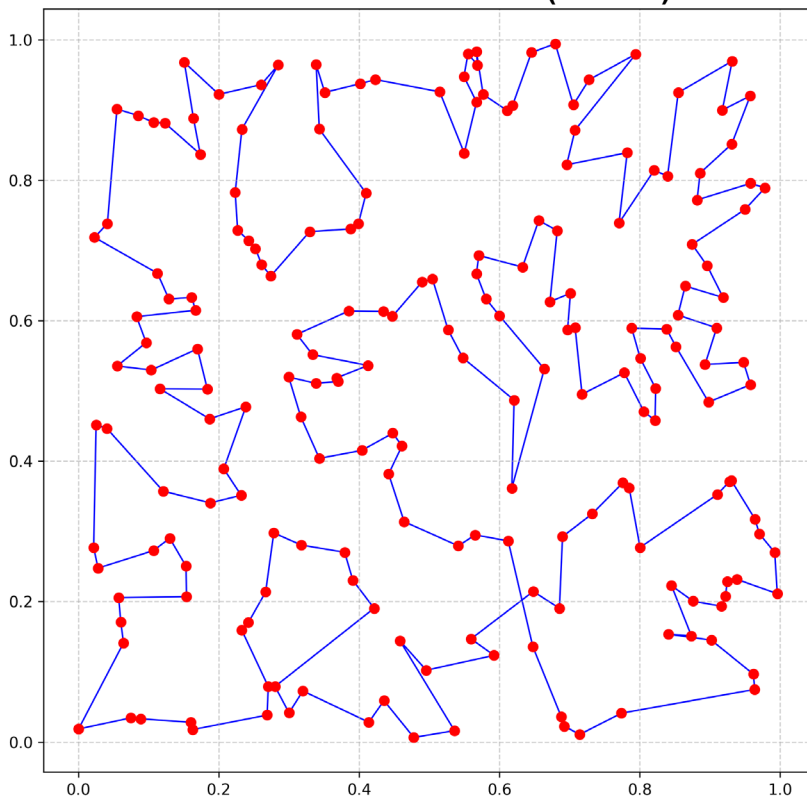


Solved TSPs

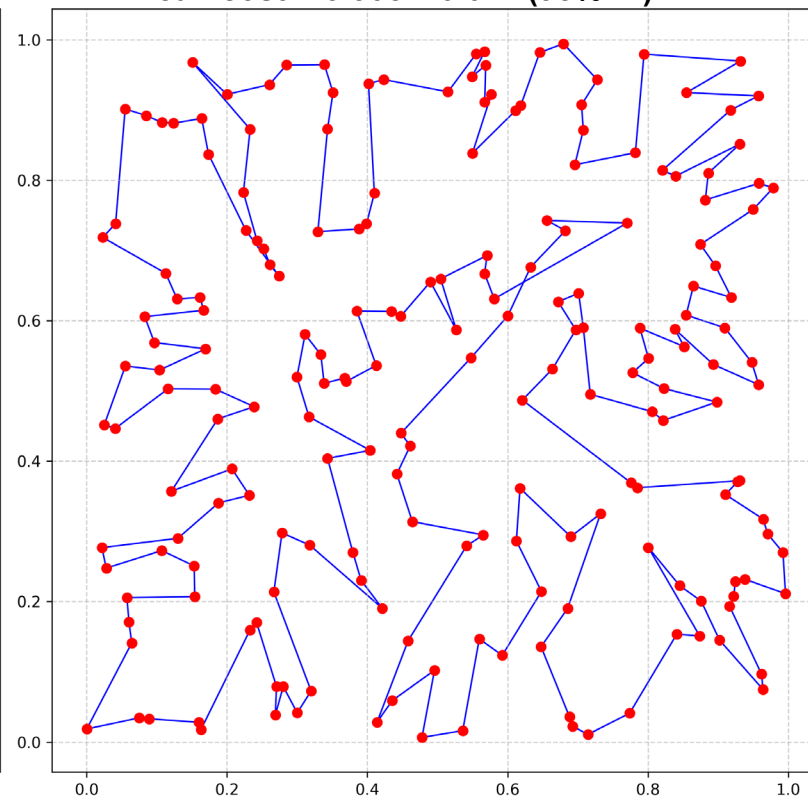


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Pre-trained model | Cost: 11.914
Mean cost: 12.212 ± 0.059 (95% CI)



Non-Pre-trained model | Cost: 13.014
Mean cost: 13.305 ± 0.074 (95% CI)

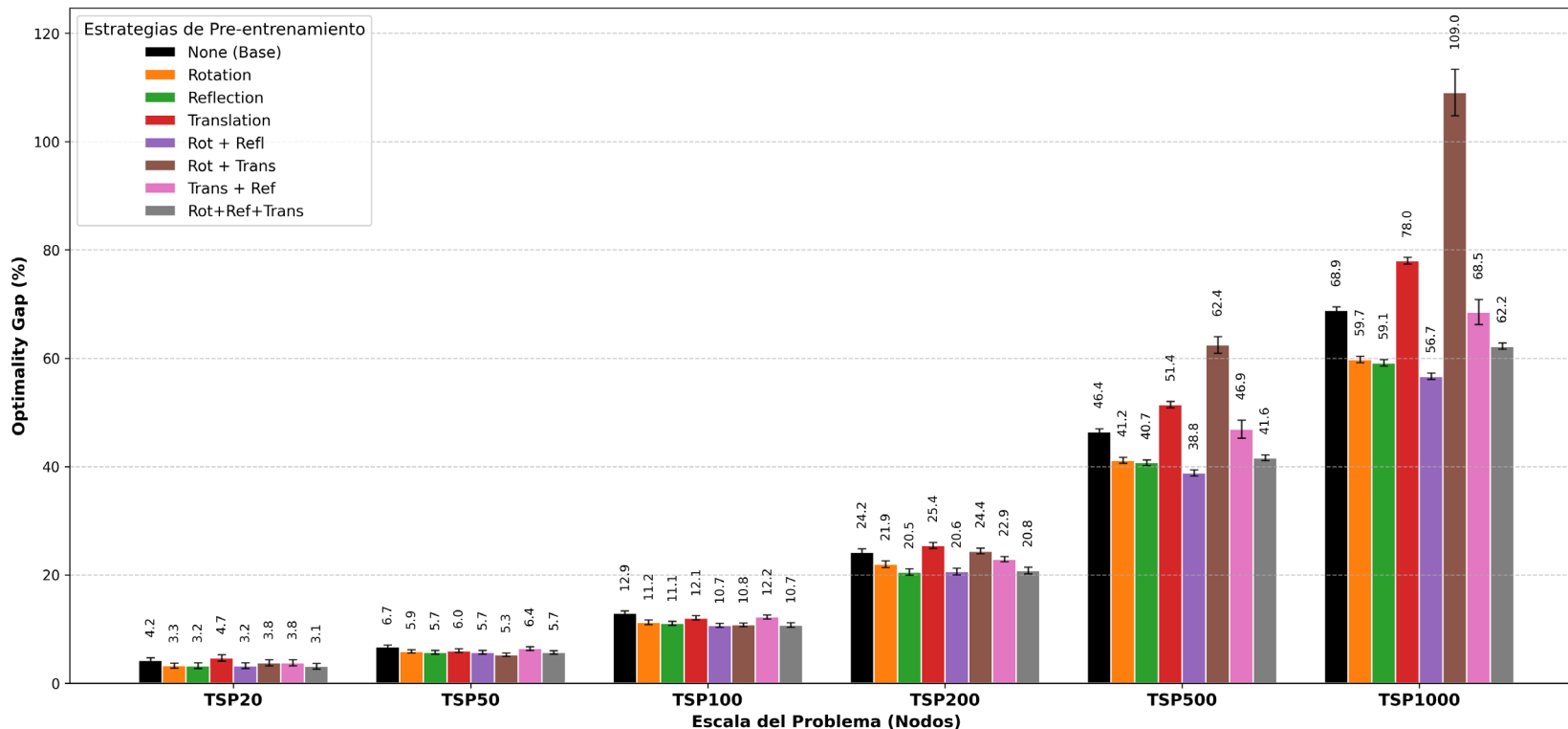




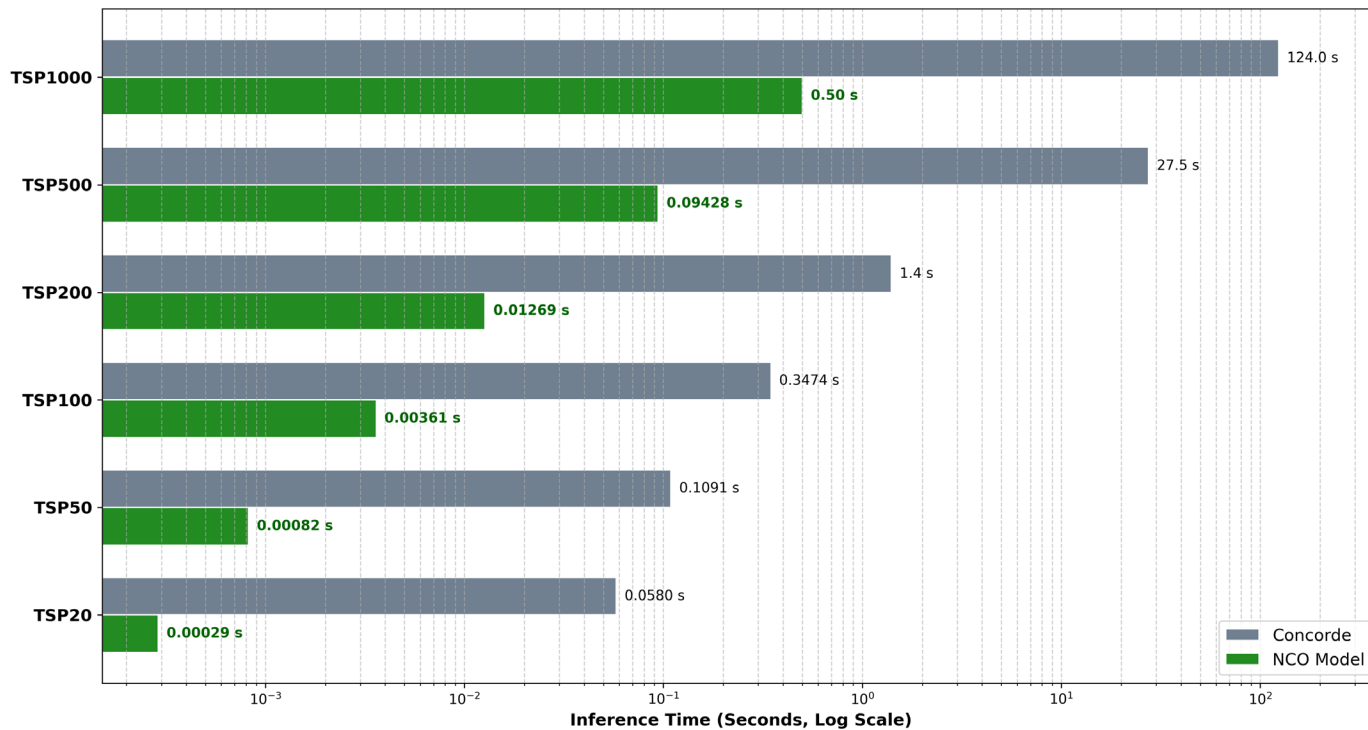
Ablation Studies



Evolución de la Brecha de Optimalidad



Computational Efficiency Comparison: NCO Model vs Concorde





Conclusions

- Self-supervised **geometric pre-training** is an excellent way to **overcome lack of features** in routing graphs.
- Our ablation study empirically demonstrates that **not all graph isometries** benefit learning **equally**.
- A **neural network** can be hundreds of times **faster** than optimal solvers in exchange for a **small optimality gap**.

Future research

- Explore **new geometric transformations** based on homotheties (spatial dilation and contraction).
- Investigate the **adaptation of masking strategies** within the TSP framework.
- Transfer this architecture to **more complex logistic problems**, such as VRPs with capacity or time windows.

Any Questions?



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Temporal difference (NCO Model vs Concorde)



	TSP20	TSP50	TSP100	TSP200	TSP500	TSP1000
Híbrido (performance)	3.909 ± 0.020	5.963 ± 0.019	8.425 ± 0.033	12.334 ± 0.075	21.686 ± 0.087	34.192 ± 0.137
(Time)	0.000289s	0.000822s	0.003606s	0.012690s	0.094282s	0.500099s
Concorde (performance)	3.829 ± 0.020	5.704 ± 0.015	7.790 ± 0.032	10.726 ± 0.064	16.489 ± 0.090	23.308 ± 0.132
(Time)	0.058013s	0.109062s	0.347416s	1.401078s	27.494105s	124.008415s
Cociente de tiempo	x200.8	X132.7	X96.35	x110.4	x291.6	X248.0



Performance of different pretrainings (pretrain 20-50, train50)



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Pretraining	TSP20	TSP50	TSP100	TSP200	TSP500	TSP1000
None	3.989 ± 0.020	6.087 ± 0.019	8.796 ± 0.031	13.321 ± 0.064	24.139 ± 0.092	38.940 ± 0.137
Rotation	3.954 ± 0.020	6.039 ± 0.018	8.666 ± 0.033	13.080 ± 0.066	23.278 ± 0.094	36.835 ± 0.134
Reflection	3.953 ± 0.020	6.030 ± 0.019	8.651 ± 0.028	12.927 ± 0.064	23.201 ± 0.089	36.694 ± 0.132
Translation	4.008 ± 0.022	6.047 ± 0.019	8.729 ± 0.031	13.453 ± 0.062	24.970 ± 0.094	41.042 ± 0.148
Rot + Refl	3.953 ± 0.020	6.030 ± 0.018	8.623 ± 0.028	12.936 ± 0.066	22.887 ± 0.091	36.123 ± 0.139
Rot + Trans	3.973 ± 0.021	6.005 ± 0.018	8.630 ± 0.028	13.344 ± 0.058	26.782 ± 0.255	48.199 ± 0.986
Trans + Ref	3.973 ± 0.021	6.070 ± 0.019	8.743 ± 0.028	13.183 ± 0.055	24.219 ± 0.276	38.855 ± 0.529
Rot+Ref+Trans	3.949 ± 0.020	6.028 ± 0.019	8.626 ± 0.033	12.959 ± 0.065	23.350 ± 0.089	37.405 ± 0.137
Concorde	3.829 ± 0.020	5.704 ± 0.015	7.790 ± 0.032	10.726 ± 0.064	16.489 ± 0.090	23.058 ± 0.132