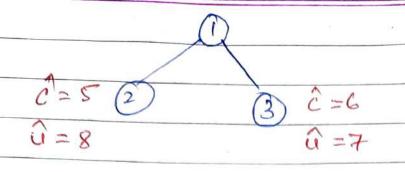
Branch and Bound Method Branch and Bound method is similar to backtracking but it is used for solving optimization problems (minimi--zation) It performs a graph traversal on state space tree using BFS instead of DFS which is used by backtracking. Branch & Boune Backtracking Stack Queue /2/3/4 FIFO Branch & Bound) LIFO Branch P Bound -- Least cost Least-cost Branch and Bound.

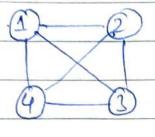
1

Types of Nodes used in State-space Tree
(1) Live Node
(2) E-Node
(3) Dead Mode
Live Nocle
- Node is generated but its children are not
generated.
E-Nocle
- Mode is generated and its children are also
generated.
Dead Nocle
of this was is called dead work because of empansion
- A node is called dead world because of empansion of this work, there is no use in juture. So we kill the world.
c=cost Node 1 Ps E-node.
12
c=2 (2) = 2) $c=2$ (2) = 2) $c=3$ (2) = 2 (2) = 2
$\hat{c}=3$ $\hat{c}=3$ $\hat{c}=4$ $\hat{c}(3)=3$ Using Ranking $\hat{c}=3$ $\hat{c}(4)=4$ function .
Answers Answers C=1 C=5 Nocle 2 Ps expanded. Francle is now Node 2.
Answerd == 1 &=5 So Nocle 2 Ps expanded
Answerd Ans
E-Node: Node 2, Node 2, Node 5 Like Node: Node 3, Node 4, Node 5, Node 8
LIVE Made o Mode 5, Mode 5, Mode 8

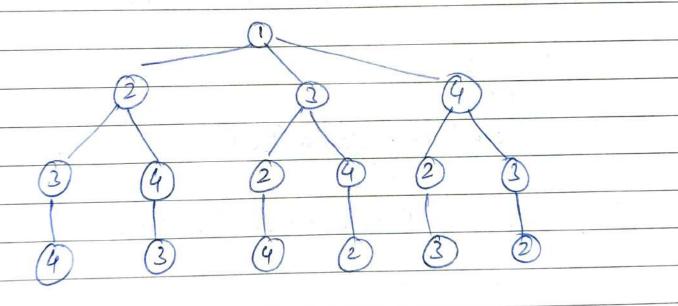
Pate: Youvi
Branch a 2 2
Branch and Bound method of algorithm design involves:
 (1) Tree organization of Solution Space. (2) Use of Rounding back to the second of the
 (2) Ose of Bounding Junctions to Prost the courts
he to avoid the generation of culatures part
(2) Use of Bounding functions to limit the search se to avoid the generation of sub-trees that do not contain an answer rode.
The state of the s
Applications of Branch and Bound techniques
Jeennique -
(1) B/1 Knencask
(1) B/1 Knapsack problem.
(2) Travelling salesperson problem (TSP)
Search techniques used in Branch and Bourd's
(U BFS
(2) DFS
(3) Least cost Search (LC)
Two types of Bounds used in LCBB
(1) Lower Bound (2)
(2) Opper Bound (a)
While calculating à tor a node in etate
While calculating ê for a node in state space tree,
8 · C · Joseph Ch ·
1. Milla calculation in the
work in state space than
while calculating if for a node in state space tree,
Which node, ê is minimum, that node is expanded, that node becomes E-node.
that wide becomes E-ando
the ded



Travelling Salesperson Branch-and-Bound

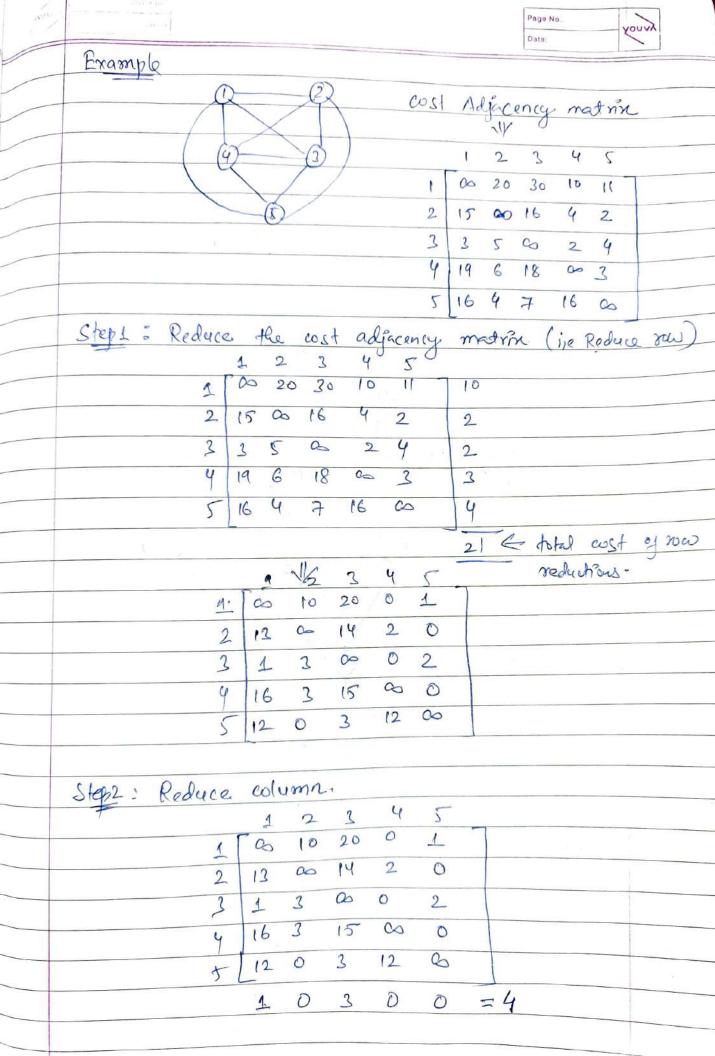


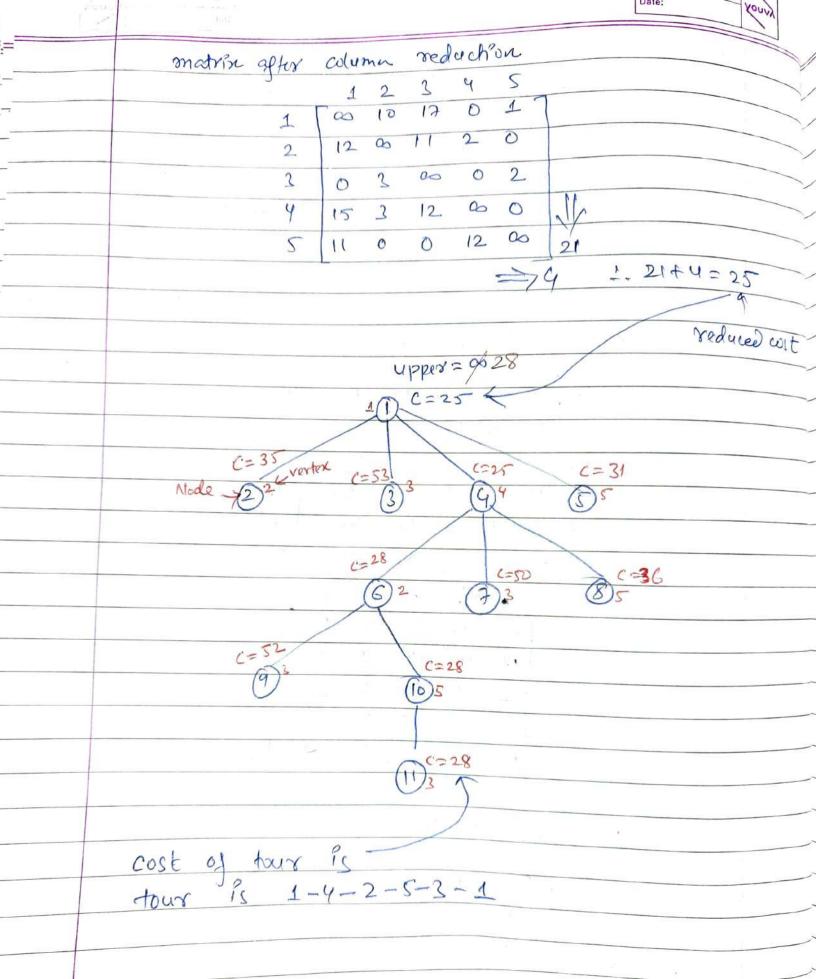
Problem is we have to find out a minimum cost tour going through all the vertices once and returning back to starting reston.

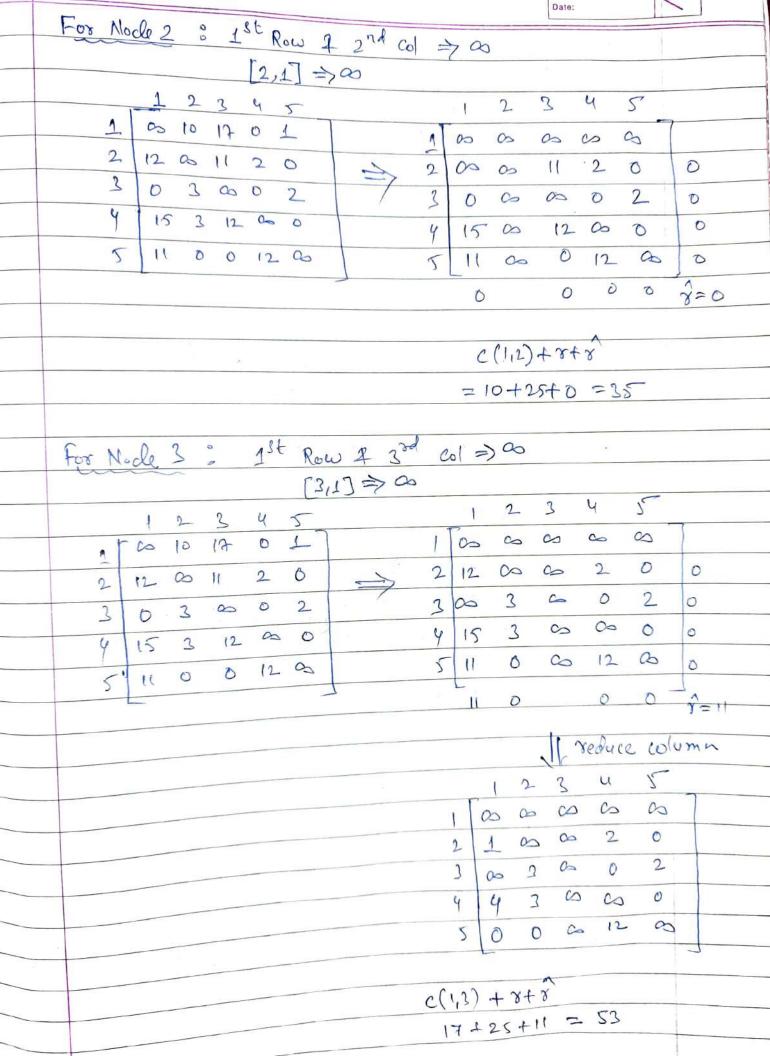


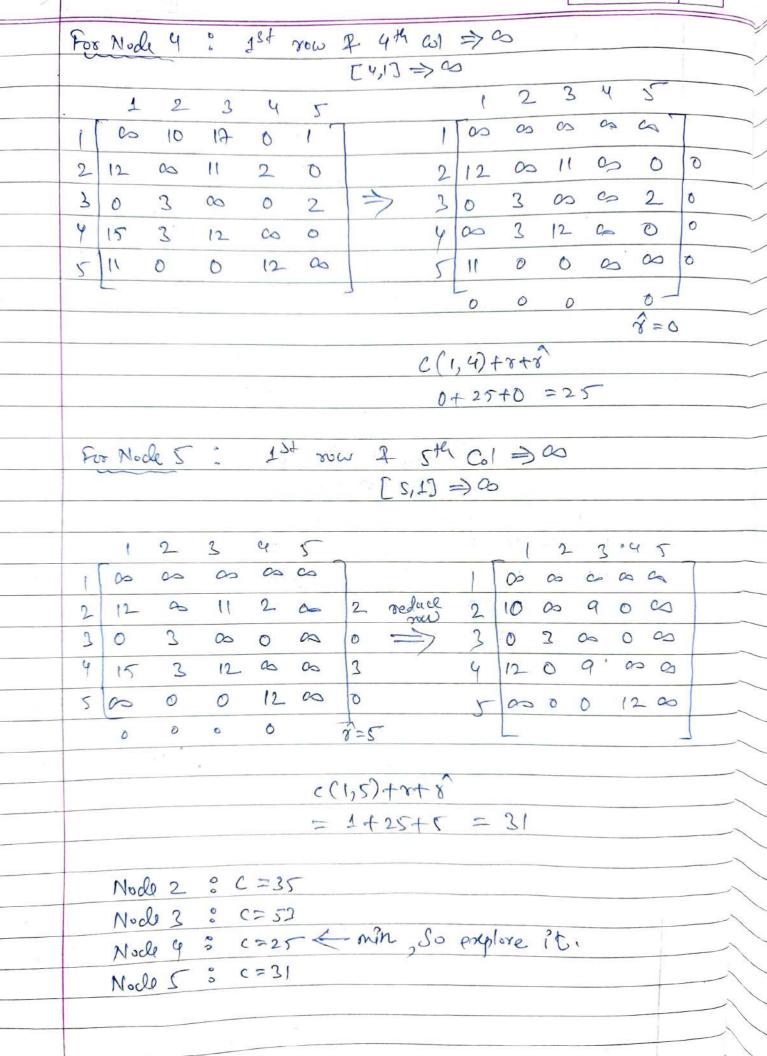
Jg. Stade-space tree showing all possible

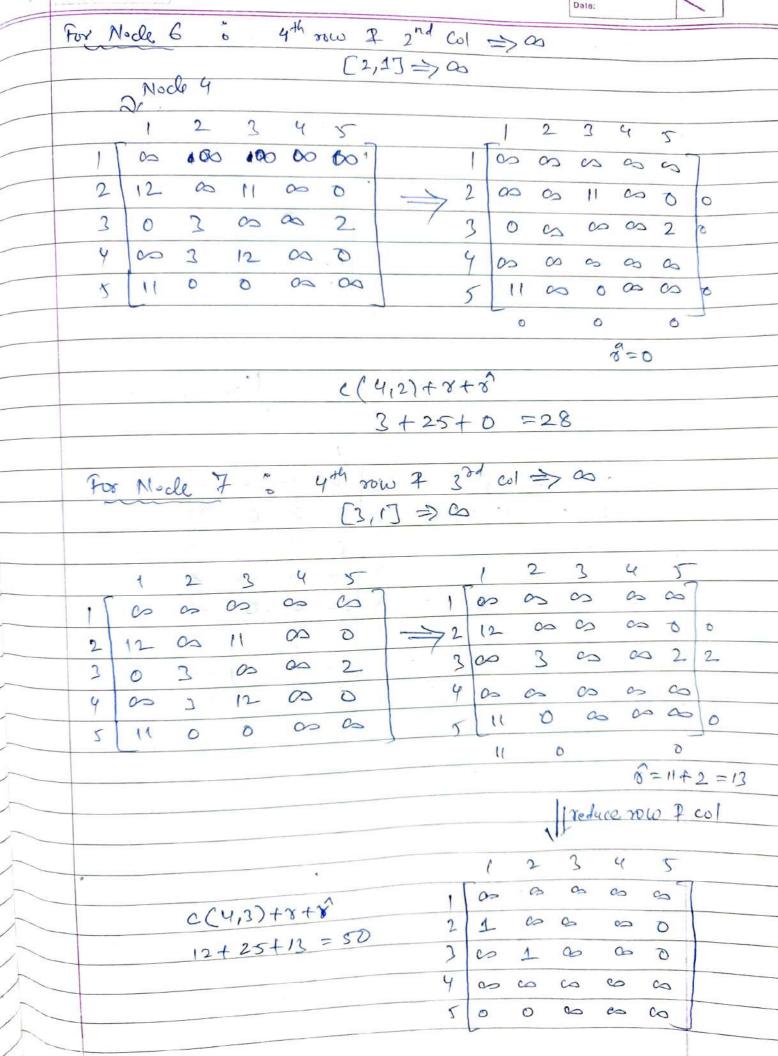
(Nodes are generated cusing BFS)

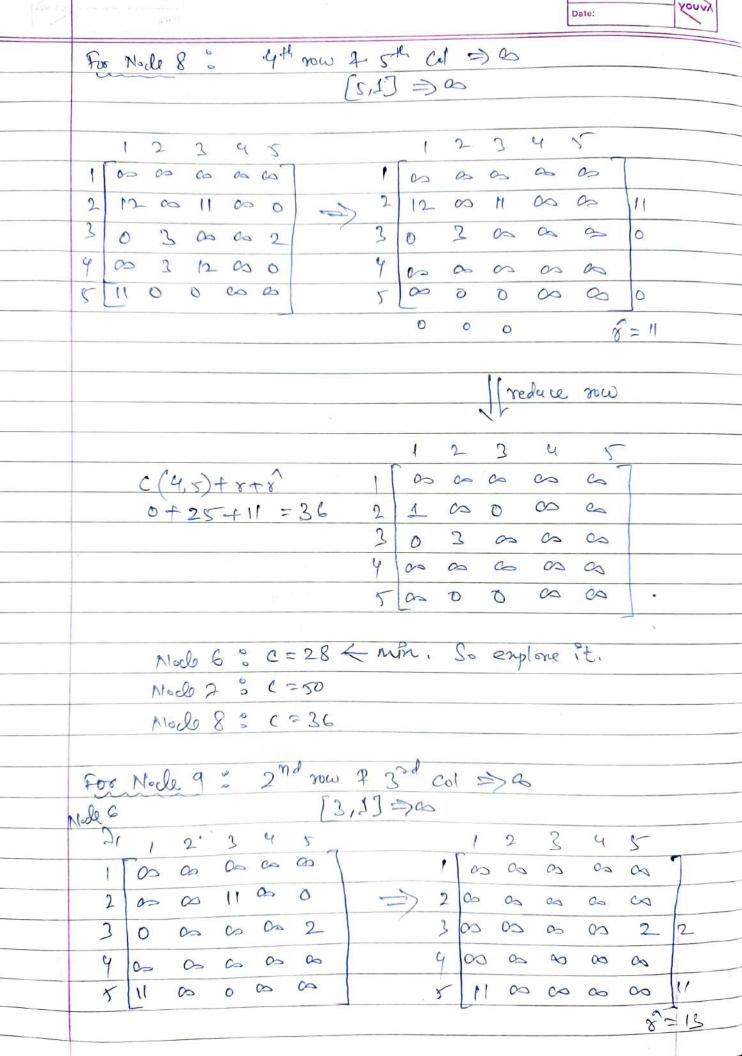


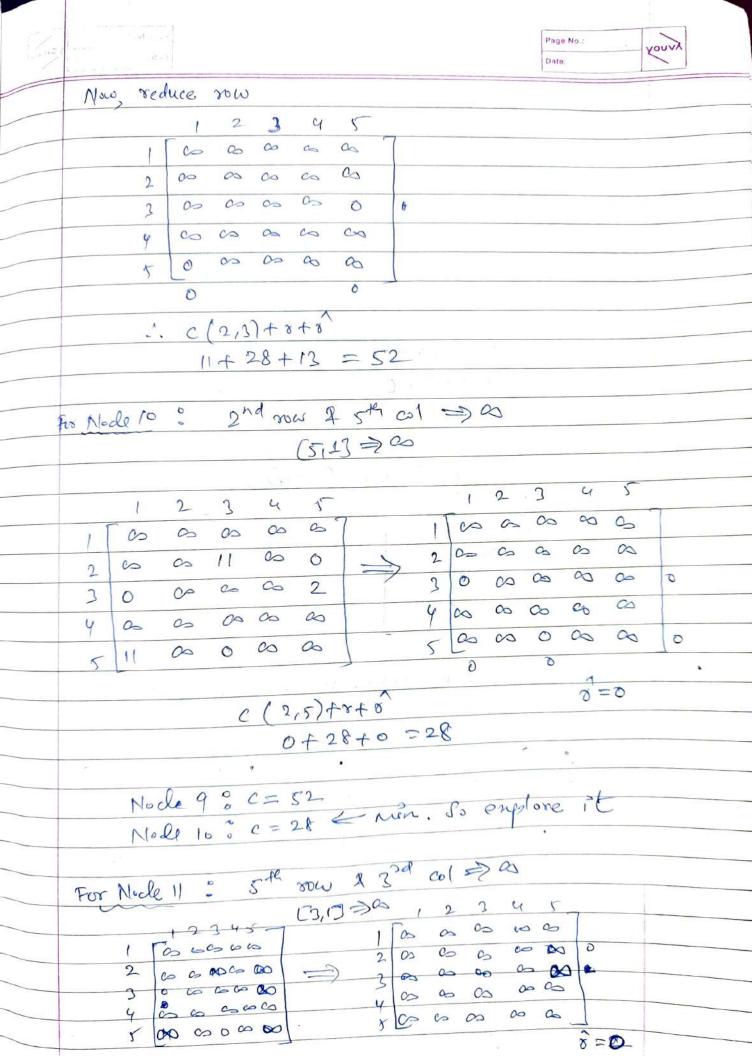


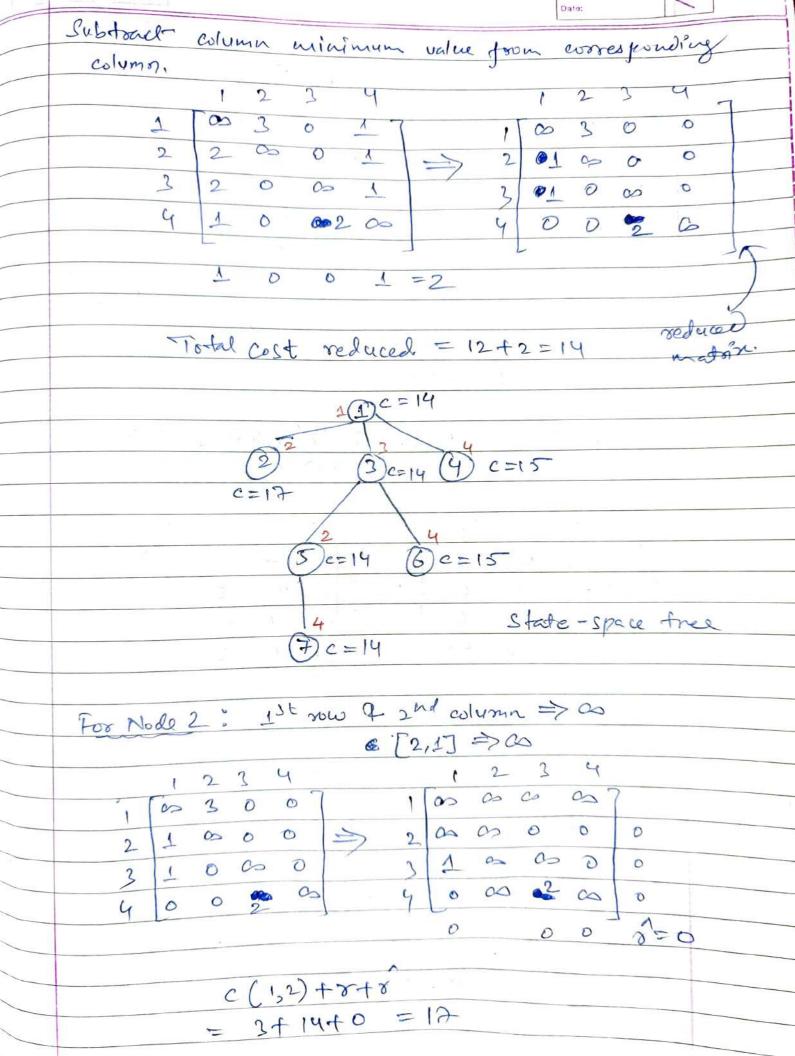


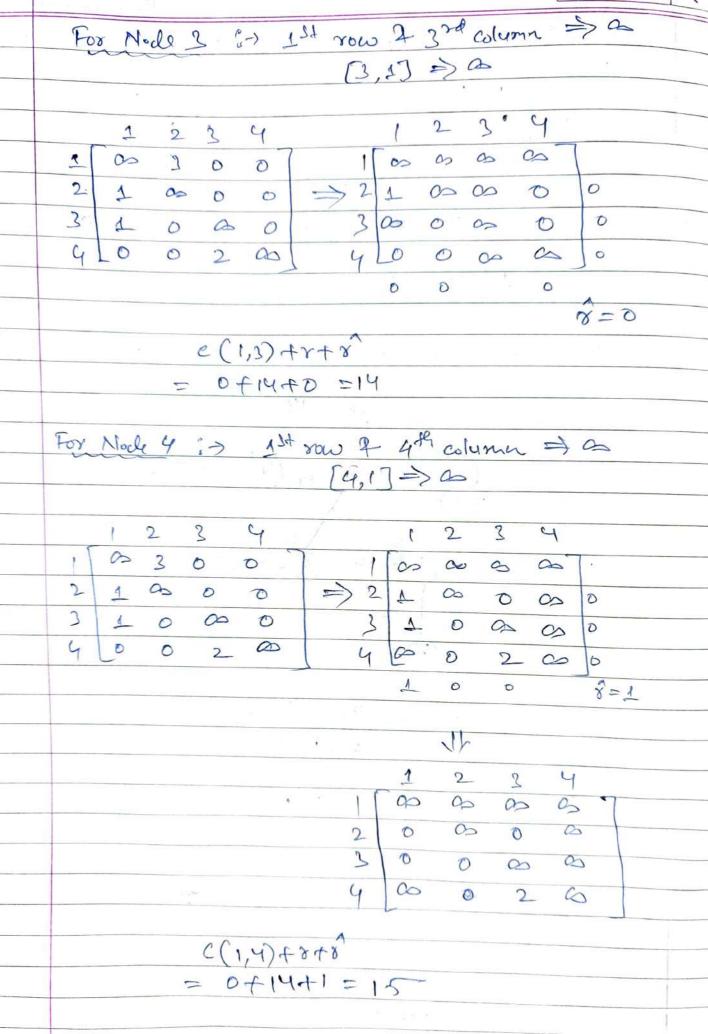


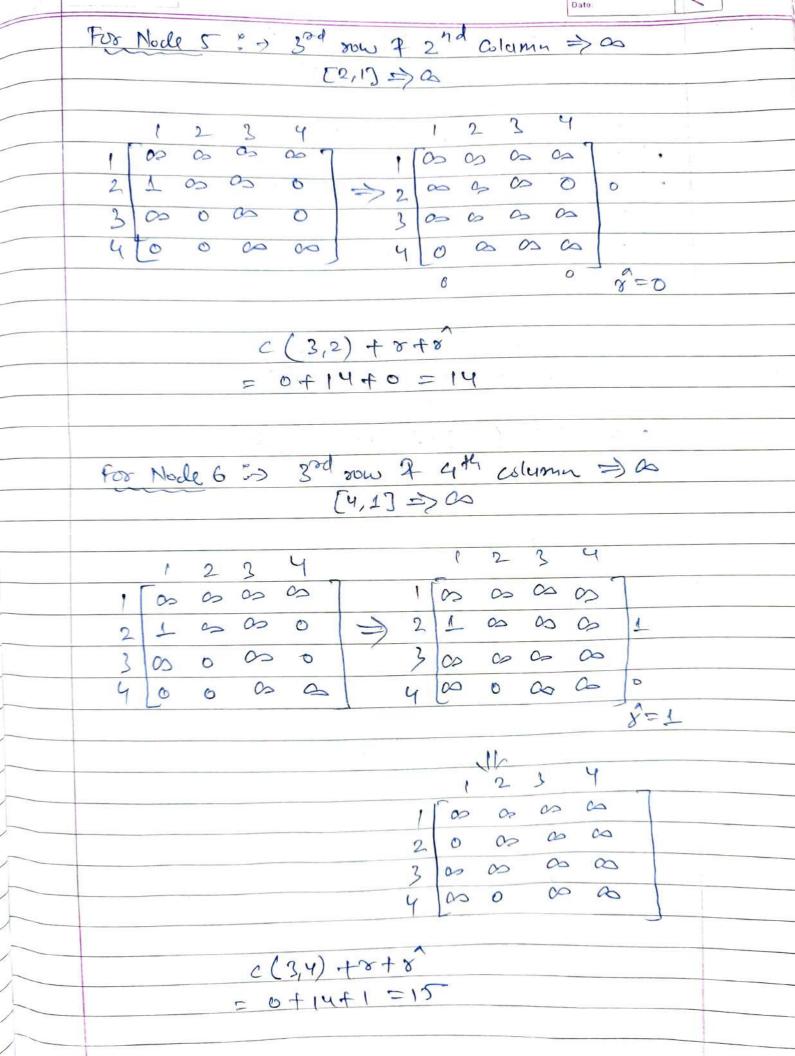












Page No.: For Mode 7 50 2nd now & 4th rolumn =) as [4,1] => 0 1 00 00 00 00 2 2 00 00 00 00 3 00 00 00 00 4 00 00 00 00 C (2,4) +8+8 = 0+14+0 = (14) Path ? (1-3-2-4-1) with win ast=14

(4)

2