



Kourosh Davoudi  
kourosh@ontariotechu.ca

Lecture 8: Branch and Bound Algorithms

**CSCI 3070U: Design and Analysis of Algorithms**

# Learning Outcomes

- Branch and Bound Foundation
- Case Studies:
  - Project Management
  - 0/1 Knapsack

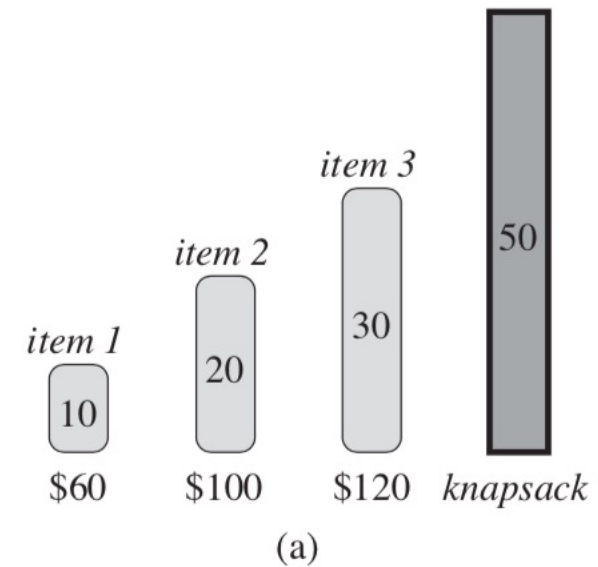
# Branch and Bound Foundation

- When branch and bound is useful?
  - It is generally used for solving **discrete** optimization problem, where exhaustive search is not possible !

- Example:

0/1 – Knapsack problem:

$$\begin{aligned} \text{maximize} \quad & 60x_1 + 100x_2 + 120x_3 \\ & 10x_1 + 20x_2 + 30x_3 \leq 50 \\ & x_i \in \{0, 1\} \end{aligned}$$



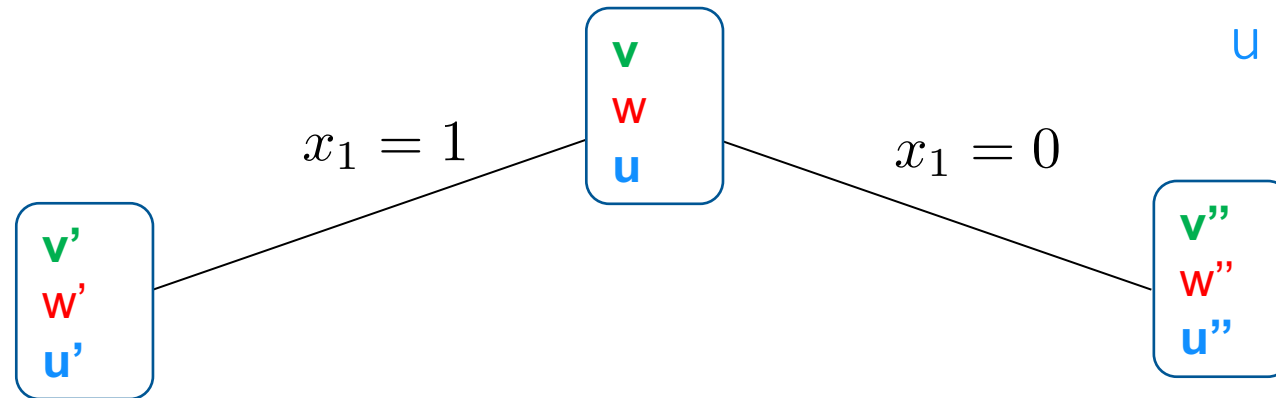
# Branch and Bound Foundation

- General Idea:
  - We compute **bound** (best solution) for every node and compare the bound with **current best solution** before exploring the node.

# Branch and Bound Foundation

- Branch
  - Continuously break the problem into sub-problems

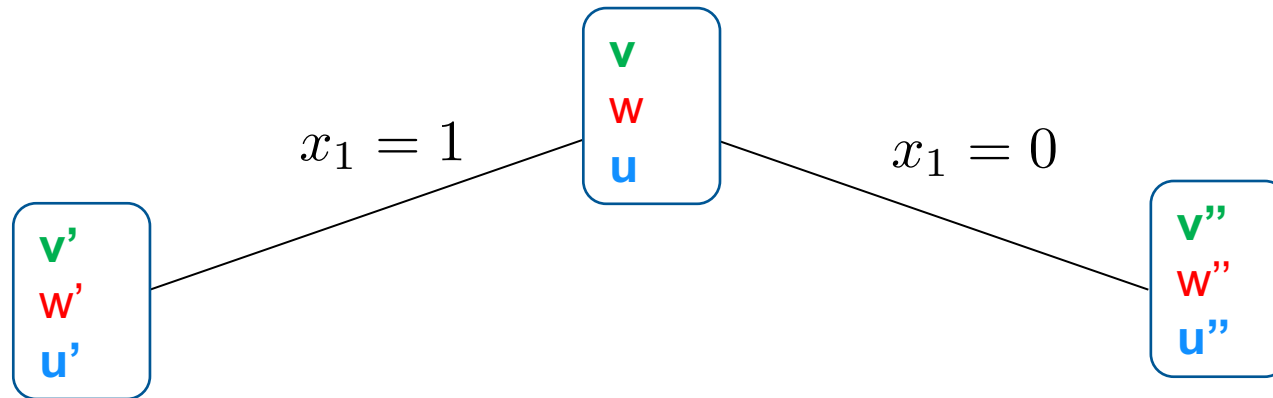
$v$  : value in knapsack  
 $w$  : available room  
 $u$  : upper bound heuristic



- Upper bound heuristic is “**optimistic value**” that we can obtain

# Branch and Bound Foundation

- Bound
  - Compare the **optimistic value** with the **best value** obtained so far. If it is less, stop the search in that branch

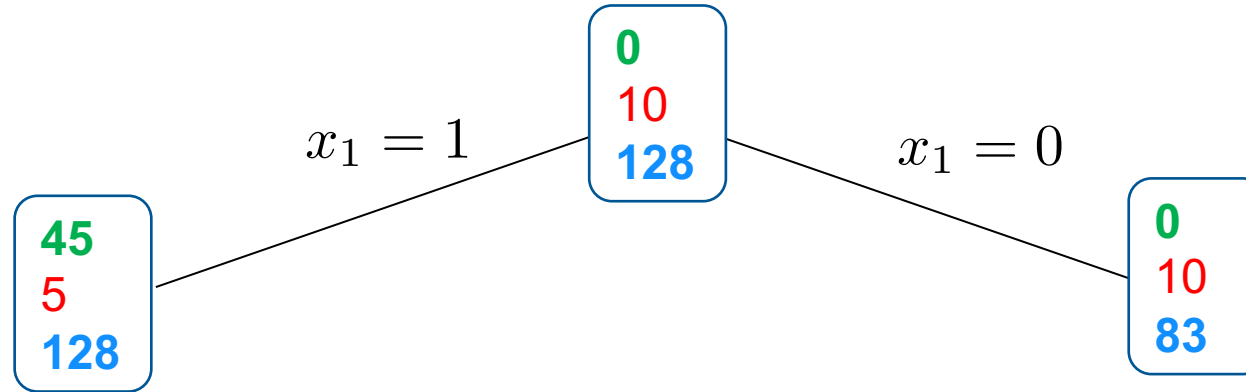


If  $u'' < \text{best value so far}$  then stop ✖

# Heuristic Bound

- Heuristic bound
  - In maximization problem is optimistic upper bound (highest value)
  - In minimization problem is optimistic lower bound (lowest cost)
- How to design the heuristic ?
  - Depends on the problem
  - The tighter one is better
  - It should not remove the optimum solution from search space !
  - Example : sum of value by selecting remaining items !

## Example 1: Loose upper bound



item	value	Weight
1	45	5
2	48	8
3	35	3

$$W = 10$$

v : value in knapsack

w : available room

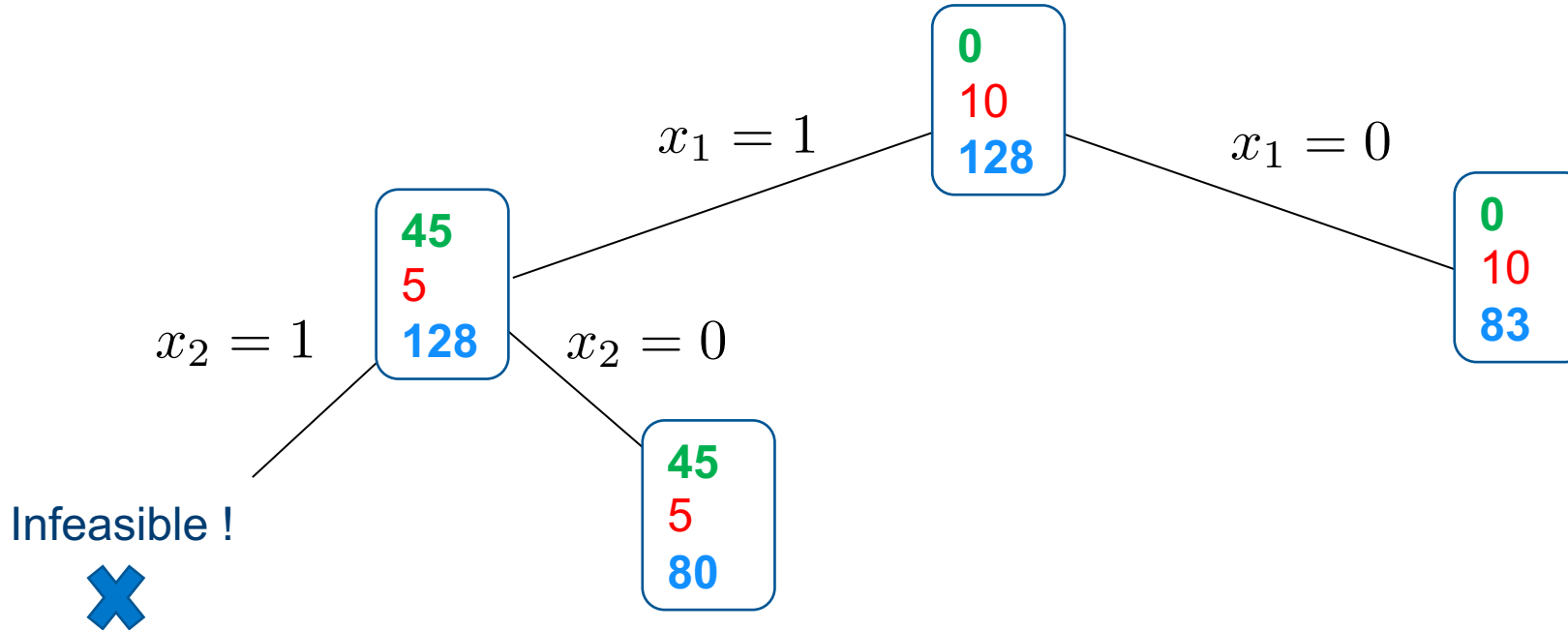
u : upper bound

heuristic

Heuristic upper bound : sum of value by selecting remaining items !



# Example 1: Loose upper bound



item	value	Weight
1	45	5
2	48	8
3	35	3

$W = 10$

v : value in knapsack  
 w : available room  
 u : upper bound heuristic

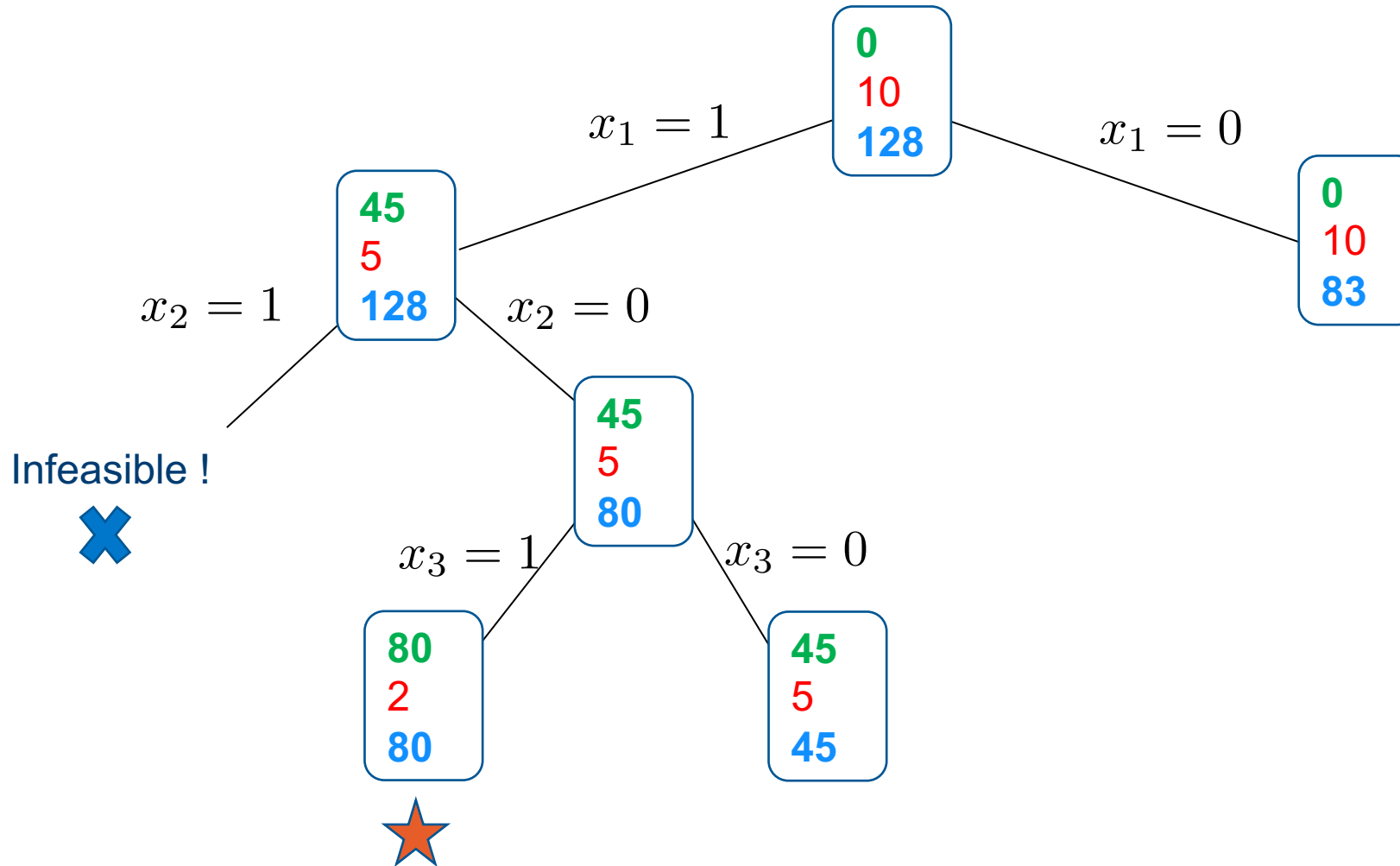
Heuristic upper bound : sum of value by selecting remaining items !

# Example 1: Loose upper bound

item	value	Weight
1	45	5
2	48	8
3	35	3

$W = 10$

v : value in knapsack  
w : available room  
u : upper bound  
heuristic



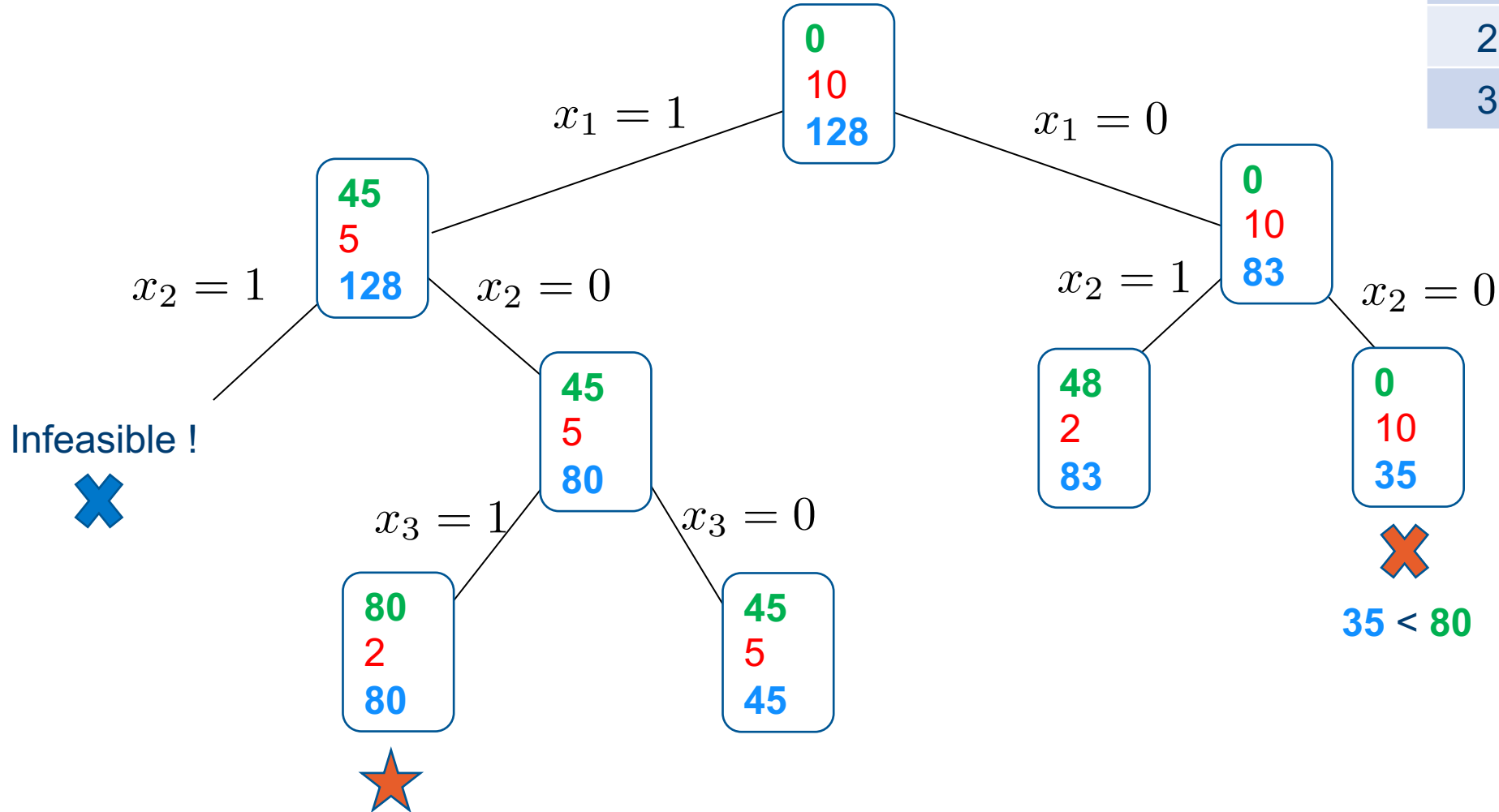
Heuristic upper bound : sum of value by selecting remaining items !

# Example 1: Loose upper bound

item	value	Weight
1	45	5
2	48	8
3	35	3

$W = 10$

v : value in knapsack  
w : available room  
u : upper bound heuristic



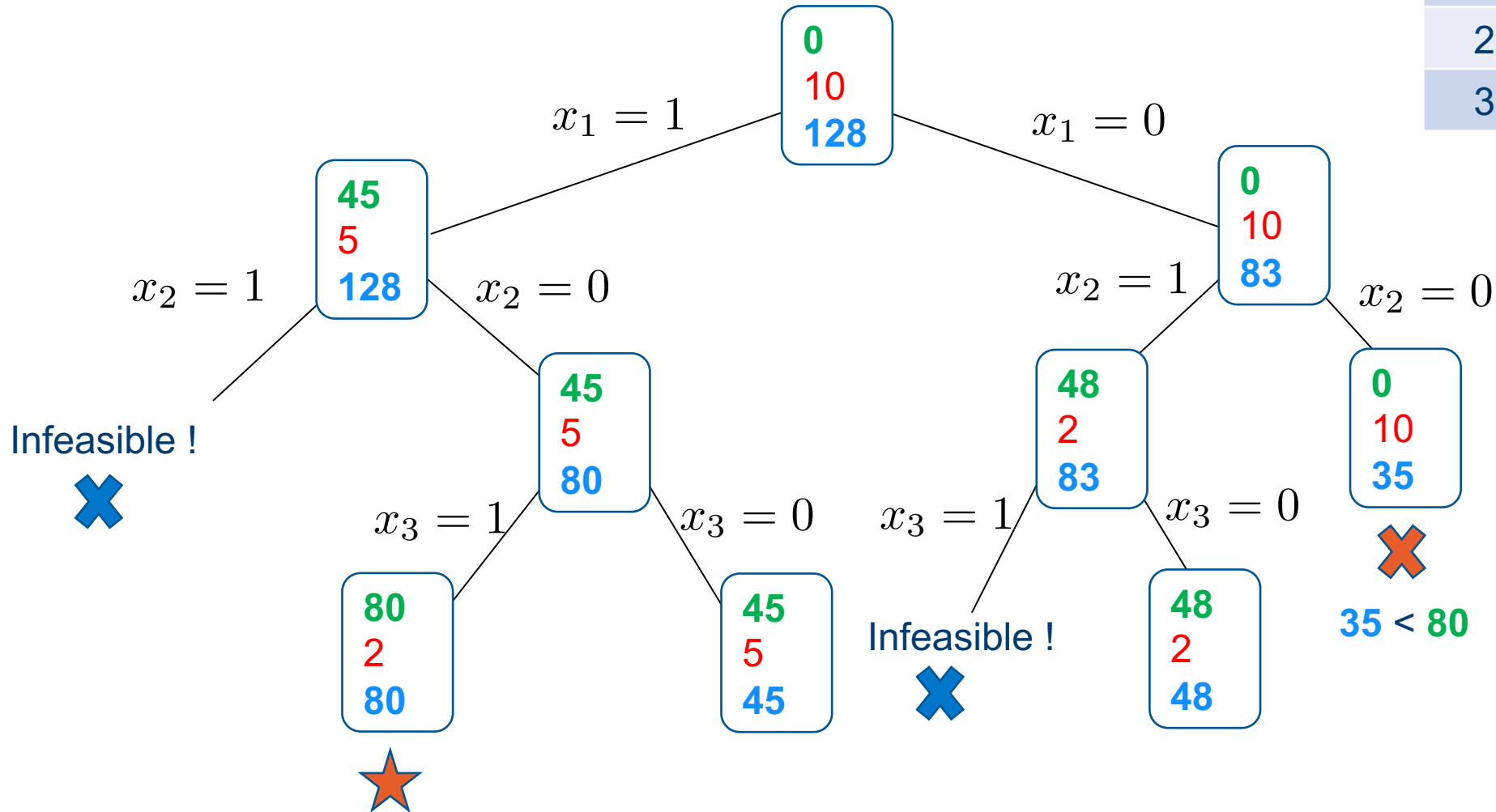
Heuristic upper bound : sum of value by selecting remining items !

# Example 1: Loose upper bound

item	value	Weight
1	45	5
2	48	8
3	35	3

$W = 10$

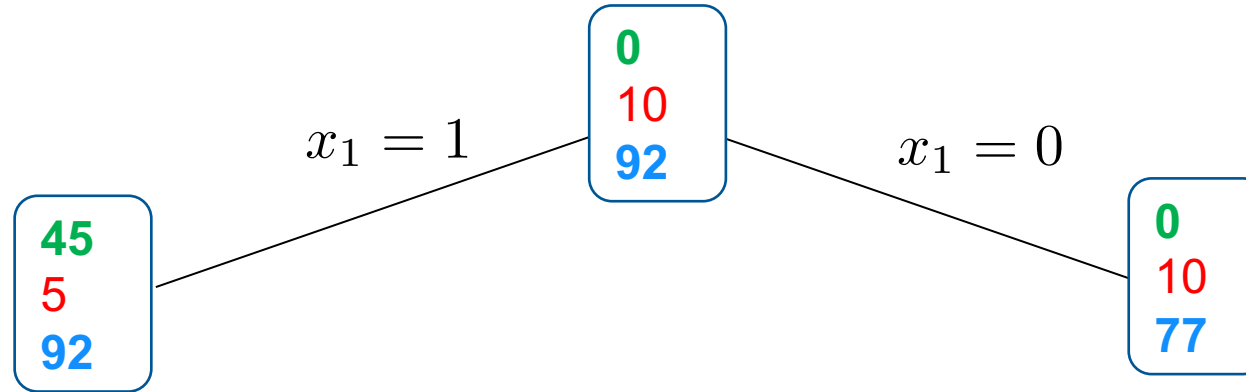
v : value in knapsack  
w : available room  
u : upper bound heuristic



Heuristic upper bound : sum of value by seleting remining items !

## Example 2: Tighter upper bound

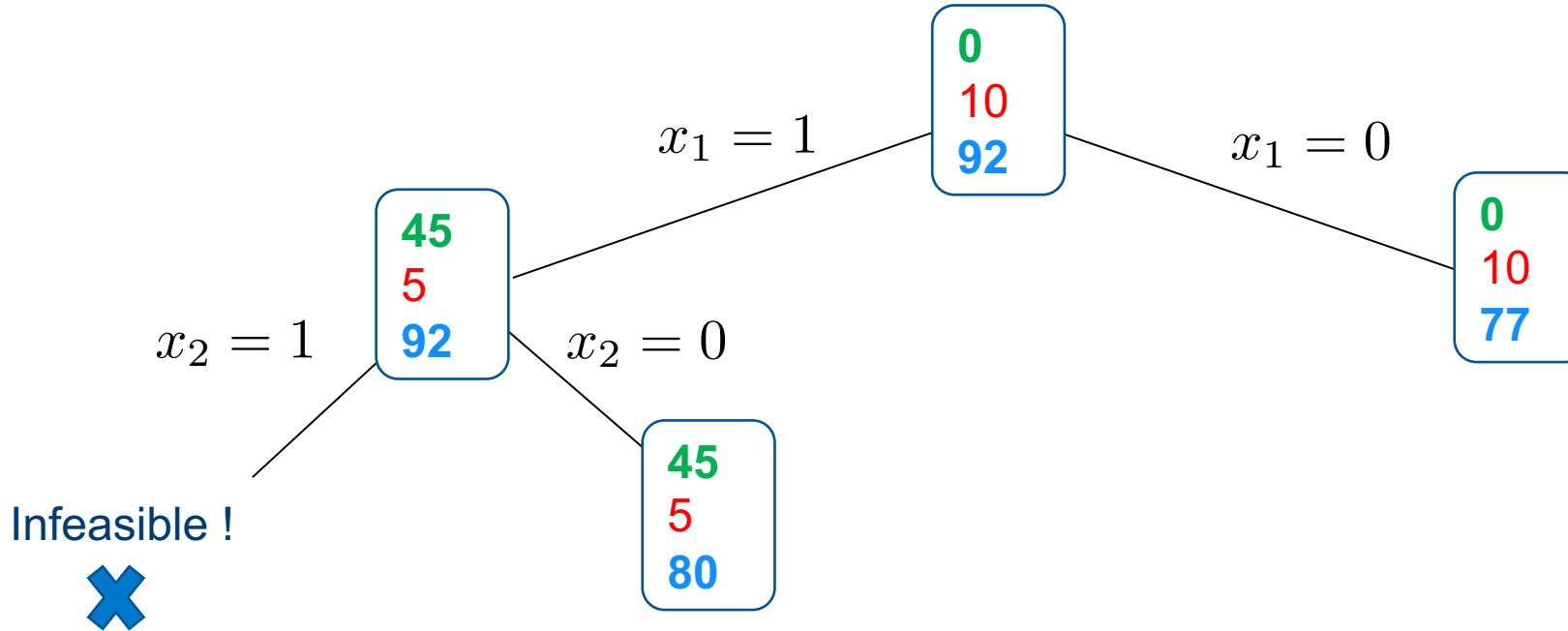
## Example 2: Tighter upper bound



item	value	Weight
1	45	5
2	48	8
3	35	3

$W = 10$

## Example 2: Tighter upper bound



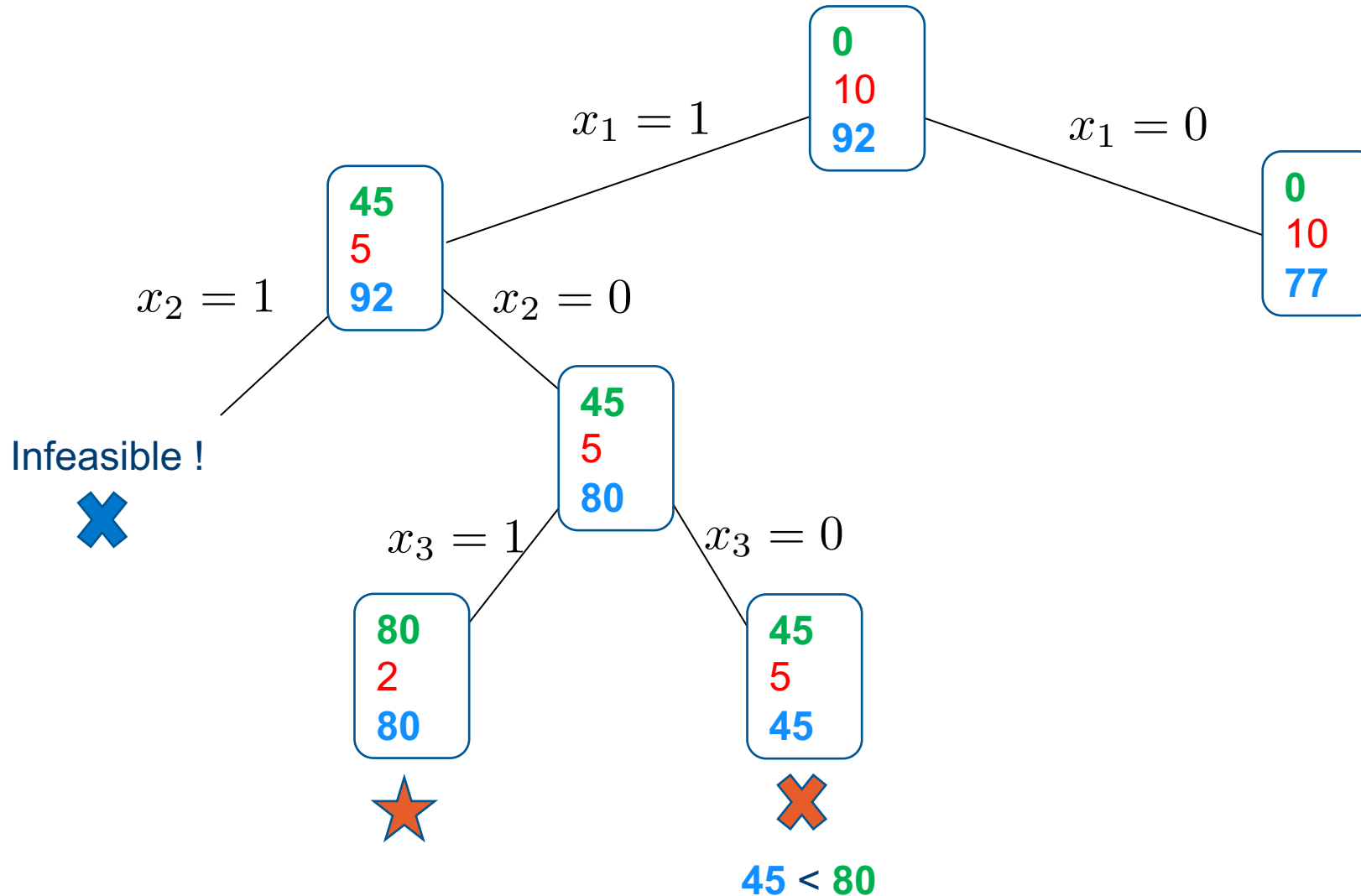
item	value	Weight
1	45	5
2	48	8
3	35	3

$W = 10$

## Example 2: Tighter upper bound

item	value	Weight
1	45	5
2	48	8
3	35	3

$W = 10$



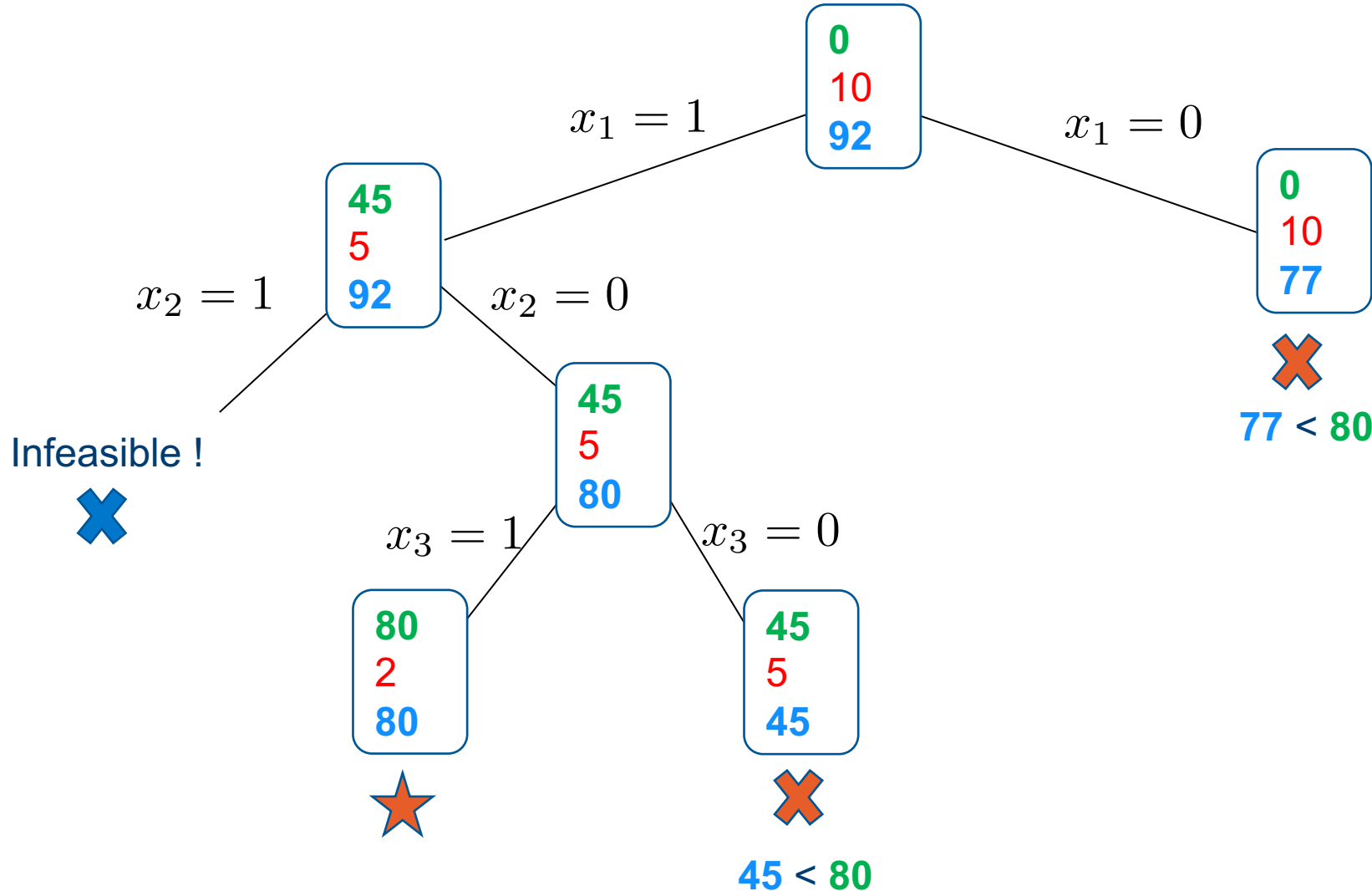
Heuristic upper bound : sum of value of remaining items based on fractional knapsack



## Example 2: Tighter upper bound

item	value	Weight
1	45	5
2	48	8
3	35	3

$W = 10$



Heuristic upper bound : sum of value of remaining items based on fractional knapsack

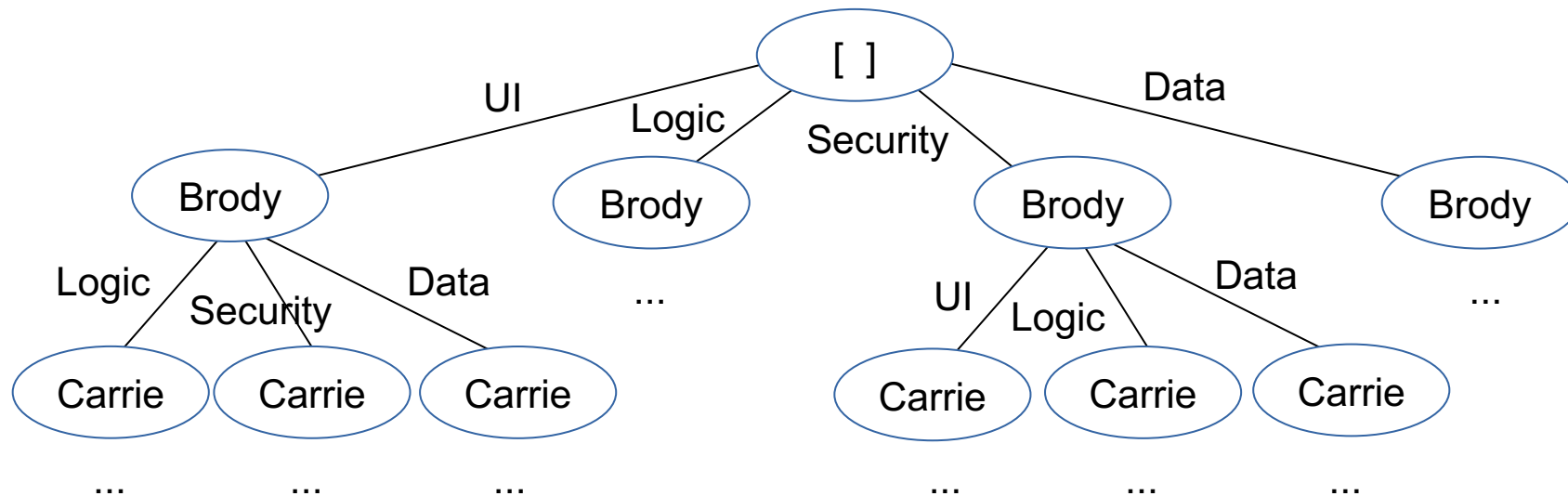
# Case Study: Task Assignment

- We have a team of software developers and each (developer, task) combination has a cost.
  - The goal is to find an optimal assignment of tasks to developers to minimize work cost
- Example:

Developer	UI	Logic	Security	Data
Alexis	1	9	2	9
Brody	4	5	4	6
Carrie	6	5	5	9
Devon	7	9	2	3

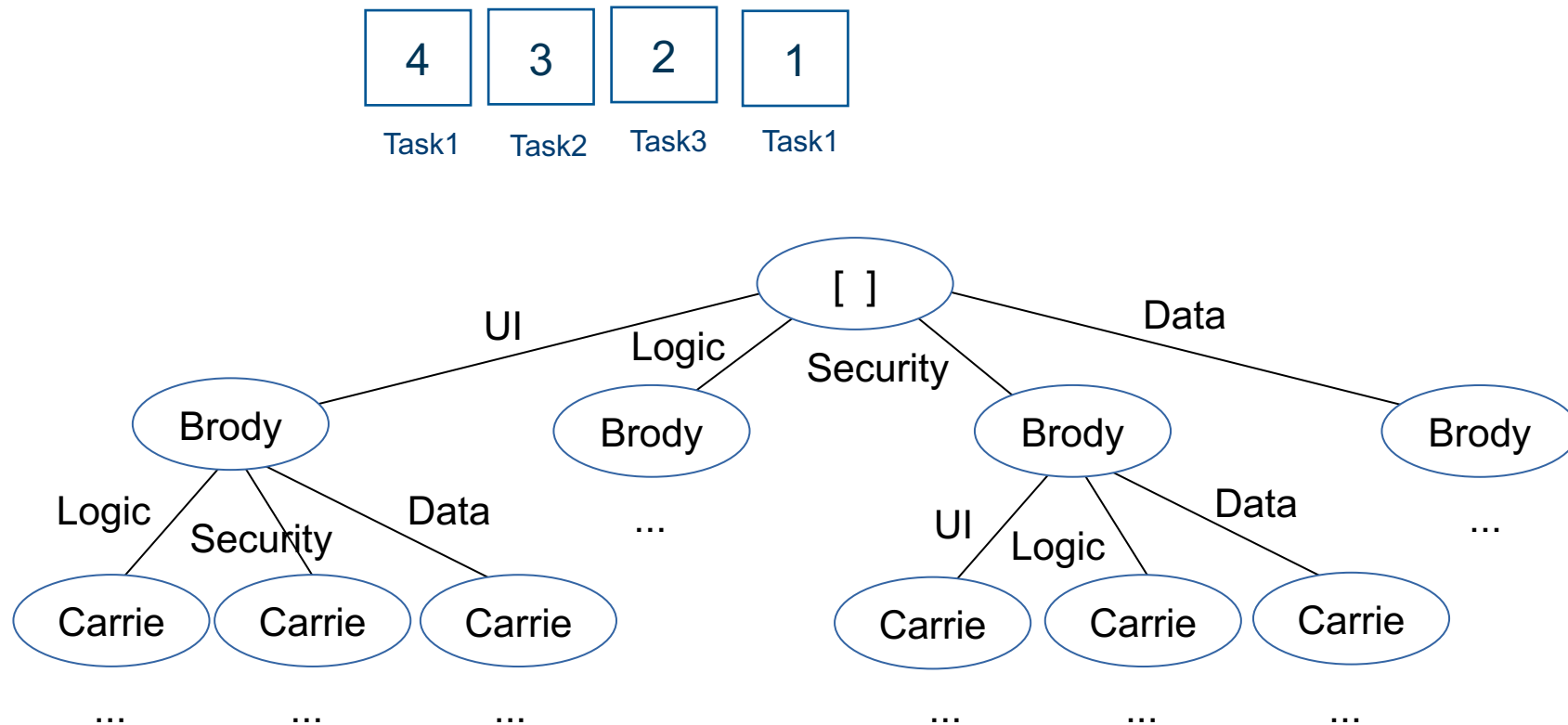
# Brute Force Solution

- One way to solve this problem is to build a state space tree
  - Each node is a state, showing our assignment
  - Each relationship/edge is a decision
  - Each leaf node (final state) is one possible task assignment, so simply find the one with the lowest cost



# Brute Force Solution

- The size of the state space tree is often problematic
  - In this case, there are  $4! = 4 * 3 * 2 * 1 = 24$  possible task assignments



# Branch and Bound Solution

- We need to define a heuristic (lower bound) in order to prune the search space
- Lower bound heuristic:  
sum of minimum costs for each remaining task

# Project Management - Solution

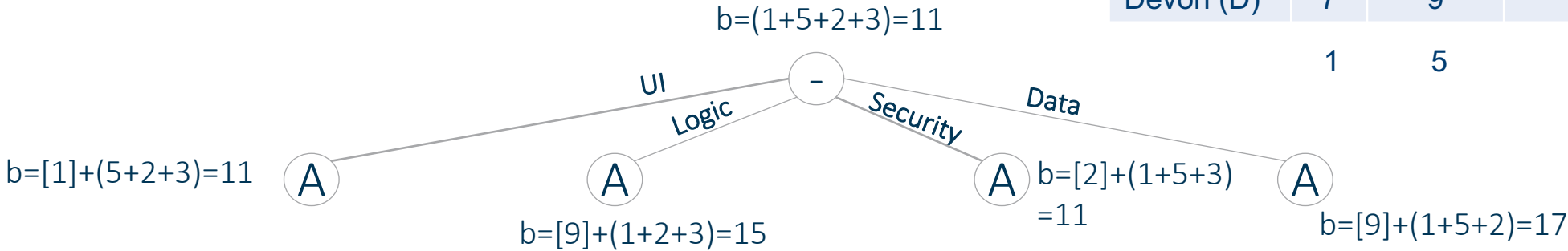
Developer	UI	Logic	Security	Data
Alexis (A)	1	9	2	9
Brody (B)	4	5	4	6
Carrie (C)	6	5	5	9
Devon (D)	7	9	2	3

1

5

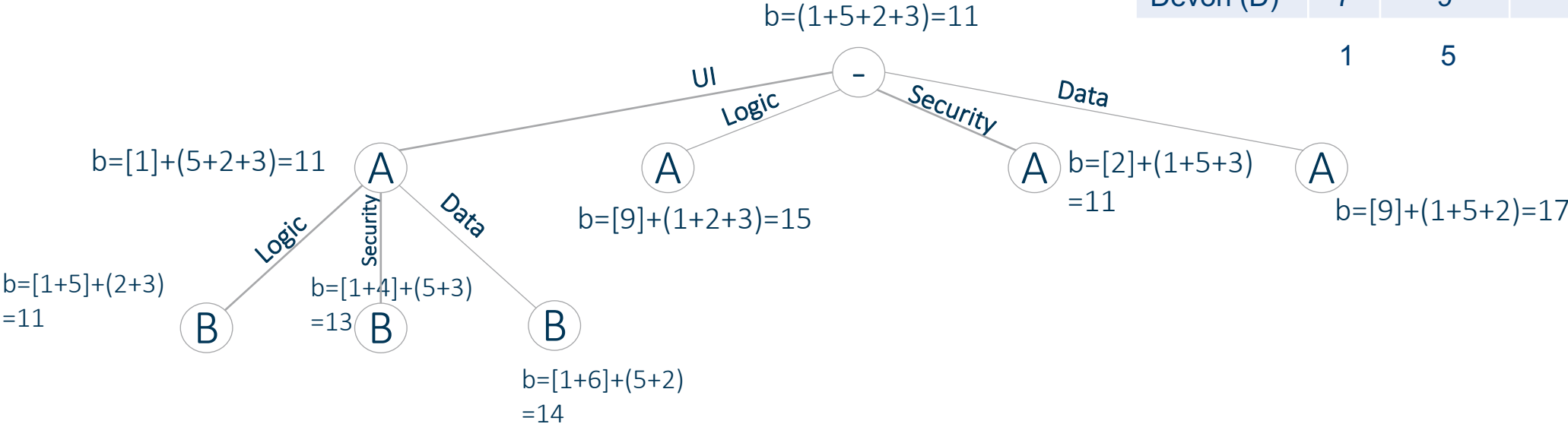
2

3



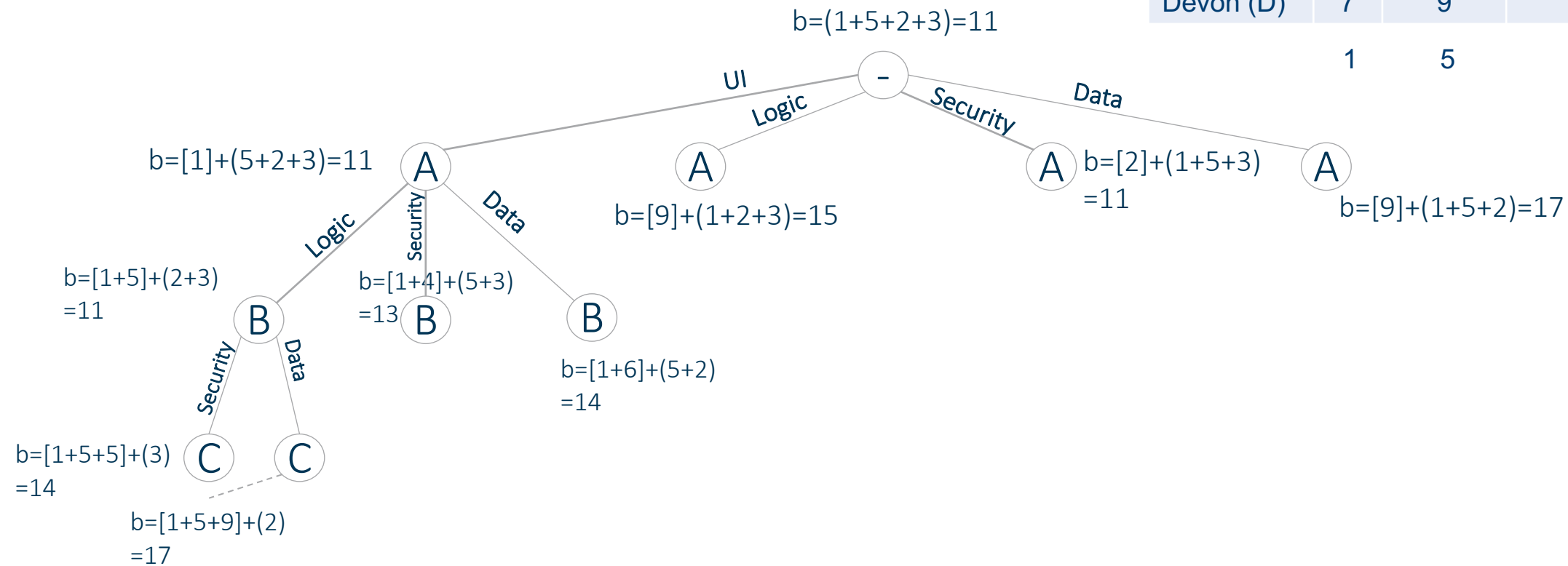
# Project Management - Solution

Developer	UI	Logic	Security	Data
Alexis (A)	1	9	2	9
Brody (B)	4	5	4	6
Carrie (C)	6	5	5	9
Devon (D)	7	9	2	3
	1	5	2	3



# Project Management - Solution

Developer	UI	Logic	Security	Data
Alexis (A)	1	9	2	9
Brody (B)	4	5	4	6
Carrie (C)	6	5	5	9
Devon (D)	7	9	2	3
	1	5	2	3





# Project Management - Solution

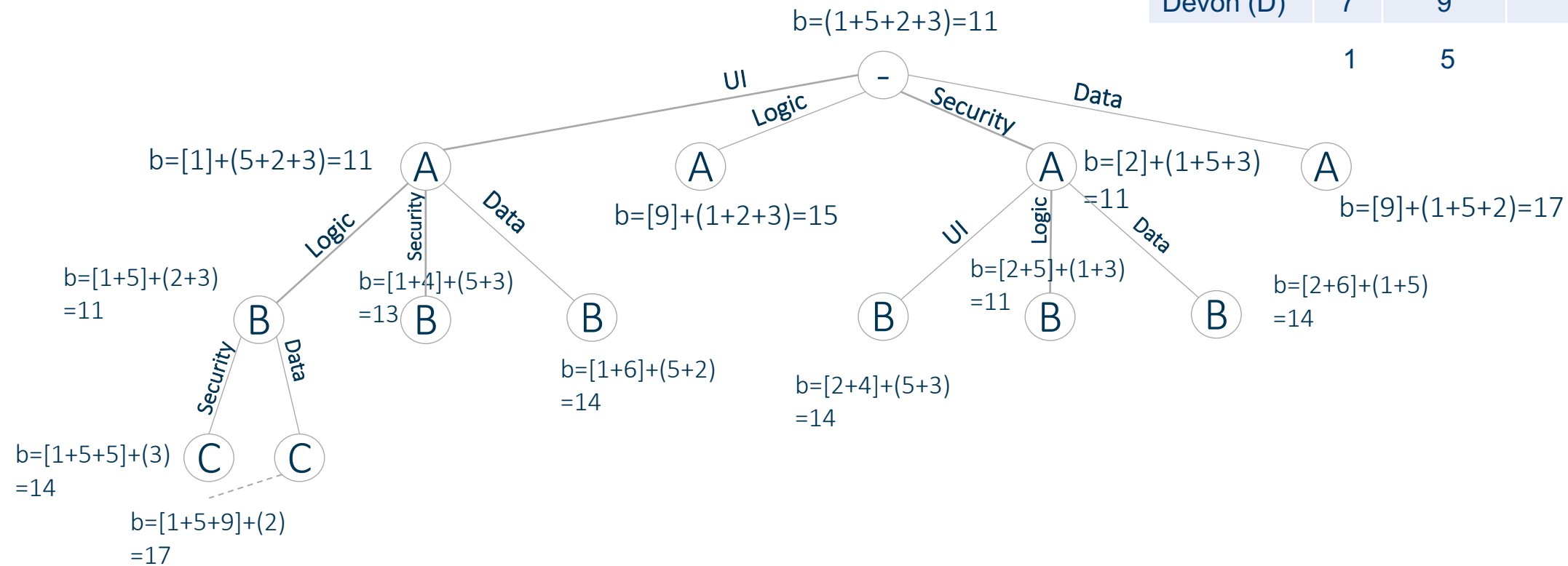
Developer	UI	Logic	Security	Data
Alexis (A)	1	9	2	9
Brody (B)	4	5	4	6
Carrie (C)	6	5	5	9
Devon (D)	7	9	2	3

1

5

2

3



# Project Management - Solution

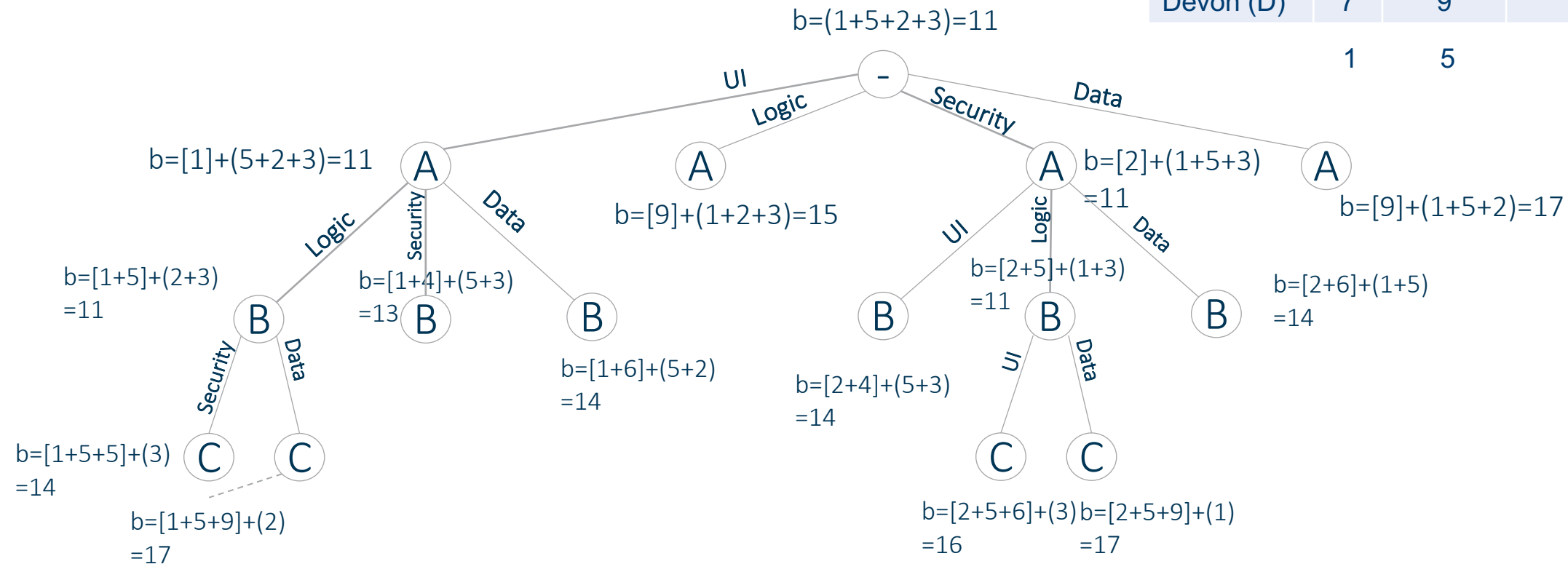
Developer	UI	Logic	Security	Data
Alexis (A)	1	9	2	9
Brody (B)	4	5	4	6
Carrie (C)	6	5	5	9
Devon (D)	7	9	2	3

1

5

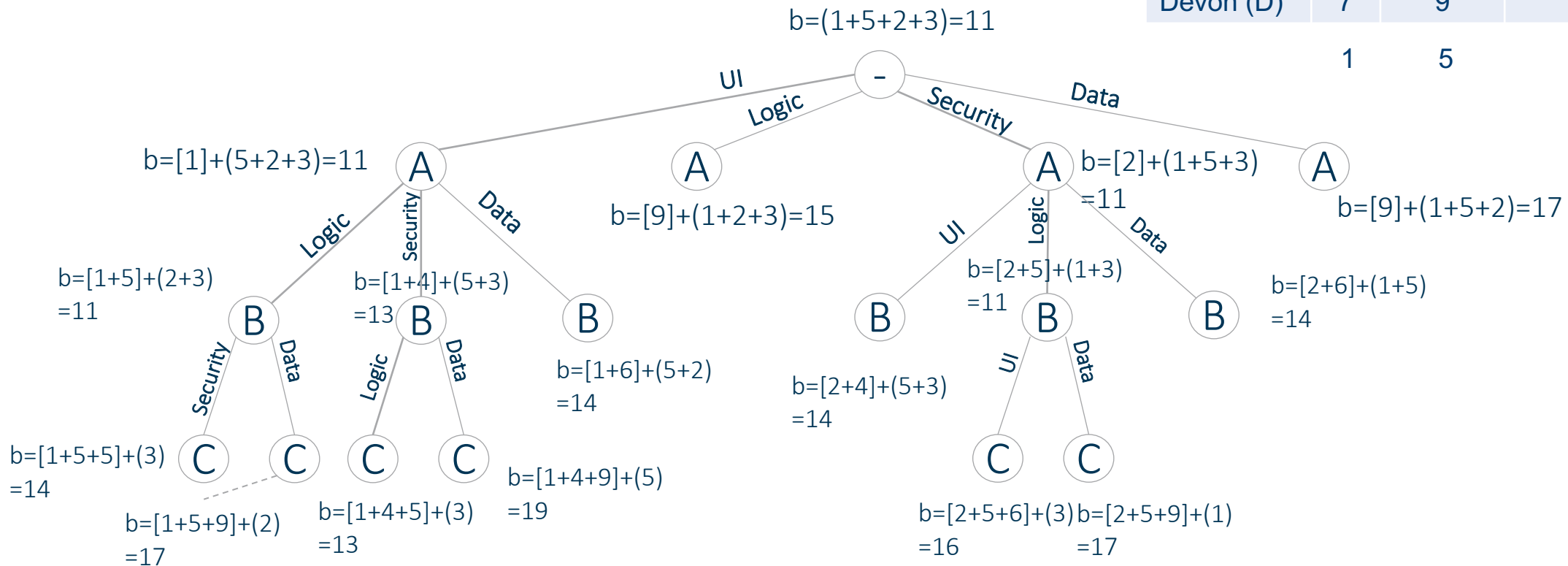
2

3



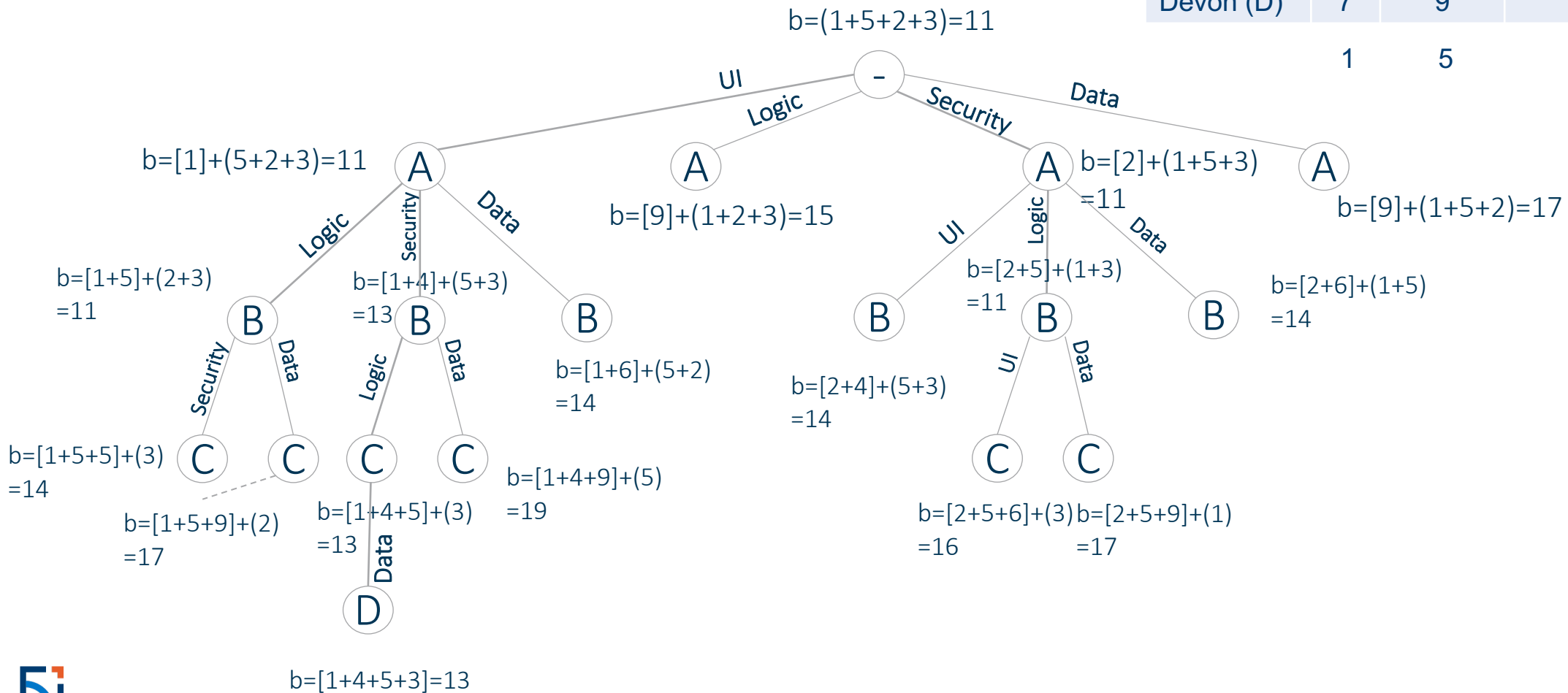
# Project Management - Solution

Developer	UI	Logic	Security	Data
Alexis (A)	1	9	2	9
Brody (B)	4	5	4	6
Carrie (C)	6	5	5	9
Devon (D)	7	9	2	3



# Project Management - Solution

Developer	UI	Logic	Security	Data
Alexis (A)	1	9	2	9
Brody (B)	4	5	4	6
Carrie (C)	6	5	5	9
Devon (D)	7	9	2	3



# Project Management - Solution

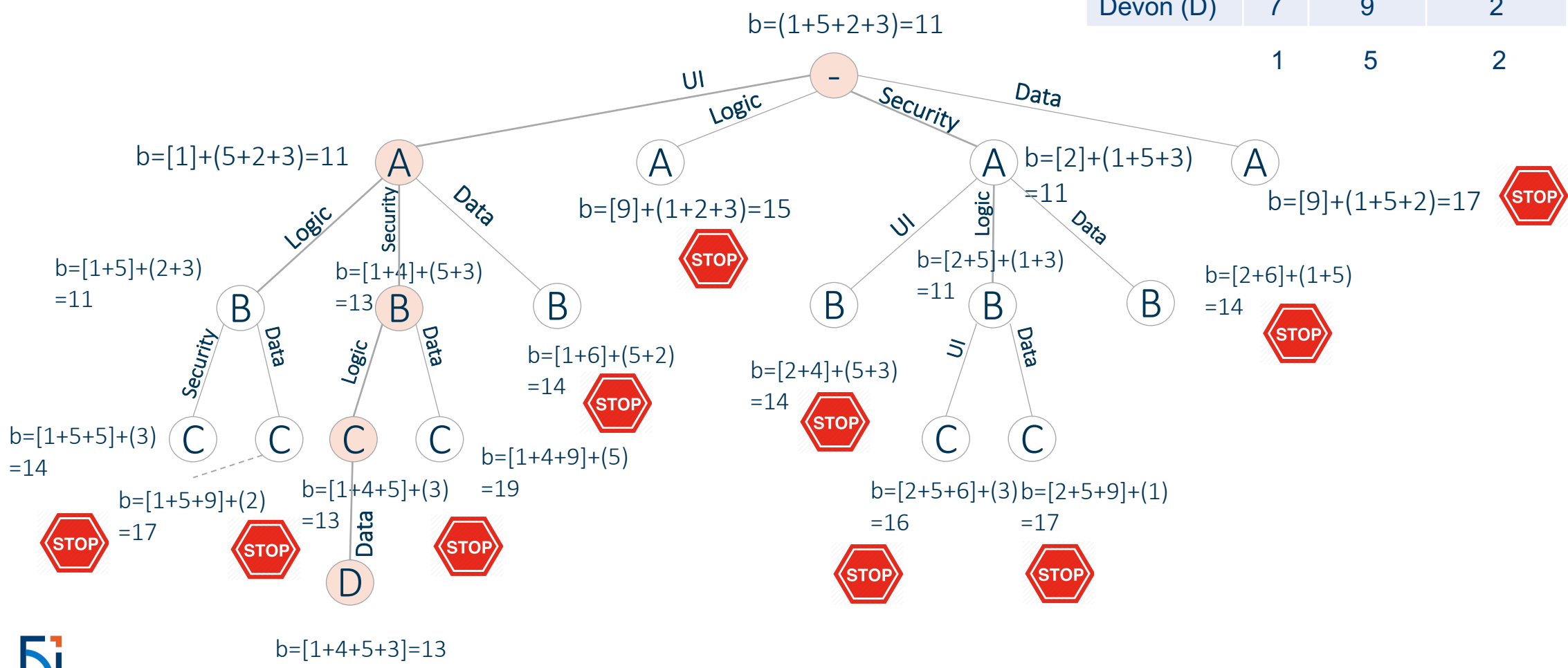
Developer	UI	Logic	Security	Data
Alexis (A)	1	9	2	9
Brody (B)	4	5	4	6
Carrie (C)	6	5	5	9
Devon (D)	7	9	2	3

1

5

2

3



## Practice: Tighter upper bound

item	value	Weight
1	8	2
2	24	4
3	10	5
4	18	6

$$W = 12$$



Heuristic upper bound : sum of value of remaining items based on fractional knapsack

# Practice: Project Management

Developer	UI	Logic	Security	Data
Alexis (A)	1	6	2	9
Brody (B)	4	5	3	6
Carrie (C)	6	7	5	9
Devon (D)	6	9	5	3

## Wrap up

- Branch and Bound can help us prune the search space
- We learned branch and bound using
  - 0/1 knapsack
  - Project Management