

# Übungen zu Algorithmen und Programmentwicklung für die Biologische Chemie

Michael T. Wolfinger

Research group for Bioinformatics and Computational Biology  
Institute for Theoretical Chemistry  
Währingerstrasse 17, 1090 Vienna, Austria

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# Optimization

# Optimization problems

**Definition:** A *combinatorial optimization problem* consists of

- an arbitrary *finite* set  $X$ : the **solution space**
- a **cost function**  $f : X \rightarrow \mathbb{R}$ ,  
which assigns the cost  $f(x)$  to each  $x \in X$ .

**Task:** Find a solution.

**Def.:** A **solution** of the COP  $(X, f)$  is an  $x_0 \in X$  with minimal cost, i.e.

$$f(x_0) = \min_{x \in X} f(x)$$

# Optimization problems: Examples

## Example 1:

- $X = \{1, \dots, 100\}$
- $f : X \rightarrow \mathbb{R}, x \mapsto |x - 42|$

optimal solution is 42 at minimum cost  $f(42) = 0$ .

## Example 2: Travelling Salesperson Problem.

- Input: distances between  $n$  cities.
- The solution set  $X$  consists of all tours.  
(a tour visits every city exactly once and returns to the start city)
- Cost function  $f$  yields the length of the tour.

*Example distances:*

	A	B	C	D
A	-	2	4	2
B	2	-	3	3
C	4	3	-	1
D	2	3	1	-

## Brute force—Generate and minimize

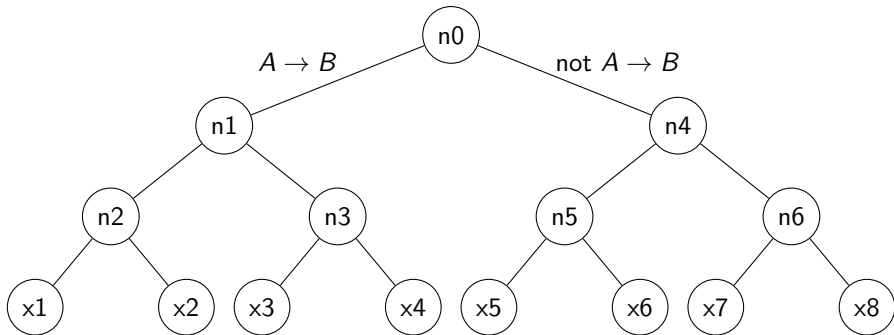
Algorithmic “strategy” that works without any knowledge of the problem’s structure

```
best  $\leftarrow +\infty$ ;  
 $x_0 = \emptyset$ ;  
for  $x \in X$  do  
  | cost  $\leftarrow f(x)$ ;  
  | if cost < best then  
  |   | best  $\leftarrow cost$  ;  
  |   |  $x_0 \leftarrow x$  ;  
  | end  
end
```

## Branch and Bound

# Systematic enumeration of the solution space

- **Enumerate** solutions by systematically deciding on features of the solutions  $\Rightarrow$  search tree  
Example: Salesperson travels **A** $\rightarrow$ **B** vs. **not A** $\rightarrow$ **B**.
- Each **leaf** represents a **solution**
- Each **inner node** represents a **partial solution**
- Each **subtree** represents a sub-space of the **solution space**



# Exploration of the solution space

## Depth First Search

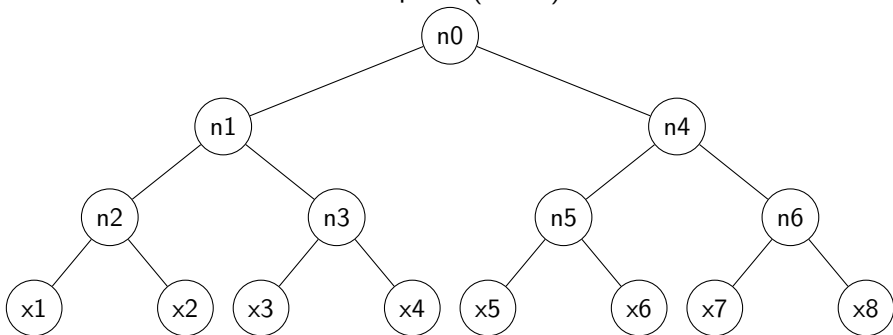
At inner node, generate all children and push them onto a **stack**.

Continue with node on top of stack (**LIFO**).

## Breadth First Search

At inner node, generate all children and add them to a **queue**.

Continue with first node in the queue (**FIFO**).





# Branch and Bound optimization

## Idea:

- systematically search through the search tree, depth-first
- skip subtrees that cannot improve the currently best solution

## Ingredients:

- **Enumeration strategy** (how to generate search tree)
- **Lower bound cost function**  $g$  on partial solutions at inner nodes. Bounds cost of all possible solutions of the subtree.

**For example:** TSP.  $g$  yields the length of the beginning of a tour: a lower bound for the possible total length.

## Branch and Bound, basic algorithm

```
best  $\leftarrow +\infty$ ; INIT(S);  
PUSH(S,X);  
while not EMPTY(S) do  
| A=POP(S);  
| if A is consistent then  
| | if  $g(A) < best$  then  
| | | if A is a solution then  
| | | | best  $\leftarrow g(A)$ ;  
| | | else  
| | | | (B, C)=Split(A);  
| | | | PUSH(S,B) ;  
| | | | PUSH(S,C) ;  
| | | end  
| | end  
| end  
end
```

## Branch and Bound, recursive formulation

```
bound = infty
```

```
def BAB( A ):  
    if A is consistent and  $g(A) < bound$  :  
        if A is a solution :  
            bound =  $f( A )$   
        else:  
            (B,C) = Split( A )  
            BAB( B )  
            BAB( C )
```

```
BAB( S )
```

## In general, recursion...

means that a function calls itself (directly or indirectly)

```
fac :: Int -> Int
fac 0 = 1
fac n = n * fac (n-1)
```

Example:

```
(fac 4) --> 24
| ^
| | 24
V |
(4 * (fac 3))
| ^
| | 6
V |
(3 * (fac 2))
| ^
| | 2
V |
(2 * (fac 1))
| ^
| | 1
V |
(1 * (fac 0))
| ^
| | 1
V |
1
```

## Assignment 2: Optimal Distribution of Authorities

Go to:

<https://github.com/TBIAPBC/APBC2025/tree/master/A2>

This assignment is due on 28 April 10:00 AM

(GitHub pull request must be placed by this time at latest)

**Happy Hacking!**

**Next meeting: 29 April 2025**