

# Branch-and-Bound Algorithm

Björn Barrefors

July 31, 2014

## 1 BRANCH-AND-BOUND ALGORITHM

---

**Algorithm 1** Branch-and-Bound Algorithm

---

**Require:**

Number of processors  $n$

Minimum required utilization  $W_{min}$

Processors sorted based on payoff,  $\frac{\Phi_1}{U_1} \leq \frac{\Phi_2}{U_2} \leq \dots \leq \frac{\Phi_n}{U_n}$

**Ensure:**

Returns the total power consumption ( $\hat{z}$ ) and a list of all processors ( $\hat{x}$ ) as either 0 or 1, where 1 is selected and 0 is not selected.

1: **procedure** BRANCHANDBOUND( $n, W_{min}, \Phi, U$ )

2:     **goto** Alg. 2

3: **end procedure**

---

---

**Algorithm 2** Part 1. Initialize

---

4:  $z \leftarrow 0$

5:  $\hat{z} \leftarrow 0$

6:  $\hat{j} \leftarrow 0$

7:  $\Phi_{n+1} \leftarrow \infty$

8:  $\hat{c} \leftarrow W_{min}$

9:  $U_{n+1} \leftarrow \infty$

10:  $\hat{x}_1 \leftarrow 0, \dots, \hat{x}_n \leftarrow 0$

11: **goto** Alg. 3

---

---

**Algorithm 3** Part 2. Computer upper bound

---

```
12:  $sum \leftarrow 0$ 
13: for  $k \leftarrow j, n + 1$  do
14:    $sum \leftarrow sum + U_k$ 
15:   if  $sum > \hat{c}$  then
16:      $r \leftarrow k$ 
17:     break
18:   end if
19: end for
20: if  $r = n + 1$  &  $\hat{c} - \sum_{k=j}^{r-1} U_k > 0$  then
21:   goto Alg. 6
22: end if
23:  $u \leftarrow \sum_{k=j}^{r-1} \Phi_k + \lfloor (\hat{c} - \sum_{k=j}^{r-1} U_k) * \frac{\Phi_r}{U_r} \rfloor$ 
24: if  $z = 0$  then
25:   goto Alg. 4
26: end if
27: if  $z \leq \hat{z} + u$  then
28:   goto Alg. 6
29: end if
30: goto Alg. 4
```

---

---

**Algorithm 4** Part 3. Forward step

---

```
31: while  $U_j \leq \hat{c}$  do
32:    $\hat{c} \leftarrow \hat{c} - U_j$ 
33:    $\hat{z} \leftarrow \hat{z} + \Phi_j$ 
34:    $\hat{x}_j \leftarrow 1$ 
35:    $j \leftarrow j + 1$ 
36: end while
37: if  $j \leq n$  then
38:    $\hat{x}_j \leftarrow 1$ 
39:    $\hat{c} \leftarrow \hat{c} - U_j$ 
40:    $\hat{z} \leftarrow \hat{z} + \Phi_j$ 
41:    $j \leftarrow j + 1$ 
42: end if
43: if  $\hat{c} > 0$  then
44:   goto Alg. 6
45: end if
46: goto Alg. 5
```

---

---

**Algorithm 5** Part 4. Update best solution

---

```
47: if  $\hat{z} < z$  or  $z = 0$  then  
48:    $z \leftarrow \hat{z}$   
49:   for  $k \leftarrow 1, n$  do  
50:      $x_k \leftarrow \hat{x}_k$   
51:   end for  
52: end if  
53:  $j \leftarrow n$   
54: if  $\hat{x}_n = 1$  then  
55:    $\hat{c} \leftarrow \hat{c} + U_j$   
56:    $\hat{z} \leftarrow \hat{z} - \Phi_j$   
57:    $\hat{x}_j \leftarrow 0$   
58: end if  
59: goto Alg. 6
```

---

---

**Algorithm 6** Part 5. Backtrack

---

```
60:  $i \leftarrow -1$   
61: for  $k \leftarrow j - 1, 1$  do  
62:   if  $\hat{x}_k = 1$  then  
63:      $i \leftarrow k$   
64:     break  
65:   end if  
66: end for  
67: if  $i = -1$  then  
68:   return  $\hat{z}, \hat{x}$   
69: end if  
70:  $\hat{c} \leftarrow \hat{c} + U_j$   
71:  $\hat{z} \leftarrow \hat{z} - \Phi_j$   
72:  $\hat{x}_j \leftarrow 0$   
73:  $j \leftarrow i + 1$   
74: goto Alg. 3
```

---