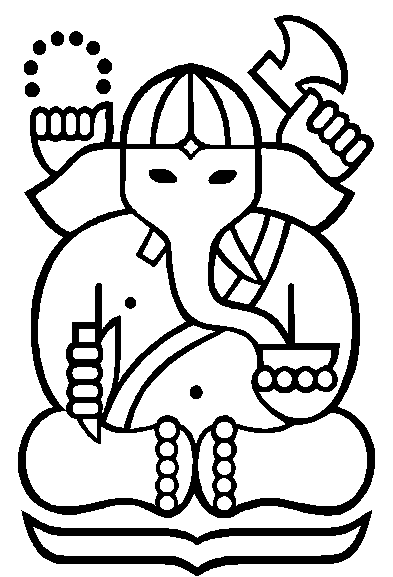
Penyelesaian Persoalan TSP dengan Algoritma

*Branch and Bound*



oleh

**Felix Limanta / 13515065**

**Laporan**

Disusun untuk memenuhi persyaratan nilai mata kuliah

IF2211 – Strategi Algoritma

**Program Studi Teknik Informatika**

**Institut Teknologi Bandung**

**Bandung**

**2017**

# Introduction

This paper.[[1]](#footnote-1) Theoretically, ...

The issue of ...

This paper is organized as follows. The next section presents ... Then, Section 3 discusses

the ... Section 4 analyzes the ... Concluding remarks are offered in Section 5.

# Model

## Setup

## Model

A player faces a dynamic optimization problem of 5 periods. Let denotes the player’s action in period *t*,

|  |  |
| --- | --- |
|  |  |

We denote the vector of action choices by . Playing in a period yields an immediately consumption level of *x* at a certain future cost, to be paid at period 4, while not playing yields no consumption and incurs no cost, so

|  |  |
| --- | --- |
|  |  |

The player observe *x* in period 1 before she pick her action.

Let denotes total cost for playing *s* games and the number of games played up till and including time *t*.

## Implications

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# References

Ashraf, Nava, Dean Karlan and Wesley Yin. “Tying Odysseus to the Mast: Evidence from a Commitment Savings Product in the Philippines.” Quarterly Journal of Economics. Vol. 121, No. 2, pp. 635-672. May 2006.

1. Ashraf et. al [1] uses a ... [↑](#footnote-ref-1)