

Branch and Bound

Design and Analysis of Algorithms 2/4 B.Tech. CSE 2020-21 Even Semester

Dr. PV Nageswara Rao
Professor, Dept. of CSE, GITAM(Deemed to be university)

Branch and Bound – The method:

- The term branch-and-bound refers to all state space search methods in which all children of the E-node are generated before any other live node can become the E-node.
- We have already seen two graph search strategies, BFS and D-search, in which the exploration of a new node cannot begin until the node currently being explored is fully explored.
- Both of these generalize to branch-and-bound strategies. In branchand bound terminology, a BFS-like state space search will be called FIFO(First In First Out) search as the list of live nodes is a first-in-firstout list (or queue). A D-search-like state space search will be called LIFO(Last In First Out) search as the list of live nodes is a last-in-firstout list (or stack).
- As in the case of backtracking bounding functions are used to help avoid the generation of subtrees that do not contain an answer node.

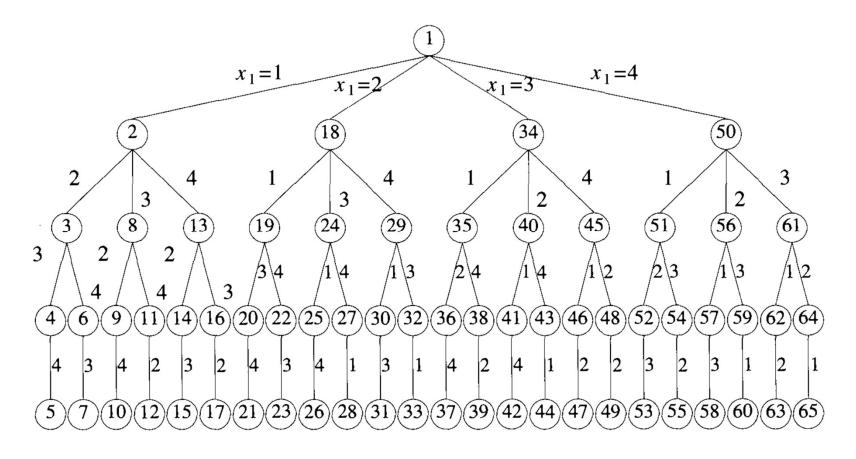


Search: Example

• https://www.youtube.com

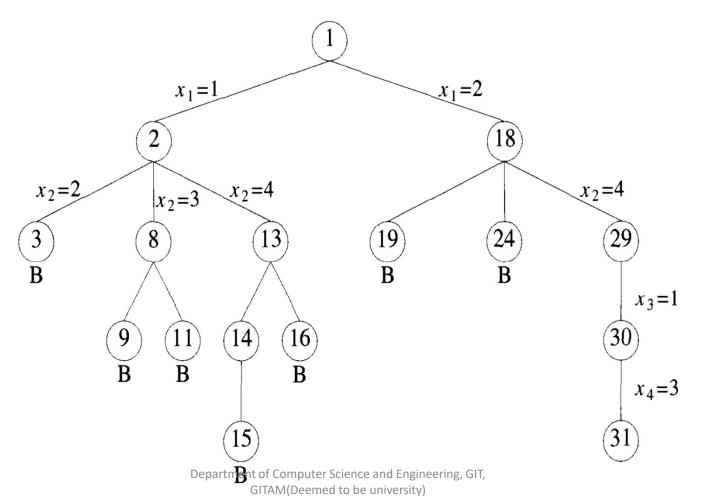
Example: 8-queens problem



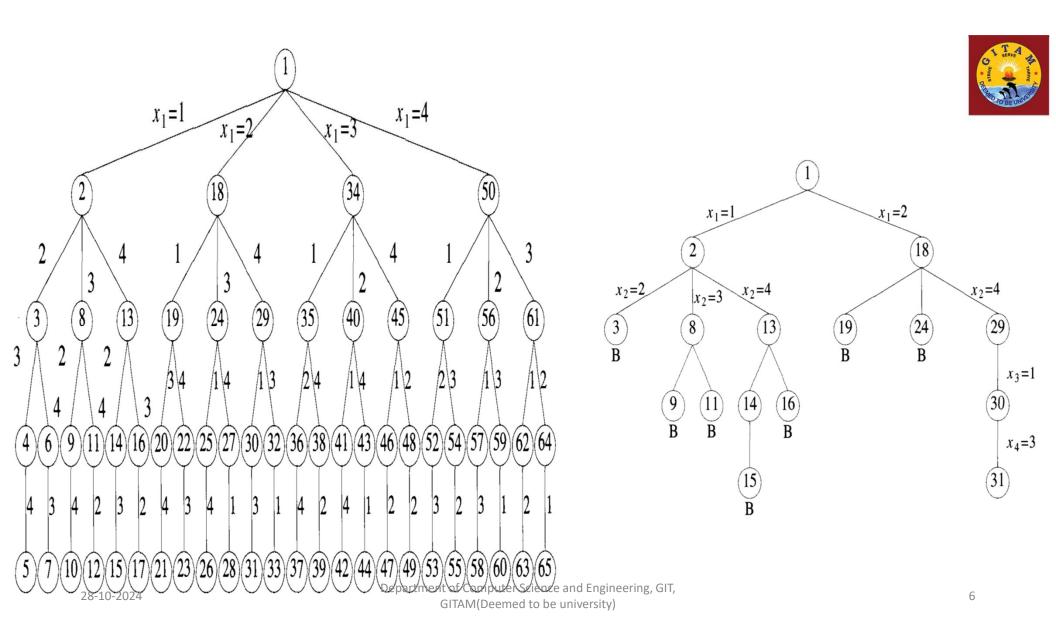


T allow of a state of the state

Portion of the tree generated during back-tracking:

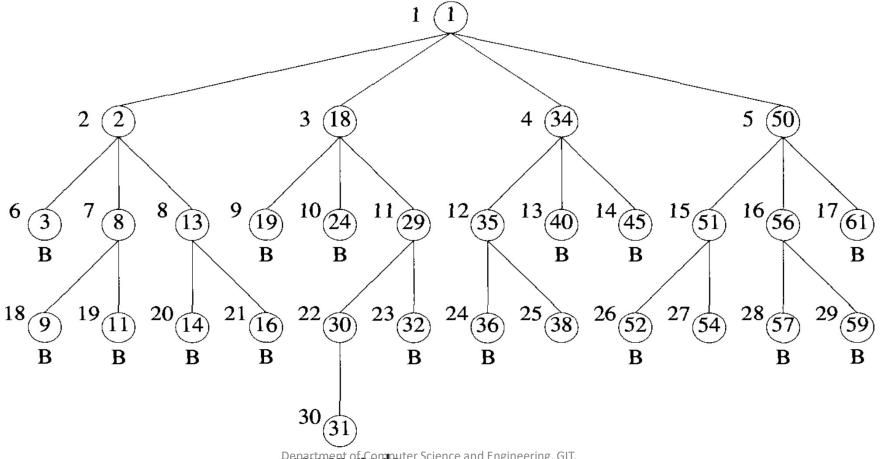


28-10-2024



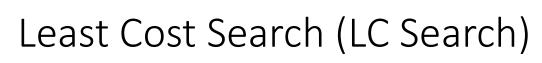
A portion of the tree generated using FIFO branch and bound





28-10-2024

Department of Computer Science and Engineering, GIT, answer GITAM(Deemed to be university)





- In both LIFO and FIFO branch-and-bound the selection rule for the next E-node is rather rigid and in a sense blind.
- The selection rule for the next E-node does not give any preference to a node that has a very good chance of getting the search to an answer node quickly.
- Thus, when node 30 is generated, it should have become obvious to the search algorithm that this node will lead to an answer node in one move.
- However, the rigid FIFO rule first requires the expansion of all live nodes generated before node 30 was expanded



• LC Search



State space tree for TSP with n=4 and starts from 1

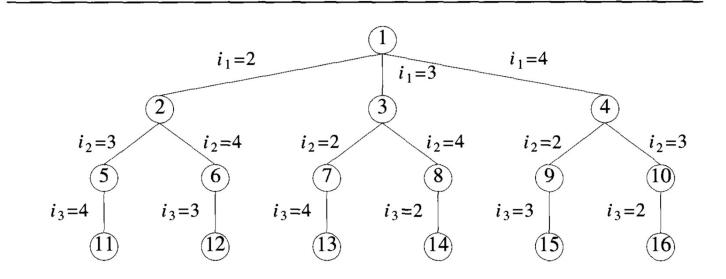


Figure 8.10 State space tree for the traveling salesperson problem with n = 4 and $i_0 = i_4 = 1$



$$\begin{bmatrix} \infty & 20 & 30 & 10 & 11 \\ 15 & \infty & 16 & 4 & 2 \\ 3 & 5 & \infty & 2 & 4 \\ 19 & 6 & 18 & \infty & 3 \\ 16 & 4 & 7 & 16 & \infty \end{bmatrix}$$
(a) Cost matrix



$$\begin{bmatrix} \infty & 10 & 17 & 0 & 1 \\ 12 & \infty & 11 & 2 & 0 \\ 0 & 3 & \infty & 0 & 2 \\ 15 & 3 & 12 & \infty & 0 \\ 11 & 0 & 0 & 12 & \infty \end{bmatrix}$$
(b) Reduced cost matrix
$$L = 25$$

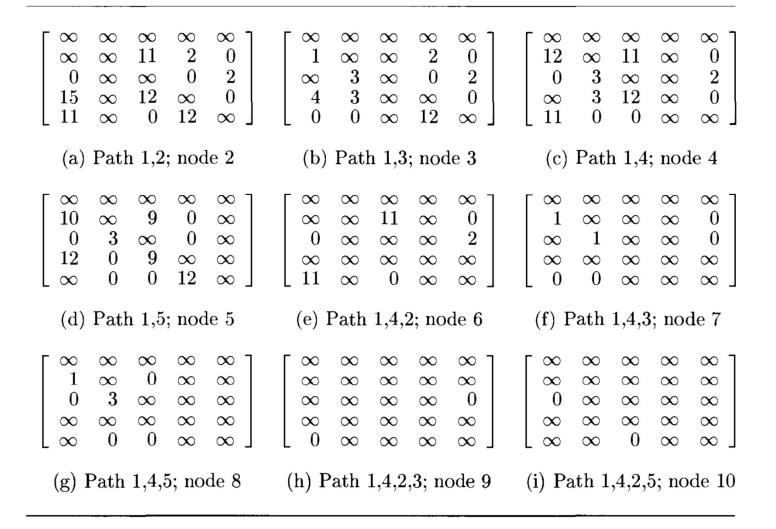




Figure 8.13 Reduced cost matrices corresponding to nodes in Figure 8.12



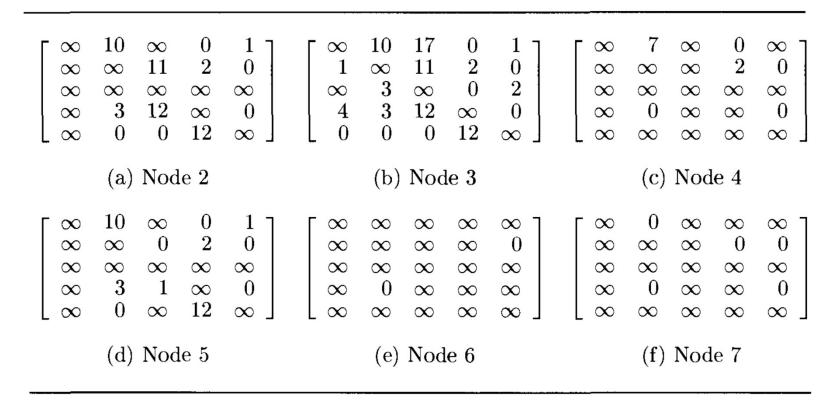
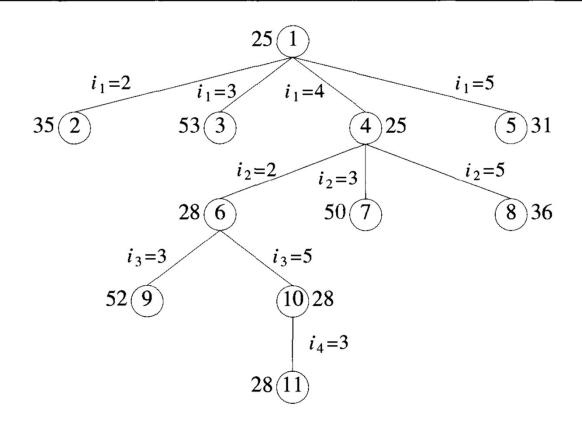


Figure 8.16 Reduced cost matrices for Figure 8.15





Numbers outside the node are \hat{c} values