The Travelling Salesman Problem (TSP) is a classic combinatorial optimization problem in computer science and operations research. It's defined as:

Given: A list of cities and the distances between each pair of cities.

Goal: Find the shortest possible route that visits each city exactly once and returns to the starting city.

TSP appears in various real-world scenarios like Route planning (delivery trucks, sales routes) 1. Branching: You build a tree of subproblems, where each node represents a partial tour (sequence of cities visited).
2. Bounding: At each node, you compute a lower bound (minimum possible cost to complete the tour from here).
3. Pruning: If a node's lower bound is worse than the best complete solution found so far, you discard (prune) that branch.

- Steps to Solve TSP with Branch and Bound:

 1. Sut with a cost matrix of distances between all cities.

 2. Mode to the acost matrix of distances between all cities.

 3. Mode to the cost matrix of distances between all cities.

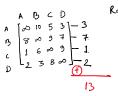
 3. Creates a priority queue (min-heap) to explore promising nodes first (ones with smaller both and the cost of the

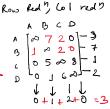




ABCDA ABCBDA

ACBDA. ADCBA.







Get = low Red" + col Red" = 3 + 13 = 16.

$$cost(B) = cost(A) + Reduction + AB$$

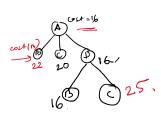
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$$cost(B) = cost(D) +$$

$$fuduction +$$

$$DB,$$

$$= 16 + 0 + 0$$

$$= 16$$

$$M_{ADC} = A \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} \longrightarrow \infty$$

$$cost(c) = cost(d) + Rud^n + DC$$
.
= $16+5+4=25$.