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.

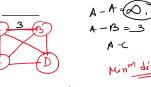
TSP appears in various real-world scenarios like Route planning (delivery trucks, sales routes) Core Concepts

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.





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- Steps to Solve TSP with Branch and Bound:

  1. Start with a cost martar of distances between all clies.

  2. Subject the smallest value in each row and each column (this gives a lower bound).

  3. Create a printly queue (min-heap) to explore promising nodes first (ones with smaller bou 4. At each node:

  4. At each node:

  5. Choose a city to visit next.

  5. Update the martix to reflect the path chosen (remove rows/columns).

  6. Recalculate the reduced cost and total bound.

  5. Prane gaths with bounds higher than the best known solution.

  6. Repeat until all promising paths are explored.