The Travelling Salesman Problem (TSP) is a classic 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.

- Steps to Solve TSP with Branch and Bound:
 1. Start with a cost matrix of distances between all cities.
 2. Reduce the matrix:
- 2. Reduce the matrix:

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

 3. Create a priority queue (min-heap) to explore promising nodes first (ones with smaller bounds).

 4. At each node:

 Choose a city to visit next.

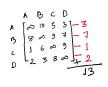
 Update the matrix to reflect the path chosen (remove rows/columns).
- Recalculate the reduced cost and total bound.
- Recalculate the reduced cost and total bound.
 Prune paths with bounds higher than the best known solution.
 Repeat until all promising paths are explored.













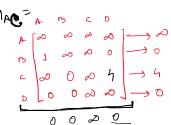




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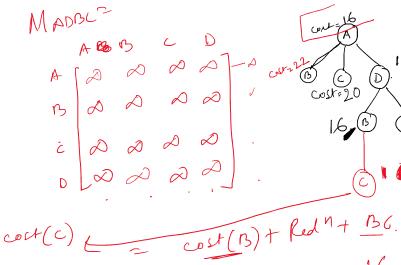


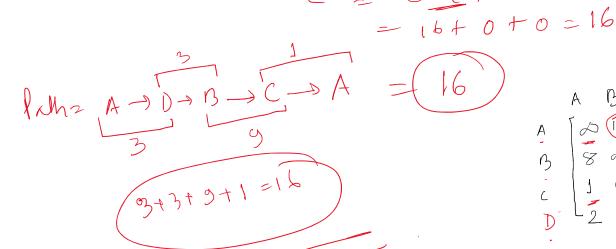
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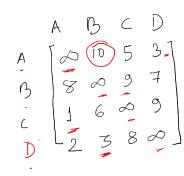
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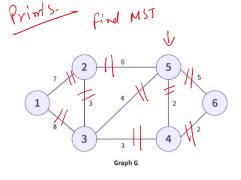
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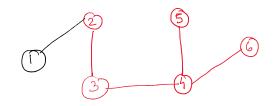
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