

2nd Year of Higher Cycle

2021 - 2022

Exact and Approximate Algorithms for Combinatorial Optimisation, The Traveling Salesman Problem as An Application

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April 27, 2022

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Chapter 1

Problem Statement

1.1

Chapter 2

Branch and Bound

2.1 Motivation

The direct method as we have seen is, despite the simplicity of its implementation, unrealistically slow for even very small instances.

Faster exact algorithms exist, but none of them is polynomial since TSP is NP-complete. In fact, under the assumption $P \neq NP$, no polynomial solution exists.

Branch and Bound is one such algorithm that we will dedicate the rest of the chapter to.

2.2 The idea of Branch and Bound

The idea of Branch and Bound is to eliminate certain branches from the search space to decrease runtime.

This is done by computing a *lower bound* and *upper bound* for every branch, and then pruning branches that are guaranteed to be worse than the best known solution.

2.3 The implementation