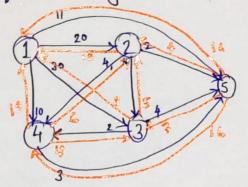
it then the

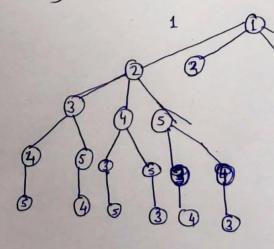
Here, first we will learn about the problem first, then the Solution of it using branch & bound approach.



	-1	2	3		
1		20	30	10	117
2	-15	20 &	16	4	
3	15 3 19 16	5	R	2	4
4	19	6	18	a	3
5	16	4	7	16	2

We have to find out the Shortest town such that it visits each vertex exactly once & suturns to the original vertex. If we take '2' on the Starting nestex then we have to travel other vertex '3'4'5'1' once and return to the original nortex 2.

Let us consider this problem & touy to undersport how this problem is solved using branch & bound. If the soles man Storting from herters 1. then he can go Wisit the nodes in any order such that the cost in minimum.



4 This is the space force which shows the all possible paths.

bound are branch le branch le bound are bithistan they but the state-space tree but the approach towards solving a problem is different

In TSP we do not want all possible solution we want minimal solution.

In branch & bound hodes are generated in level order, while generating the node for every node we compute the cost & for any given node it we are greating the cost grater than some minimum value then we will kill the node. There were will generate only thouse nodes which are fruitful. i.e. we will tought to follow that path which will taking us to the optimized solution.

The problem can be solved by uniny matrices.

1 cost matrix.

3) subtract that minimum value from every element in the row, we will get a reduced matrix.

10

1 **37** 0 1 1/2 11 2 0 2 / 12 & c 0 2 3 0 4 15 12 ~ 0 5 11 0 12 2

Column are quitured & the total cost of reduction 15 (21+4) = 25.

Now the matrix is reduced, A matrix is called reduced if it have at least one element in the every row/column whose value is Zero.

Say I'm startly from hortex 1. then, -

- then once we are travery from 1 to 2 tuen the neverte path is not allowed & we marked it as infinite as well . (1 to 1)

(1-2)ac ac ac 1 /K R 2 be « 200 3 0 ~ 020 4 15 ~ ~ 00 5 [11 @ 12 40 0 0

(6) Check it the multy beside is oreduced Gr not

(7) The matrix is acadeced. I tu by the following formula, -

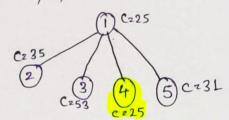
Cost C(1, 1) + r+ r

((i,i)) cost of the edge,

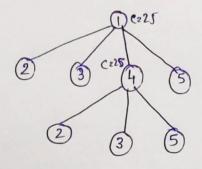
T > cost of the reduction.

T > any more reduction done in the subsequent steps.

From the computations, -



New, the path '1-4' bous minimum cost, thus we will explore the options from the node 4.

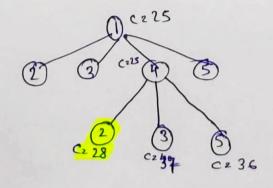


> we will be using the matrix (reduced) between role 194. (we obtined of page 4) As the bare matrix.

lath. (4-2) we should mark 4th row & 2'nd column as 'o' & 2-4 as 'oo'.

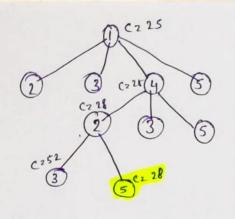
It is already reduced : 1=0. cost of reduction = C(4,2)+++? 2 3 + 25 + 0 = 28.

:. cost of reduction z C(4,5)+ r+r z 0+25+11 z 36.

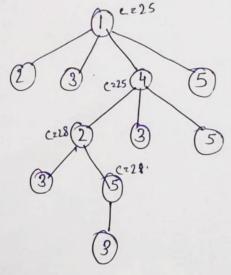


Now the path '4-2' provides the minimum cost. So we will epplore the options from node 2. between note 4-2 (and b bruned at page 5) as he base matrix. (2) (3) (5) (3) (5) 1 2 3 4 5 If a k k a k e 2/12 ~ 1 ~ 0 30 4 4 4 2 4 ~ ~ ~ ~ ~ ~ 5 11 00 0 0 0 we will mark 2hd row of 3/rd column on &' 4 (3,2) as w. 3 4 5 x x x] a x x « « 2 D 3 0 30 ~ ~ ~ 0 a « « y or a ar ar ar x xx y 5 (11 5 0 K a K reduction Lost & iz 11+2 = 13. Cost of reduction = C (2,3) + r+r 2 11 + 28+ 13 = 52. 10th (2+5) e e e e e e It is already reduced is 720. 2 a a a a a a 3 0 ~ ~ ~ ~ Cost of reduction 2 ((2,5)+ r+? a m n a x x 2 0 + 28+0

5 11 4 0 2 2 0



Now the posts 2-5 provides the minimum cost. Bo we will explore the options from node 5.



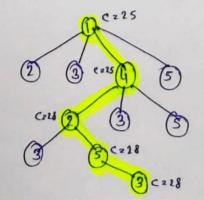
between node 2-5 (we obtained at page 7) as the bane matrix.

×

a a

It is already reduced in \$20 cost of reduction 2 ((\$1,3) + 7 + 7 2 0 + 28+0 28.

.. Final path!



Travelly cost 2 28.

Algorithm:

Create the adjacency matrix for the given Step1: graph.

sudue the maljacemy matrix Step 2:

- if the minimum no in each provis her zero.

- Subtract min, from each element in the now

- if the minimum no, in each colum is not sun

- Subtract Mine from each element

in the column,

no. From

colt = 2 min + 2 min = 2 Yalj - reduction cost =

Step 3: -Explore till the options from the Starting

cost of reduction at root 2 reduction cost of the adjacency matrix > Yats.

- if we are exploring role V from note'u'

- mark u rm 1 V culum as & in the reduced adj matrix or bane maidrigo for the subsequent steps.

- mark position (v, u) as &'

- reduce the matrix unit step2.

- calculate reduction cost = r.

- calculate total cost of reaction = C(u,v) + r+ r

Step 4: Select the least reduction wit note as the bone node 4 repeat step 3 until we obtained a solution.