Unit 4 short DAA.

Q: Define Branch and Bound: - core prinaples:

A Boarch and Bound algorithm is a state space search algorithm, which is used for Cose principles:

1. Branching: This method involves dividing a problem into smaller sub-problems in a systematic way.

Boanching splits the problem into Smaller more manageable sub-problems.

- 2. Bounding: Bounding evaluates and eliminates (delete), those that cannot fromedo the best solution.
- 3. Selection: This step involves choosing one Sub problem at a time for further exploration. The choice is based on the best estimated lost.

9: Towelling Salesporson frolden: Reves: In Travelling salesman problem, A sales porson will be travelling to different aties and he will be selling the product or he will be advertising about the product by follow some rules. 1. Visit each city at least once. 2. Do not visit any city mose than once. 3. starting city and ending city should be same. A= A, B,G,D _____ A-B-C-D-A. A - D - C - B - A A - C - D - B - A

Define Row Reduction and Column
Reduction Matrix?

Row/ Reduction Matrix: In RoughReduction
Matrix find out least element in each and

every sow, then substract all elements with least element. $= R_1 = 50 \cdot 10 = 37 \times 2.0$ Col: $= 37 \times 2.0$ $= 57 \times 107 \times$

unt 4 0/1- Knapsack problem: - 2 application Part-2 1. L.C (Least count) NPB 2. FIFO (first -in- First-out). Knapsack is a Bog/Container, to place the dijects into Knapack so that the profit is nue ction. mosunum. number of objects = n Propiet - Pi Time weight = w? Capacity = M tion l'- Define Lower Bound of UPPer Bound 9 Lower Bound: - fraction Values are allowed. /2 ~ upper Bound: - fraction values are not allowed. X = X = X = still have my topics