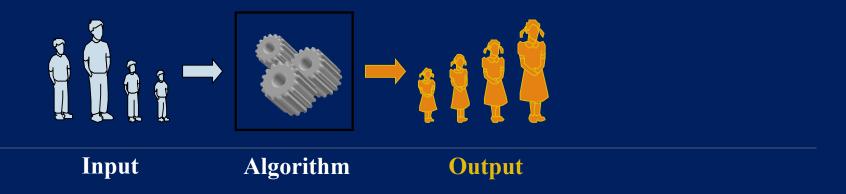


## DESIGN & ANALYSIS OF ALGORITHM (BCSC0012)

# Chapter 14: Branch & Bound Traveling Salesman Problem



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**Department of Computer Engineering & Applications** 





Branch and bound is an algorithm design paradigm which is generally used for solving combinatorial optimization problems.

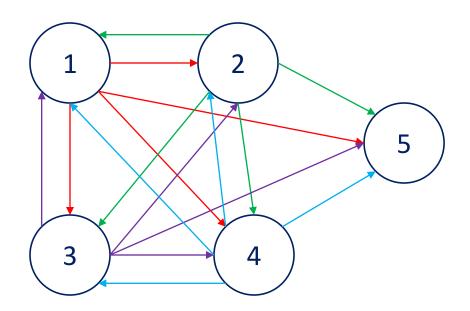
These problems are typically exponential in terms of time complexity and may require exploring all possible permutations in worst case.

The Branch and Bound Algorithm technique solves these problems relatively quickly.

Branch-and-bound refers to all state space search methods in which all children of the £-node are generated before any other live node can become the £-node.







	1	2	3	4	5
1	œ	20	30	10	11
2	15	œ	16	4	2
3	3	5	00	2	4
4	19	6	18	00	3
5	16	4	7	16	œ



	1	2	3	4	5			1	2	3	4	5				1	2	3	4	5
1	œ	20	30	10	11		1	œ	20	30	10	11	10		1	œ	10	20	0	1
2	15	$\mathbf{\omega}$	16	4	2	Row-	2	15	œ	16	4	2	2		2	13	00	14	2	0
3	3	5	00	2	4	wise	3	3	5	00	2	4	2	Subtract	3	1	3	00	0	2
4	19	6	18	00	3	Min.	4	19	6	18	œ	3	3		4	16	3	15	œ	0
5	16	4	7	16	00		5	16	4	7	16	œ	4		5	12	0	3	12	$\mathbf{\omega}$
						,		1	2	3	4	5	=21	_		1	0	3	0	0

#### **Reduced Cost Matrix**

Reduced Cost= Row-wise cost +
Column wise cost C = 21+4=25

					_	=2
	1	2	3	4	5	
1	œ	10	<b>17</b>	0	1	
2	12	00	11	2	0	
3	0	3	00	0	2	+
4	15	3	12	00	0	
5	11	0	0	12	œ	

Col.-wise Min.

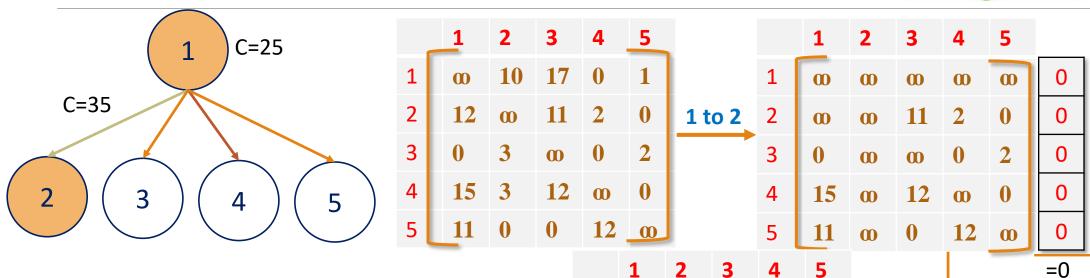
Subtract





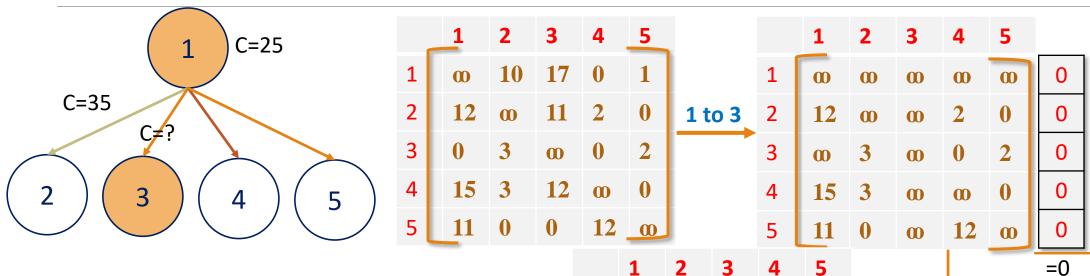
	1	2	3	4	5
1	00	00	00	00	00
2	œ	œ	11	2	0
3	0	œ	<b>o</b>	0	2
4	15	$\mathbf{\omega}$	12	œ	0
5	11	<b>o</b>	0	12	00
		_	0	0	0





	1	2	3	4	5
1	œ	00	00	00	00
2	œ	00	11	2	0
3	0	00	00	0	2
4	15	00	12	00	0
5	11	00	0	12	00
		0	0	0	0



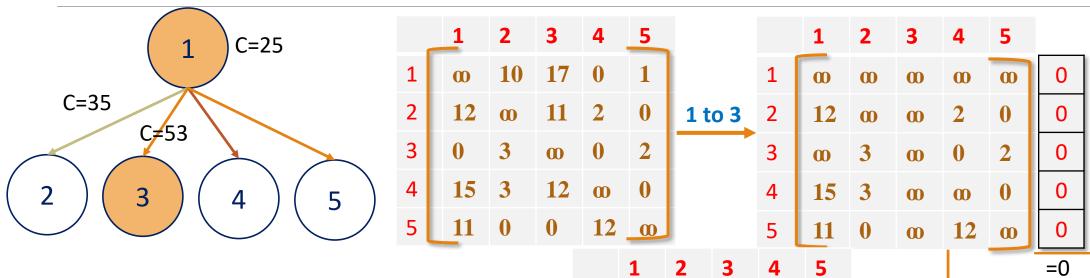


Cost(1,3)= c(1,3)+C+C' = 17+25+11 = 53

	1	2	3	4	5
1	00	œ	œ	œ	00
2	12	œ	œ	2	0
3	œ	3	œ	0	2
4	15	3	œ	œ	0
5	11	0	œ	12	00
					_

=11



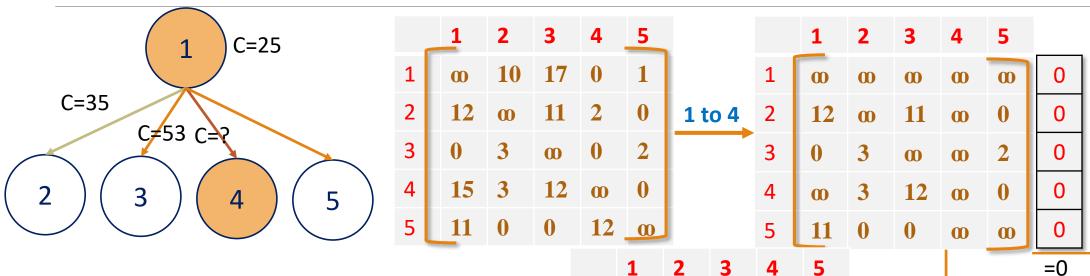


)
)

0 0

=11

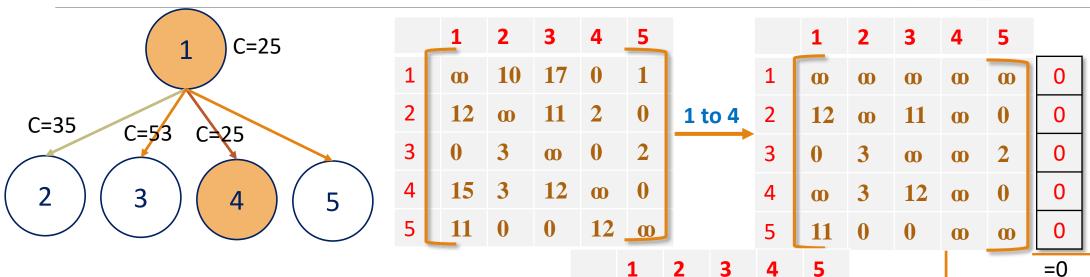




Cost(1,4)= 
$$c(1,4)+C+C'$$
  
=  $0+25+0$   
=  $25$ 

	1	2	3	4	5
1	00	00	00	00	00
2	12	œ	11	œ	0
3	0	3	œ	œ	2
4	œ	3	12	œ	0
5	11	0	0	<b>o</b>	$\mathbf{\omega}$
				_	_





Cost(1,4)= 
$$c(1,4)+C+C'$$
  
=  $0+25+0$   
= 25

	1	2	3	4	5
1	00	00	00	00	00
2	12	œ	11	œ	0
3	0	3	œ	œ	2
4	œ	3	12	œ	0
5	11	0	0	<b>o</b>	$\mathbf{\omega}$

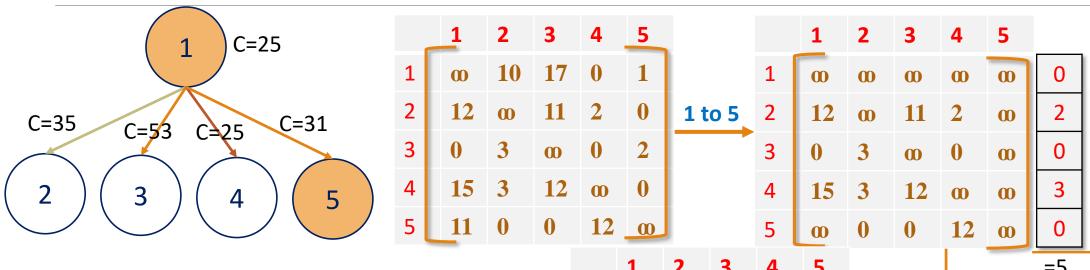




Cost(1,5)= c(1,5)+C+C' = 1+25+5 = 31

		2	3	4	5
1	œ	00	00	00	$\mathbf{\omega}$
2	10	œ	9	0	$\mathbf{\omega}$
3	0	3	œ	0	$\mathbf{\omega}$
4	12	0	9	œ	$\mathbf{\omega}$
5	00	0	0	12	$\mathbf{\omega}$

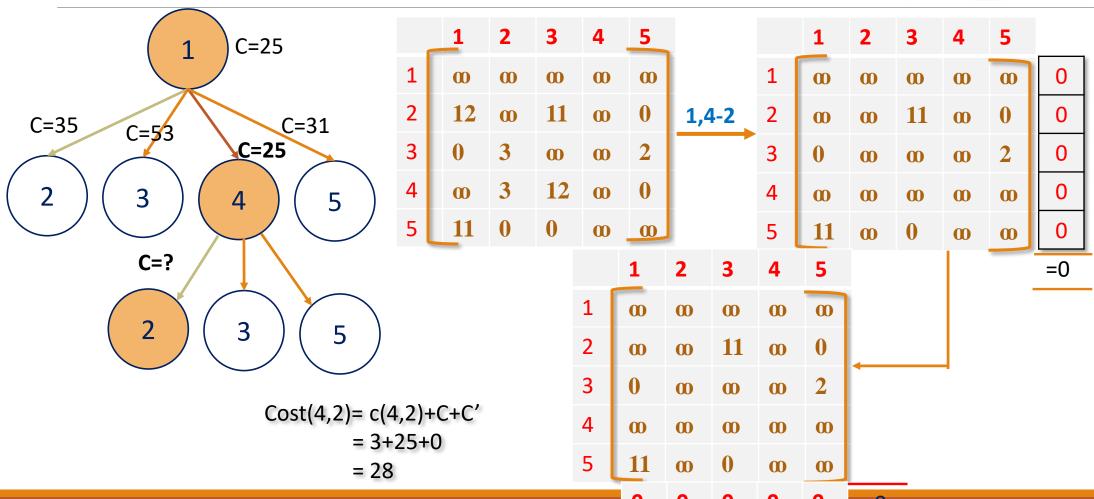




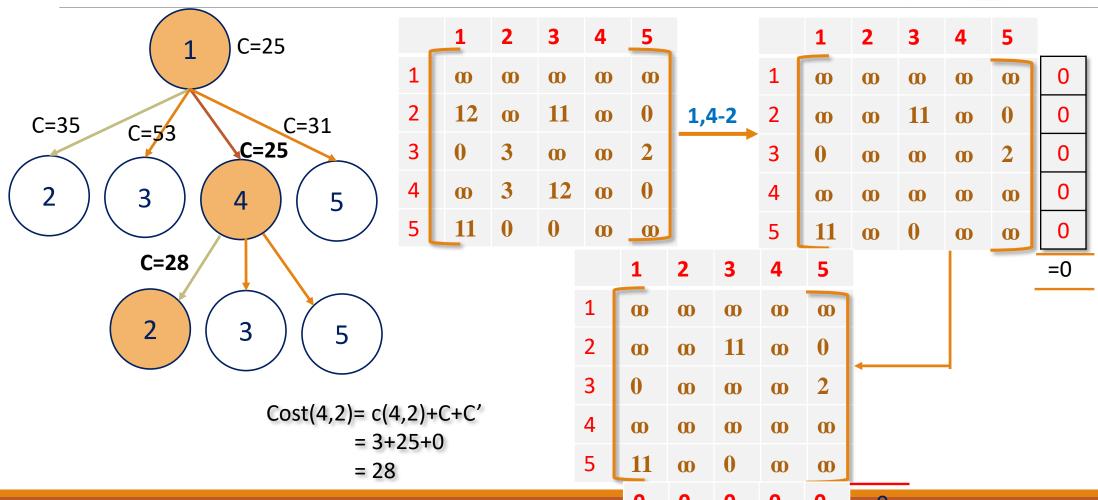
Cost(1,5)= c(1,5)+C+C' = 1+25+5 = 31

	1	2	3	4	5
1	00	00	00	00	$\mathbf{\omega}$
2	10	$\mathbf{\omega}$	9	0	$\mathbf{\omega}$
3	0	3	$\mathbf{\omega}$	0	$\mathbf{\omega}$
4	12	0	9	00	$\mathbf{\omega}$
5	œ	0	0	12	$\mathbf{\omega}$
					•

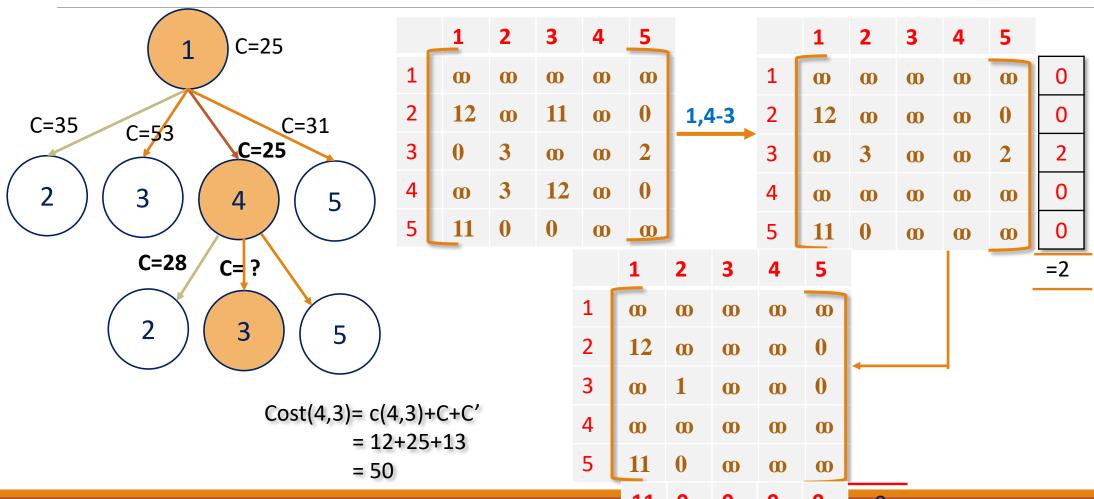




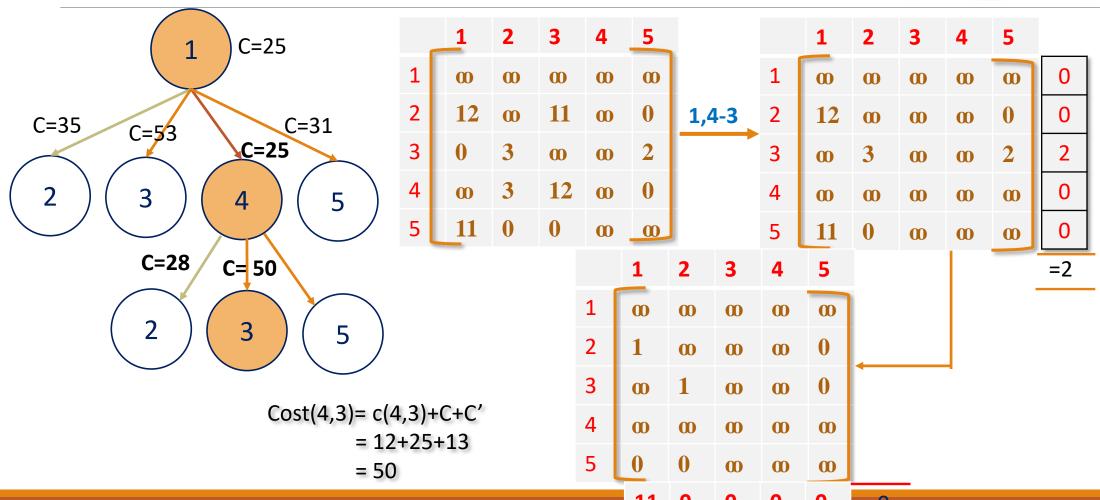




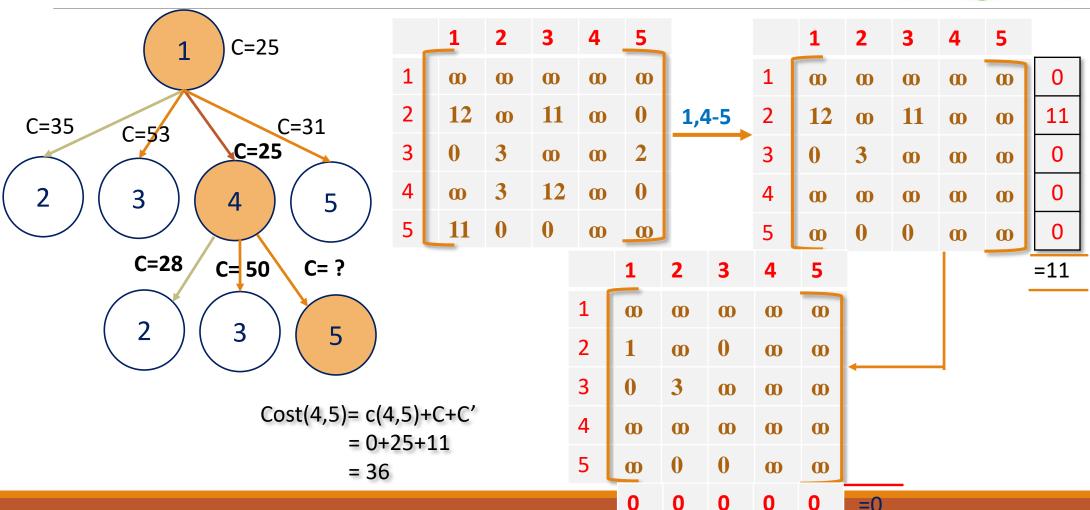




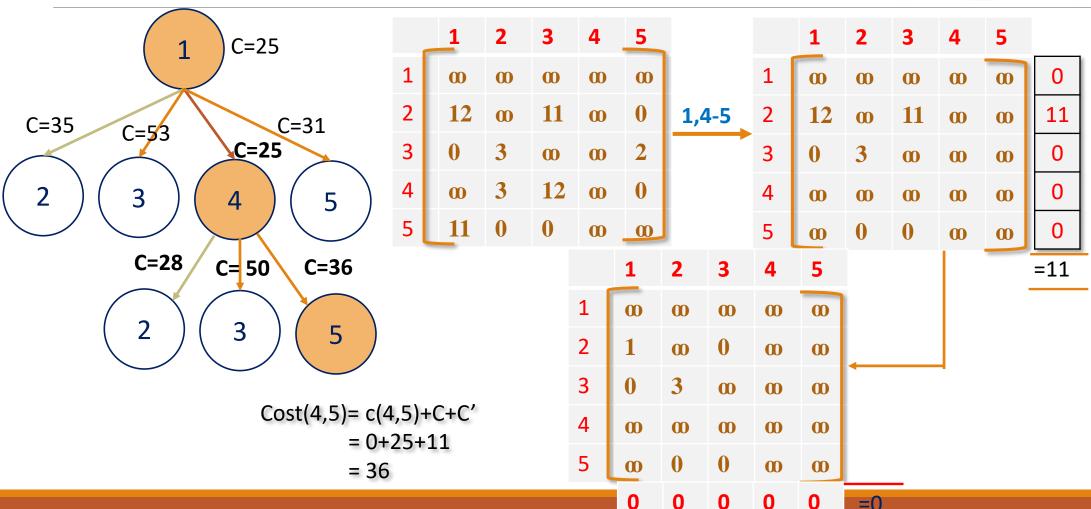




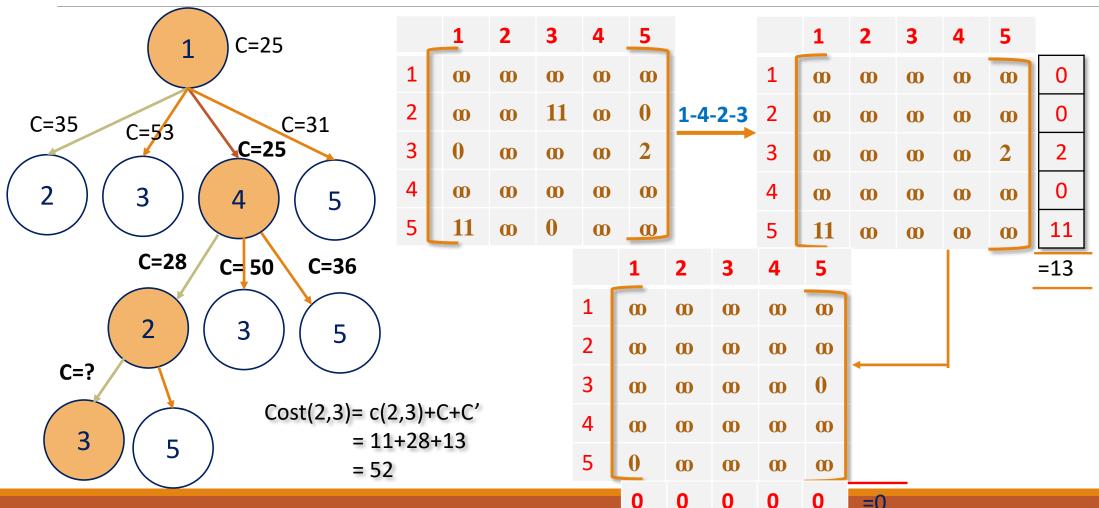




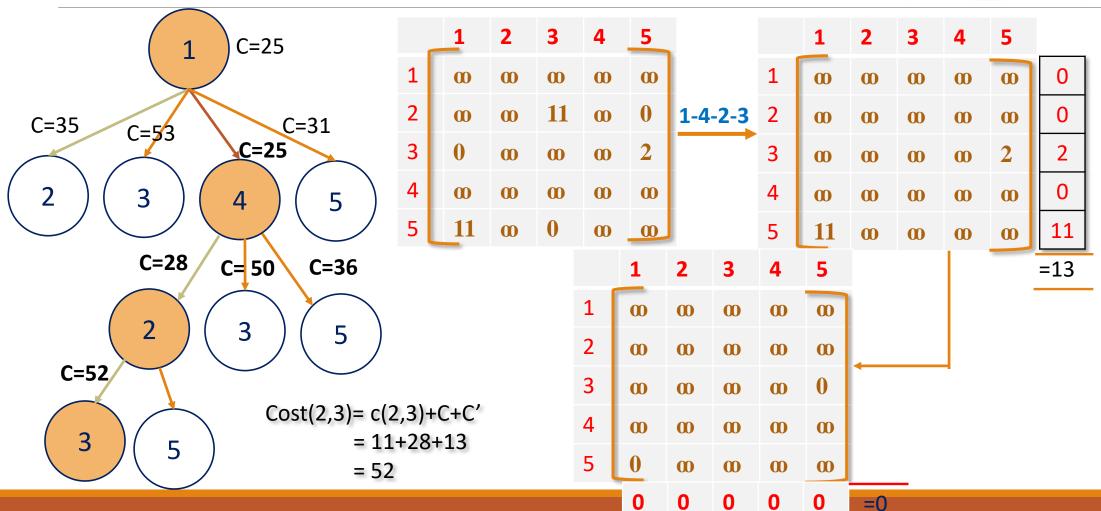




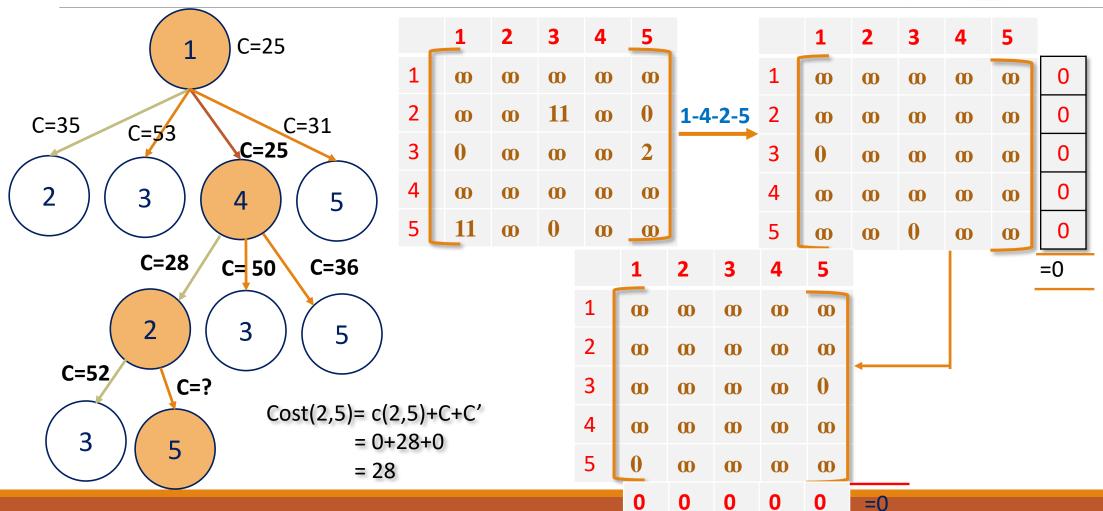




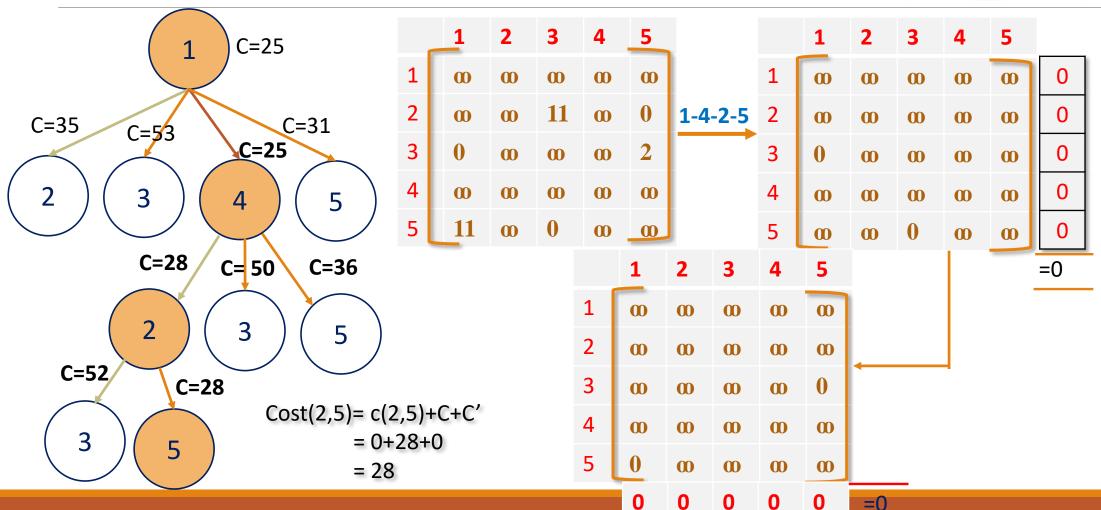




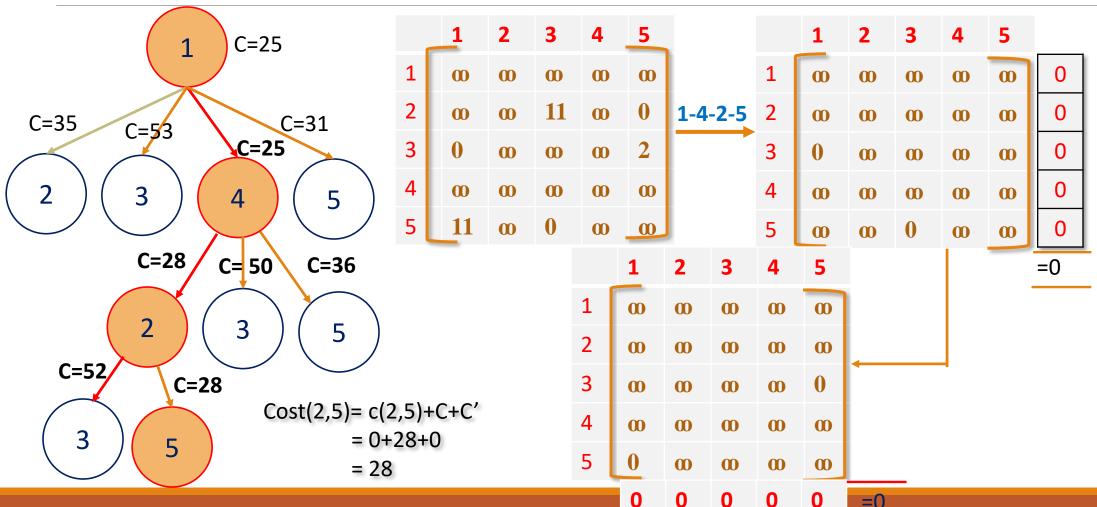




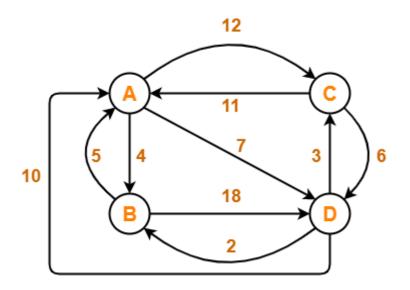






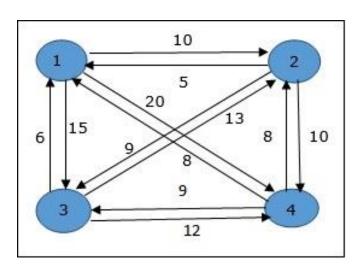


#### Traveling Salesman Problem: Question



- •Optimal path is:  $A \rightarrow C \rightarrow D \rightarrow B \rightarrow A$
- •Cost of Optimal path = **25 units**

### Traveling Salesman Problem: Question



"Thank you"

Any Questions?



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