

# Design and Analysis of Algorithm

## Backtrack (II)

- 1 Introduction to Branch and Bound
- 2 Knapsack Problem
- 3 Maximum Clique Problem (MCP)
- 4 Traveling Salesman Problem
- 5 Continuous Postage Problem

# Outline

1 Introduction to Branch and Bound

2 Knapsack Problem

3 Maximum Clique Problem (MCP)

4 Traveling Salesman Problem

5 Continuous Postage Problem

## Combinatorial Optimization

Combinatorial Optimization. finding an optimal solution  $x$  from a finite set of feasible/candidate solutions  $S$ .

- Constraint:  $P(x) = 1 \iff x \in S$
- Optimized function  $f(x) \rightarrow$  define optimal solution  
typical optimized function aims to maximize or minimize

### Example of Knapsack

- $P(x) : 2x_1 + 3x_2 + 4x_3 + 7x_4 \leq 10, x_i \in \mathbb{N}, i \in [4]$
- $f(x) : \max\{x_1 + 3x_2 + 5x_3 + 9x_4\}$

W.L.O.G always assume that maximization of  $f(x)$  is desired

- since one can find the minimum value of  $f(x)$  by finding the maximum of  $g(x) = -f(x)$

Extensively studied in operations research, applied mathematics and theoretical computer science.

- traveling salesman problem (TSP), minimum spanning tree problem (MST), knapsack problem

## Motivation

Combinatorial optimization problem can always be solved via enumeration of candidate solutions and testing them all

- enumeration can be done by **brute-force** searching the state space tree
  - leaf node  $\Leftrightarrow$  candidate solution

For  $\mathcal{NP}$ -hard problem, the state space could be exponentially large.

*Can we improve on the performance of brute-force search of state space tree?*

## Branch-and-Bound Method

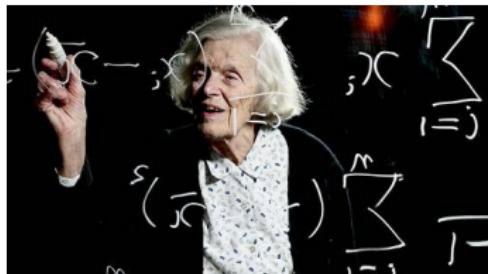
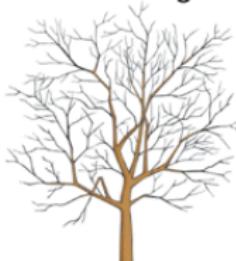


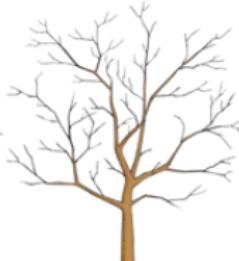
Figure: 1960, British: Ailsa Land and Alison Harcourt

the most commonly used technique for solving  $\mathcal{NP}$ -hard optimization problems

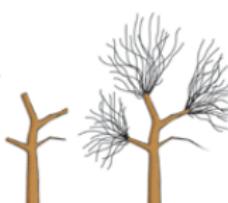
### A Look at Pruning



GOOD



NOT GOOD



## Key Elements of Branch-and-Bound

A B&B algorithm operates according to two principles:

- **Branching.** recursively split the search space into smaller spaces, then try to find maximal  $f(x)$  on these smaller spaces
  - **Bounding.** keep track of a **bound value**, compute an **upper bound** of  $f(x)$  in the smaller space, and use this **bound value** and the **upper bound** to “prune” the search space, eliminate candidate solutions that will not contain an optimal solution
- 

Key points of good “pruning”

- the setting of **bound value** (typically natural)
- the calculation of **upper bound** (relatively tricky)

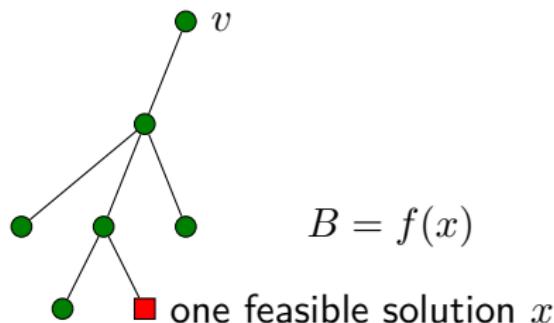
## Bound Value

**Meaning:** maximal optimized function value of current feasible solutions

**Initial Value:** 0 for maximize problem and  $\infty$  for minimize problem

### Update

- when find the first solution
- when find a better solution

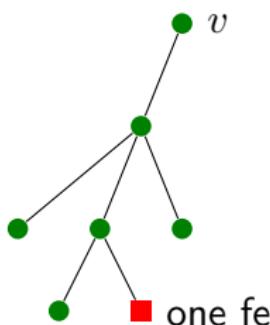


## Estimate/Bound Function

**Input:** node of tree, say,  $v$

**Output:** an upper bound of maximum value of all feasible solutions in the subtree with input node as root

**Soundness:** let  $v'$  be a child node of  $v$



$$E(v) \geq E(v')$$

the feasible solution set shrinks  
⇒ the upper bound is getting smaller  
**soundness** ⇒ will not miss solution

---

The choice of estimate function is not unique, one need to make a trade-off between

- computation cost vs. accuracy

## A Metaphor of Bound Function



曾梦想仗剑走天涯，  
看一看世界的繁华。



曾梦想仗剑走天涯

点此查看图片来源

因太胖取消原计划



好冷  
好饿  
年少的心总有些轻狂  
如今你四海为家

## Backtracking and Pruning

When navigating to a node  $v$ , the algorithm will stop branching and backtrack to parent node if one of the two following cases occurs:

- ① the set of feasible solutions  $A(v)$  is empty
  - no leaf node in the subtree satisfies the constraint predicate (same as naive backtracking with default constraint)
- ② the estimate function value is less than current bound value

$$E(v) < B$$

- simply prune this subtree and backtrack

# Outline

1 Introduction to Branch and Bound

2 Knapsack Problem

3 Maximum Clique Problem (MCP)

4 Traveling Salesman Problem

5 Continuous Postage Problem

## Example from Knapsack Problem with Repetition

Knapsack problem instance (weight limit  $W = 10$ )

label	weight	value
1	2	1
2	3	3
3	4	5
4	7	9

Constrained predicate  $P$ :

$$2x_1 + 3x_2 + 4x_3 + 7x_4 \leq 10, x_i \in \mathbb{N}, i \in [4]$$

Optimized function  $f$ :  $\max\{x_1 + 3x_2 + 5x_3 + 9x_4\}$

## Choice of Bound Function

For each node  $v = (x_1, \dots, x_k)$ , compute the upper bound of optimized function value of feasible solutions in the subtree

- Preprocessing: sort  $v_i/w_i$  via a decreasing order,  $i \in [n]$

$$\underline{E(v) = K(v) + \Delta(v)}$$

$K(v)$ : the value already loaded in the knapsack

$\Delta(v)$ : the maximum value that can be further loaded

Computation of  $\Delta(v = (x_1, \dots, x_k))$ :

- $\Delta(v) = \text{remaining weight} \times v_{k+1}/w_{k+1}$

Obviously, there exists more fine-grained method of computing  $E(v)$ , e.g., finding the first loadable item and then computing  $E(v)$  accordingly.

## Knapsack Instance

$$\max\{x_1 + 3x_2 + 5x_3 + 9x_4\}$$

$$2x_1 + 3x_2 + 4x_3 + 7x_4 \leq 10, x_i \in \mathbb{N}, i \in [4]$$

Re-arrange the label such that

$$\frac{v_i}{w_i} \geq \frac{v_{i+1}}{w_{i+1}}$$

After rearrangement

$$\max\{9x_1 + 5x_2 + 3x_3 + x_4\}$$

$$7x_1 + 4x_2 + 3x_3 + 2x_4 \leq 10, x_i \in \mathbb{N}, i \in [4]$$

## Branch-and-Bound Example

$$\max\{9x_1 + 5x_2 + 3x_3 + x_4\}$$

$$7x_1 + 4x_2 + 3x_3 + 2x_4 \leq 10, x_i \in \mathbb{N}, i \in [4]$$

estimate value  
current weight

branch

backtrack by Dominal property

update bound value

bound and prune

## Branch-and-Bound Example

$$\max\{9x_1 + 5x_2 + 3x_3 + x_4\}$$

$$7x_1 + 4x_2 + 3x_3 + 2x_4 \leq 10, x_i \in \mathbb{N}, i \in [4]$$

estimate value  
current weight

$$\frac{10 \cdot 9 / 7}{0}$$

branch

backtrack by Dominal property

update bound value

bound and prune

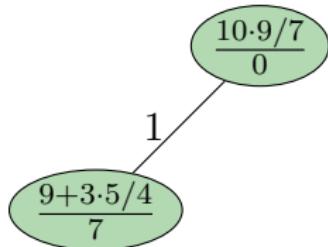
## Branch-and-Bound Example

$$\max\{9x_1 + 5x_2 + 3x_3 + x_4\}$$

$$7x_1 + 4x_2 + 3x_3 + 2x_4 \leq 10, x_i \in \mathbb{N}, i \in [4]$$

estimate value  
current weight

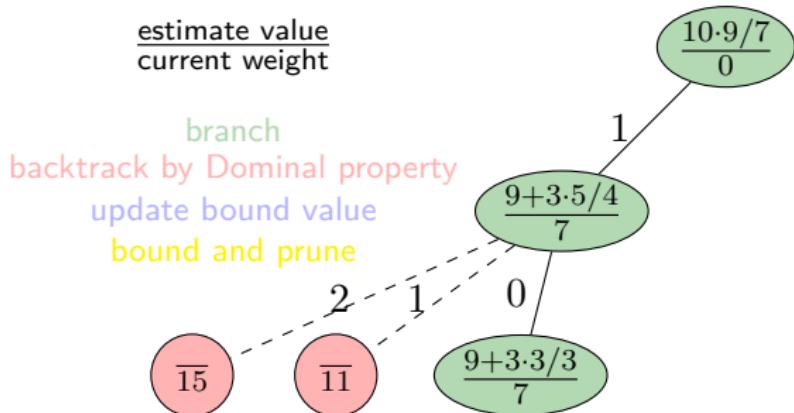
branch  
backtrack by Dominal property  
update bound value  
bound and prune



## Branch-and-Bound Example

$$\max\{9x_1 + 5x_2 + 3x_3 + x_4\}$$

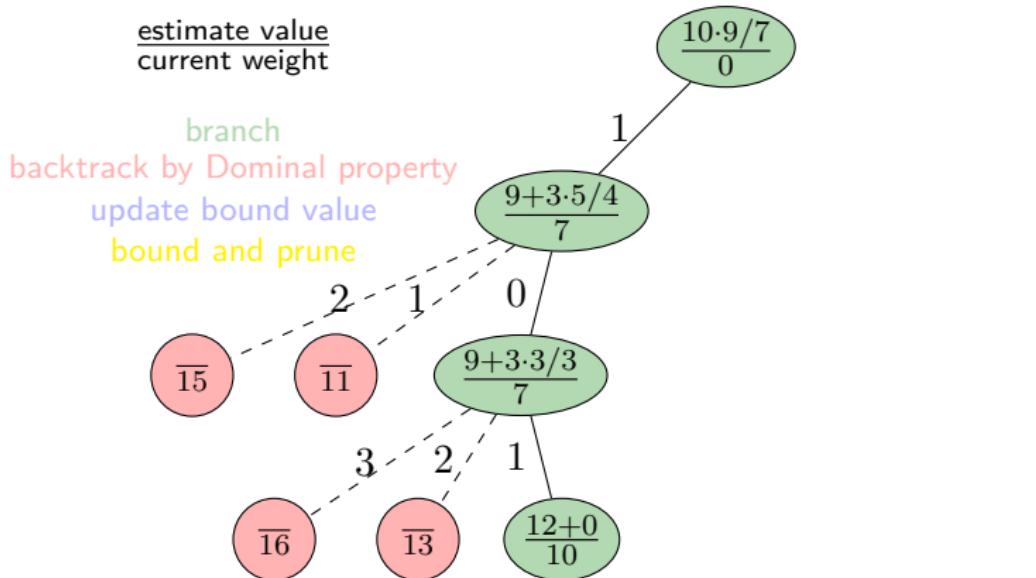
$$7x_1 + 4x_2 + 3x_3 + 2x_4 \leq 10, x_i \in \mathbb{N}, i \in [4]$$



## Branch-and-Bound Example

$$\max\{9x_1 + 5x_2 + 3x_3 + x_4\}$$

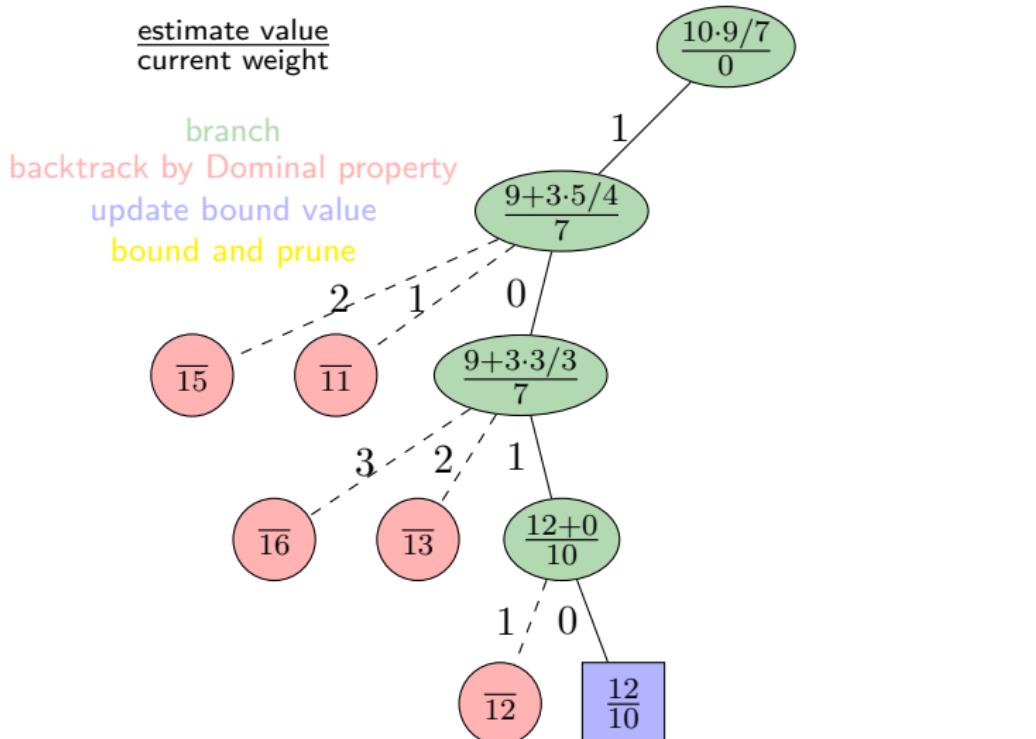
$$7x_1 + 4x_2 + 3x_3 + 2x_4 \leq 10, x_i \in \mathbb{N}, i \in [4]$$



## Branch-and-Bound Example

$$\max\{9x_1 + 5x_2 + 3x_3 + x_4\}$$

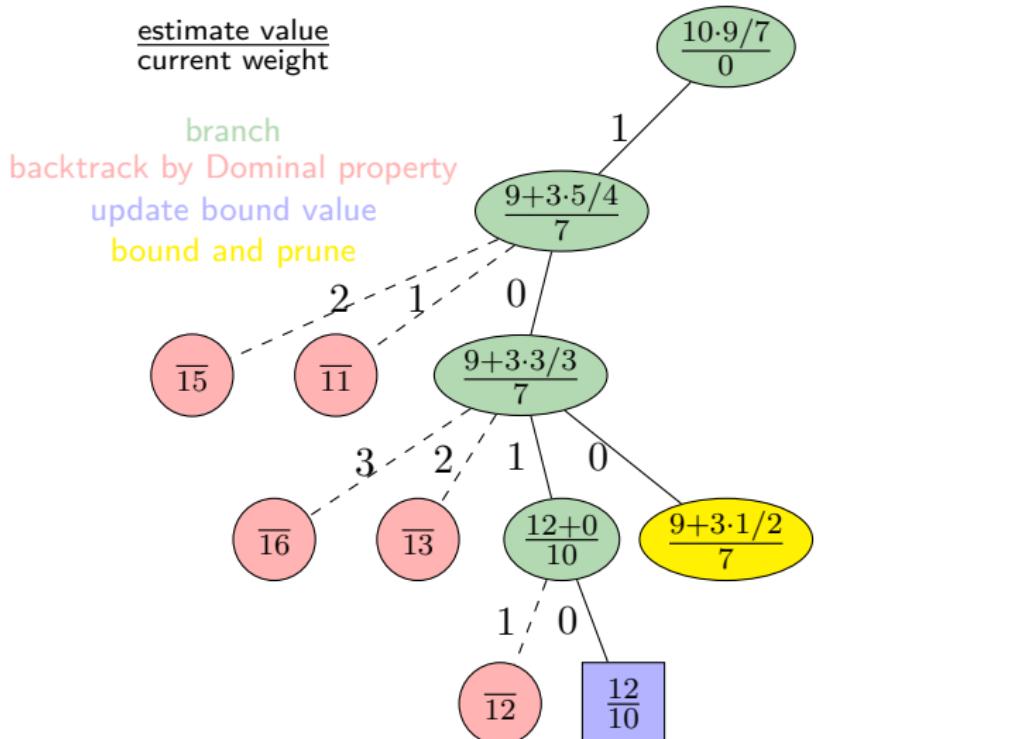
$$7x_1 + 4x_2 + 3x_3 + 2x_4 \leq 10, x_i \in \mathbb{N}, i \in [4]$$



## Branch-and-Bound Example

$$\max\{9x_1 + 5x_2 + 3x_3 + x_4\}$$

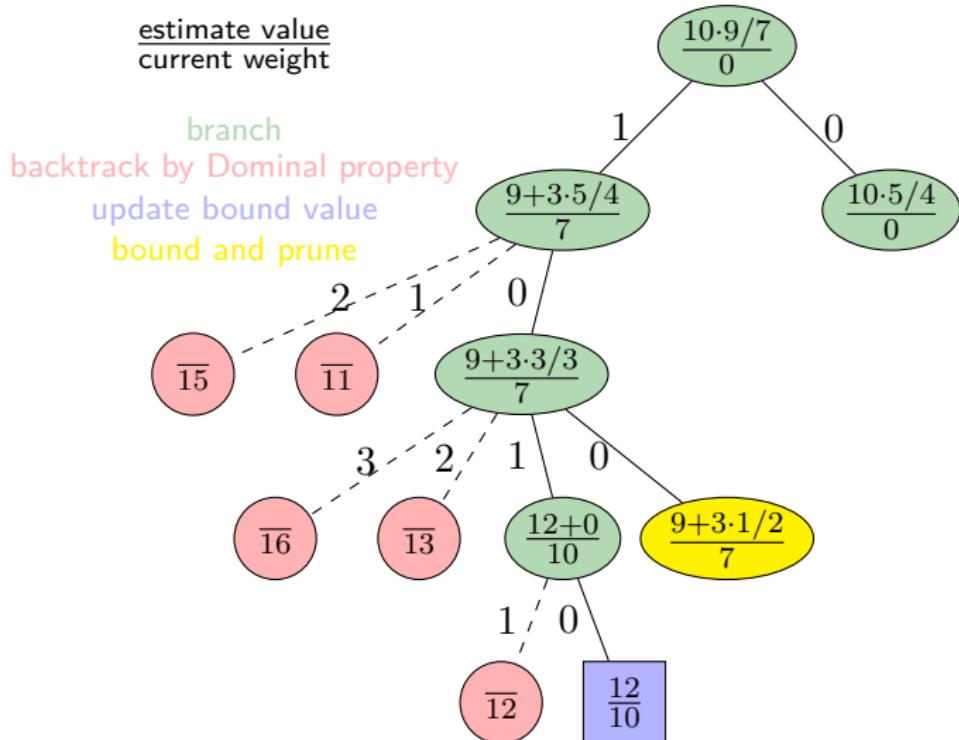
$$7x_1 + 4x_2 + 3x_3 + 2x_4 \leq 10, x_i \in \mathbb{N}, i \in [4]$$



## Branch-and-Bound Example

$$\max\{9x_1 + 5x_2 + 3x_3 + x_4\}$$

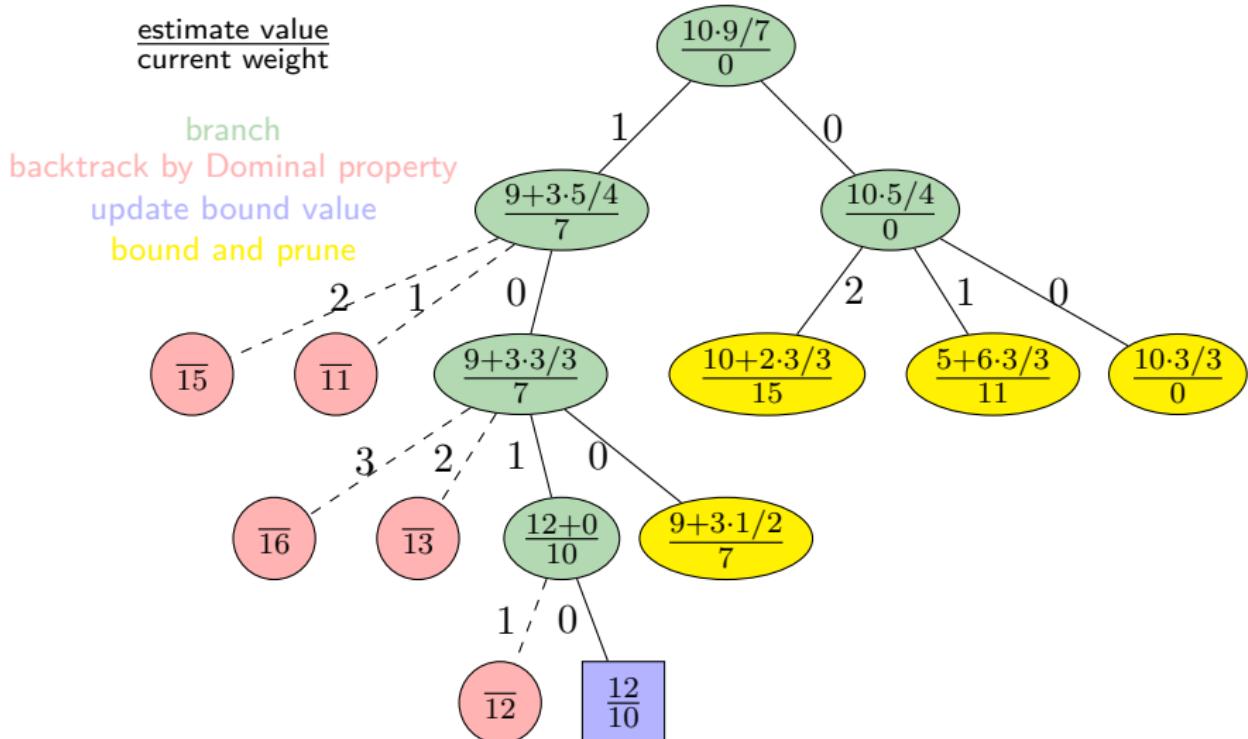
$$7x_1 + 4x_2 + 3x_3 + 2x_4 \leq 10, x_i \in \mathbb{N}, i \in [4]$$



## Branch-and-Bound Example

$$\max\{9x_1 + 5x_2 + 3x_3 + x_4\}$$

$$7x_1 + 4x_2 + 3x_3 + 2x_4 \leq 10, x_i \in \mathbb{N}, i \in [4]$$



## Thinking and Summary

Q. Is the preprocessing step necessary?

A. No. But it can speed up the computation of bound function.

Q. Other possible choice of bound function?

A. Yes. But make sure it is easy to compute, hit a **sweet balance** between the cost and gain of pruning

---

Branch-and-Bound method  $\leadsto$  Combinatorial Optimization

- bound value setting and updating
- estimate function (represent the optimistic estimation)  $\Rightarrow$  guarantee that pruning will not miss solution
- pruning: compare bound value and estimate function value

# Outline

1 Introduction to Branch and Bound

2 Knapsack Problem

3 Maximum Clique Problem (MCP)

4 Traveling Salesman Problem

5 Continuous Postage Problem

## Concepts of Graph

Let  $G = (V, E)$  be an undirected graph

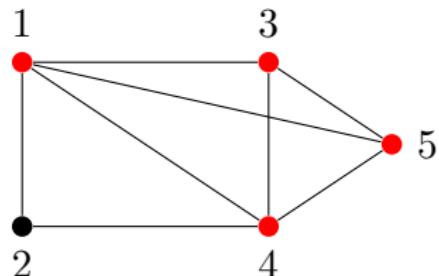
**Subgraph:**  $G' = (V', E')$ , where  $V' \subseteq V$ ,  $E' \subseteq E$

**Cograph:**  $\overline{G} = (V, \overline{E})$ , where  $\overline{E}$  is the co-set of  $E$  regarding the complete graph over  $V$

**Clique:** A complete subgraph of  $G$

**Maximum Clique:** A clique with the largest possible number of vertices.

- MCP is a classical combinatorial optimization problem in graph theory.



maximum clique = {1, 3, 4, 5}

## Independent Set and Clique (独立集与团)

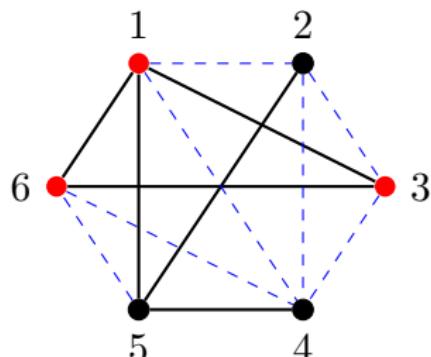
Let  $G = (V, E)$  be an undirected graph

**Independent Set.** A subset  $U$  of  $V$ , s.t.  $\forall u, v \in U, (u, v) \notin E$

**Maximum Independent Set.** An independent set of largest possible size for  $G$ .

**Claim:**  $U$  is the maximum clique of  $G$  if and only if  $U$  is the maximum independent set of  $\bar{G}$ .

independent set  $\leftrightarrow$  clique in co-graph



$\{1, 3, 6\}$   
maximum clique of  $G$   
maximum independent set of  $\bar{G}$

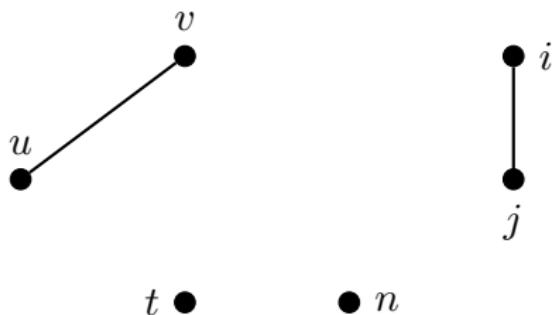
## Applications of Maximum Clique

Numerous applications of MCP

- coding, cluster analysis, computer vision, economics, mobile communication, VLSI design

**Example from coding.** Noisy in the channel may disturb code transmission. Consider confusion graph  $G = (V, E)$ ,  $V$  is a finite set of symbols

$(u, v) \in E$  or  $E(u, v) = 1 \Leftrightarrow u$  and  $v$  are likely confused

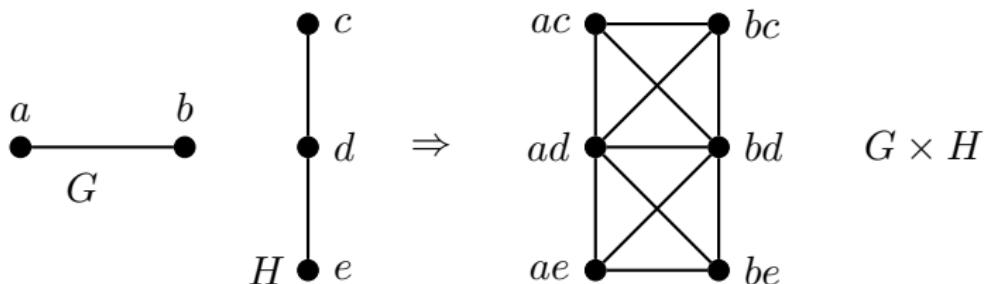


## Coding Design

In coding design, we usually use a string to encode a symbol.

**Confusion of codeword.** We say two strings  $xy$  and  $uv$  are likely to be confused if and only if

$$(E(x, u) = 1 \wedge E(y, v) = 1) \vee \\ (x = u \wedge E(y, v) = 1) \vee (E(x, u) = 1 \wedge y = v)$$



Vetics in  $G \times H$  are candidate codewords

- two codewords are confused if there is an edge between them

To reduce noisy disturb, we need to find MIS in  $G \times H$ .

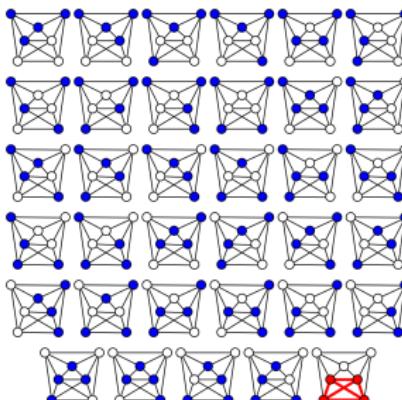
## Maximum Clique Problem (最大团)

**Problem.** Given an undirected graph  $G = (V, E)$ , where  $V = \{1, \dots, n\}$ , find its maximum clique.

**Solution.** An  $n$ -dimension vector  $(x_1, x_2, \dots, x_n) \in \{0, 1\}^n$ ,  $x_k = 1$  if and only if  $k$  is in the maximum clique of  $G$ .

**Brute Force Algorithm.** For every subset of  $V$ , check if it forms a clique, i.e., a complete subgraph.

# subsets of  $V$  is  $2^n \rightsquigarrow$  exponential time complexity  $O(n^2) \cdot 2^n$



## Branch-and-Bound Method

**Search tree:** Subset tree (a binary tree: the path from leaf node to root determines a subset)

Node  $(x_1, x_2, \dots, x_k)$ : have checked nodes  $1, 2, \dots, k$ ,  $x_i = 1$  denotes  $i$  belongs to the current clique,  $i \in [k]$

**Constraint.**  $x_{k+1} = 1$  if and only if it connects to all the nodes in the current clique

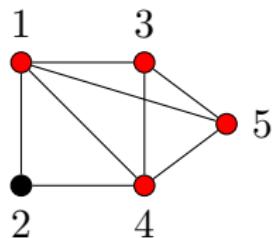
**Bound value:** # vertices in the current maximum clique

**Estimate function:** the largest number of vertices that current clique may expand to:  $E(v) = C(v) + (n - k)$ .

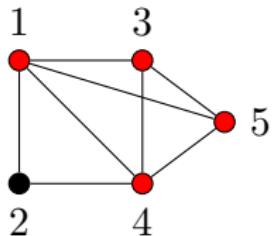
- $C(v)$ : # of vertices in the current clique (initial value is 0)
- $k$ : the depth of  $v$

$E$  is simple but too coarse  $\leadsto$  worse-case complexity is  $O(n2^n)$ , asymptotically same as the brute-force algorithm

## Demo of Search

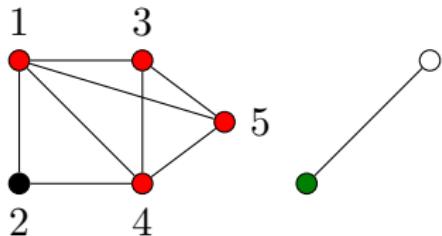


## Demo of Search



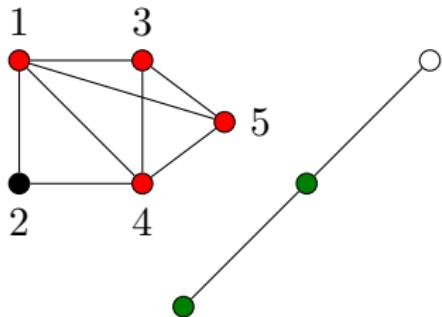
initial value  $B = 0$

## Demo of Search



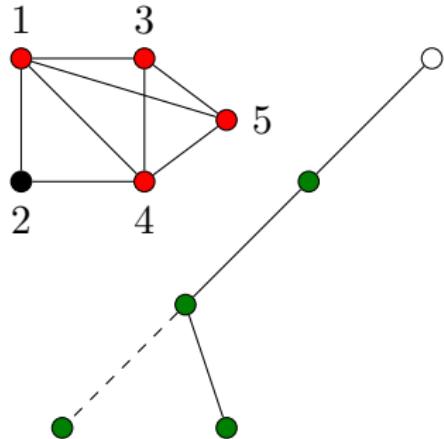
initial value  $B = 0$

## Demo of Search



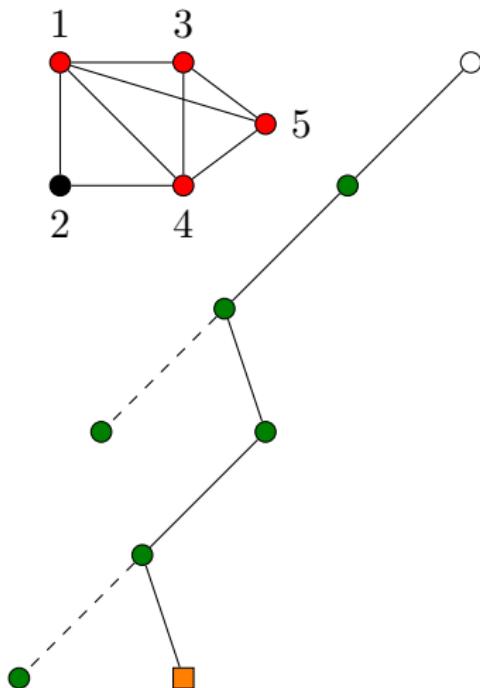
initial value  $B = 0$

## Demo of Search



initial value  $B = 0$

## Demo of Search

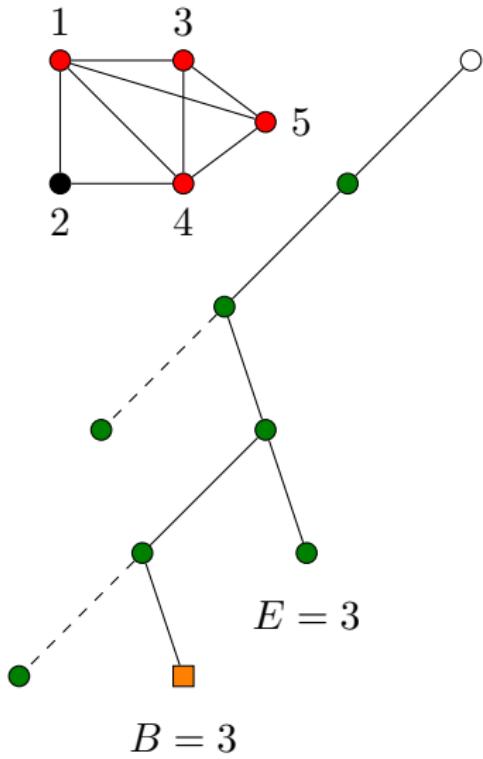


initial value  $B = 0$

$\text{MC} = \{1, 2, 4\}, B = 3$

$$B = 3$$

## Demo of Search

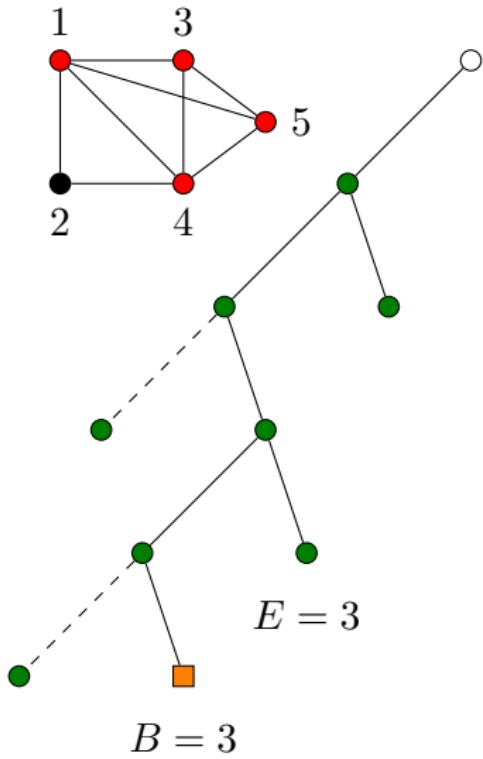


initial value  $B = 0$

$\text{MC} = \{1, 2, 4\}, B = 3$

$E = 3 \leq B$ , backtrack

## Demo of Search

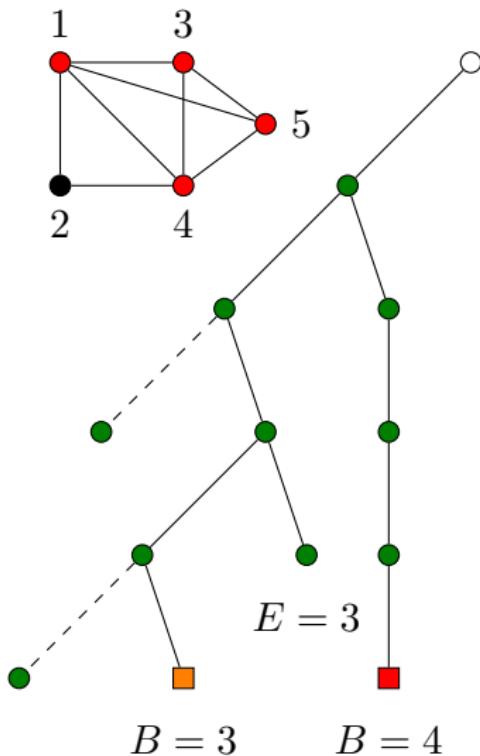


initial value  $B = 0$

$MC = \{1, 2, 4\}$ ,  $B = 3$

$E = 3 \leq B$ , backtrack

## Demo of Search



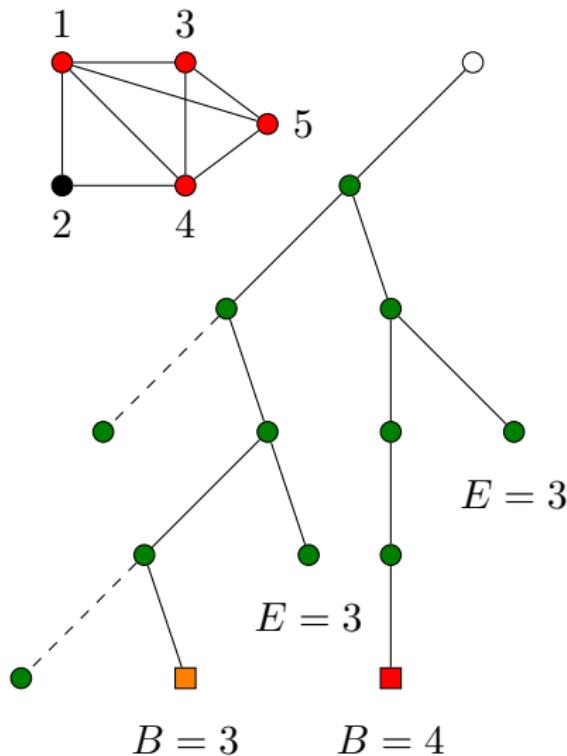
initial value  $B = 0$

$\text{MC} = \{1, 2, 4\}, B = 3$

$E = 3 \leq B$ , backtrack

$\text{MC} = \{1, 3, 4, 5\}, B = 4$

## Demo of Search



initial value  $B = 0$

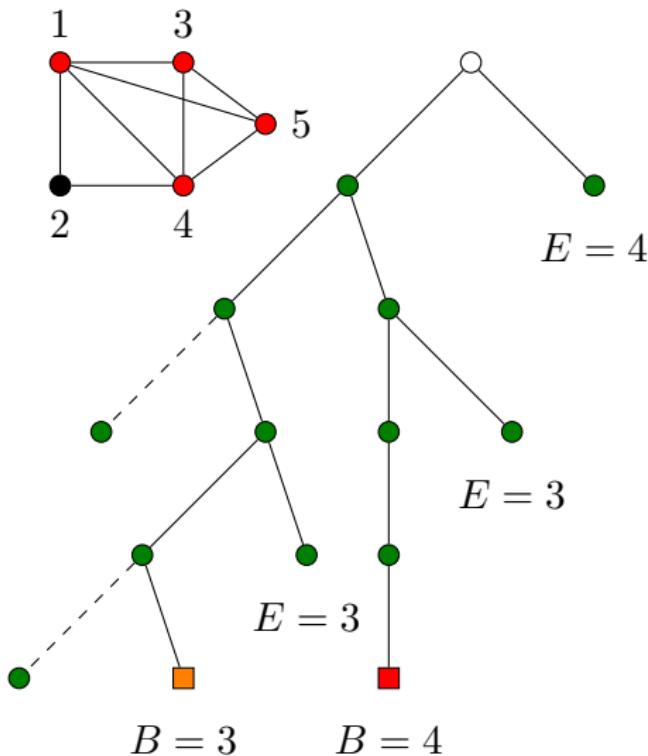
$\text{MC} = \{1, 2, 4\}, B = 3$

$E = 3 \leq B$ , backtrack

$\text{MC} = \{1, 3, 4, 5\}, B = 4$

$E = 3 < B$ , backtrack

## Demo of Search



initial value  $B = 0$

$MC = \{1, 2, 4\}, B = 3$

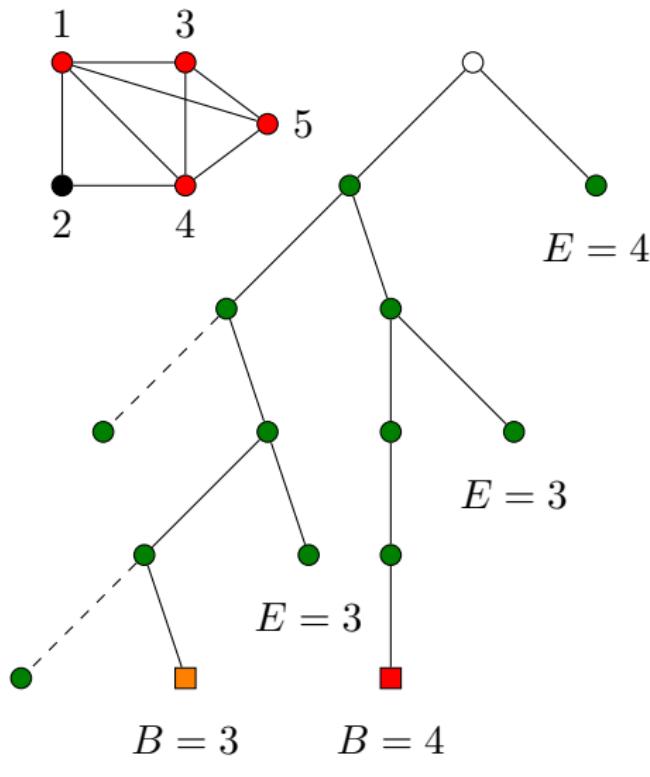
$E = 3 \leq B$ , backtrack

$MC = \{1, 3, 4, 5\}, B = 4$

$E = 3 < B$ , backtrack

$E = 4 \leq B$ , backtrack

## Demo of Search



initial value  $B = 0$

$\text{MC} = \{1, 2, 4\}, B = 3$

$E = 3 \leq B$ , backtrack

$\text{MC} = \{1, 3, 4, 5\}, B = 4$

$E = 3 < B$ , backtrack

$E = 4 \leq B$ , backtrack

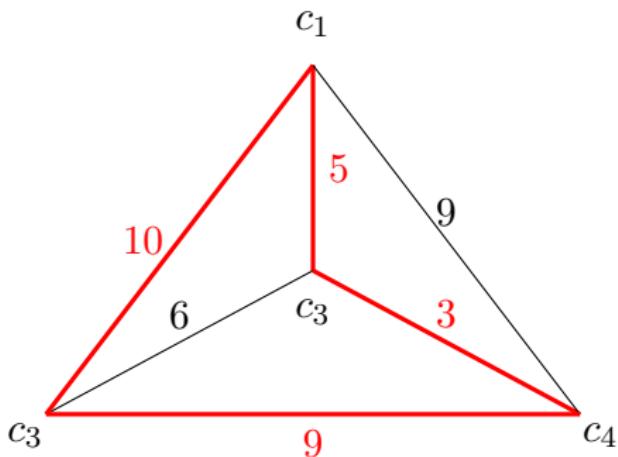
$\text{MC} = \{1, 3, 4, 5\}$

# Outline

- 1 Introduction to Branch and Bound
- 2 Knapsack Problem
- 3 Maximum Clique Problem (MCP)
- 4 Traveling Salesman Problem
- 5 Continuous Postage Problem

## Traveling Salesman Problem (TSP)

**Problem.** Given  $n$  cities and the distances between each pair of cities, what is the shortest possible route that visits each city and returns to the origin city?



## Modeling

**Input.** A finite set of cities  $C = \{c_1, c_2, \dots, c_n\}$ , distance  $e(c_i, c_j) = e(c_j, c_i) \in \mathbb{Z}^+$ ,  $1 \leq i < j \leq n$ .

**Solution.** A permutation of  $(1, 2, \dots, n)$  —  $(i_1, i_2, \dots, i_n)$  such that:

$$\min \left\{ \sum_{i=1}^n e(c_{k_i \bmod n}, c_{k_{i+1} \bmod n}) \right\}$$

---

**State space.** Permutation tree, node  $(i_1, i_2, \dots, i_k)$  represents route up to  $k$  steps

**Constraint.** Let  $S = \{i_1, i_2, \dots, i_k\}$ , then  $i_{k+1} \in V - S$ , cause every node can be visited once and only once.

## Bound Value and Estimate Function

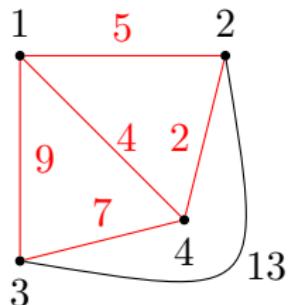
Bound Value: the length of current shortest route

Estimate Function: let the length of shortest edge connected to  $c_i$  is  $\ell_i$ ,  $d_j$  is the  $j$ -th length in the current route

$$E([i_1, \dots, i_k]) = \sum_{j=1}^{k-1} d_j + \ell_{i_k} + \sum_{i_j \notin S} \ell_{i_j}$$

- the first part: length of traveled route
- the second part: lower bound of rest route

## Example of Bound Function

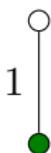


$$E([i_1, \dots, i_k]) = \sum_{j=1}^{k-1} d_j + \ell_{i_k} + \sum_{i_j \in V - S} \ell_{i_j}$$

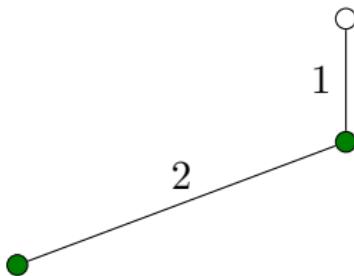
Partial route:  $(1, 3, 2)$ ,  $E([1, 3, 2]) = (9 + 13) + 2 + 2 = 26$ ,  
 $S = \{1, 3, 2\}$ ,  $V - S = \{4\}$

- $9 + 13$ : length of traveled route
- 2: length of shortest edge connected to node 2
- 2: length of shortest edge connected to node 4

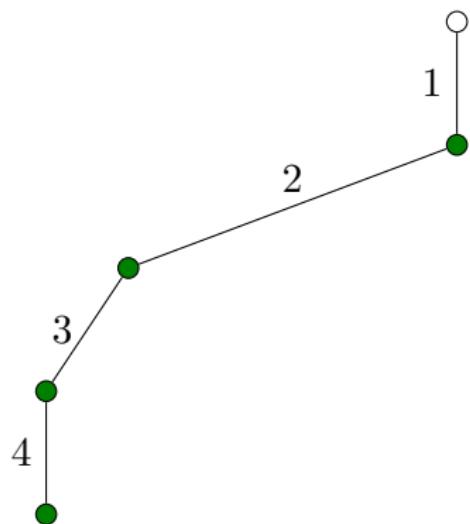
## Demo of Search



## Demo of Search

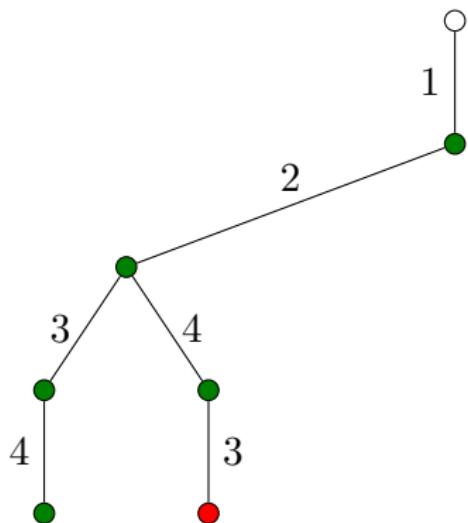


## Demo of Search



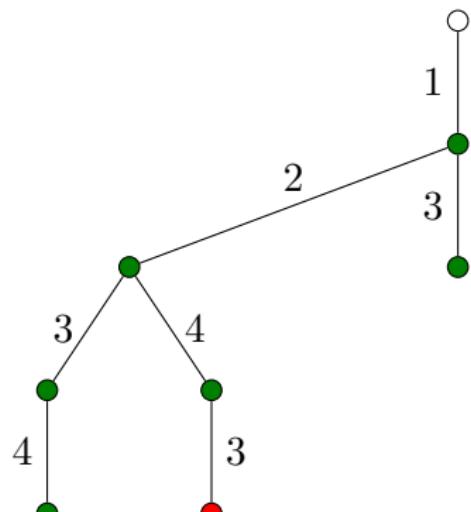
$$B = 29$$

## Demo of Search



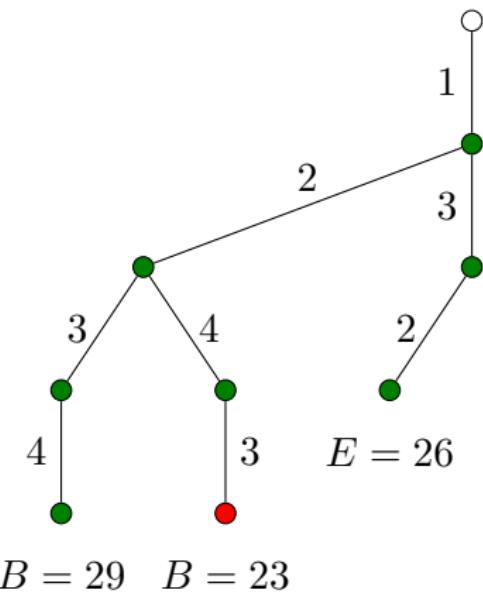
$$B = 29 \quad B = 23$$

## Demo of Search

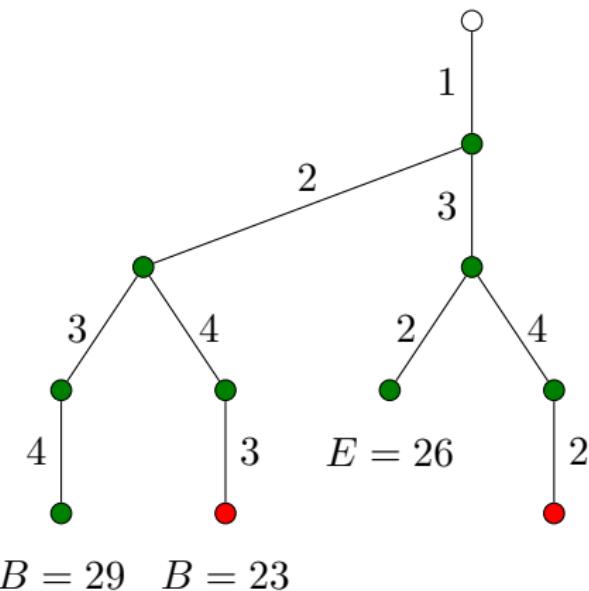


$$B = 29 \quad B = 23$$

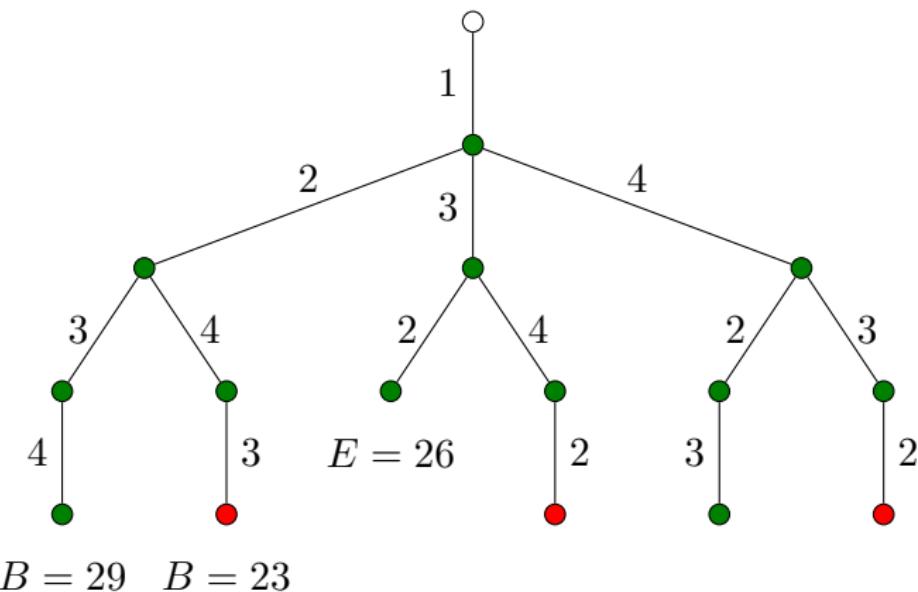
## Demo of Search



## Demo of Search



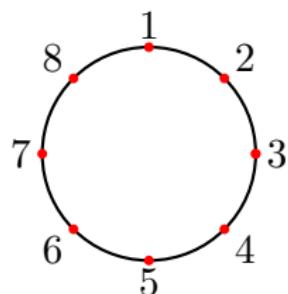
## Demo of Search



## Complexity Analysis (1/2)

# leaf nodes:  $(n - 1)!$

- each leaf node corresponds to a route
- each route (actually a circle) has  $n$  cities  $\leadsto$  equivalence under shift  $\leadsto$  at most  $(n - 1)!$  different routes

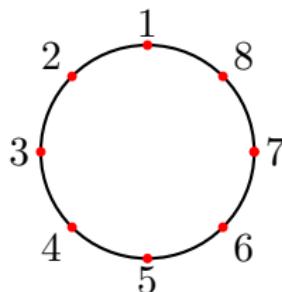
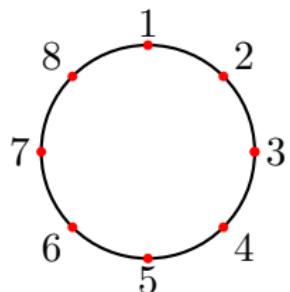


## Complexity Analysis (1/2)

# leaf nodes:  $(n - 1)!$

- each leaf node corresponds to a route
- each route (actually a circle) has  $n$  cities  $\leadsto$  equivalence under shift  $\leadsto$  at most  $(n - 1)!$  different routes

Further observation: solution is a cycle in undirected graph  $\leadsto$  clockwise and counter-clockwise are symmetric  $\leadsto$  at most  $(n - 1)!/2$  different routes (two equivalences do not overlap)



## Complexity Analysis (2/2)

Complexity of  $E(\cdot)$  is  $O(1) \rightsquigarrow$  traveling each route requires  $O(n)$

$$E(i_1, \dots, i_k) = \sum_{j=1}^{k-1} d_j + \ell_{i_k} + \sum_{i_j \in V-S} \ell_{i_j}$$

## Complexity Analysis (2/2)

Complexity of  $E(\cdot)$  is  $O(1) \rightsquigarrow$  traveling each route requires  $O(n)$

$$E(i_1, \dots, i_k) = \sum_{j=1}^{k-1} d_j + \ell_{i_k} + \sum_{i_j \in V-S} \ell_{i_j}$$

- update when move to its child node  $i_{k+1}$  (add  $d_k - \ell_{i_k}$ ),  
where  $d_k = e(i_k, i_{k+1})$

$$\begin{aligned} E(i_1, \dots, i_k, i_{k+1}) &= \sum_{j=1}^k d_j + \ell_{i_{k+1}} + \sum_{i_j \in V-(S+i_{k+1})} \ell_{i_j} \\ &= \sum_{j=1}^k d_j + \sum_{i_j \in V-S} \ell_{i_j} \end{aligned}$$

- the initial value is  $E([i_1]) = \sum_{j=1}^k \ell_{i_j}$

## Complexity Analysis (2/2)

Complexity of  $E(\cdot)$  is  $O(1) \rightsquigarrow$  traveling each route requires  $O(n)$

$$E(i_1, \dots, i_k) = \sum_{j=1}^{k-1} d_j + \ell_{i_k} + \sum_{i_j \in V-S} \ell_{i_j}$$

- update when move to its child node  $i_{k+1}$  (add  $d_k - \ell_{i_k}$ ),  
where  $d_k = e(i_k, i_{k+1})$

$$\begin{aligned} E(i_1, \dots, i_k, i_{k+1}) &= \sum_{j=1}^k d_j + \ell_{i_{k+1}} + \sum_{i_j \in V-(S+i_{k+1})} \ell_{i_j} \\ &= \sum_{j=1}^k d_j + \sum_{i_j \in V-S} \ell_{i_j} \end{aligned}$$

- the initial value is  $E([i_1]) = \sum_{j=1}^k \ell_{i_j}$

The overall worse case complexity is  $O(n!)$

# Outline

- 1 Introduction to Branch and Bound
- 2 Knapsack Problem
- 3 Maximum Clique Problem (MCP)
- 4 Traveling Salesman Problem
- 5 Continuous Postage Problem

## Continuous Postage Problem

**Problem.** Suppose a country issues stamps of  $n$  different denominations, and requires a maximum of  $m$  sheets per envelope.



**Goal.** For a given value of  $n$  and  $m$ , find the best design for the face value of the stamp so that the maximum continuous postage interval starting from postage 1 can be posted on an envelope.

**Example:**  $n = 5, m = 4$

- design 1:  $V = (1, 3, 11, 15, 32) \Rightarrow$  continuous range  $[1, \dots, 70]$
- design 2:  $V = (1, 6, 10, 20, 30) \Rightarrow$  continuous range  $[1, 2, 3, 4]$

## Algorithm Design

Feasible solution.  $(x_1, x_2, \dots, x_n)$ ,  $x_1 = 1$ ,  $x_1 < x_2 < \dots < x_n$

Search strategy. DFS

Branching Constraint. At node  $v = (x_1, x_2, \dots, x_k)$ , the largest continuous range is  $[1, \dots, r_k]$ , then  $x_{k+1} \in [x_k + 1, \dots, r_k + 1]$

- left boundary: the denomination is of ascending order
- right boundary: otherwise, if  $x_{k+1} > r_k + 1$ ,  $r_k + 1$  can not be expressed  $\leadsto$  a breakpoint

*How to compute  $r_k$ ?*

## Computation of $r_k$

According to the definition, the largest continuous range  $[1, r_k]$  derived from  $(k, m)$ -combination implies  $r_k$  requires at most  $m$  stamps while  $r_k + 1$  requires at least  $m + 1$  stamps.

We will use the above observation to compute  $r_k$ .

- Define a function  $h_k(v)$  that computes minimal number of stamps for value  $v$  using the first  $k$ -types of stamps with face value  $(x_1, \dots, x_k)$ :
- Now, we can compute  $r_k$  via

$$r_k = \min\{v \mid h_k(v) \leq m, h_k(v+1) > m\}$$

Such value (breakpoint) may not be unique, we have to compute the min. Consider the instance  $(1, 5, 20)$ ,  $m = 3$ .

- ①  $h_3(3) = 3, h_3(4) = \infty$ : the first breakpoint is 4
- ②  $h_3(22) = 3, h_3(23) = \infty$ : the second breakpoint is 23

## Computation of $h_k$

$h_k(v)$ : the minimal number of stamps that yields value  $v$  using the first  $k$  types of stamps

$$h_k(v) = \begin{cases} \min_{0 \leq t \leq m} \{t + h_{k-1}(v - tx_k)\} & \text{if } k > 1 \\ v & \text{if } k = 1 \\ +\infty & \text{if } v > mv_k \end{cases}$$

Demo of  $n = 4, m = 3$

- $(x_1 = 1)$

$h_1(0) = 0, h_1(1) = 1, h_1(2) = 2, h_1(3) = 3, h_1(4) = +\infty,$   
 $r_1 = 3 \rightsquigarrow$  range of 2nd stamp is  $[2, 4]$

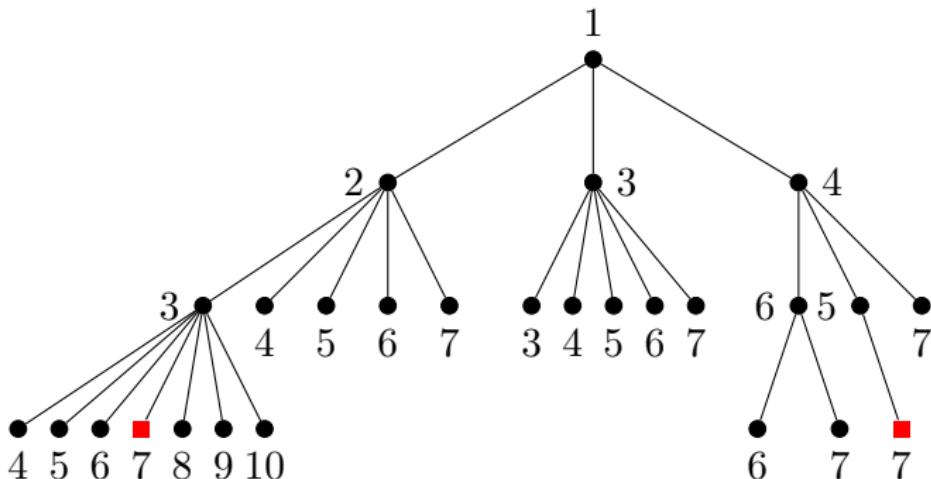
- $(x_1 = 1, x_2 = 2)$

$h_2(0) = 0, h_2(1) = 1, h_2(2) = 1, h_2(3) = 2, h_2(4) = 2,$   
 $h_2(5) = 3, h_2(6) = 3, h_2(7) = 4, r_2 = 6 \rightsquigarrow$  range of 3st stamp is  $[3, 7]$

- $(x_1 = 1, x_2 = 2, x_3 = 3)$

$h_3(0) = 0, h_3(1) = 1, h_3(2) = 1, h_3(3) = 1, h_3(4) = 2,$   
 $h_3(5) = 2, h_3(6) = 2, h_3(7) = 3, h_3(8) = 3, h_3(9) = 3,$   
 $h_3(10) = 4, r_3 = 9 \rightsquigarrow$  range of 4th stamp is  $[4, 10]$

## Part of the Search Tree: $n = 4, m = 3$



Best design is  $(1, 4, 6, 7) \Rightarrow h_4(21) = 3, h_4(22) = 4 \rightsquigarrow$  largest continuous range  $[1, \dots, 21]$

branching is not fixed at the very beginning, need dynamic programming to compute the possible branches

## Summary (1/3)

General steps for solving combinatorial optimization problem

- solution  $\leadsto$  vector
  - state space  $\leadsto$  search tree (partial vector is inner node, vector is leaf node)
  - searching order (DFS, BFS)
- 

Brute-force algorithm: travel the entire tree (recall the integer solution for inequality problem)

不要跟我说  
什么技术分析



*Can we implement the brute-force algorithm smartly?*

## Summary (2/3)

Yes. The backtracking technique! Backtracking need **criteria**

### Basic backtracking

- Derive the criteria from the default constraint: ensure that the Domino property holds



### Additional optimization trick

- It is possible to explore symmetric property to reduce the size of the search tree

**Example:** loading problem, graph coloring problem

## Summary (3/3)

### Advanced backtracking

- Branch-and-bound method: in addition to default criteria, introduce **bound value** and **estimate function** to prune the search tree (utilizing obtained results)  $\leadsto$  further reduce the complexity  $\leadsto$  fine-grained criteria



用点子智慧

Example: MCP, TSP

When applying the branch-and-bound method, one need to find a trade-off between the gain and cost