

**Course Name:
Analysis and
Design of
Algorithms**

Topics to be covered

- Branch and Bound
 - General Method
 - Travelling Salesman

General search strategies

Backtracking

Explore all alternatives

- Solution constructed by stepwise choices
- Decision tree
- Guarantees optimal solution
- Exponential time (slow)

Depth-first search

- Implement as stack (*push, pop, isempty*)
- Linear time memory

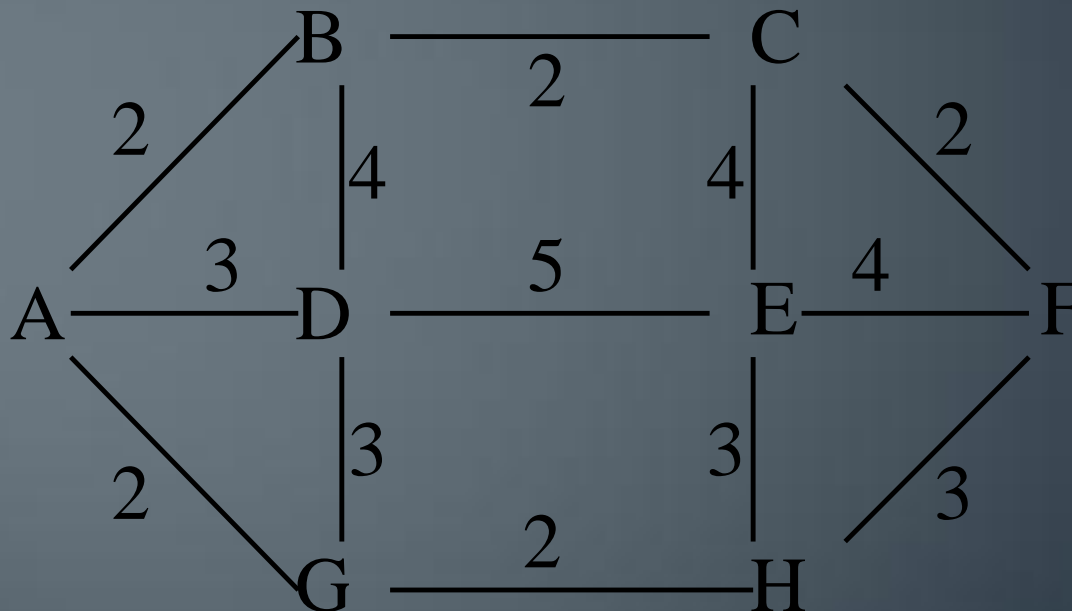
Breadth-first search

- Implemented by queue (*enqueue, dequeue, isempty*)

Traveling salesman problem

Input: graph (V,E)

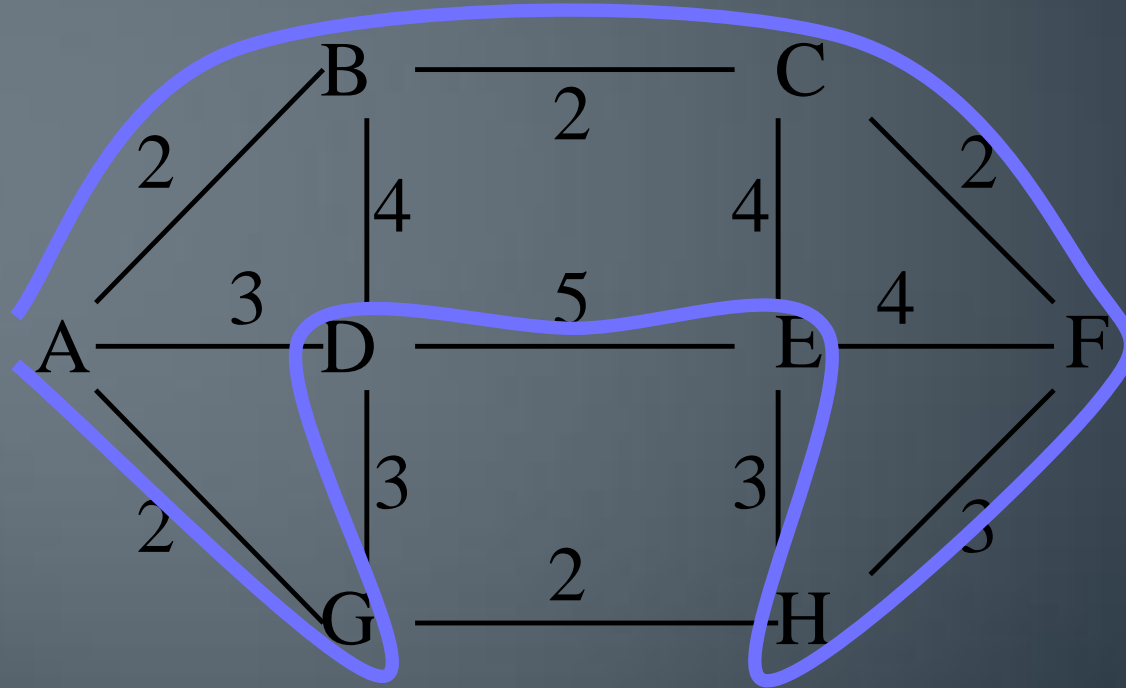
Problem: Find shortest path via all nodes and returning to start node.



Traveling salesman problem

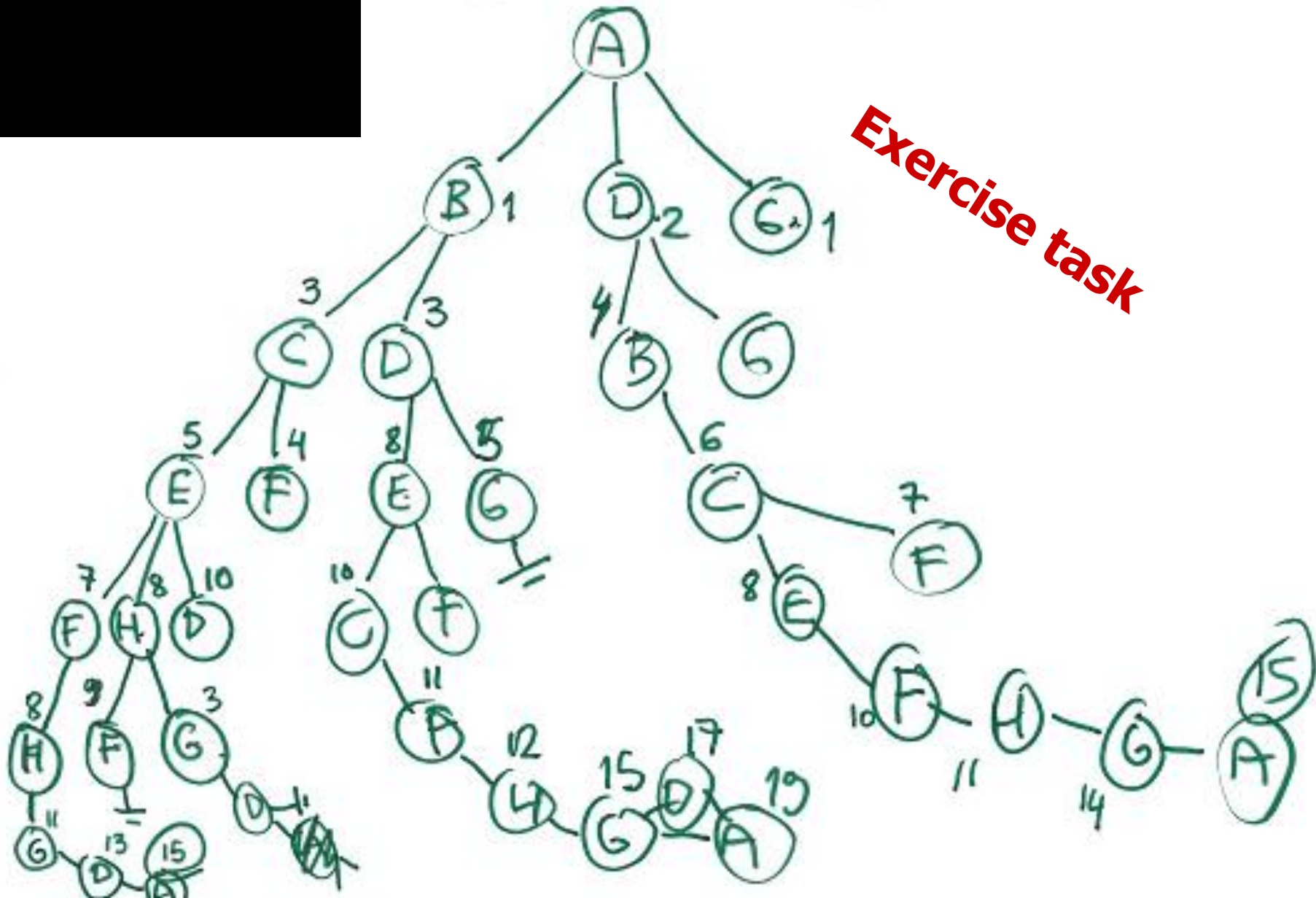
Input: graph (V,E)

Output: path $(p_1, p_2, \dots, p_n, p_{n+1})$



Solution = A-B-C-F-H-E-D-G-A
Length = 22

Traveling salesman problem



Knapsack problem

Problem definition

Input: Weight of N items $\{w_1, w_2, \dots, w_n\}$
Cost of N items $\{c_1, c_2, \dots, c_n\}$
Knapsack limit S

Output: Selection for knapsack: $\{x_1, x_2, \dots, x_n\}$
where $x_i \in \{0, 1\}$.

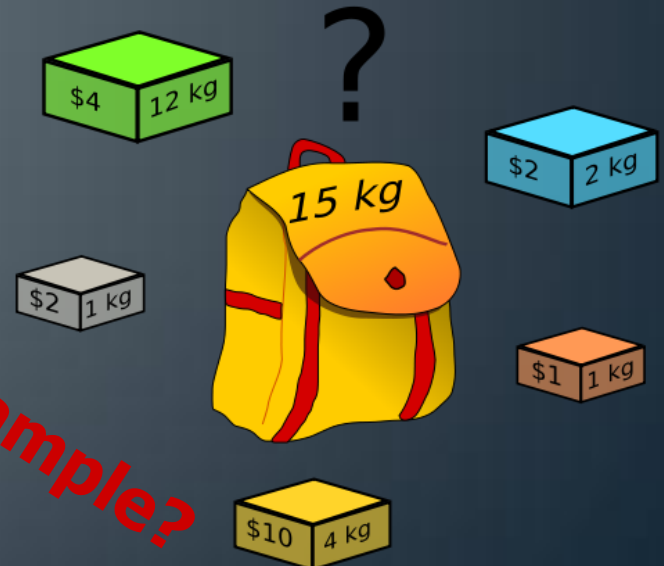
Sample input:

$$w_i = \{1, 1, 2, 4, 12\}$$

$$c_i = \{1, 2, 2, 10, 4\}$$

$$S = 15$$

Real example?



Knapsack problem

Simplified

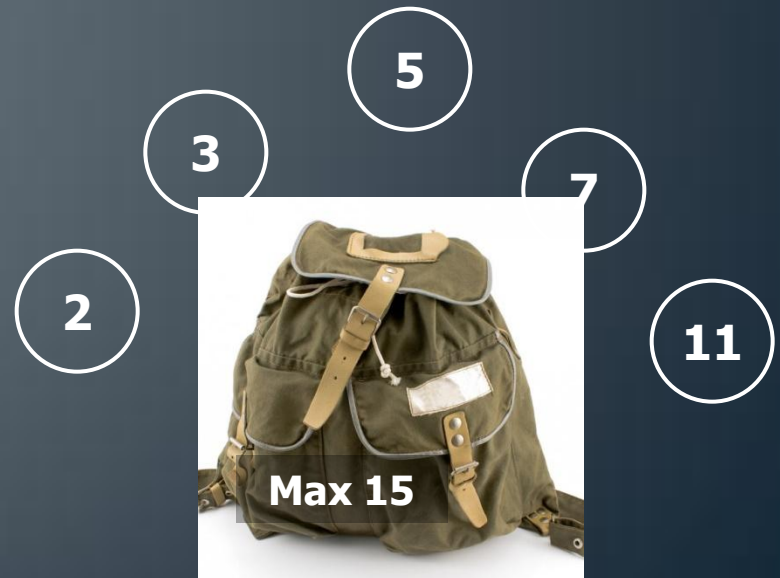
Input: Weight of N items $\{w_1, w_2, \dots, w_n\}$
Knapsack limit S

Output: Selection for knapsack: $\{x_1, x_2, \dots, x_n\}$
where $x_i \in \{0, 1\}$.

Sample input:

$$w_i = \{2, 3, 5, 7, 11\}$$

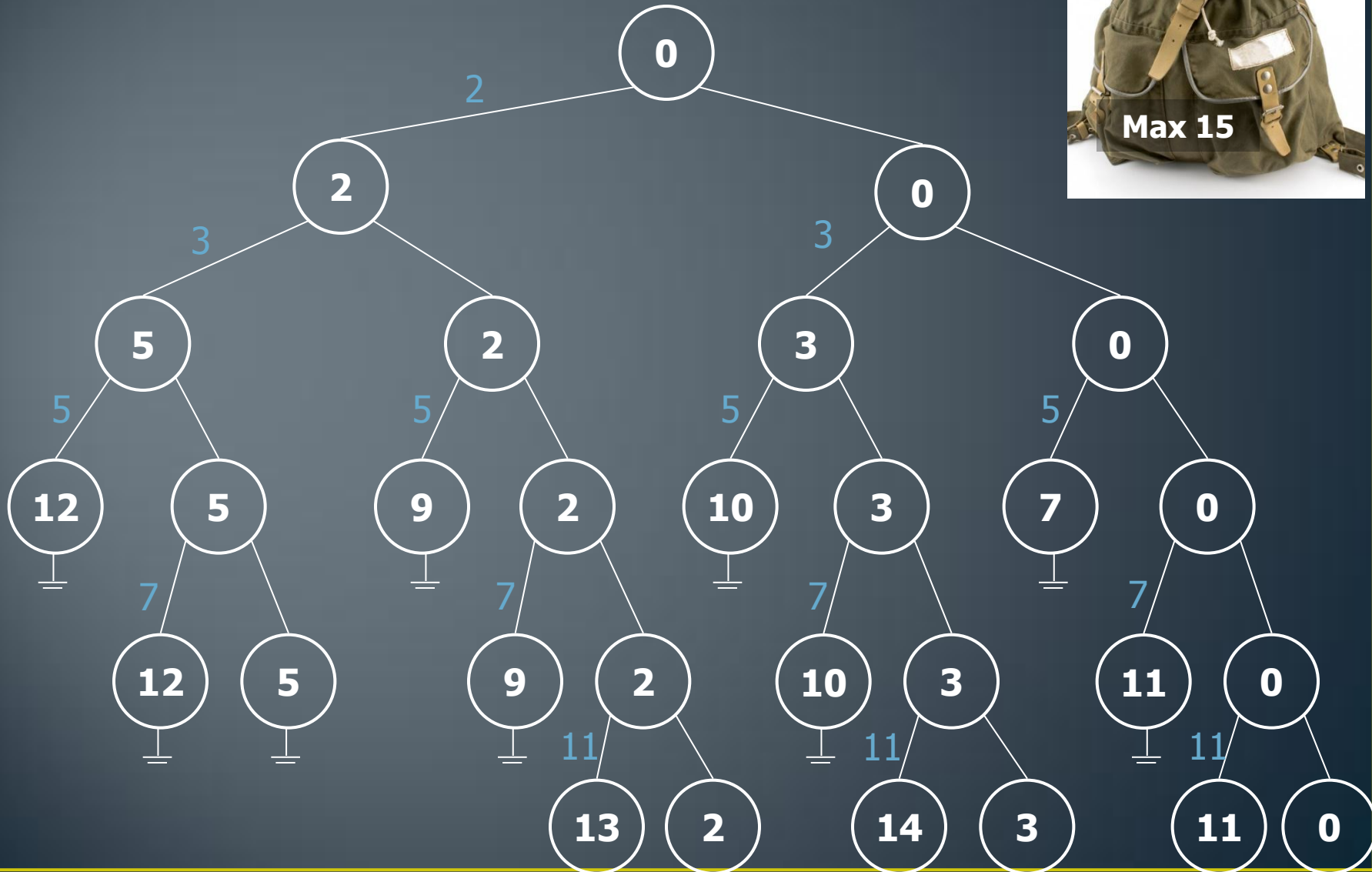
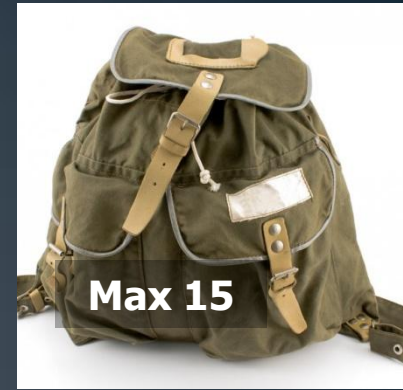
$$S = 15$$



Knapsack problem

Branch-and-bound

$$w_i = \{2, 3, 5, 7, 11\}$$



Something here

When time

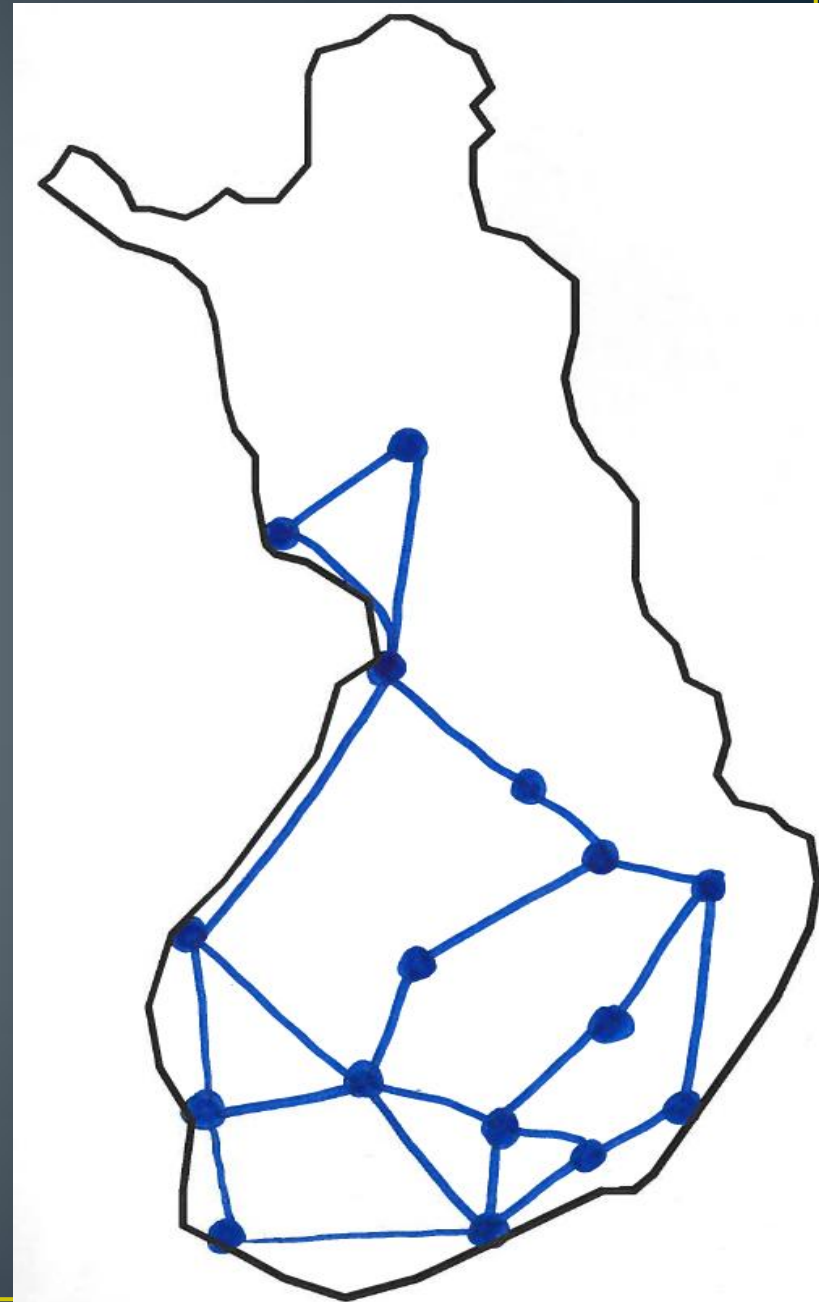
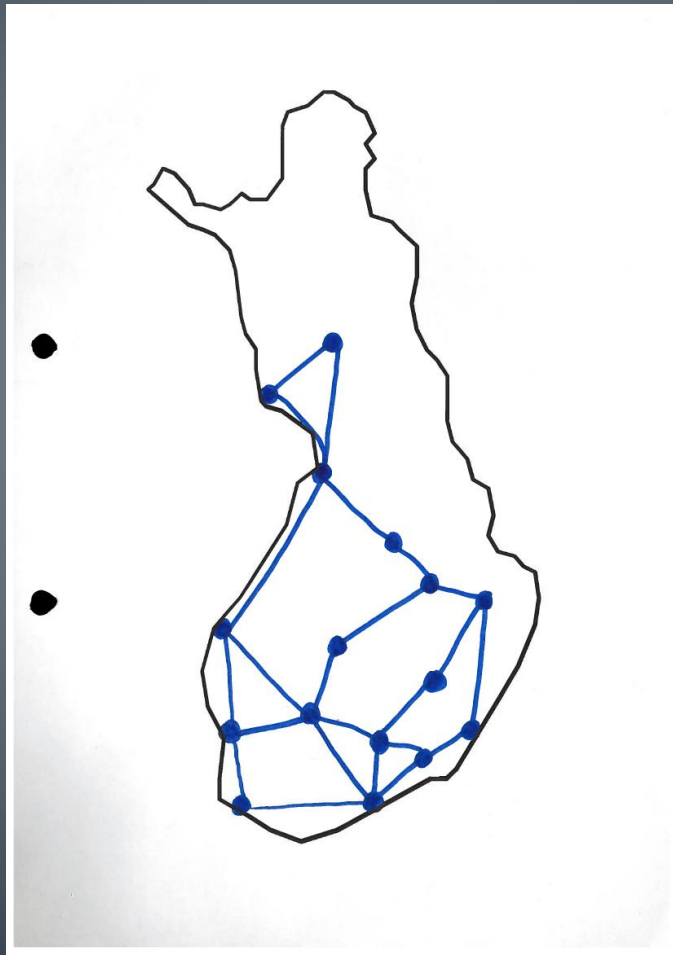
To be done...

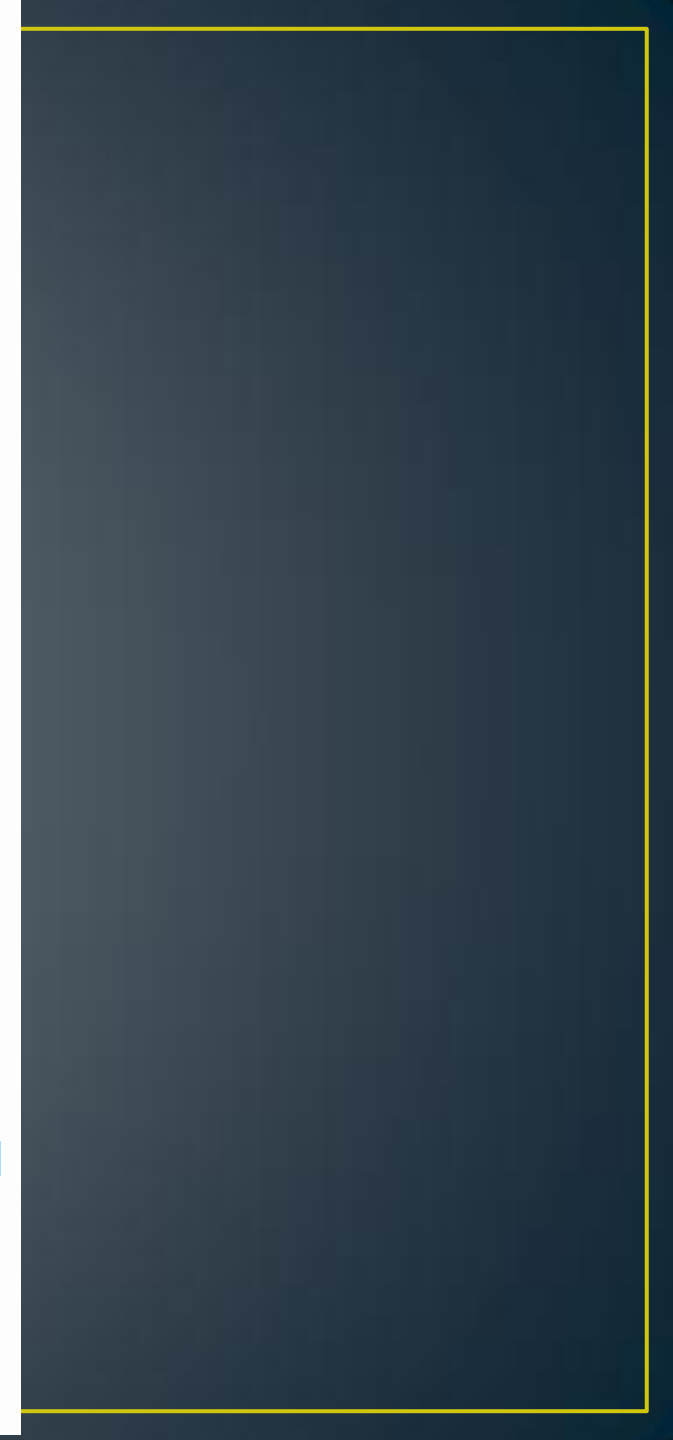
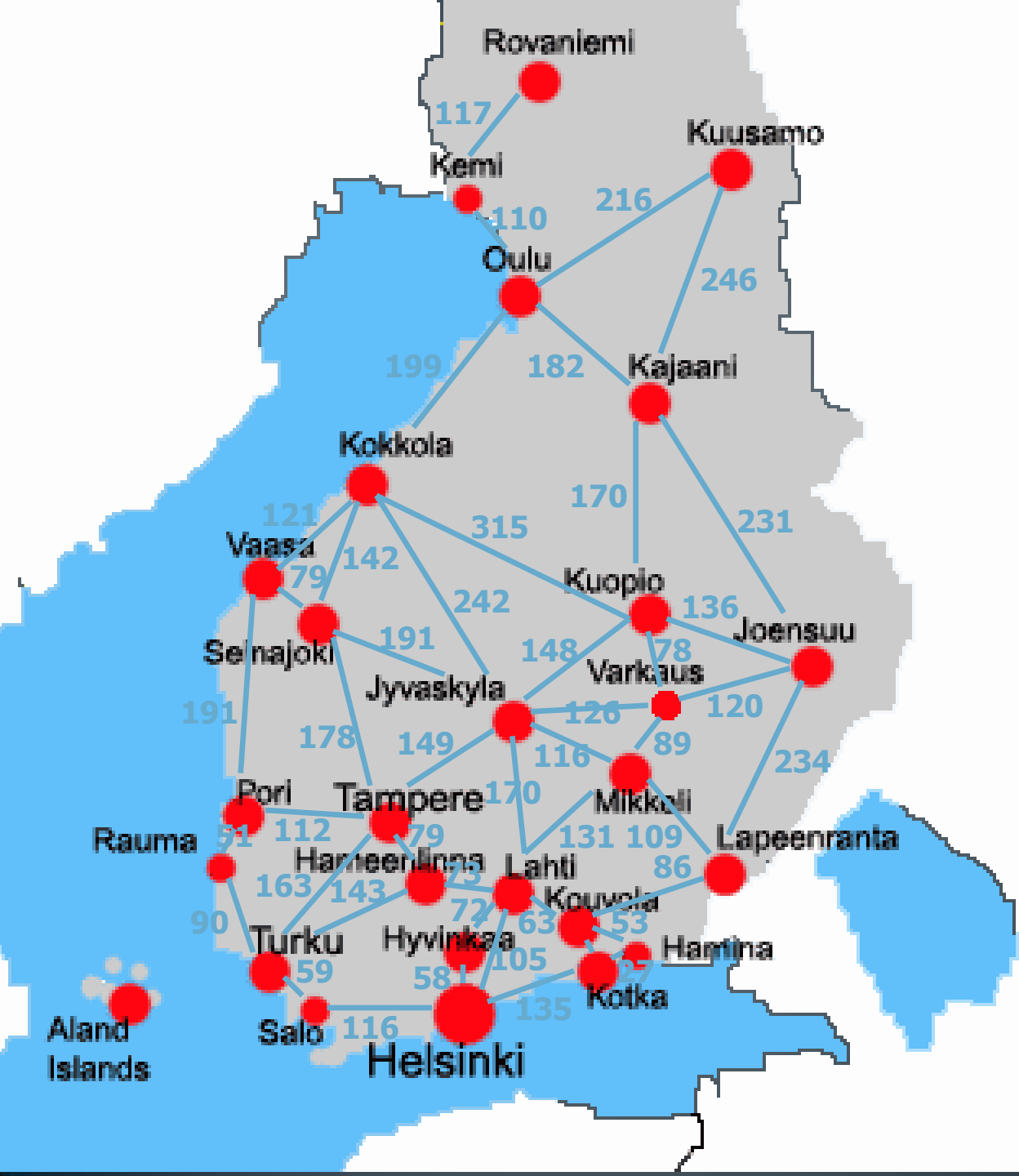
Plus the same for sorting decreasing order

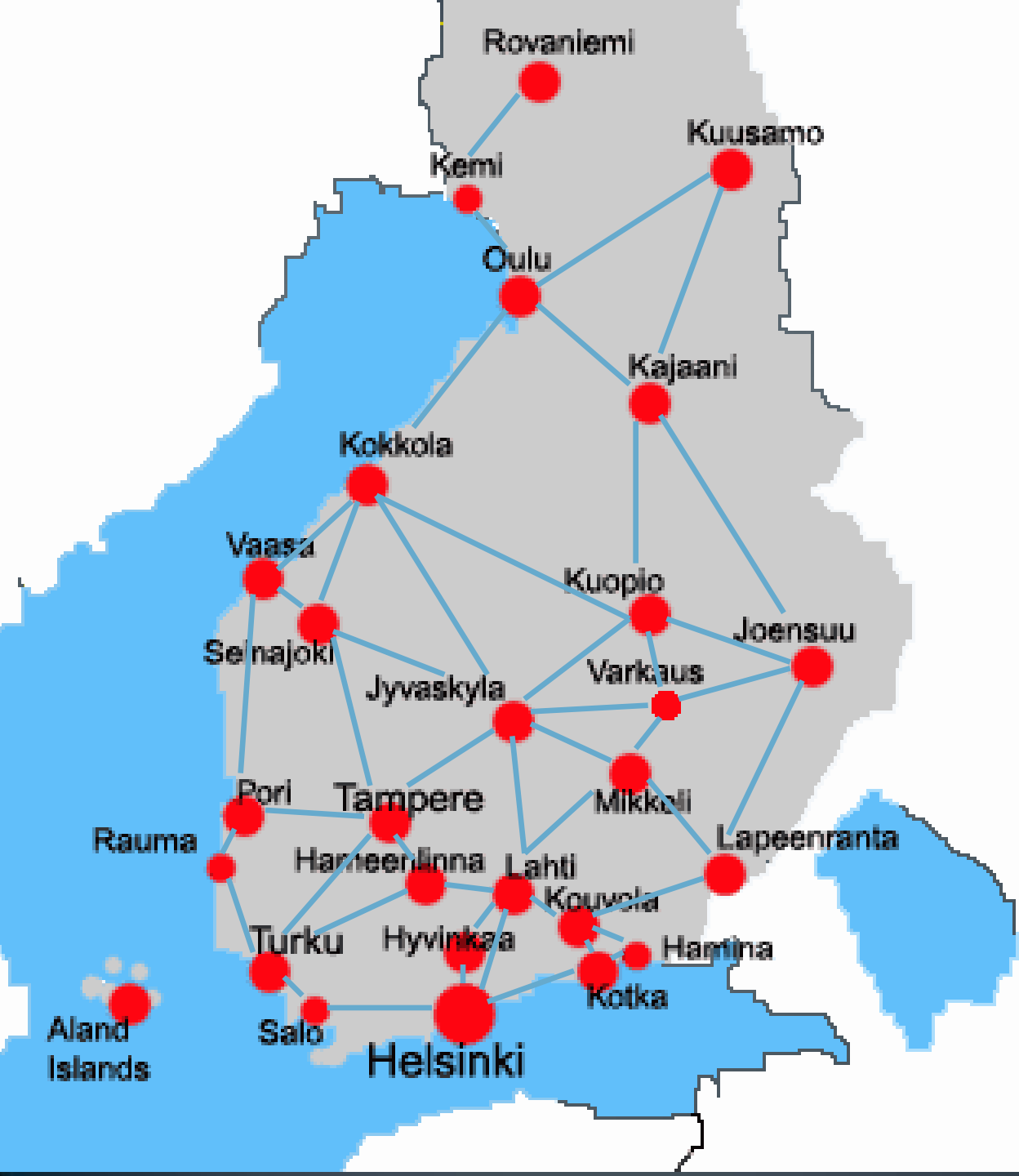
$w_i = \{2, 3, 5, 7, 11\}$

$S = 15$

Graph algorithms







A

B

C