

Advanced Analysis of Algorithms

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1. Graph 3-coloring.
2. The Branch-And-bound technique.
3. Breadth-first over depth-first.
4. Linear and integer programming. Maximization problem.
5. Four steps. Branching. Computing bounds. Fathoming. Three cases, viz., subproblem yields integer solution, hence optimal, infeasible, no better than max. in another branch. Search strategies, best-bound.
6. Knapsack example.