



## PROJECT REPORT

# Implementation Branch And Bound Algorithm For Travelling Salesman Problem

Harjanto Bayu Wibisono

04.02.0017

2009

PROSES PENGESAHAN	
NIM :	046/574/C1
TGL :	26 Agustus 09
PAPAR :	[Signature]

**COMPUTER SCIENCE FACULTY  
SOEGIJAPRANATA CATHOLIC UNIVERSITY**

Pawiyatan Luhur IV/1 Street, Bendan Duwur, SEMARANG 5023

Telp. 024-8441555 (hunting) Web: <http://www.unika.ac.id>

Email: [ikom@unika.ac.id](mailto:ikom@unika.ac.id)

## **APPROVAL AND RATIFICATION PAGE**

### **PROJECT REPORT**

### **Implementation Branch And Bound Algorithm For Travelling Salesman Problem**

This Project report already approved and ratified by Dean of Faculty Computer Science and Supervisor on 13 July<sup>th</sup> 2009

With the approval,

Examiners,



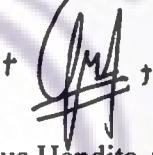
Suyanto EA.,Ir,M.Sc  
NPP : 058.1.1992.116

Examiners,



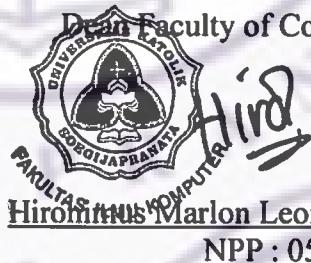
Rosita Herawati.,ST.,MIT  
NPP : 058.1.2004.263

Supervisor,



Gregorius Hendita Artha K.,S.Si,MCS  
NPP : 058.1.2008.277

Dean Faculty of Computer Science,



Hiromithus Marlon Leong.,SKom.,MKom  
NPP : 058.1.2007.273

## **STATEMENT OF ORIGINALITY**

I, the undersigned :

Name : Harjanto Bayu Wibisono

NIM : 04.02.0017

Here by certify that this project was made by myself and not copy or plagiarizes from other people, except that in writing expressed to the other article.

If it is proven that this project was plagiarizes or copy the other, I'm ready to accept a sanction.

Semarang, 13 July<sup>th</sup> 2009

  
Harjanto Bayu Wibisono

04.02.0017

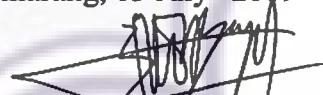
## **FOREWORD**

Finally, I can finish my final project that have title : **Implementation Branch And Bound Algorithm For Travelling Salesman Problem**. So in this opportunity, I would like to thanks :

- My Lord and my saviour, Jesus Christ that give me blessing.
- My parents, Budi Rahayu and Liem Kiem Tjoe Nio.
- My brother and sisters, Agus Sutanto, Elisabeth Yulia, Irene Febriana.
- My brothers in law and sister in law, Viana Medyawati Hadimaryono, Heru Soemono, Ali Sindoro.
- My cousins, Vanessa Brenda Aurellia and Gavin Richards Sindoro.
- Gregorius Hendita Artha Kusuma,S.Si., MCS AS my supervisor for helping, guiding and giving me ideas and advice in finishing this project.
- Suyanto EA,Ir,M.Sc, Rosita Herawati, ST.,MIT, Hironimus Marlon Leong, S.Kom.,M.Kom as the lecturer of Faculty of Computer Science for teaching me and give me knowledge while I'm studied in Faculty of Computer Science
- All of my friends, Aldo,Arief, Stephen, Ika, Heru, Fredy, and many more.

Last, I would like to apologize if I made mistakes in finishing the project and writing this report. Therefore, critics and suggestions are expected.

Semarang, 13 July<sup>th</sup> 2009



Harjanto Bayu Wibisono

## **ABSTRACTION**

Traveling Salesman Problem is one of the most intensively studied problems in computational mathematics. Travelling Salesman problem is a problem in combinatorial optimization studied in operations research and theoretical computer science. Given a list of cities and their pairwise distances, the task is to find a shortest possible tour that visits each city exactly once. Travelling Salesman Problem was invented by Hassler Whitney at Princeton. In the 1950s and 1960s, the problem became increasingly popular in scientific circles in Europe and the USA. These problems will be solved with branch and bound algorithm and using tree data structures. Branch and Bound was first proposed by A.H Land and A.G Doig in 1960. Branch and bound is a general algorithm for finding optimal solutions of various optimization problems, especially in discrete and combinatorial optimization. It consists of a systematic enumeration of all candidate solutions, where large subsets of fruitless candidates are discarded *en masse*, by using upper and lower estimated bounds of the quantity being optimized.

**Keywords :** *Travelling Salesman Problem, Branch And Bound Algorithm*

## **Table of Contents**

<b>APPROVAL AND RATIFICATION PAGE.....</b>	i
<b>STATEMENT OF ORIGINALITY.....</b>	ii
<b>FOREWORD.....</b>	iii
<b>ABSTRACTION.....</b>	iv
<b>TABLE OF CONTENTS.....</b>	v-vi
<b>LIST OF TABLES.....</b>	vii
<b>LIST OF FIGURES.....</b>	viii
<b>CHAPTER I INTRODUCTION</b>	
1.1 Background.....	1
1.2 Scope.....	1
1.3 Objectives.....	2
<b>CHAPTER II LITERATURE STUDY</b>	
2.1 Data Structures.....	3
2.2 Algorithm.....	3
<b>CHAPTER III PLANNING</b>	
3.1 Research Methodology.....	8
3.2 Project Management.....	8

*Implementation Branch And Bound Algorithm For Travelling Salesman Problem*

**CHAPTER IV ANALYSIS AND DESIGN**

4.1 Analysis.....	9
4.2 Design.....	10

**CHAPTER V IMPLEMENTATION AND TESTING**

5.1. Implementation.....	17
5.2. Testing.....	19

**CHAPTER VI CONCLUSION**

6.1 Conclusion.....	24
6.2 Further Research.....	24

**REFERENCES.....** 25

## LIST OF TABLES

<i>Table 1.2.1 jarak.txt.....</i>	2
<i>Table 1.2.2 city.txt.....</i>	2
<i>Table 1.3.1 cari.txt.....</i>	2
<i>Table 3.2.1 Project Management.....</i>	8
<i>Table 4.1.1 Use Case Diagram.....</i>	9
<i>Table 4.2.2 Class Intro.....</i>	11
<i>Table 4.2.3 Class Menu.....</i>	11
<i>Table 4.2.4 Class ListCity.....</i>	11
<i>Table 4.2.5 Class Edit.....</i>	12
<i>Table 4.2.6 Class DrawMap.....</i>	12
<i>Table 4.2.7 Class HasilMap.....</i>	13
<i>Table 4.2.8 Class Keyboard.....</i>	13
<i>Table 4.2.9 Class Map.....</i>	14
<i>Table 4.2.10 Class Pembuat.....</i>	14
<i>Table 4.2.11 Class Program.....</i>	15
<i>Table 4.2.12 Class Pencarian.....</i>	15
<i>Table 4.2.13 Class Tree.....</i>	16

## **LIST OF FIGURES**

<i>Figure 2.1.1 Tree.....</i>	3
<i>Figure 2.2.1 Example Map.....</i>	4
<i>Figure 2.2.2 Build Tree.....</i>	4
<i>Figure 2.2.3 Branch and Bound 1.....</i>	5
<i>Figure 2.2.4 Branch and Bound 2.....</i>	5
<i>Figure 2.2.5 Branch and Bound 3.....</i>	6
<i>Figure 2.2.6 Branch and Bound 4.....</i>	6
<i>Figure 4.2.1 Class Diagram.....</i>	10
<i>Figure 5.2.1 Intro.....</i>	19
<i>Figure 5.2.2 Menu.....</i>	19
<i>Figure 5.2.3 Edit.....</i>	20
<i>Figure 5.2.4 Keyboard.....</i>	20
<i>Figure 5.2.5 Map.....</i>	21
<i>Figure 5.2.6 Seaching Result .....</i>	22
<i>Figure 5.2.7 Result Map.....</i>	22
<i>Figure 5.2.8 Author.....</i>	23
<i>Figure 5.2.9 Program.....</i>	23