



Entraînement - Training

INSTRUCTION : *English version below*

*En haut de chaque page se trouvent 3 nombres, par exemple +1/3/58+. Vous **devez** vérifier que, sur chacune des pages de votre sujet, le **premier** de ces 3 nombres est le même (dans cet exemple, il s'agit donc du 1). Ce nombre identifie votre copie. Les deux autres nombres ne sont pas importants.*

*Détacher la dernière feuille et répondre dessus. Ne pas rendre les pages contenant les questions, vous ne devez rendre **que la dernière feuille**. Chaque question est sur 1 point, aucun point ne sera attribué aux questions contenant une mauvaise réponse.*

Les questions faisant apparaître le symbole ♣ peuvent présenter une ou plusieurs bonnes réponses qui doivent toutes être cochées. Les autres ont une unique bonne réponse.

*At the top of each page are written 3 numbers, +1/3/58+. You **must** check that, on each page you have, the **first** number is the same (in this case, it would be the number 1). This number is the id of your subject. The two other numbers are not important.*

*Answer only on the last page. Keep the other pages containing the questions, you just have to return **the last page**. Each right answer gives you 1 point. For any wrong answer, the mark of the question is 0.*

If there is a question with a symbol ♣, there may be one or more right answer. All of them must be checked. Any other question has only one right answer.

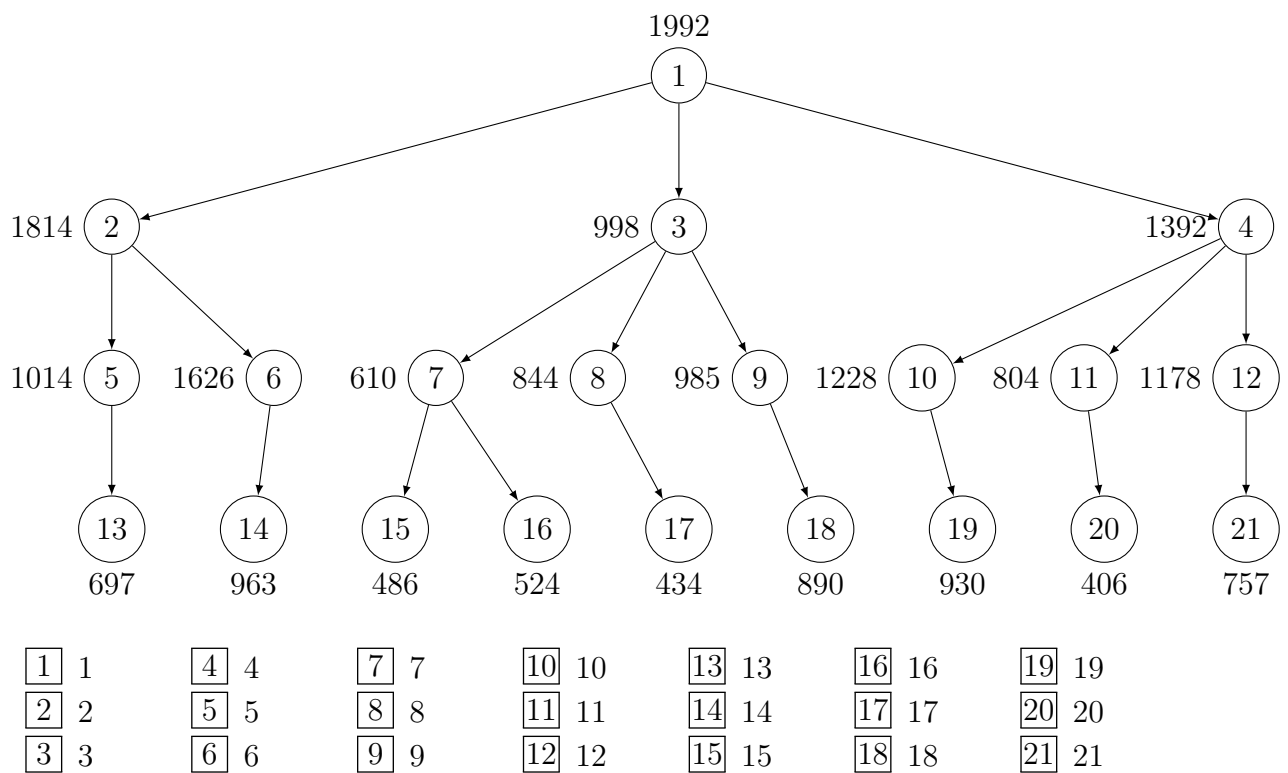


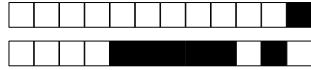
Question 1

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check the 8-th explored node by a depth-first-search exploration.

Remark

- The root is the first explored node
- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



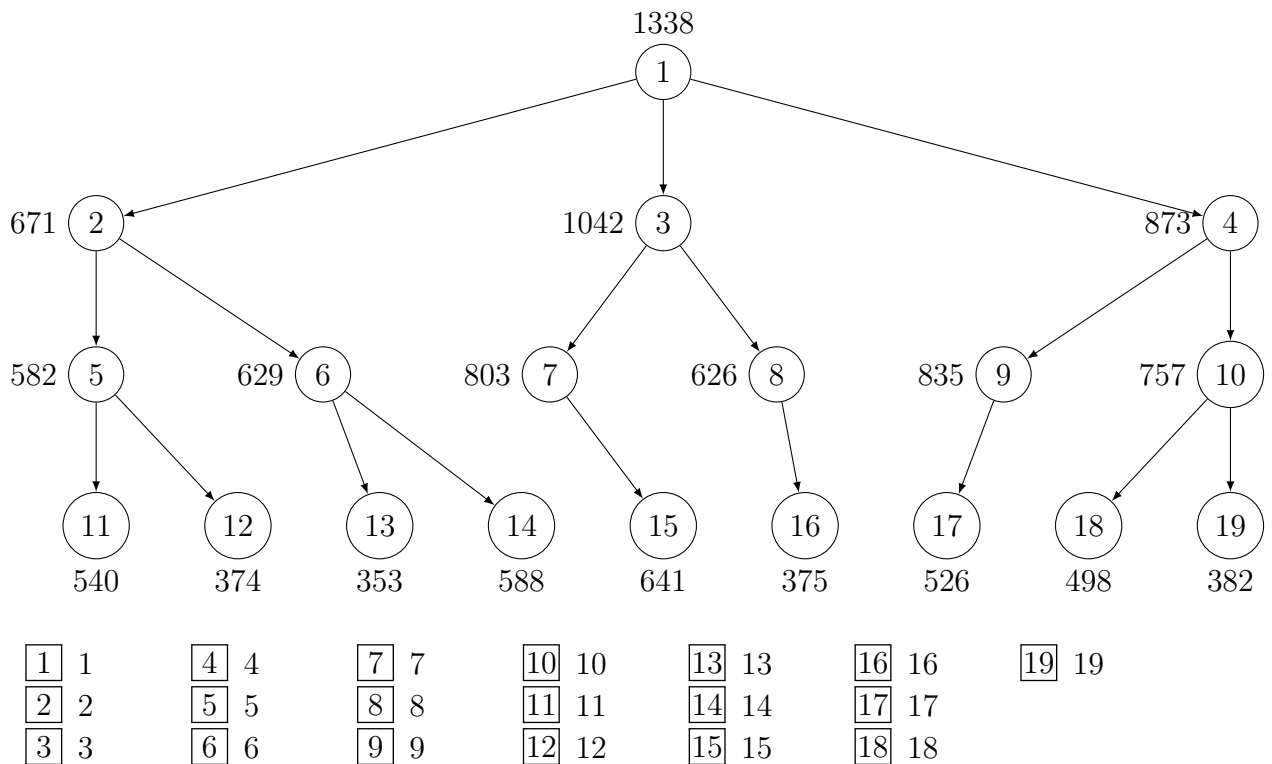


Question 2 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check the nodes that are cut by a depth-first-search exploration.

Remark

- All the solutions are feasible, a node is cut only if its bound is lower than the best current solution
- If a node is cut, the descendant of the nodes are not cut
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



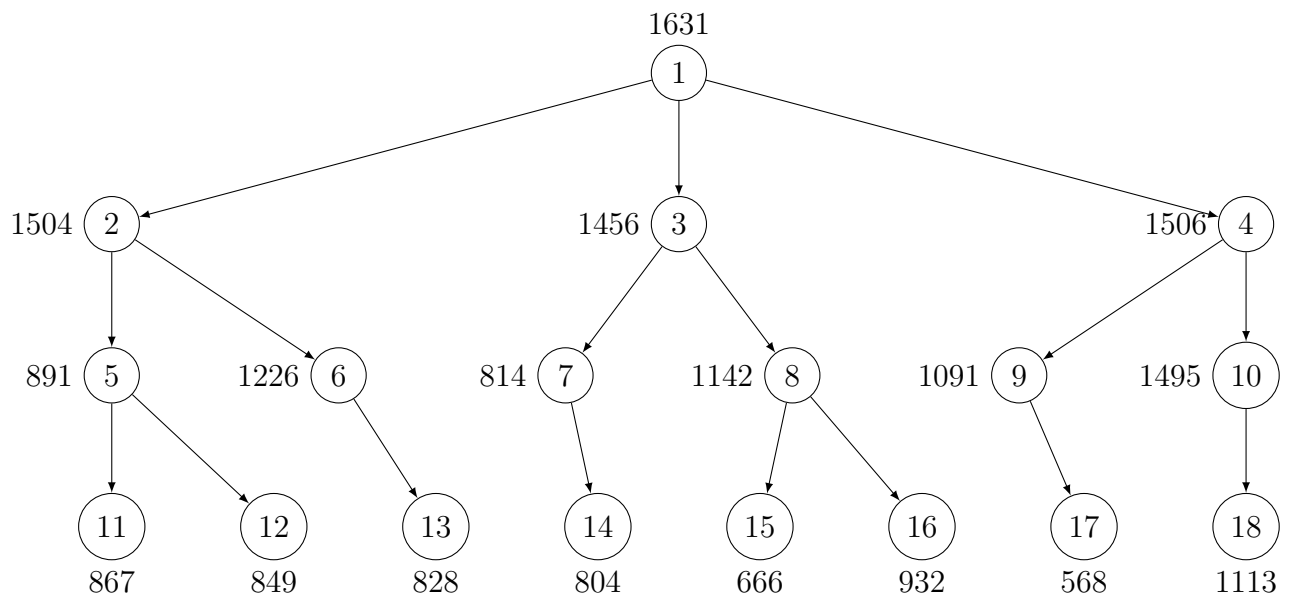


Question 3 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check all the nodes that will be explored by a depth-first-search exploration.

Remark

- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



1 1	4 4	7 7	10 10	13 13	16 16
2 2	5 5	8 8	11 11	14 14	17 17
3 3	6 6	9 9	12 12	15 15	18 18

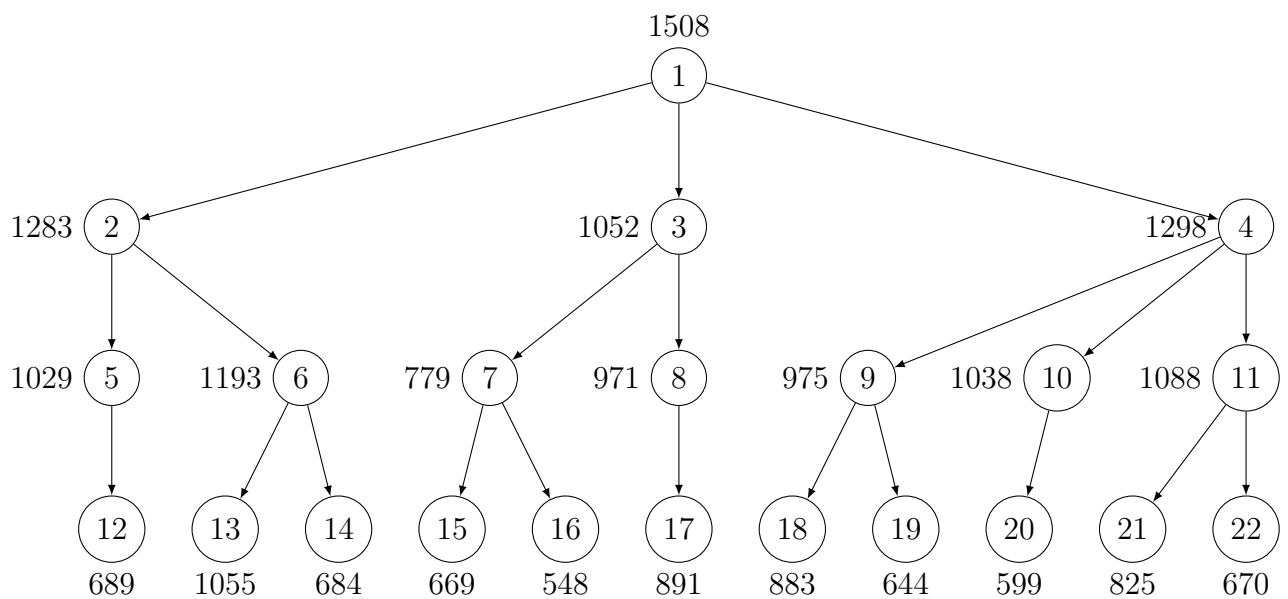


Question 4 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check all the nodes that will be explored by a best-first exploration, until a leaf is explored. (Check also that leaf).

Remark

- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



<div>1</div> 1	<div>5</div> 5	<div>9</div> 9	<div>13</div> 13	<div>17</div> 17	<div>21</div> 21
<div>2</div> 2	<div>6</div> 6	<div>10</div> 10	<div>14</div> 14	<div>18</div> 18	
<div>3</div> 3	<div>7</div> 7	<div>11</div> 11	<div>15</div> 15	<div>19</div> 19	
<div>4</div> 4	<div>8</div> 8	<div>12</div> 12	<div>16</div> 16	<div>20</div> 20	<div>22</div> 22

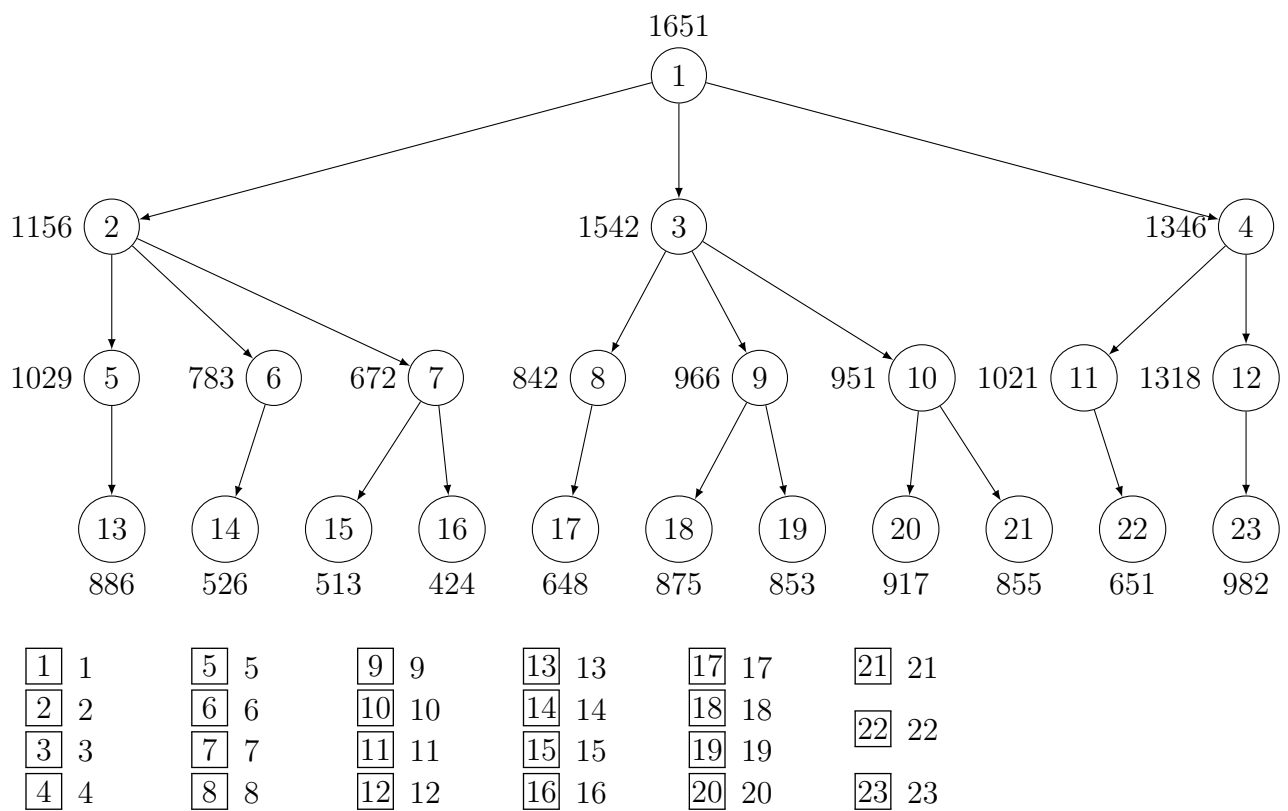


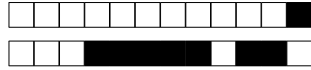
Question 5

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check the 7-th explored node by a depth-first-search exploration.

Remark

- The root is the first explored node
- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



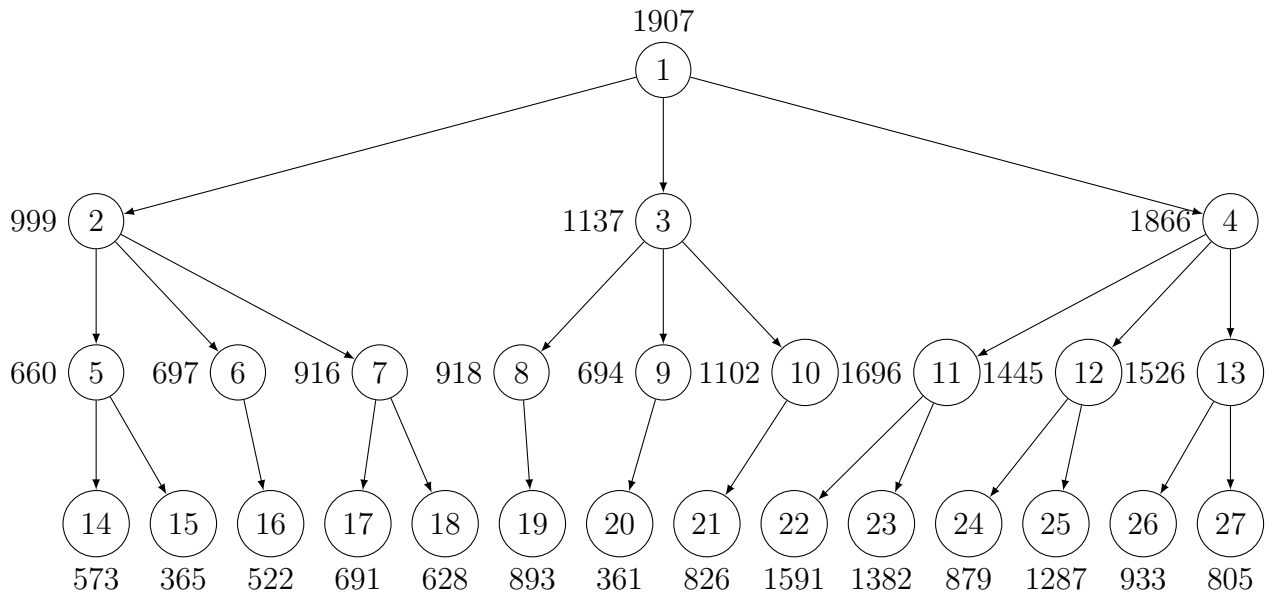


Question 6 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check the nodes that are cut by a depth-first-search exploration.

Remark

- All the solutions are feasible, a node is cut only if its bound is lower than the best current solution
- If a node is cut, the descendant of the nodes are not cut
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



<div>1</div> 1	<div>5</div> 5	<div>9</div> 9	<div>13</div> 13	<div>17</div> 17	<div>21</div> 21	<div>25</div> 25
<div>2</div> 2	<div>6</div> 6	<div>10</div> 10	<div>14</div> 14	<div>18</div> 18	<div>22</div> 22	<div>26</div> 26
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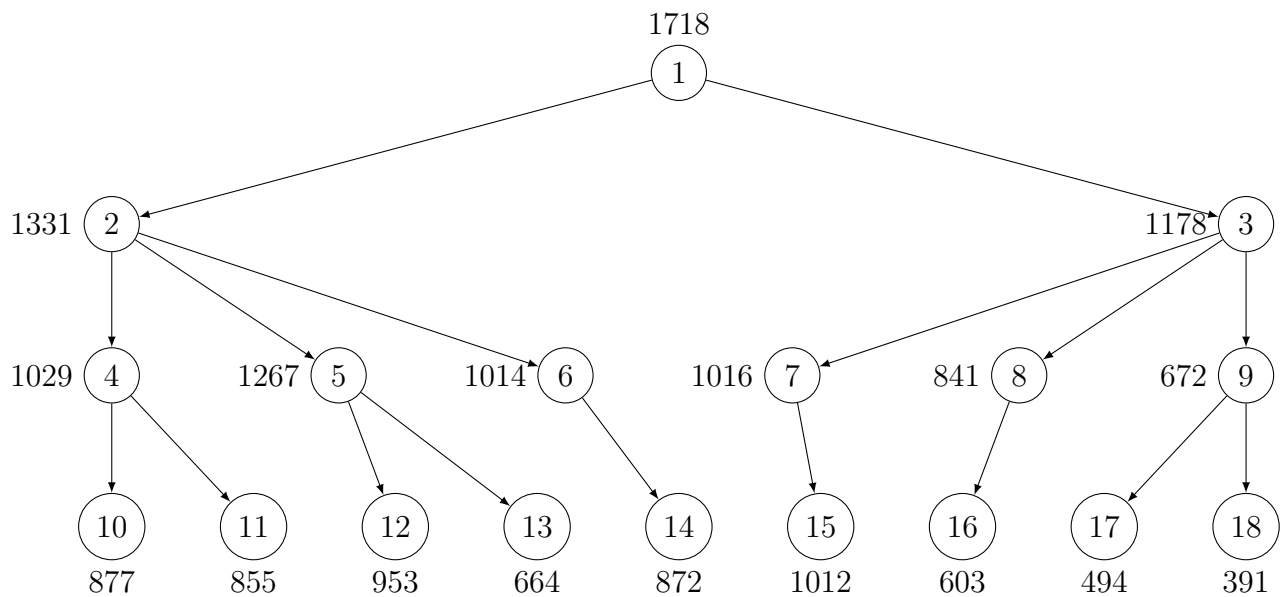


Question 7 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check all the nodes that will be explored by a depth-first-search exploration.

Remark

- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



1 1	4 4	7 7	10 10	13 13	16 16
2 2	5 5	8 8	11 11	14 14	17 17
3 3	6 6	9 9	12 12	15 15	18 18

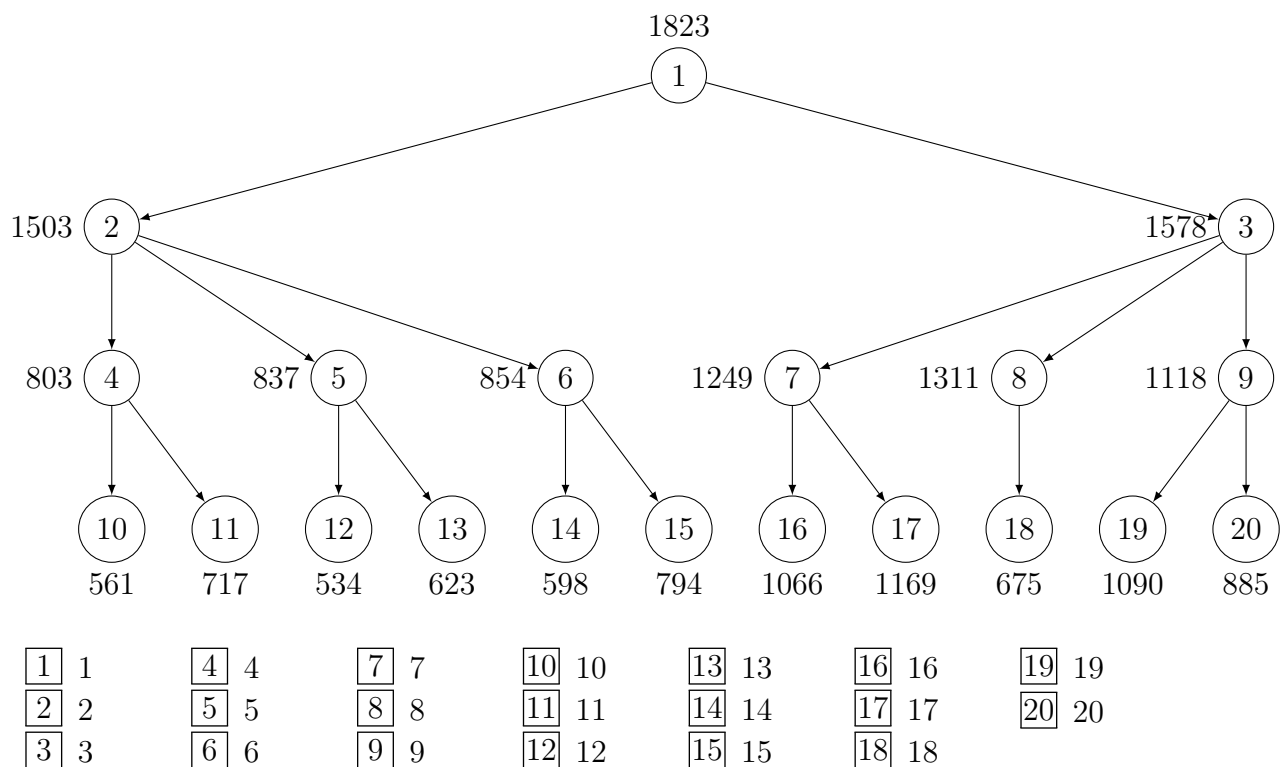


Question 8 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check all the nodes that will be explored by a best-first exploration, until a leaf is explored. (Check also that leaf).

Remark

- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



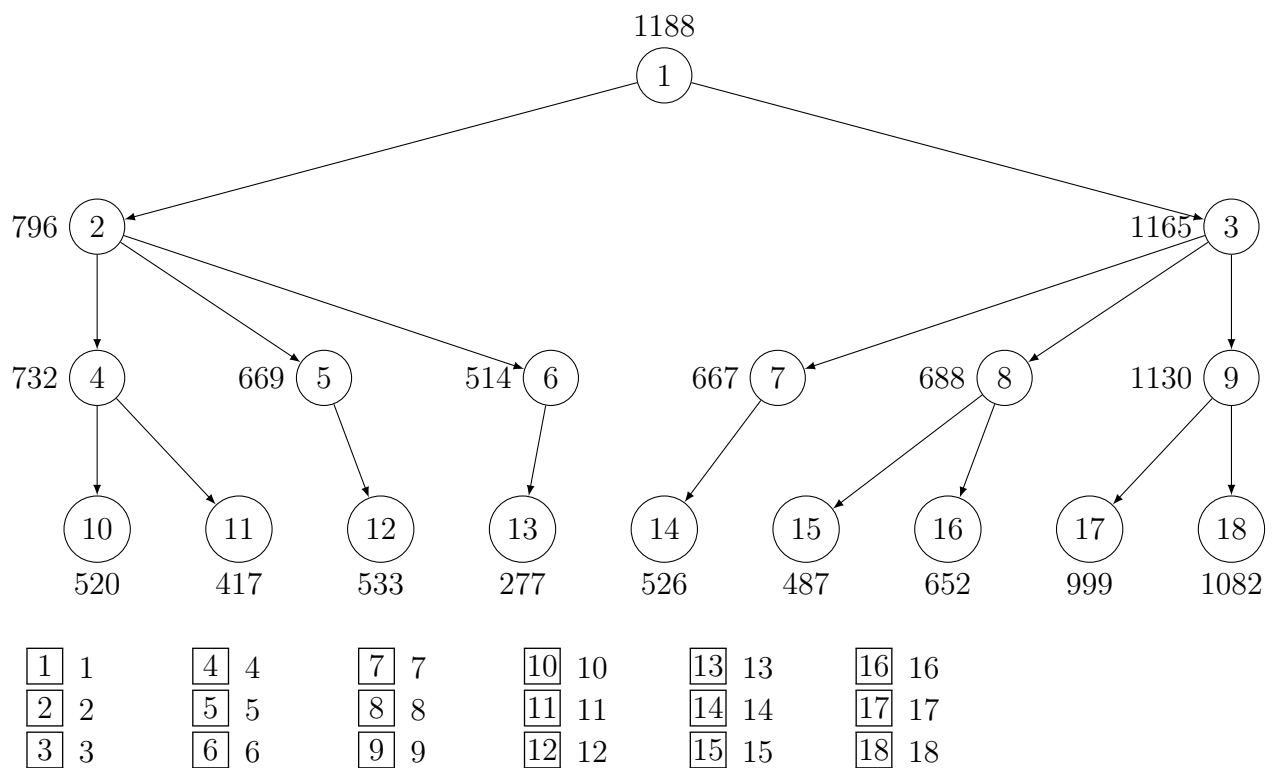


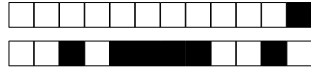
Question 9

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check the 11-th explored node by a depth-first-search exploration.

Remark

- The root is the first explored node
- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



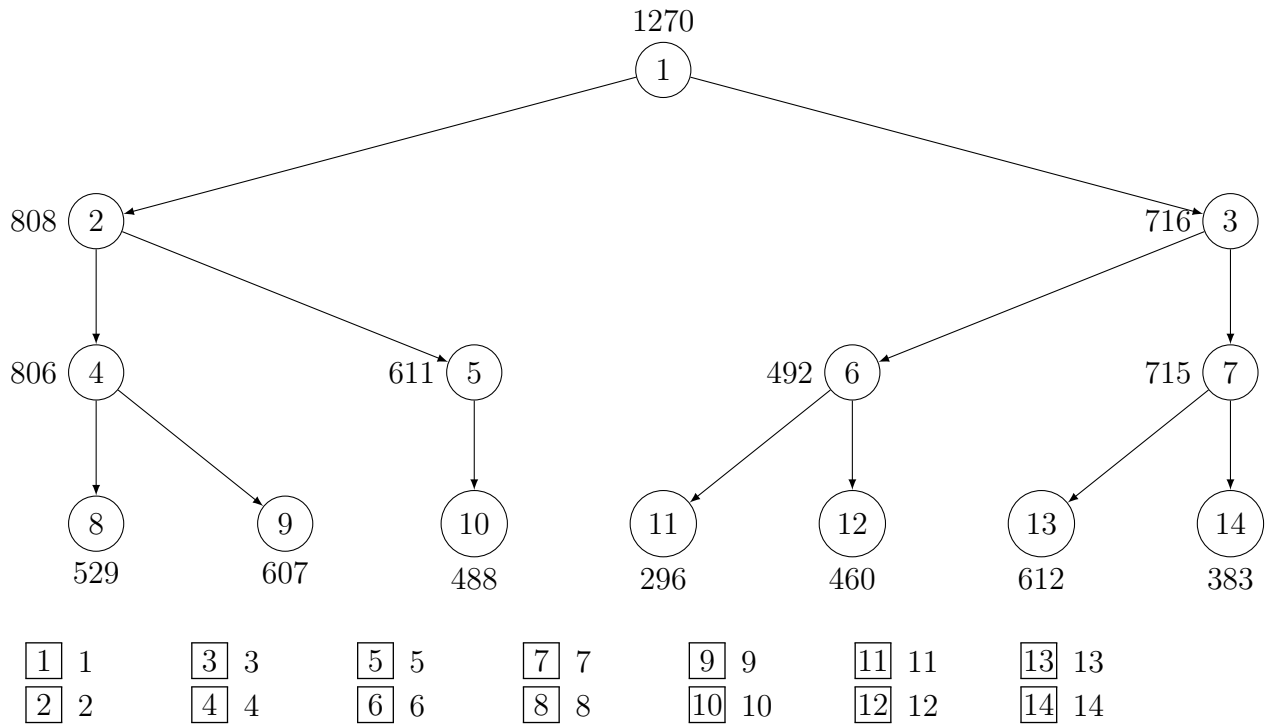


Question 10 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check the nodes that are cut by a depth-first-search exploration.

Remark

- All the solutions are feasible, a node is cut only if its bound is lower than the best current solution
- If a node is cut, the descendant of the nodes are not cut
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



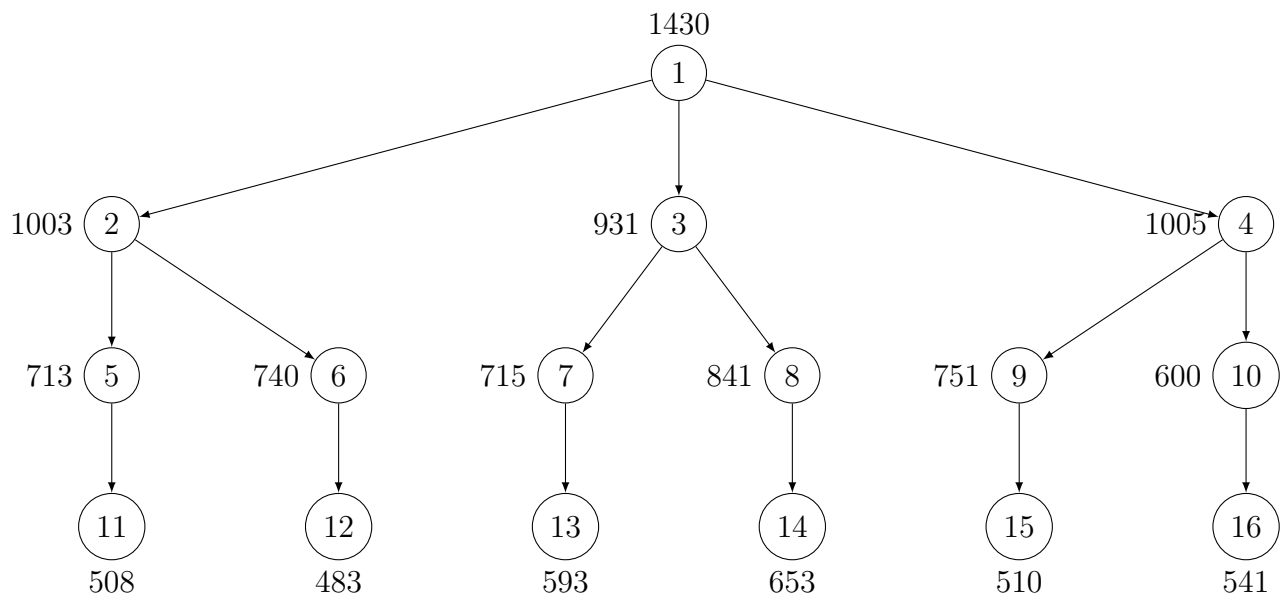


Question 11 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check all the nodes that will be explored by a depth-first-search exploration.

Remark

- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



<input type="checkbox"/> 1	<input type="checkbox"/> 4	<input type="checkbox"/> 7	<input type="checkbox"/> 10	<input type="checkbox"/> 13	<input type="checkbox"/> 16
<input type="checkbox"/> 2	<input type="checkbox"/> 5	<input type="checkbox"/> 8	<input type="checkbox"/> 11	<input type="checkbox"/> 14	
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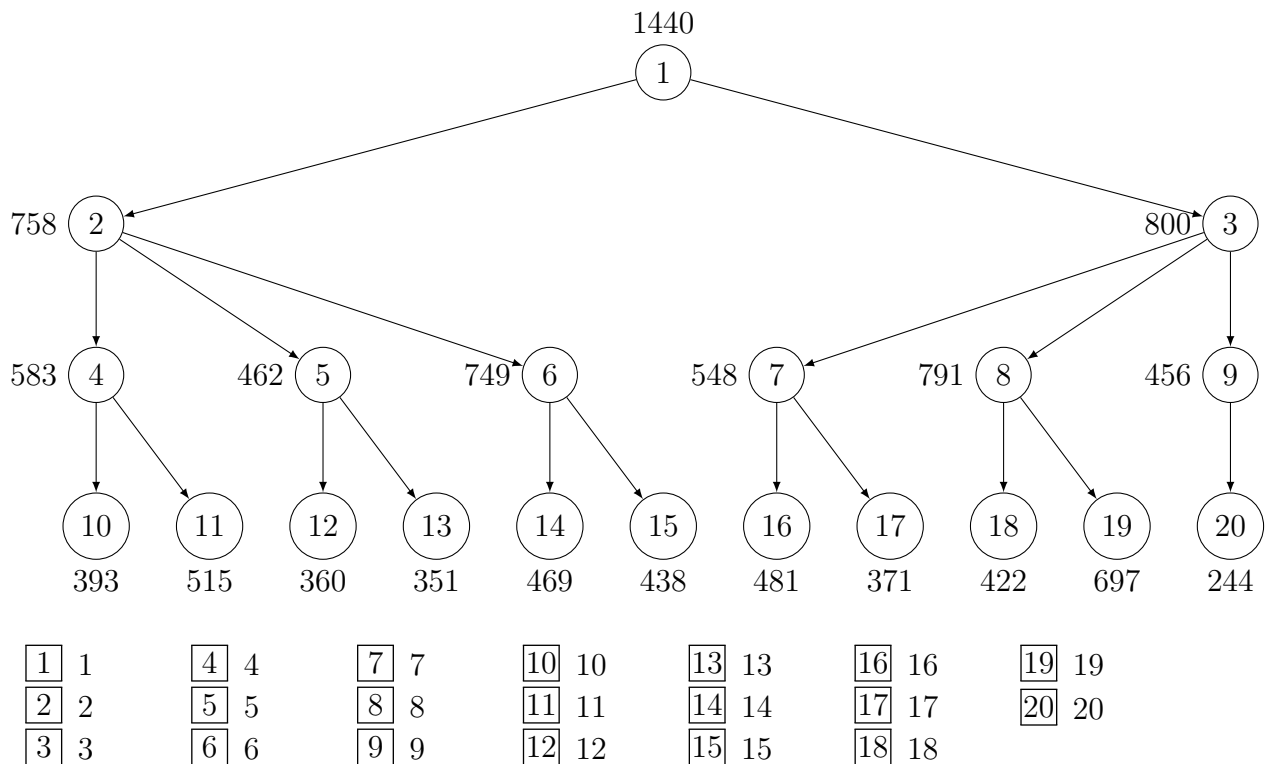


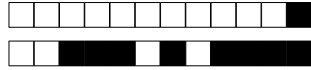
Question 12 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check all the nodes that will be explored by a best-first exploration, until a leaf is explored. (Check also that leaf).

Remark

- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



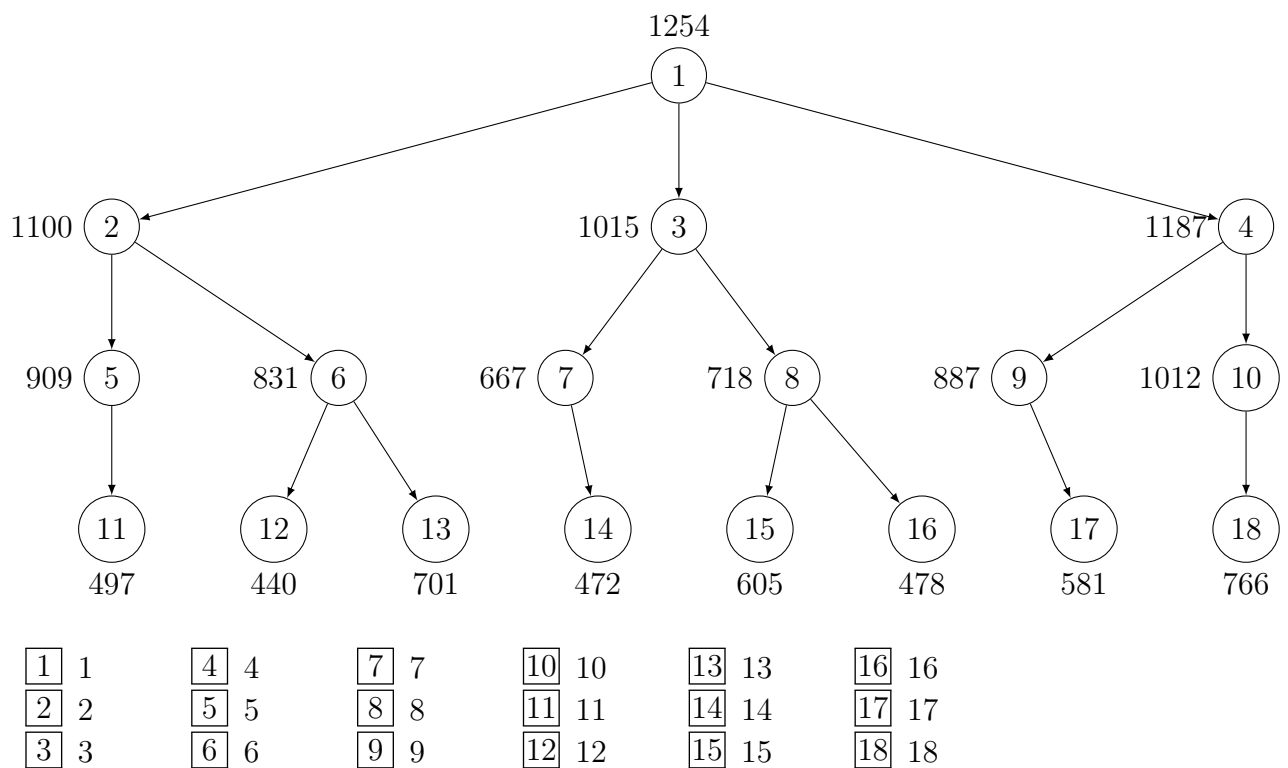


Question 13

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check the 11-th explored node by a depth-first-search exploration.

Remark

- The root is the first explored node
- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



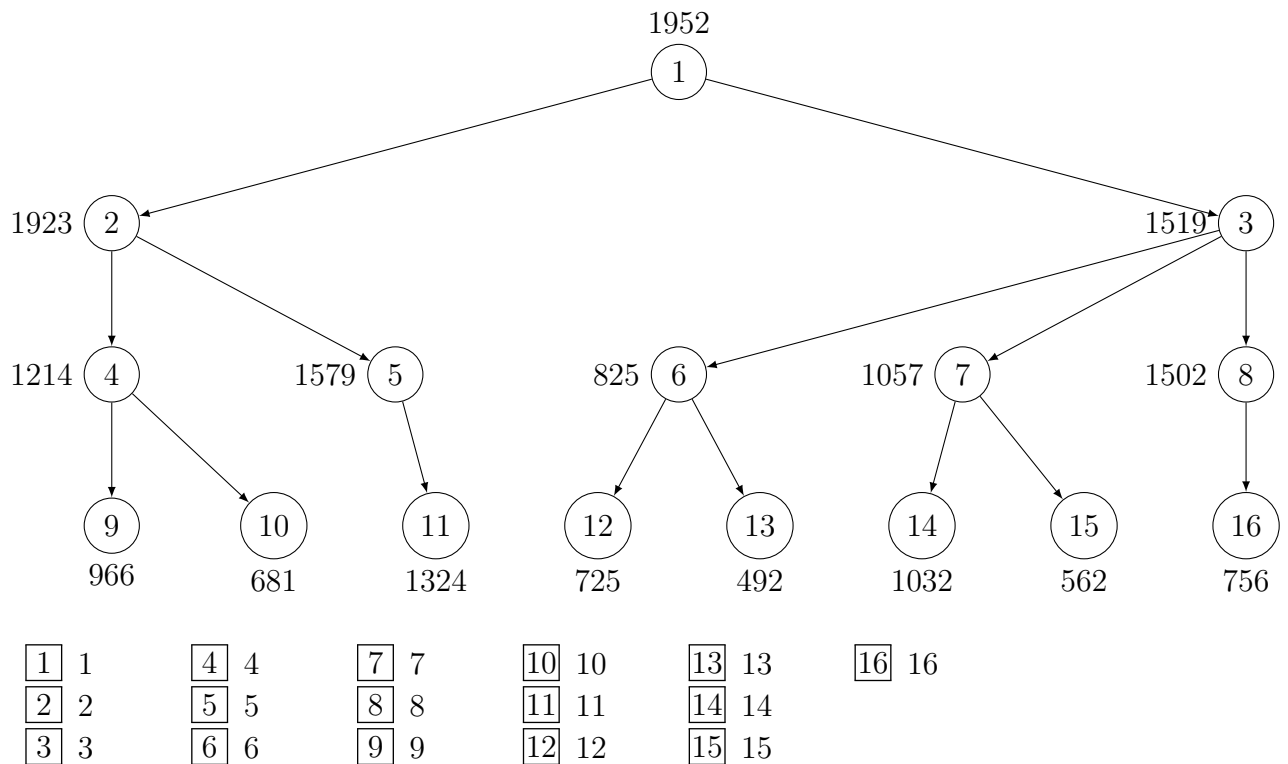


Question 14 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check the nodes that are cut by a depth-first-search exploration.

Remark

- All the solutions are feasible, a node is cut only if its bound is lower than the best current solution
- If a node is cut, the descendant of the nodes are not cut
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



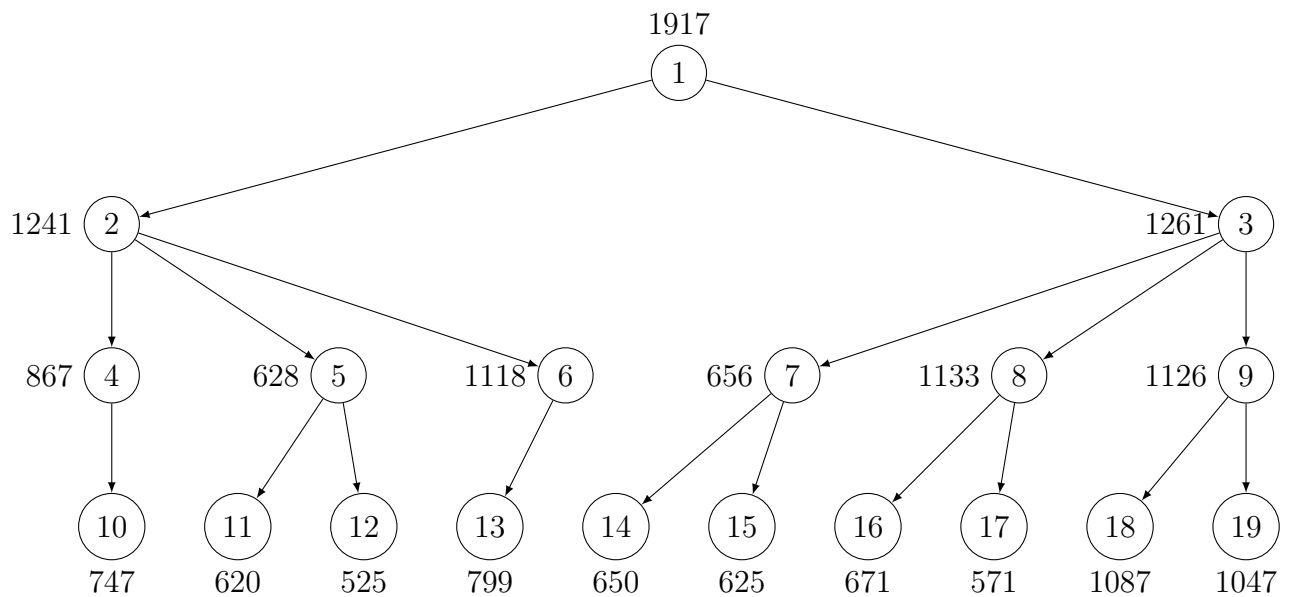


Question 15 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check all the nodes that will be explored by a depth-first-search exploration.

Remark

- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



<input type="checkbox"/> 1	<input type="checkbox"/> 4	<input type="checkbox"/> 7	<input type="checkbox"/> 10	<input type="checkbox"/> 13	<input type="checkbox"/> 16	<input type="checkbox"/> 19
<input type="checkbox"/> 2	<input type="checkbox"/> 5	<input type="checkbox"/> 8	<input type="checkbox"/> 11	<input type="checkbox"/> 14	<input type="checkbox"/> 17	
<input type="checkbox"/> 3	<input type="checkbox"/> 6	<input type="checkbox"/> 9	<input type="checkbox"/> 12	<input type="checkbox"/> 15	<input type="checkbox"/> 18	

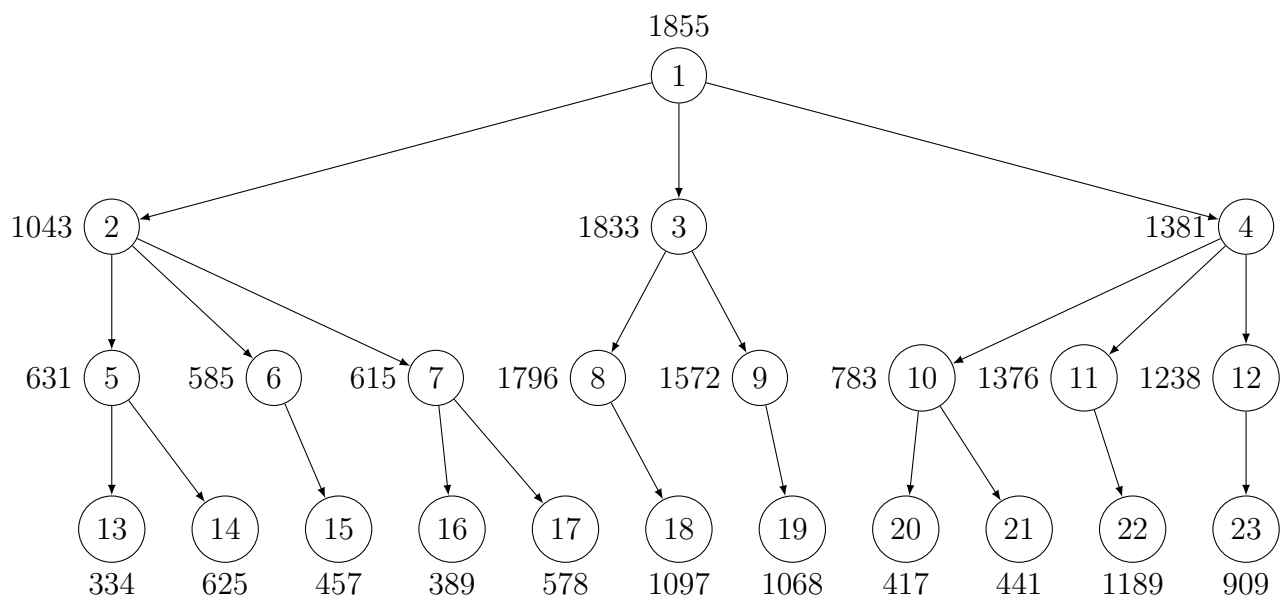


Question 16 ♣

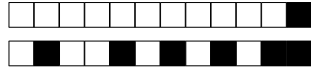
The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check all the nodes that will be explored by a best-first exploration, until a leaf is explored. (Check also that leaf).

Remark

- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



1 1	5 5	9 9	13 13	17 17	21 21
2 2	6 6	10 10	14 14	18 18	22 22
3 3	7 7	11 11	15 15	19 19	23 23
4 4	8 8	12 12	16 16	20 20	

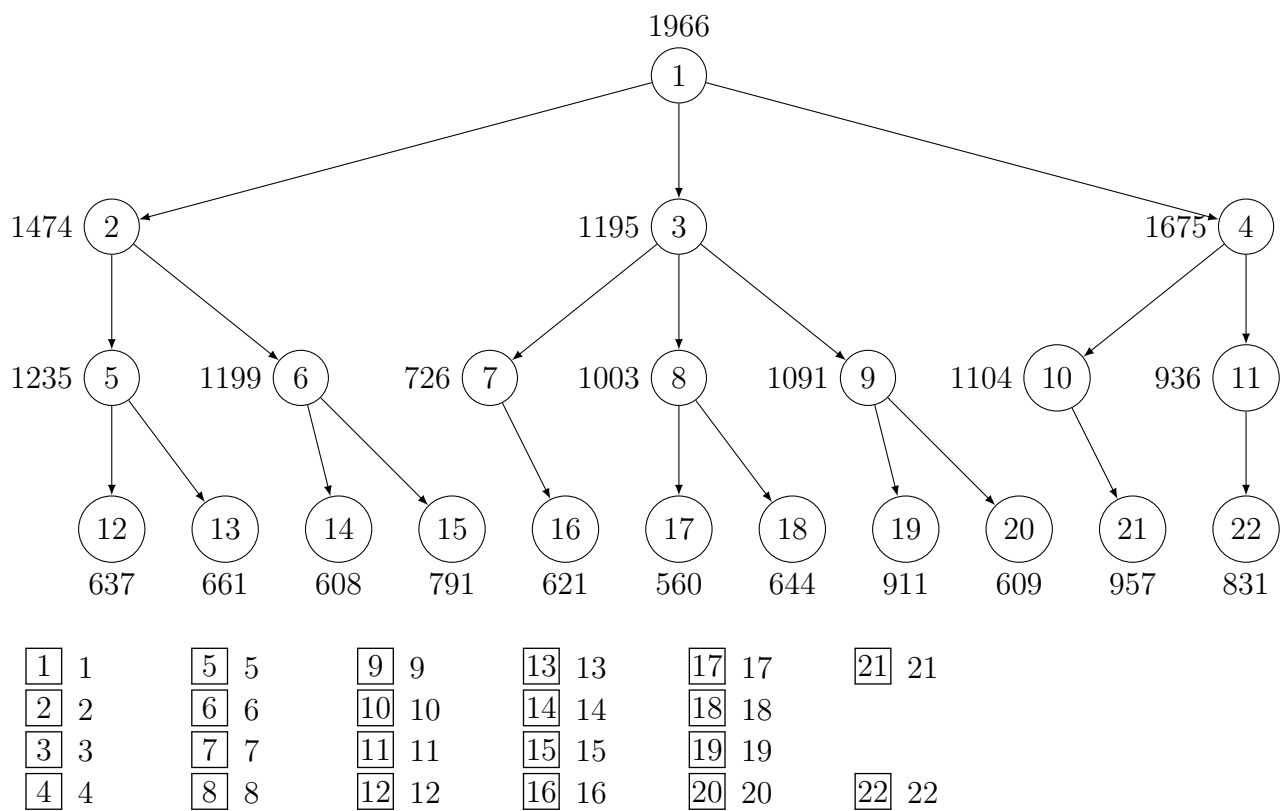


Question 17

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check the 9-th explored node by a depth-first-search exploration.

Remark

- The root is the first explored node
- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



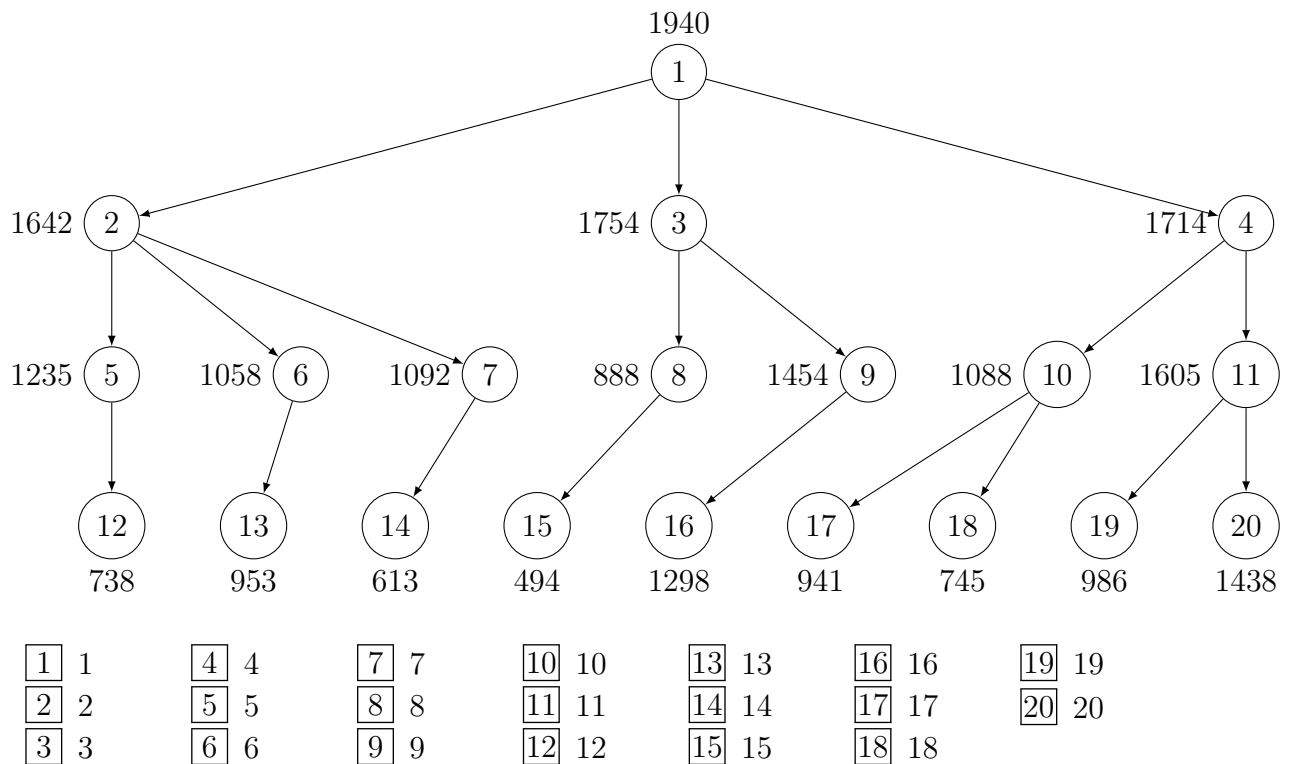


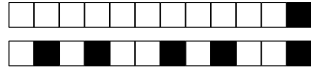
Question 18 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check the nodes that are cut by a depth-first-search exploration.

Remark

- All the solutions are feasible, a node is cut only if its bound is lower than the best current solution
- If a node is cut, the descendant of the nodes are not cut
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



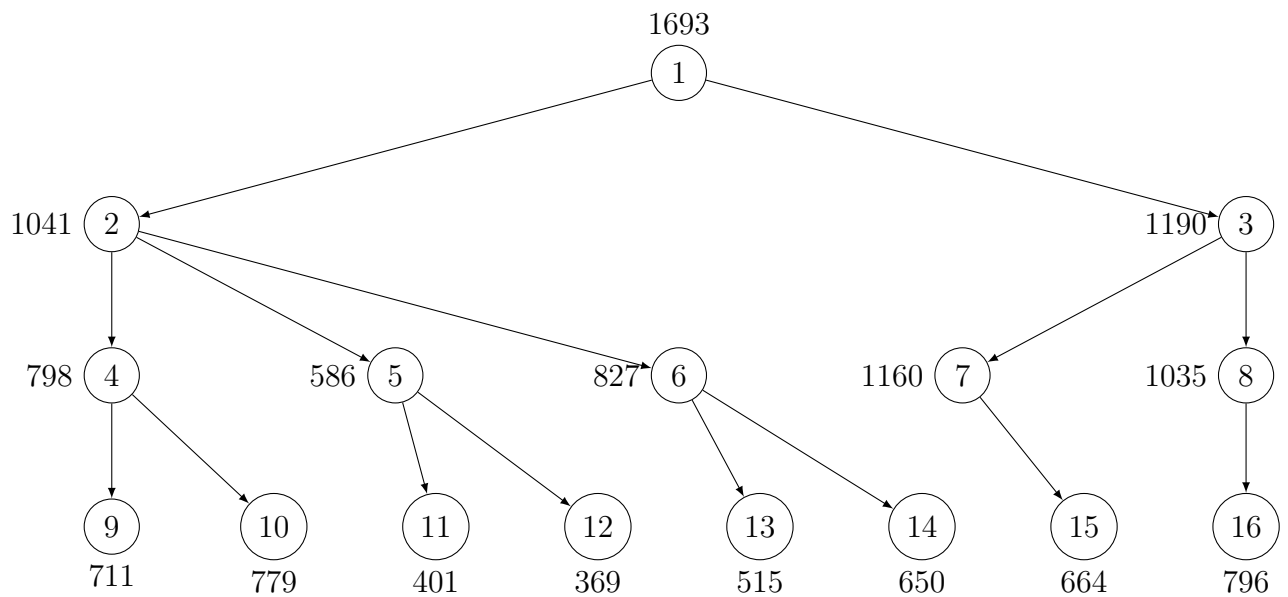


Question 19 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check all the nodes that will be explored by a depth-first-search exploration.

Remark

- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



<input type="checkbox"/> 1	<input type="checkbox"/> 4	<input type="checkbox"/> 7	<input type="checkbox"/> 10	<input type="checkbox"/> 13	<input type="checkbox"/> 16
<input type="checkbox"/> 2	<input type="checkbox"/> 5	<input type="checkbox"/> 8	<input type="checkbox"/> 11	<input type="checkbox"/> 14	
<input type="checkbox"/> 3	<input type="checkbox"/> 6	<input type="checkbox"/> 9	<input type="checkbox"/> 12	<input type="checkbox"/> 15	

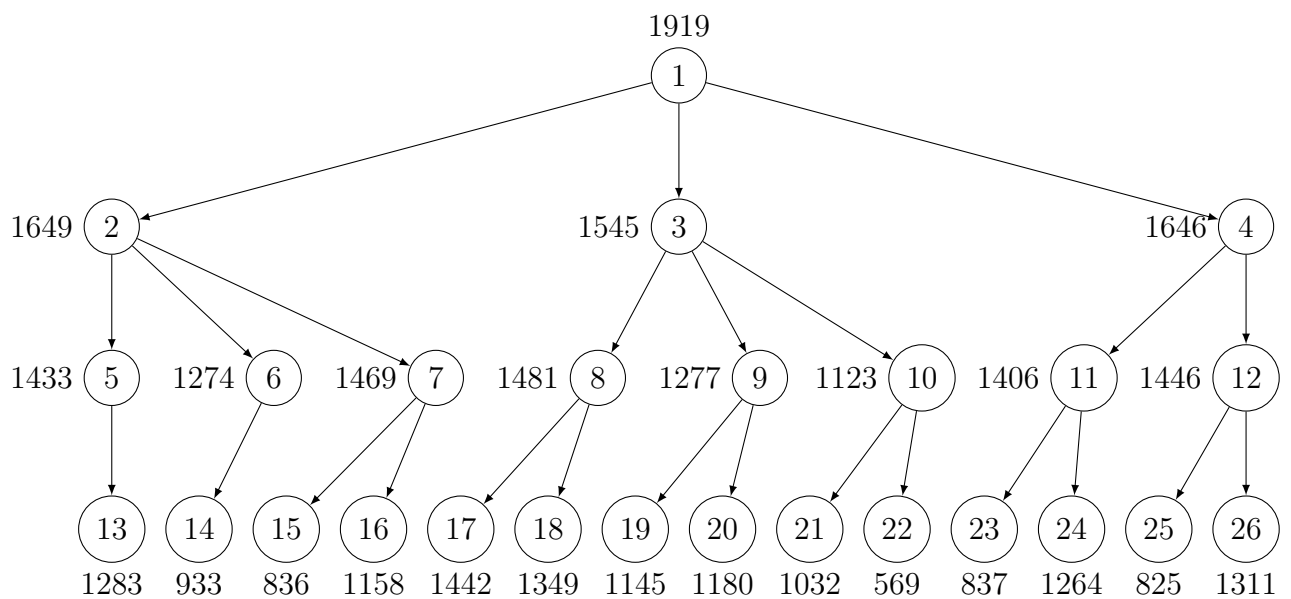


Question 20 ♣

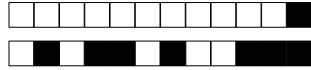
The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check all the nodes that will be explored by a best-first exploration, until a leaf is explored. (Check also that leaf).

Remark

- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



1 1	5 5	9 9	13 13	17 17	21 21	25 25
2 2	6 6	10 10	14 14	18 18	22 22	26 26
3 3	7 7	11 11	15 15	19 19	23 23	
4 4	8 8	12 12	16 16	20 20	24 24	

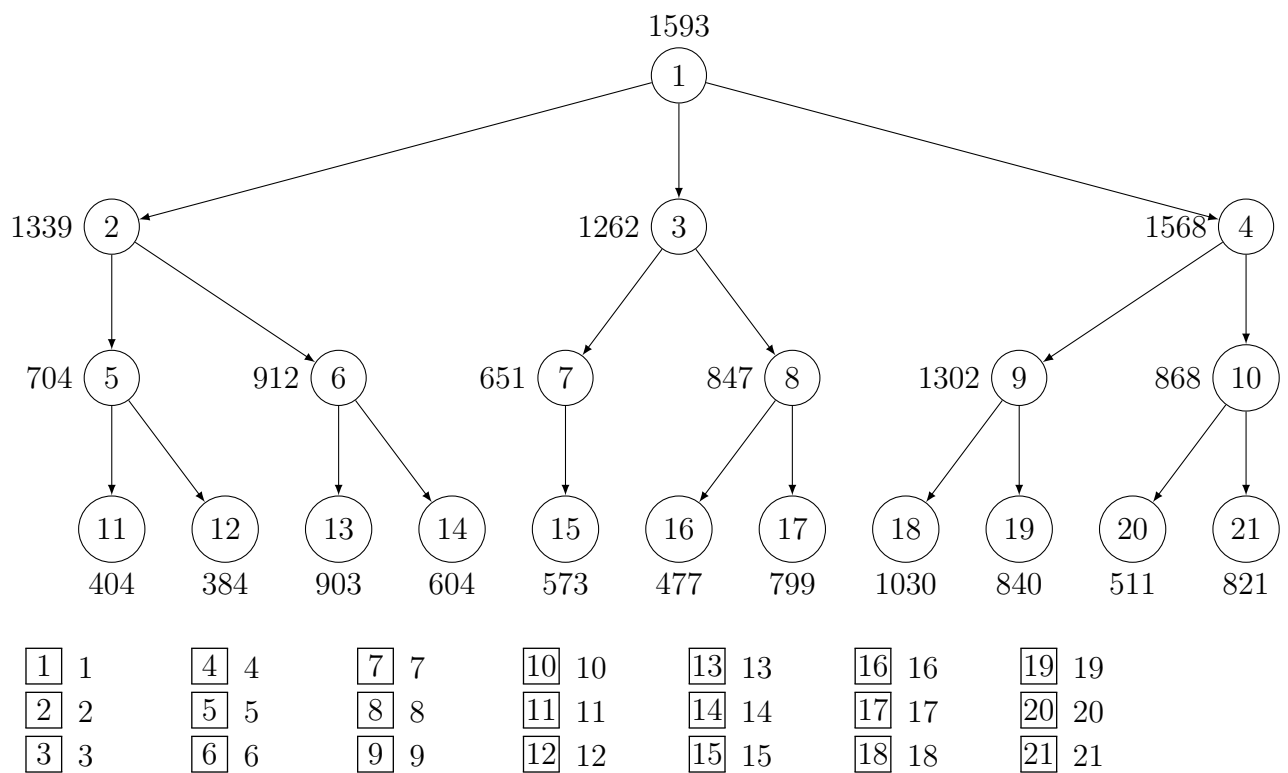


Question 21

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check the 9-th explored node by a depth-first-search exploration.

Remark

- The root is the first explored node
- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



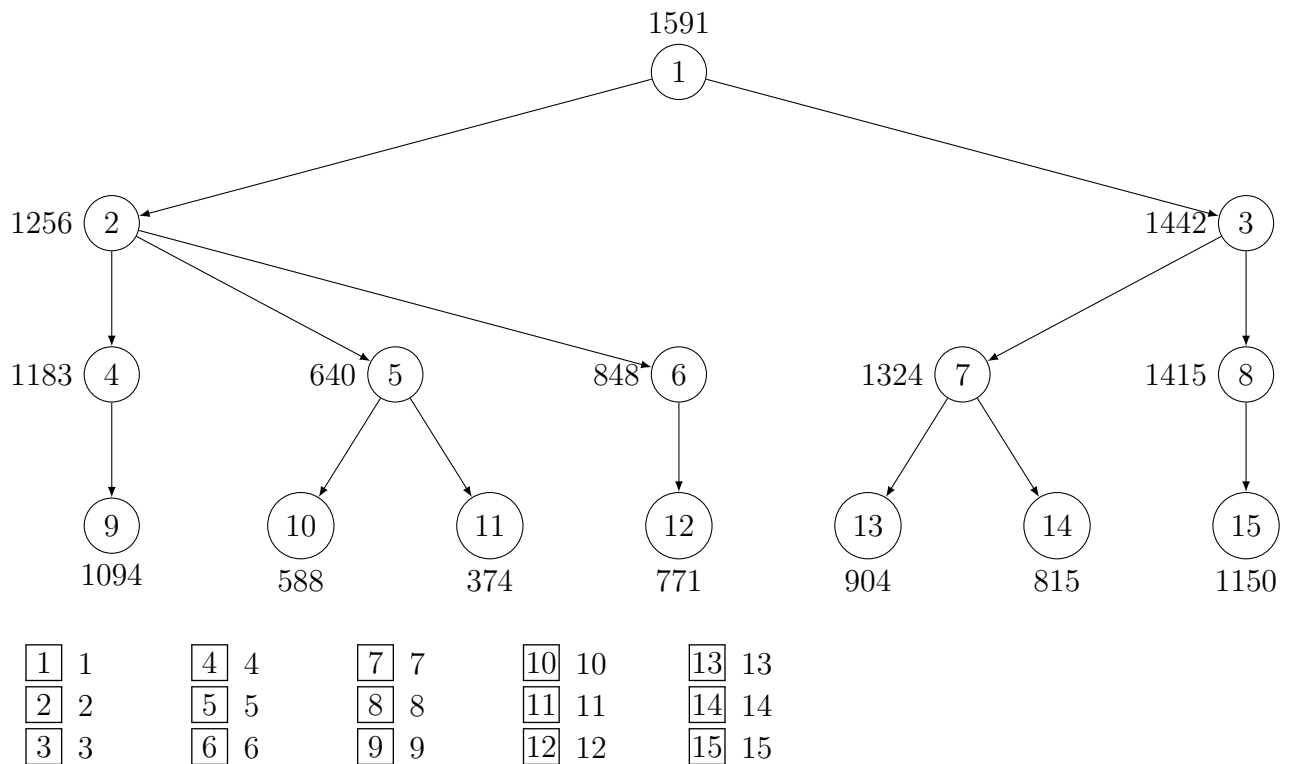


Question 22 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check the nodes that are cut by a depth-first-search exploration.

Remark

- All the solutions are feasible, a node is cut only if its bound is lower than the best current solution
- If a node is cut, the descendant of the nodes are not cut
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



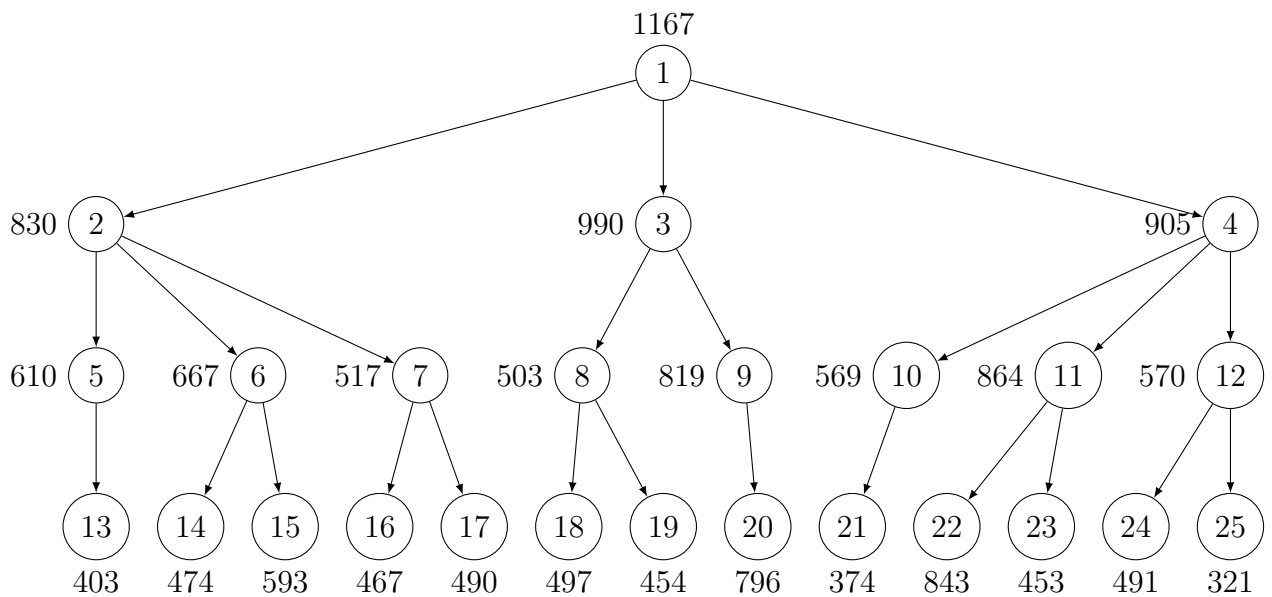


Question 23 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check all the nodes that will be explored by a depth-first-search exploration.

Remark

- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



<input type="checkbox"/> 1	<input type="checkbox"/> 5	<input type="checkbox"/> 9	<input type="checkbox"/> 13	<input type="checkbox"/> 17	<input type="checkbox"/> 21	<input type="checkbox"/> 25
<input type="checkbox"/> 2	<input type="checkbox"/> 6	<input type="checkbox"/> 10	<input type="checkbox"/> 14	<input type="checkbox"/> 18	<input type="checkbox"/> 22	
<input type="checkbox"/> 3	<input type="checkbox"/> 7	<input type="checkbox"/> 11	<input type="checkbox"/> 15	<input type="checkbox"/> 19	<input type="checkbox"/> 23	
<input type="checkbox"/> 4	<input type="checkbox"/> 8	<input type="checkbox"/> 12	<input type="checkbox"/> 16	<input type="checkbox"/> 20	<input type="checkbox"/> 24	

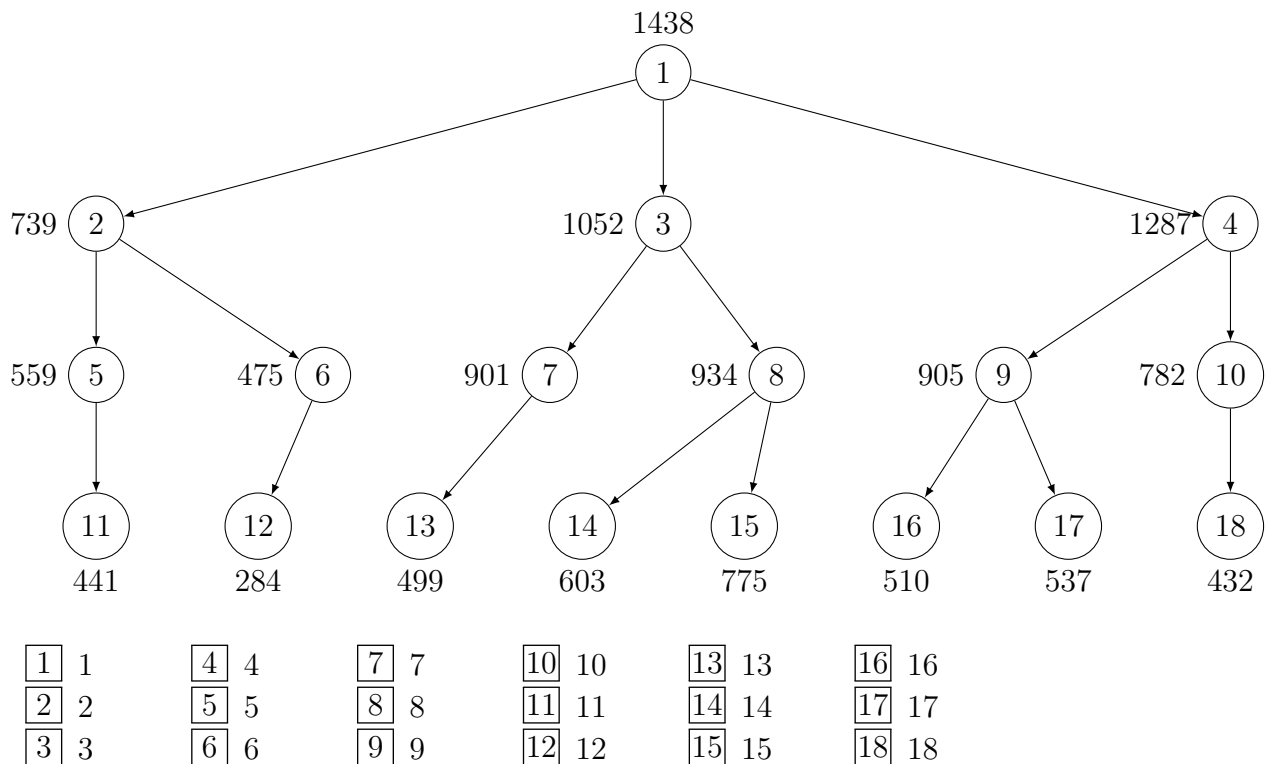


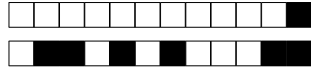
Question 24 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check all the nodes that will be explored by a best-first exploration, until a leaf is explored. (Check also that leaf).

Remark

- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



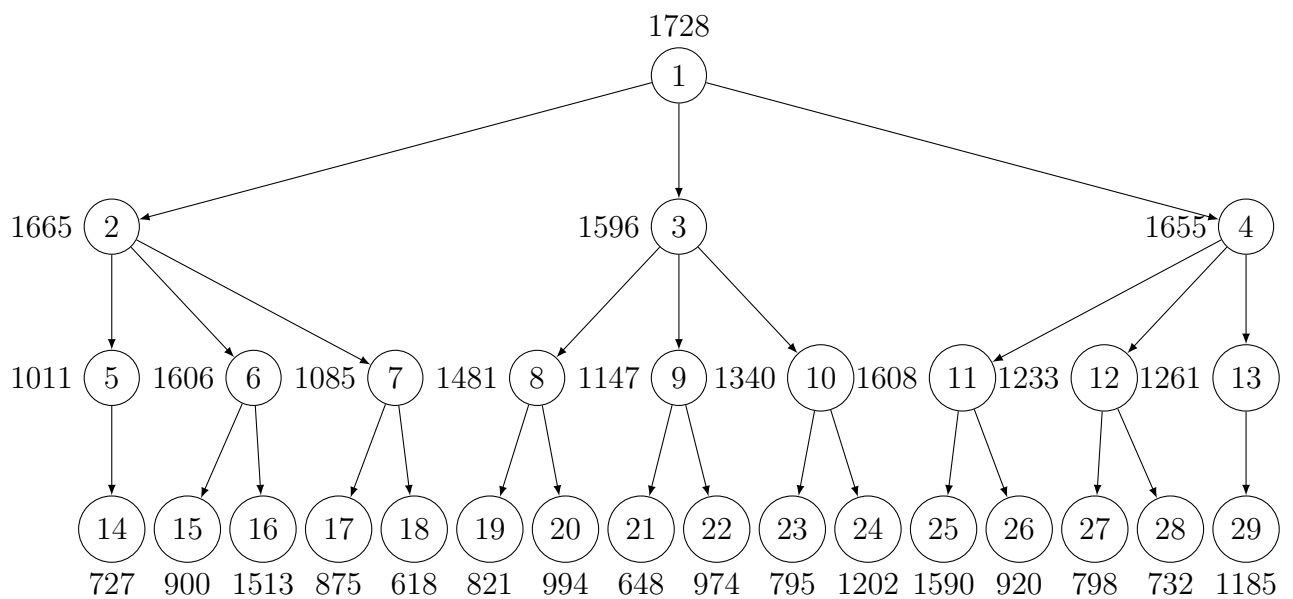


Question 25

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check the 9-th explored node by a depth-first-search exploration.

Remark

- The root is the first explored node
- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



1 1	6 6	11 11	16 16	21 21	26 26
2 2	7 7	12 12	17 17	22 22	27 27
3 3	8 8	13 13	18 18	23 23	28 28
4 4	9 9	14 14	19 19	24 24	29 29
5 5	10 10	15 15	20 20	25 25	

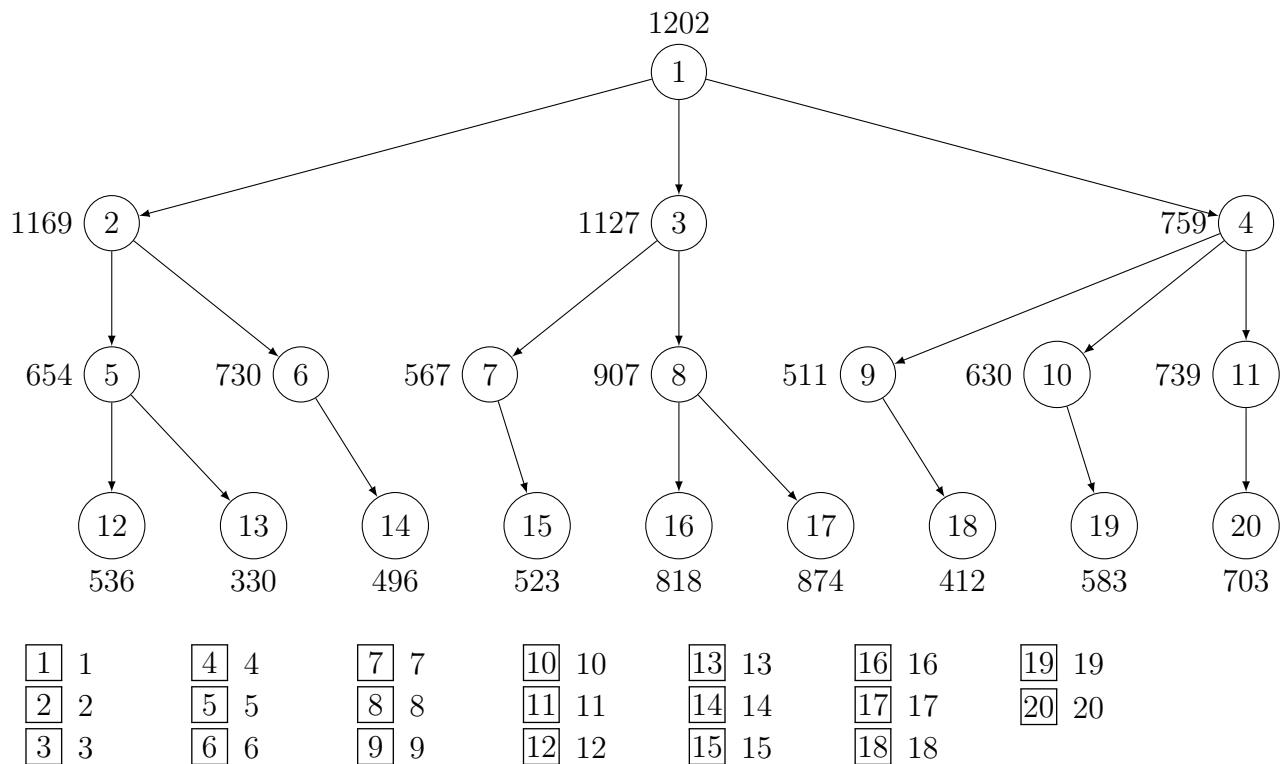


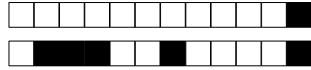
Question 26 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check the nodes that are cut by a depth-first-search exploration.

Remark

- All the solutions are feasible, a node is cut only if its bound is lower than the best current solution
- If a node is cut, the descendant of the nodes are not cut
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



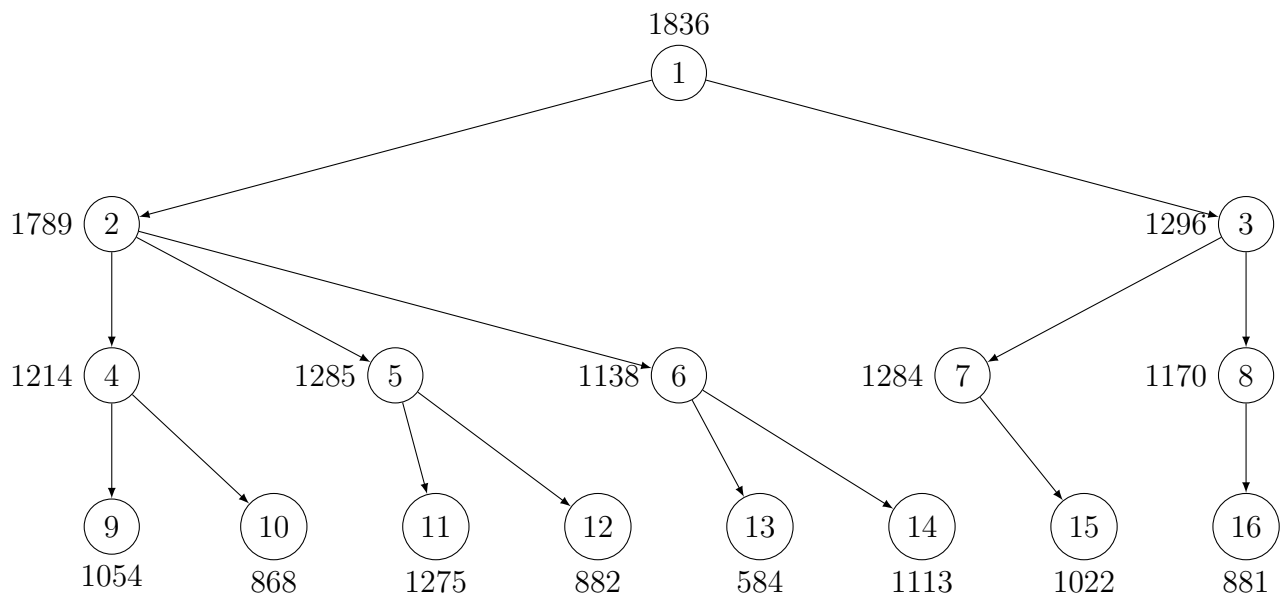


Question 27 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check all the nodes that will be explored by a depth-first-search exploration.

Remark

- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



<input type="checkbox"/> 1	<input type="checkbox"/> 4	<input type="checkbox"/> 7	<input type="checkbox"/> 10	<input type="checkbox"/> 13	<input type="checkbox"/> 16
<input type="checkbox"/> 2	<input type="checkbox"/> 5	<input type="checkbox"/> 8	<input type="checkbox"/> 11	<input type="checkbox"/> 14	
<input type="checkbox"/> 3	<input type="checkbox"/> 6	<input type="checkbox"/> 9	<input type="checkbox"/> 12	<input type="checkbox"/> 15	

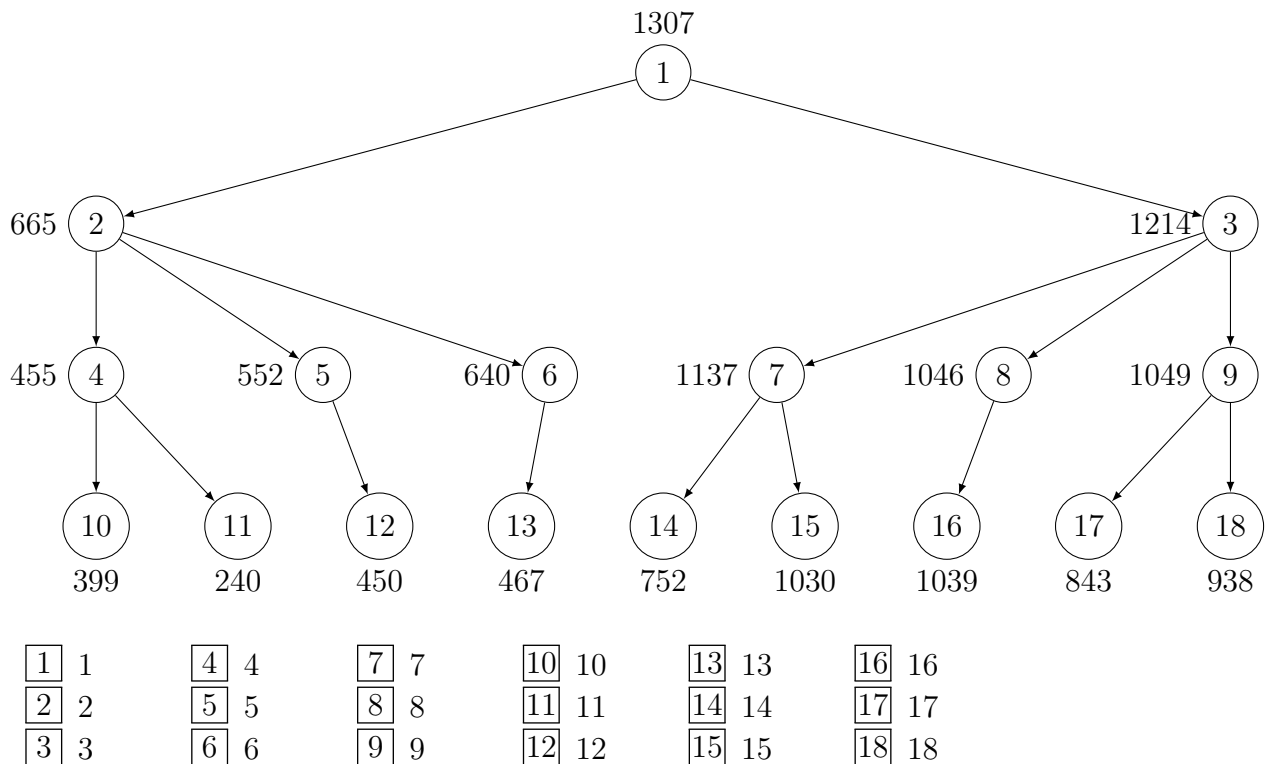


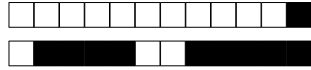
Question 28 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check all the nodes that will be explored by a best-first exploration, until a leaf is explored. (Check also that leaf).

Remark

- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



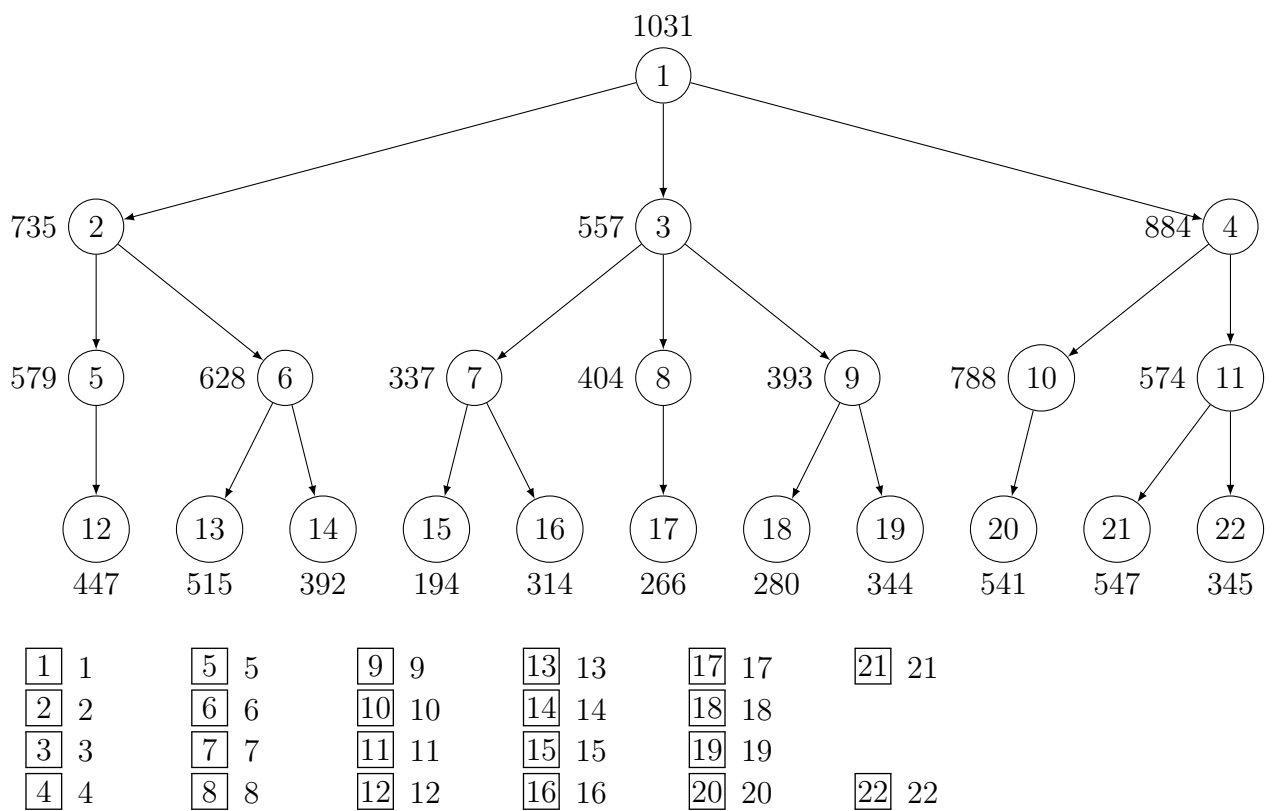


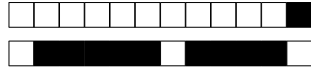
Question 29

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check the 9-th explored node by a depth-first-search exploration.

Remark

- The root is the first explored node
- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



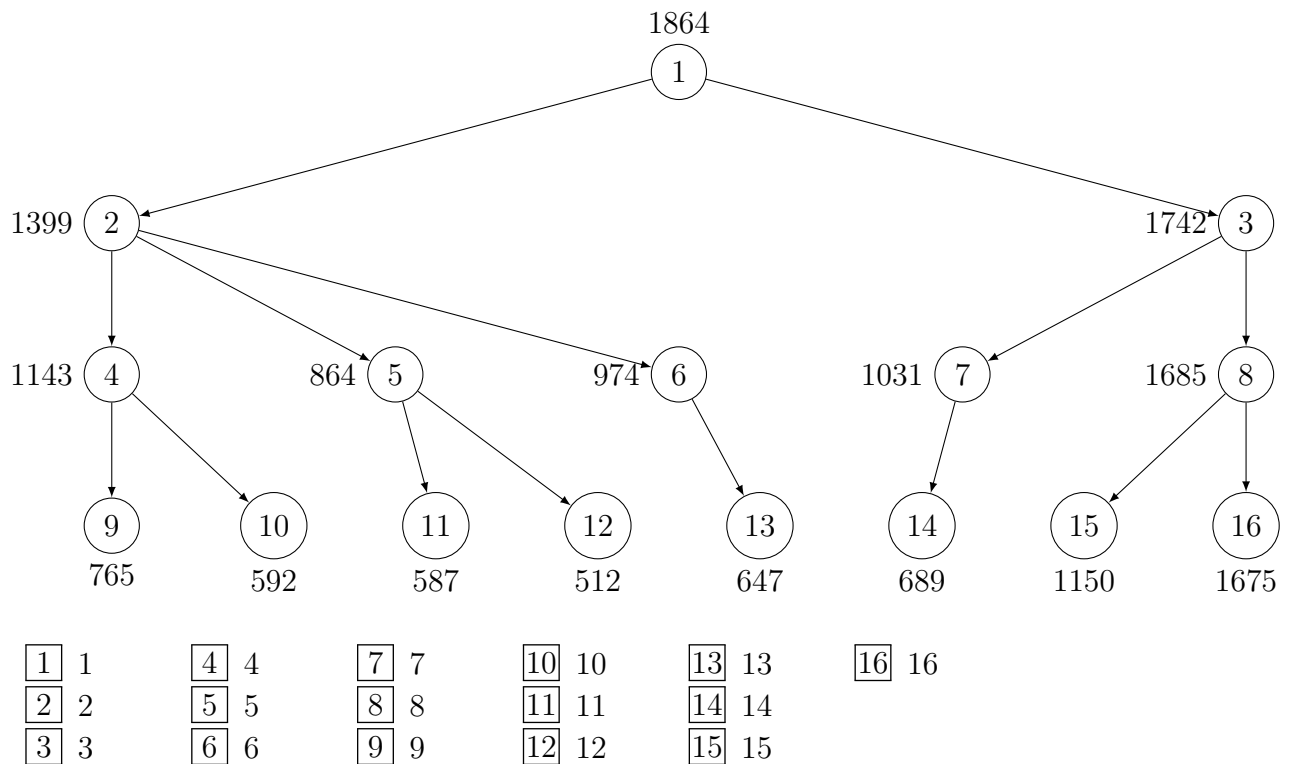


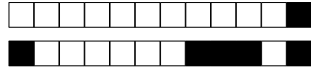
Question 30 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check the nodes that are cut by a depth-first-search exploration.

Remark

- All the solutions are feasible, a node is cut only if its bound is lower than the best current solution
- If a node is cut, the descendant of the nodes are not cut
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



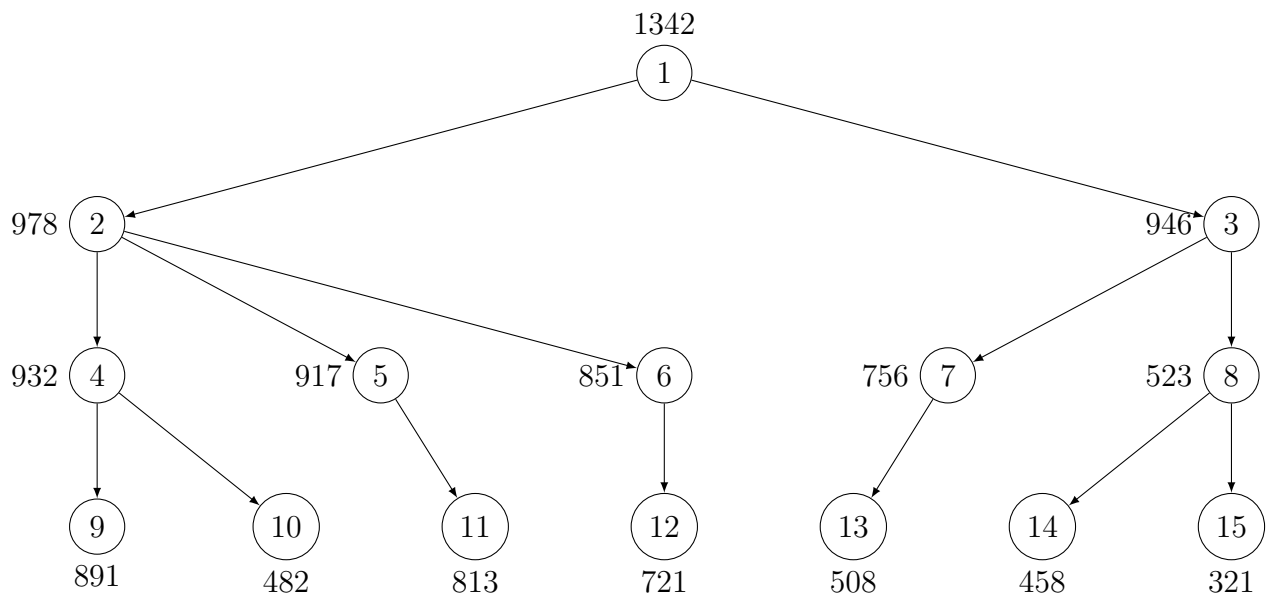


Question 31 ♣

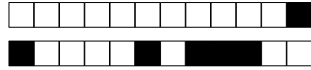
The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check all the nodes that will be explored by a depth-first-search exploration.

Remark

- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



<input type="checkbox"/> 1	<input type="checkbox"/> 4	<input type="checkbox"/> 7	<input type="checkbox"/> 10	<input type="checkbox"/> 13
<input type="checkbox"/> 2	<input type="checkbox"/> 5	<input type="checkbox"/> 8	<input type="checkbox"/> 11	<input type="checkbox"/> 14
<input type="checkbox"/> 3	<input type="checkbox"/> 6	<input type="checkbox"/> 9	<input type="checkbox"/> 12	<input type="checkbox"/> 15

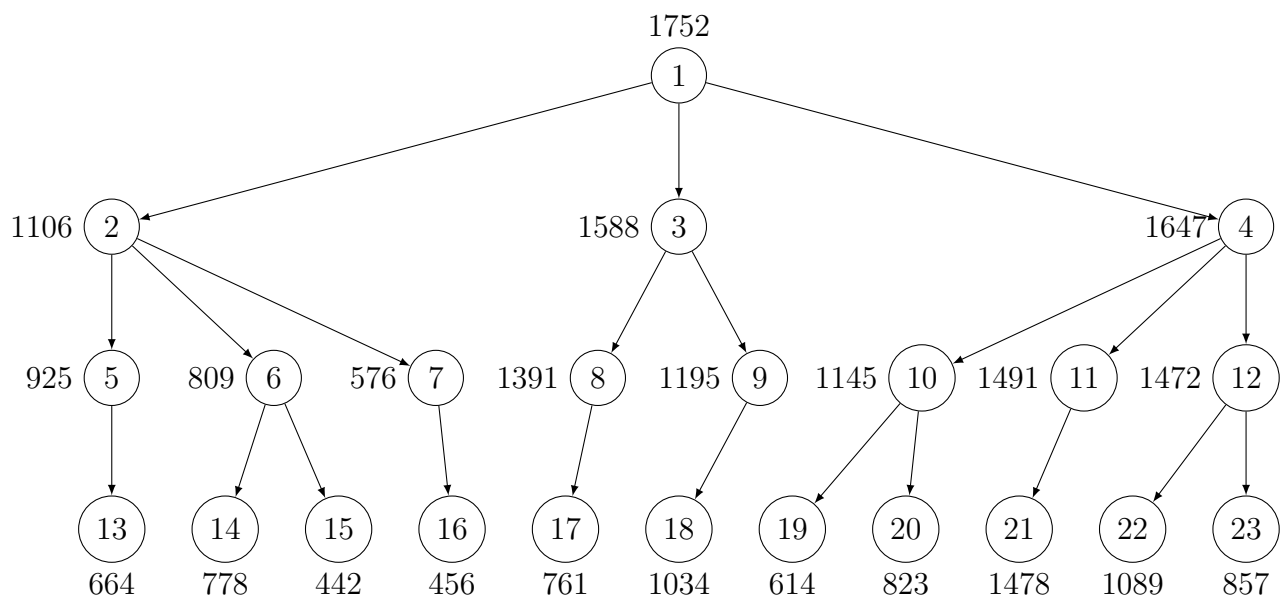


Question 32 ♣

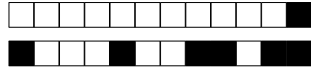
The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check all the nodes that will be explored by a best-first exploration, until a leaf is explored. (Check also that leaf).

Remark

- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



<input type="checkbox"/> 1	1	<input type="checkbox"/> 5	5	<input type="checkbox"/> 9	9	<input type="checkbox"/> 13	13	<input type="checkbox"/> 17	17	<input type="checkbox"/> 21	21
<input type="checkbox"/> 2	2	<input type="checkbox"/> 6	6	<input type="checkbox"/> 10	10	<input type="checkbox"/> 14	14	<input type="checkbox"/> 18	18	<input type="checkbox"/> 22	22
<input type="checkbox"/> 3	3	<input type="checkbox"/> 7	7	<input type="checkbox"/> 11	11	<input type="checkbox"/> 15	15	<input type="checkbox"/> 19	19	<input type="checkbox"/> 23	23
<input type="checkbox"/> 4	4	<input type="checkbox"/> 8	8	<input type="checkbox"/> 12	12	<input type="checkbox"/> 16	16	<input type="checkbox"/> 20	20		

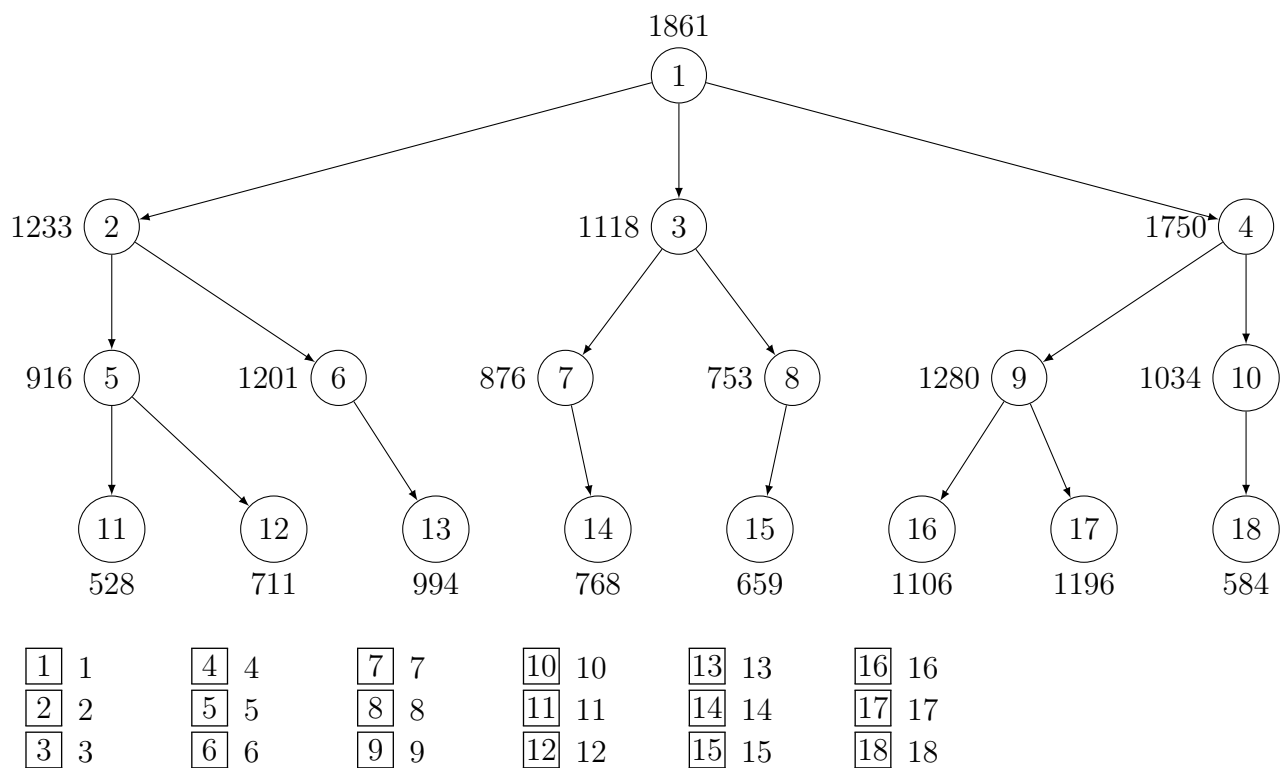


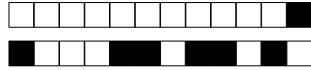
Question 33

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check the 11-th explored node by a depth-first-search exploration.

Remark

- The root is the first explored node
- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



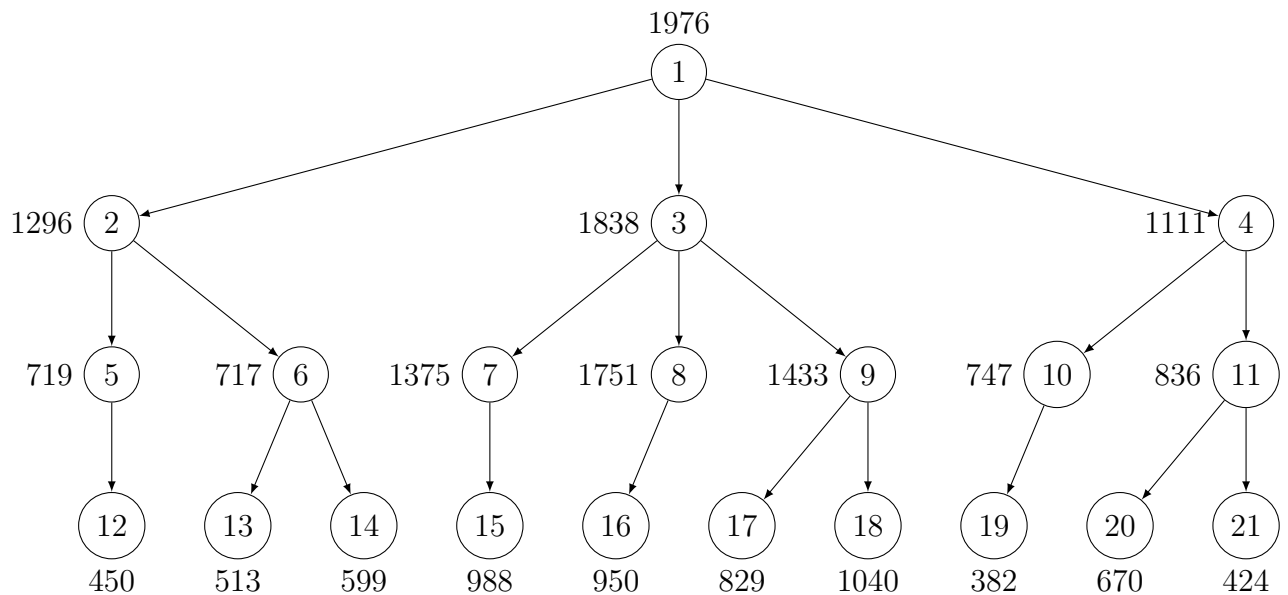


Question 34 ♣

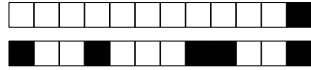
The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check the nodes that are cut by a depth-first-search exploration.

Remark

- All the solutions are feasible, a node is cut only if its bound is lower than the best current solution
- If a node is cut, the descendant of the nodes are not cut
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



1 1	4 4	7 7	10 10	13 13	16 16	19 19
2 2	5 5	8 8	11 11	14 14	17 17	20 20
3 3	6 6	9 9	12 12	15 15	18 18	21 21

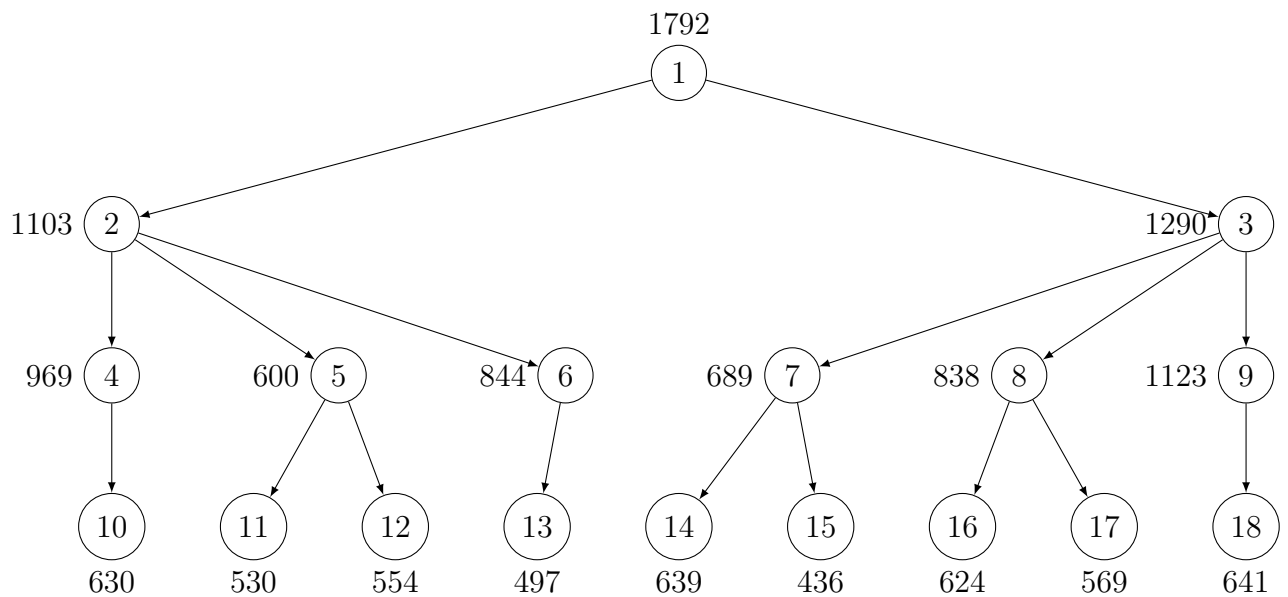


Question 35 ♣

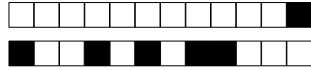
The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check all the nodes that will be explored by a depth-first-search exploration.

Remark

- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



1 1	4 4	7 7	10 10	13 13	16 16
2 2	5 5	8 8	11 11	14 14	17 17
3 3	6 6	9 9	12 12	15 15	18 18

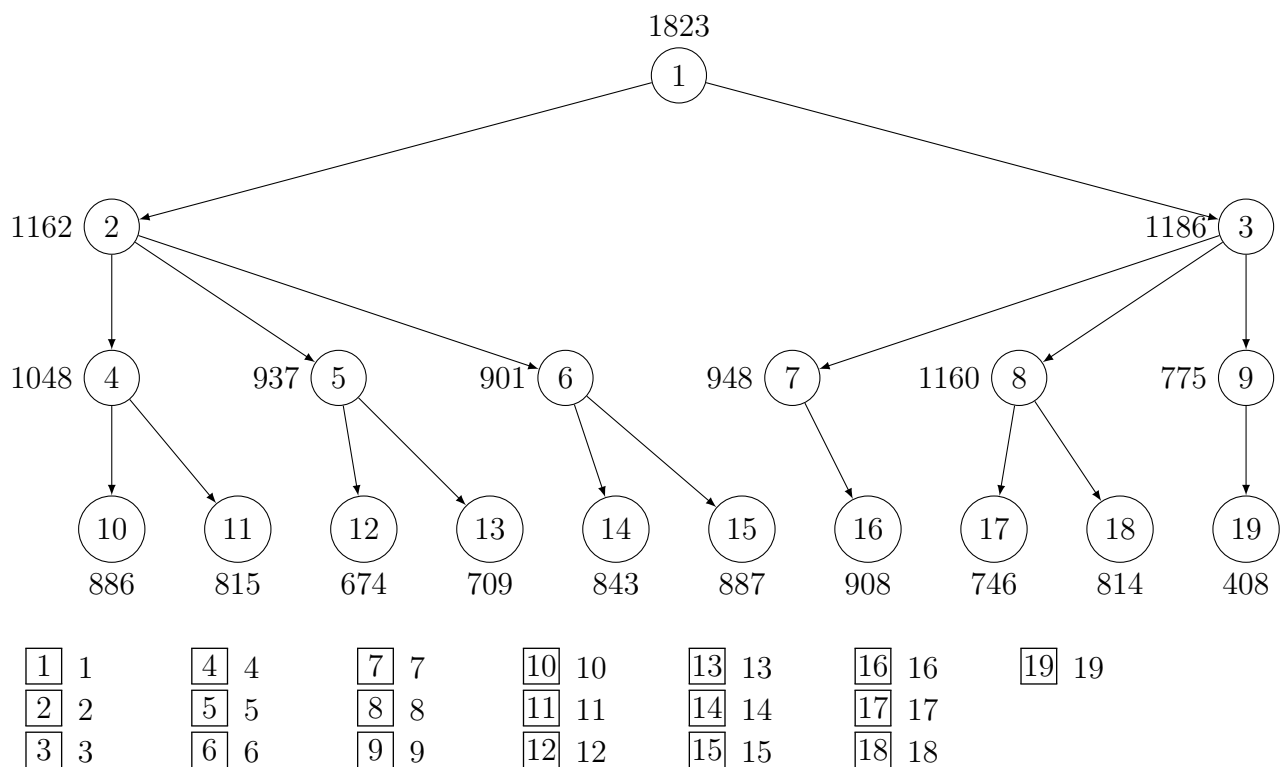


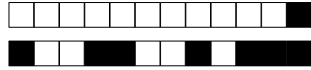
Question 36 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check all the nodes that will be explored by a best-first exploration, until a leaf is explored. (Check also that leaf).

Remark

- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



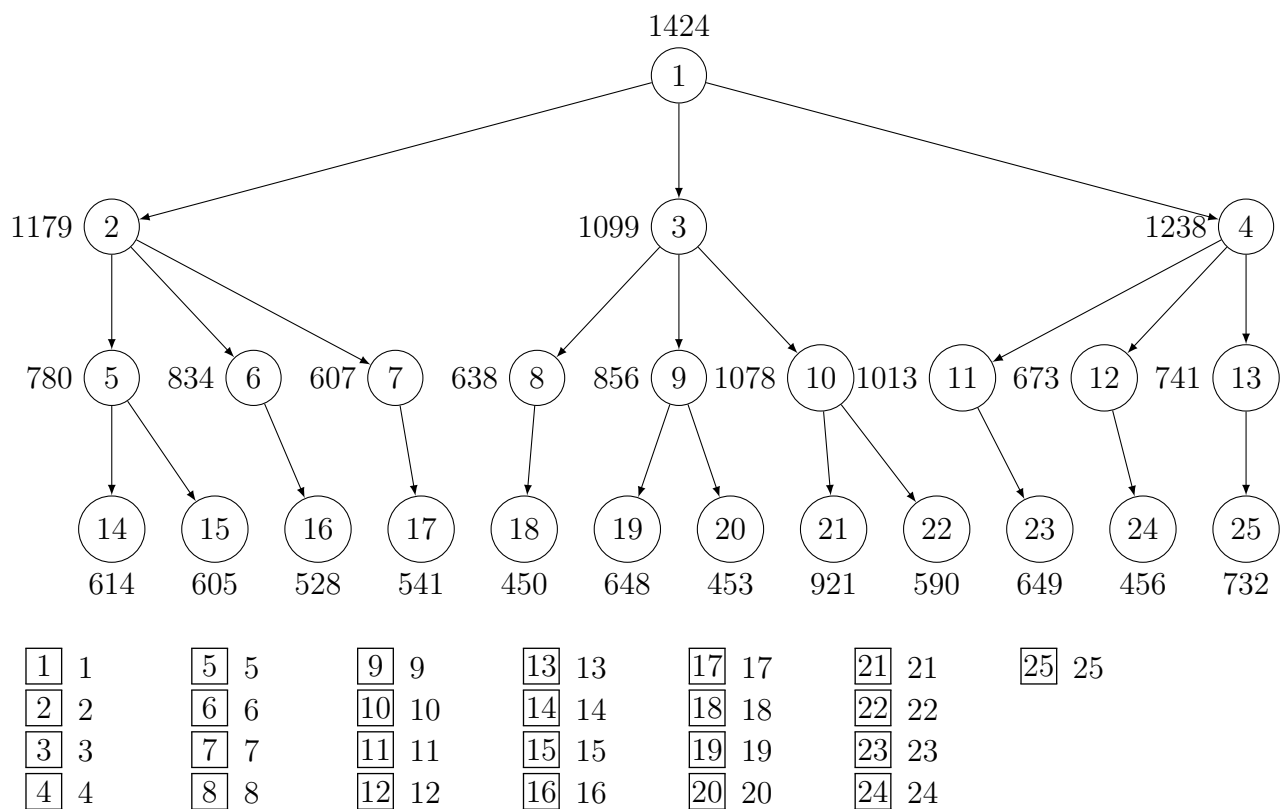


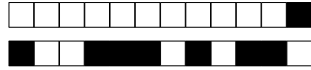
Question 37

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check the 11-th explored node by a depth-first-search exploration.

Remark

- The root is the first explored node
- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



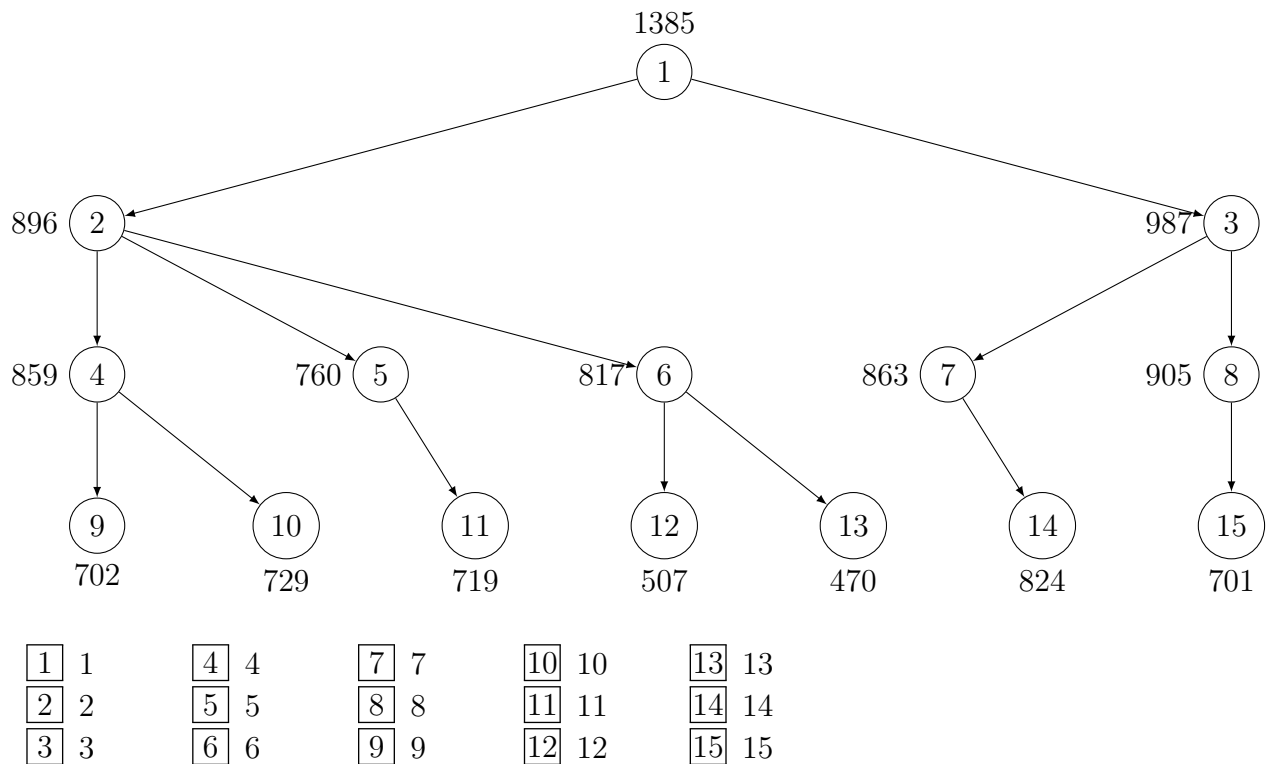


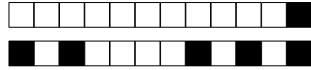
Question 38 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check the nodes that are cut by a depth-first-search exploration.

Remark

- All the solutions are feasible, a node is cut only if its bound is lower than the best current solution
- If a node is cut, the descendant of the nodes are not cut
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



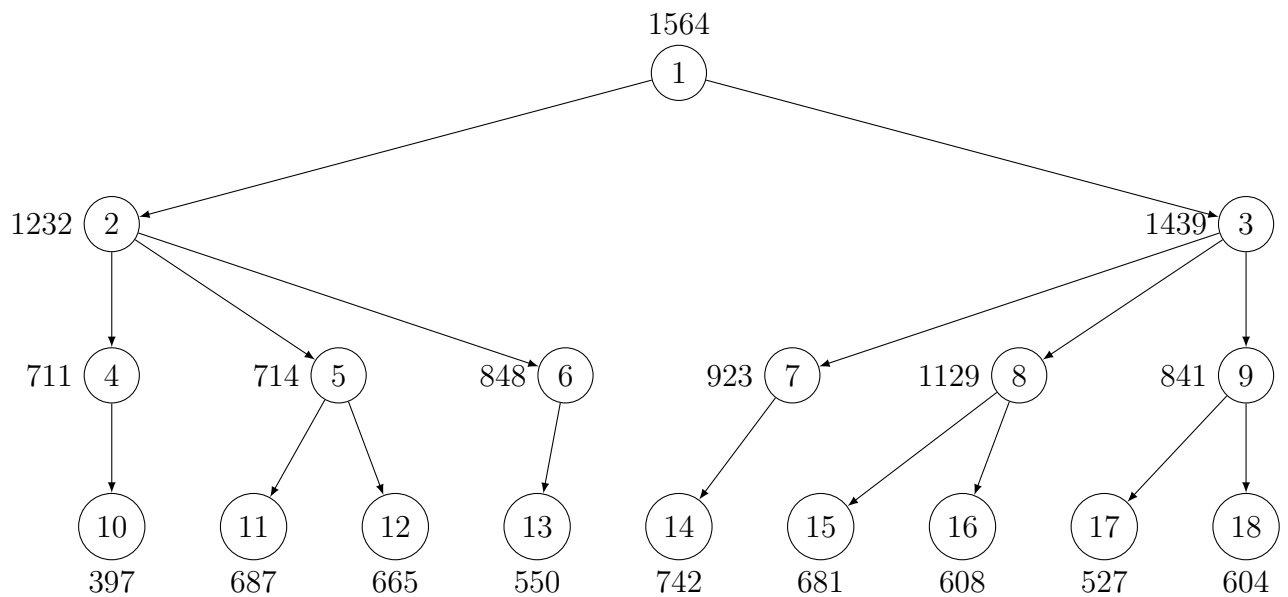


Question 39 ♣

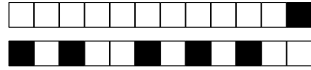
The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check all the nodes that will be explored by a depth-first-search exploration.

Remark

- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.



<input type="checkbox"/> 1	<input type="checkbox"/> 4	<input type="checkbox"/> 7	<input type="checkbox"/> 10	<input type="checkbox"/> 13	<input type="checkbox"/> 16
<input type="checkbox"/> 2	<input type="checkbox"/> 5	<input type="checkbox"/> 8	<input type="checkbox"/> 11	<input type="checkbox"/> 14	<input type="checkbox"/> 17
<input type="checkbox"/> 3	<input type="checkbox"/> 6	<input type="checkbox"/> 9	<input type="checkbox"/> 12	<input type="checkbox"/> 15	<input type="checkbox"/> 18

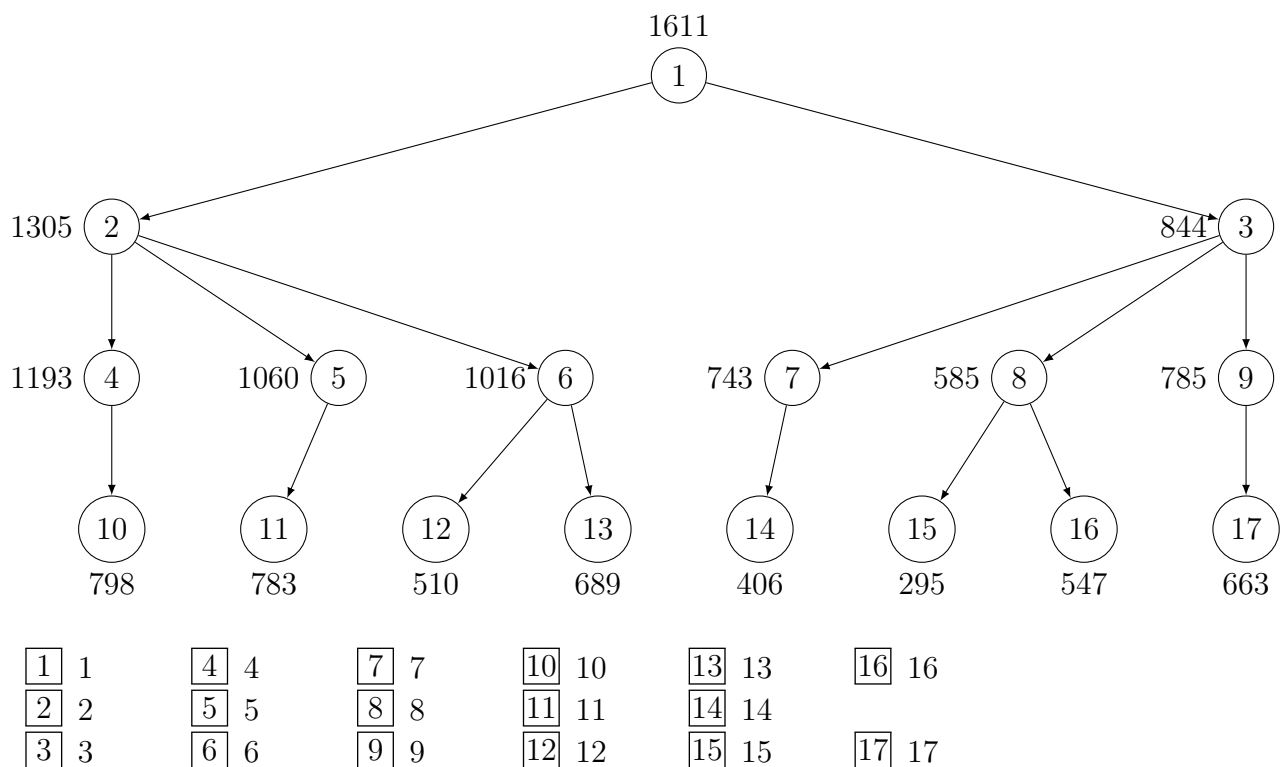


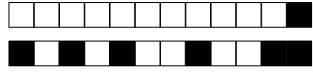
Question 40 ♣

The whole exploration tree of a Branch and Bound technique used to solve a maximisation problem is drawn below. Each node is associated with an upper bound. The value indicated next to a leaf is the weight of the associated feasible solution. Check all the nodes that will be explored by a best-first exploration, until a leaf is explored. (Check also that leaf).

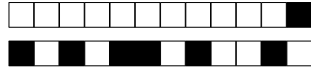
Remark

- All the solutions are feasible
- The maximization problem we solve is not specified. However you do not need to know that problem to answer the question.





+1/42/19+



Entraînement - Training

Noircissez complètement ci-dessous les 3 premières lettres de votre nom de famille et la première lettre de votre prénom. Par exemple, pour Jean Dupont, cochez J, D, U, P ; pour Henri Harley, cochez seulement H, A, R ; pour Bernard Ca, cochez seulement A, B, C.

Check entirely the 3 first letters of your lastname and the first letter of your firstname. For instance, for Jean Dupont, check J, D, U, P ; for Henri Harley, check only H, A, R ; for Bernard Ca, check only A, B, C.

A	B	C	D	E	F	G	H	I	J	K	L	M
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

Then write your lastname and firstname below.

Nom et prénom :

.....

Les réponses aux questions sont à donner exclusivement sur cette feuille. Les réponses données sur les feuilles précédentes ne seront pas prises en compte. Pour cocher une case, il faut la **noircir complètement**. Vous pouvez effacer votre réponse à la gomme ou avec du blanc, attention à ne pas effacer la case à cocher. Si vous êtes dans l'impossibilité de corriger une erreur, cette page est dupliquée au verso ; vous pouvez alors barrer cette feuille ci et répondre au verso.

QUESTION 1 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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17	18	19	20	21
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QUESTION 2 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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17	18	19
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QUESTION 3 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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17	18
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QUESTION 4 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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17	18	19	20	21	22
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QUESTION 5 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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17	18	19	20	21	22	23
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QUESTION 6 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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17	18	19	20	21	22	23	24	25	26	27
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QUESTION 7 :

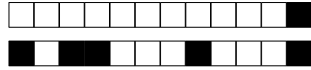
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----

17	18
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QUESTION 8 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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17	18	19	20
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QUESTION 9 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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17	18
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QUESTION 10 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14
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QUESTION 11 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16

QUESTION 12 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16	17	18	19	20
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QUESTION 13 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16	17	18
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QUESTION 14 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16

QUESTION 15 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16	17	18	19
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QUESTION 16 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16	17	18	19	20	21	22	23
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QUESTION 17 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16	17	18	19	20	21	22
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QUESTION 18 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16	17	18	19	20
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QUESTION 19 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16

QUESTION 20 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16	17	18	19	20	21	22	23	24	25	26
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QUESTION 21 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16	17	18	19	20	21
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QUESTION 22 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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QUESTION 23 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16	17	18	19	20	21	22	23	24	25
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QUESTION 24 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16	17	18
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QUESTION 25 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16	17	18	19	20	21	22	23	24	25	26	27	28	29
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QUESTION 26 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16	17	18	19	20
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QUESTION 27 :

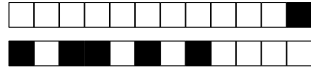
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----

16

QUESTION 28 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16	17	18
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QUESTION 29 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16	17	18	19	20	21	22
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QUESTION 30 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16

QUESTION 31 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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QUESTION 32 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16	17	18	19	20	21	22	23
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QUESTION 33 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16	17	18
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QUESTION 34 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16	17	18	19	20	21
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QUESTION 35 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16	17	18
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QUESTION 36 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16	17	18	19
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QUESTION 37 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16	17	18	19	20	21	22	23	24	25
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QUESTION 38 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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QUESTION 39 :

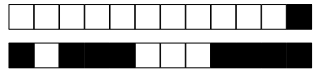
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----

16	17	18
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QUESTION 40 :

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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16	17
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