

Branch & Bound

```
#include <limits>

vector<string> sequences;
int minimum = numeric_limits<int>::max();

void enumerate (vector<int> & pos, int i, int summe)
{
    if (summe >= minimum) return;           // bound
    if (i == pos.size())
    {
        minimum = summe;                   // neues minimum
        return;
    }
    for (pos[i] = 1; pos[i] < sequences[i].size(); ++pos[i])
    {
        int summand = ...;
        enumerate (pos, i + 1, summe + summand); // branch
    }
}

int main(int argc, char *argv[])
{
    ...
    vector<int> p(k);
    enumerate(p, 0, 0);
    ...
}
```