

$i = [1; 2; 3; 4]$  1st iteration

valid	k	j	curr-pathweight	sol/drum	drum-find	min-path maxsize
0	0	1	0	[0]	[]	

$i \rightarrow$  invalid

$i = [2; 3; 4; 1]$  3rd iteration

valid	k	j	curr-pathweight	sol/drum	drum-find	min-path maxsize
1	0	2	4	[0; 2]	[]	
1	2	3	7	[0; 2; 3]	[]	
1	3	1	17	[0; 2; 3; 1]	[]	
0	1	4	17	Do []	[]	

$i \rightarrow$  invalid

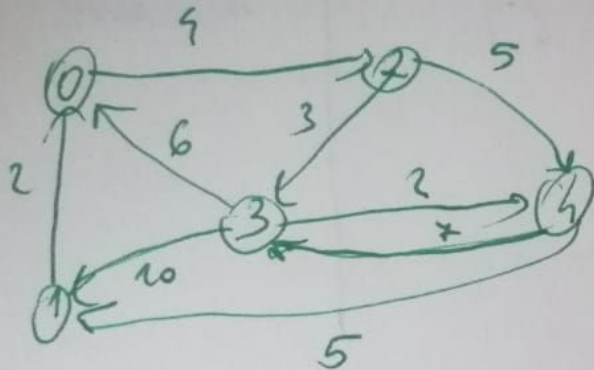
$i = [2; 3; 4; 1]$  10th iteration

valid	k	j	curr-pathweight	sol/drum	drum-find	min-path maxsize
1	0	2	4	[0; 2]	[2]	
1	2	3	7	[0; 2; 3]	[]	
1	3	4	9	[0; 2; 3; 4]	[]	
1	4	1	13	[0; 2; 3; 4; 1]	[]	
1	1	0	21	[0; 2; 3; 4; 1]	[0; 2; 3; 4; 1]	21

$i \Rightarrow$  is valid

there are 24 iterations where we checked all the permutations one by one.

## Manual execution:



1) Adjacency matrix is created

0	0	4	0	0
2	0	0	0	0
0	0	0	3	5
6	0	0	0	7
0	5	0	2	0

2) initialization

solution: 0-2-3-4-1-0

cost: 21

~~vst = empty list~~

drum = [0]

vst: [1, 2, 3, 4]

min path = ~~max~~ ~~vst~~ ~~max~~ ~~vst~~

next-permutation = all the permutations of vst list.

3) parsing through all the permutations (there are 24 permutations)  
and the solution is the 10th permutation