

Sardar Vallabhbhai National Institute of Technology, Surat
Computer Science and Engineering Department
B.Tech III - VI Semester
Artificial Intelligence (CS304)
Assignment 3

1. Implement Traveling Salesman problem in prolog.

The travelling salesman problem is a graph computational problem where the salesman needs to visit all cities (represented using nodes in a graph) in a list just once and the distances (represented using edges in the graph) between all these cities are known. The solution that is needed to be found for this problem is the shortest possible route in which the salesman visits all the cities and returns to the origin city.

