TRAVELLING SALESMAN PROBLEM

CODE:

```
from sys import maxsize
from itertools import permutations
V = 4
def travellingSalesmanProblem(graph, s):
 vertex = []
  for i in range(V):
   if i != s:
     vertex.append(i)
  min path = maxsize
  next permutation=permutations(vertex)
  for i in next permutation:
   current pathweight = 0
     current pathweight += graph[k][j]
    current pathweight += graph[k][s]
   min_path = min(min_path, current_pathweight)
  return min path
if name == " main ":
  graph = [[0, 10, 15, 20], [10, 0, 35, 25],
```

```
print(travellingSalesmanProblem(graph, s))
```

OUTPUT:

```
<u>C</u>→ 80
```

ASSIGNMENT PROBLEM

CODE:

```
from scipy.optimize import linear sum assignment
def get integer input(prompt):
           value = int(input(prompt))
            return value
        except ValueError:
            print("Invalid input. Please enter an integer.")
def get cost matrix(num resources, num tasks):
   cost matrix = []
   print("Enter the cost matrix:")
    for i in range(num resources):
        while True:
            row = list(map(int, input(f"Enter costs for Resource {i}:
").split()))
            if len(row) == num tasks:
                cost matrix.append(row)
                print(f"Invalid number of tasks. Expected {num_tasks}
tasks.")
    return cost matrix
num resources = get integer input("Enter the number of resources: ")
num tasks = get integer input("Enter the number of tasks: ")
cost matrix = get cost matrix(num resources, num tasks)
```

```
# Solve the assignment problem
row_indices, col_indices = linear_sum_assignment(cost_matrix)

# Print the optimal assignments
print("Optimal assignments:")
for row, col in zip(row_indices, col_indices):
    print(f"Resource {row} assigned to Task {col}")
```

OUTPUT:

```
Enter the number of resources: 3
Enter the number of tasks: 4
Enter the cost matrix:
Enter costs for Resource 0: 2 4 6 8
Enter costs for Resource 1: 12 3 7 1
Enter costs for Resource 2: 5 7 2 1
Optimal assignments:
Resource 0 assigned to Task 0
Resource 1 assigned to Task 3
Resource 2 assigned to Task 2
```