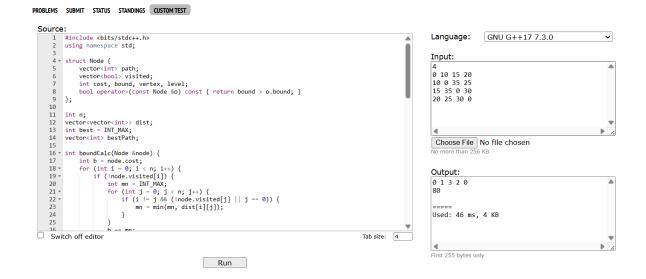
## **Assignment 4**

**Problem Statement :** Write a program to solve the travelling salesman problem and to print the path and the cost using LC Branch and Bound.

```
#include <bits/stdc++.h>
using namespace std;
struct Node {
  vector<int> path;
  vector<bool> visited;
  int cost, bound, vertex, level;
  bool operator>(const Node &o) const { return bound > o.bound; }
};
int n;
vector<vector<int>> dist;
int best = INT_MAX;
vector<int> bestPath;
int boundCalc(Node &node) {
  int b = node.cost;
  for (int i = 0; i < n; i++) {
     if (!node.visited[i]) {
       int mn = INT MAX;
       for (int j = 0; j < n; j++) {
          if (i != j && (!node.visited[j] || j == 0)) {
             mn = min(mn, dist[i][j]);
          }
       b += mn;
     }
  return b;
}
void solveTSP() {
  priority_queue<Node, vector<Node>, greater<Node>> pq;
  Node root;
  root.path.push back(0);
  root.visited.assign(n, false);
  root.visited[0] = true;
  root.cost = 0;
```

```
root.vertex = 0;
  root.level = 1;
  root.bound = boundCalc(root);
  pq.push(root);
  while (!pq.empty()) {
     Node cur = pq.top(); pq.pop();
     if (cur.bound >= best) continue;
     if (cur.level == n) {
        int finalCost = cur.cost + dist[cur.vertex][0];
        if (finalCost < best) {</pre>
           best = finalCost;
           bestPath = cur.path;
           bestPath.push_back(0);
       }
        continue;
     }
     for (int j = 0; j < n; j++) {
        if (!cur.visited[j]) {
           Node child = cur;
           child.path.push_back(j);
           child.cost += dist[cur.vertex][j];
           child.vertex = j;
           child.level++;
           child.visited[j] = true;
           child.bound = boundCalc(child);
           if (child.bound < best) pq.push(child);</pre>
       }
     }
  }
}
int main() {
  cin >> n;
  dist.assign(n, vector<int>(n));
  for (int i = 0; i < n; i++)
     for (int j = 0; j < n; j++)
        cin >> dist[i][j];
  solveTSP();
  for (int x : bestPath) cout << x << " ";
  cout << "\n" << best << "\n";
}
```

## **Test Case 1:**



## **Test Case 2:**

