Practical 8

Q1) Demonstrate Travelling Salesman Problem.

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Ans:
p8_travelling_salesman.py
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p8_travelling_salesman.py
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Practical: 8
Objective: Demonstrate Travelling Salesman Problem.
# Python3 program to implement traveling salesman
# problem using naive approach.
from sys import maxsize
from itertools import permutations
V = 4
# implementation of traveling Salesman Problem
def travellingSalesmanProblem(graph, s):
# store all vertex apart from source vertex
  vertex = []
  for i in range(V):
    if(i == s): continue
    vertex.append(i)
  # store minimum weight Hamiltonian Cycle
  min_path = maxsize
  next_permutation=permutations(vertex)
  for i in next_permutation:
    current_pathweight = 0 # store current Path weight(cost)
    k = s # compute current path weight
    for j in i:
      current_pathweight += graph[k][j]
      k = i
    current_pathweight += graph[k][s]
    min_path = min(min_path, current_pathweight) # update minimum
  return min_path
```

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# Driver Code

if __name__ == "__main__":

    # matrix representation of graph
    graph = [
        [0, 10, 15, 20],
        [10, 0, 35, 25],
        [15, 35, 0, 30],
        [20, 25, 30, 0],
]

s = 0
print(travellingSalesmanProblem(graph, s))
```

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(ai) C:\MyStuff\College Stuff\SEM V\Artificial Intelligence\Practicals\practical_8>py p8_travelling_salesman.py 80

(ai) C:\MyStuff\College Stuff\SEM V\Artificial Intelligence\Practicals\practical_8>
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