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1  /* Author: Keenan A Leman */
2  /* Held-Karp Algorithm Implementation, Traveling Salesman Problem Dynamic Programming Solution (Top-Down Approach) */
3  #include <iostream>
4  #include <bitset>
5  #include <cmath>
6  #include <climits>
7  #include <unordered_map>
8  #include <sstream>
9
10 using namespace std;
11
12 const int n = 4; // number of vertex
13 int start_index;
14 int G[n][n] = { // adj matrix
15     {0, 2, 9, 10},
16     {1, 0, 6, 4},
17     {15, 7, 0, 8},
18     {6, 3, 12, 0}
19 };
20
21 /*int G[n][n] = { // adj matrix
22     {0, 2, 9, 10, 12},
23     {1, 0, 6, 4, 12},
24     {15, 7, 0, 8, 12},
25     {6, 3, 12, 0, 12},
26     {6, 3, 12, 12, 0}
27 };*/
28
29 unordered_map<string, int> dp; // 0((2 ^ n) * n) space
30 // use thread safe map or 2D array of atomic integer
31 // 0((2 ^ n) * (n ^ 2)) if memoization data structure has O(1) complexity for insert and find operation
32
33 /*
34  * cost of path which start at start_index and end at index e, after visiting all vertex in set ss
35  * ss is string of 0 and 1 with length n
36  */
37 int cost(int e, string ss){
38     stringstream concat_stream;
39     concat_stream << e << ss;
40     unordered_map<string, int>::iterator it = dp.find(concat_stream.str());
41     if(it != dp.end()){
42         return it->second;
43     }
44     bitset<n> S(ss);
45     if(S.count() == 0){
46         return G[start_index][e];
47     }else{
48         int mn = INT_MAX;
49         for(int i = 0; i < n; i++){
50             bitset<n> rS = S;
51             if(S.test(i) && i != e){
52                 rS.reset(i);
53                 mn = min(cost(i, rS.to_string()) + G[i][e], mn);
54             }
55         }
56         concat_stream.str("");
57         concat_stream << e << ss;
58         dp[concat_stream.str()] = mn;
59         return mn;
60     }
61 }
62
63 int main(){
64     bitset<n> S;
65     S.set();

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```
66     // start and end at 0
67     start_index = 0;
68     S.reset(start_index);
69     cout << cost(start_index, S.to_string()) << endl;
70     return 0;
71 }
```