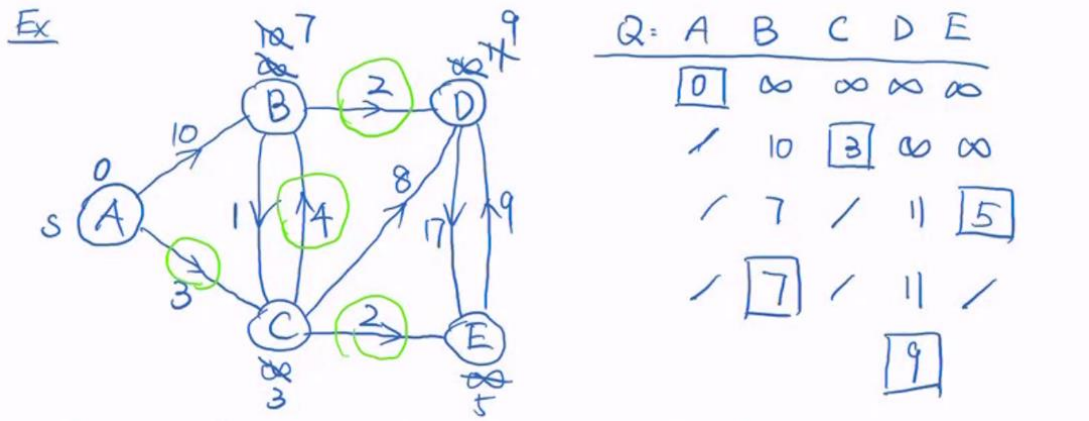


# HW5\_YIXIAO CHEN\_002198256

## Question:

**Question 1 (3 pt.)** Write codes for Dijkstra's algorithm using unsorted array for priority Q.



-----Codes after result for every question below-----

## [Dijkstra]:

```
Run: shortest_path x
please give the number of vertex & edges:
5 9
please give the cost of each path: ex. [from][come][cost]
1 2 10
1 3 3
2 3 1
2 4 2
3 2 4
3 4 8
3 5 2
4 5 17
5 4 9
please give the starting point
1
pop_label: 1
| node:1 est: 0 | node:2 est: 10 | node:3 est: 3 | node:4 est: 2.14748e+09 | node:5 est: 2.14748e+09
pop_label: 3
| node:1 est: 0 | node:2 est: 7 | node:3 est: 3 | node:4 est: 11 | node:5 est: 5
pop_label: 5
| node:1 est: 0 | node:2 est: 7 | node:3 est: 3 | node:4 est: 11 | node:5 est: 5
pop_label: 2
| node:1 est: 0 | node:2 est: 7 | node:3 est: 3 | node:4 est: 9 | node:5 est: 5
pop_label: 4
| node:1 est: 0 | node:2 est: 7 | node:3 est: 3 | node:4 est: 9 | node:5 est: 5

>>> [Shortest Path result]: <<<<
vertex no.2 path_from: 3 Cost: 7
vertex no.3 path_from: 1 Cost: 3
vertex no.4 path_from: 2 Cost: 9
vertex no.5 path_from: 3 Cost: 5
```

## 【Dijkstra】\_by cyx

```
#include <iostream>
#include <vector>
#include <cmath>
// #include <queue>
#include <algorithm>
#include <cstring>

using namespace std;

struct Vertex {
    int label = 0; // 后续打乱顺序后再输出可能会用到编号
    double estimate = INT_MAX;
    // vector<Vertex> vertex_come;
    // vector<Vertex> vertex_from;
    vector<Vertex *> vertex_come;
    vector<Vertex *> vertex_from;
    Vertex *parent = NULL;
};

/* struct cmp {
    bool operator()(Vertex *a, Vertex *b) {
        return a->estimate > b->estimate;
    }
}; */

bool cmp(Vertex *a, Vertex *b) {
    return a->estimate > b->estimate;
}

int main() {
    cout << ">>>> [Dijkstra's algorithm] <<<<" << endl;

    int vertex_number, edge_number;
    cout << "please give the number of vertex & edges:" << endl;
    cin >> vertex_number >> edge_number;
    int consumption[vertex_number + 1][vertex_number + 1];
    memset(consumption, 0, sizeof(consumption));
```

```

Vertex vertex_array[vertex_number + 1];

int from, come, cost;
cout << "please give the cost of each path: ex. [from][come][cost]" << endl;
for (int i = 1; i <= edge_number; i++) {
    cin >> from >> come >> cost;
    //vertex_array[come].vertex_from.push_back(vertex_array[from]);
    //vertex_array[from].vertex_come.push_back(vertex_array[come]);
    vertex_array[from].vertex_come.push_back(&vertex_array[come]);
    vertex_array[come].vertex_from.push_back(&vertex_array[from]);
    consumption[from][come] = cost;
}

//consumption 测试代码
/*for(int i = 1;i<=vertex_number;i++){
    for(int j=1; j<=vertex_number;j++){
        cout << consumption[i][j]<<" ";
    }
    cout <<endl;
}*/

int start_point;
cout << "please give the starting point" << endl;
cin >> start_point;
//start_point = 1;
vertex_array[start_point].label = start_point;
vertex_array[start_point].estimate = 0;
vertex_array[start_point].parent = NULL;
//Vertex *source = &vertex_array[start_point];

//priority_queue<Vertex *, vector<Vertex *>, cmp> Q;
vector<Vertex *>vertex_queue;
for (int i = 1; i <= vertex_number; i++) {
    vertex_array[i].label = i;
    //Q.push(&vertex_array[i]);
    vertex_queue.push_back(&vertex_array[i]);
}

```

```

sort(vertex_queue.begin(),vertex_queue.end(),cmp);
//cout<<"top_label: "<<Q.top()->label<<endl;//测试优先级队列
//节点间关系测试函数
/*for (int i = 1; i <= vertex_number; i++) {
    cout << "vertex:" << vertex_array[i].label << " vertex_come: ";
    for (int j = 0; j < vertex_array[i].vertex_come.size(); j++) {
        cout << vertex_array[i].vertex_come[j]->label << " ";
    }
    cout << endl;
}*/

vector<Vertex *>q_operate;
Vertex *tar;
while (vertex_queue.size()!=0){
//while (Q.empty() != 1) {
    //tar = Q.top();
    //pop 测试函数
    tar = vertex_queue[vertex_queue.size()-1];
    //cout << "pop_label: "<<Q.top()->label<<endl;
    cout << "pop_label: "<<vertex_queue[vertex_queue.size()-1]->label<<endl;
    //Q.pop();
    for (int i = 0; i < tar->vertex_come.size(); i++) {
        if (tar->vertex_come[i]->estimate > tar->estimate +
consumption[tar->label][tar->vertex_come[i]->label]) {
            tar->vertex_come[i]->estimate = tar->estimate +
consumption[tar->label][tar->vertex_come[i]->label];
            tar->vertex_come[i]->parent = tar;
        }
    }
    //测试函数
    for(int j = 1;j<=vertex_number;j++){
        cout<<"| node:"<<j<<" est: "<<vertex_array[j].estimate<<" ";
    }
    cout<< endl;
    vertex_queue.pop_back();
    sort(vertex_queue.begin(),vertex_queue.end(),cmp);
    //cyx 独家笨方法
    /*for(int i = 0;i<Q.size();i++){

```

```

        q_operate.push_back(Q.top());
        Q.pop();
    }
    for(int i = 0;i<q_operate.size();i++){
        Q.push(q_operate[i]);
    }
    q_operate.clear();*/
}

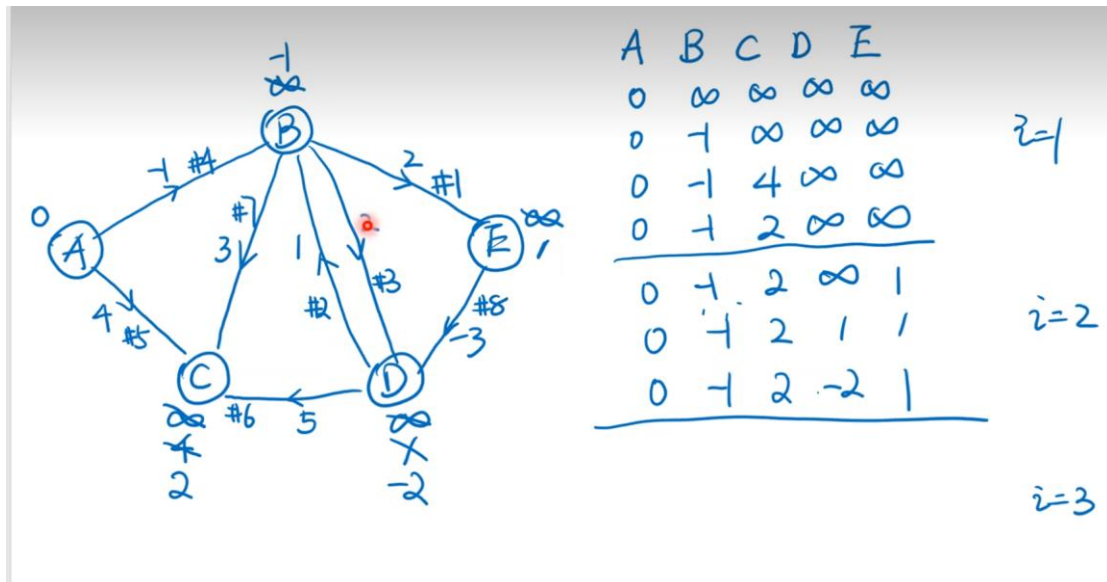
cout << "\n>>>> [Shortest Path result]: <<<<" << endl;
for (int i = 1; i <= vertex_number; i++) {
    if (i == start_point) {
        continue;
    }
    cout << "vertex no." << i << " path_from: " << vertex_array[i].parent->label
<<" Cost: "<<vertex_array[i].estimate <<endl;
}

return 0;
}
//程序输入样例
/*5 9
1 2 10
1 3 3
2 3 1
2 4 2
3 2 4
3 4 8
3 5 2
4 5 17
5 4 9
1*/

```

## Question:

**Question 2 (2 pt.)** Write codes for Bellman-Ford algorithm.



## [Bellman-ford]:

```
Run: Bellman_Ford <
"D:\Documents\Northeastern University\EECE7205\homework\HW5\Bellman_Ford\cmake-build-debug\Bellman_Ford.exe"
>>> [Bellman-Ford] <<<
please give the number of vertex & edges:
5 8
please give the cost of each path: ex. [from][come][cost]
1 2 -1
1 3 4
2 3 3
2 4 2
2 5 2
3 3 5
4 3 1
5 4 -3
please give the starting point
1
vertex no.1 [Source]
vertex no.2 path_from: 1 cost: -1
vertex no.3 path_from: 2 cost: 2
vertex no.4 path_from: 5 cost: -2
vertex no.5 path_from: 2 cost: 1
Process finished with exit code 0
```

## 【Bellmen-ford】\_by cyx

```
#include <iostream>
#include <cstring>

using namespace std;

struct Vertex{
    int label;
    int estimation = INT_MAX;
    int path_label = 0;
};

struct Edge{
    Vertex *edge_from;
    Vertex *edge_come;
};

int main() {
    cout << ">>>> [Bellman-Ford] <<<<" << endl;

    int vertex_number, edge_number;
    cout << "please give the number of vertex & edges:" << endl;
    cin >> vertex_number >> edge_number;
    int consumption[vertex_number + 1][vertex_number + 1];
    memset(consumption, 0, sizeof(consumption));
    Vertex vertex_array[vertex_number + 1];
    for(int i=1;i<=vertex_number;i++){
        vertex_array[i].label = i;
    }
    Edge edge_array[edge_number+1];

    int from, come, cost;
    cout << "please give the cost of each path: ex. [from][come][cost]" << endl;
    for (int i = 1; i <= edge_number; i++) {
        cin >> from >> come >> cost;
        edge_array[i].edge_come = &vertex_array[come];
        edge_array[i].edge_from = &vertex_array[from];
        consumption[from][come] = cost;
    }
}
```

```

int start_point;
cout << "please give the starting point" << endl;
cin >> start_point;
//start_point = 1;
vertex_array[start_point].estimation = 0;

for (int i = 1; i <= vertex_number - 1; i++) {
    for (int j = 1; j <= edge_number; j++) {
        if (edge_array[j].edge_come->estimation >
edge_array[j].edge_from->estimation +

consumption[edge_array[j].edge_from->label][edge_array[j].edge_come->label]) {
            edge_array[j].edge_come->estimation =
edge_array[j].edge_from->estimation +

consumption[edge_array[j].edge_from->label][edge_array[j].edge_come->label];
            edge_array[j].edge_come->path_label =
edge_array[j].edge_from->label;
        }
    }
}

for(int i=1;i<=edge_number;i++){
    if(edge_array[i].edge_come->estimation >
edge_array[i].edge_from->estimation +

consumption[edge_array[i].edge_from->label][edge_array[i].edge_come->label]){
        cout <<"Sorry, there seems to be a negative loop in the graph, please
check. END"<<endl;
        return 0;
    }
}

for(int i=1;i<=vertex_number;i++){
    cout<< "vertex no." <<i<<" ";
    if(i == start_point){
        cout << "[Source]"<<endl;

```



```
    }  
    else{  
        cout <<"path_from: " << vertex_array[i].path_label<<" ";  
        cout <<"cost: " << vertex_array[i].estimation<<endl;  
    }  
}  
  
return 0;  
}
```