\*\*\*\*\*\*\*\*\*Prim（基于邻接表实现Graph）\*\*\*\*\*\*\*\*\*

1. **link.h:**

#include <iostream>

template <typename E> class Link {

public:

E element; // Value for this node 结点值

Link \*next; // Pointer to next node in list 结点指针：在链表中指向下一结点

// Constructors 构造函数

Link(const E& elemval, Link\* nextval =NULL)

{ element = elemval; next = nextval; }

Link(Link\* nextval =NULL) { next = nextval; }

};

1. **List抽象类(list.h)：**

#ifndef LIST

#define LIST

template <typename E> class List { // List ADT 抽象数据类型定义

private:

void operator =(const List&) {} // Protect assignment

List(const List&) {} // Protect copy constructor

public:

List() {} // Default constructor 构造函数

virtual ~List() {} // Base destructor 析构函数

// Clear contents from the list, to make it empty. 清空列表中的内容

virtual void clear() = 0;

// Insert an element at the current location.

// item: The element to be inserted 在当前位置插入元素item

virtual void insert(const E& item) = 0;

// Append an element at the end of the list.

// item: The element to be appended 在表尾添加元素item

virtual void append(const E& item) = 0;

// Remove and return the current element.

// Return: the element that was removed. 删除当前元素，并将其作为返回值

virtual E remove() = 0;

// Set the current position to the start of the list. 将当前位置设置为顺序表起始处

virtual void moveToStart() = 0;

// Set the current position to the end of the list. 将当前位置设置为顺序表末尾

virtual void moveToEnd() = 0;

// Move the current position one step left. No change

// if already at beginning. 将当前位置左移一步，如果当前位置在首位就不变

virtual void prev() = 0;

// Move the current position one step right. No change

// if already at end. 将当前位置右移一步，如果当前位置在末尾就不变

virtual void next() = 0;

// Return: The number of elements in the list. 返回列表当前的元素个数

virtual int length() const = 0;

// Return: The position of the current element. 返回当前元素的位置

virtual int currPos() const = 0;

// Set current position.

// pos: The position to make current. 将当前位置设置为pos

virtual void moveToPos(int pos) = 0;

// Return: The current element. 返回当前元素

virtual const E& getValue() const = 0;

};

#endif

1. **book函数(book.h)：**

#include <iostream>

#include <cstdlib>

#include<cstring>

#include <time.h> // Used by timing functions

using namespace std;

//comp的模板函数

template <typename T>

inline bool Comp(T t1,T t2){

if(t1==t2)

return true;

return false;

}

//模板特殊化

template<>

bool Comp<string>(string s1,string s2){

if(strcmp(s1.c\_str(),s2.c\_str())==0)

return true;

return false;

}

// Assert: If "val" is false, print a message and terminate

// the program

void Assert(bool val, string s) {

if (!val) { // Assertion failed -- close the program 检查失败，关闭程序

cout << "Assertion Failed: " << s << endl;

exit(-1);

}

}

1. **List的链表实现(llist.h)：**

#include "list.h"

#include "book.h"

#define defaultSize 100

template <typename E> class LList: public List<E> {

private:

Link<E>\* head; // Pointer to list header 指向链表头结点

Link<E>\* tail; // Pointer to last element 指向链表最后一个结点

Link<E>\* curr; // Access to current element 指向当前元素

int cnt; // Size of list 当前列表大小

void init() { // Intialization helper method 初始化

curr = tail = head = new Link<E>;

cnt = 0;

}

void removeall() {

while(head != NULL) {

curr = head;

head = head->next;

delete curr;

}

}

public:

LList(int size=100) { init(); } // Constructor 构造函数

~LList() { removeall(); } // Destructor 析构函数

void print() const; // Print list contents 打印列表内容

void clear() { removeall(); init(); } // Clear list清空列表

// Insert "it" at current position 在当前位置插入“it”

void insert(const E& it) {

curr->next = new Link<E>(it, curr->next);

if (tail == curr) tail = curr->next; // New tail 新的尾指针

cnt++;

}

void append(const E& it) { // Append "it" to list 在列表的尾部追加“it”

tail = tail->next = new Link<E>(it, NULL);

cnt++;

}

// Remove and return current element 删除并返回当前元素

E remove() {

assert(curr->next != NULL); //"No element" 若当前没有元素则中断程序

E it = curr->next->element; // Remember value 保存元素值

Link<E>\* ltemp = curr->next; // Remember link node保存指针域信息

if (tail == curr->next) tail = curr; // Reset tail 重置尾指针

curr->next = curr->next->next; // Remove from list从列表中删除

delete ltemp; // Reclaim space 回收空间

cnt--; // Decrement the count 当前链表长度减一

return it;

}

void moveToStart() // Place curr at list start将curr设置在链表头部

{ curr = head; }

void moveToEnd() // Place curr at list end 将curr设置在链表尾部

{ curr = tail; }

// Move curr one step left; no change if already at front

// 将curr指针往前移一步；如果已经指向头部了就不需要改变

void prev() {

if (curr == head) return; // No previous element 若当前指针是头指针直接返回

Link<E>\* temp = head;

// March down list until we find the previous element 循环链表直到找到前一个元素

while (temp->next!=curr) temp=temp->next;

curr = temp;

}

// Move curr one step right; no change if already at end 将curr指针往后移一步；如果已经指向尾部了就不需要改变

void next()

{ if (curr != tail) curr = curr->next; }

int length() const { return cnt; } // Return length 返回当前列表大小

// Return the position of the current element 返回当前元素的位置

int currPos() const {

Link<E>\* temp = head;

int i;

for (i=0; curr != temp; i++)

temp = temp->next;

return i;

}

// Move down list to "pos" position 向下移动到列表“pos”位置

void moveToPos(int pos) {

assert ((pos>=0)&&(pos<=cnt));//"Position out of range" 不在范围内

curr = head;

for(int i=0; i<pos; i++) curr = curr->next;

}

const E& getValue() const { // Return current element 返回当前元素

assert(curr->next != NULL);//"No value" 内容为空

return curr->next->element;

}

};

1. **graph抽象类(graph.h)：**

#ifndef GRAPH

#define GRAPH

template <typename VertexType>

class Graph {

private:

void operator =(const Graph&) {} // Protect assignment

Graph(const Graph&) {} // Protect copy constructor

public:

Graph() {} // Default constructor默认构造函数

virtual ~Graph() {} // Base destructor 析构函数

// Initialize a graph of n vertices 初始化一有n个顶点的图

virtual void Init(int n) =0;

// Return: the number of vertices and edges 返回图的顶点数、边数

virtual int n() =0;

virtual int e() =0;

// Return v's first neighbor 返回顶点v的第一个邻居

virtual int first(int v) =0;

// Return v's next neighbor 返回在w点之后的邻居（与物理存储中的存放位置有关）

virtual int next(int v, int w) =0;

//设置图的类型（有向图或无向图）

virtual void setType(bool flag)=0;

//获取图的类型

virtual bool getType()=0;

//找到(包含实际信息的）顶点在图中的位置

virtual int locateVex(VertexType u) =0;

//返回某个顶点的值(实际信息)

virtual VertexType getVex(int v)=0;

//给某个顶点赋值

virtual void putVex(int v,VertexType value) =0;

// Set the weight for an edge 为边(v1,v2)设置权值

virtual void setEdge(int v1, int v2, int wght) =0;

// Delete an edge删除边(v1,v2)

virtual void delEdge(int v1, int v2) =0;

// Determine if an edge is in the graph 判断边(i,j)是否在图中

virtual bool isEdge(int i, int j) =0;

// Return an edge's weight 返回边的权值

virtual int weight(int v1, int v2) =0;

// Get and Set the mark value for a vertex 取得和设置顶点的标志位

virtual int getMark(int v) =0;

virtual void setMark(int v, int val) =0;

};

#endif

1. **graph的邻接表实现(graphl.h)：**

#include <stdio.h>

#include <ctype.h>

#define MAX\_VERTEX\_NUM 40

#define UNVISITED 0

#define VISITED 1

#include "link.h"

#include "llist.h"

#include "graph.h"

// Edge class for Adjacency List graph representation 边的抽象类，用做链表元素

class Edge {

int vert, wt;

public:

Edge() { vert = -1; wt = -1; }

Edge(int v, int w) { vert = v; wt = w; }

int vertex() { return vert; }

int weight() { return wt; }

};

// Overload for the Edge << operator 重载<<符号

ostream& operator << (ostream& s, Edge e)

{ return s << "(" << e.vertex() << ", " << e.weight() << ")"; }

template <typename VertexType>

class Graphl : public Graph<VertexType> {

private:

List<Edge>\*\* vertex; // List headers 表头集合

int numVertex, numEdge; // Number of vertices, edges 顶点数、边数

int \*mark; // Pointer to mark array 顶点的标识数组

bool undirected; // true if graph is undirected, false if directed 定义图类型，有无方向

VertexType vexs[MAX\_VERTEX\_NUM]; //存储顶点信息

public:

Graphl(int numVert)

{ Init(numVert); }

~Graphl() { // Destructor 析构函数

delete [] mark; // Return dynamically allocated memory 返回动态分配的内存

for (int i=0; i<numVertex; i++) delete [] vertex[i];

delete [] vertex;

}

void Init(int n) {

int i;

numVertex = n;

numEdge = 0;

mark = new int[n]; // Initialize mark array 初始化mark数组

for (i=0; i<numVertex; i++) {

mark[i] = UNVISITED;

}

// Create and initialize adjacency lists 建立和初始化numVertex个链表

vertex = (List<Edge>\*\*) new List<Edge>\*[numVertex];

for (i=0; i<numVertex; i++)

vertex[i] = new LList<Edge>();

}

int n() { return numVertex; } // Number of vertices 返回顶点数

int e() { return numEdge; } // Number of edges 返回边数

int first(int v) { // Return first neighbor of "v" 返回v的第一个邻居顶点

if (vertex[v]->length() == 0)

return numVertex; // No neighbor 没有邻居（邻居指有边相连的点）

vertex[v]->moveToStart();

Edge it = vertex[v]->getValue();

return it.vertex();

}

// Get v's next neighbor after w 返回w之后的邻居

int next(int v, int w) {

Edge it;

if (isEdge(v, w)) {

if ((vertex[v]->currPos()+1) < vertex[v]->length()) {

vertex[v]->next();

it = vertex[v]->getValue();

return it.vertex();

}

}

return n(); // No neighbor 没有邻居

}

//设置图的类型（有向图或无向图）

void setType(bool flag){

undirected=flag;

}

//获取图的类型

bool getType(){

return undirected;

}

/\*\*返回顶点在图中的位置\*\*/

int locateVex(VertexType u){

for(int i=0;i<numVertex;i++){

if(Comp(u,vexs[i])) //Comp模板函数写在book.h中

return i;

}

return -1;

}

/\*\*返回某个顶点的值(实际信息) \*\*/

VertexType getVex(int v){

return vexs[v];

}

/\*\*给某个顶点赋值\*\*/

void putVex(int v,VertexType value){

vexs[v]=value;

}

// Set edge (i, j) to "weight" 为i->j的边设置权值

void setEdge(int i, int j, int weight) {

Assert(weight>0, "May not set weight to 0");

Edge currEdge(j, weight);

if (isEdge(i, j)) { // Edge already exists in graph 已经存在此边

vertex[i]->remove();

vertex[i]->insert(currEdge);

}

else { // Keep neighbors sorted by vertex index 按顶点在图中位置组织顺序

numEdge++;

for (vertex[i]->moveToStart();

vertex[i]->currPos() < vertex[i]->length();

vertex[i]->next()) {

Edge temp = vertex[i]->getValue();

if (temp.vertex() > j) break;

}

vertex[i]->insert(currEdge);

if(undirected){//若是无向图

Edge currEdge(i, weight);

for (vertex[j]->moveToStart();

vertex[j]->currPos() < vertex[j]->length();

vertex[j]->next()) {

Edge temp = vertex[j]->getValue();

if (temp.vertex() > i) break;

}

vertex[j]->insert(currEdge);

}

}

}

void delEdge(int i, int j) { // Delete edge (i, j) 删除边i->j

if (isEdge(i,j)) {

vertex[i]->remove();

numEdge--;

}

if(undirected){

if (isEdge(j,i)){

vertex[j]->remove();

numEdge--;

}

}

}

bool isEdge(int i, int j) { // Is (i,j) an edge? 判断i->j是一条边吗

Edge it;

for (vertex[i]->moveToStart();

vertex[i]->currPos() < vertex[i]->length();

vertex[i]->next()) { // Check whole list 检查整个链表

Edge temp = vertex[i]->getValue();

if (temp.vertex() == j) return true;

}

return false;

}

int weight(int i, int j) { // Return weight of (i, j) 返回边i->j的权值

Edge curr;

if (isEdge(i, j)) {

curr = vertex[i]->getValue();

return curr.weight();

}

else return 0;

}

int getMark(int v) { return mark[v]; }

void setMark(int v, int val) { mark[v] = val; }

};

1. **create.h(建图)：**

#include<iostream>

#define LINELEN 80

using namespace std;

char\* getl(char\* buffer, int n, FILE\* fid) {

char\* ptr;

ptr = fgets(buffer, n, fid);

while ((ptr != NULL) && (buffer[0] == '#'))

ptr = fgets(buffer, n, fid);

return ptr;

}

/\*构建图\*/

Graph<string>\* createGraph(FILE\* fid) {

char buffer[LINELEN+1]; // Line buffer for reading将从文件读取内容缓存到buffer

int i, v1, v2, dist;

/\*【读取顶点个数】 \*/

if (getl(buffer, LINELEN, fid) == NULL) // Unable to get number of vertices无法读取节点数

{ cout << "Unable to read number of vertices\n";

return NULL;

}

int num=atoi(buffer);

/\*【建图初始化】 \*/

Graph<string>\* G = new Graphl<string>(num);

/\*【读取图的顶点信息并存储】 \*/

if (getl(buffer, LINELEN, fid) == NULL)

{ cout << "Unable to read info of vertices\n";

return NULL ;

}

char\* cbuff=buffer;

string ver=strtok(cbuff," ");//空格分割各顶点信息

//存储前n-1个

for(i=0;i<num-1;i++){

G->putVex(i,ver);//存储顶点信息

ver=strtok(NULL," ");

}

//最后一个顶点信息之后的字符可能是\t之类的字符故不能和上面一样

//直接用空格分割

int k=0;

while(ver[k]>=33&&ver[k]<=126){

k++;

}

ver=ver.substr(0,k);//获取最后一个顶点信息

G->putVex(i,ver);//存储顶点信息

/\*【读取图的类型】 \*/

if (getl(buffer, LINELEN, fid) == NULL) // Unable to get graph type 读取图类型错误

{ cout << "Unable to read graph type\n";

return NULL ;

}

if (buffer[0] == 'U')//无向图

G->setType(true);//undirected = true;

else if (buffer[0] == 'D')//有向图

G->setType(false);//undirected = false;

else {

cout << "Bad graph type: |" << buffer << "|\n";

return NULL;

}

/\*【读取边数和边】 \*/

if (getl(buffer, LINELEN, fid) == NULL)

{ cout << "Unable to read num of edges\n";

return NULL ;

}

int num\_edge=atoi(buffer);

for(int m=0;m<num\_edge;m++){

getl(buffer, LINELEN, fid);

string sbuff=buffer;

string tvalue;

int loc1=sbuff.find(' ');//找到第一个分割空格的位置

tvalue=sbuff.substr(0,loc1);//读取第一个顶点信息到tvalue

//找到第一个顶点在图中的位置

v1 = G->locateVex(tvalue);

int loc2=sbuff.find(' ',loc1+1);//找第二个分割空格的位置

tvalue=sbuff.substr(loc1+1,loc2-loc1-1);//读取第二个顶点信息到tvalue

//找到第二个顶点在图中的位置

v2 = G->locateVex(tvalue);

//获取dist边权值

i=loc2+1;

dist=atoi(&buffer[i]);

//存储边

G->setEdge(v1,v2,dist);

}

return G;

}

/\*打印图\*/

void Gprint(Graph<string>\* G) {

int i, j;

cout << "顶点数：" << G->n() << "\n";

cout << "边 数: " << G->e() << "\n";

cout << "图类型: "<<(G->getType()?"无向图":"有向图")<<endl;

cout << "顶点信息：\n";

for(i=0;i<G->n();i++){

cout<<G->getVex(i)<<" ";

}

cout<<endl;

cout<<"边信息：\n";

if(G->getType()){

for (i=0; i<G->n(); i++) {

for(j=i; j<G->n(); j++){

if(G->weight(i, j)!=0){

cout<<G->getVex(i)<<" <--> "<<G->getVex(j)<<":"<<G->weight(i, j)<<endl;

}

}

}

}

else{

for (i=0; i<G->n(); i++) {

for(j=0; j<G->n(); j++){

if(G->weight(i, j)!=0){

cout<<G->getVex(i)<<" --> "<<G->getVex(j)<<":"<<G->weight(i, j)<<endl;

}

}

}

}

cout << "邻接表为:\n";

int v,w;

for(v=0;v<G->n();v++){

cout<<G->getVex(v);

for(w=G->first(v);w<G->n();w = G->next(v,w)){

cout<<" --> "<<G->getVex(w);

}

cout<<endl;

}

}

1. **manager.cpp(主函数 测试文件)：**

#include<iostream>

#include<cstring>

#include "book.h"

#include "graphl.h"

#include "graph.h"

#include "create.h"

#define INFINITY 9999

using namespace std;

void AddEdgetoMST(Graph<string>\* G,int v1, int v2) {

cout << "增加边 " << G->getVex(v1) << " <--> " << G->getVex(v2) << ":"<<G->weight(v1,v2)<<endl;

}

int minVertex(Graph<string>\* G, int\* D) { // Find min cost vertex 查找最小代价节点

int i, v = -1;

for (i=0; i<G->n(); i++) // Initialize v to some unvisited vertex初始化V为某个未访问节点

if (G->getMark(i) == UNVISITED) { v = i; break; }

for (i=0; i<G->n(); i++) // Now find smallest value找到最小值

if ((G->getMark(i) == UNVISITED) && (D[i] < D[v])) v = i;

return v;

}

void Prim(Graph<string>\* G, int\* D, int s) { // Prim's MST algorithm构造最小生成树算法

int V[G->n()]; // Store closest vertex 存储最近节点

int i, w;

for (i=0; i<G->n(); i++) { // Process the vertices 处理节点

int v = minVertex(G, D);

G->setMark(v, VISITED);

if (v != s)

AddEdgetoMST(G,V[v], v); // Add edge to MST 向MST中添加边

if (D[v] == INFINITY) return; // Unreachable vertices 不可达节点

for (w=G->first(v); w<G->n(); w = G->next(v,w))

if (D[w] > G->weight(v,w)) {

D[w] = G->weight(v,w); // Update distance 更新距离

V[w] = v; // Where it came from记录节点

}

}

}

int main(){

FILE \*fid;

fid = fopen("test.gph", "rt");

Graph<string>\* G;

//创建图（create.h)

G = createGraph(fid);

//打印图（create.h)

Gprint(G);

int D[G->n()];

for (int i=0; i<G->n(); i++)

D[i] = INFINITY;

//将位置为0的顶点A作为起点

D[0] = 0;

cout<<"--------------------------------\n"

<<"以顶点A为起始，调用Prim求解最小生成树：\n";

Prim(G, D, 0);

cout<<"MST构建完成！\n";

cout<<"--------------------------------\n"

<<"最终得到的D[i]数组(以顶点Vi为一端的最短边的权值)为：\n";

for(int k=0; k<G->n(); k++)

cout << D[k] << " ";

cout << endl;

return 0;

}

1. **test.gph(输入文件)：**

# 第三版课本P262 图11.20

6 # Number of vertices

A B C D E F # 输入时每个顶点信息之间要以空格分割

U # Undirected graph

8 # 边数

A C 7

A E 9

B C 5

B F 6

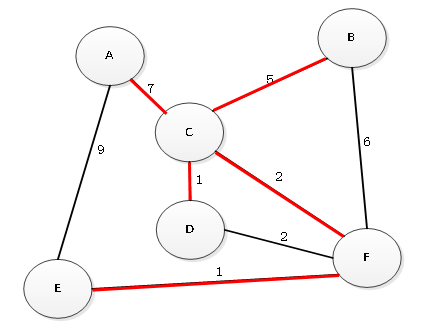
C D 1

C F 2

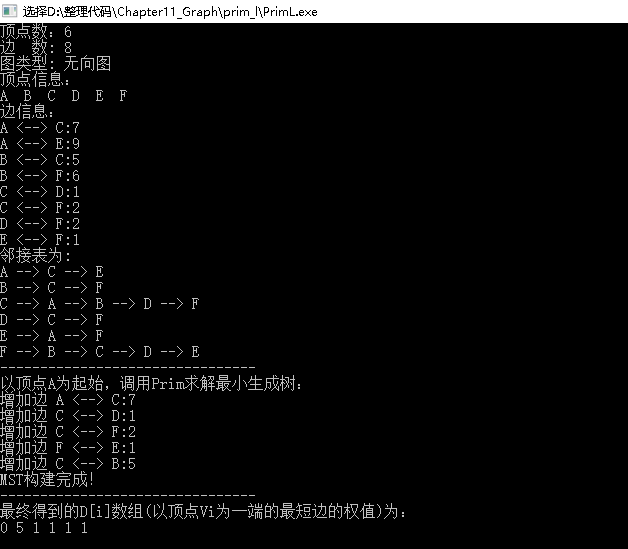
D F 2

E F 1

**如下图：**



1. **测试结果：**



【附录】

版本信息声明：

Dev-C++ 5.11

TDM-GCC 4.9.2 64-bit Release

部分代码来源：

<http://people.cs.vt.edu/~shaffer/Book/>

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