



# 高级编程技术实验报告

## 实验二：最短路径

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### 一、问题描述及求解思路

#### 1. 创建数据结构

对于WeightedEdge的初始化如下

- `__init__`: 调用父类构造函数Edge.`__init__`进行初始化
- `get_total_distance`和`get_outdoor_distance`: 均直接返回值
- `__str__`: 类似Edge类的字符转化方法

对于Digraph的初始化如下

- `add_node`: 先用`has_node`判断结点是否在结点集合中, 如果不存在则报错`raise ValueError`; 否则添加结点到集合中
- `add_edge`: 同样先判断结点是否在结点集合中, 如果存在则判断是否新加结点, 如果是新加结点则创建一个新列表, 否则直接插入原有列表中

#### 2. 创建校园地图

下面问题的答案在ps2.py中也可以找到

- 每一个图结点代表校园里的一栋大楼, 每一条边代表一栋大楼和另一栋大楼相邻(有路可走), 距离/边权则代表一栋大楼到另一栋大楼的距离。
- `load_map`: 先创建一个空对象`g=Digraph()`, 利用`with open(map_filename,"r") as file`打开文件, 防止文件不存在仍继续执行。然后遍历文件的每一行, 通过`split`函数按照空格分割, 同时可以如下用四元组直接赋值。

```
(src,dst,tot_dist,outdoor_dist) = line.split(' ')
```

判断图g中是否存在源结点和汇结点, 如果不存在则添加。然后创建有权边WeightedEdge, 通过`add_edge`添加入图g中。

- 如下测试输出是否合规。

```
school_map = load_map("test_load_map.txt")
print(school_map)
```

### 3. 用优化DFS寻找最短路径

#### (i) 目标函数

- 目标函数：最小化从源结点到汇结点的距离
- 限制条件：出校外的距离不能超过max\_dist\_outdoors

#### (ii) 实施最优路径

伪代码已经在题目描述中给出，下面是完整代码，原题注释已删除。

```
def get_best_path(digraph, start, end, path, max_dist_outdoors, best_dist,
                  best_path):
    # not valid nodes
    if not (digraph.has_node(Node(start)) and digraph.has_node(Node(end))):
        raise ValueError
    # recursion termination
    elif start == end:
        if path[1] < best_dist:
            best_path = copy.deepcopy(path[0])
            best_dist = path[1]
    # get deeper
    else:
        for edge in digraph.get_edges_for_node(Node(start)):
            dst = edge.get_destination()
            if dst in path[0]: # avoid cycles
                continue
            tmp_path = copy.deepcopy(path)
            tmp_path[0].append(dst)
            tmp_path[1] += edge.get_total_distance()
            tmp_path[2] += edge.get_outdoor_distance()
            if tmp_path[2] > max_dist_outdoors: # not satisfy the constraint
                continue
            if tmp_path[1] > best_dist: # cut!!! greatly reduce time
                continue
            (tmp_best_path, tmp_best_dist) = get_best_path(digraph, dst, end,
                                                            tmp_path, max_dist_outdoors, best_dist, best_path)
            if tmp_best_dist < best_dist: # update best path
                best_path = tmp_best_path
                best_dist = tmp_best_dist
    return (best_path, best_dist)
```

这里有几个点需要注意：

- 每次对path进行修改之前都记得要进行深拷贝，仅仅是数组的.copy是不够的，因为path是一个嵌套列表。故这里我采用了copy.deepcopy的方式进行深拷贝

- 为了避免成环的情况，先判断新结点是否已经在路径上，如果是则直接跳过
- 对于新加入的边，如果总长度已经超过最优长度，则后面的搜索都可以被裁剪掉，这将大大缩短运行时间（见图3和图4的比较）
- 每次迭代完返回都要将值赋给临时变量tmp\_best\_path和tmp\_best\_dist，在当前层所有结点都遍历完后才返回最优路径

### (iii) 实施有向DFS

这里直接调用上一问的get\_best\_path函数即可。代码如下，原题注释已删除。

```
def directed_dfs(digraph, start, end, max_total_dist, max_dist_outdoors):
    (best_path, best_dist) = get_best_path(digraph, start, end, [[start], 0, 0],
        ↪ max_dist_outdoors, max_total_dist, [])
    if best_path == []:
        raise ValueError
    else:
        return best_path
```

注意start要先存入初始列表中，然后将最优路径长度设为最大路径长。如果没有比最大路径长更小的路径，则对应的best\_path也会为空，进而报错raise ValueError。

## 二、代码

代码实施及注释请见附件graph.py、ps2.py。自己写的测试样例见test\_load\_map.txt。

## 三、运行截图

实验运行结果如下面几幅图片所示。

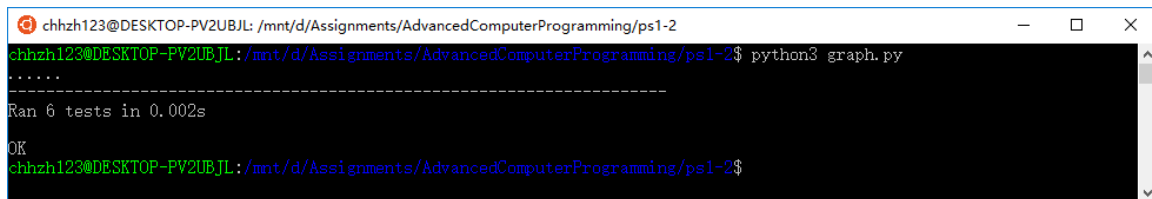


图 1: 问题1结果，测试样例全通过

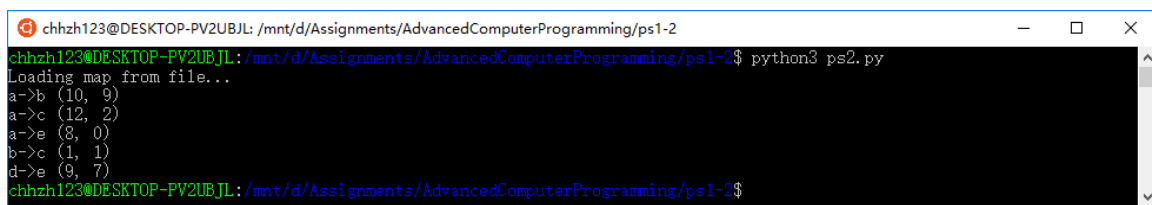


图 2: 问题2结果，测试样例输出正常

```
chhzh123@DESKTOP-PV2UBJL: /mnt/d/Assignments/AdvancedComputerProgramming/ps1-2
chhzh123@DESKTOP-PV2UBJL: /mnt/d/Assignments/AdvancedComputerProgramming/ps1-2$ python3 ps2.py
Loading map from file...
-----
Shortest path from Building 8 to 50 without walking more than 0m outdoors
Loading map from file...
-----
Shortest path from Building 10 to 32 without walking more than 100m total
Loading map from file...
Loading map from file...
-----
Shortest path from Building 2 to 9
Expected: ['2', '3', '7', '9']
DFS: ['2', '3', '7', '9']
Loading map from file...
-----
Shortest path from Building 1 to 32
Expected: ['1', '4', '12', '32']
DFS: ['1', '4', '12', '32']
Loading map from file...
-----
Shortest path from Building 2 to 9 without walking more than 0m outdoors
Expected: ['2', '4', '10', '13', '9']
DFS: ['2', '4', '10', '13', '9']
Loading map from file...
-----
Shortest path from Building 1 to 32 without walking more than 0m outdoors
Expected: ['1', '3', '10', '4', '12', '24', '34', '36', '32']
DFS: ['1', '3', '10', '4', '12', '24', '34', '36', '32']
Loading map from file...
-----
Shortest path from Building 32 to 56 without walking more than 0m outdoors
Expected: ['32', '36', '26', '16', '56']
DFS: ['32', '36', '26', '16', '56']
Loading map from file...
-----
Shortest path from Building 32 to 56
Expected: ['32', '56']
DFS: ['32', '56']
-----
Ran 9 tests in 33.888s
OK
chhzh123@DESKTOP-PV2UBJL: /mnt/d/Assignments/AdvancedComputerProgramming/ps1-2$
```

图 3: 问题3结果, 测试样例全通过。没有剪枝, 相当于枚举所有情况, 速度非常慢

```
chhzh123@DESKTOP-PV2UBJL: /mnt/d/Assignments/AdvancedComputerProgramming/ps1-2
chhzh123@DESKTOP-PV2UBJL: /mnt/d/Assignments/AdvancedComputerProgramming/ps1-2$ python3 ps2.py
Loading map from file...
-----
Shortest path from Building 8 to 50 without walking more than 0m outdoors
Loading map from file...
-----
Shortest path from Building 10 to 32 without walking more than 100m total
Loading map from file...
Loading map from file...
-----
Shortest path from Building 2 to 9
Expected: ['2', '3', '7', '9']
DFS: ['2', '3', '7', '9']
Loading map from file...
-----
Shortest path from Building 1 to 32
Expected: ['1', '4', '12', '32']
DFS: ['1', '4', '12', '32']
Loading map from file...
-----
Shortest path from Building 2 to 9 without walking more than 0m outdoors
Expected: ['2', '4', '10', '13', '9']
DFS: ['2', '4', '10', '13', '9']
Loading map from file...
-----
Shortest path from Building 1 to 32 without walking more than 0m outdoors
Expected: ['1', '3', '10', '4', '12', '24', '34', '36', '32']
DFS: ['1', '3', '10', '4', '12', '24', '34', '36', '32']
Loading map from file...
-----
Shortest path from Building 32 to 56 without walking more than 0m outdoors
Expected: ['32', '36', '26', '16', '56']
DFS: ['32', '36', '26', '16', '56']
Loading map from file...
-----
Shortest path from Building 32 to 56
Expected: ['32', '56']
DFS: ['32', '56']
-----
Ran 9 tests in 0.076s
OK
chhzh123@DESKTOP-PV2UBJL: /mnt/d/Assignments/AdvancedComputerProgramming/ps1-2$
```

图 4: 问题3结果, 测试样例全通过。运用剪枝, 速度大幅提升