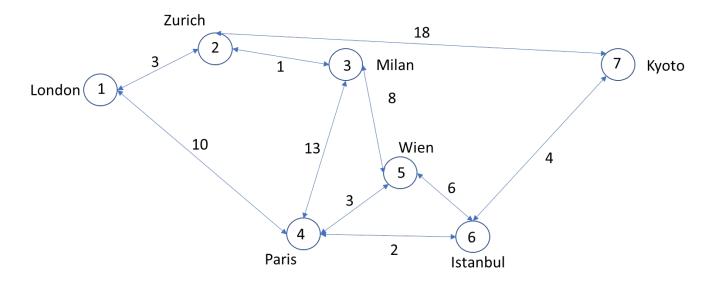
# Dijkstra path optimization algorithm



### Definitions:

An **arc** is a flight, defined by a couple of **nodes** (*i*, *i*+1) (airports), and a **cost** (e.g. fee to be paid);

### Problem:

Try to find the cheapest way to reach Kyoto from Milan, using the provided nodes and arcs. Solve the exercise by applying Dijkstra path optimization algorithm.

#### Data:

### - a set of nodes

Node 1 = London

Node 2 = Zurich

Node 3 = Milan

Node 4 = Paris

Node 5 = Wien

Node 6 = Istanbul

Node 7 = Kyoto

Initialization and meaning of variables in the given skeleton. To create the Matlab variable containing all the nodes, copy the command below in this way you will create a vector of strings containing the names of your nodes.

```
node = {'London', 'Zurich', 'Milan', 'Paris', 'Wien', 'Istanbul',
'Kyoto'};
```

#### - a set of arcs

An arc connecting two nodes is defined by 3 parameters:

Arc i: Start node, End node, Cost of the arc)

To create the Matlab variable containing all the arcs, copy the command below that creates a matrix of 3 columns containing all the parameters necessary to define the arcs of the exercise (note, in this case the univocal identifier of an arc is its row number!)

```
arc = [1 \ 2]
             3; ...
       2 1
            3; ...
       1 4 10; ...
       4 1
           10; ...
       2 3
            1; ...
       3 2
            1; ...
       3 4
            13; ...
       4 3
           13; ...
       3 5
             8; ...
       5 3
            8; . . .
       4 5
             3; ...
       5 4
             3; ...
       5 6
            6; ...
       6 5
             6; ...
       6 4
             2; ...
       4 6
             2; ...
       6 7
            4; ...
       7 6
             4; ...
       2 7 18; ...
       7 2 18; ];
```

Note: to simplify both the ways of the flights have the same price.

- ID of the departure node (Milan) and ID of the arrival node (Kyoto)

To create these two variables, You can set either manually or by the commands

'strcmp': function to compare strings; when it finds in your vector of strings the corresponding string you are searching (Milan or Kyoto) it returns TRUE and the 'find' function gives you the corresponding ID.

## Dijkstra algorithm

We suggest to use at least the following variables, to be filled during the processing:

- ttn: vector of dimension (n\_nodes, 1) containing the sum of the costs of all the arcs to be used to reach each node from the starting node
- *prev\_id*: vector of dimension (n\_nodes, 1) to store the predecessor of each estimated node in the minimal path
- *visited\_id*: vector of visited / explored nodes (every time a new node is visited, this vector increase by 1 element)
- id\_to\_visit: vector of nodes already estimated, that can be visited / explored
- 1) initialize all the suggested variables

```
ttn = inf(size(node));
ttn(first_id) = 0;
prev_id = nan(size(node));
prev_id(first_id) = first_id;
visited_id = [];
id_to_visit = [ first_id ];
```

While the final\_id is not member of the visited\_id follow guidelines given in the skeleton

Other suggestions: read carefully basic help of the functions and use them:

- setdiff
- find
- ismember