

SHORTEST PATH FINDER

PRESENTED TO
Dhiraj Pyakurel Sir

PRESENTED BY
Aayush Basnet
Biswash Khanal
Kabin Giri

Project

Feb-19

Contents



Introduction



Algorithm



Applications



Project

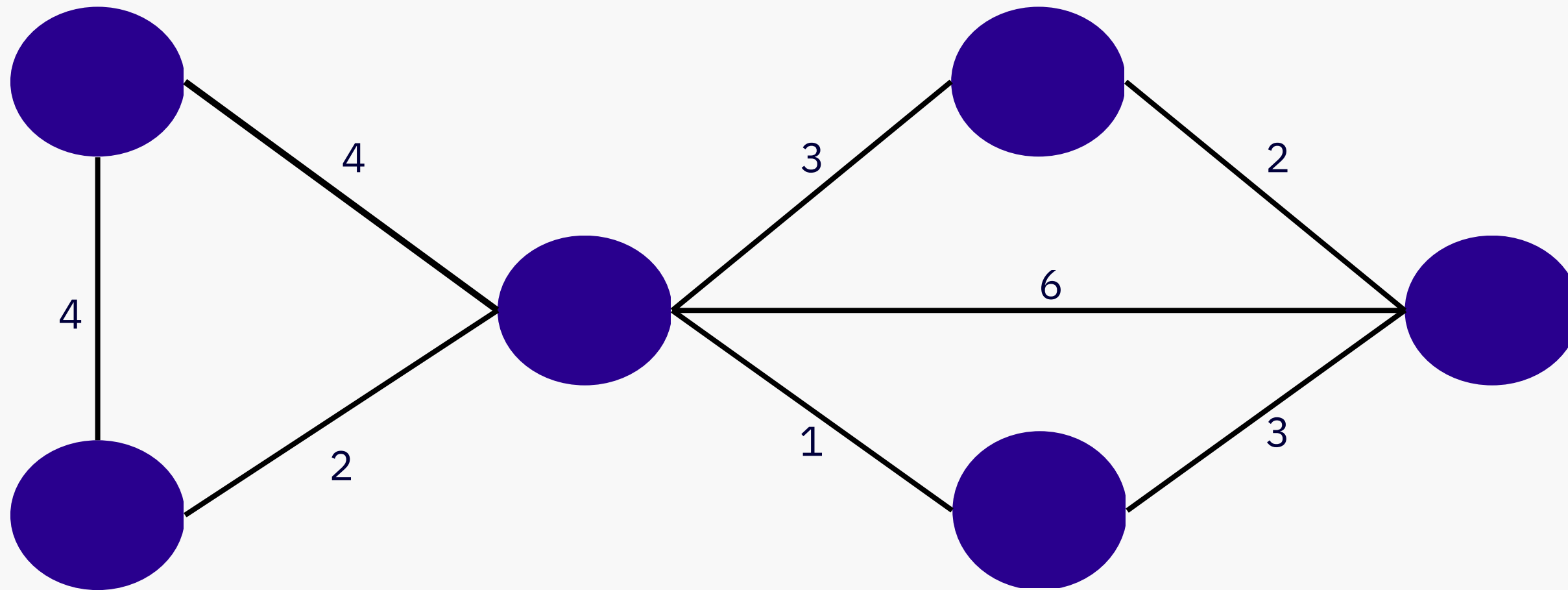


QA

Dijkstra's Algorithm

Dijkstra's algorithm is an algorithm for finding the shortest paths between nodes in a weighted graph, which may represent, for example, road networks.

A weighted graph is a graph in which each branch is given a numerical weight.



A weighted graph

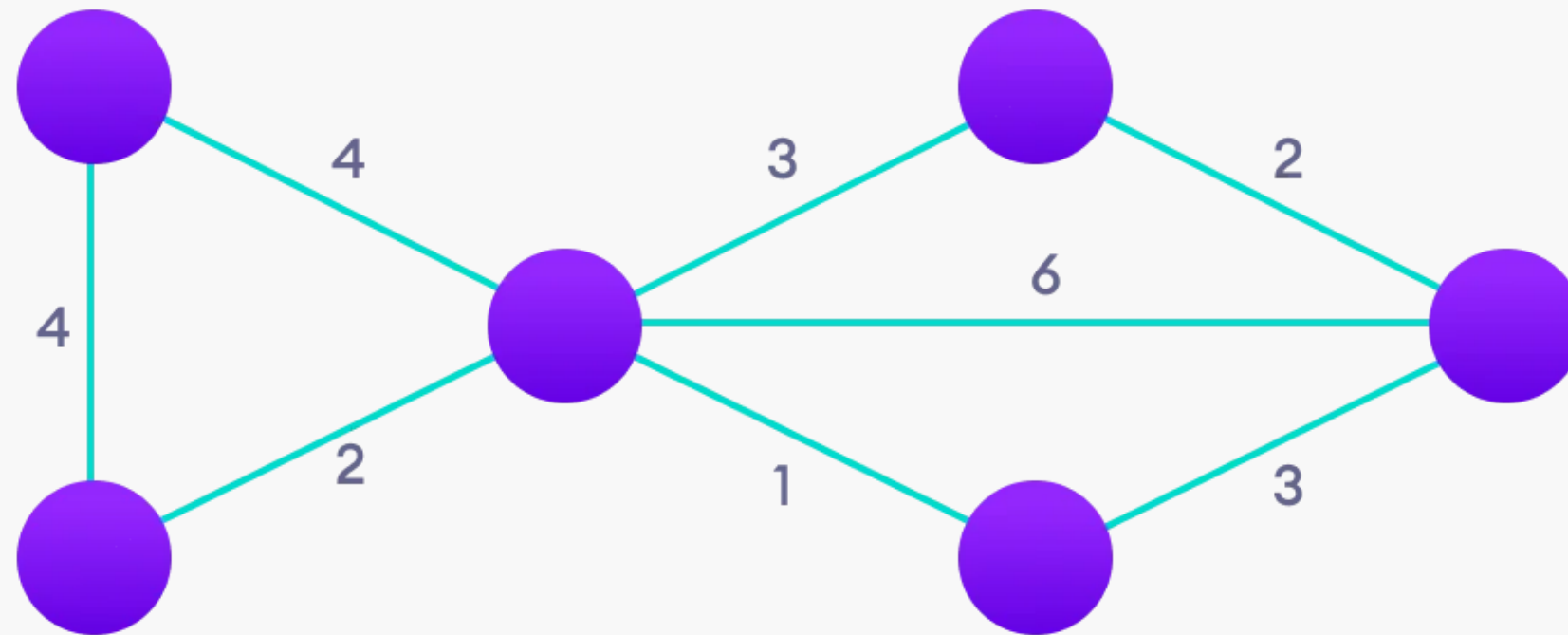
How Does Dijkstra's Algorithm Work?

Dijkstra's algorithm works on the basis that any subpath(B->D) of the shortest path(A->D) between the vertices A and D is also the shortest path between vertices B and D.



Each subpath is the shortest path

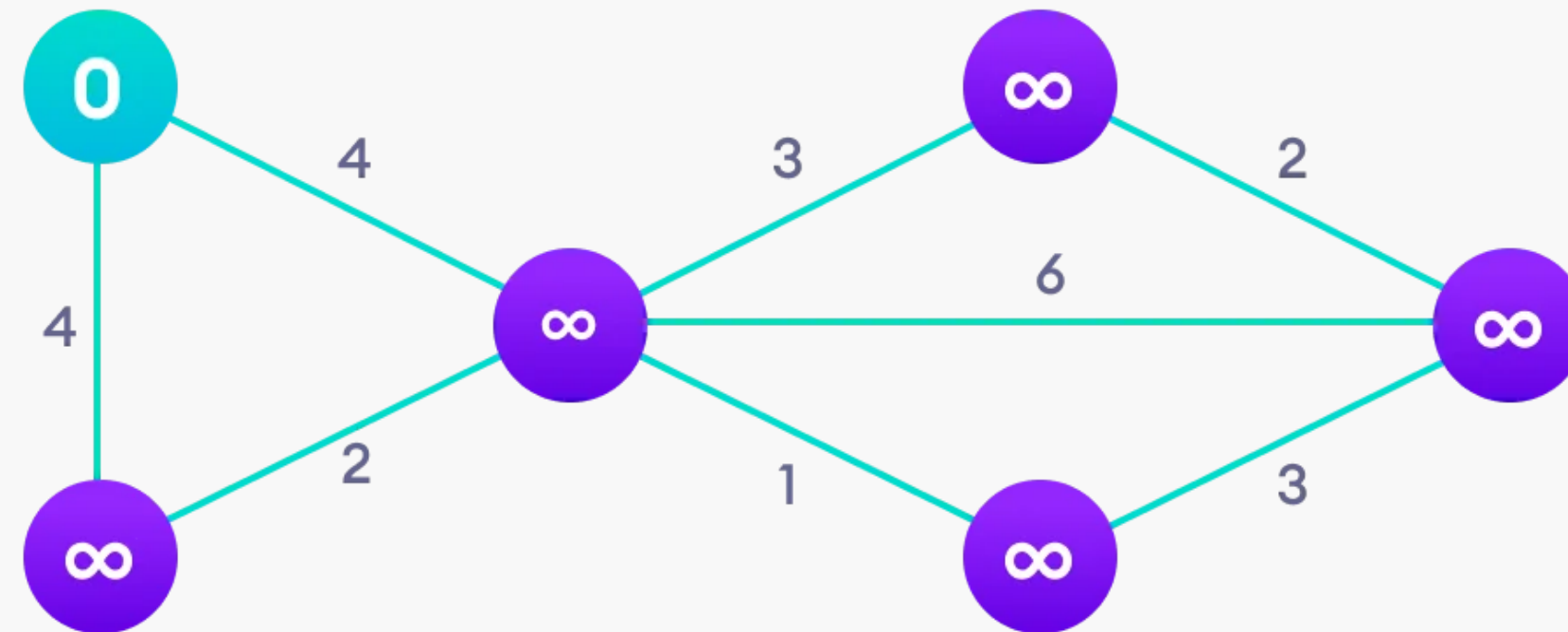
Algorithm



Step: 1

Start with a weighted graph

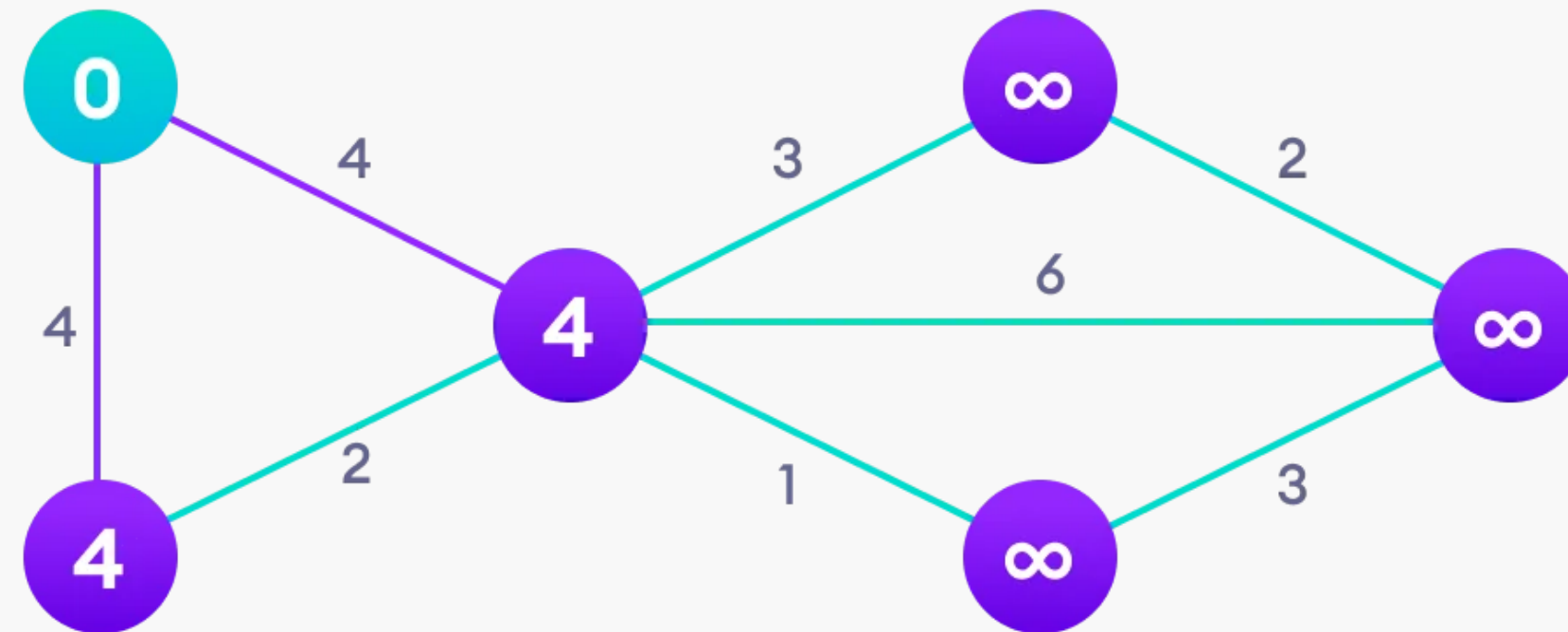
Algorithm



Step: 2

Choose a starting vertex and assign infinity path values to all other nodes

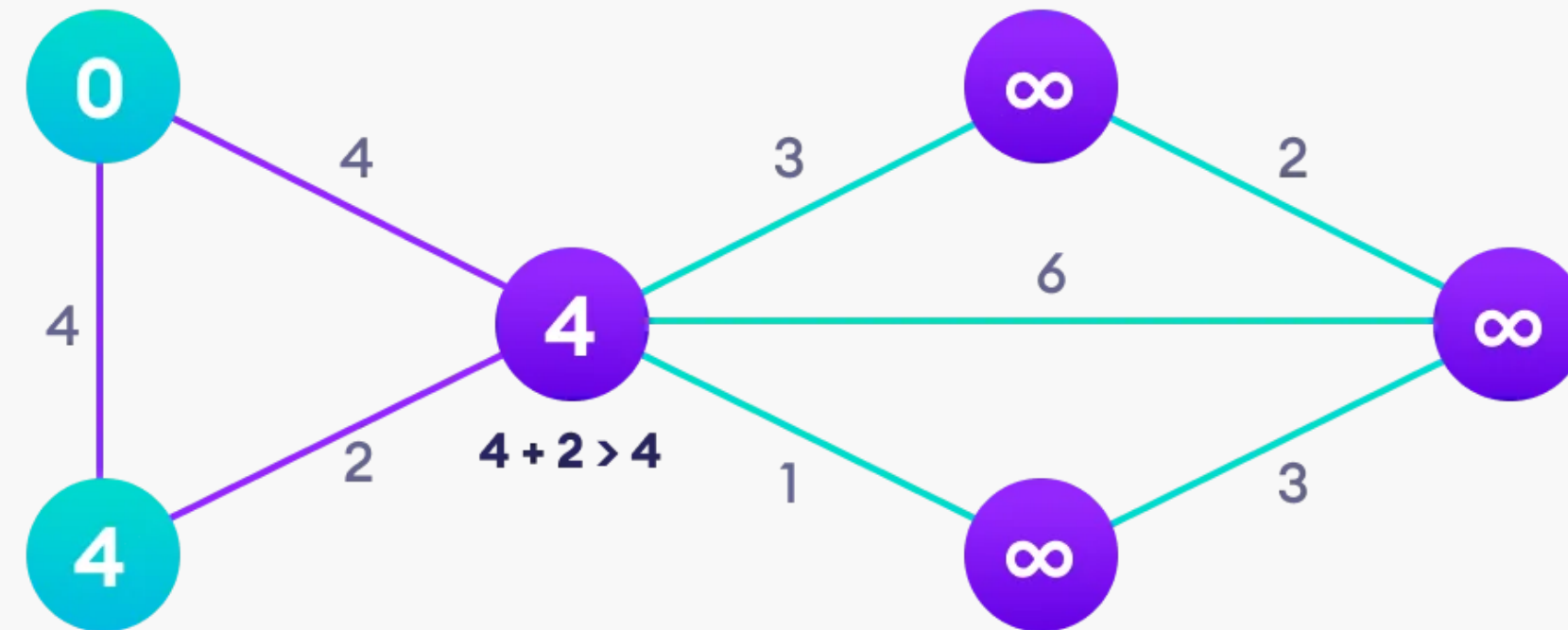
Algorithm



Step: 3

Go to each vertex and update its path length

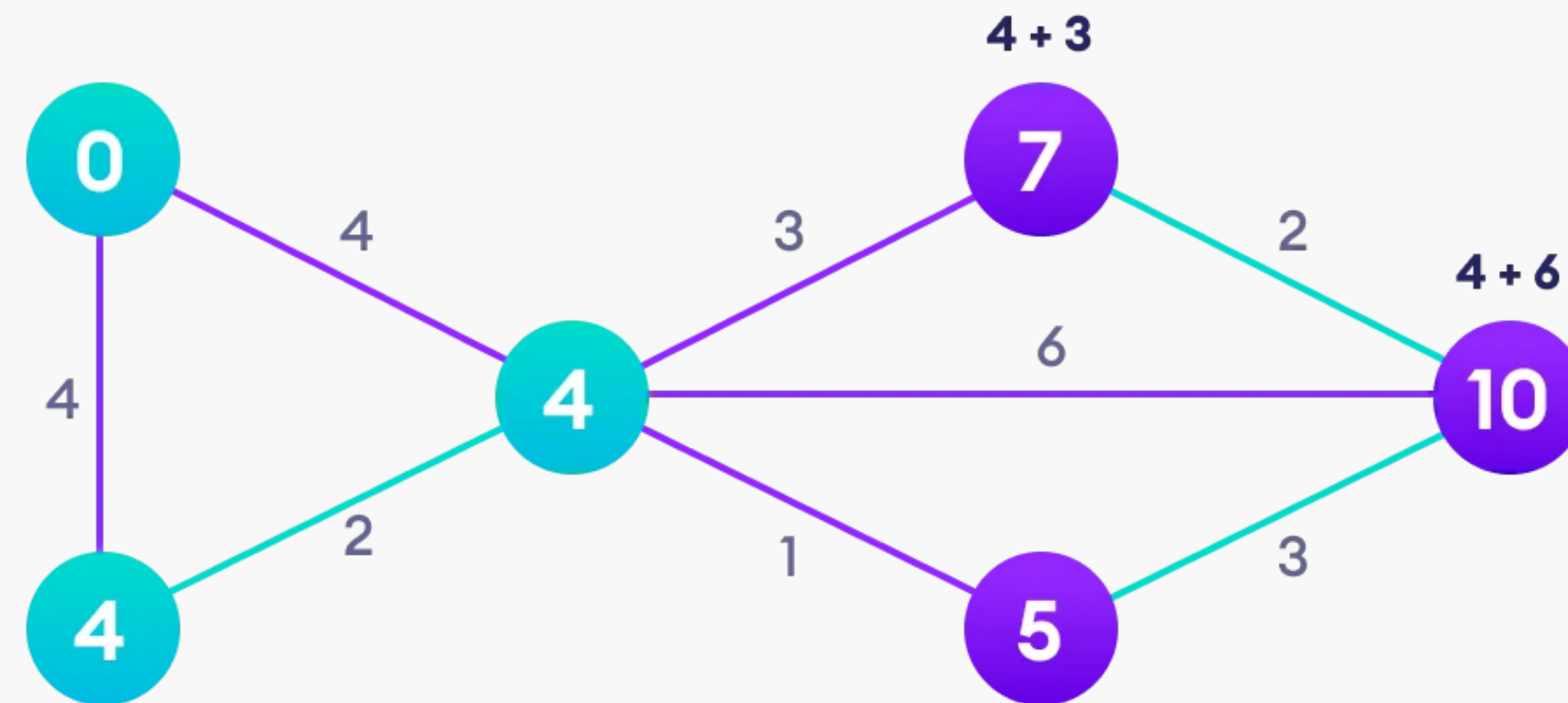
Algorithm



Step: 4

If the path length of the adjacent vertex is lesser then a new path length, don't update it

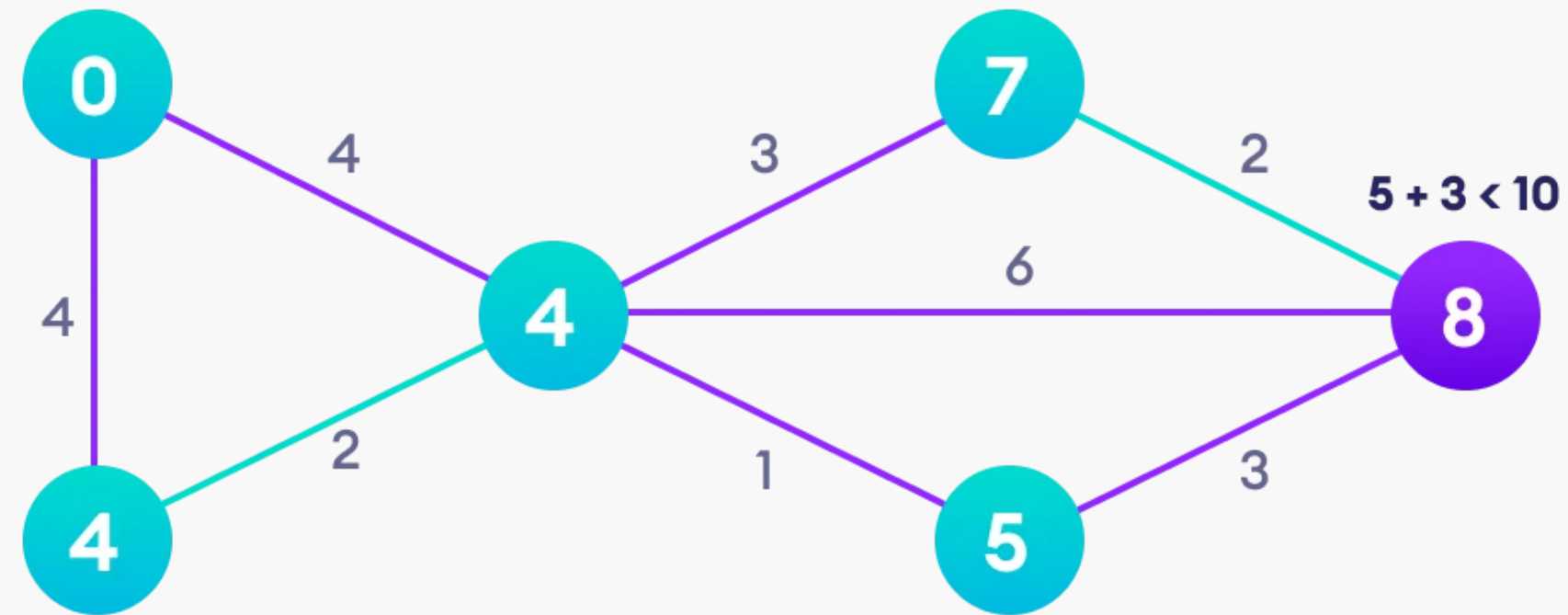
Algorithm



Step: 5

Avoid updating path lengths of already visited vertices

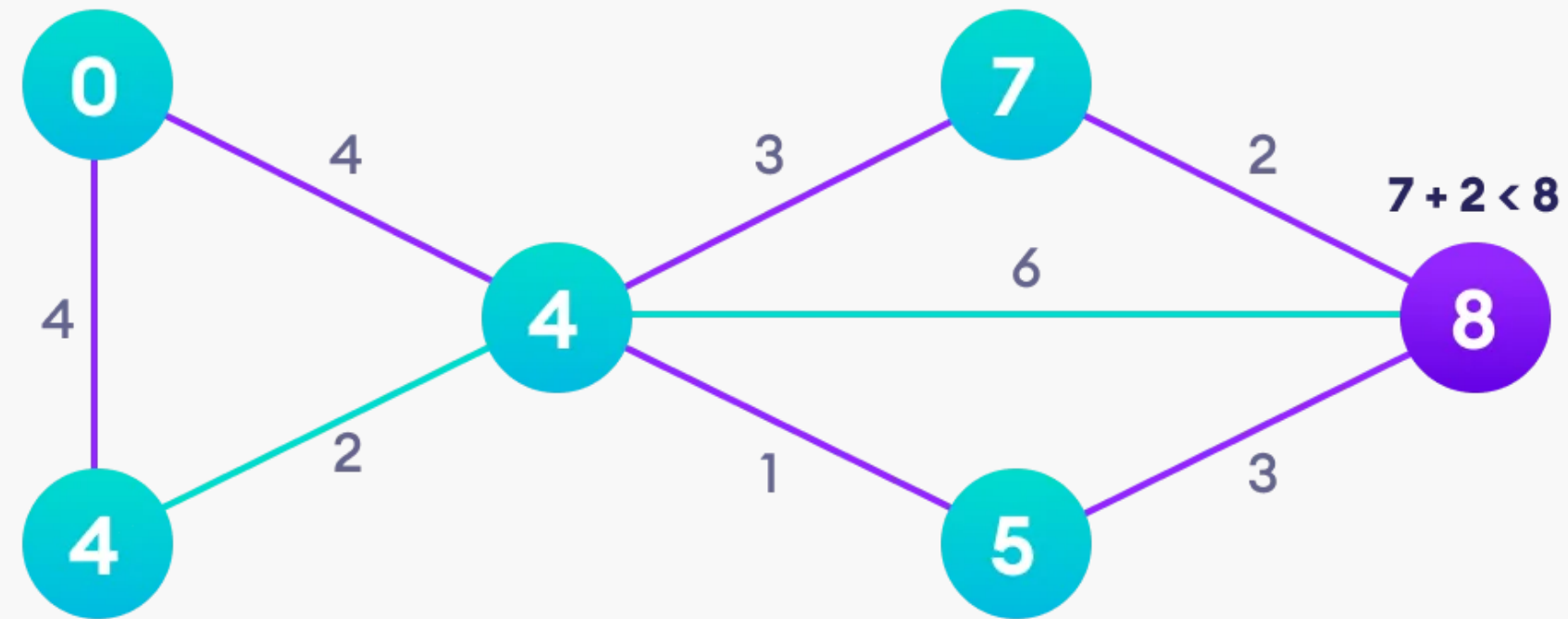
Algorithm



Step: 6

After each iteration, we pick the unvisited vertex with the least path length. So we choose 5 before 7

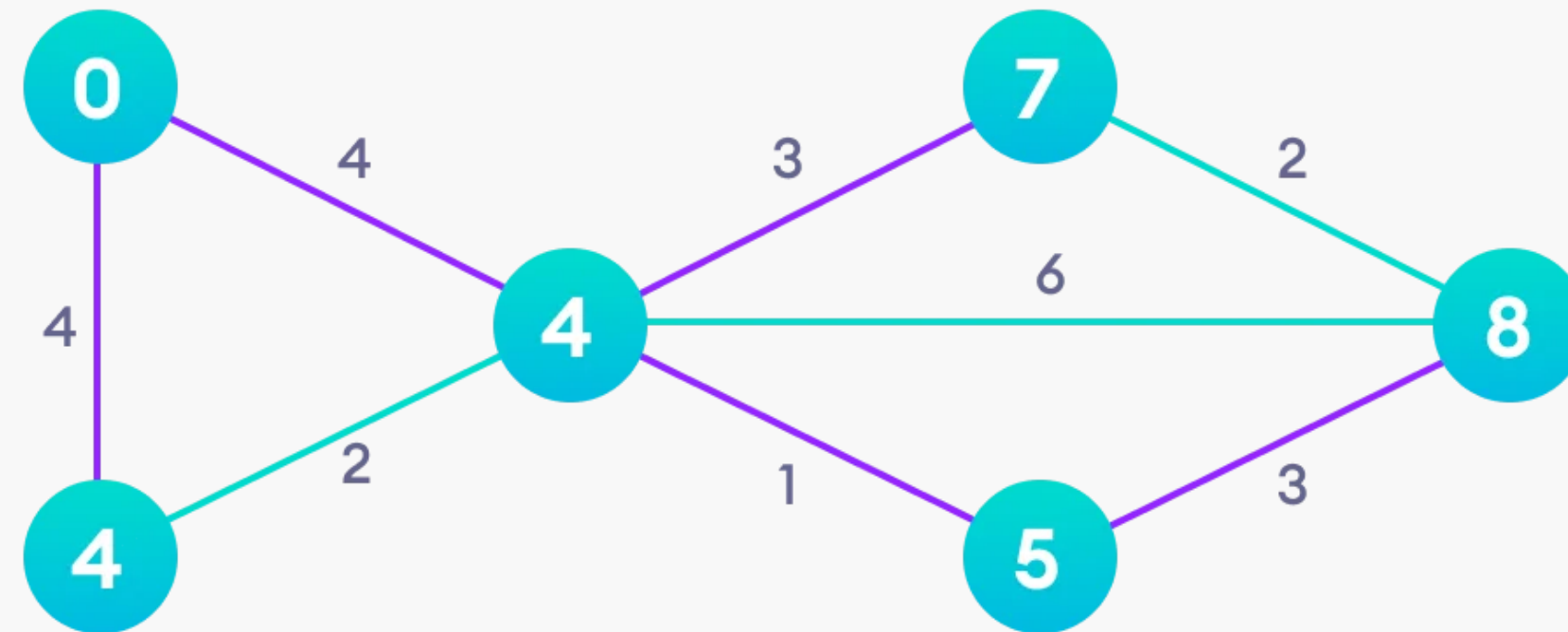
Algorithm



Step: 7

Notice how the rightmost vertex has its path length updated twice

Algorithm



Step: 8

Repeat until all the vertices have been visited

Applications of Dijkstra Algorithm

Digital Mapping service in Google Map

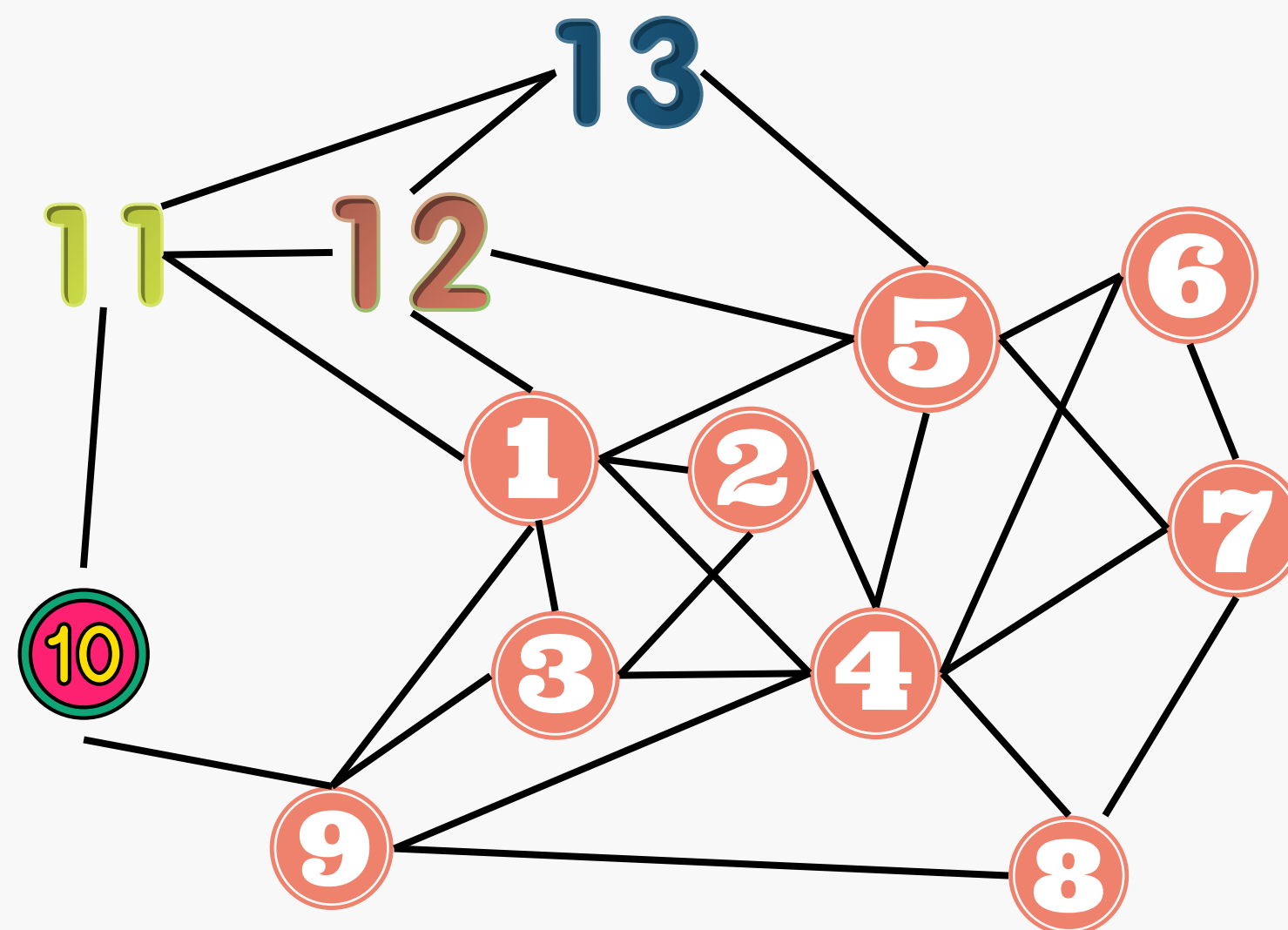
Social Networking Applications

IP routing to find Open shortest Path First

Telephone Network

Robotic Path

Districts of Province 3 represented in Graph



Where,

- 1 > Kathmandu
- 2 > Bhaktapur
- 3 > Lalitpur
- 4 > Kabhrepalanchowk
- 5 > Sindhupalchowk
- 6 > Dolakha
- 7 > Ramechhap
- 8 > Sindhuli
- 9 > Makwanpur
- 10 > Chitwan
- 11 > Dhading
- 12 > Nuwakot
- 13 > Rasuwa

NOW LETS MOVE TO PROJECT