

# ANKARA YILDIRIM BEYAZIT UNIVERSITY

Faculty of Engineering and Natural Sciences Department of Computer Engineering

# The Shortest Path on Map

Group:
Group 8

Supervisor:
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CENG - 303 Design and Analysis of Algorithms
January 18, 2023

# ETHICAL DECLARATION

We hereby declare that, in this Term Project which has been prepared,

- All data, information and documents are obtained in the framework of academic and ethical rules,
- All the materials that have been utilized are fully cited and referenced, and in any contrary case of above statements, We accept to renounce all our legal rights.

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**January 18, 2023** 

Group - 8

## FINDING SHORTEST PATH IN A LARGE SCALE GRAPH

Aim of the project is to find shortest path between two vertices in a very large graph using well-known algorithms. In this project US Road Map graph file available public [1] is used. Graph contains 129164 vertices and 165435 edges.

In the requirement analysis and design step of our work:

- We searched for the map datasets that stores the nodes in a graph representation
- We investigated the shortest path algorithms that we can use to apply on our graph
- We decided to select simple text based graph dataset that we can use straightforward and mostly focus on the shortest path finding on a large dataset.

In the first step of our program, edges in the text file is read and graph is created. Here we can briefly describe our graph data structure implementation:

- AdjacencyListNode has vertex and weight attriibute
- AddEdge function adds Node to the Adjacency list of the related node
- Graph is stored in a 2D ArrayList of AdjacencyListNode

Dijkstra Shortest Path algorithm is used to find the shortest distance and the path between given source and destination. Dijkstra algorithm calculates distance/path from one source to all destinations. Implementation of the function is changed to return the distance to one determined destination. And it also prints the path to that destination.

Details of the dijkstra function is as follows:

#### Parameters:

• V: number of vertices in the graph

• graph: adjacency list of the graph

• src: source node

• target: destination node

### Returns:

distance value to target

# Algorithm:

- Uses distance array and parents array for all destinations
- Uses PriorityQueue of AdjacencyListNodes items
- Adds source node to queue with distance zero
- While queue contains an element
  - Dequeue an element as current
  - For all adjacent vertices of the current node
    - \* If distance to selected element is smaller (using this current)
      - · Updated the distance array and parent array
      - · Add this element to the queue with smaller distance
- If target is reachable from the source node
  - Prints the path to target using parents array by recursive distance function
- Return distance value to target

## PrintPath helper function:

- function to print shortest path from src to dest using parents array
- Recursively call by parent of itself until reaching source node

# SAMPLE RUN OF THE TERM PROJECT

Figure 1: Screenshot\_1.png

```
Enter source node (between 1-129164);

Enter destination node (between 1-129164);

Enter source node (between 1-129164);

Enter of the first node (between 1-129164);

Enter of
```

Figure 2: Screenshot\_2.png

```
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- 5 X

Final From Conde (Netween 1-129264):

1564

Enter destination node (Netween 1-129164):

456

Source and destination are not connected!

Time taken to complete Dijkstra's - SB. 5688

Time taken to complete Fig. - 27.9927

Enter -1 to Exit!

Enter source node (between 1-129164):
```

Figure 3: Screenshot\_3.png

```
C:\Users\Muhammed Yasin KAYAN\Desktop\Project\algo_proje>
```

Figure 4: Screenshot\_4.png

# **REFERENCES**

[1] https://networkrepository.com/road-usroads.php