第2题

1	ni wi ar	a a b a n a A a :	i a i andoM	og Ctudi	- <i>∜</i> ⊏\ /12	Diileato	。笛辻 。	/a out /	2 42+2			
1 2	ziqianzhang@ziqiandeMac-Studio 作业12 Dijkstra算法 % ./a.out < 2.data Step 1:											
3	Distance from Source											
4	1	2	3	4	5	6	7	8	9	10	11	
5	INF	INF	INF	INF	INF	3	INF	INF	20	2	0	
6	Step 2		TMI	11/1	TIVE	3	INI	11/1	20	2	V	
7		nce from	Source									
8	1	2	3	4	5	6	7	8	9	10	11	
9	INF	INF	INF	INF	INF	3	7	INF	20	2	0	
10	Step 3		11/1	1111	1141	3	,	1111	20	2	V	
11	Distance from Source											
12	1	2	3	4	5	6	7	8	9	10	11	
13	INF	INF	INF	12	15	3	7	INF	20	2	0	
14	Step 4				10		•			_	· ·	
15	Distance from Source											
16	1	2	3	4	5	6	7	8	9	10	11	
17	INF	INF	15	11	15	3	7	INF	20	2	0	
18	Step 5											
19	Distance from Source											
20	1		3	4	5	6	7	8	9	10	11	
21	INF	INF	15	11	15	3	7	INF	20	2	0	
22	Step 6	б:										
23	Distar	nce from	Source									
24	1	2	3	4	5	6	7	8	9	10	11	
25	INF	28	15	11	15	3	7	19	17	2	0	
26	Step 7	7:										
27	Distar	nce from	Source									
28	1	2	3	4	5	6	7	8	9	10	11	
29	18	28	15	11	15	3	7	19	17	2	0	
30	Step 8	8:										
31	Distar	nce from	Source									
32	1	2	3	4	5	6	7	8	9	10	11	
33	18		15	11	15	3	7	19	17	2	0	
34	Step 9											
35		nce from										
36	1		3	4	5	6	7	8	9	10	11	
37	18		15	11	15	3	7	19	17	2	0	
38	Step 1											
39		nce from			_		-			4.5		
40		2		4	5	6	7	8	9	10	11	
41	18		15	11	15	3	7	19	17	2	0	
42	Step 1		G.									
43	Distance from Source											
44	1		3	4	5	6	7	8	9	10	11	
45	18		15	11	15	3	7	19	17	2	0	
46	r'inal	Result:										

47	Dista	nce from	Source									
48	1	2	3	4	5	6	7	8	9	10	11	
49	18	22	15	11	15	3	7	19	17	2	0	

第三题

					<i>1</i> 5. 11.		http://					
1	ziqianzhang@ziqiandeMac-Studio 作业12 Dijkstra算法 % ./3 < 3.data											
2	Dijkstra Algorithm											
3	Step 1:											
4	Distan	ce from	Source									
5	1	2	3	4	5	6	7	8	9	10	11	
6	INF	INF	INF	INF	INF	INF	INF	INF	20	2	0	
7	Step 2	? :										
8	Distan	ce from	Source									
9	1	2	3	4	5	6	7	8	9	10	11	
10	INF	INF	INF	INF	INF	INF	7	INF	20	2	0	
11	Step 3											
12	Distance from Source											
13	1	2	3	4	5	6	7	8	9	10	11	
14	INF	INF	15	11	INF	22	7	INF	20	2	0	
15	Step 4	:										
16	Distar	ce from	Source									
17	1	2	3	4	5	6	7	8	9	10	11	
18	INF	INF	15	11	18	19	7	INF	20	2	0	
19	Step 5	:										
20	Distan	ce from	Source									
21	1	2	3	4	5	6	7	8	9	10	11	
22	21	INF	15	11	18	19	7	INF	20	2	0	
23	Step 6	·:										
24	Distar	ce from	Source									
25	1	2	3	4	5	6	7	8	9	10	11	
26	21	31	15	11	18	19	7	INF	20	2	0	
27	Step 7	':										
28	Distan	ce from	Source									
29	1	2	3	4	5	6	7	8	9	10	11	
30	21	31	15	11	18	19	7	INF	20	2	0	
31	Step 8											
32		ce from										
33	1	2	3	4	5	6	7	8	9	10	11	
34		31	15	11	18	19	7	27	20	2	0	
35	Step 9											
36	Distan	ce from	Source									
37	1	2	3	4	5	6	7	8	9	10	11	
38	21		15	11	18	19	7	27	20	2	0	
39	Step 1	.0:										
40		ce from	Source									
41	1	2	3	4	5	6	7	8	9	10	11	
42	21	31	15	11	18	19	7	27	20	2	0	
43	Step 1	.1:										

```
44
     Distance from Source
            2
                    3
45
                                           6
                                                                  9
                                                                         10
                                                                                 11
46
     21
            31
                   15
                           11
                                   18
                                           19
                                                  7
                                                          27
                                                                  20
                                                                         2
                                                                                 0
47
     Final Result:
     Distance from Source
48
         2
                                   5
                                                  7
                                                                  9
                                                                         10
49
                            4
                                           6
                                                          8
                                                                                 11
           31
                   15
50
     21
                           11
                                   18
                                           19
                                                          27
                                                                  20
```

程序文件

```
#include <iostream>
     #include <limits.h>
     using namespace std;
4
     // 定义一个表示图的邻接矩阵的结构体
5
     struct Graph {
6
7
         int V; // 图中节点数量
8
         int **adj; // 邻接矩阵
9
10
         // 添加边(无向图)
         void addNoDirectionEdge(int u, int v, int w) {
11
12
             adj[u][v] = w;
13
             adj[v][u] = w;
14
         // 添加边 (有向图)
15
         void addDirectionEdge(int u, int v, int w) {
16
17
             adj[u][v] = w;
18
         }
19
20
     };
21
22
     // 创建图
     Graph* createGraph(int V) {
23
         Graph* graph = new Graph;
24
         graph->V = V;
25
26
         graph->adj = new int*[V];
         for (int i = 0; i < V; ++i) {
27
             graph->adj[i] = new int[V];
28
29
             for (int j = 0; j < V; ++j)
3.0
                 graph->adj[i][j] = 0;
31
         }
32
         return graph;
33
34
35
36
37
     // 找到dist数组中的最小值
38
     int minDistance(int dist[], bool sptSet[], int V) {
39
         int min = INT_MAX, min_index;
```

```
40
         for (int v = 0; v < V; ++v)
41
              if (sptSet[v] == false && dist[v] <= min)</pre>
42
                 min = dist[v], min_index = v;
43
         return min index;
44
     }
45
     // 打印结果
46
47
     void printSolution(int dist[], int V) {
         cout << "Distance from Source\n";</pre>
48
          for (int i = 1; i < V; ++i){
49
             // char ch = 'A' + i - 1;
50
51
             cout << i << "\t";
52
          }
53
54
55
         cout << endl;</pre>
         for (int i = 1; i < V; ++i){
56
57
             if (dist[i] == INT MAX)
58
                 cout << "INF" << "\t";
59
             else
                  cout << dist[i] << "\t";</pre>
60
61
         cout << endl;</pre>
62
     }
6.3
64
65
     // Dijkstra算法
66
     void dijkstra(Graph* graph, int src) {
67
          cout << "Dijkstra Algorithm\n";</pre>
         int V = graph->V;
68
69
         int dist[V];
70
         bool sptSet[V];
71
         for (int i = 0; i < V; ++i)
72
             dist[i] = INT_MAX, sptSet[i] = false;
73
         dist[src] = 0;
          for (int count = 0; count < V - 1; ++count) {</pre>
74
75
             int u = minDistance(dist, sptSet, V);
76
             sptSet[u] = true;
             for (int v = 0; v < V; ++v) {
77
                 // sptSet是Dijkstra算法中的一个bool类型的数组,用于表示每个节点是否已经被加入最短路径树
78
      (SPT) 中。
79
                  // 只有当sptSet[v]为false时,并且存在一条从u到v的边,且u节点的最短路径树中的距离加上u到v
     的边的权值小于dist[v]时,才更新dist[v]。
80
                  if (!sptSet[v] && graph->adj[u][v] && dist[u] != INT_MAX && dist[u] + graph-
     >adj[u][v] < dist[v]
81
                      dist[v] = dist[u] + graph->adj[u][v];
82
             }
             // 打印中间结果
83
84
             cout << "Step " << count+1 << ":" << endl;</pre>
             printSolution(dist, V);
85
86
         // 打印最终结果
87
88
          cout << "Final Result:" << endl;</pre>
```

```
89     printSolution(dist, V);
90  }
```