

Artificial Intelligence (CS13217)

Lab Report

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Experiment # 5 Implementing Dijkstra's Algorithm

Objective

To understand and implement the Dijkstra's Algorithm

Software Tool

OS: Windows
 IDE: Pycharm
 Language: Python

1 Theory

Dijkstras algorithm is very similar to Prims algorithm for minimum spanning tree. Like Prims MST, we generate a SPT (shortest path tree) with given source as root. We maintain two sets, one set contains vertices included in shortest path tree, other set includes vertices not yet included in shortest path tree. At every step of the algorithm, we find a vertex which is in the other set (set of not yet included) and has minimum distance from source.

Below are the detailed steps used in Dijkstras algorithm to find the shortest path from a single source vertex to all other vertices in the given graph. Algorithm

- 1) Create a set sptSet (shortest path tree set) that keeps track of vertices included in shortest path tree, i.e., whose minimum distance from source is calculated and finalized. Initially, this set is empty.
- 2) Assign a distance value to all vertices in the input graph. Initialize all distance values as INFINITE. Assign distance value as 0 for the source vertex so that it is picked first.
- 3) While sptSet doesn't include all vertices
- .a) Pick a vertex u which is not there in sptSetand has minimum distance value.
- .b) Include u to sptSet.
- .c) Update distance value of all adjacent vertices of u. To update the distance values, iterate through all adjacent vertices. For every adjacent vertex v, if sum of distance value of u (from source) and weight of edge u-v, is less

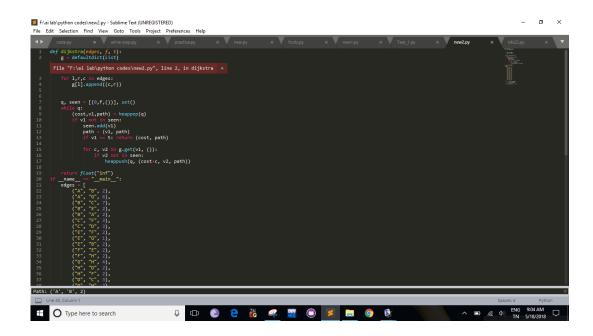
than the distance value of v, then update the distance value of v.

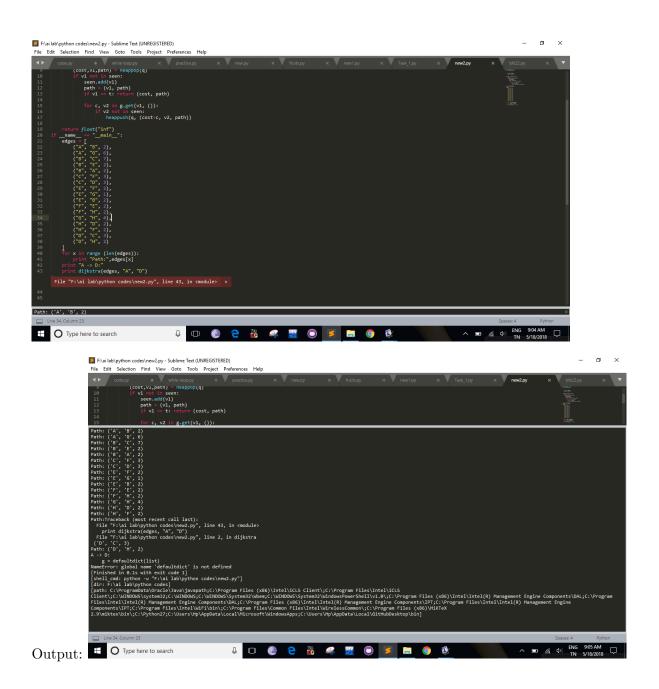
2 Code

```
from collections import defaultdict
from heapq import *
def dijkstra (edges, f, t):
    g = default dict (list)
    for l,r,c in edges:
        g[1]. append ((c,r))
    q, \text{ seen} = [(0, f, ())], \text{ set}()
    while q:
         (\cos t, v1, path) = heappop(q)
        if v1 not in seen:
             seen.add(v1)
             path = (v1, path)
             if v1 = t: return (cost, path)
             for c, v2 in g.get(v1, ()):
                 if v2 not in seen:
                      heappush (q, (cost+c, v2, path))
    return float("inf")
if _-name_- = "_-main_-":
    edges = [
         ("A",
               "B", 2),
         ("A", "G", 6),
         ("B", "C", 7),
         ("B",
               "E", 2),
         ("B",
               "A", 2),
         ("C", "F", 3),
         ("C", "D", 3),
         ("E", "F", 2),
         ("E", "G", 1),
```

```
("E", "B", 2),
        ("F",
              "E", 2),
        ("F",
              "H", 2),
        ("G", "H", 4),
        ("H",
              "D", 2),
        ("H", "F", 2),
        ("D", "C", 3),
        ("D", "H", 2)
    for x in range (len(edges)):
        print "Path:", edges[x]
    print "A_->_D:"
    print dijkstra(edges, "A", "D")
}
```

3 Implement Dijkstra's in Python language:





4 Conclusion:

shortest path is calculated.