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Algorithms and Data Structures WS 2018 / 2019

http://www.bioinf.uni-freiburg.de/Lehre/



Exercise sheet 13

Deadline: Wednesday, 30.1.2019 12:00 noon

In this exercise you will compute the largest connected component and implement Dijkstra's Algorithm to find the fastest (shortest) routes in the street graphs of Freiburg. Read the exercise sheet first before starting to write code.

Exercise 1 (5 points) Largest Connected Component

On the website you can find the *graph.py* file containing the Graph class and some already implemented methods (e.g. for reading in the *.graph* file). Have a look at the already supplied functionalities. Based on these, implement the method compute_1cc which calculates all connected components and marks the nodes in the largest connected component (= those with the highest count of marked nodes). For this you can utilize the already implemented method compute_reachable_nodes inside the class for the computation of reachable nodes for a given node. Be aware that you might need to adapt the output of the method for this exercise. Also make sure to pass False as second parameter to read_graph_from_file to load the graph with undirected edges.

Exercise 2 (10 points) Dijkstra's Algorithm

Extend the Graph class with the method compute_shortest_paths(). This method will use Dijkstra's algorithm to calculate the cost of all shortest paths from a given node to all reachable nodes. For this make use of the variable costs that is saved in the class Arc. To calculate the shortest path extend your class Node with the member variable traceback_arc, which stores the edge that was used to calculate the lowest costs for this particular node (i.e., to reconstruct the shortest path).

Exercise 3 (5 points) Route Planner

- 4.1) Write a short program *route_planner.py*, which calculates the route between the Faculty of Engineering (node ID 95466) and the Schwarzwald-Stadion Freiburg (node ID 136096) regarding the following aspects:
 - 1. Shortest path (max. speed 300 km/h)
 - 2. Fastest traveling time by car (max. speed 130 km/h)
 - 3. Fastest traveling time by moped (max. speed 50 km/h)

The necessary graph data freiburg.graph can found on the course website. Load the data by passing True as second parameter to read_graph_from_file to load the graph with directed edges. To switch between shortest path and fastest traveling time, set the edge costs by using the methods set_arc_costs_to_distance() and set_arc_costs_to_travel_time() included in graph.py. Provide the distance in km, the travel time in hours and minutes, and the computation time in seconds and milliseconds (excluding reading in the graph).

In addition, you can convert the 3 routes into the *MapBBCode* format to visualize them (example see below).

4.2) Find the node in the graph which is furthest away from the technical faculty in regard of the travel time per car and moped. Please provide again the distance in km, the travel time in hours and minutes, and the computation time (and **optionally** the *MapBBCode*).

Example MapBBCode:

Every route consists of a pairs of coordinates *<latitude>*, *<longitude>* with each pair separated by a comma. Coordinate pairs are separated by a space character. Routes are separated by a semicolon (not after the last or only one). After the last coordinate pair, optional parameters can be given, e.g. in the form of *(color/label)*, which provides colors and labels to the routes. Mark route 1 as blue, route 2 as red and route 3 as green. The generated code can be visualized on *http://share.mapbbcode.org/*.

Commit

Commit your code into the SVN in a new subdirectory **uebungsblatt_13**. Commit your feedback in a text file *erfahrungen.txt* as usual. Please specify: The length of time needed for the exercise. Which tasks have been difficult for you and where did you have problems? How much time did you spend to solve the problems?