Final Project Presentation

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Project Goals

- Acquire Data from an online site, specifically with airports and flights
- Create a BFS traversal traversing through all the connecting flights and their paths between two airports.
- Implement Dijkstra's Algorithm to find the shortest path between two airports, while also using a variable factor to account for airports that may come in the middle.
- Implement Kruskal's algorithm to find the shortest cycle and path between all the airports

Source of Data

- Got this data from OpenFlights, in which we put download the data file from their website and read from this file to build graph
- Airports.dat, which has an airport ID, name, and longitude and latitude
- Routes.dat, in which we used the route destination ID and the route source ID

Creating the Graph

- Basic Graph implementation, in which it is both directed and weighted
- Vertices are implemented as the airports that we read from the airport.dat file
- Edges are implemented through the routes.dat file that we read from,
- Edges are also directed and weighted to fulfill the basic implementation

BFS

- Idea behind this is to search wide before deep into the graph
- Visits the neighbors of a node first before visiting the neighbors of the neighbors
- Can be used to find shortest path, but not in this case because graph is weighted
- First created a visited map, with the vertex string as the key and a bool value for its value, and initialize all these values as false
- Create a source node and a queue in which we push the source node
- Create a while loop and loop until the queue is empty
 - Pop that node
 - Add to overall list
 - Visit all of that node's neighbor, and if they are not visited, then mark visit as true and push into queue
 - Print the overall list

Dijkstras

- Accepts a graph, start airport, and end airport and returns the minimum connecting distance between them
- Initialize map of distance and path, and initialize priority queue to iterate through
- Iterate through the current nodes neighbors and add each nodes distance from the source
- Print out the final distance in the distance map

Kruskals

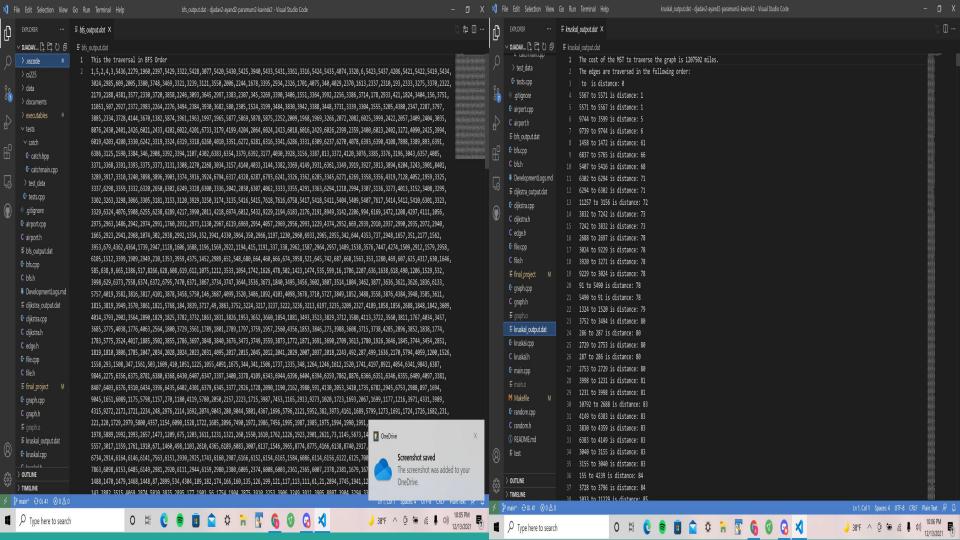
- Kruskals is a type of minimum spanning tree algorithm that inserts the edges from lowest weight to highest weight
- Also prevents a full cycle from being inserted with the edges
- First, get the edges of the graph and sort them
- Associated each edge with a number
- Initialized a disjoint set for each vertex
- If the vertices for each edge are in different sets, then add the weight to the overall result and union these sets together

Testing

- Checked if graph was made correctly first
 - Checked if bad routes were ignored, if the airport constructor was correct implemented, and if distance was calculated correctly
- For BFS, Dijkstras, and Kruskals, we made basic test cases with a graph with generated edges
 - BFS has test cases of the size and the order of the first few objects in the traversal
 - Dijsktras has test cases of calculating the shortest distance between two different nodes in a basic generated graph
 - Kruskals has test cases with the basic graph and tests if it follows the the correct order

Results/Conclusion

- Saved the traversal and algorithm data to their respective .dat files
- With Dijkstras, we were able to find the shortest path between any two given cities, which was interesting to implement when using real data
- Additionally, Kruskals gave us the shortest way to go to every airport.
- While not applicable in real life, it was still cool to see this and how the graph plays out with data
- Struggled in the beginning with building the project with nothing to build off on unlike previous mps, but was still fun to do when finally done with it



Future Development

- For now, we just added the base features to the project
- Includes the traversal and two algorithms for finding the shortest path and shortest time to pass through all of the airports
- This are just the base features, and we can add extra features to the project
- For example, a variable factor that takes into account which airport is closer to the starting airport if we have one connecting flight