

## VE477

### Introduction to Algorithms

#### Lab 5

Manuel — UM-JI (Fall 2017)

#### Goals of the lab

- Course application
- Data structures
- Python Object Oriented Programming

*Unless specified otherwise, all the programs are expected to be completed in Python.*

1. Graph representations:

- (a) Implement a class for sparse graphs;
- (b) Implement a class for dense graphs;

In each case implement at least the following methods:

- |              |                           |                  |
|--------------|---------------------------|------------------|
| • AddEdge    | • RemoveEdge              | • SetEdgeWeight  |
| • RemoveEdge | • IsAdjacent <sup>1</sup> | • GetVertexValue |
| • AddVertex  | • GetEdgeWeight           | • SetVertexValue |

2. Implement Dijkstra algorithm (3.13) using Fibonacci heaps;

3. Bellman-Ford (algorithm 3.17);

4. Compare the efficiency of Bellman-Ford and Dijkstra in terms of (i) complexity and (ii) running time;

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<sup>1</sup>`v.IsAdjacent(u)` checks if vertices  $v$  and  $u$  are adjacent.