



Tecnológico de Monterrey

Tarea 6: Dijkstra

Algoritmos Avanzados

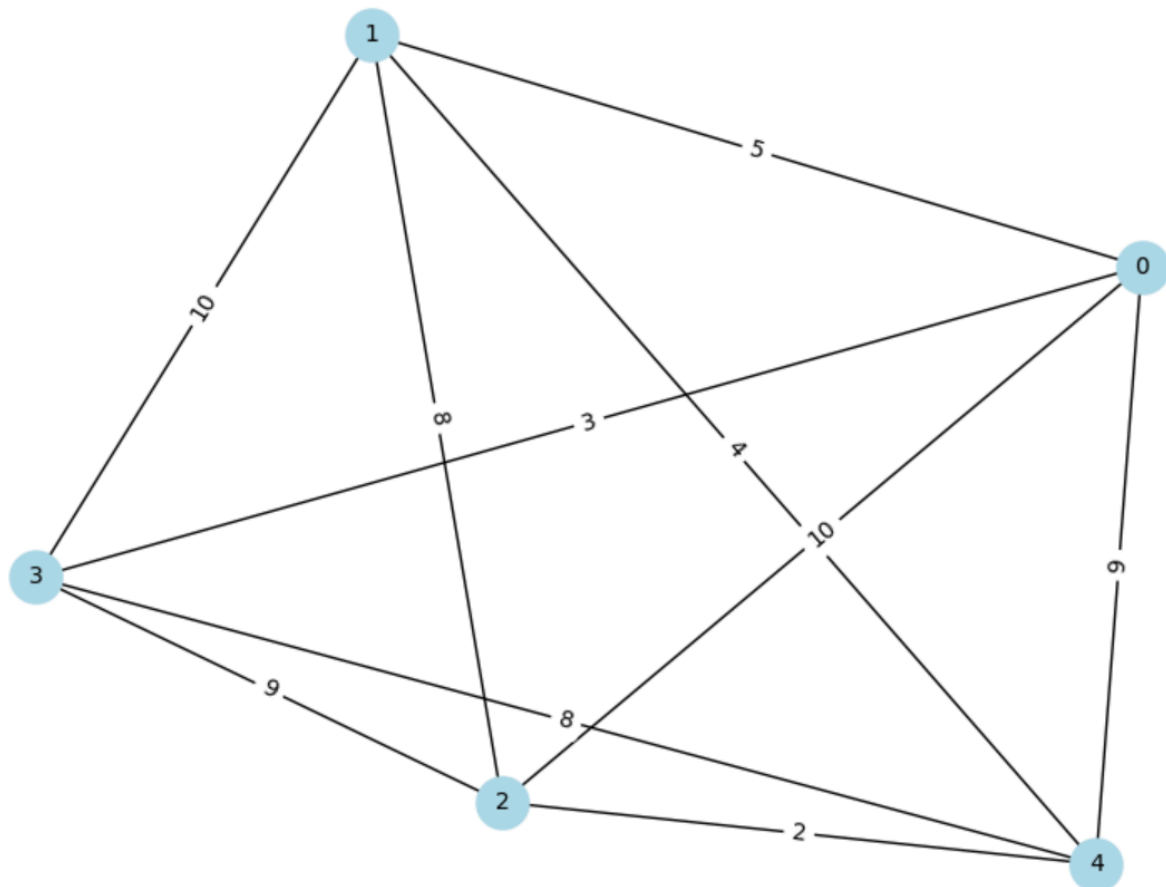
David Míreles Gutiérrez A00836010

In order to use the code provided in the zip follow the following instructions:

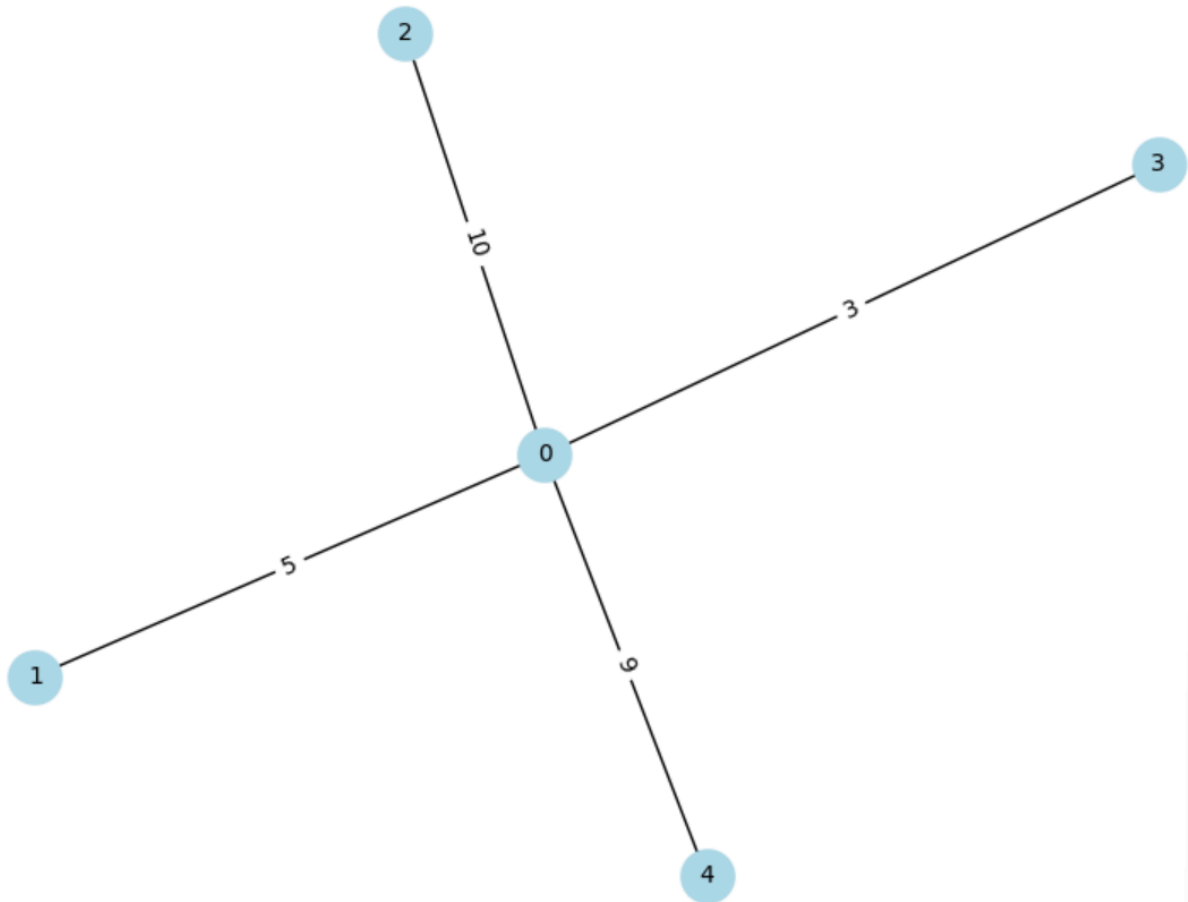
- Create Adj Matrix:
`python instances_dijkstra.py <nodes> <edges> <output file name>`
- Create Shortest Path Adj Matrix:
`./dijkstra <nameOfAdjMatrix> <rootNode>`
- Create Plot
`python plot.py <nameOfAdjMatrix> <shortpathAdjMatrix> <nameOfImg>`

1. 5 Nodos 10 Aristas

Grafo:

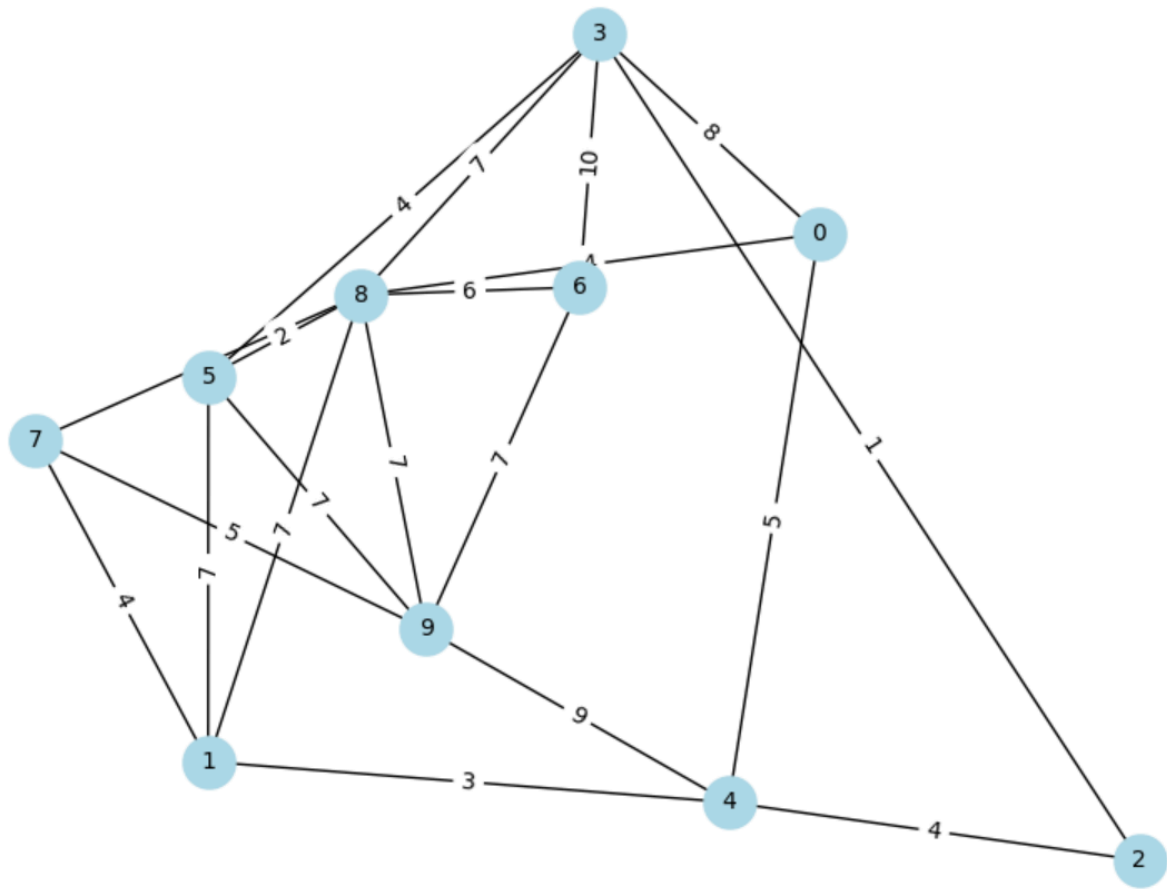


Shortest Path Node 0:

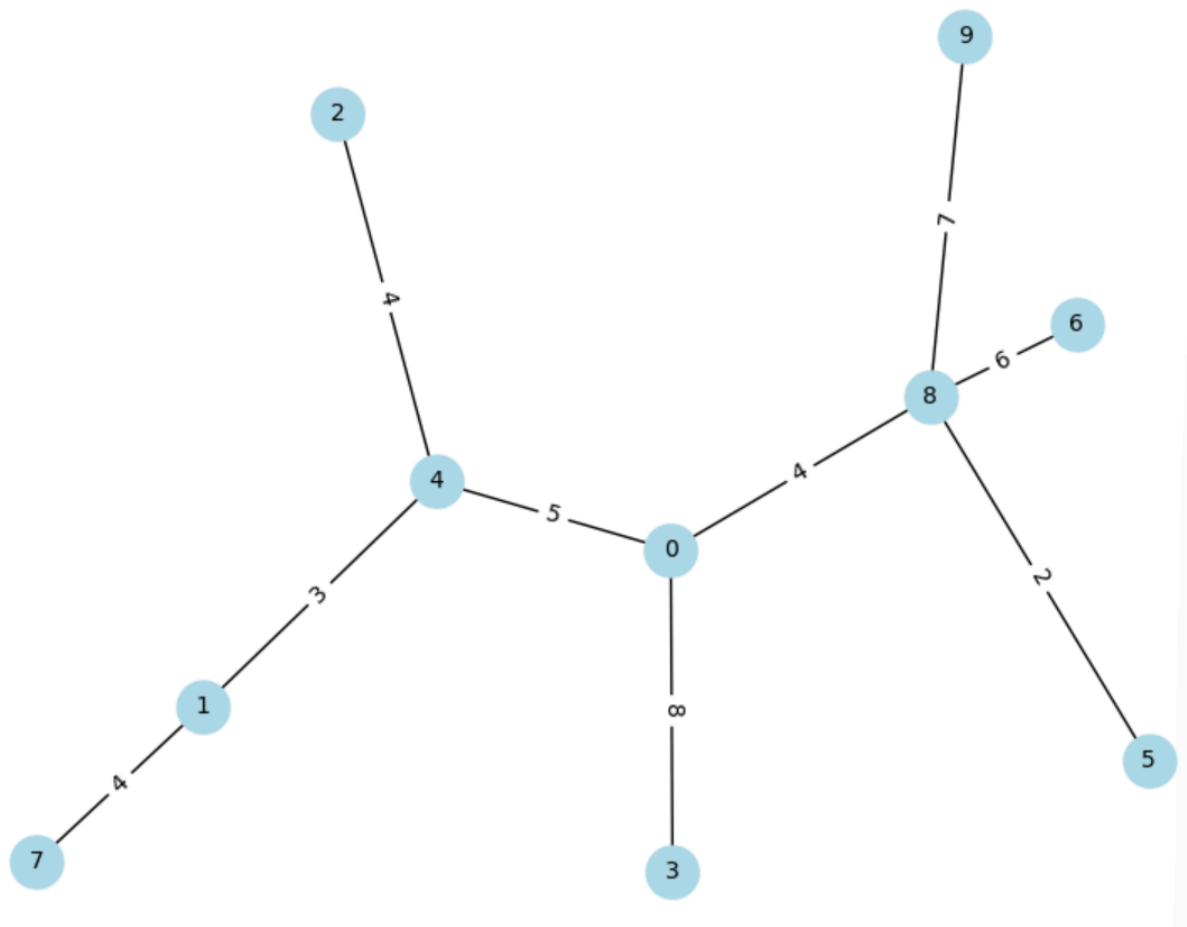


2. 10 Nodos 20 Aristas

Graph:

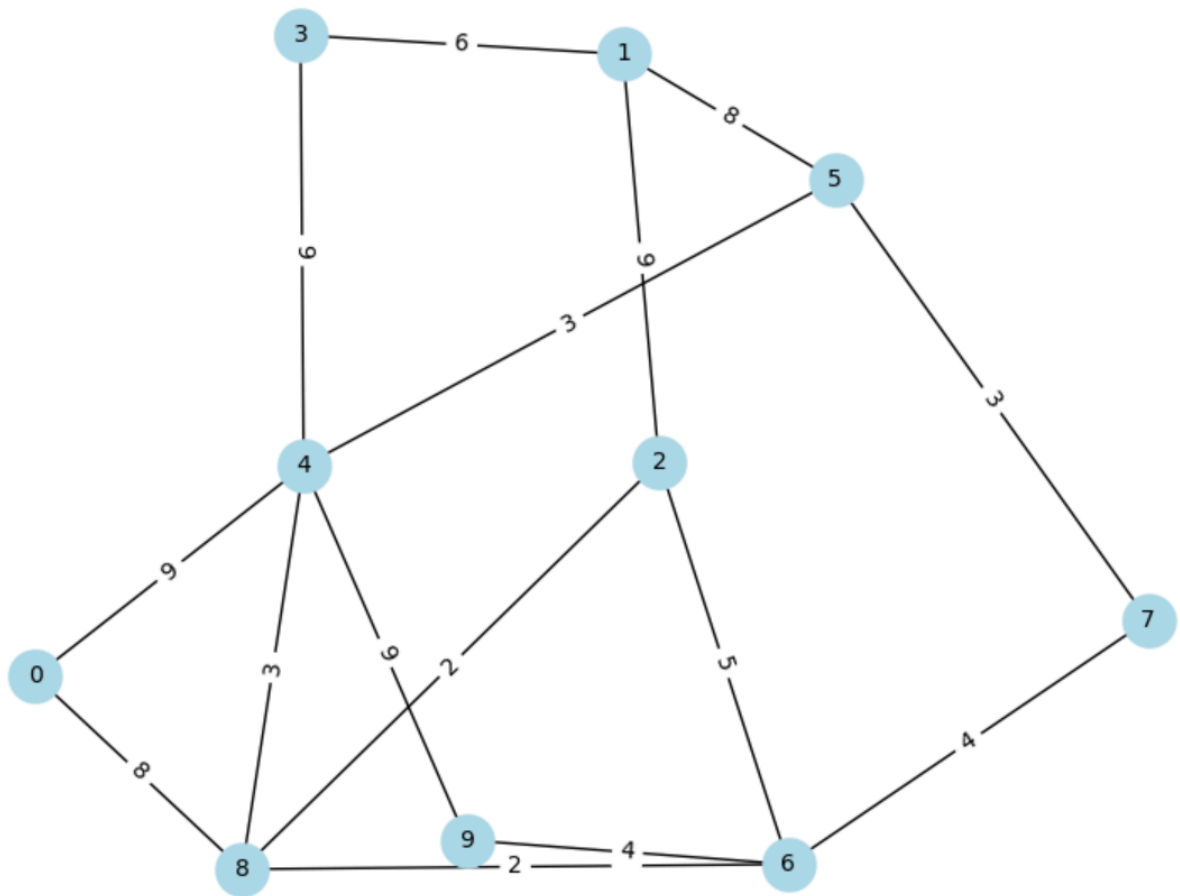


Shortest Path Node 0:

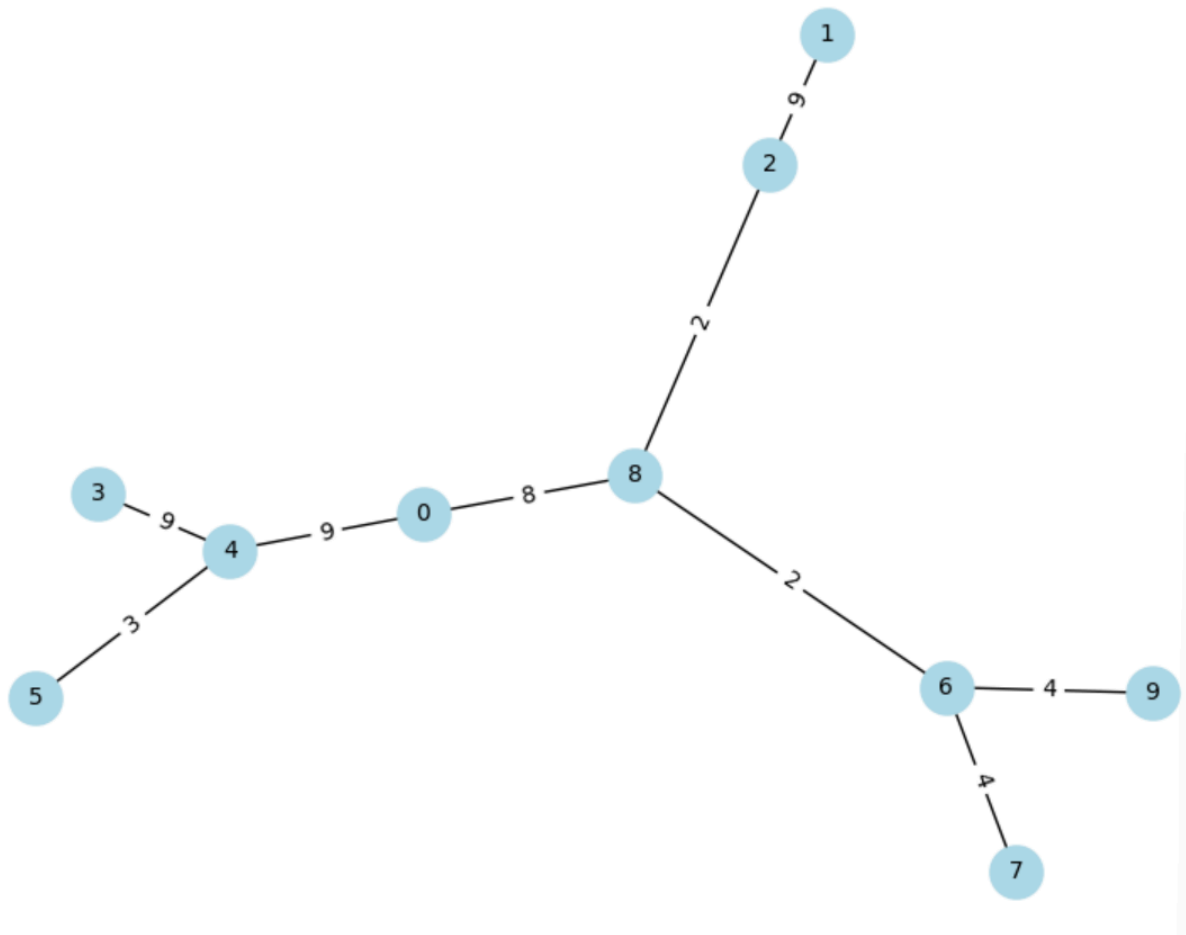


3. 10 Node 15 Aristas

Graph:

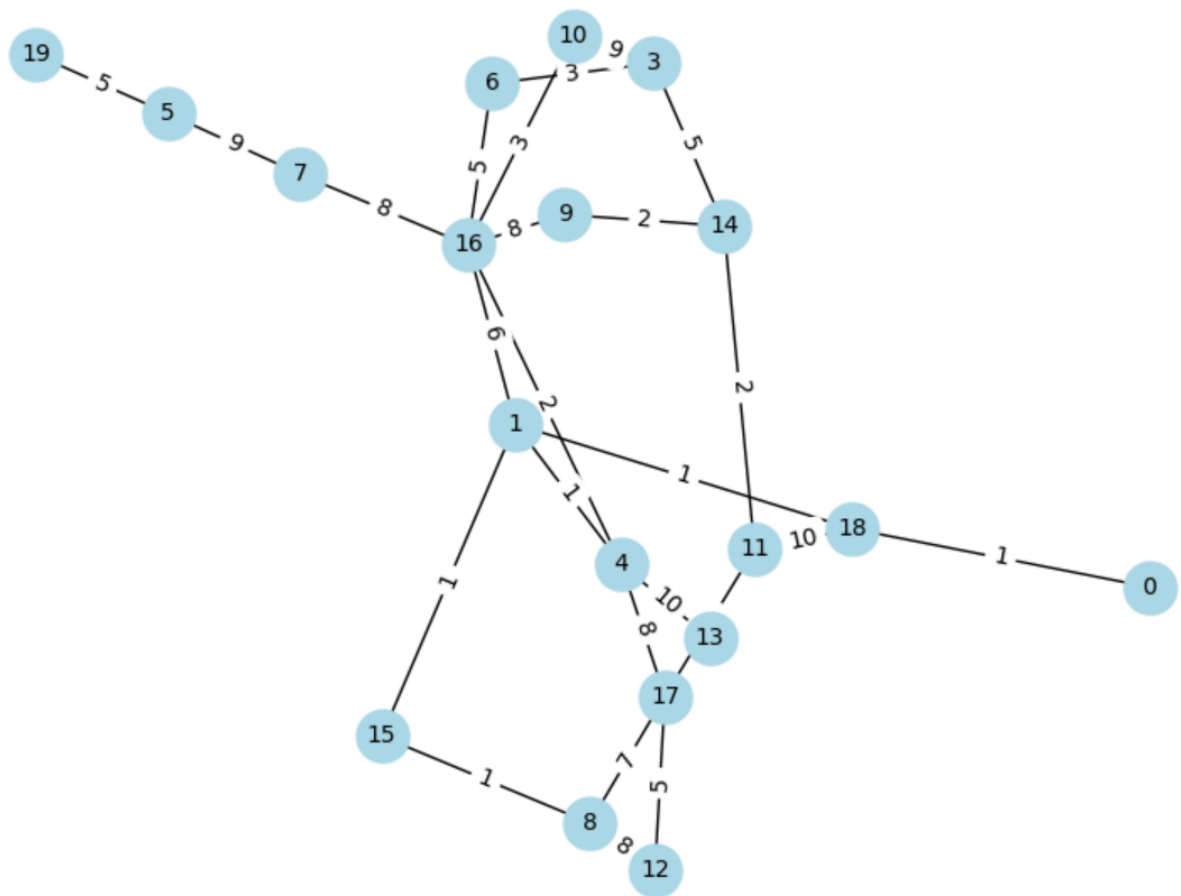


Shortest Path Node 0

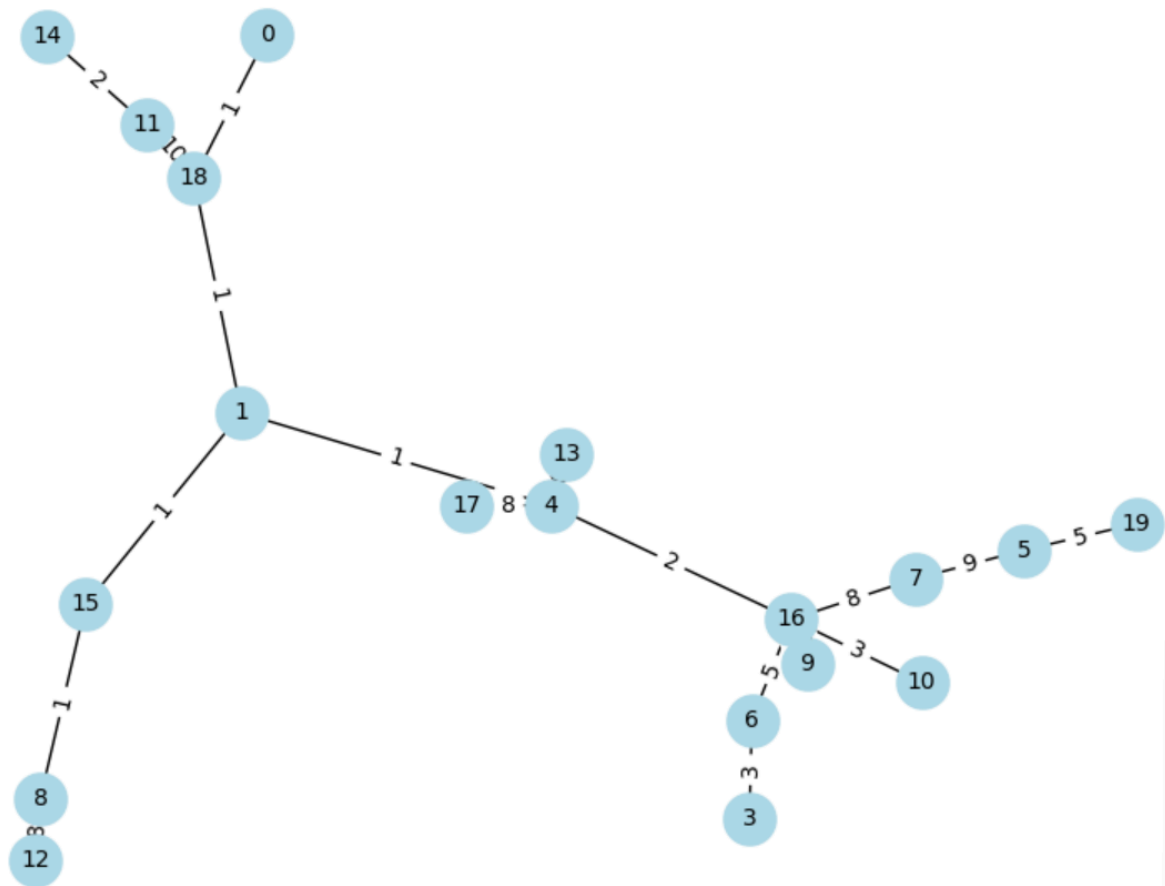


4. 20 Node 25 Aristas

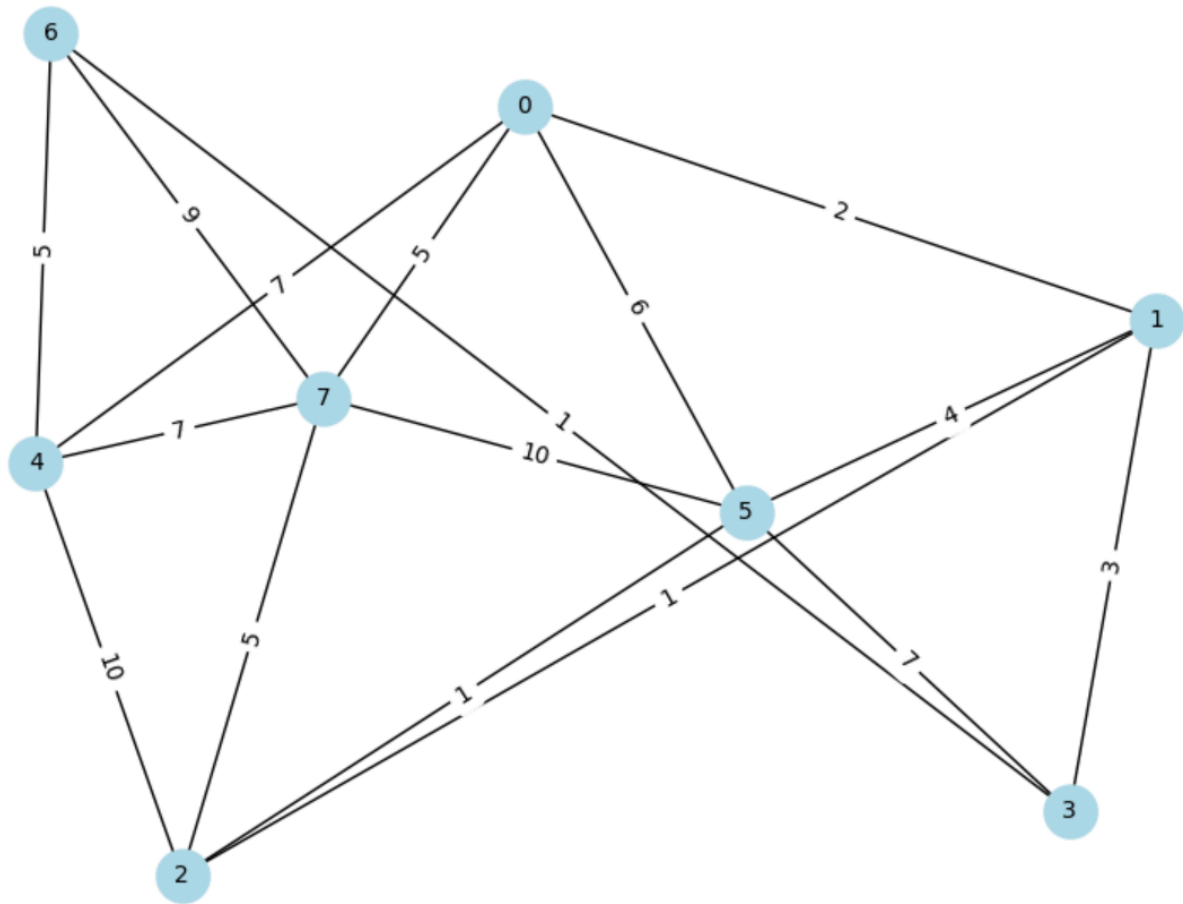
Graph:



Shortest Path Node 0:



5. 8 Node 16 Aristas
Graph:



Shortest Path From Node 0:

