Graph-theoretic Models, Lecture 3, Segment 3

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Finding the Shortest Path

- •Algorithm 1, depth-first search (DFS)
- Similar to left-first depth-first method of enumerating a search tree (Lecture 2)
- •Main difference is that graph might have cycles, so we must keep track of what nodes we have visited

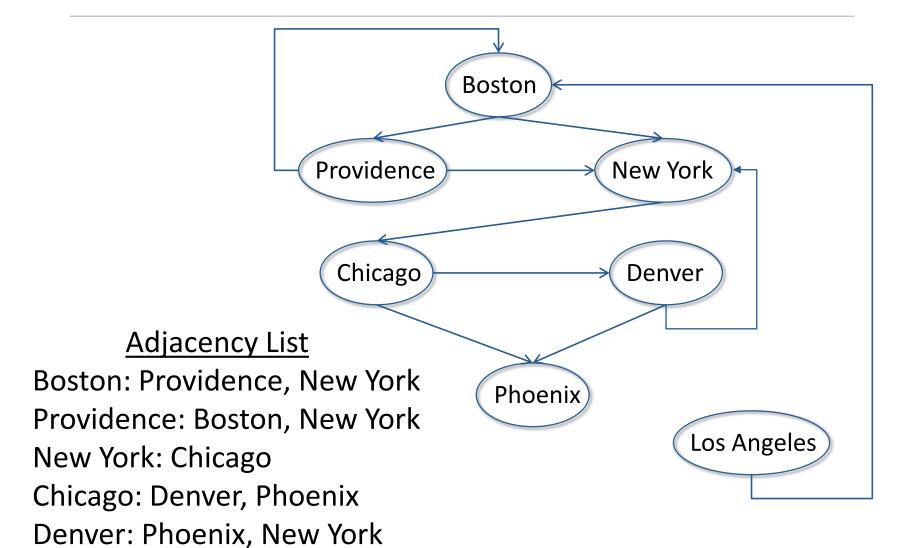
Depth First Search (DFS)

```
def DFS(graph, start, end, path, shortest):
    path = path + [start]
    if start == end:
        return path
    for node in graph.childrenOf(start):
        if node not in path: #avoid cycles
            if shortest == None or len(path) < len(shortest):
                newPath = DFS(graph, node, end, path,
                               shortest, toPrint)
                if newPath != None:
                    shortest = newPath
    return shortest
def shortestPath(graph, start, end):
    return DFS(graph, start, end, [], None, toPrint)
  DFS called from a
                          Gets recursion started properly
  wrapper function:
                          Provides appropriate abstraction
  shortestPath
```

Test DFS

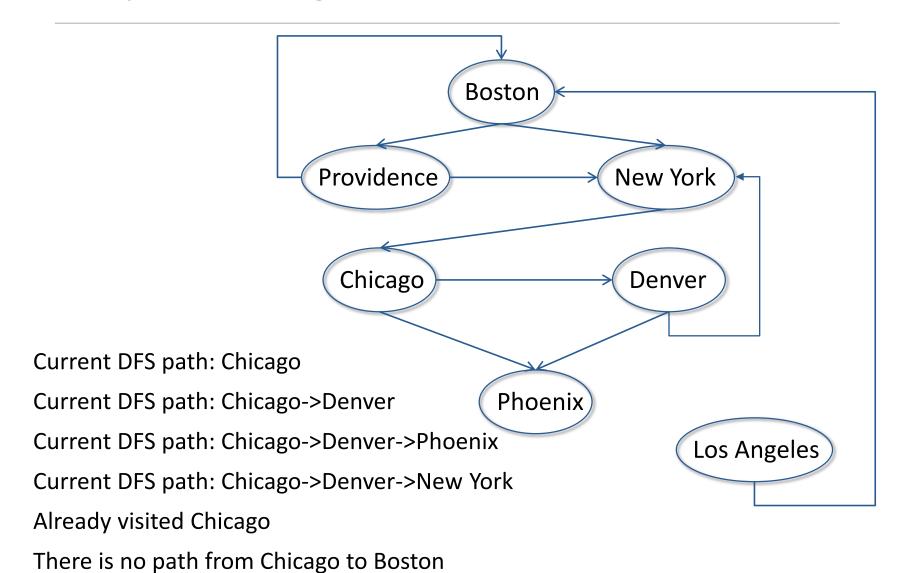
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An Example



Los Angeles: Boston

Output (Chicago to Boston)



Output (Boston to Phoenix)

Current DFS path: Boston

Current DFS path: Boston->Providence

Already visited Boston

Current DFS path: Boston->Providence->New York

Current DFS path: Boston->Providence->New York->Chicago

Current DFS path: Boston->Providence->New York->Chicago->Denver

Current DFS path: Boston->Providence->New York->Chicago->Denver->Phoenix Found path

Already visited New York

Current DFS path: Boston->New York

Current DFS path: Boston->New York->Chicago

Current DFS path: Boston->New York->Chicago->Denver

Current DFS path: Boston->New York->Chicago->Denver->Phoenix Found a shorter path

Already visited New York

Shortest path from Boston to Phoenix is Boston->New York->Chicago->Denver->Phoenix

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Algorithm 2: Breadth-first Search (BFS)

```
def BFS(graph, start, end, toPrint = False):
    initPath = [start]
    pathQueue = [initPath]
    if toPrint:
        print('Current BFS path:', printPath(pathQueue))
    while len(pathQueue) != 0:
        #Get and remove oldest element in pathQueue
        tmpPath = pathQueue.pop(0)
        print('Current BFS path:', printPath(tmpPath))
        lastNode = tmpPath[-1]
        if lastNode == end:
            return tmpPath
        for nextNode in graph.childrenOf(lastNode):
            if nextNode not in tmpPath:
                newPath = tmpPath + [nextNode]
                pathQueue.append(newPath)
    return None
```

Explore all paths with n hops before exploring any path with more than n hops

What About a Weighted Shortest Path

- •Want to minimize the sum of the weights of the edges, not the number of edges
- DFS can be easily modified to do this
- BFS cannot, since shortest weighted path may have more than the minimum number of hops

Recap

- Graphs are cool
 - Best way to create a model of many things
 - Capture relationships among objects
 - Many important problems can be posed as graph optimization problems we already know how to solve
- Depth-first and breadth-first search are important algorithms
 - Can be used to solve many problems

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Coming Up

- Modeling situations with unpredictable events
- Will make heavy use of plotting
 - Lecture 4 is about plotting in Python
 - Identical to a lecture in 6.00.1x, feel free to skip it if you took 6.00.1x

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