

## EXECUTION RUNS

Graph G(V,E)

V = {0,1,2,3,4}

E = {<0,1,10>,<0,2,3>,<1,3,2>,<1,2,1>,<2,1,4>,<2,3,8>,  
<2,4,2>,<3,4,7>,<4,3,9>,<4,0,4>,<4,1,2>,<1,0,1>}

## DIJKSTRA'S SINGLE SOURCE SHORTEST PATH ALGORITHM

dab@dab-dell-3010:~/Desktop/graph18\$ ./dijkstra.out

Graph Creation [Undirected/Directed]...

Type of Graph [0: UnDirected] := 1

How Many Vertices [upto 10 vertices]?? 5

Vertices starts at 0 and terminates at 4

Vertex ID of -1 terminates Input

Enter Existing Edges in the Graph

Edge#	'u'	'v'	Cost	Remark
1	0	1	10	Edge Taken
2	0	2	3	Edge Taken
3	1	3	2	Edge Taken
4	1	2	1	Edge Taken
5	2	1	4	Edge Taken
6	2	3	8	Edge Taken
7	2	4	2	Edge Taken
8	3	4	7	Edge Taken
9	4	3	9	Edge Taken
10	4	0	4	Edge Taken
11	4	1	2	Edge Taken
12	1	0	1	Edge Taken
13	-1	-1	0	Invalid Edge

Graph with 5 vertices ...

Adjacency Matrix is.... [ 786 denotes INFINITY ] [ -1 denotes no parent ]

u v	0	1	2	3	4
0	0	10	3	786	786
1	1	0	1	2	786
2	786	4	0	8	2
3	786	786	786	0	7
4	4	2	786	9	0

Enter Source Vertex [0 thru 4]: 0

Data Structure	[0]	[1]	[2]	[3]	[4]
DIST[]	0	10	3	786	786
PREV[]	-1	0	0	-1	-1
VISITED[]	1	0	0	0	0

Data Structure	[0]	[1]	[2]	[3]	[4]
DIST[]	0	7	3	11	5
PREV[]	-1	2	0	2	2
VISITED[]	1	0	1	0	0

Data Structure	[0]	[1]	[2]	[3]	[4]
DIST[]	0	7	3	11	5
PREV[]	-1	2	0	2	2
VISITED[]	1	0	1	0	1

Data Structure	[0]	[1]	[2]	[3]	[4]
DIST[]	0	7	3	9	5
PREV[]	-1	2	0	1	2
VISITED[]	1	1	1	0	1

Path: [u]->[v]    Distance    Shortest Path

[0]->[1]	7	0-> 2-> 1
[0]->[2]	3	0-> 2
[0]->[3]	9	0-> 2-> 1-> 3
[0]->[4]	5	0-> 2-> 4

Dijkstra's Algorithm for Different Source?? [0 to Stop] : 1

Enter Source Vertex [0 thru 4]: 4

Data Structure	[0]	[1]	[2]	[3]	[4]
DIST[]	4	2	786	9	0
PREV[]	4	4	-1	4	-1
VISITED[]	0	0	0	0	1

Data Structure	[0]	[1]	[2]	[3]	[4]
DIST[]	3	2	3	4	0
PREV[]	1	4	1	1	-1
VISITED[]	0	1	0	0	1

Data Structure	[0]	[1]	[2]	[3]	[4]
DIST[]	3	2	3	4	0
PREV[]	1	4	1	1	-1
VISITED[]	0	1	1	0	1

Data Structure	[0]	[1]	[2]	[3]	[4]
DIST[]	3	2	3	4	0
PREV[]	1	4	1	1	-1
VISITED[]	1	1	1	0	1

Path: [u]->[v]	Distance	Shortest Path
[4]->[0]	3	4-> 1-> 0
[4]->[1]	2	4-> 1
[4]->[2]	3	4-> 1-> 2
[4]->[3]	4	4-> 1-> 3

Dijkstra's Algorithm for Different Source?? [0 to Stop] : 0

## FLOYD-WARSHALL ALL-PAIRS SHORTEST PATH ALGORITHM

dab@dab-dell-3010:~/Desktop/graph18\$ ./floyd\_warshall.out

Graph Creation [Undirected/Directed]...

Type of Graph [0: UnDirected] := 1

How Many Vertices [upto 10 vertices]?? 5

Vertices starts at 0 and terminates at 4, Vertex ID of -1 terminates Input

Enter Existing Edges in the Graph

Edge#	'u'	'v'	Cost	Remark
1	0	1	10	Edge Taken
2	0	2	3	Edge Taken
3	1	3	2	Edge Taken
4	1	2	1	Edge Taken
5	2	1	4	Edge Taken
6	2	3	8	Edge Taken
7	2	4	2	Edge Taken
8	3	4	7	Edge Taken
9	4	3	9	Edge Taken
10	4	0	4	Edge Taken
11	4	1	2	Edge Taken
12	1	0	1	Edge Taken
13	-1	-1	0	Invalid Edge

Graph with 5 vertices ...

Adjacency Matrix is.... [ 786 denotes INFINITY ]

u v	0	1	2	3	4
0	0	10	3	786	786
1	1	0	1	2	786
2	786	4	0	8	2
3	786	786	786	0	7
4	4	2	786	9	0

At Initialization ...

Cost Matrix is....

u v	0	1	2	3	4
0	0	10	3	786	786
1	1	0	1	2	786
2	786	4	0	8	2
3	786	786	786	0	7
4	4	2	786	9	0

Path Matrix is....

u v	0	1	2	3	4
0	0	1	2	3	4
1	0	1	2	3	4
2	0	1	2	3	4
3	0	1	2	3	4
4	0	1	2	3	4

ITERATION K = 1

Cost Matrix is....

u v	0	1	2	3	4
0	0	10	3	786	786
1	1	0	1	2	786
2	786	4	0	8	2
3	786	786	786	0	7
4	4	2	7	9	0

Path Matrix is....

u v	0	1	2	3	4
0	0	1	2	3	4
1	0	1	2	3	4
2	0	1	2	3	4
3	0	1	2	3	4
4	0	1	0	3	4

ITERATION K = 2

Cost Matrix is....

u v	0	1	2	3	4
0	0	10	3	12	786
1	1	0	1	2	786
2	5	4	0	6	2
3	786	786	786	0	7
4	3	2	3	4	0

Path Matrix is....

u v	0	1	2	3	4
0	0	1	2	1	4
1	0	1	2	3	4
2	1	1	2	1	4
3	0	1	2	3	4
4	1	1	1	1	4

ITERATION K = 3

Cost Matrix is....

u v	0	1	2	3	4
0	0	7	3	9	5
1	1	0	1	2	3
2	5	4	0	6	2
3	786	786	786	0	7
4	3	2	3	4	0

Path Matrix is....

u v	0	1	2	3	4
0	0	2	2	2	2
1	0	1	2	3	2
2	1	1	2	1	4
3	0	1	2	3	4
4	1	1	1	1	4

ITERATION K = 4

Cost Matrix is....

u v	0	1	2	3	4
0	0	7	3	9	5
1	1	0	1	2	3
2	5	4	0	6	2
3	786	786	786	0	7
4	3	2	3	4	0

Path Matrix is....

u v	0	1	2	3	4
0	0	2	2	2	2
1	0	1	2	3	2
2	1	1	2	1	4
3	0	1	2	3	4
4	1	1	1	1	4

ITERATION K = 5

Cost Matrix is....

u v	0	1	2	3	4
0	0	7	3	9	5
1	1	0	1	2	3
2	5	4	0	6	2
3	10	9	10	0	7
4	3	2	3	4	0

Path Matrix is....

u v	0	1	2	3	4
0	0	2	2	2	2
1	0	1	2	3	2
2	1	1	2	1	4
3	4	4	4	3	4
4	1	1	1	1	4

## EXECUTION RUNS

Graph G(V,E)

V = {0,1,2,3,4,5}

E = {(0,1,6),(0,2,1),(0,3,5),(1,2,5),(1,4,3),  
(2,3,5),(2,4,6),(2,5,4),(3,5,2),(4,5,6)}

## PRIM'S MINIMUM COST SPANNING TREE

dab@dab-dell-3010:~/Desktop/graph18\$ ./primsMST.out

Graph Creation [Undirected/Directed]...

Type of Graph [0: UnDirected] := 0

How Many Vertices [upto 10 vertices]?? 6

Vertices starts at 0 and terminates at 5, Vertex ID of -1 terminates Input

Enter Existing Edges in the Graph

Edge#	'u'	'v'	Cost	Remark
1	0	1	6	Edge Taken
2	0	2	1	Edge Taken
3	0	3	5	Edge Taken
4	1	2	5	Edge Taken
5	1	4	3	Edge Taken
6	2	3	5	Edge Taken
7	2	4	6	Edge Taken
8	2	5	4	Edge Taken
9	3	5	2	Edge Taken
10	4	5	6	Edge Taken
11	-1	-1	0	Invalid Edge

Graph with 6 vertices ...

Adjacency Matrix is.... [ 786 denotes INFINITY ] [ MST[] denotes parent vertex index ]

u v	0	1	2	3	4	5
0	0	6	1	5	786	786
1	6	0	5	786	3	786
2	1	5	0	5	6	4
3	5	786	5	0	786	2
4	786	3	6	786	0	6
5	786	786	4	2	6	0

Data Structure	[0]	[1]	[2]	[3]	[4]	[5]
DIST[]	0	6	1	5	786	786
MST[]	-1	0	0	0	-1	-1
VISITED[]	1	0	0	0	0	0

Data Structure	[0]	[1]	[2]	[3]	[4]	[5]
DIST[]	0	5	1	5	6	4
MST[]	-1	2	0	0	2	2
VISITED[]	1	0	1	0	0	0

Data Structure	[0]	[1]	[2]	[3]	[4]	[5]
DIST[]	0	5	1	2	6	4
MST[]	-1	2	0	5	2	2
VISITED[]	1	0	1	0	0	1

Data Structure	[0]	[1]	[2]	[3]	[4]	[5]
DIST[]	0	5	1	2	6	4
MST[]	-1	2	0	5	2	2
VISITED[]	1	0	1	1	0	1

Data Structure	[0]	[1]	[2]	[3]	[4]	[5]
DIST[]	0	5	1	2	3	4
MST[]	-1	2	0	5	1	2
VISITED[]	1	1	1	1	0	1

Edge	Weight
[2]->[1]	5
[0]->[2]	1
[5]->[3]	2
[1]->[4]	3
[2]->[5]	4