Assignment – 13

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Task 1:

Dijkstra's Shortest Path Finder:

Code Dijkstra's algorithm to find the shortest path from a start node to every other node in a weighted graph with positive weights.

Program:

```
import java.util.*;
public class DijkstarAlgorithm {
     private static final int INF = Integer.MAX VALUE;
     public static void main(String[] args) {
           int[][] graph = {
                       \{0, 4, 0, 8, 0\},\
                       \{4, 0, 8, 11, 0\},\
                       { 0, 8, 7, 0, 4},
                       \{0, 7, 0, 9, 14\},\
                       \{0, 0, 0, 9, 10\}\};
           dijkstras(graph, 0);
     public static void dijkstras(int[][] graph, int src) {
           int v = graph.length;
           int[] dij = new int[v];
           boolean[] visited = new boolean[v];
           Arrays.fill(dij, INF);
           dij[src] = 0;
           for (int count = 0; count < v - 1; count++) {
                 int u = minDistance(dij, visited);
                 visited[u] = true;
                 for (int j = 0; j < v; j++) {
                       if (!visited[j] && graph[u][j] != 0 &&
                            dij[u] != INF && dij[u] + graph[u][j] <</pre>
                             dij[j]) {
                            dij[j] = dij[u] + graph[u][j];
                       }
                 }
           printResult(dij);
     public static int minDistance(int[] dij, boolean[] visited) {
           int min = INF;
           int minindex = -1;
           for (int v = 0; v < dij.length; v++) {
                 if (!visited[v] && dij[v] <= min) {</pre>
                      min = dij[v];
                      minindex = v;
                 }
```

```
return minindex;
      }
     public static void printResult(int[] dij) {
           System.out.println("vertex \t distance from source: ");
           for (int i = 0; i < dij.length; i++) {
                 System.out.println(i + "\t" + dij[i]);
}
Output:
vertex
            distance from source:
     \cap
\cap
1
     4
2
     12
3
     8
     16
```

Task 2:

Kruskal's Algorithm for MST:

Implement Kruskal's algorithm to find the minimum spanning tree of a given connected, undirected graph with non-negative edge weights.

Program:

```
import java.util.Arrays;
import java.util.LinkedList;
class Edge implements Comparable<Edge>{
     int src, dest, weight;
     public Edge(int src, int dest, int weight) {
           super();
           this.src = src;
           this.dest = dest;
           this.weight = weight;
     @Override
     public int compareTo(Edge e1) {
           return this.weight-el.weight;
}
public class KruskalsAlgorithm {
     private int vertex;
     private LinkedList<Edge> edges;
     public KruskalsAlgorithm(int v) {
           vertex=v;
           edges=new LinkedList<>();
```

```
public void addEdges(int src,int dest,int weight) {
     Edge edge=new Edge(src, dest, weight);
     edges.add(edge);
private int find(int[] parent, int i) {
     if(parent[i] != i && parent[i] != -1)
           parent[i]=find(parent, parent[i]);
     return parent[i] == -1 ? i : parent[i];
}
private void union(int[] parent, int x, int y) {
     int xset=find(parent, x);
     int yset=find(parent, x);
     parent[xset] = yset;
}
public void kruskalMST() {
     Edge[] resultEdges=new Edge[vertex];
     int e=0;
     int i=0;
     edges.sort(null);
     int[] parent=new int[vertex];
     Arrays.fill(parent, -1);
     while(e<vertex-1) {</pre>
           Edge next=edges.get(i++);
           int x=find(parent, next.src);
           int y=find(parent, next.dest);
           if(x != y) {
                resultEdges[e++]=next;
                union(parent, x, y);
           }
     System.out.println("Minimal Spanning Tree: ");
     int totalWeight=0;
     for(i=0;i<e;i++) {
           System.out.println(resultEdges[i].src+
                                 " - "+resultEdges[i].dest+": "
                                 +resultEdges[i].weight);
           totalWeight +=resultEdges[i].weight;
     System.out.println("Total weight: "+totalWeight);
public static void main(String[] args) {
     int v=4;
     KruskalsAlgorithm graph=new KruskalsAlgorithm(v);
     graph.addEdges(0, 1, 8);
     graph.addEdges(0, 2, 7);
     graph.addEdges(0, 3, 5);
     graph.addEdges(1, 3, 10);
     graph.addEdges(2, 3, 4);
     graph.kruskalMST();
```

}

Output:

```
Minimal Spanning Tree:
2 - 3: 4
0 - 3: 5
0 - 2: 7
Total weight: 16
```

Task 3:

Union-Find for Cycle Detection:

Write a Union-Find data structure with path compression. Use this data structure to detect a cycle in an undirected graph.

Program:

```
public class UnionFind {
     private int[] parent;
     private int[] rank;
     public UnionFind(int n) {
           parent = new int[n];
           rank = new int[n];
           for (int i = 0; i < n; i++) {
                 parent[i] = i;
                 rank[i] = 0;
           }
     public int find(int x) {
           if (parent[x] != x) {
                 parent[x] = find(parent[x]);
           return parent[x];
      }
     public void union(int x, int y) {
           int rootx = find(x);
           int rooty = find(y);
           if (rootx == rooty)
                 return;
           if (rank[rootx] < rank[rooty]) {</pre>
                 parent[rootx] = rooty;
           } else if (rank[rootx] > rank[rooty]) {
                 parent[rooty] = rootx;
           } else {
                 parent[rooty] = rootx;
                 rank[rooty]++;
           }
     }
}
```

```
public class UnionFindAlgorithm {
     public static boolean hasCycle(int[][] edges,int n) {
           UnionFind uf=new UnionFind(n);
           for(int[] edge:edges) {
                 int u=edge[0];
                 int v=edge[1];
                 int rootu=uf.find(u);
                 int rootv=uf.find(v);
                 if(rootu == rootv) {
                      return true;
                 uf.union(rootu, rootv);
           return false;
      }
     public static void main(String[] args) {
           int[][] edges= {
                      {0,1},
                      {1,2},
                      <2,3},
                      {3,0}};
           int n=4;
           boolean cycle=hasCycle(edges, n);
           if(cycle) {
                 System.out.println("Cycle detected!");
           }
           else {
                 System.out.println("Cycle not detected.");
           }
     }
}
Output:
```

Cycle detected!