Assignment - Graph

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Abstract - A shortest-path algorithm finds a path containing the minimal cost between two vertices in a graph. Dijkstra's Algorithm is known as the shortest path source, through this assignment we will discuss the algorithm and its applications that the algorithm has in the modern-day. Dijkstra Algorithm has been the backbone of every navigation system such as Google Maps, Waze, and Uber.

Keywords – Shortest Path, Dijkstra Algorithm, Graph, Data Structures and Algorithm, Maps, Computer Science, Python

I. INTRODUCTION

Dijkstra's Algorithm is one of the greedy algorithms used to optimize and find the shortest path between nodes in a graph. Dijkstra's algorithm is an effective algorithm proposed and invented by Dutch Scientist Edsger.W. Dijkstra in the year 1956. The algorithm may represent, for example, road networks.

There exist many variants for this algorithm. The original variant of the algorithm found the shortest path between two nodes, whereas the variant fixes a single node as the source and then finds the shortest path to other nodes, but a more common variant fixes a single node as the "source" node and finds shortest paths from the source to all other nodes in the graph, producing a shortest-path tree. And this is the concept that is implemented by

Google Maps to calculate and show us the shortest path between two points.

The remainder of this assignment paper is laid out as follows. In Section II, we'll discuss what kind of problem we are facing. Section III will give an overview of the problem and how it could be turned into a graph. In Section IV we'll discuss My solution to solve the problem in detail using Pseudocode and Python. Section V will give a conclusion to the assignment.

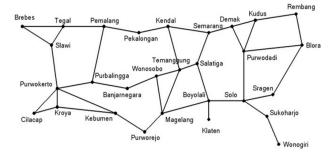
II. PROBLEM

Suppose we are on a vacation during the holiday season. We use a car as our main vehicle to reach our destination. Because of the holiday season, there will be a lot of traffic on the road. We utilize Google Maps to find the best route to our destination since they are based on this algorithm. Through the app, we are going to use Dijkstra's Algorithm to find the shortest-path route to reach our destination.

III. HOW TO DEFINE THE PROBLEM TO BECOME A GRAPH

Below is a graph that shows a map of the existing highway network in Central Java Province. If we want to start our vacation journey from Brebes to Wonosobo and every time we pass through the city it will take longer than passing through a few

cities. We will determine the shortest route, the longest route, and the number of routes that can be taken to reach that destination



IV. SOLUTIONS BY SHORTEST PATH

4.1 Graph Representation

The graph is a directed graph that has twenty-nine vertices. Graphs can actually be converted into a matrix form and written in the form of a two-dimensional array into code. However, because the example uses a dictionary, the graph above can be written as follows.

```
# Graph Representation
graph = {'Brebes': ['Tegal', 'Slawi'],
            'Tegal': ['Pemalang', 'Slawi'],
           'Slawi': ['Tegal', 'Purwokerto'],
            'Purwokerto': ['Purbalingga', 'Cilacap', 'Kroya', 'Kebumen'],
            'Cilacap': ['Purwokerto', 'Kroya'],
            'Kroya': ['Cilacap', 'Purwokerto', 'Kebumen'],
            'Kebumen': ['Kroya', 'Purwokerto'],
            'Purworejo': ['Kebumen', 'Magelang'],
            'Magelang': ['Purworejo', 'Wonosobo', 'Temanggung', 'Boyolali
            'Purbalingga': ['Banjarnegara', 'Purwokerto', 'Pemalang'],
            'Banjarnegara': ['Purbalingga', 'Wonosobo'],
            'Pemalang': ['Tegal', 'Pekalongan'],
            'Wonosobo': ['Banjarnegara', 'Temanggung', 'Magelang'],
           'Temanggung': ['Salatiga', 'Wonosobo', 'Magelang'], 'Pekalongan': ['Pemalang', 'Kendal'], 'Kendal': ['Pekalongan', 'Semarang', 'Temanggung'],
            'Boyolali': ['Klaten', 'Salatiga', 'Solo'],
            'Salatiga': ['Temanggung', 'Semarang', 'Boyolali'],
            'Semarang': ['Kendal', 'Demak', 'Salatiga'],
            'Klaten': ['Boyolali'],
            'Solo': ['Boyolali', 'Purwodadi', 'Sragen', 'Sukoharjo'],
           'Purwodadi': ['Demak', 'Kudus', 'Blora', 'Solo'],
'Demak': ['Semarang', 'Purwodadi', 'Kudus', 'Solo'],
            'Kudus': ['Demak', 'Rembang', 'Purwodadi'],
            'Rembang': ['Kudus', 'Blora'],
            'Blora': ['Rembang', 'Purwodadi', 'Sragen'], 'Sragen': ['Blora', 'Solo'],
            'Sukoharjo': ['Wonogori', 'Solo'],
            'Wonogori': ['Sukoharjo']}
```

Fig. 4.1. Graph Representation

In the code above, we use a dictionary to create a graph and use a list to store vertices that are neighbors of a vertex. For example, Brebes is connected to Tegal and Slawi, Klaten is only connected to Boyolali, and so on.

4.2 Program's Algorithm

In this section we will discuss the Program's Algorithm by using Pseudocode.

Variables:

Arrays: graph, path, all path, new path

Integer: x

Strings: start, end

```
begin

   path <- path + start

   if (start == end) then
        find_path <- {path}

   if (start not in graph) then
        find_path <- {}

   for x <- 0 to graph[start] do

   begin

        if (graph[start][x] not in path) then
            new_path <- find_path(graph, graph[start][x]),
        for y <- 0 to new_path.size do
            all_path.add(new_path[y])

   find_path <- all_path</pre>
```

Fig. 4.2. Pseudocode

- 1. function will be filled with parameters.
- 2. if start city equals to end city then it will return the result to find path.
- 3. if start city are not available in the graph, then it will return None.
- 4. the program will do a loop to begin.

- 5. if the first city of the graph is not on the path, then we will find a new_path by looping from the first function recursively.
- 6. index y is the amount of data from the new path.
- 7. we will add data from all paths with existing data from new_path index y.
- 8. then at the end the function will return all_path.

4.3 Code Implementation

For the implementation, we are going to use Python.

Below are the functions that are used for some features:

1. Function to Define All Paths

```
def find_path(graph, start, end, path=[]):
    path = path + [start]
    if start == end:
        return [path]
    if not start in graph:
        return []
    all_path = []
    for nodes in graph[start]:
        if nodes not in path:
            path_path = find_path(graph, nodes, end, path)
            for new_path in path_path:
            all_path.append(new_path)
    return all_path
```

This function will find and return all paths from start point to end point or destination.

Suppose we want to find all possible paths that can be passed from Semarang to Boyolali, then this function will return all paths in the form of a list.

2. Function to Count the Data

```
def counter(data):
    route = ""
    for y in range(0, len(data)):
        if y < len(data) - 1:
            route += data[y] + " > "
        else:
            route += data[y]
    return route
```

This function will calculate the data from the graph representation paths and it's a dictionary that stores objects as keys and counts as values.

3. Function to Input the Cities

```
Start = input("Enter Starting Point of the City : ")
Finish = input("Enter End Point of the City : ")
```

This function will input the user's starting point and end point of the city.

4. Function to find the amount of routes, shortest-longest path and list of passable routes.

```
data_x = find_path(graph, Start, Finish)
print(f"Number of Routes: {len(data_x)}")
min = data_x[0]
max = []
for x in data_x:
    if len(x) < len(min):
        min = x
    if len(x) > len(max):
        max = x

print(f"Shortest-Path Route : {counter(min)}")
print(f"Longest-Path Route : {counter(max)}")
print(f"List of Passable Routes : ")

for x in range(0, len(data_x)):
    print(f"ROUTE {x+1} : ")
    print(counter(data_x[x]))
```

This function will calculate the data from the graph and user input. It will represent all of the routes. 4.4 Results

From the functions that are used to create the program, we can see the result in form of a console program.

- Users can input their desire location.
 Enter Starting Point of the City: Brebes
 Enter End Point of the City: Wonosobo
- 2. Users can find out their routes throughout the output. The output will display the Number of Routes, Shortest-Path Route, Longest-Path Route, and List of Passables Route.

Number of Routes: 142

Shortest-Path Route : Brebes > Slawi > Purwokerto > Purbalingga > Banjarnegara > Wonosobo

```
rath Route : Brebes > Slawi > Tegal > Pemalang > Pekalongan > Kendal > Semarang > Demak > Purwodadi > Kudus > Rembang >
Passable Routes :
ROUTE 1:
Brebes | Tegal > Penalang > Pekalangan > Kendal > Semarang > Demak > Purwodadi > Kudus > Rembang > Blora > Sragen > Solo > Boyola
KROUTE 2:
Brebes > Tegal > Penalang > Pekalangan > Kendal > Semarang > Demak > Purwodadi > Kudus > Rembang > Blora > Sragen > Solo > Boyola
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   rebes > Tegal > Penalang > Pekalongan > Kendal > Semarang > Demak > Purwodadi > Kudus > Rembang > Blora > Sragen > Solo > Boyola
CUNTE 6:
Crebes > Tegal > Penalang > Pekalongan > Kendal > Semarang > Demak > Purwodadi > Kudus > Rembang > Blora > Sragen > Solo > Boyola
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     OUTE 7:
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   OUTE 11: rebes > Tegal > Pemalang > Pekalongam > Kendal > Semarang > Demak > Purwodadi > Solo > Boyolali > Salatiga > Temanggung > Wonosc
CUNTE 12: rebes > Tegal > Pemalang > Pekalongam > Kendal > Semarang > Demak > Purwodadi > Solo > Boyolali > Salatiga > Temanggung > Hagela
CUNTE 13:
MOUTE 13:

Brobes > Tegal > Pensing > Peksiongan > Kendal > Senarang > Denak > Purwodadi > Solo > Boyolali > Salatiga > Temanggung > Hagela
MOUTE 14:

Brobes > Tegal > Pensing > Peksiongan > Kendal > Senarang > Denak > Purwodadi > Solo > Boyolali > Salatiga > Temanggung > Hagela
MOUTE 14:

Brobes > Tegal > Pensing > Peksiongan > Kendal > Senarang > Denak > Purwodadi > Solo > Boyolali > Salatiga > Temanggung > Hagela
MOUTE 15:

Brobes > Tegal > Pensing > Peksiongan > Kendal > Senarang > Denak > Purwodadi > Solo > Boyolali > Salatiga > Temanggung > Hagela
MOUTE 15:

Brobes > Tegal > Pensiang > Peksiongan > Kendal > Senarang > Denak > Purwodadi > Solo > Boyolali > Salatiga > Temanggung > Hagela
MOUTE 15:
   rebes > Tegal > Pemalang > Pekalongan > Kendal > Semarang > Demak > Kudus > Rembang > Blora > Purwodadi > Solo > Boyolali > Sala
DUTE 17 :
                                      :
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                                  :
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Brebes ; Tegal > Pemalang > Pekalongan > Kendal > Semarang > Demak > Kudus > Rembang > Blora > Purvodadi > Solo > Boyolali > Sala
KONTE 20 :
Brebes : Tegal > Pemalang > Pekalongan > Kendal > Semarang > Demak > Kudus > Rembang > Blora > Purvodadi > Solo > Boyolali > Sala
KONTE 21 :
Brebes : Tegal > Pemalang > Pekalongan > Kendal > Semarang > Demak > Kudus > Rembang > Blora > Sragen > Solo > Boyolali > Salatig
KONTE 21 :
ROUTE 19:

SPUTE 19:

     inches > Slawi > Tegāl > Pemalang > Pekalongan > Kendal > Temanggung > Nonosobo

Note 117:
Inches > Slawi > Tegal > Pemalang > Pekalongan > Kendal > Temanggung > Nonosobo

Note 118:
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> Slawi > Purwokerto > Purbalingga > Pemalang > Pekalongan > Kendal > Semarang > Demak > Purwodadi > Solo > Boyolali >
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> Slawi > Purwokerto > Purbalingga > Pemalang > Pekalongan > Kendal > Semarang > Demak > Purwodadi > Solo > Boyolali >
129 :
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E 135 :
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OUTE 138: robes > Slaw! > Purvokerto > Purbalingga > Pemalang > Pekalongan > Kendal > Semarang > Salatiga > Temanggung > Nonosobo
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```

V. CONCLUSION

We can conclude that this program is a success. The program is a "Smart and Simple" navigation system for finding the best route to reach our desired destination.

We managed to find the shortest-path using Dijkstra's Algorithm for the vacation. Our vacation starts from Brebes, the program showed us the Shortest-Path Route out of 142 possible routes to Wonosobo and that is from Brebes > Slawi > Purwokerto > Purbalingga > Banjarnegara > Wonosobo.

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I very much appreciate the guidance and advice that Mr. Wahyono, S. Kom., Ph.D., throughout the Data Structures and Algorithm course for this semester. Thank you for all the knowledge that you have given to all of us, students.

I also am aware of the program's drawbacks that it isn't comparable to other navigation system apps out there that use complex programming languages and many design keys. But throughout the completion of the assignment, I am proud of what I can create and of how it could be used and applied by the users.

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