

# CS 254 ASSIGNMENT - 10

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## PROBLEM STATEMENT:

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John has to attend some conferences. There are  $N$  cities numbered from 1 to  $N$ , and conferences can be held in any city. John lives in city 1, and he will attend the conference as per schedule.

Design and implement an algorithm with a minimum time complexity that will find the shortest path from John's location to any conference's location. Consider all cities are connected. The graph is a simple graph, with no parallel edges or self-loop. It is not mandatory that the graph should be complete.

## EXAMPLE :

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INPUT :

6 9

1 2 1

1 4 5

2 3 2

2 5 1

2 4 2

3 6 2

3 5 3

5 6 2

4 5 10

OUTPUT :

6 5

1 2 1

1 3 3

1 4 3

1 5 2

1 6 4

## ALGORITHM :

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- The above-stated problem is the simple implementation of Dijkstra's shortest path algorithm.
- We are given the city i.e vertices and road with the length i.e.the edges with weight.
- As city 1 is the start city we will consider vertex 1 as the source vertex and find the shortest path to all other vertexes.
- We will iterate through all the vertex to get the solution.
- The simple logic for the algo is let we are at vertex u and vertex v is adjacent to it so we will check if v is not visited yet and if  $\text{dist}[v] > \text{dist}[u] + \text{dist of } v \text{ from } u$  (i.e value of the weight of the edge from u to v).
- Then, we will update the distance of vertex v as  $\text{dist}[u] + \text{weight of } (u,v)$  and append v to the priority queue.
- Like this, we will check for all vertex adjacent to u and keep appending these vertices to a priority queue.
- The main motive of using the priority queue is that every time we select the vertex u, which has the least distance from the source vertex.
- At last, our distance array will have the shortest distance from the source vertex to all other vertexes.

## CODE :

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```
#include<bits/stdc++.h>
using namespace std;

int main()
{
    int n,m,s=1;
    cin >> n >> m;
    vector<pair<int,int> > g[n+1];

    int a,b,wt;
    for(int i = 0; i<m ; i++){
        cin >> a >> b >> wt;
```

```

        g[a].push_back(make_pair(b,wt));
        g[b].push_back(make_pair(a,wt));
    }

    priority_queue<pair<int,int>,vector<pair<int,int> >,greater<pair<int,int> > > pq;
    vector<int> distTo(n+1,INT_MAX);

    distTo[s] = 0;
    pq.push(make_pair(0,s));
    while( !pq.empty() ){
        int dist = pq.top().first;
        int prev = pq.top().second;
        pq.pop();

        vector<pair<int,int> >::iterator it;
        for( it = g[prev].begin() ; it != g[prev].end() ; it++){
            int next = it->first;
            int nextDist = it->second;
            if( distTo[next] > distTo[prev] + nextDist){
                distTo[next] = distTo[prev] + nextDist;
                pq.push(make_pair(distTo[next], next));
            }
        }
    }

    cout << "The distances from s, " << s << ", are : \n";
    for(int i = 1 ; i<=n ; i++)    cout << distTo[i] << " ";
    cout << "\n";

    return 0;
}

```

**TIME COMPLEXITY :  $O(E \log V)$**

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The time complexity remains  $O(E \log V)$  as there will be at most  $O(E)$  vertices in the priority queue and  $O(\log E)$  is the same as  $O(\log V)$

## OUTPUT:

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```
6 8
1 2 1
1 4 5
2 3 2
2 5 1
2 4 2
3 6 2
3 5 3
5 6 2
6 5
1 2 1
1 3 3
1 4 3
1 5 2
1 6 4
```

## GRAPH :

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