Project II: Graph Algorithms

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Language Used: Java

1) Dijkstra's Algorithm:-

- 1. In order to find the shortest path in directed and undirected graphs for given source and with no negative edge involved, Dijkstra's algorithm can be used. I have implemented the same in java to find shortest path from given source.
- 2. Working of Dijkstra's:
 - a. Dijkstra's Algorithm can be implemented on both directed as well as undirected graphs.
 - b. First initialize all the nodes with MAX VALUE i.e. infinity except for source node.
 - c. Now add, source node to cloud and relax all the adjacent nodes of source also update the parent of all nodes explored to source node.
 - d. Store all the explored nodes in a heap using priority queue.
 - e. In the next iteration choose the closest node (node which has lesser edge value) and relax all the adjacent nodes of newly chosen node.
 - f. Every time after relaxation, update the parents of relaxed node.
 - g. Always select the node which has lesser edge value from priority queue and after each iteration heapify the queue of an edge.
 - h. Continue to do relaxing till the all the nodes are visited and added to the cloud.
- 3. Data Structures used:

Priority Queue, Array List, List, Array

4. Run time:

As the priority queue is used to store the edge values of all nodes and heapifying it after every iteration, run time of the algorithm can be given as —

O(ElogV) {where E : Edges, V:Vertices}

5. Instructions to implement the code:

Method A:

- i) Extract the given file
- ii) Open Command Prompt
- iii) Goto the Path (using 'cd {Location of the file}\src\Dijkstras')
- iv) While running from cmd, make sure path of txt file mentioned in the code is an absolute path.
- v) Compile the java code by running (javac Dijkstra.java){Make sure JDK path variable added to environment paths}
- vi) After Successful compilation, run the actual code : 'java Dijkstra'

```
C:\Users\sumedh_4594\Documents\NetBeansProjects\AlgorithmProject\src\Dijkstras>javac Dijkstra.java
C:\Users\sumedh_4594\Documents\NetBeansProjects\AlgorithmProject\src\Dijkstras>
```

```
C:\Users\sumedh_4594\Documents\NetBeansProjects\AlgorithmProject\src\Dijkstras>java Dijkstra
Taking Source as :- A
Given Sequence is :
A B 4
A B 8
B C 8
B C 8
B C 8
B T 11
C D 7
C F 4
C I 2
D E 9
D F 14
E F 10
F G 2
G H I 7
Path and Distances of all Vertices from given source will be :-
A ---> B(4)
A ---> B(4)
A ---> B(4)
A ---> B(4) ---> C(12)
A ---> H(8) ---> C(9) ---> F(11)
A ---> H(8) ---> C(9)
A ---> H(8) ---> C(9)
A ---> H(8) ---> C(12)
C:\Users\sumedh_4594\Documents\NetBeansProjects\AlgorithmProject\src\Dijkstras>
C:\Users\sumedh_4594\Documents\NetBeansProjects\AlgorithmProject\src\Dijkstras>
```

Method B:

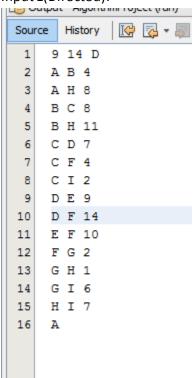
- i) Extract the given project.
- ii) Import the extracted project in any IDE.
- iii) Select Package = Dijkstras and open Dijkstras.java file.
- iv) Update the path of the file at line number 82 and 128. PFB the Screenshot of the same.

```
81
           // Taking absolute path of the file.
         //public static final String x = "src\\Dijkstras\\Undirected2.txt";
82
         //public static final String x = "src\\Dijkstras\\Undirected1.txt";
83
         //public static final String x = "src\\Dijkstras\\Undirected.txt";
84
         //public static final String x = "src\\Dijkstras\\Directed.txt";
85
86
         //public static final String x = "src\Dijkstras\Directed1.txt";
         public static final String x = "src\\Dijkstras\\Directed2.txt";
87
88 +
         public static void main(String[] args)throws IOException {...35 lines }
123
124
      class Graph {
125
          public static int flag;
126
          String str[];
127
          String type = null;
128
           int vertex count = 0;
       int edges_count = 0;
129
130
          private final Map<String, Vertex> graph; // mapping of vertex names to Vertex obj
131
          public void readFile() // Method To read the file and check if Graph as Directed
132
               //File file = new File("src\\Dijkstras\\Undirected2.txt");
133
              //File file = new File("src\\Dijkstras\\Undirected1.txt");
134
              //File file = new File("src\\Dijkstras\\Undirected.txt");
135
136
              //File file = new File("src\\Dijkstras\\Directed1.txt");
137
                /File file = new File("src\\Dijkstras\\Directed.txt");
               File file = new File("src\\Dijkstras\\Directed2.txt");
138
              Scanner sc:
```

v) Once the path is updated, run the code.

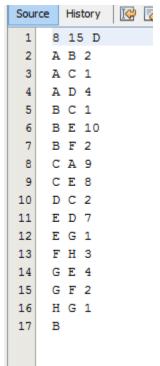
6. Sample Input with Output:

Input 1(Directed):



```
run:
   Taking Source as :- A
   Given Sequence is :
A B 4
AH8
BC8
   B H 11
   C D 7
   C F 4
   C I 2
   D E 9
   E F 10
   н I 7
   Path and Distances of all Vertices from given source will be :-
   A ---> B(4)
   A ---> B(4) ---> C(12)
   A ---> B(4) ---> C(12) ---> D(19)
   A ---> B(4) ---> C(12) ---> D(19) ---> E(28)
   A ---> B(4) ---> C(12) ---> F(16)
   A ---> B(4) ---> C(12) ---> F(16) ---> G(18)
   A ---> H(8)
   A ---> B(4) ---> C(12) ---> I(14)
    BUILD SUCCESSFUL (total time: 1 second)
```

Input 2(Directed):



```
Taking Source as :- B
Given Sequence is :
A B 2
    A C 1
     A D 4
    B C 1
    B E 10
     B F 2
     C A 9
     C E 8
    D C 2
    E D 7
     E G 1
    F H 3
    G E 4
     G F 2
    H G 1
     Path and Distances of all Vertices from given source will be :-
     B ---> C(1) ---> A(10)
    B ---> C(1)
     B ---> C(1) ---> A(10) ---> D(14)
     B ---> C(1) ---> E(9)
     B ---> F(2)
     B ---> F(2) ---> H(5) ---> G(6)
     B ---> F(2) ---> H(5)
     BUILD SUCCESSFUL (total time: 0 seconds)
```

Input3(Directed):

```
9 17 D
2
   B C 11
3
   A B 2
   A C 9
4
5
   B E 10
   C A 2
6
7
   D A 4
8
   D C 3
9
   E C 8
10 E D 4
11 E G 1
  F B 2
12
13 G E 4
14 G F 2
15 G I 5
16 H F 3
17 H G 1
18 H I 10
19 A
```

```
uo output - Aigonuliniriojett (turi) 🔝 🔯 pijksua,java 🔨 🔯 Nuskais,java 🧥 🗌 piretteu.
run:
Taking Source as :- A
     Given Sequence is :
B C 11
AB2
     A C 9
     B E 10
     CA2
     D A 4
     D C 3
     E C 8
     E D 4
     E G 1
     F B 2
     G E 4
     G F 2
     G I 5
     H F 3
     H G 1
     H I 10
     Path and Distances of all Vertices from given source will be :-
     A ---> B(2)
     A ---> C(9)
     A ---> B(2) ---> E(12) ---> D(16)
     A ---> B(2) ---> E(12)
     A ---> B(2) ---> E(12) ---> G(13) ---> F(15)
     A ---> B(2) ---> E(12) ---> G(13)
     H(node is not reachable from source)
     A ---> B(2) ---> E(12) ---> G(13) ---> I(18)
     BUILD SUCCESSFUL (total time: 0 seconds)
```

Input 1:(Undirected)

```
1 6 10 U
2 A B 4
  AC2
3
4
  B C 1
5
  B D 9
6
  B E 2
7
  C D 1
8 C E 2
9 DE8
10 DF3
11 E F 3
```

```
run:
Taking Source as :- A
Given Sequence is :
A B 4
AC2
B C 1
B D 9
B E 2
C D 1
C E 2
D E 8
D F 3
Path and Distances of all Vertices from given source will be :-
A ---> C(2) ---> B(3)
A ---> C(2)
A ---> C(2) ---> D(3)
A ---> C(2) ---> E(4)
A ---> C(2) ---> D(3) ---> F(6)
BUILD SUCCESSFUL (total time: 4 seconds)
```

Input 2 (Undirected):

```
1 6 8 U
2 A B 7
3 A C 9
4 A F 14
5 B D 15
6 C D 11
7 C F 2
8 D E 6
9 E F 9
0 A
```

```
run:
Taking Source as :- A
Given Sequence is :
A B 7
A C 9
A F 14
B D 15
C D 11
C F 2
D E 6
Path and Distances of all Vertices from given source will be :-
A ---> B(7)
A ---> C(9)
A ---> C(9) ---> D(20)
A ---> C(9) ---> F(11) ---> E(20)
A ---> C(9) ---> F(11)
BUILD SUCCESSFUL (total time: 0 seconds)
```

Input3:(Undirected)

```
1
   9 14 U
2 A B 4
3 A H 8
4
  B C 8
5 B H 11
  C D 7
6
7 CF4
8
   C I 2
9 DE 9
10 D F 14
11 E F 10
12 F G 2
13 G H 1
14 G I 6
15
  H I 7
16 A
```

```
run:
Taking Source as :- A
Given Sequence is :
A B 4
A H 8
 B C 8
 B H 11
 C D 7
 C F 4
 C I 2
 D E 9
 D F 14
 E F 10
 F G 2
 G H 1
 GI6
 H I 7
 Path and Distances of all Vertices from given source will be :-
 A ---> B(4)
 A ---> B(4) ---> C(12)
 A ---> B(4) ---> C(12) ---> D(19)
 A ---> H(8) ---> G(9) ---> F(11) ---> E(21)
 A ---> H(8) ---> G(9) ---> F(11)
 A ---> H(8) ---> G(9)
 A ---> H(8)
 A ---> B(4) ---> C(12) ---> I(14)
 BUILD SUCCESSFUL (total time: 0 seconds)
```

2) Kruskal's Algorithm:

- 1. Kruskal algorithm is used to fine the minimum possible weight between any two vertices in given undirected graph.
- 2. Working of Kruskal's Algorithm:
 - i) In order to find the minimum distance first we need to create a graph using vertices and weight of edges given in text file.
 - ii) Then we need to store the values of edges in increasing order of their weight.
 - iii) Check of any cycle is present or not.
 - iv) After that take out the edge with lowest weight and add it to the graph. Here we need to ignore the edges which are creating the cycles.
 - v) This needs to be done till all the vertices of graph are visited as the spanning tree is the one which has all the vertices similar to the original graph.
 - vi) At the termination of the algorithm, the tree forms a minimum spanning tree of the given graph.
- 3. Data Structures used:

List, Array of list

4. Running time of an algorithm:

As the sorting of edges are being done in linear time. The time complexity of an algorithm can be given as :- $(E \log(V))$

- 5. Instructions to run the code:
 - i) Import the package Graph included in the zip file.
 - ii) Open Kruskal. java file as it contains the main function and run this particular java file.
 - iii) Input file path is present on the line numbers 19 24. Make sure input file is present in the same package else need to provide absolute path of the file.
 - iv) I have run the code for 5 different inputs and those files are already present in the src/graph/ folder of same package.

```
public void rf() {

//File file = new File("src/graph/sample3.txt");

File file = new File("src/graph/sample2.txt");

//File file = new File("src/Undirected.txt");

//File file = new File("src/Undirected1.txt");

//File file = new File("src/Undirected2.txt");

Scanner sc;
```

6. Sample output:

Input1:

```
7 12 U
1
2
    A B 4
    A C 3
3
    A E 7
5
    B C 6
 6
    B D 5
7
    C D 11
    C E 8
8
9
    D E 2
    D F 2
10
    D G 10
11
12
    E G 5
13
    F G 3
```

```
run:

D ---> E ---> 2

D ---> F ---> 2

A ---> C ---> 3

F ---> G ---> 3

A ---> B ---> 4

B ---> D ---> 5

Total Weight 19

BUILD SUCCESSFUL (total time: 3 seconds)
```

Input 2:

```
6 10 U
  A B 1
  AC2
4
   B C 1
5
  B D 3
6
   B E 2
7
   C D 1
8
  C E 2
9
  D E 4
   D F 3
10
   E F 3
11
12
```

```
run:
A ---> B ---> 1
B ---> C ---> 1
C ---> D ---> 1
B ---> E ---> 2
D ---> F ---> 3
Total Weight 8
BUILD SUCCESSFUL (total time: 0 seconds)
```

Input 3:

```
6 8 U
2
  A B 7
  A C 9
3
4
  A F 14
5
  B D 15
  C D 11
6
7
  C F 2
8
  D E 6
9
   E F 9
```

Output:

```
run:
C ---> F ---> 2
D ---> E ---> 6
A ---> B ---> 7
A ---> C ---> 9
E ---> F ---> 9
Total Weight 33
BUILD SUCCESSFUL (total time: 0 seconds)
```

Input 4:

```
9 14 U
2
  A B 4
3
   A H 8
4
   B C 8
5
   B H 11
   C D 7
6
7
   C F 4
8
   C I 2
9
   D E 9
10
   D F 14
11
  E F 10
12
   F G 2
13
  G H 1
   G I 6
14
   H I 7
15
```

Output:

```
run:

G ---> H ---> 1

C ---> I ---> 2

F ---> G ---> 2

A ---> B ---> 4

C ---> F ---> 4

C ---> D ---> 7

A ---> H ---> 8

D ---> E ---> 9

Total Weight 37

BUILD SUCCESSFUL (total time: 0 seconds)
```

Input 5:

