

Soutenance de graphe

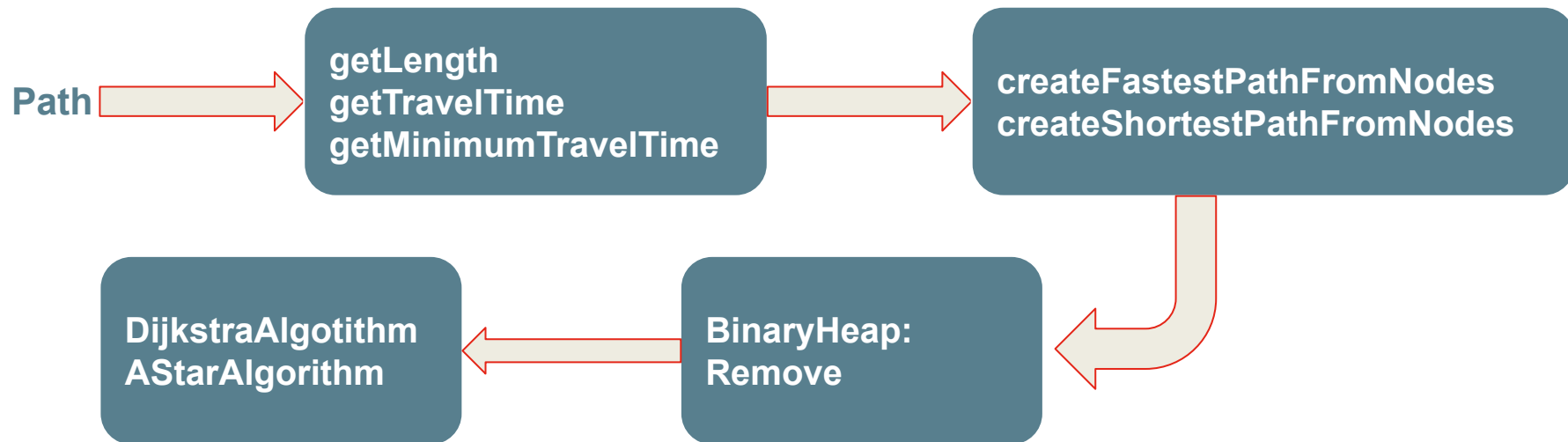
NOZAHIC Morvan
PELOUS Thomas
3 MIC - E

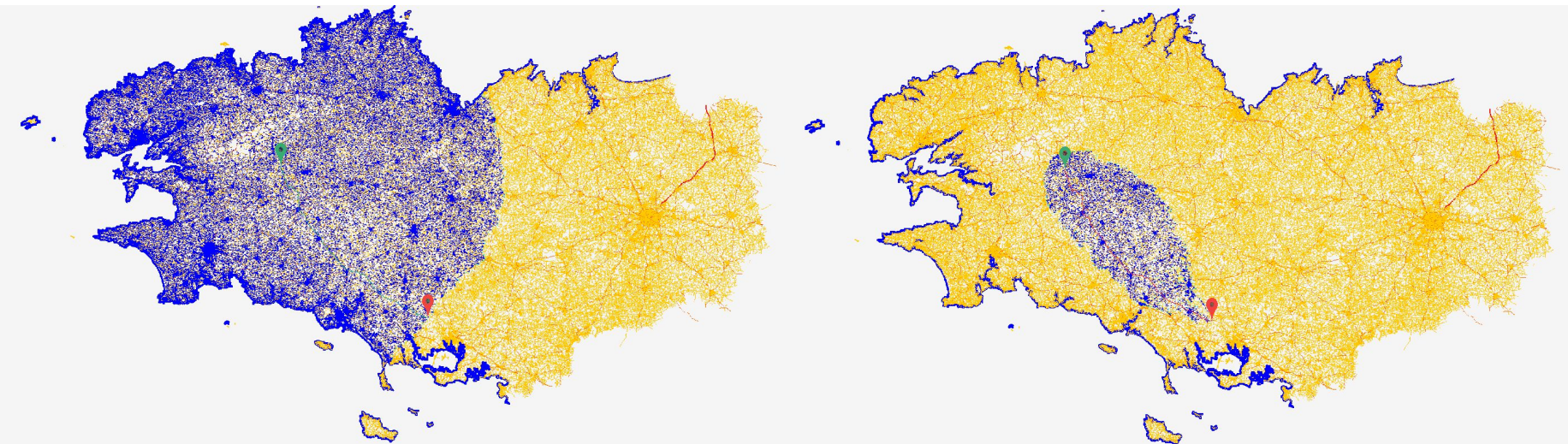
Plan:

- **Implémentation**
- **Tests de validité**
- **Tests de Performances**
- **Problème ouvert: Covoiturage**

Conclusion

Algorithmes préliminaires:





Avec oracle: Algorithme de Bellman-Ford

Sans oracle:

1. Absence de chemin
2. coût nul
3. Carte simple

1. Absence de chemin

Shortest-Path

Dijkstra

Origin: 335510 Clear Click

Destination: 28584 Clear Click

Mode: Fastest path, all roads allowed

Visualization: ☒ Graphic ☐ Textual

Shortest-path from #335510 to #28584 [fastest path, all roads all...

No path found from node #335510 to node #28584 in 10 seconds.

Shortest-Path

A*

Origin: 335510 Clear Click

Destination: 28584 Clear Click

Mode: Fastest path, all roads allowed

Visualization: ☒ Graphic ☐ Textual

Shortest-path from #335510 to #28584 [fastest path, all roads all...

No path found from node #335510 to node #28584 in 10 seconds.

Start Hide

2. Coût nul

Shortest-Path

Dijkstra

Origin: 335510 Clear Click

Destination: 335510 Clear Click

Mode: Fastest path, all roads allowed

Visualization: ☒ Graphic ☐ Textual

Shortest-path from #335510 to #335510 [fastest path, all roads a...

Found a path from node #335510 to node #335510, 0.0000 minutes i...

Start Hide

Shortest-Path

A*

Origin: 335510 Clear Click

Destination: 335510 Clear Click

Mode: Fastest path, all roads allowed

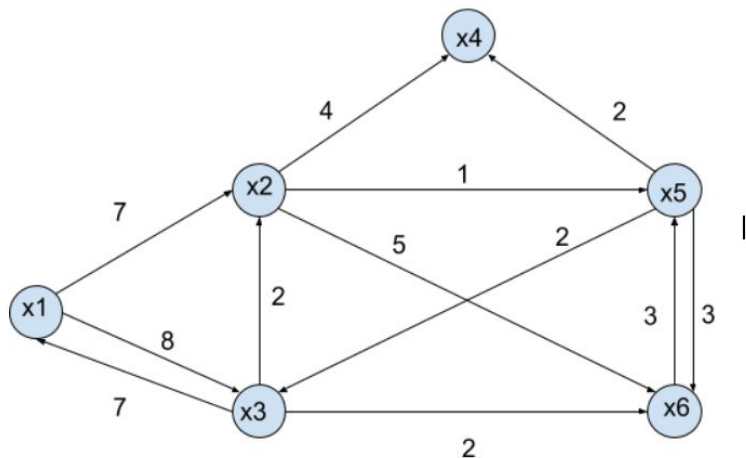
Visualization: ☒ Graphic ☐ Textual

Shortest-path from #335510 to #335510 [fastest path, all roads a...

Found a path from node #335510 to node #335510, 0.0000 minutes i...

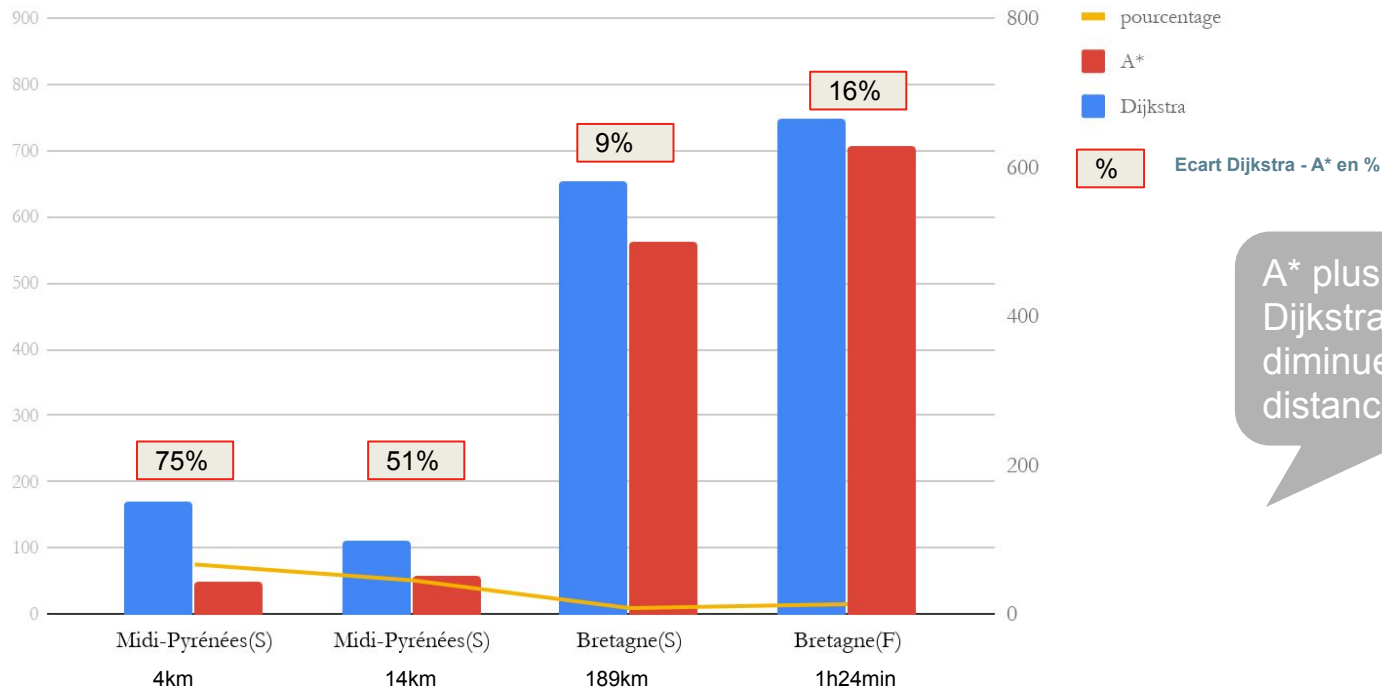
Start Hide

3. Carte simple



	x1	x2	x3	x4	x5	x6
x1	-	7,x1	8,x1	10,x5	8,x2	10,x3
x2	10,x3	-	3,x5	3,x5	1,x2	4,x5
x3	7,x3	2,x3	-	5,x5	3,x2	2,x3
x4	∞	∞	∞	-	∞	∞
x5	9,x3	4,x3	2,x5	2,x5	-	3,x5
x6	12,x3	7,x3	5,x5	5,x5	3,x6	-

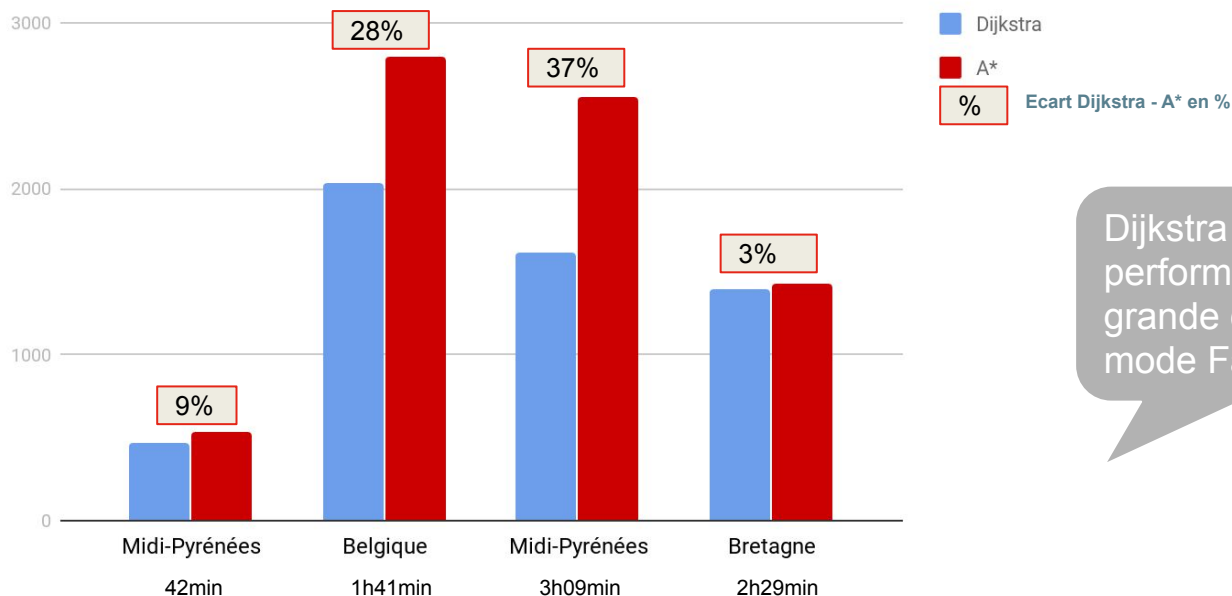
Comparaison Dijkstra - A*



A* plus rapide que Dijkstra mais l'écart diminue plus la distance est grande

Quelques tests sur de plus longues distances:

Comparaison Dijkstra - A* : mode Fastest uniquement

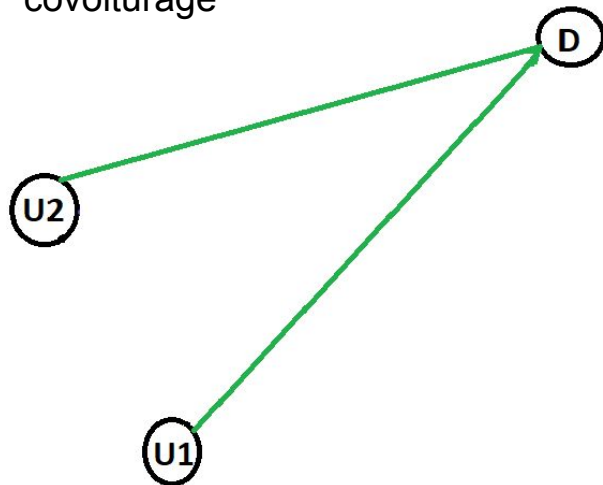


Dijkstra plus performant sur grande distance en mode Fastest

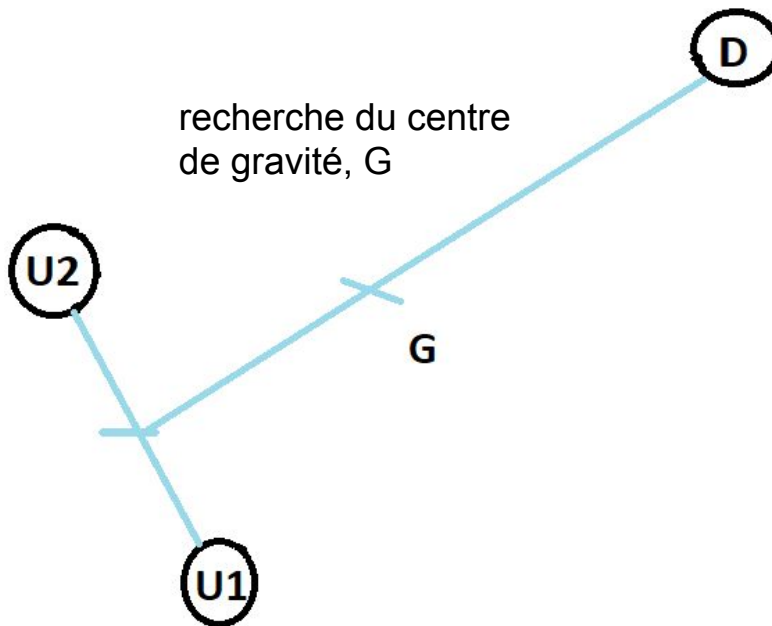
Trouver le centre de gravité du triangle formé par les deux usagers, U1 et U2, et la destination, D

La méthode nécessite 7 algorithmes de Dijkstra ou A*

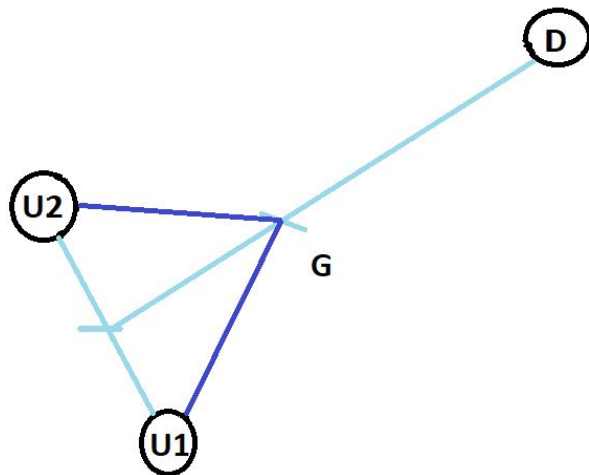
Chemin des usagers sans
covoiturage



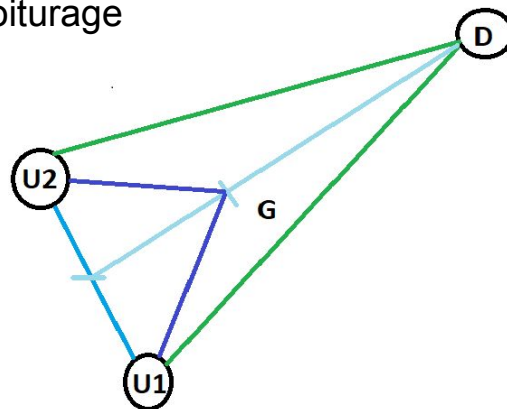
recherche du centre
de gravité, G



Chemin à partir du centre de gravité, G



Comparaison à la solution sans
covoiturage



- **Implémentation d'algorithmes de plus court chemin**
- **Mise en place de tests de validité et performances**
- **Etude d'un problème ouvert pour mettre en application nos algorithmes**

MERCI POUR VOTRE ATTENTION