Lab 4

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Introduction:

In this assignment, you're required to implement two shortest paths algorithms which are Dijkstra and Bellman-Ford.

Input Graph Structure:

Input file will contain several lines that describe a directed graph structure as follows. First line contains two integers V and E which determine number of vertices and edges respectively. This line is followed by E lines describing the edges in the graph. Each of the E lines contain 3 numbers: i, j, w separated by a single space, meaning that there is a weighted edge from vertex i to vertex j $(0 \le i, j \le V - 1)$, and the weight of the edge is w, where w may be negative or positive.

Data structure:

- 1) Vertex class which contains index, distance from source and adjacent list.
- 2) IEdge interface to access source vertex, destination vertex and the weight.
- 3) The graph is represented with array of vertex.
- 4) Array list to return ordered processed vertices.
- 5) Priority queue.

Assumption:

- Dijkstra algorithm requires all edge weights to be nonnegative.
 This is too restrictive, since it suffices to outlaw negative weight cycles.
- Bellman-Ford algorithm can handle negative edge weights.
 It even can detect negative weight cycles if they exist.

Algorithm used:

1- Bellman-Ford algorithm

```
INITIALIZE-SINGLE-SOURCE(G, s)
                                    Relax(u, v, w)
1 for each vertex v \in G. V
                                    1 if v.d > u.d + w(u, v)
2
       v.d = \infty
                                          v.d = u.d + w(u, v)
3
       \nu.\pi = NIL
                                            \nu.\pi = u
4 \quad s.d = 0
BELLMAN-FORD(G, w, s)
   INITIALIZE-SINGLE-SOURCE (G, s)
1
   for i = 1 to |G.V| - 1
3
        for each edge (u, v) \in G.E
4
            Relax(u, v, w)
5 for each edge (u, v) \in G.E
6
       if v.d > u.d + w(u, v)
7
            return FALSE
   return TRUE
```

2- Dijkstra algorithm

- input: G = (V,E,w) and source node s
- // initialization
- d[s] := 0
- d[v] := infinity for all other nodes v
- initialize priority queue Q to contain all nodes using d values as keys
- · while Q is not empty do
 - · u := extract-min(Q)
 - · for each neighbor v of u do
 - if d[u] + w(u,v) < d[v] then // relax
 - $\cdot d[v] := d[u] + w(u,v)$
 - decrease-key(Q,v,d[v])
 - · parent(v) := u