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# CSE 331

# Software Design & Implementation

Winter 2021

Section 7 – Dijkstra's algorithm; Model-View-Controller, HW7

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# Administrivia

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- Done with HW5-2!
- HW6 due today!
  - Reminder (1): Use a **DEBUG** flag to dial down an expensive **checkRep**
  - Reminder (2): Revise your ADT with any feedback from HW5-2
- HW7 due next Thursday.
- Any questions?

# Agenda

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- Overview of HW7 – “Pathfinder”
- Dijkstra’s algorithm
- Model-View-Controller (MVC) design
- The campus dataset

# HW7 – Pathfinder

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A program to find the shortest walking routes through campus *ca.* 2006

- Network of walkways in campus constitutes a graph!

Homework progresses through 4 steps:

1. Modify your graph ADT to use generic types for node/edge labels
  - a. Update HW5 to use the generic graph ADT
  - b. Make sure all the HW5 tests pass!
  - c. Update HW6 to use the generic graph ADT
  - d. Make sure all the HW6 tests pass!
2. Implement Dijkstra's algorithm
  - Starter code gives a path ADT to store search result:  
`pathfinder.datastructures.Path`
3. Run tests for your implementation of Dijkstra's algorithm
4. Complete starter code for the Pathfinder application

# Dijkstra's algorithm

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- Named for its inventor, Edsger Dijkstra (1930–2002)
  - Truly one of the “founders” of computer science
  - Just one of his many contributions
- Key idea: Proceed roughly like BFS, factoring in edge weights:
  - Track the path to each node with least-yet-seen cost
  - Shrink a set of pending nodes as they are visited
- A *priority queue* makes handling weights efficient and convenient
  - Helps track which node to process next
- **Note:** Dijkstra's algorithm requires all edge weights be nonnegative
  - (Other graph search algorithms can handle negative weights – see Bellman-Ford algorithm)

# Priority queue

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- A queue-like ADT that reorders elements by associated *priority*
  - Whichever element has the least priority dequeues next (not FIFO)
  - Priority of an element traditionally given as a separate integer
- Java provides a standard implementation, **PriorityQueue<E>**
  - Implements the **Queue<E>** interface but has distinct semantics
  - Enqueue (add) with the **add** method
  - Dequeue (remove highest priority) with the **poll** method
- **PriorityQueue<E>** uses comparison order for priority order
  - Default: class **E** implements **Comparable<E>**
  - May configure otherwise with a **Comparator<E>**

# Priority queue – example

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```
q = new PriorityQueue<Double>();
```

--	--	--

```
q.add(5.1);
```

5.1		
-----	--	--

```
q.add(4.2);
```

4.2	5.1	
-----	-----	--

```
q.add(0.3);
```

0.3	4.2	5.1
-----	-----	-----

```
q.poll(); // 0.3
```

4.2	5.1	
-----	-----	--

```
q.add(0.8);
```

0.8	4.2	5.1
-----	-----	-----

```
q.poll(); // 0.8
```

4.2	5.1	
-----	-----	--

```
q.add(20.4);
```

4.2	5.1	20.4
-----	-----	------

```
q.poll(); // 4.2
```

5.1	20.4	
-----	------	--

# Finding the “shortest” path

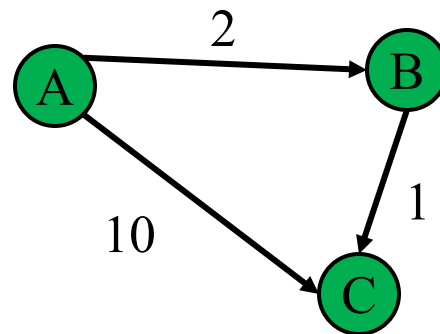
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- HW6 measured the “shortest” path by the number of its edges
  - So really, the path with the fewest edges (*i.e.*, fewest hops)
  - Implemented by breadth-first search (BFS)
  - Edge labels totally irrelevant (aside from our tie-breaking rules)
- In HW7, edge labels are numbers, called *weights*
  - Labeled graphs like that are called *weighted graphs*
  - An edge’s weight is considered its *cost* (think time, distance, price, ...)
- HW7 measured the “shortest” path by the total weight of its edges
  - So really, the path with the least cost
  - Find using *Dijkstra’s algorithm*
  - Edge weights crucially relevant

# Dijkstra's algorithm

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- **Main idea:** Start at the source node and find the shortest path to all reachable nodes.
  - This will include the shortest path to your destination!
- What is the shortest path from A to C for the given graph using Dijkstra's algorithm? Using BFS?

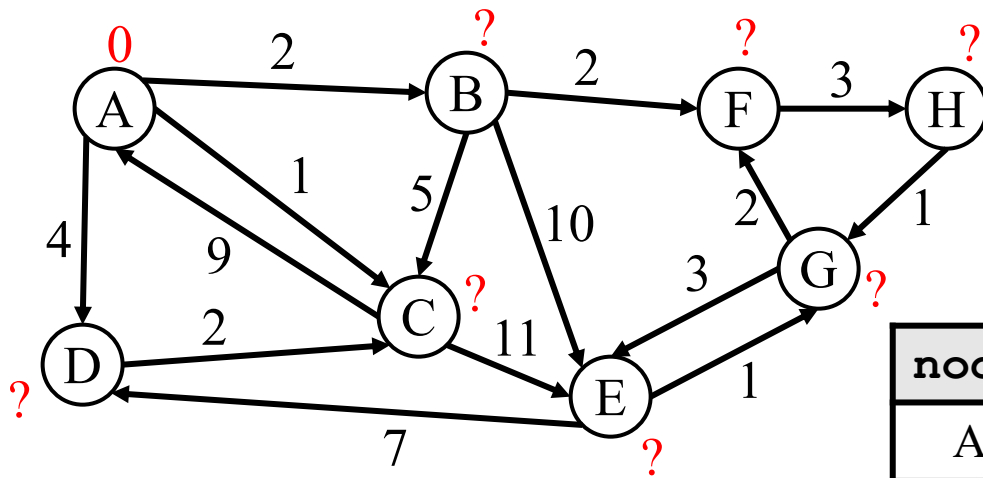


# Dijkstra's algorithm – pseudocode

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```
active = priority queue of paths.
finished = empty set of nodes.
add a path from start to itself to active
while active is non-empty:
    minPath = active.removeMin()
    minDest = destination node in minPath
    if minDest is dest:
        return minPath
    if minDest is in finished:
        continue
    for each edge e = ⟨minDest, child⟩:
        if child is not in finished:
            newPath = minPath + e
            add newPath to active
    add minDest to finished
```

# Dijkstra's algorithm – paths from A

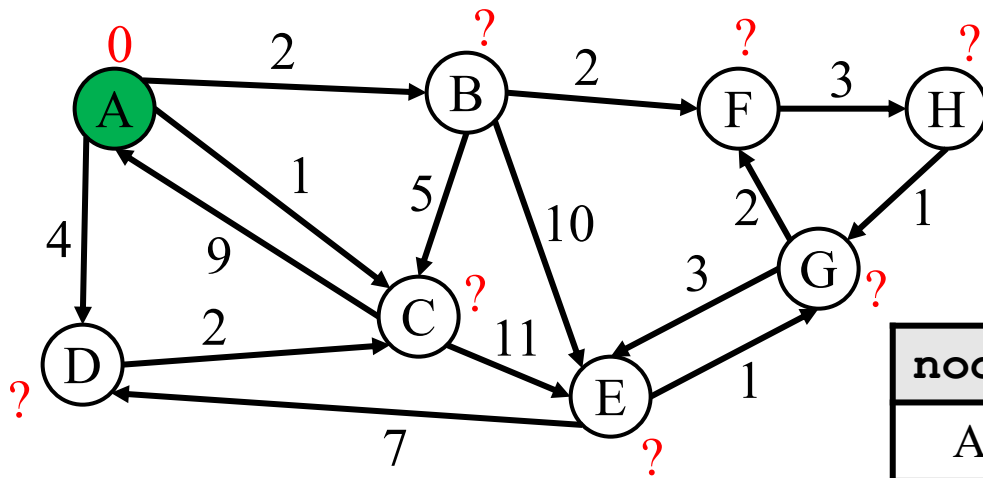


priority queue

path	cost
[A]	0

node	finished	cost	prev
A		0	-
B			
C			
D			
E			
F			
G			
H			

# Dijkstra's algorithm – paths from A

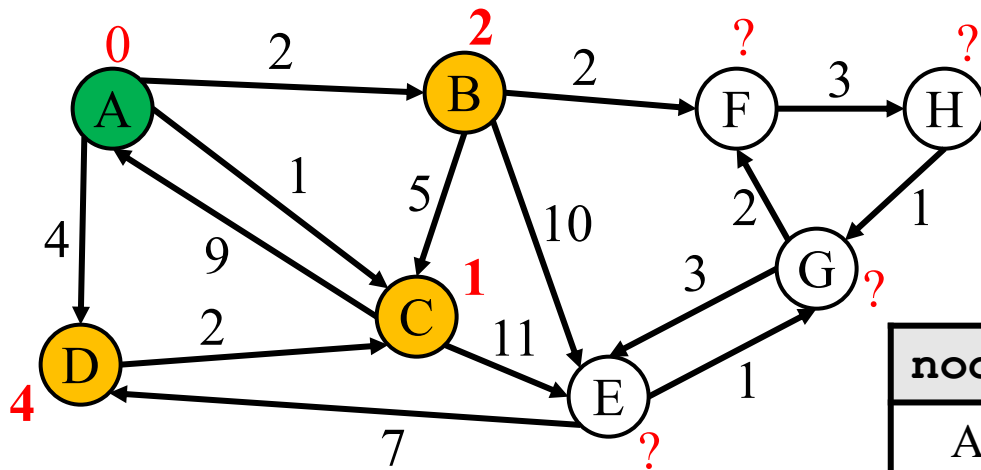


priority queue

path	cost

node	finished	cost	prev
A	Y	0	-
B			
C			
D			
E			
F			
G			
H			

# Dijkstra's algorithm – paths from A

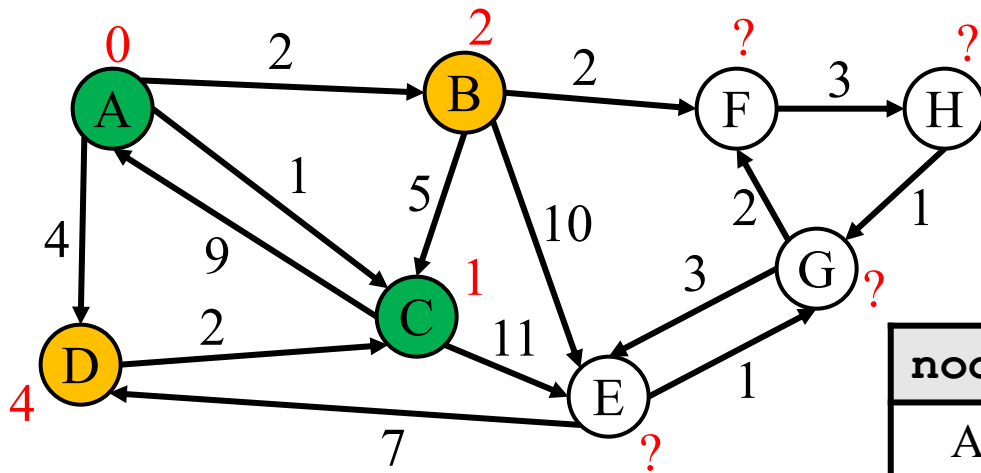


priority queue

path	cost
[A, C]	1
[A, B]	2
[A, D]	4

node	finished	cost	prev
A	Y	0	-
B		$\leq 2$	A
C		$\leq 1$	A
D		$\leq 4$	A
E			
F			
G			
H			

# Dijkstra's algorithm – paths from A

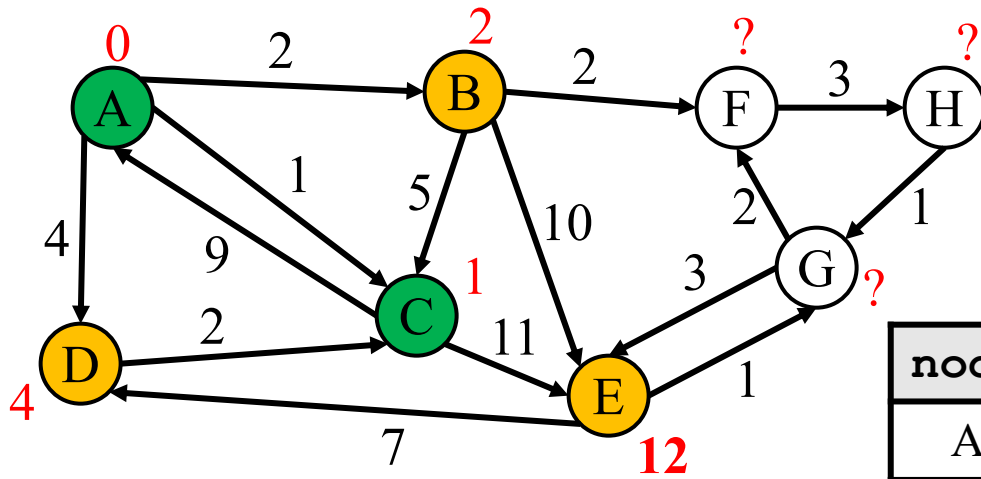


priority queue

path	cost
[A, B]	2
[A, D]	4

node	finished	cost	prev
A	Y	0	-
B		$\leq 2$	A
C	Y	1	A
D		$\leq 4$	A
E			
F			
G			
H			

# Dijkstra's algorithm – paths from A

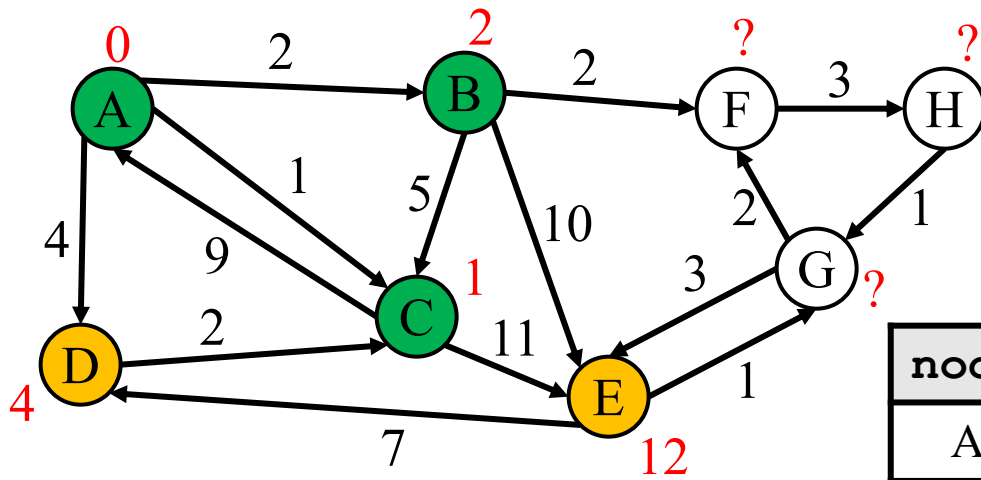


priority queue

path	cost
[A, B]	2
[A, D]	4
[A, C, E]	12

node	finished	cost	prev
A	Y	0	-
B		$\leq 2$	A
C	Y	1	A
D		$\leq 4$	A
E		$\leq 12$	C
F			
G			
H			

# Dijkstra's algorithm – paths from A

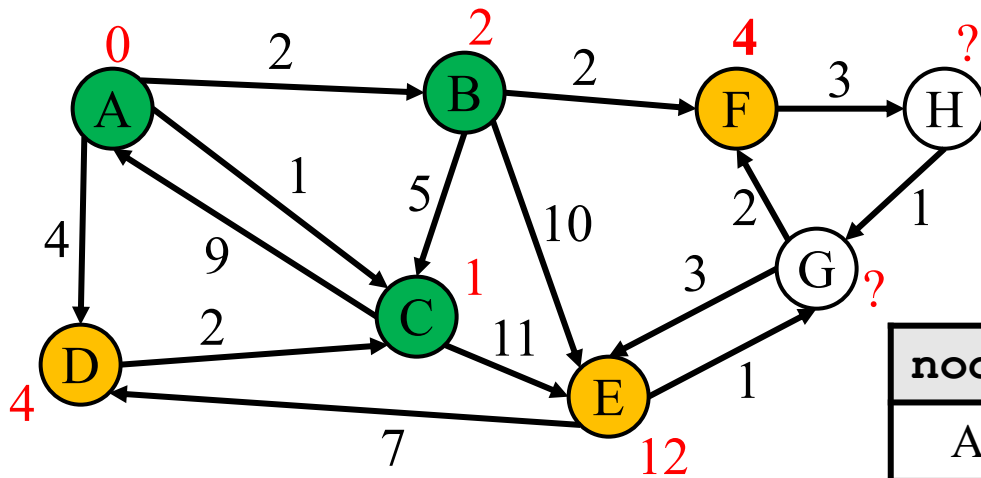


priority queue

path	cost
[A, D]	4
[A, C, E]	12

node	finished	cost	prev
A	Y	0	-
B	Y	2	A
C	Y	1	A
D		$\leq 4$	A
E		$\leq 12$	C
F			
G			
H			

# Dijkstra's algorithm – paths from A

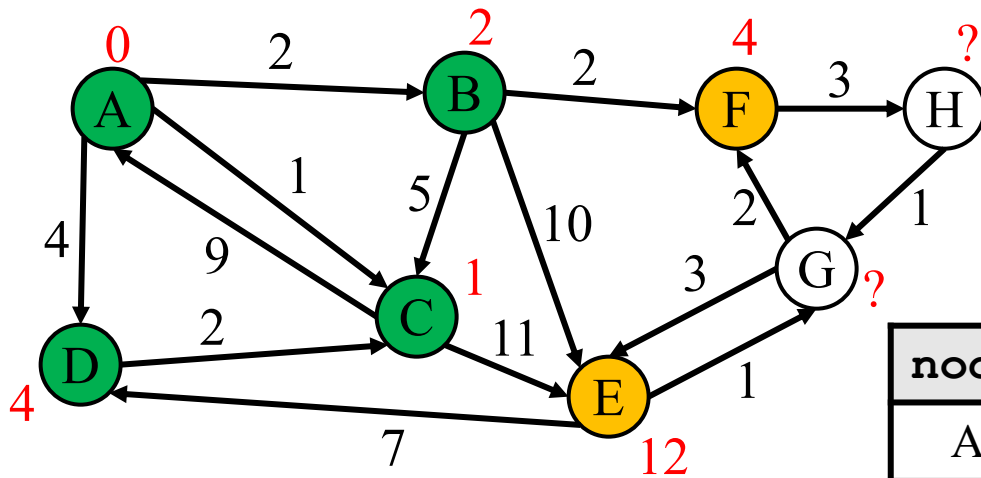


priority queue

path	cost
[A, D]	4
[A, B, F]	4
[A, C, E]	12
[A, B, E]	12

node	finished	cost	prev
A	Y	0	-
B	Y	2	A
C	Y	1	A
D		$\leq 4$	A
E		$\leq 12$	C
F		$\leq 4$	<b>B</b>
G			
H			

# Dijkstra's algorithm – paths from A

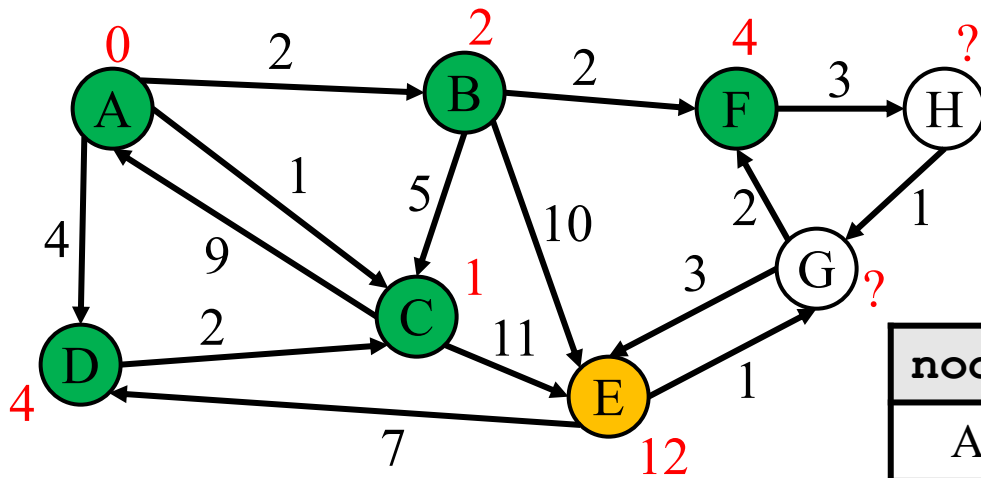


priority queue

path	cost
[A, B, F]	4
[A, C, E]	12
[A, B, E]	12

node	finished	cost	prev
A	Y	0	-
B	Y	2	A
C	Y	1	A
D	Y	4	A
E		$\leq 12$	C
F		$\leq 4$	B
G			
H			

# Dijkstra's algorithm – paths from A

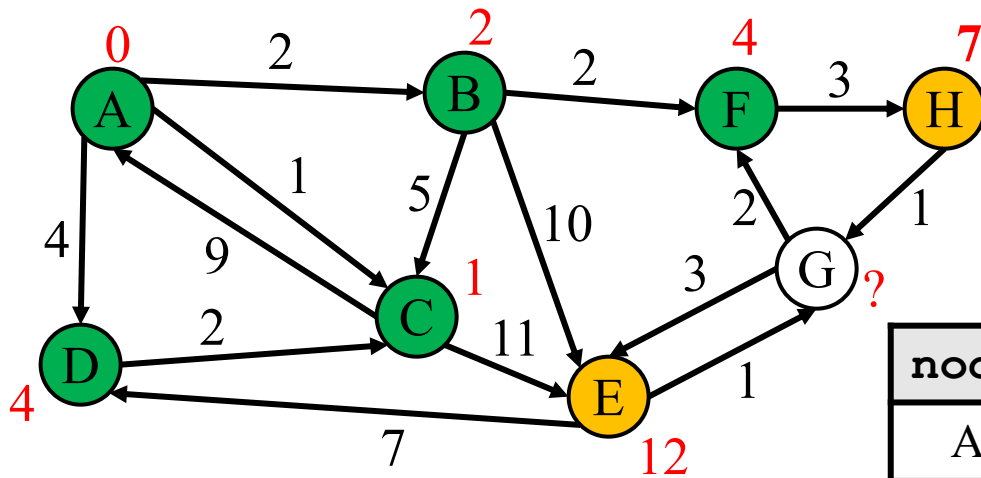


priority queue

path	cost
[A, C, E]	12
[A, B, E]	12

node	finished	cost	prev
A	Y	0	-
B	Y	2	A
C	Y	1	A
D	Y	4	A
E		$\leq 12$	C
F	Y	4	B
G			
H			

# Dijkstra's algorithm – paths from A

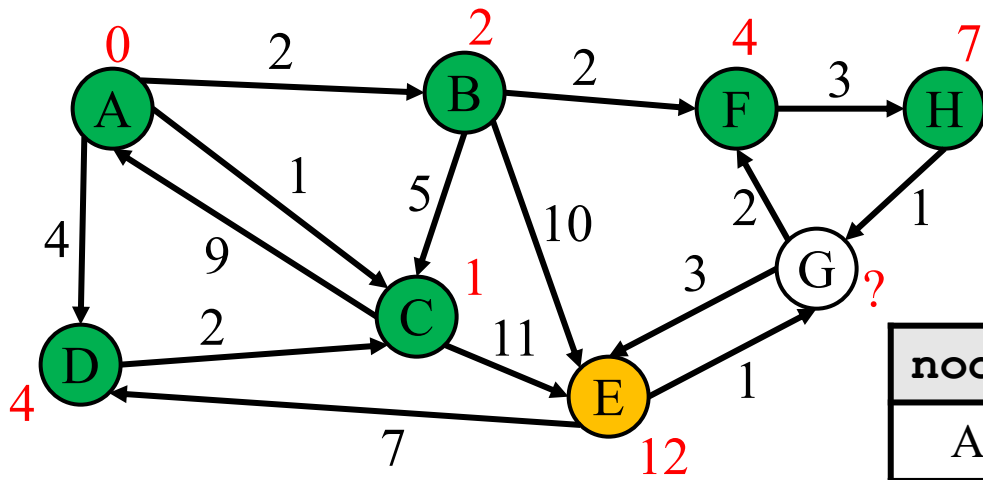


priority queue

path	cost
[A, B, F, H]	7
[A, C, E]	12
[A, B, E]	12

node	finished	cost	prev
A	Y	0	-
B	Y	2	A
C	Y	1	A
D	Y	4	A
E		$\leq 12$	C
F	Y	4	B
G			
H		$\leq 7$	F

# Dijkstra's algorithm – paths from A

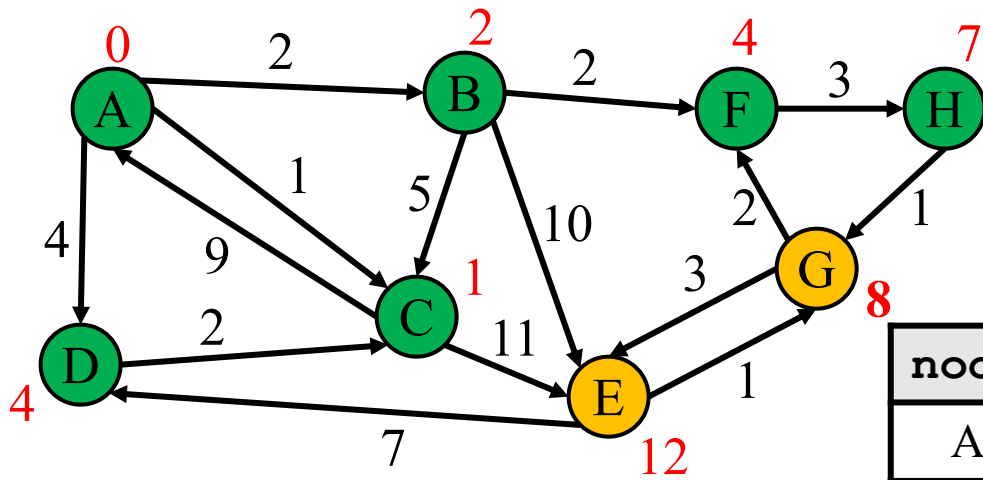


priority queue

path	cost
[A, C, E]	12
[A, B, E]	12

node	finished	cost	prev
A	Y	0	-
B	Y	2	A
C	Y	1	A
D	Y	4	A
E		$\leq 12$	C
F	Y	4	B
G			
H	Y	7	F

# Dijkstra's algorithm – paths from A

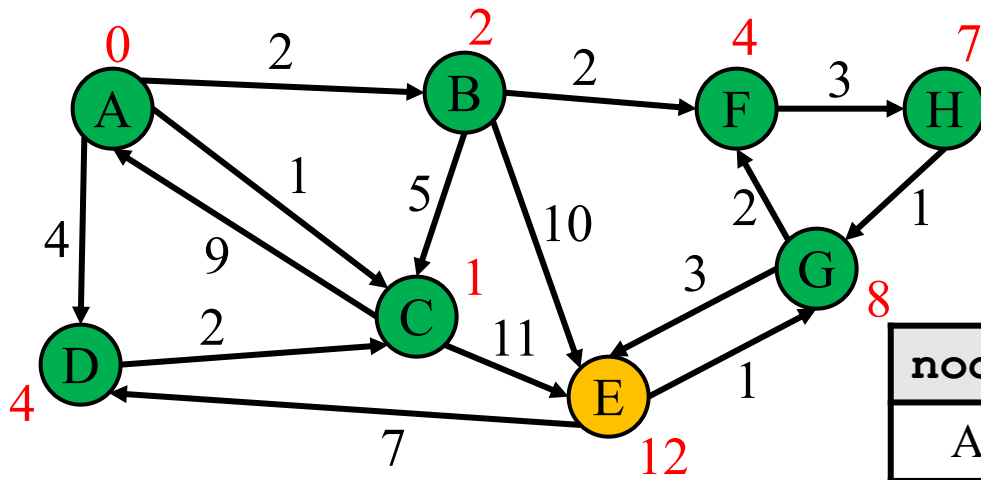


priority queue

path	cost
[A, B, F, H, G]	8
[A, C, E]	12
[A, B, E]	12

node	finished	cost	prev
A	Y	0	-
B	Y	2	A
C	Y	1	A
D	Y	4	A
E		$\leq 12$	C
F	Y	4	B
G		$\leq 8$	H
H	Y	7	F

# Dijkstra's algorithm – paths from A

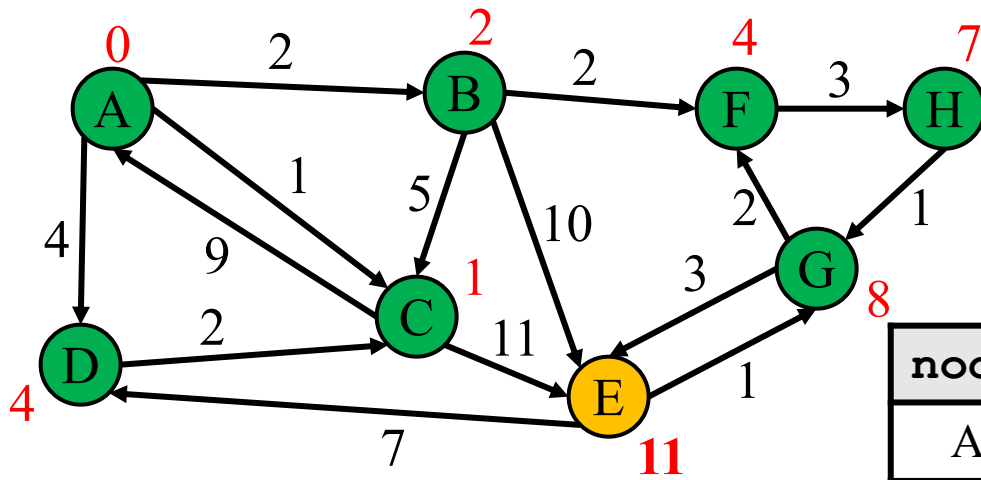


priority queue

path	cost
[A, C, E]	12
[A, B, E]	12

node	finished	cost	prev
A	Y	0	-
B	Y	2	A
C	Y	1	A
D	Y	4	A
E		$\leq 12$	C
F	Y	4	B
G	Y	8	H
H	Y	7	F

# Dijkstra's algorithm – paths from A

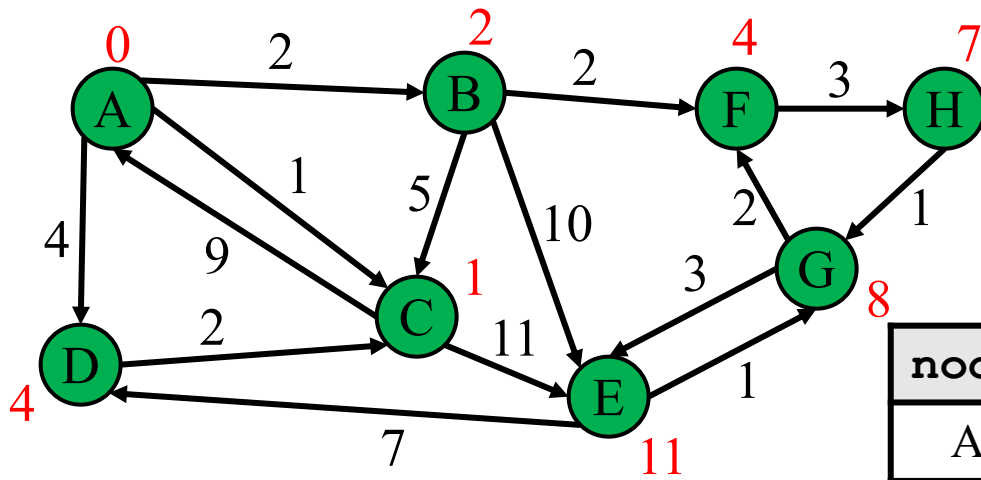


priority queue

path	cost
[A, B, F, H, G, E]	11
[A, C, E]	12
[A, B, E]	12

node	finished	cost	prev
A	Y	0	-
B	Y	2	A
C	Y	1	A
D	Y	4	A
E		$\leq 11$	<b>G</b>
F	Y	4	B
G	Y	8	H
H	Y	7	F

# Dijkstra's algorithm – paths from A

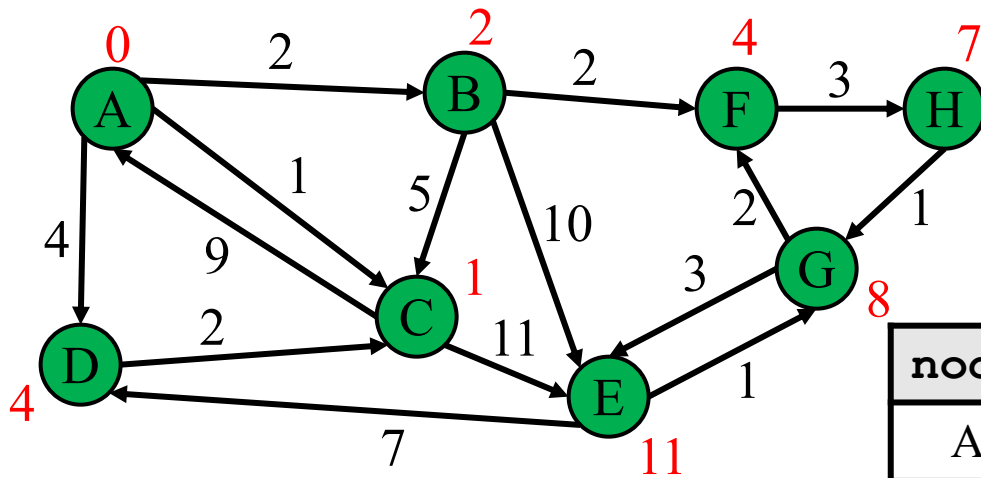


priority queue

path	cost
[A, C, E]	12
[A, B, E]	12

node	finished	cost	prev
A	Y	0	-
B	Y	2	A
C	Y	1	A
D	Y	4	A
E	Y	11	G
F	Y	4	B
G	Y	8	H
H	Y	7	F

# Dijkstra's algorithm – paths from A

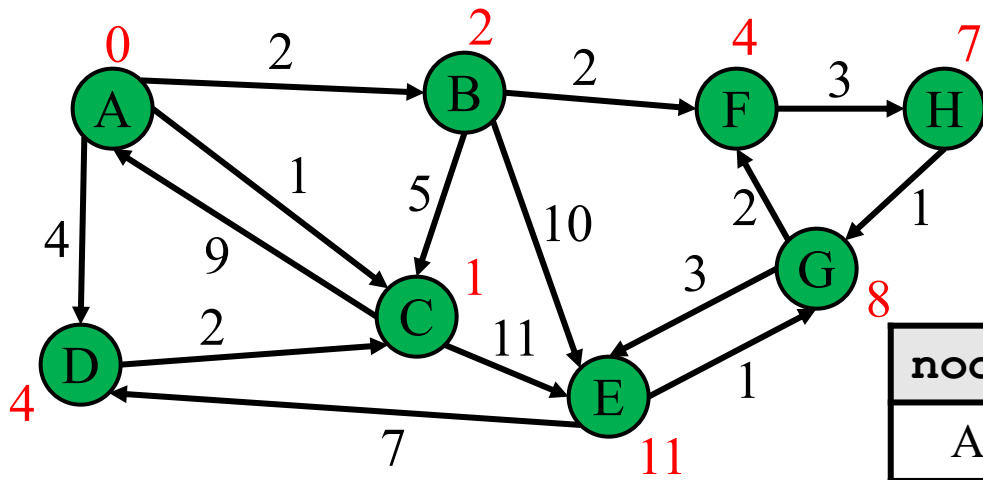


priority queue

path	cost
[A, B, E]	12

node	finished	cost	prev
A	Y	0	-
B	Y	2	A
C	Y	1	A
D	Y	4	A
E	Y	11	G
F	Y	4	B
G	Y	8	H
H	Y	7	F

# Dijkstra's algorithm – paths from A



Now we know the cost and path to every single node by looking at the table!

priority queue

path	cost

node	finished	cost	prev
A	Y	0	-
B	Y	2	A
C	Y	1	A
D	Y	4	A
E	Y	11	G
F	Y	4	B
G	Y	8	H
H	Y	7	F

# Your turn!

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- Use your knowledge of graph algorithms to solve two problems on the worksheet.

# Model-View-Controller

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- Model-View-Controller (MVC) is a ubiquitous design pattern:
  - The **model** abstracts + represents the application's data.
  - The **view** provides a user interface to display the application data.
  - The **controller** handles user input to affect the application.

# Model-View-Controller: Example

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- Accessing my Google Drive files through my laptop and my phone

Laptop	Phone
<b>View:</b> The screen displays options for me to select files	
<b>Control:</b> Get input selection from mouse/keyboard	<b>Control:</b> Get input selection from touch sensor
<b>Control:</b> Request the selected file from Google Drive	
<b>Model:</b> Google Drive sends back the request file to my device	
<b>Control:</b> Receive the file and pass it to View	
<b>View:</b> The screen displays the file	

# HW 7 – Model-View-Controller

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- HW7 is an MVC application, with much given as starter code.
  - View: `pathfinder.textInterface.TextInterfaceView`
  - Controller: `pathfinder.textInterface.TextInterfaceController`
- You will need to fill out the code in `pathfinder.CampusMap`.
  - Since your code implements the model functionality

# HW7: text-based View-Controller

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- **TextInterfaceView**
  - Displays output to users from the result received from **TextInterfaceController**.
  - Receives input from users.
    - Does not process anything; directly pass the input to the **TextInterfaceController** to process.
- **TextInterfaceController**
  - Process the passed input from the **TextInterfaceView**
    - Include talking to the **Model** (the graph & supporting code)
  - Give the processed result back to the **TextInterfaceView** to display to users.

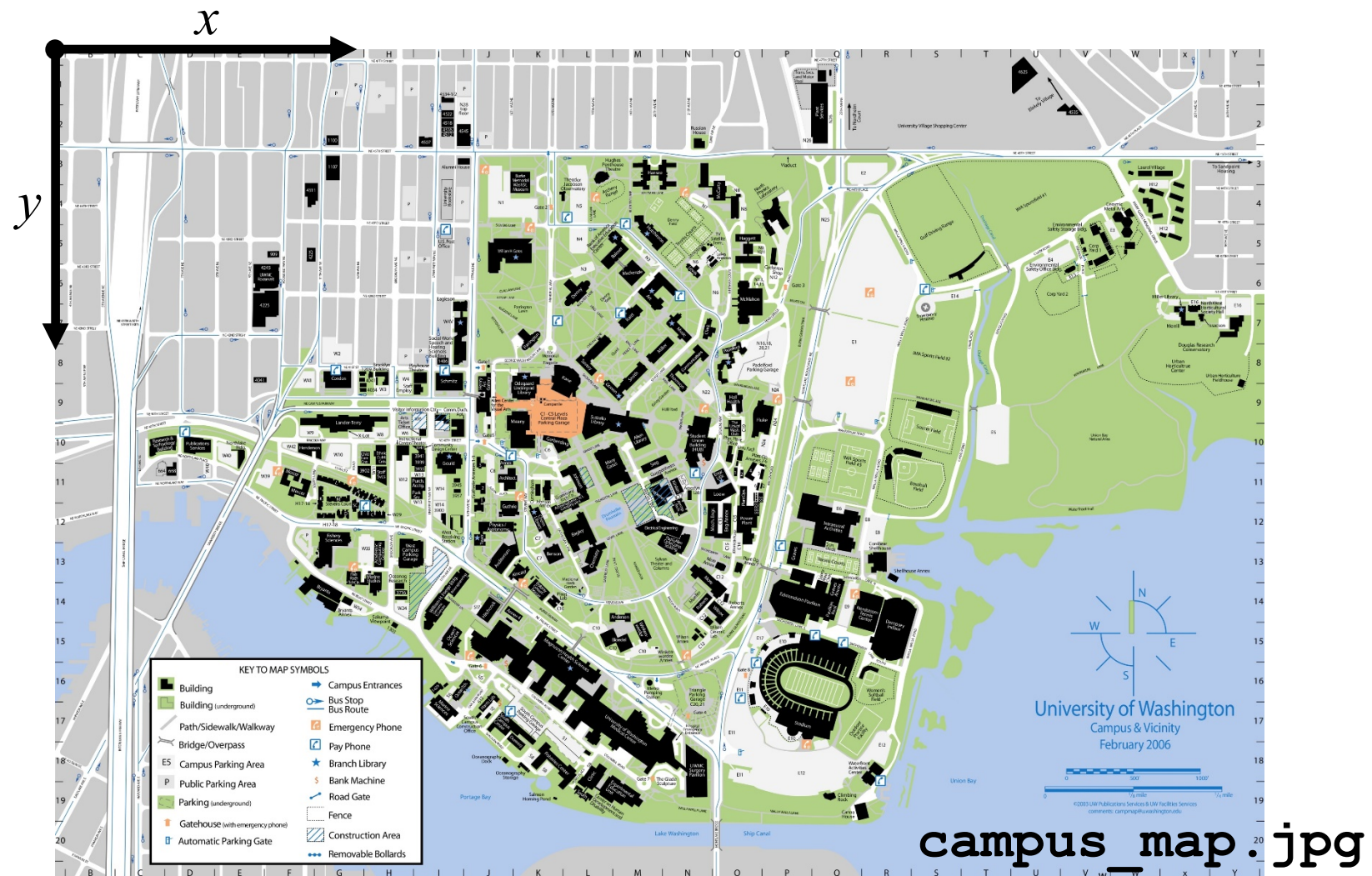
\* HW9 will be using the same **Model** but different and more sophisticated View and Controller

# Campus dataset

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- Two TSV files in `src/main/resources/data`:
  - `campus_buildings.tsv` – building entrances on campus
  - `campus_paths.tsv` – straight-line walkways on campus
- Exact points on campus identified with  $(x, y)$  coordinates
  - Pixels on a map of campus (`campus_map.jpg`, next to TSV files)
  - Position  $(0, 0)$ , the origin, is the top left corner of the map
- Parser in starter code: `pathfinder.parser.CampusPathsParser`
  - `CampusBuilding` object for each entry of `campus_buildings.tsv`
  - `CampusPath` object for each entry of `campus_paths.tsv`

# Campus dataset – coordinate plane



# Campus dataset – sample

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- **campus\_buildings.tsv** has entries like the following:

<i>shortName</i>	<i>longName</i>	<i>x</i>	<i>y</i>
BGR	By George	1671.5499	1258.4333
MOR	Moore Hall	2317.1749	1859.502

- **campus\_paths.tsv** has entries like the following:

<i>x1</i>	<i>y1</i>	<i>x2</i>	<i>y2</i>	<i>distance</i>
1810.0	431.5	1804.6429	437.92857	17.956615...
1810.0	431.5	1829.2857	409.35714	60.251364...

- See **campus\_routes.jpg** for nice visual rendering of **campus\_paths.tsv**

# Campus dataset – demo

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- Your TA will open the starter files of HW 7.

# Script testing in HW7

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- Extends the test-script mechanism from HW5
  - Using numeric weights instead of string labels on edges
  - New command **FindPath** to find shortest path with Dijkstra's algorithm
  - No command like **LoadGraph**
- Must write the test driver (**PathfinderTestDriver**) yourself
  - Feel free to copy pieces from **GraphTestDriver** in HW5

Command (in <i>foo.test</i> )	Output (in <i>foo.expected</i> )
<b>FindPath</b> <i>graph node<sub>1</sub> node<sub>n</sub></i>	<b>path from</b> <i>node<sub>1</sub></i> <b>to</b> <i>node<sub>n</sub></i> : <i>node<sub>1</sub></i> <b>to</b> <i>node<sub>2</sub></i> <b>with weight</b> $w_{1,2}$ <i>node<sub>2</sub></i> <b>to</b> <i>node<sub>3</sub></i> <b>with weight</b> $w_{2,3}$ ... <i>node<sub>n-1</sub></i> <b>to</b> <i>node<sub>n</sub></i> <b>with weight</b> $w_{n-1,n}$ <b>total cost:</b> $w$
...	...