

STEP 5

Mark Node 6 as Visited and add the Distance



Unvisited Nodes

{0,1,2,3,4,5,6}

Distance:

- 0: 0 ✓
- 1: 2 ✓
- 2: 6 ✓
- 3: 7 ✓
- 4: 17 ✓
- 5: 22 ✓
- 6: 19 ✓

Dijkstra's Algorithm

Distributed Algorithm For Shortest Path Problem In

**Marco Dorigo, Luca Maria
Gambardella, Mauro Birattari, Alcherio
Martinoli, Riccardo Poli, Thomas Stütze**

Distributed Algorithm For Shortest Path Problem In:

A Distributed Shortest - Path Algorithm Pierre A. Humblet, MASSACHUSETTS INST OF TECH CAMBRIDGE ELECTRONIC SYSTEMS LAB., 1978 The problem of routing in a data network is often treated by assigning traffic dependent lengths to the links of the network and routing traffic from node i to node j along the shortest path from i to j A distributed algorithm is presented in which the nodes cooperate to find all shortest paths It runs asynchronously in every node and does not require the network topology or even the number of nodes in the network to be known a priori by the nodes

A Comparison of Two Distributed Shortest Path Algorithms Based on Dijkstra's Algorithm Jesper Larsson Träff, Københavns Universitet. Datalogisk Institut, 1993 Abstract This report experimentally compares two distributed implementations of Dijkstra's algorithm for the single source shortest path problem Both are intended for distributed systems consisting of a fixed small number of processors without shared memory that communicate by message passing Communication is assumed to be costly Both algorithms efficiently utilize distributed memory ie for graphs with n vertices and m edges the total space consumption per processor is $O(m/p)$ Dijkstra's algorithm maintains a tentative distance for all vertices in the given graph and repeatedly selects a vertex of minimum tentative distance from which it updates the tentative distance of adjacent vertices In the update driven algorithm updates from a selected vertex are performed by only one processor but more than one vertex may be selected at any instant Speed up depends on the problem instance and no worst case guarantee better than the sequential algorithm can be given In the minimum driven algorithm updates from a selected vertex are done by the processors in parallel Ideally this algorithm has linear speed up for dense graphs but this is compromised by the fact that the selected vertex has to be broadcast to all processors before they can proceed with the update Implemented naively both algorithms perform poorly However both can be improved by appropriate relaxations and local approximations to the global state which serve to cut down on communication volume Surprisingly the theoretically less attractive update driven algorithm turns out to perform much better than the apparently better minimum driven algorithm The algorithms have been implemented in OCCAM and results from experiments performed on a 16 processor transputer system with randomly generated graphs of different types with up to 20000 vertices and 250000 edges are reported For the update driven algorithm speed up of about 4 has been achieved for random unstructured graphs whereas the minimum driven exhibited slow down For grid graphs with shortest paths crossing many processor boundaries slow down could almost be avoided with the update driven algorithm The minimum driven algorithm exhibited a considerable slow down in this case

Path Problems in Networks John Baras, George Theodorakopoulos, 2022-06-01 The algebraic path problem is a generalization of the shortest path problem in graphs Various instances of this abstract problem have appeared in the literature and similar solutions have been independently discovered and rediscovered The repeated appearance of a problem is evidence of its relevance This book aims to help current and future researchers add this powerful tool to their arsenal so that they can easily

identify and use it in their own work Path problems in networks can be conceptually divided into two parts A distillation of the extensive theory behind the algebraic path problem and an exposition of a broad range of applications First of all the shortest path problem is presented so as to fix terminology and concepts existence and uniqueness of solutions robustness to parameter changes and centralized and distributed computation algorithms Then these concepts are generalized to the algebraic context of semirings Methods for creating new semirings useful for modeling new problems are provided A large part of the book is then devoted to numerous applications of the algebraic path problem ranging from mobile network routing to BGP routing to social networks These applications show what kind of problems can be modeled as algebraic path problems they also serve as examples on how to go about modeling new problems This monograph will be useful to network researchers engineers and graduate students It can be used either as an introduction to the topic or as a quick reference to the theoretical facts algorithms and application examples The theoretical background assumed for the reader is that of a graduate or advanced undergraduate student in computer science or engineering Some familiarity with algebra and algorithms is helpful but not necessary Algebra in particular is used as a convenient and concise language to describe problems that are essentially combinatorial

Table of Contents Classical Shortest Path The Algebraic Path Problem Properties and Computation of Solutions Applications Related Areas List of Semirings and Applications

Software Engineering and Formal Methods Radu Calinescu, Bernhard Rumpe, 2015-08-23 This book constitutes the refereed proceedings of the 13th International Conference on Software Engineering and Formal Methods SEFM 2015 held in York UK in September 2015 The 17 full papers presented together with 2 invited and 6 short papers were carefully reviewed and selected from 96 submissions The topics of interest included the following aspects of software engineering and formal methods program verification testing certification formal specification and proof testing and model checking planning modelling and model transformation

Ant Colony Optimization and Swarm Intelligence Marco Dorigo, Luca Maria Gambardella, Mauro Birattari, Alcherio Martinoli, Riccardo Poli, Thomas Stützle, 2006-08-29 This book constitutes the refereed proceedings of the 5th International Workshop on Ant Colony Optimization and Swarm Intelligence ANTS 2006 held in Brussels Belgium in September 2006 The 27 revised full papers 23 revised short papers and 12 extended abstracts presented were carefully reviewed and selected from 115 submissions

Parallel Computing and Transputer Applications Mateo Valero, 1992

Mathematics of Computing Parallelism GLOBECOM '86, 1986

Distributed Computation on Graphs: Shortest Path Algorithms K. M. Chandy, J. Misra, TEXAS UNIV AT AUSTIN DEPT OF COMPUTER SCIENCES., 1982 The authors use the paradigm of diffusing computation introduced by Dijkstra and Scholten to solve a class of graph problems They present a detailed solution to the problem of computing shortest paths from a single vertex to all other vertices in the presence of negative cycles

Author *Proceedings of Sixth National Conference on Ada Technology*, 1988 **STACS 85** Kurt Mehlhorn, 1985-01-22 *Proceedings*, 1993 Proceedings of the conference held in Spokane Washington July 1993 The

keynote speeches discuss gigabit networks and distributed supercomputing the CASA gigabit testbed experience panels and papers discuss software technology the virtual heterogeneous supercomputer file systems protocols re **Proceedings of the ...ACM Symposium on Theory of Computing** ,1989 **1994 IEEE International Symposium on Circuits and Systems** ,1994 *Annual Symposium on Theoretical Aspects of Computer Science* ,1985 Shortest Path Solvers. From Software to Wetware Andrew Adamatzky,2018-04-26 This book offers advanced parallel and distributed algorithms and experimental laboratory prototypes of unconventional shortest path solvers In addition it presents novel and unique algorithms of solving shortest problems in massively parallel cellular automaton machines The shortest path problem is a fundamental and classical problem in graph theory and computer science and is frequently applied in the contexts of transport and logistics telecommunication networks virtual reality and gaming geometry and social networks analysis Software implementations include distance vector algorithms for distributed path computation in dynamics networks parallel solutions of the constrained shortest path problem and application of the shortest path solutions in gathering robotic swarms Massively parallel algorithms utilise cellular automata where a shortest path is computed either via matrix multiplication in automaton arrays or via the representation of data graphs in automaton lattices and using the propagation of wave like patterns Unconventional shortest path solvers are presented in computer models of foraging behaviour and protoplasmic network optimisation by the slime mould Physarum polycephalum and fluidic devices while experimental laboratory prototypes of path solvers using chemical media flows and droplets and electrical current are also highlighted The book will be a pleasure to explore for readers from all walks of life from undergraduate students to university professors from mathematicians computers scientists and engineers to chemists and biologists **A Comparative Study of K-shortest Path Algorithms** Andrew William Brander,1995 **An 'all Pairs Shortest Paths' Distributed Algorithm Using $2n^2$ Messages** S. Halder,1993 Abstract In an execution of a distributed program processes communicate among themselves by exchanging messages The execution speed of the program could be expedited by a faster message delivery system transmitting messages to their destinations through their respective shortest paths Some distributed algorithms have been proposed in recent years for determining all pairs shortest paths for an arbitrary computer network The best known algorithm uses $O(n^2 \log n)$ messages where n is the number of computers in the network This paper presents a new distributed algorithm for the same problem using $2n^2$ messages in the worst case This algorithm uses a strategy quite different from those of the other algorithms for the same problem *Parallel Computing* Jonathan P. Gray,Fazel Naghdy,1995 The broadening of interest in parallel computing and transputers is reflected this book Topics discussed include concurrent programming graphics and image processing parallel applications robotics and control and software tools The book also features a collection of abstracts of poster presentations **Proceedings of the Ninth Workshop on Algorithm Engineering and Experiments and the Fourth Workshop on Analytic Algorithms and Combinatorics**

David Applegate, 2007 Proceedings of the Seventh SIAM International Conference on Data Mining
Architectures & Protocols, 1989

Communications,

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