

# 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

**Radu Calinescu, Bernhard Rumpe**



## **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

**Introduction to Distributed Algorithms** Gerard Tel, 2000-09-28 Distributed algorithms have been the subject of intense development over the last twenty years The second edition of this successful textbook provides an up to date introduction both to the topic and to the theory behind the algorithms The clear presentation makes the book suitable for advanced undergraduate or graduate courses whilst the coverage is sufficiently deep to make it useful for practising engineers and researchers The author concentrates on algorithms for the point to point message passing model and includes algorithms for the implementation of computer communication networks Other key areas discussed are algorithms for the control of distributed applications wave broadcast election termination detection randomized algorithms for anonymous networks snapshots deadlock detection synchronous systems and fault tolerance achievable by distributed algorithms The two new chapters on sense of direction and failure detectors are state of the art and will provide an entry to research in these still developing topics

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

**Distributed Algorithms** Sam Toueg, Paul G. Spirakis, Lefteris Kirousis, 1992-03-11 This volume contains the proceedings of the fifth International Workshop on Distributed Algorithms WDAG 91 held in Delphi Greece in October 1991 The workshop provided a forum for researchers and others interested in distributed algorithms communication networks and decentralized systems The aim was to present recent research results explore directions for future research and identify common fundamental techniques that serve as building blocks in many distributed algorithms The volume contains 23 papers selected by the Program Committee from about fifty extended abstracts on the basis of perceived originality and quality and on thematic appropriateness and topical balance The workshop was organized by the Computer Technology Institute of Patras University Greece

**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      *Parallel and Distributed Processing and Applications* Ivan Stojmenovic, 2007-08-14 This book constitutes the refereed proceedings of the 5th International Symposium on Parallel and Distributed Processing and Applications ISPA 2007 held in Niagara Falls Canada in August 2007 The 83 revised full papers presented together with 3 keynote speeches were carefully reviewed and selected from 244 submissions The papers are organized in topical sections on algorithms and applications architectures and systems datamining and databases fault tolerance and security middleware and cooperative computing networks as well as software and languages

**Stabilization, Safety, and Security of Distributed Systems** Pascal Felber, Vijay Garg, 2014-09-23 This book constitutes the refereed proceedings of the 16 International Symposium on Stabilization Safety and Security of Distributed Systems SSS 2013 held in Osaka Japan in September October 2014 The 21 regular papers and 8 short papers presented were carefully reviewed and selected from 44 submissions The Symposium is organized in several tracks reflecting topics to self properties The tracks are self stabilization ad hoc sensor and mobile networks cyberphysical systems fault tolerant and dependable systems formal methods safety and security and cloud computing P2P self organizing and autonomous systems

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

**Distributed Systems** Sukumar Ghosh, 2014-07-14 *Distributed Systems An Algorithmic Approach* Second Edition provides a balanced and straightforward treatment of the underlying theory and practical applications of distributed computing As in the previous version the language is kept as unobscured as possible clarity is given priority over mathematical formalism This easily digestible text Features significant updates that mirror the phenomenal growth of distributed systems Explores new topics related to peer to peer and social networks Includes fresh exercises examples and case studies Supplying a solid understanding of the key principles of distributed computing and their relationship to real world applications *Distributed Systems An Algorithmic Approach* Second Edition makes both an ideal textbook and a handy professional reference

**Proceedings of the ISMM International Conference: Parallel and Distributed Computing, and Systems** R. Melhem, 1992      *Proceedings of the ... Annual ACM Symposium on Principles of Distributed Computing*, 2006      **Proceedings of the 1995 American Control Conference** American Automatic Control Council, 1995

*Distributed Algorithms*, 1995      *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

**Partitioning Problems in Parallel, Pipelined and Distributed Computing** Institute for Computer Applications in Science and Engineering, S. Bokhari, 1985 **GLOBECOM '86**, 1986 Proceedings of the Twentieth Annual ACM Symposium on Principles of Distributed Computing, 2001 **Parallel and Distributed Computing Handbook** Albert Y. Zomaya, 1996 With over 1 000 pages and a wealth of illustrations and data tables this handbook offers readers the first information source with the scope to encompass the parallel and distributed computing revolution Written by an international team of experts the book summarizes the current state of the art interprets the most promising trends and spotlights commercial applications *Distributed Algorithms* André Schiper, 1993 This volume presents the proceedings of the Seventh International Workshop on Distributed Algorithms WDAG 93 held in Lausanne Switzerland September 1993 It contains 22 papers selected from 72 submissions The selection was based on originality quality and relevance to the field of distributed computing 6 papers are from Europe 13 from North America and 3 from the Middle East The papers discuss topics from all areas of distributed computing and their applications including distributed algorithms for control and communication fault tolerant distributed algorithms network protocols algorithms for managing replicated data protocols for real time distributed systems issues of asynchrony synchrony and real time mechanisms for security in distributed systems techniques for the design and analysis of distributed algorithms distributed database techniques distributed combinatorial and optimization algorithms and distributed graph algorithms PUBLISHER S WEBSITE **Design and Analysis of Distributed Routing Algorithms** Shree N. Murthy, 1994 Route assignment is one of the operational problems of communication network and adaptive routing schemes are required to achieve real time performance This thesis introduces verifies and analyses two new distributed shortest path routing algorithms which are called Path Finding Algorithm PFA and Loop Free Path Finding Algorithm LPA Both algorithms require each routing node to know only the distance and the second to last hop or predecessor node to each destination In addition to the above information LPA uses an efficient inter neighbor coordination mechanism spanning over a single hop PFA reduces the formation of temporary loops significantly while LPA achieves loop freedom at every instant by eliminating temporary loops The average performance of these two algorithms is compared with the Diffusing Update Algorithm DUAL and an ideal link state ILS using Dijkstra s shortest path algorithm by simulation this performance comparison is made in terms of time taken for convergence number of packets exchanged and the total number of operations required for convergence by each of the algorithms The simulations were performed using a C based simulation tool called Drama along with a network simulation library The results indicated that the performance of PFA is comparable to that of DUAL and ILS and that a significant improvement in performance can be achieved with LPA over DUAL and ILS

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