# MCL summer workshop in graph theory Project descriptions

Due: Thursday, July 14, 2016

You will spend the rest of your labs working in pairs on one of the following projects below. You can choose your partners and projects or I can assign them. On the last day of class you will present your work.

#### Project 1: Maze solver

In class I mentioned that you can use breadth-first search to solve mazes. In this project you will write a program which does so. First you will construct a graph from a text representation of a maze. Then you will use BFS to solve the maze. Finally, you will print a pretty picture of the solution.

Full project: http://homepages.math.uic.edu/~scole3/summer2016/project1.zip

# **Project 2: Weighted graphs and Google Maps**

A weighted graph is a graph G in which each edge e has a nonnegative weight w(e). The shortest path between two vertices u and v in G is defined as the path from u to v with minimum total weight (i.e., the sum of the weights of the edges in the path). The distance from u to v is the sum of the weights of the edges in this path.

In this project you will try to come up with an algorithm for finding shortest paths in a weighted graph similar to breadth-first search in an unweighted graph, and you will relate this problem to the problem of finding the fastest route from one city to another in Google Maps.

Full project: http://homepages.math.uic.edu/~scole3/summer2016/project2. zip

## Presentations

On the last day of class (Thursday, July 14) you will give a short presentation of your project for Sam, Ben, and your classmates. During your presentation you should

- Introduce your problem in formal mathematical language.
- Give a demo of your code and describe how it works.

You don't have to make a PowerPoint or anything, but you should use the board to write down definitions, give examples, etc.

### What to turn in

Your project will be contained in an iPython notebook. You can save your work directly in the notebook (Ctr-s). When you are done, please email your notebook to scole3@uic.edu by Thursday, July 14.

Don't worry if you're not able to finish your project! You can turn in whatever portion you are able to complete. Conversely, if you finish early I have plenty of other stuff for you to work on!