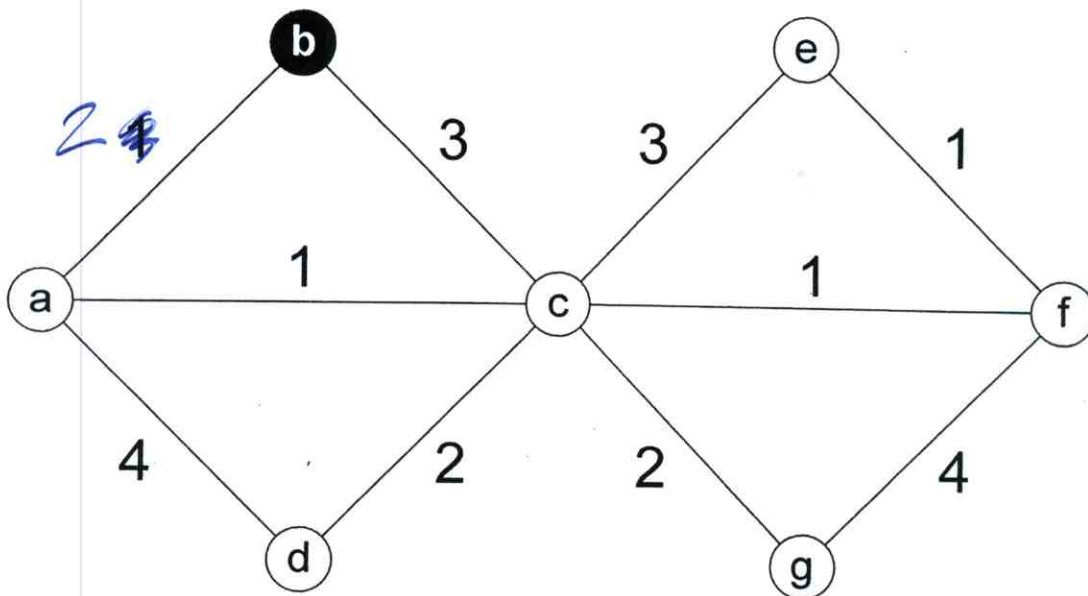


# Shortest Path Problems

Problem: Single-Source Shortest Path

SS-SP

- find the shortest path from one source vertex  $v$  to every other vertex in the graph
  - "source" means "starting vertex"



- b is source

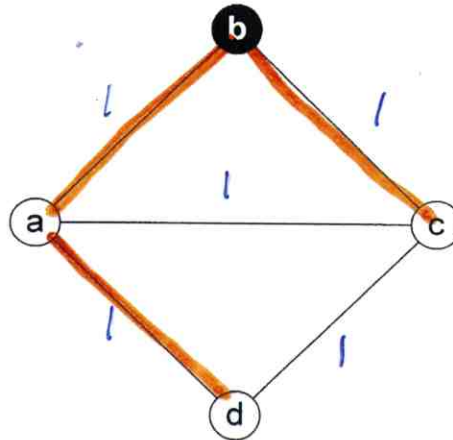
→ SSSP from  $b \rightarrow c$  is "2" ( $b-a-c$ )

" "  $b \rightarrow d$  is "4" ( $b-a-c-d$ )

0  
0  
0

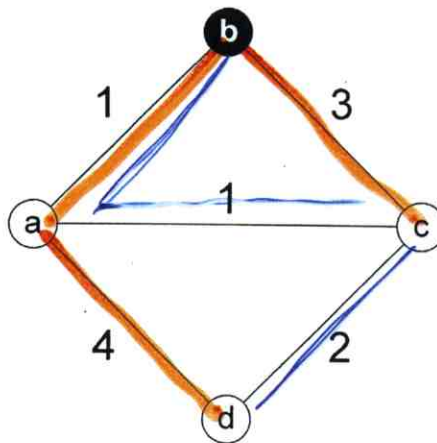
# What about BFS?

- we know how to do this for an unweighted graph
  - BFS



SP B-a : 1  
B-c : 1  
B-d : 2

- but BFS doesn't work for weighted graphs, consider:

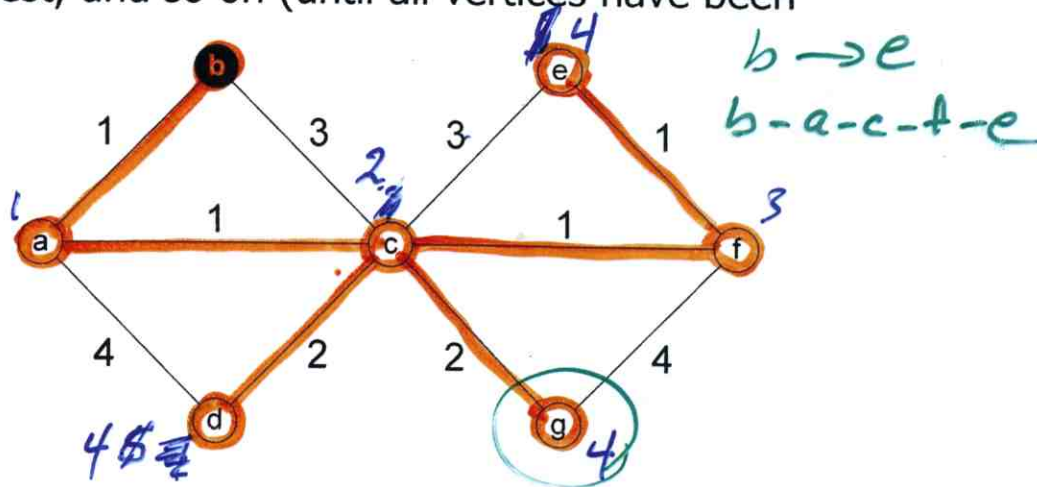


- *the algorithm to find shortest paths in weighted graphs needs to consider the weight on the edge before including it in the solution*

# Dijkstra's Algorithm

- Greedy Algorithm

- builds a tree of shortest paths rooted at the starting vertex
- it is greedy because it adds the closest vertex, then the next closest, and so on (until all vertices have been added)



- returns the shortest distance to each vertex in array `d[]`
- returns the parent of each vertex in array `prev[]`

1. Initialise  $d$  and  $prev$
2. Add all vertices to a PQ with distance from source as the key
3. While there are still vertices in PQ
4.     Get next vertex  $u$  from the PQ
5.     For each vertex  $v$  adjacent to  $u$
6.         If  $v$  is still in PQ, relax  $v$

$$d \begin{bmatrix} & a & b & c & d & e & f & g \\ 1 & 0 & 2 & 4 & 4 & 3 & 4 & \end{bmatrix}$$

```
prev [b - a c f c c -
      a b c d e f g ]
```

# Relaxation

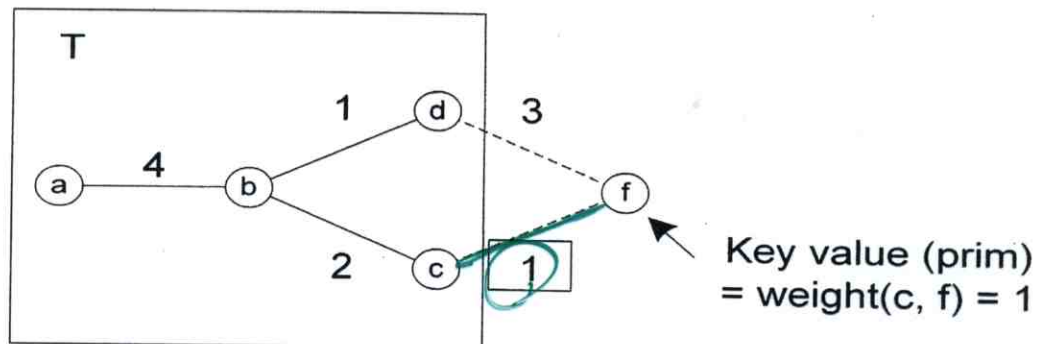
- Dijkstra always refers to “relaxing” a vertex
- this means “update the best known shortest path to  $v$ , and re-insert in the PQ”
- the pseudocode for relaxation should read:

```
if  $d[u] + w(u,v) < d[v]$   
     $d[v] \leftarrow d[u] + w(u,v)$   
     $prev[v] \leftarrow u$   
     $PQ.updateKey(d[v], v)$ 
```

# Similarity to Prim

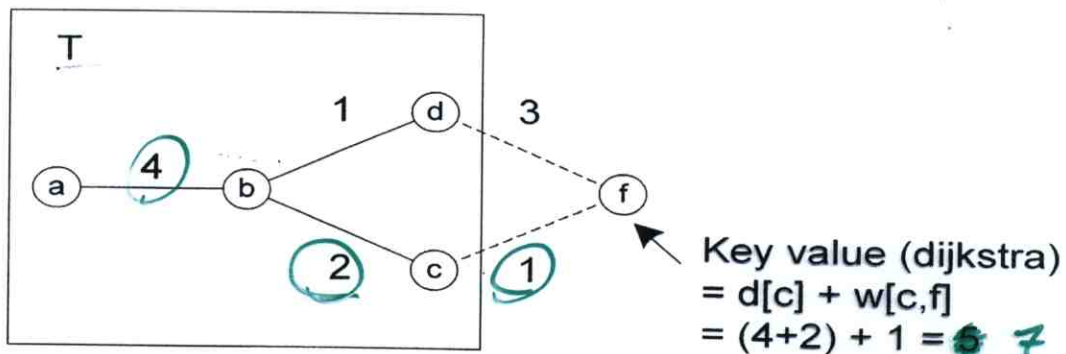
- algorithm is similar to Prim's algo
  - needs to select the minimum priority edge from the set of edges adjacent to the tree that has been built so far
  - in Prim's algo the "priority" of an edge  $(u, v)$  is defined by the weight of the edge

PRIM



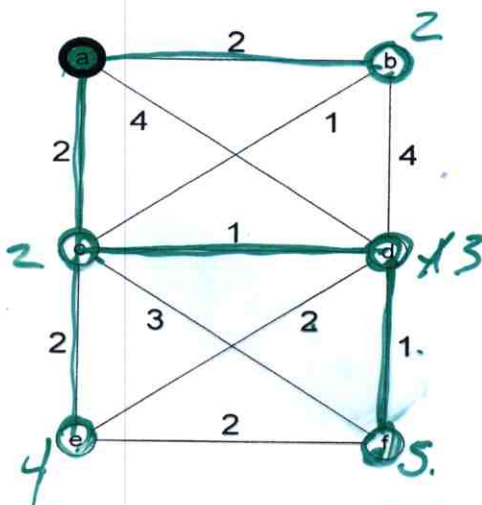
- in Dijkstra the "priority" is given by the weight of the edge  $(u, v)$  plus the distance from the start to the parent of  $v$

DIJKSTRA.





# Some Dijkstra Examples



d  
a 0  
b 2  
c 2  
d 3  
e 4  
f 5

prev  
a -  
b a  
c a  
d c  
e c  
f d

Key: distance  
from S  
value: vertex

PQ  
~~a~~  
~~2 b~~  
~~2 c~~  
~~3 d~~  
~~4 e~~  
~~5 f~~

← START HERE !!!

