## Dijkstrals Olgorithm

The Problem

Often when we traverse from one-point to another or from one place to another place, we want to know the shoilest path.

ginen a path G:(V,E) which models the shortest path problem, we may want to determine - path problem nodes u, v what is the shortest u-v path.

a) ginen nodes u, v what is the shortest u-v path.

b) ginen a start node S, what is the shortest path from S to each other node.

Set-up or Input Instance setup.

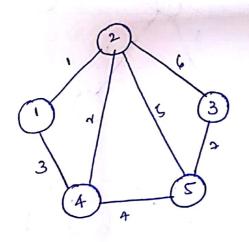
The edger in the graph has a length le >0.

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The indicate time it takes to transvere e

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The wealty associated as cost to travel.



Take u=1, V=2 le=1 u=1 V=5  $le=\S_{1}, 4\S_{1}+\S_{2}+\S_{1}+\S_{2}=3+4$  = 7.  $=\S_{1},2\S_{1}+\S_{2},5\S_{2}=1+5=6$   $=\S_{1},2\S_{1}+\S_{2},4\S_{1}+\S_{1}+\S_{2}$  =1+2+4=7.

Olgorithm:

Dijkitra's Algorillim (G.l)

Let s be the set of explored nodes.
for each uES, we store distance d(n)

Initially s= siz d(s)=0.

While S + V

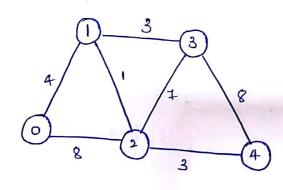
belect a node of s with atleast one edge from s for which

d'(v) = min e = (u,v)  $u \in S$  d(u) + le

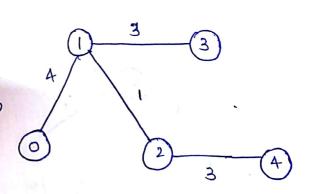
add v to 5 and define d(v)=d'(v) endrohile

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Example:



Source = 0



d [0 4 5 7 8

