

Single Source Shortest Path

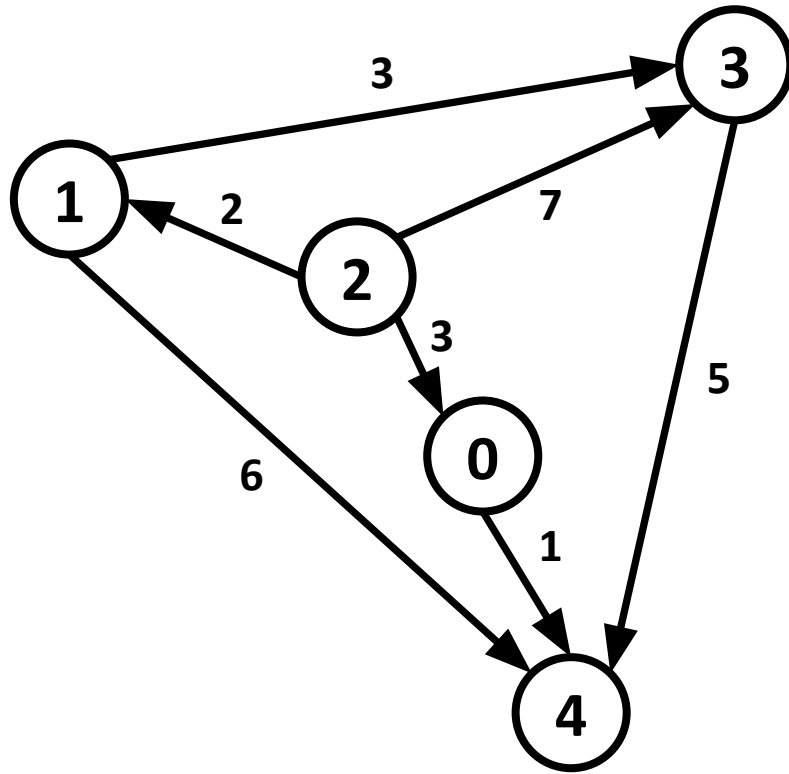
Dijkstra's Algorithm

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Dept. of CSE

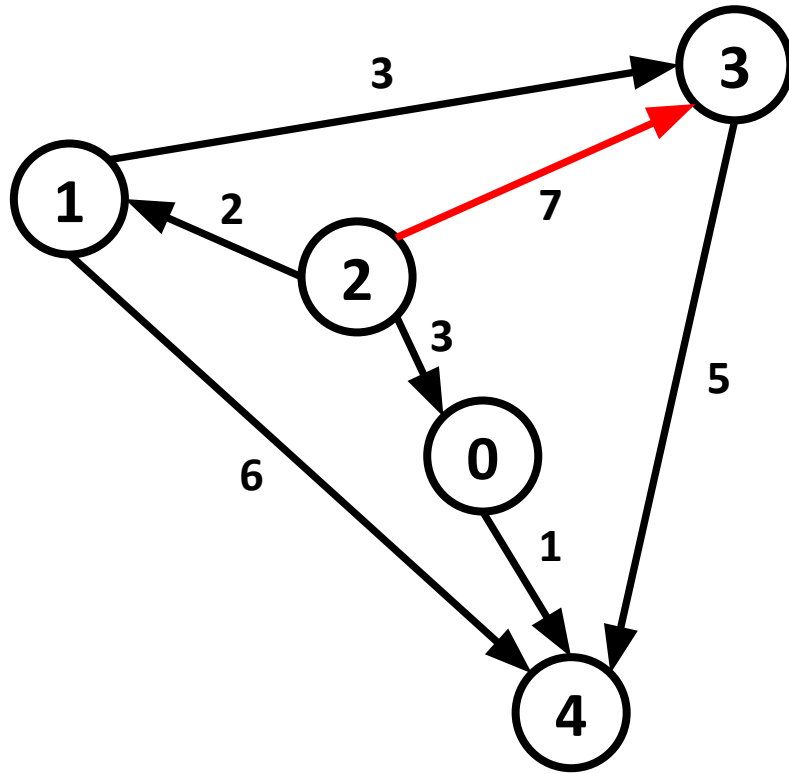
Khulna University of Engineering & Technology, Khulna

What is Shortest Path?



Reach node 3 from node 2 with minimum
cost
How??????

What is Shortest Path?



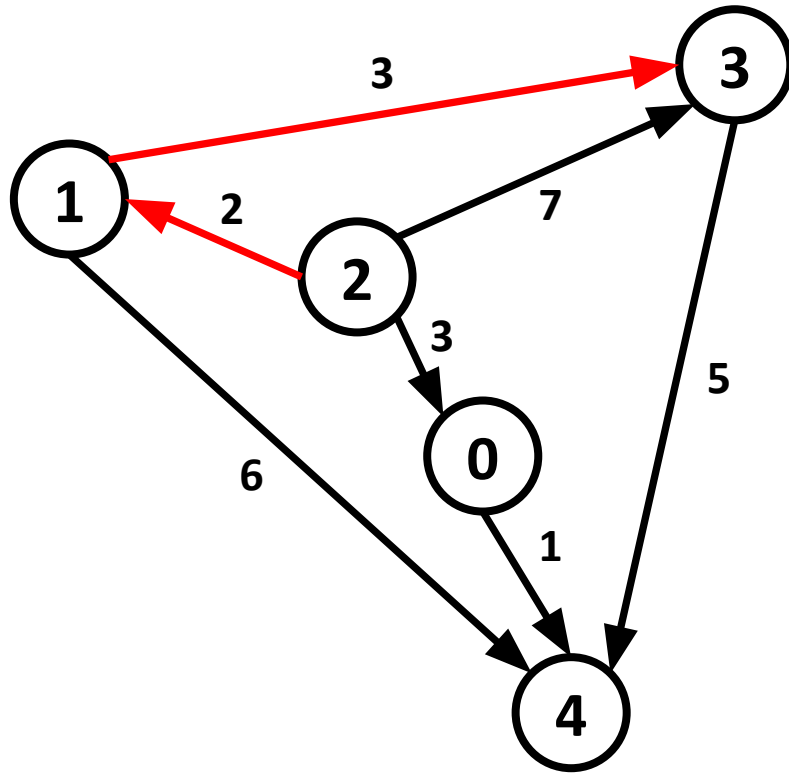
Reach node 3 from node 2 with minimum cost

How??????

One possible way

2 -> 3

What is Shortest Path?



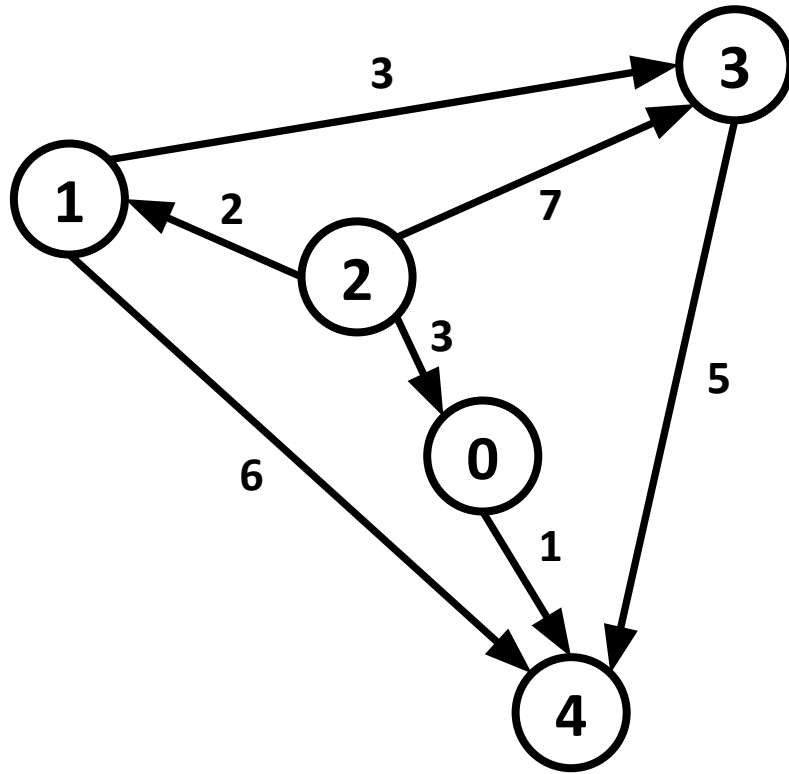
Reach node 3 from node 2 with minimum cost

How??????

Another possible way

2 -> 1 -> 3

What is Shortest Path?



Reach node 3 from node 2 with minimum cost

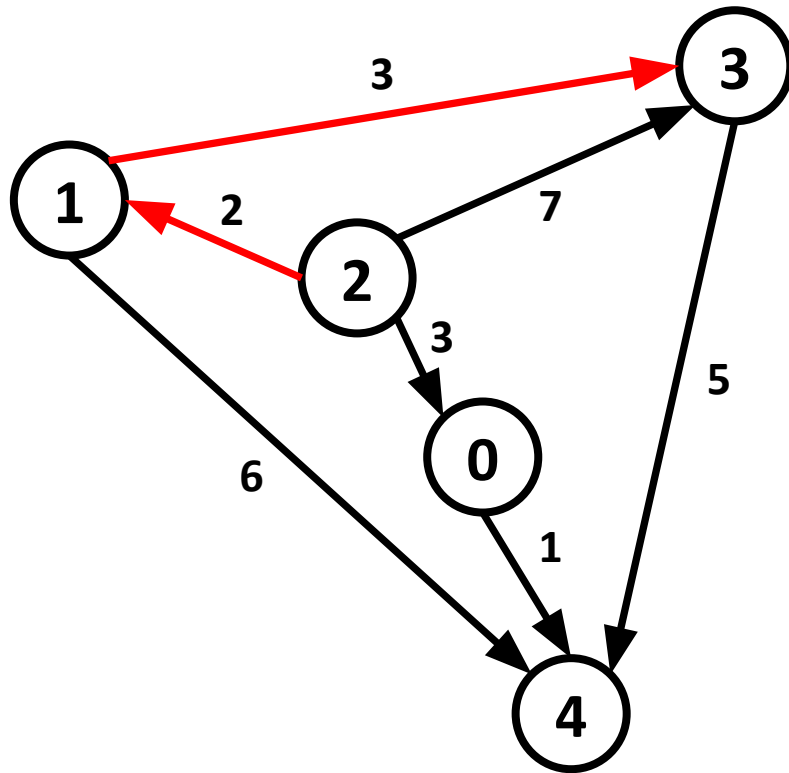
How??????

Two possible way

2 -> 3 = Cost(7)

2 -> 1 -> 3 = Cost(2+3=5)

What is Shortest Path?



Reach node 3 from node 2 with minimum cost

How??????

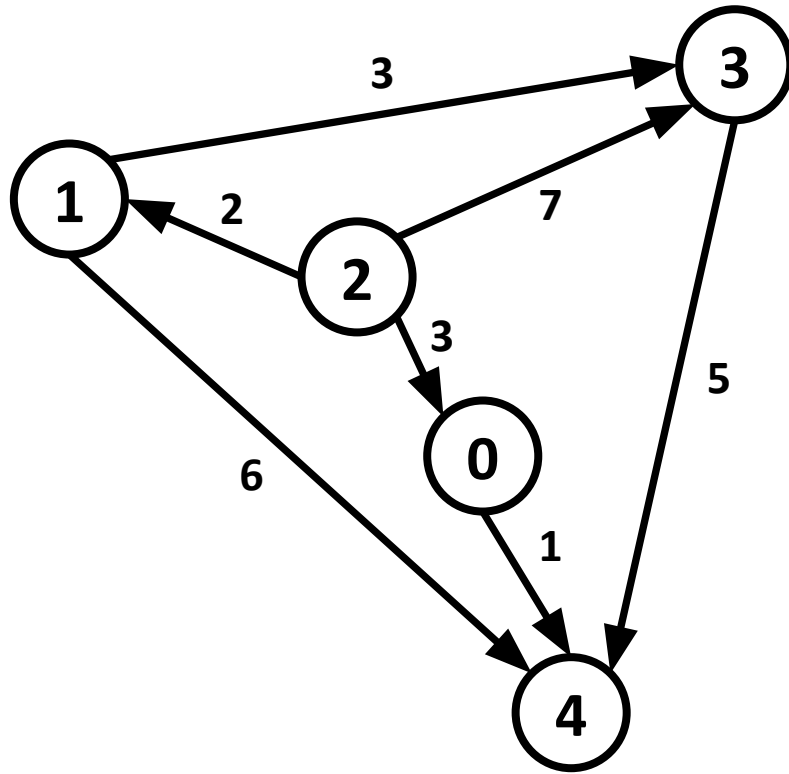
Two possible way

2 -> 3 = Cost(7)

2 -> 1 -> 3 = Cost(2+3=5)

Shortest Path from node 2 to node 3

What is Single Source Shortest Path?

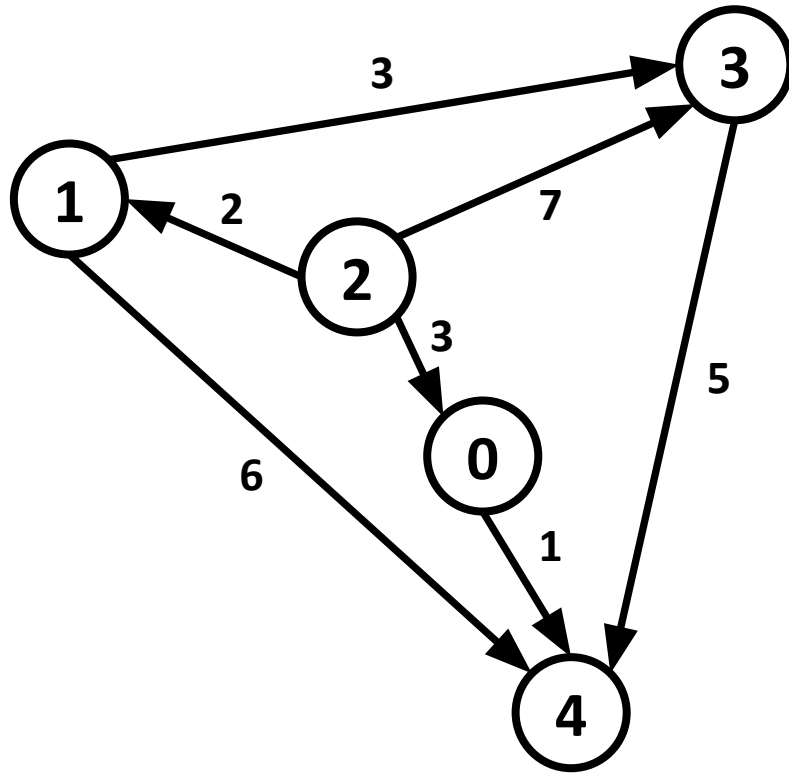


Shortest path for all reaching nodes from a predefined source node

If source node(start node) is 2, then calculate shortest path of other nodes from 2

For single source shortest path calculation, source node is predefined

What is Single Source Shortest Path?



Different Algorithms for SSSP
-> **Dijkstra's Algorithm**

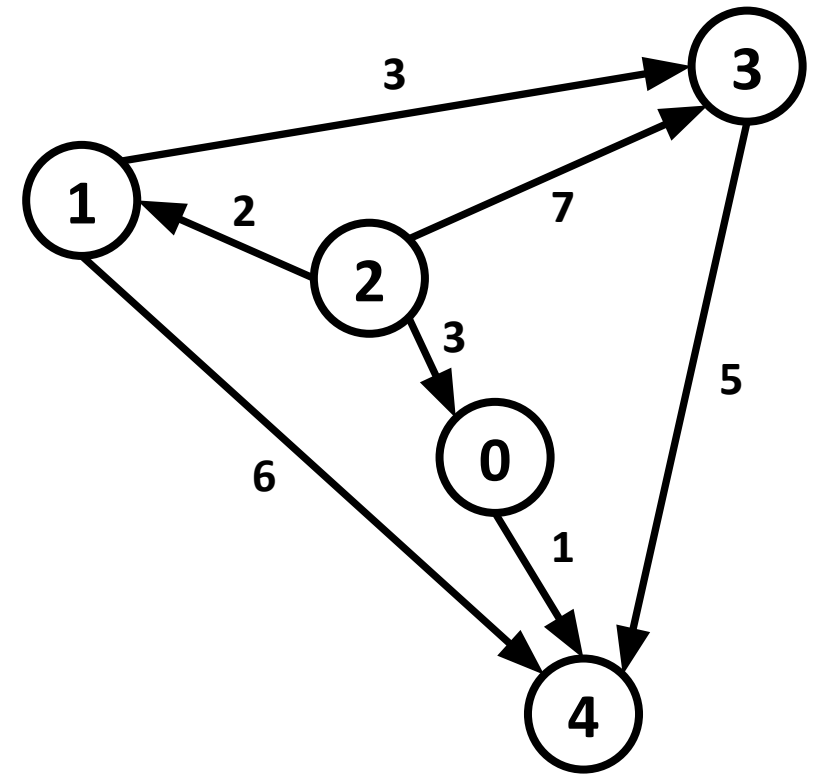
Example

Parent

0	1	2	3	4
-1	-1	-1	-1	-1

Distance

0	1	2	3	4
∞	∞	∞	∞	∞



Source = 2

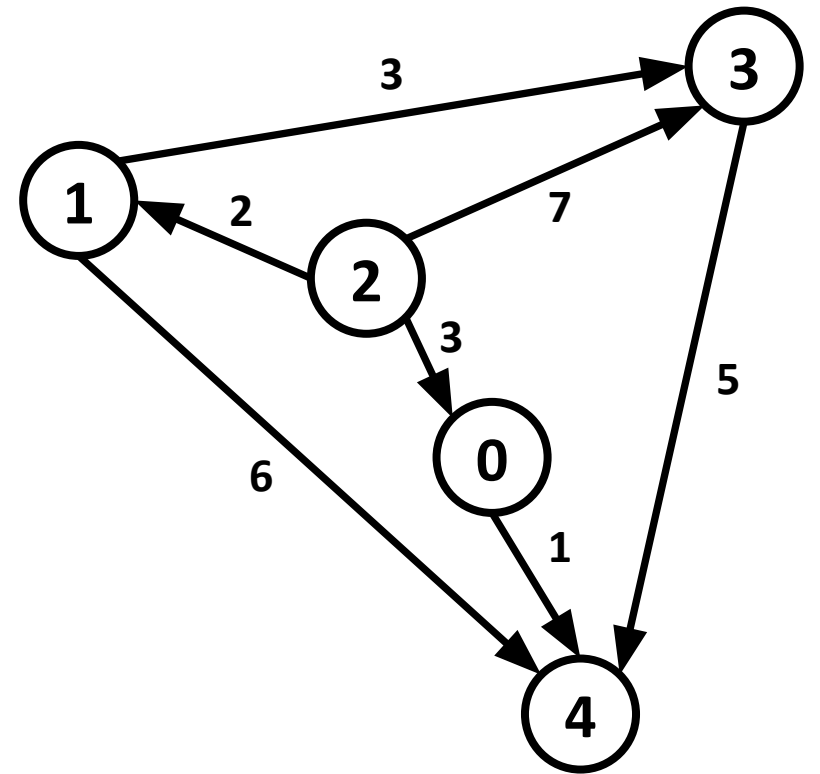
Example

Parent

0	1	2	3	4
-1	-1	-1	-1	-1

Distance

0	1	2	3	4
∞	∞	0	∞	∞



Source = 2

Example

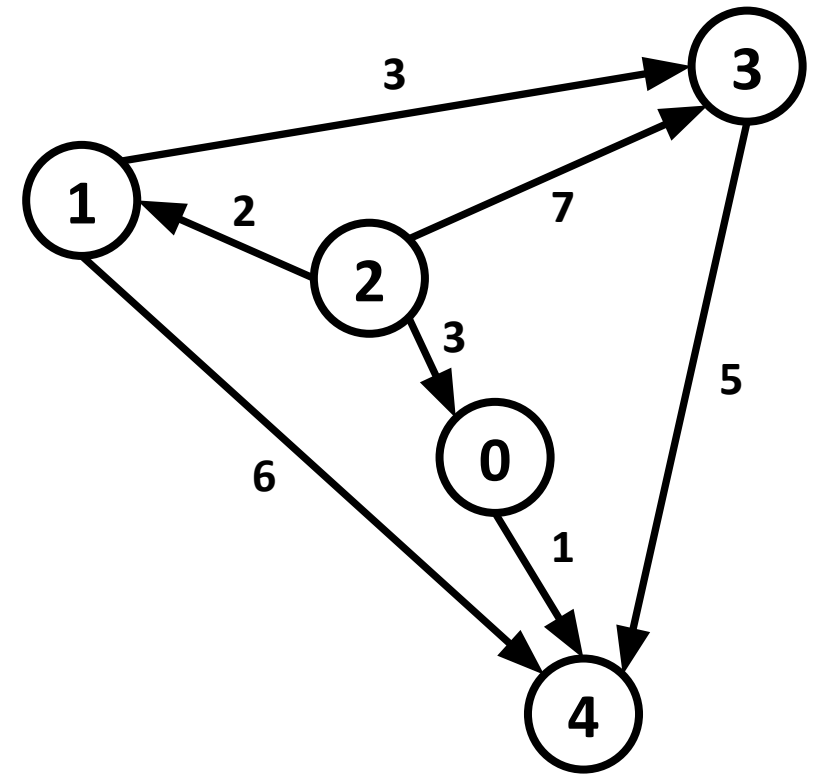
Parent

0	1	2	3	4
-1	-1	-1	-1	-1

Distance

0	1	2	3	4
∞	∞	0	∞	∞

2



Source = 2

Example

Parent

0	1	2	3	4
-1	-1	-1	-1	-1

Distance

0	1	2	3	4
∞	∞	0	∞	∞

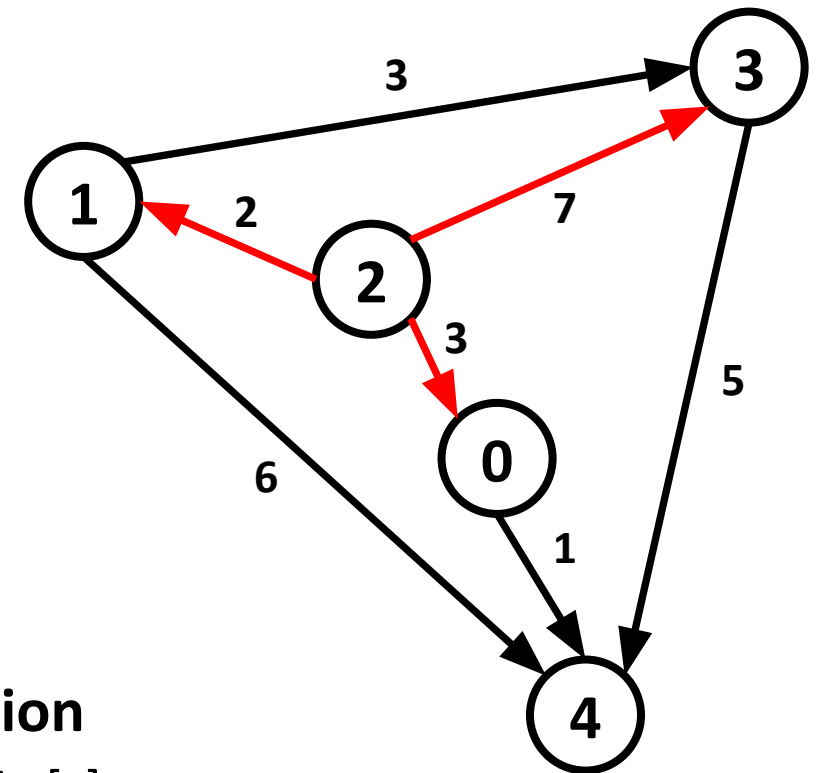
2

Relaxation Condition

If $\text{Dist}[u] + \text{Dist}[u,v] < \text{Dist}[v]$

Then

$\text{Dist}[v] = \text{Dist}[u] + \text{Dist}[u,v]$



Source = 2

Example

Parent

0	1	2	3	4
-1 2	-1	-1	-1	-1

Distance

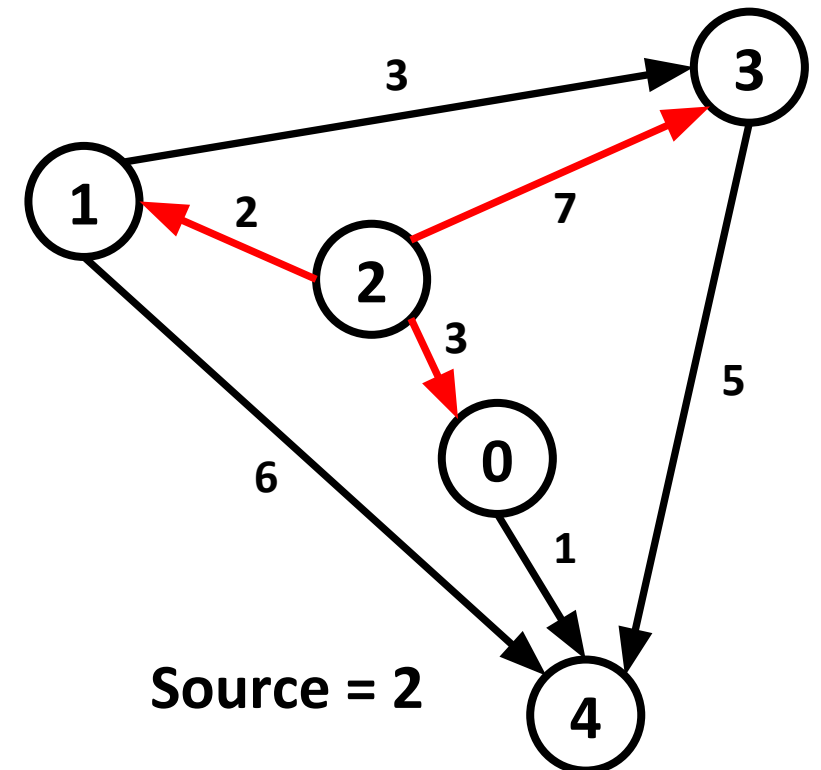
0	1	2	3	4
∞	∞	0	∞	∞
Min(∞ , 0+3) 3				

2

$\text{Dist}[2] + \text{Dist}[2,0] < \text{Dist}[0]$
 $0+3 < \infty$
True

Relaxation Condition

If $\text{Dist}[u] + \text{Dist}[u,v] < \text{Dist}[v]$
Then
 $\text{Dist}[v] = \text{Dist}[u] + \text{Dist}[u,v]$



Source = 2

Example

Parent

0	1	2	3	4
-1 2	-1 2	-1	-1	-1

Distance

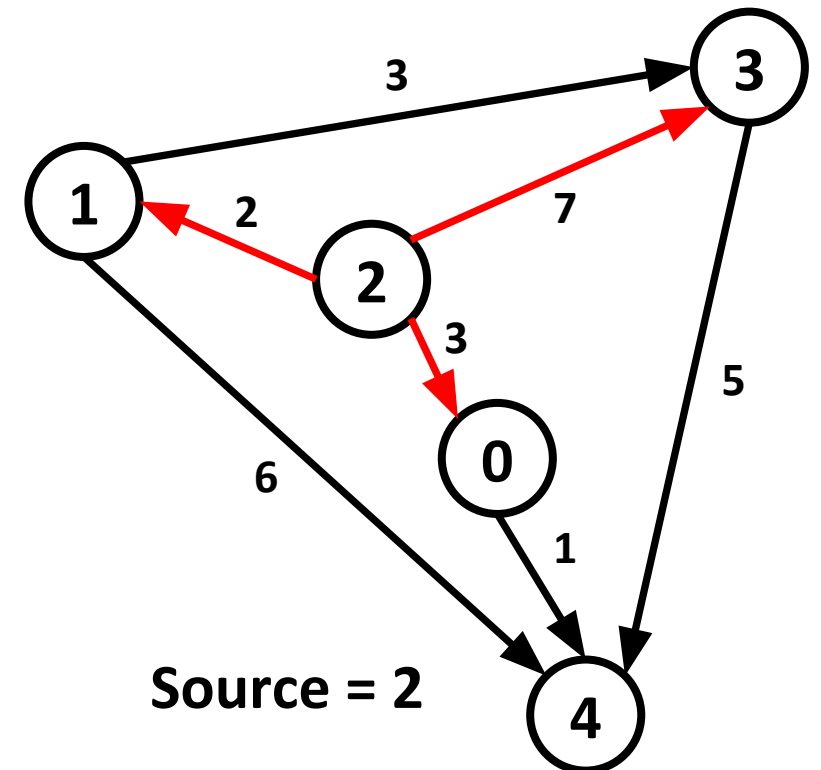
0	1	2	3	4
∞	∞	0	∞	∞
Min(∞ , 0+3) 3	Min(∞ , 0+2) 2			

2

$$\begin{aligned} \text{Dist}[2] + \text{Dist}[2,1] &< \text{Dist}[1] \\ 0+2 &< \infty \\ \text{True} \end{aligned}$$

Relaxation Condition

If $\text{Dist}[u] + \text{Dist}[u,v] < \text{Dist}[v]$
Then
 $\text{Dist}[v] = \text{Dist}[u] + \text{Dist}[u,v]$



Example

Parent

0	1	2	3	4
-1 2	-1 2	-1	-1 2	-1

Distance

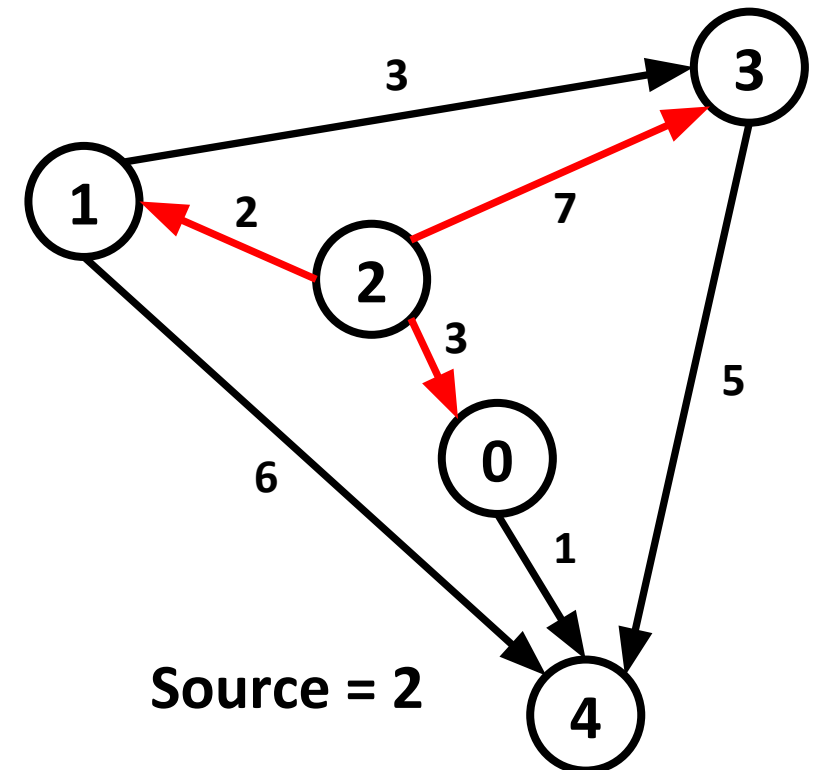
0	1	2	3	4
∞	∞	0	∞	∞
Min(∞ , 0+3) 3	Min(∞ , 0+2) 2	0	Min(∞ , 0+7) 7	∞

2

$\text{Dist}[2] + \text{Dist}[2,3] < \text{Dist}[3]$
 $0 + 7 < \infty$
True

Relaxation Condition

If $\text{Dist}[u] + \text{Dist}[u,v] < \text{Dist}[v]$
Then
 $\text{Dist}[v] = \text{Dist}[u] + \text{Dist}[u,v]$



Example

Parent

0	1	2	3	4
-1 2	-1 2	-1	-1 2	-1

Distance

0	1	2	3	4
∞	∞	0	∞	∞
Min(∞ , 0+3) 3	Min(∞ , 0+2) 2	0	Min(∞ , 0+7) 7	∞

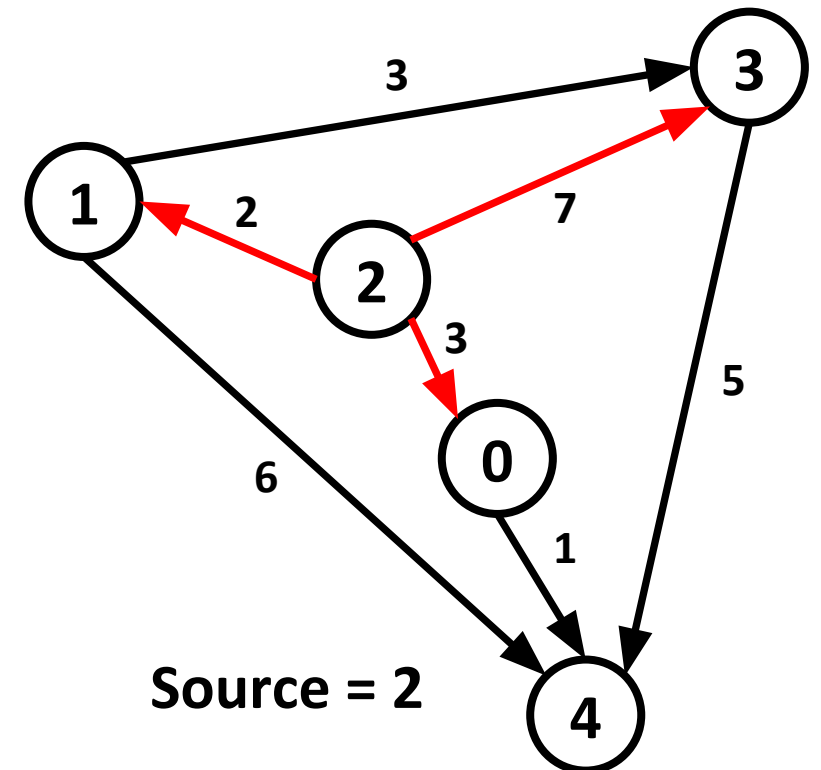
2

Relaxation Condition

If $\text{Dist}[u] + \text{Dist}[u,v] < \text{Dist}[v]$

Then

$\text{Dist}[v] = \text{Dist}[u] + \text{Dist}[u,v]$



Example

Parent

0	1	2	3	4
-1 2	-1 2	-1	-1 2	-1

Distance

0	1	2	3	4
∞	∞	0	∞	∞
Min(∞ , 0+3) 3	Min(∞ , 0+2) 2	0	Min(∞ , 0+7) 7	∞

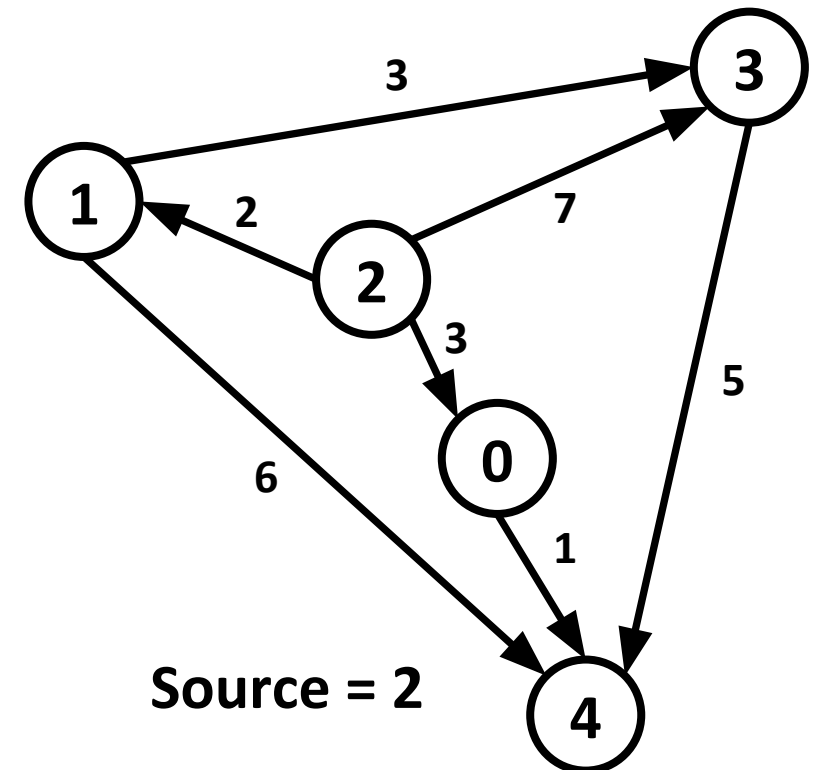
2

Relaxation Condition

If $\text{Dist}[u] + \text{Dist}[u,v] < \text{Dist}[v]$

Then

$\text{Dist}[v] = \text{Dist}[u] + \text{Dist}[u,v]$



Example

Parent

0	1	2	3	4
-1 2	-1 2	-1	-1 2	-1

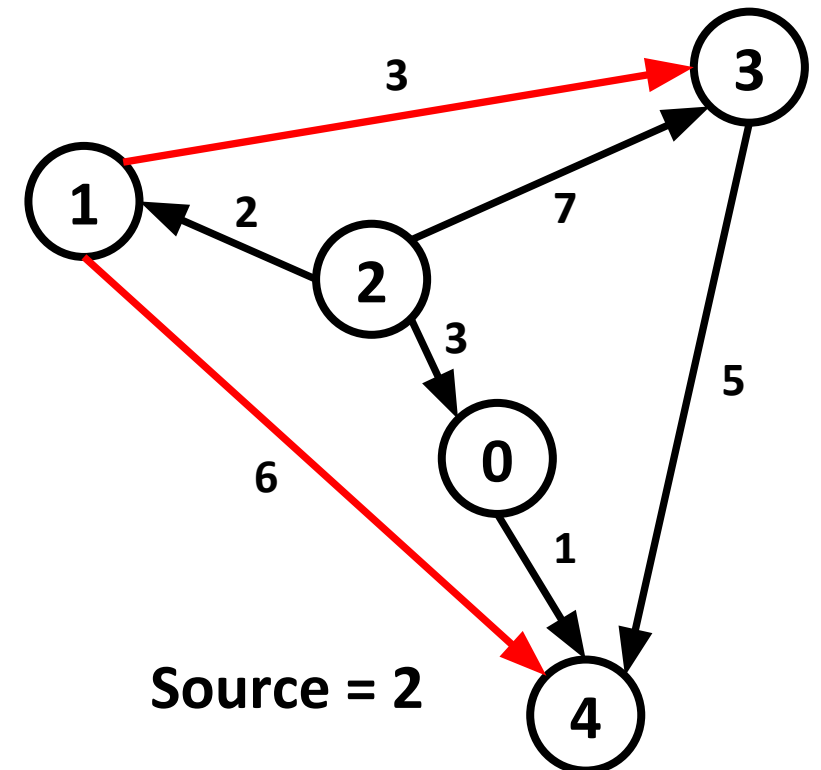
Distance

0	1	2	3	4
∞	∞	0	∞	∞
Min(∞ , 0+3) 3	Min(∞ , 0+2) 2	0	Min(∞ , 0+7) 7	∞

2

1

$$\begin{aligned} \text{Dist}[2] + \text{Dist}[2,3] &< \text{Dist}[3] \\ 0 + 7 &< \infty \\ \text{True} \end{aligned}$$



Example

Parent

0	1	2	3	4
-1 2	-1 2	-1	-1 2 1	-1

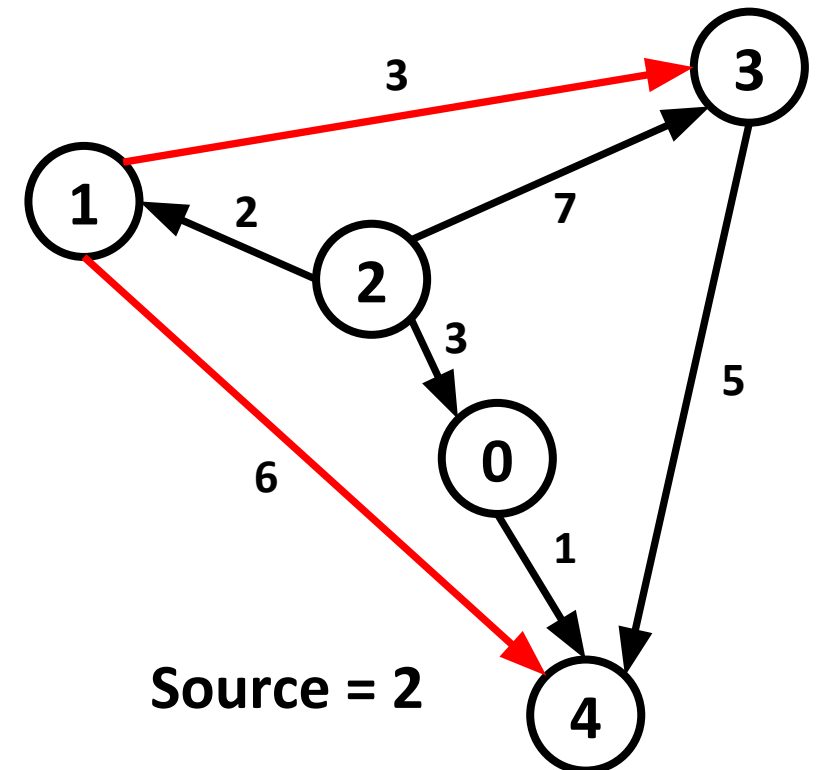
Distance

0	1	2	3	4
∞	∞	0	∞	∞
Min(∞ , 0+3) 3	Min(∞ , 0+2) 2	0	Min(∞ , 0+7) 7	∞
3	2	0	Min(7, 2+3) 5	

2

1

$$\begin{aligned}\text{Dist}[1] + \text{Dist}[1,3] &< \text{Dist}[3] \\ 2 + 3 &< 7 \\ \text{True}\end{aligned}$$



Example

Parent

0	1	2	3	4
-1 2	-1 2	-1	-1 2 1	-1 1

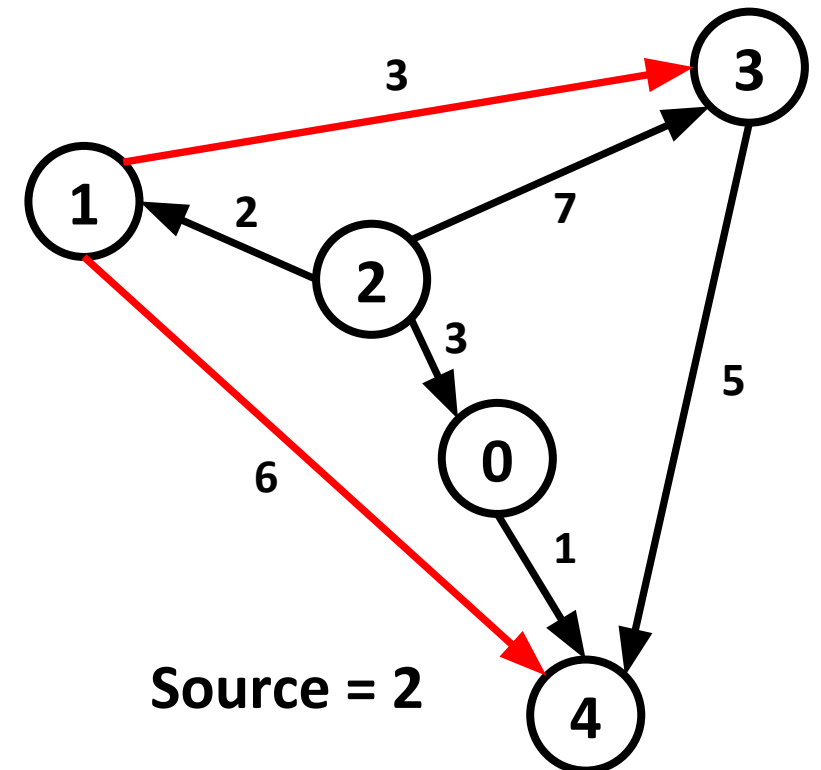
Distance

0	1	2	3	4
∞	∞	0	∞	∞
Min(∞ , 0+3) 3	Min(∞ , 0+2) 2	0	Min(∞ , 0+7) 7	∞
3	2	0	Min(7, 2+3) 5	Min(∞ , 2+6) 8

2

1

$$\begin{aligned} \text{Dist}[1] + \text{Dist}[1,4] &< \text{Dist}[4] \\ 2 + 6 &< \infty \\ \text{True} \end{aligned}$$



Example

Parent

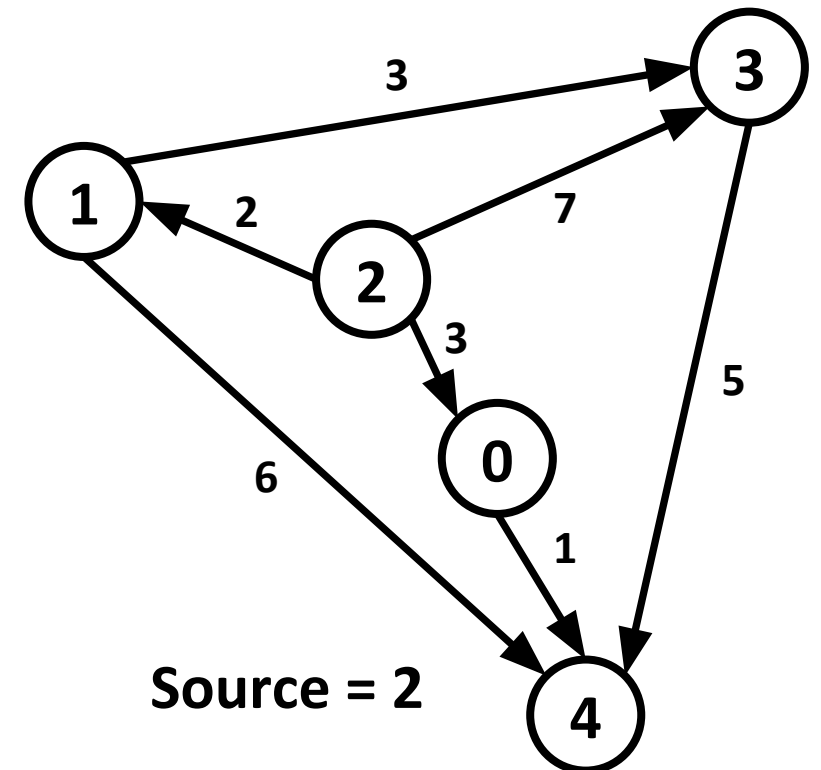
0	1	2	3	4
-1 2	-1 2	-1	-1 2 1	-1 1

Distance

0	1	2	3	4
∞	∞	0	∞	∞
Min(∞ , 0+3) 3	Min(∞ , 0+2) 2	0	Min(∞ , 0+7) 7	∞
3	2	0	Min(7, 2+3) 5	Min(∞ , 2+6) 8

2

1



Example

Parent

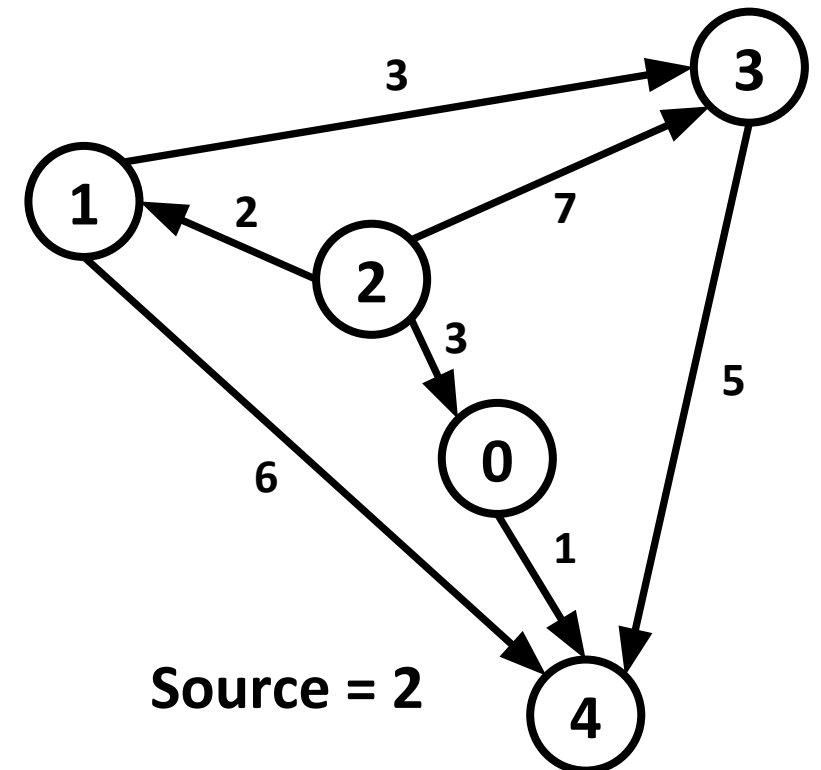
0	1	2	3	4
-1 2	-1 2	-1	-1 2 1	-1 1

Distance

0	1	2	3	4
∞	∞	0	∞	∞
Min(∞ , 0+3) 3	Min(∞ , 0+2) 2	0	Min(∞ , 0+7) 7	∞
3	2	0	Min(7, 2+3) 5	Min(∞ , 2+6) 8

2

1



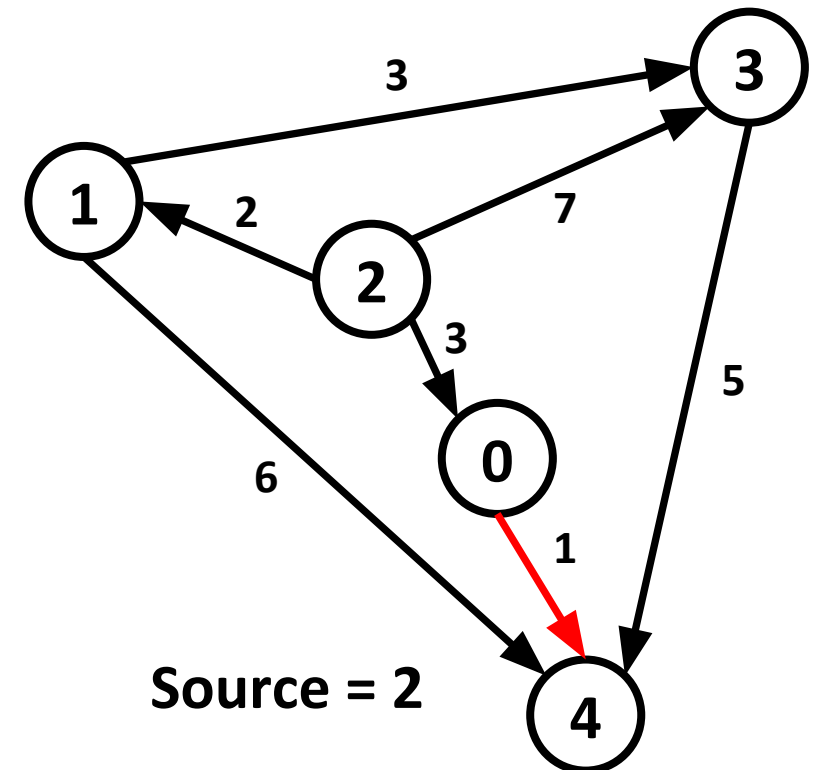
Example

Parent

0	1	2	3	4
-1 2	-1 2	-1	-1 2 1	-1 1

Distance

	0	1	2	3	4
2	∞	∞	0	∞	∞
1	Min(∞ , 0+3) 3	Min(∞ , 0+2) 2	0	Min(∞ , 0+7) 7	∞
0	3	2	0	Min(7, 2+3) 5	Min(∞ , 2+6) 8



Example

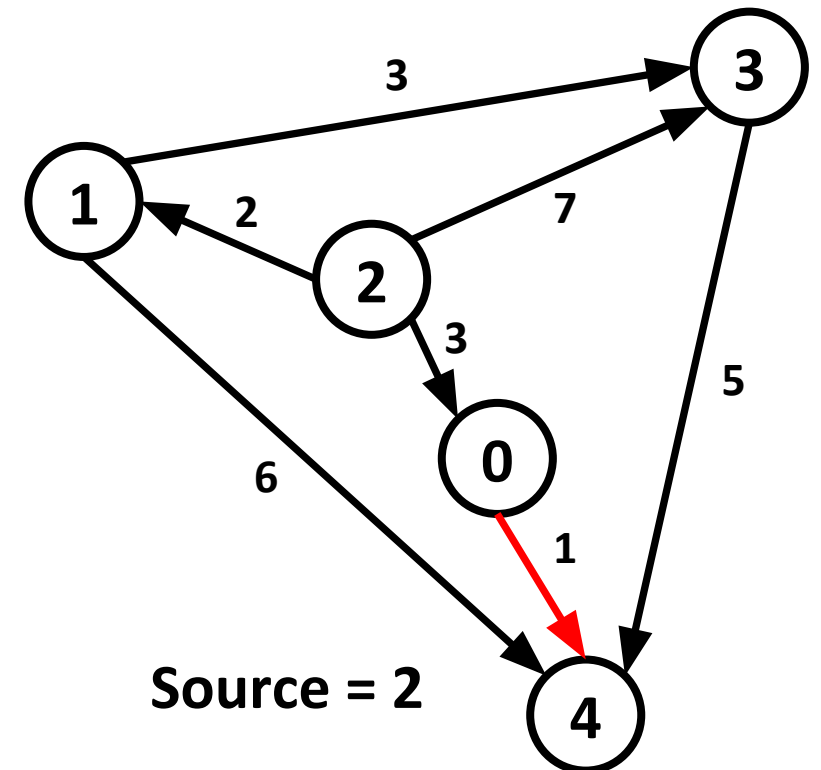
Parent

0	1	2	3	4
-1 2	-1 2	-1	-1 2 1	-1 1

Distance

2
1
0

0	1	2	3	4
∞	∞	0	∞	∞
Min(∞ , 0+3) 3	Min(∞ , 0+2) 2	0	Min(∞ , 0+7) 7	∞
3	2	0	Min(7, 2+3) 5	Min(∞ , 2+6) 8
3	2	0		



Example

Parent

0	1	2	3	4
-1 2	-1 2	-1	-1 2 1	-1 1 0

Distance

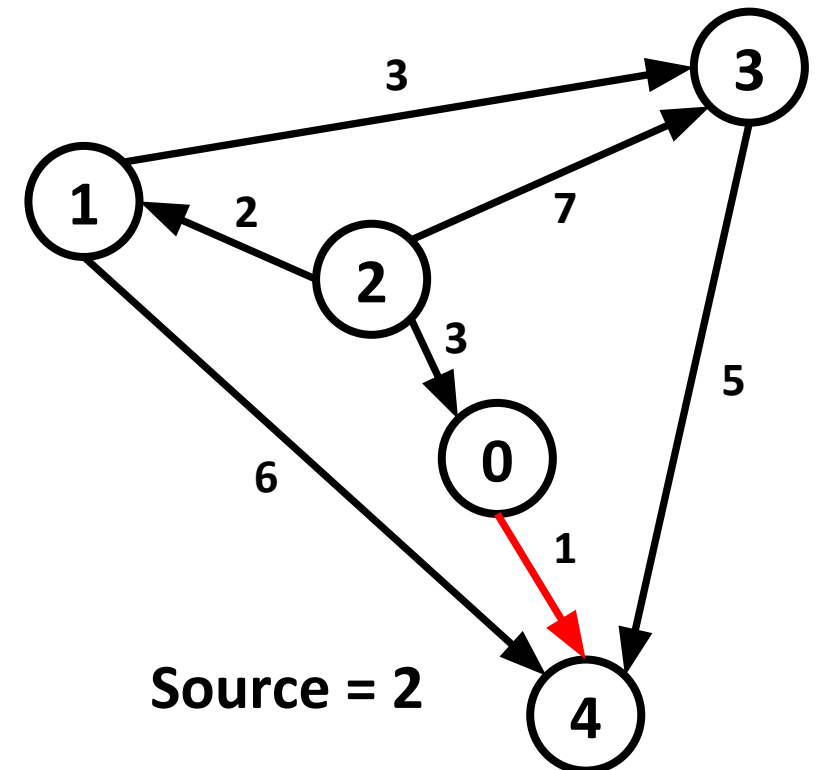
2

1

0

0	1	2	3	4
∞	∞	0	∞	∞
Min(∞ , 0+3) 3	Min(∞ , 0+2) 2	0	Min(∞ , 0+7) 7	∞
3	2	0	Min(7, 2+3) 5	Min(7, 2+3) 8
3	2	0	5	Min(8, 3+1) 4

$$\begin{aligned}\text{Dist}[0] + \text{Dist}[0,4] &< \text{Dist}[4] \\ 3 + 1 &< 8 \\ \text{True}\end{aligned}$$



Example

Parent

0	1	2	3	4
-1 2	-1 2	-1	-1 2 1	-1 1 0

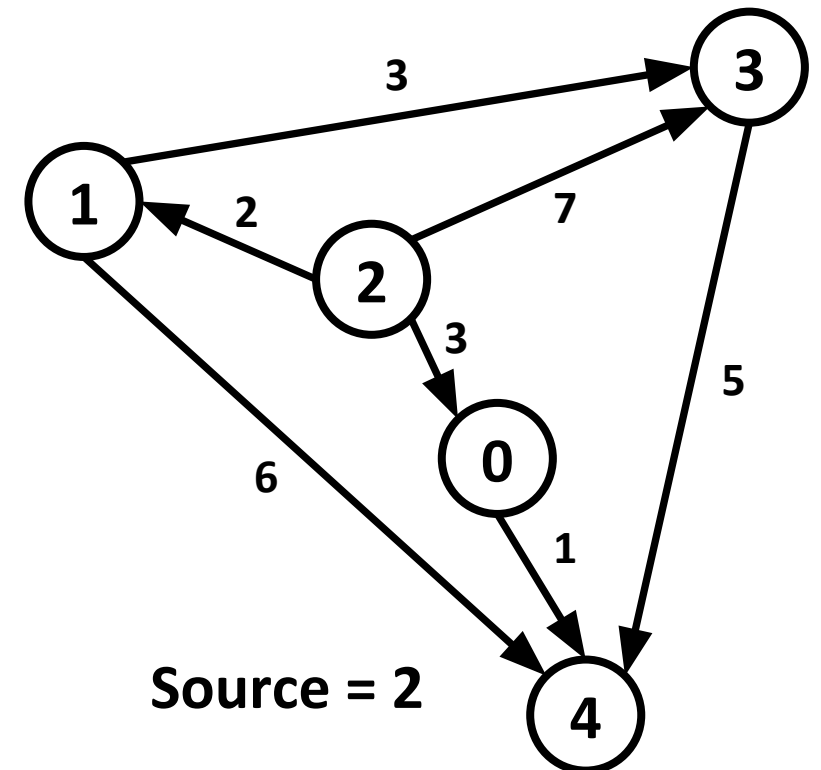
Distance

2

1

0

0	1	2	3	4
∞	∞	0	∞	∞
Min(∞ , 0+3) 3	Min(∞ , 0+2) 2	0	Min(∞ , 0+7) 7	∞
3	2	0	Min(7, 2+3) 5	Min(7, 2+3) 8
3	2	0	5	Min(8, 3+1) 4



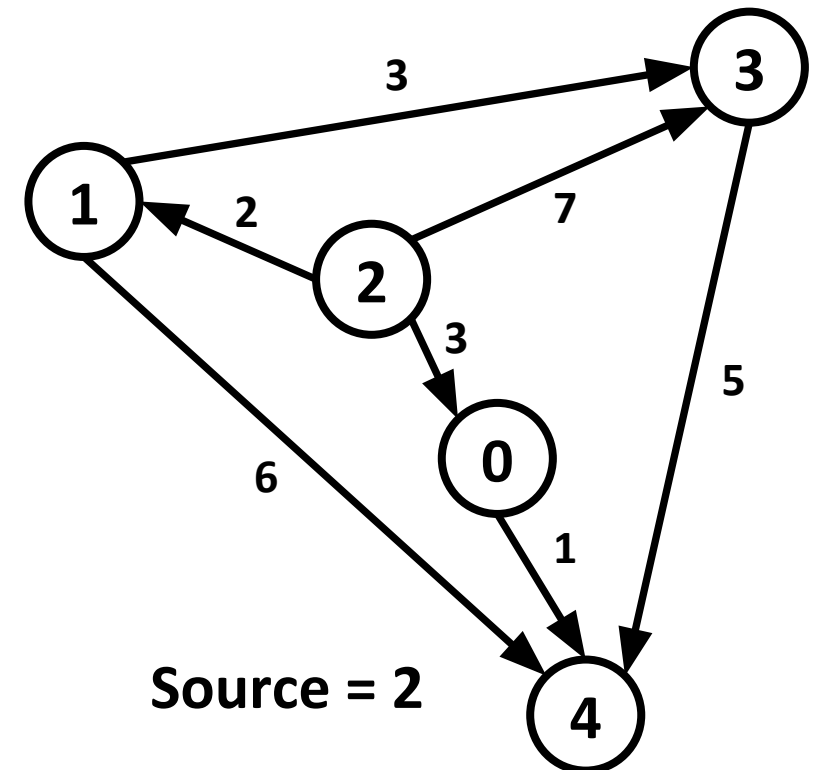
Example

Parent

0	1	2	3	4
-1 2	-1 2	-1	-1 2 1	-1 1 0

Distance

	0	1	2	3	4
2	∞	∞	0	∞	∞
1	Min(∞ , 0+3) 3	Min(∞ , 0+2) 2	0	Min(∞ , 0+7) 7	∞
0	3	2	0	Min(7, 2+3) 5	Min(7, 2+3) 8
	3	2	0	5	Min(8, 3+1) 4



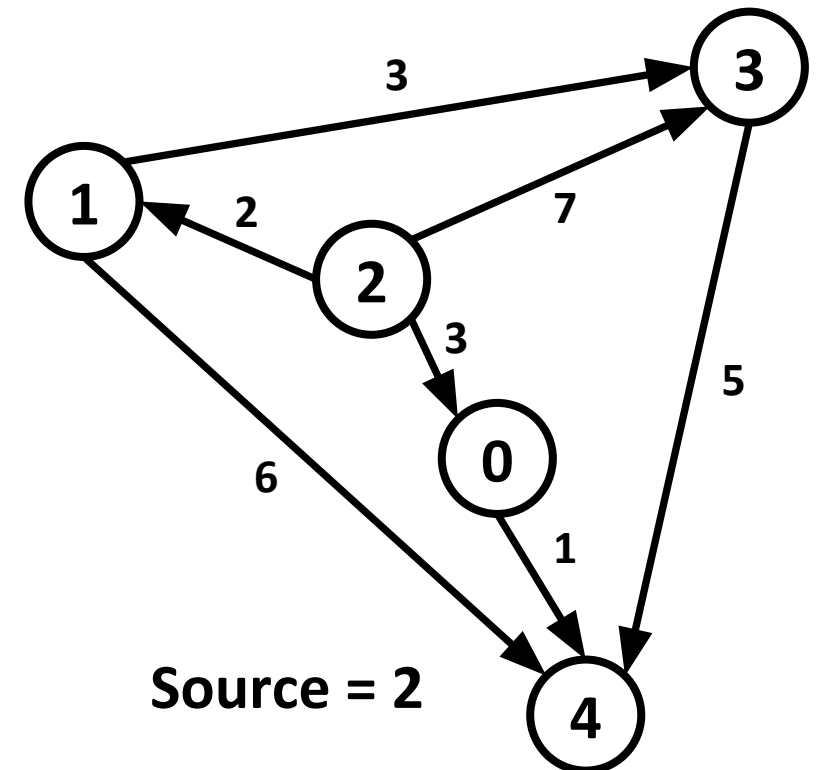
Example

Parent

0	1	2	3	4
-1 2	-1 2	-1	-1 2 1	-1 1 0

Distance

	0	1	2	3	4
2	∞	∞	0	∞	∞
1	Min(∞ , 0+3) 3	Min(∞ , 0+2) 2	0	Min(∞ , 0+7) 7	∞
0	3	2	0	Min(7, 2+3) 5	Min(7, 2+3) 8
4	3	2	0	5	Min(8, 3+1) 4



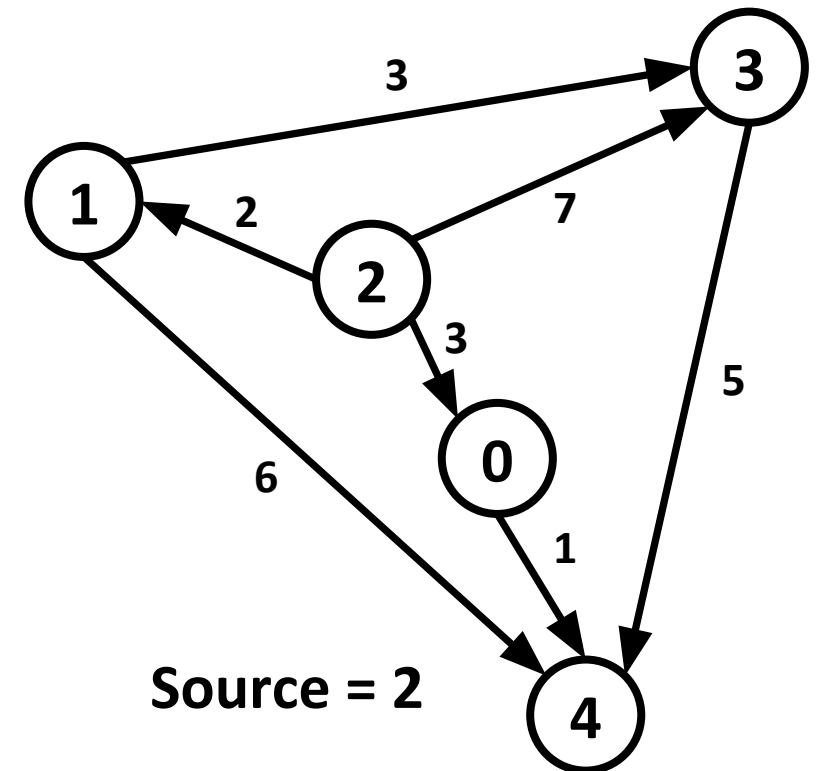
Example

Parent

0	1	2	3	4
-1 2	-1 2	-1	-1 2 1	-1 1 0

Distance

	0	1	2	3	4
2	∞	∞	0	∞	∞
1	Min(∞ , 0+3) 3	Min(∞ , 0+2) 2	0	Min(∞ , 0+7) 7	∞
0	3	2	0	Min(7, 2+3) 5	Min(7, 2+3) 8
4	3	2	0	5	Min(8, 3+1) 4
	3	2	0	5	4



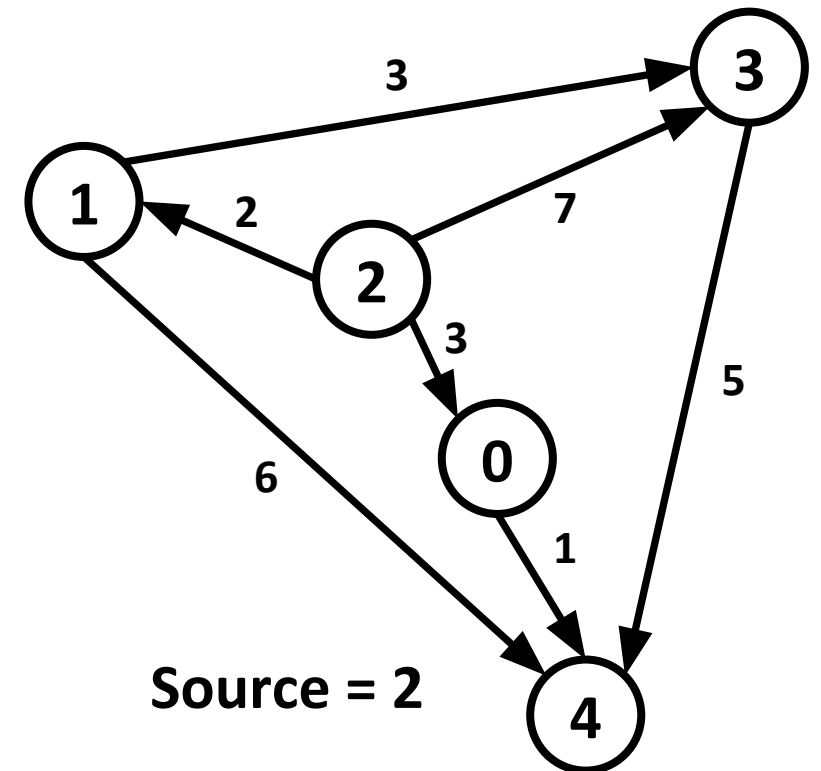
Example

Parent

0	1	2	3	4
-1 2	-1 2	-1	-1 2 1	-1 1 0

Distance

	0	1	2	3	4
2	∞	∞	0	∞	∞
1	Min(∞ , 0+3) 3	Min(∞ , 0+2) 2	0	Min(∞ , 0+7) 7	∞
0	3	2	0	Min(7, 2+3) 5	Min(7, 2+3) 8
4	3	2	0	5	Min(8, 3+1) 4
	3	2	0	5	4



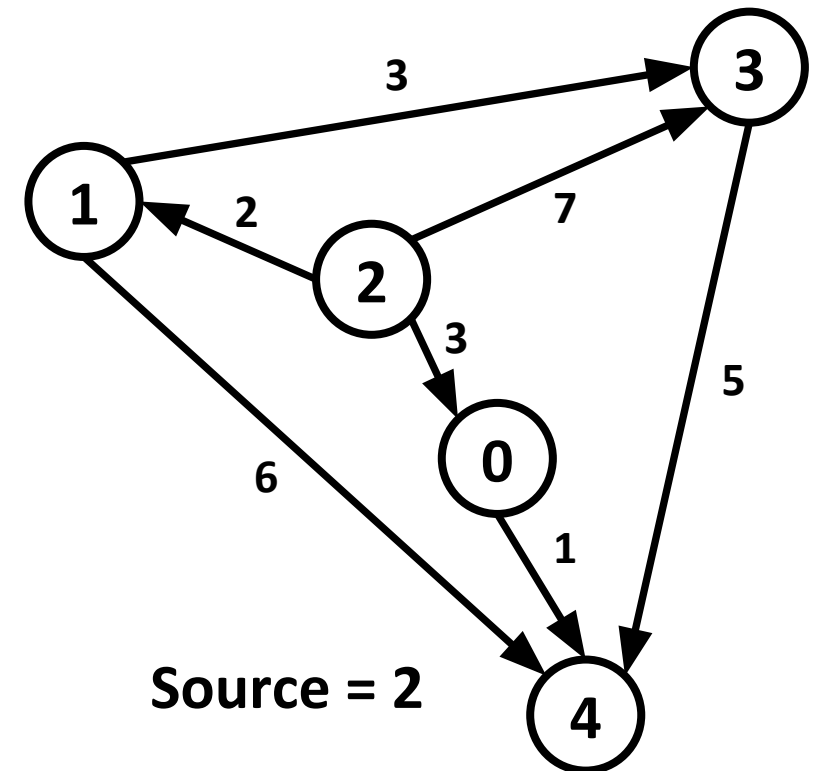
Example

Parent

0	1	2	3	4
-1 2	-1 2	-1	-1 2 1	-1 1 0

Distance

	0	1	2	3	4
2	∞	∞	0	∞	∞
1	Min(∞ , 0+3) 3	Min(∞ , 0+2) 2	0	Min(∞ , 0+7) 7	∞
0	3	2	0	Min(7, 2+3) 5	Min(7, 2+3) 8
4	3	2	0	5	Min(8, 3+1) 4
3	3	2	0	5	4



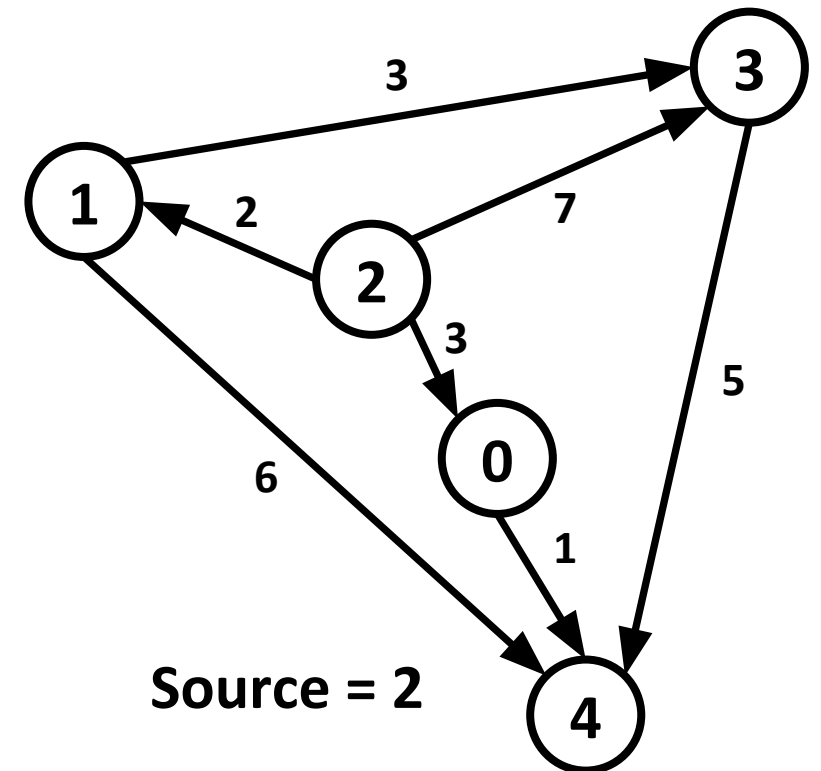
Example

Parent

0	1	2	3	4
-1 2	-1 2	-1	-1 2 1	-1 1 0

Distance

	0	1	2	3	4
2	∞	∞	0	∞	∞
1	Min(∞ , 0+3) 3	Min(∞ , 0+2) 2	0	Min(∞ , 0+7) 7	∞
0	3	2	0	Min(7, 2+3) 5	Min(7, 2+3) 8
4	3	2	0	5	Min(8, 3+1) 4
3	3	2	0	5	4



Example

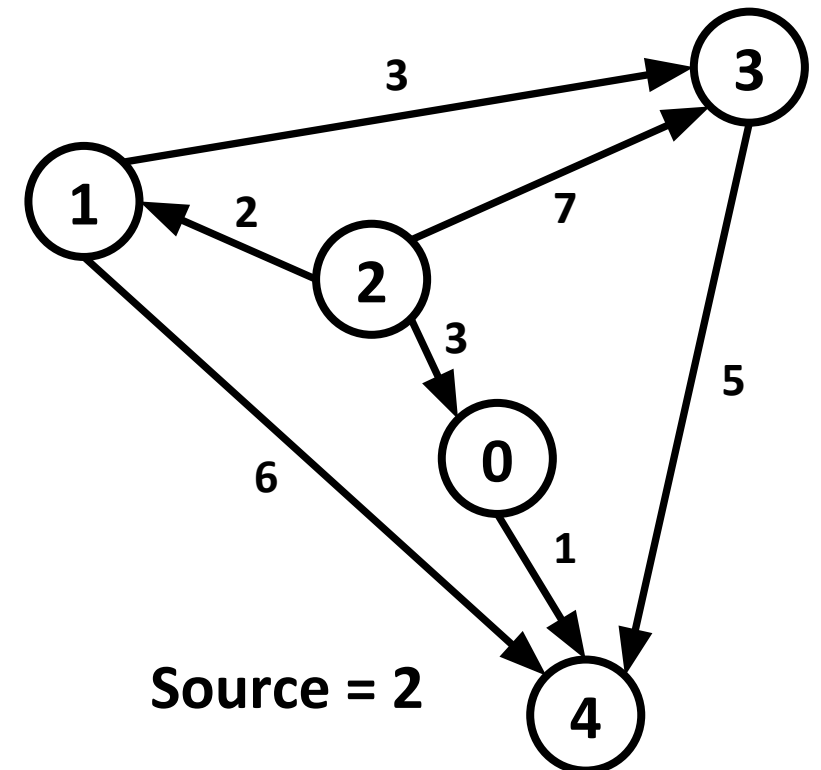
Parent

0	1	2	3	4
-1 2	-1 2	-1	-1 1	-1 1 0

Now destination = 3

Distance

	0	1	2	3	4
2	∞	∞	0	∞	∞
1	Min(∞ , 0+3) 3	Min(∞ , 0+2) 2	0	Min(∞ , 0+7) 7	∞
0	3	2	0	Min(7, 2+3) 5	Min(7, 2+3) 8
4	3	2	0	5	Min(8, 3+1) 4
3	3	2	0	5	4



Example

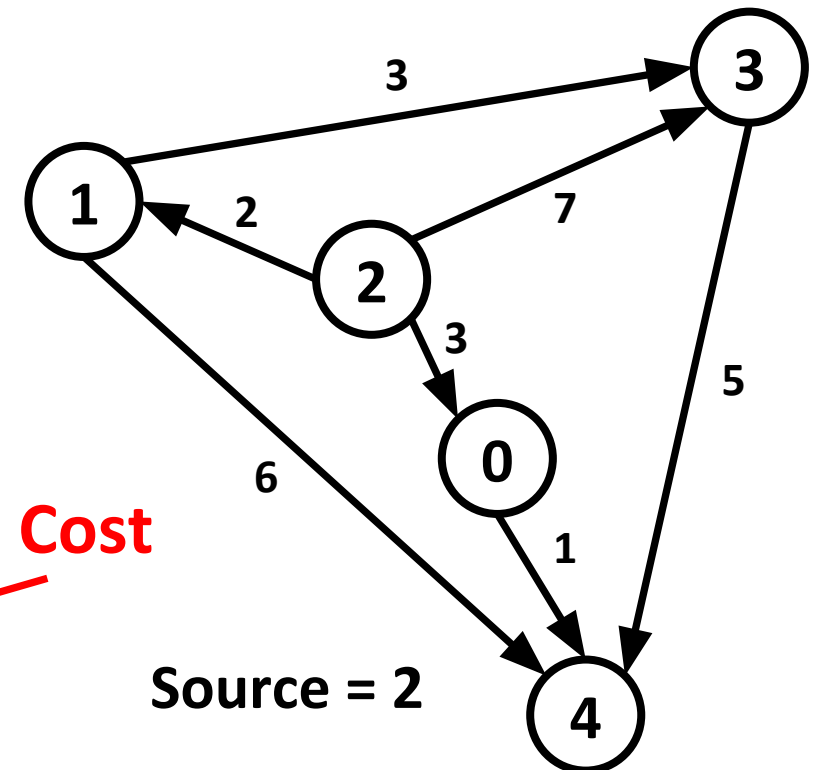
Parent

0	1	2	3	4
- 1 2	- 1 2	-1	- 1 2 1	- 1 1 0

Now destination = 3

Distance

	0	1	2	3	4
2	∞	∞	0	∞	∞
1	Min(∞ , 0+3) 3	Min(∞ , 0+2) 2	0	Min(∞ , 0+7) 7	∞
0	3	2	0	Min(7, 2+3) 5	Min(7, 2+3) 8
4	3	2	0	5	Min(8, 3+1) 4
3	3	2	0	5	4



Example

Parent

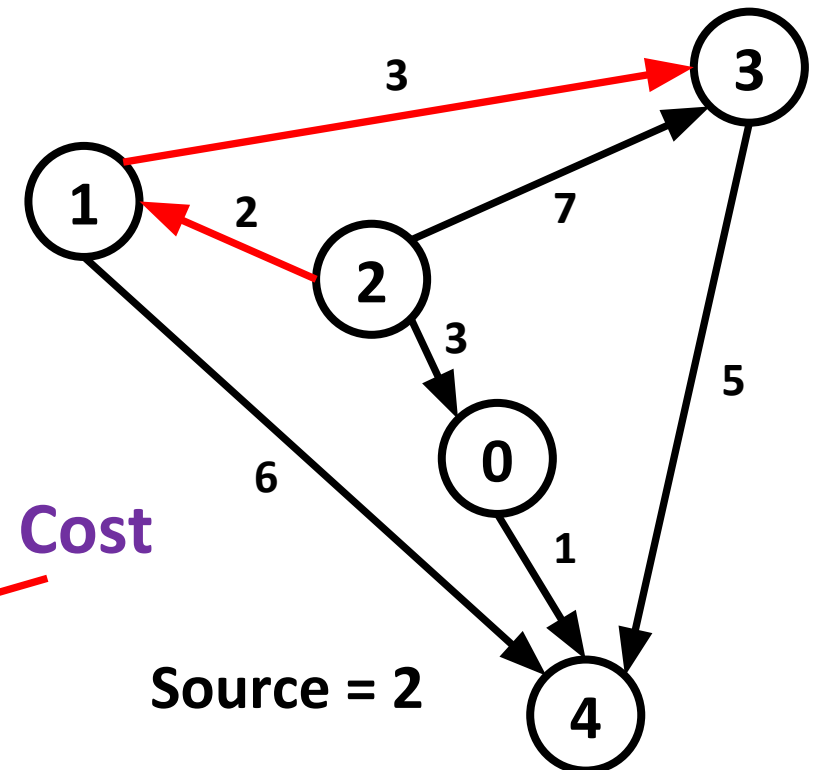
0	1	2	3	4
-1 2	-1 2	-1	-1 1	-1 1 0

Path : 2 -> 1 -> 3

Now destination = 3

Distance

	0	1	2	3	4
2	∞	∞	0	∞	∞
1	Min(∞ , 0+3) 3	Min(∞ , 0+2) 2	0	Min(∞ , 0+7) 7	∞
0	3	2	0	Min(7, 2+3) 5	Min(7, 2+3) 8
4	3	2	0	5	Min(8, 3+1) 4
3	3	2	0	5	4



Implementation

- Using Priority-queue
- Maintain two vector(Distance & Parent)

Implementation

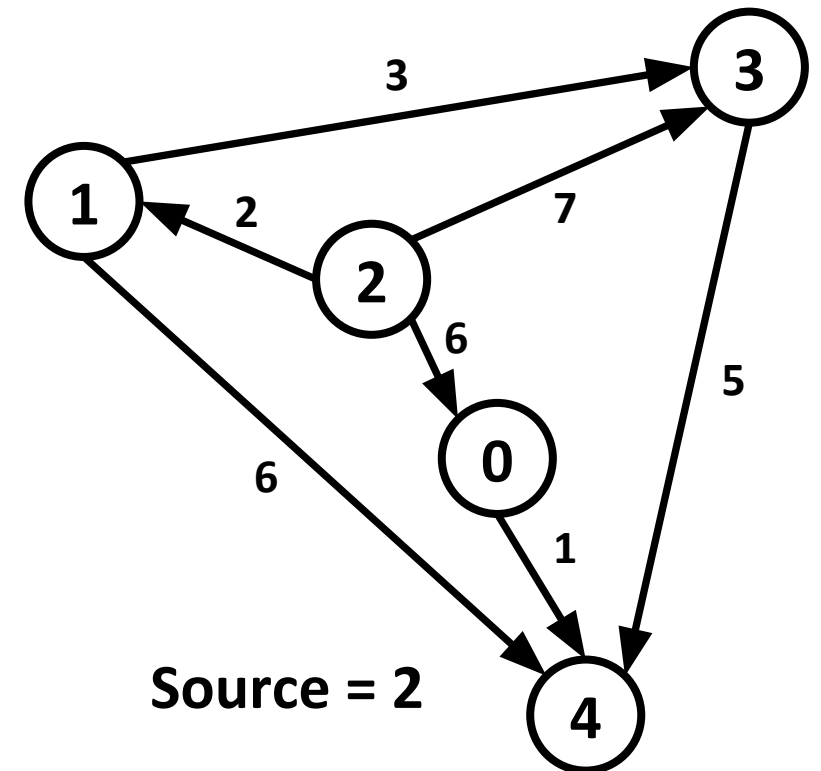
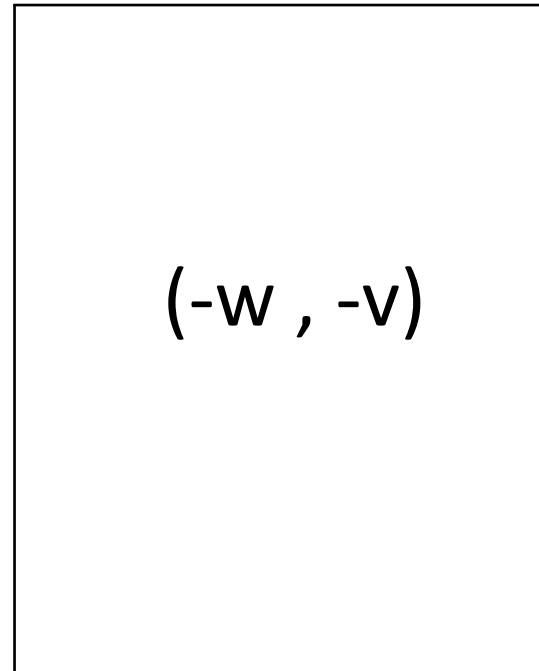
Parent

0	-1
1	-1
2	-1
3	-1
4	-1

Distance

0	∞
1	∞
2	0
3	∞
4	∞

Priority-Queue



Implementation

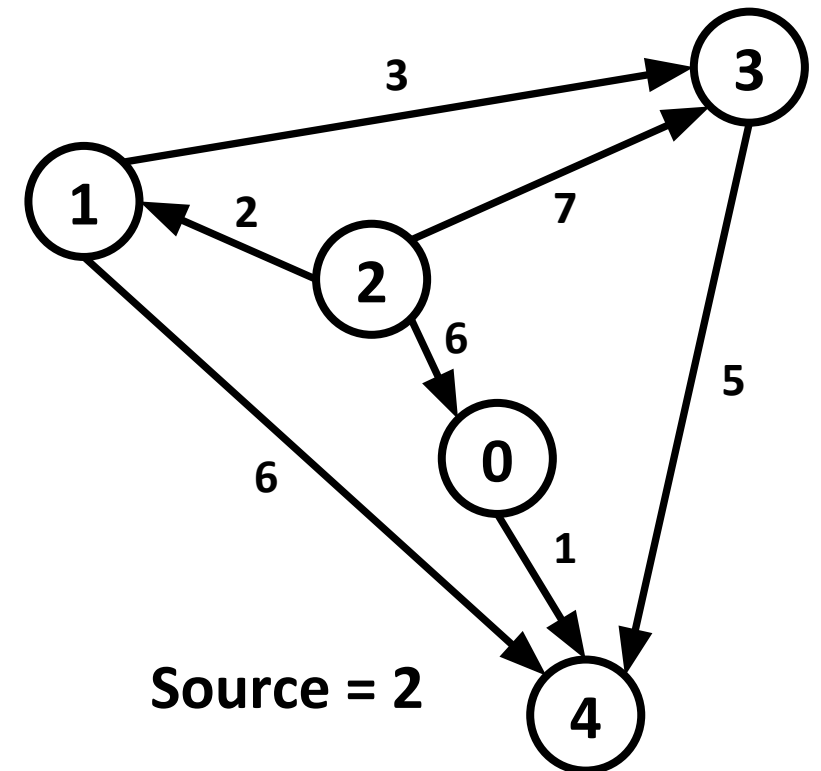
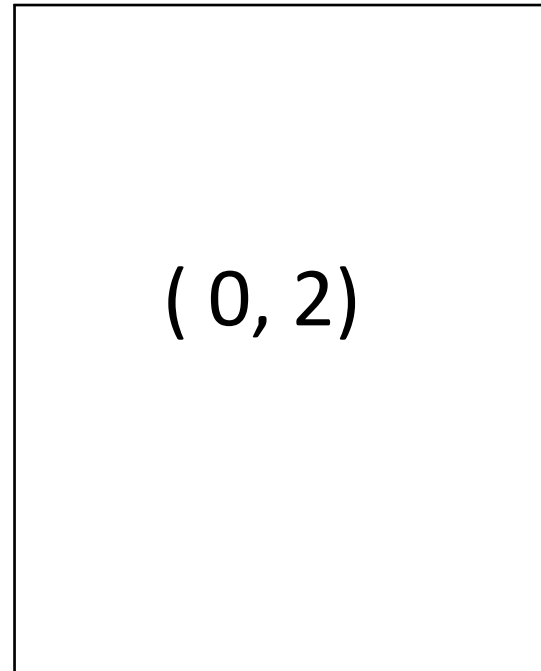
Parent

0	-1
1	-1
2	-1
3	-1
4	-1

Distance

0	∞
1	∞
2	0
3	∞
4	∞

Priority-Queue



Implementation

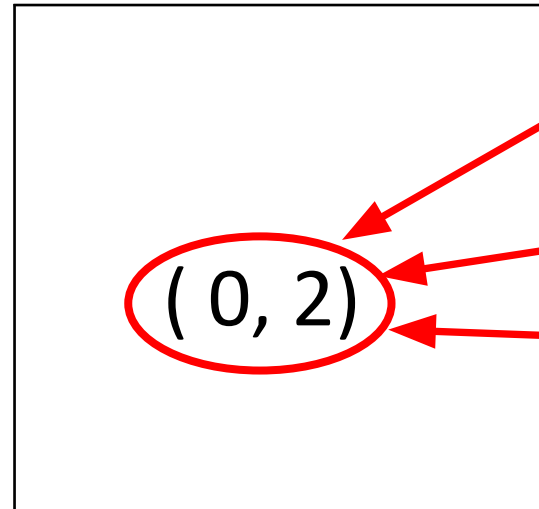
Parent

0	-1
1	-1
2	-1
3	-1
4	-1

Distance

0	∞
1	∞
2	0
3	∞
4	∞

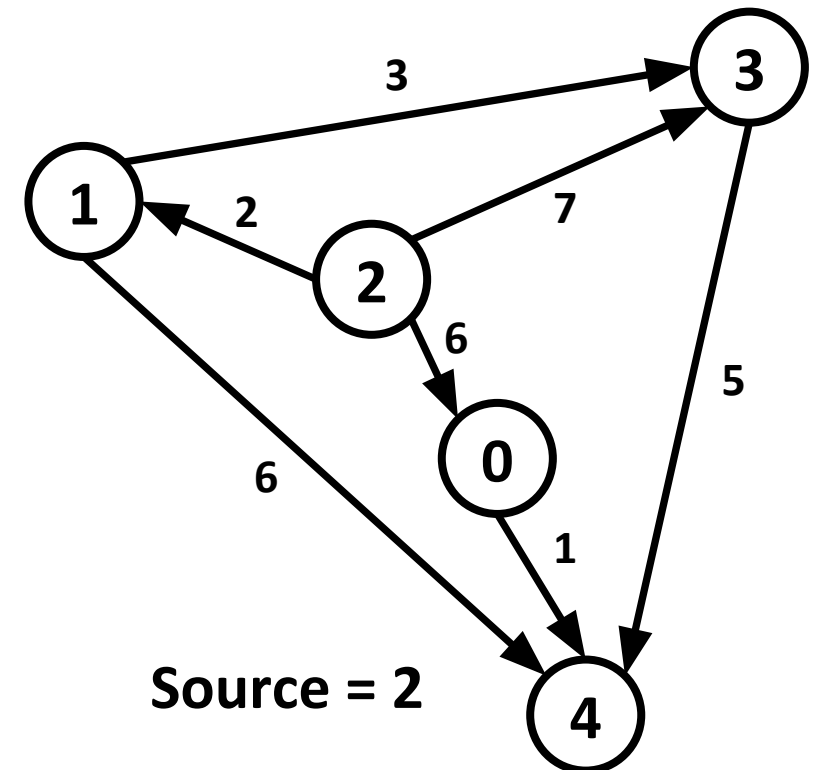
Priority-Queue



Extract min

$W(0)$

$V(2)$



Implementation

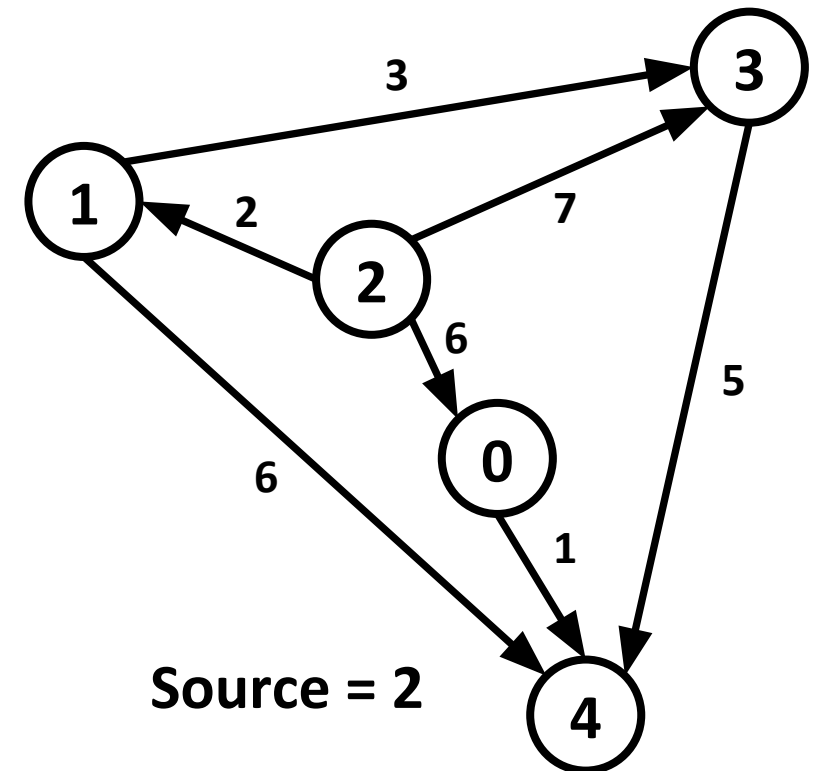
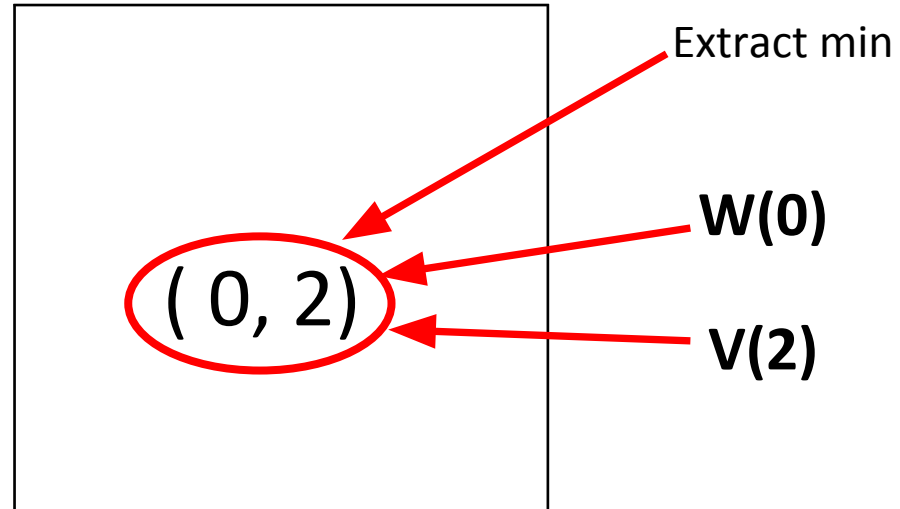
Parent

0	-1
1	-1
2	-1
3	-1
4	-1

Distance

0	∞
1	∞
2	0
3	∞
4	∞

Priority-Queue



Implementation

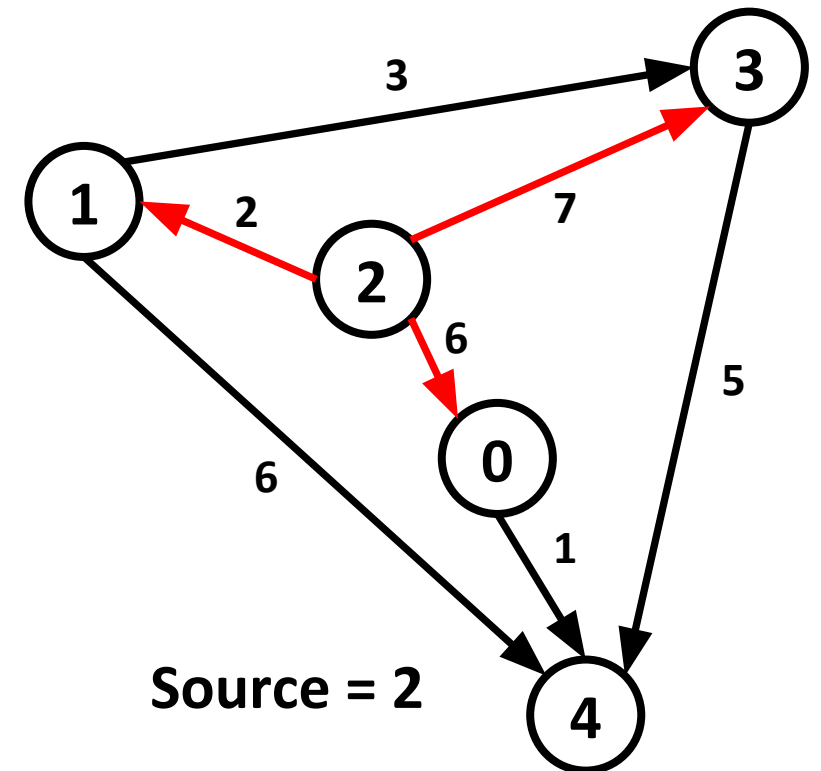
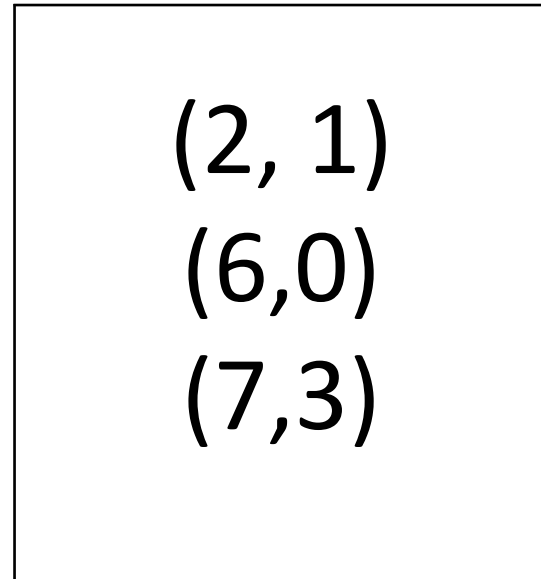
Parent

0	2
1	2
2	-1
3	2
4	-1

Distance

0	6
1	2
2	0
3	7
4	∞

Priority-Queue



Implementation

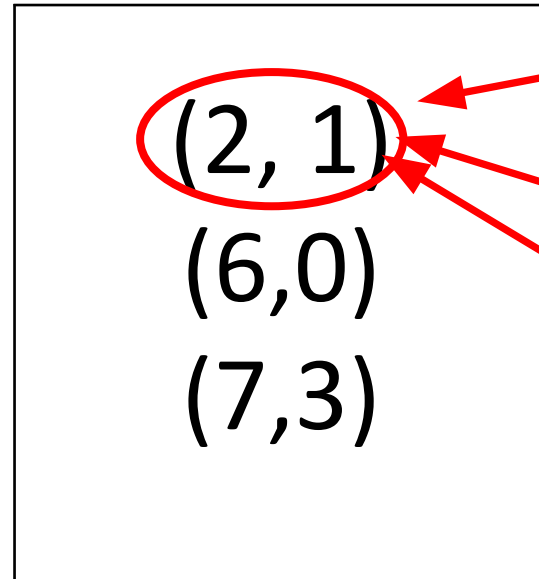
Parent

0	2
1	2
2	-1
3	2
4	-1

Distance

0	6
1	2
2	0
3	7
4	∞

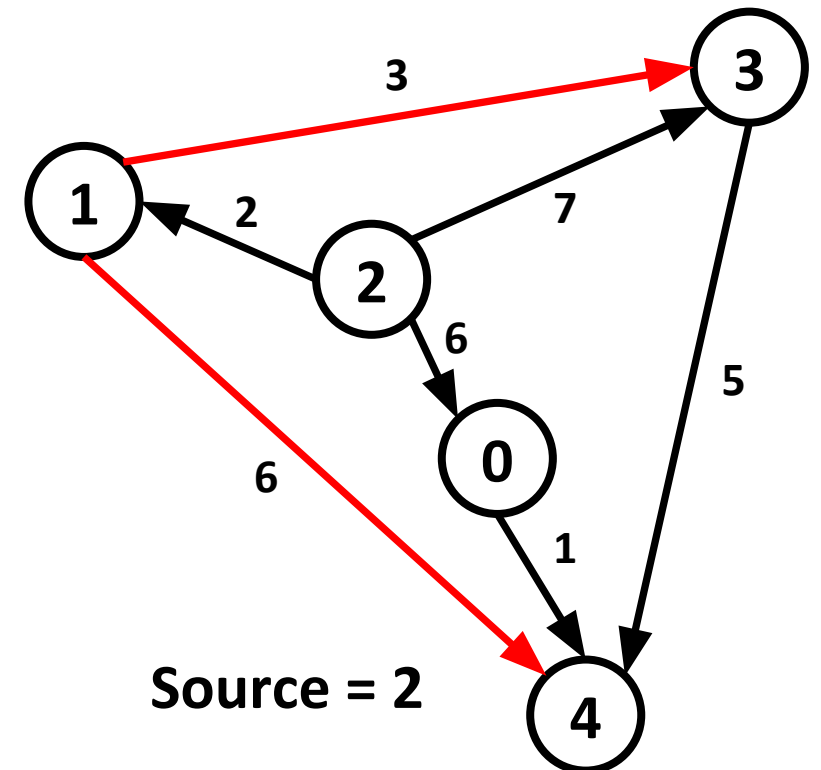
Priority-Queue



Extract min

$W(2)$

$V(1)$



Implementation

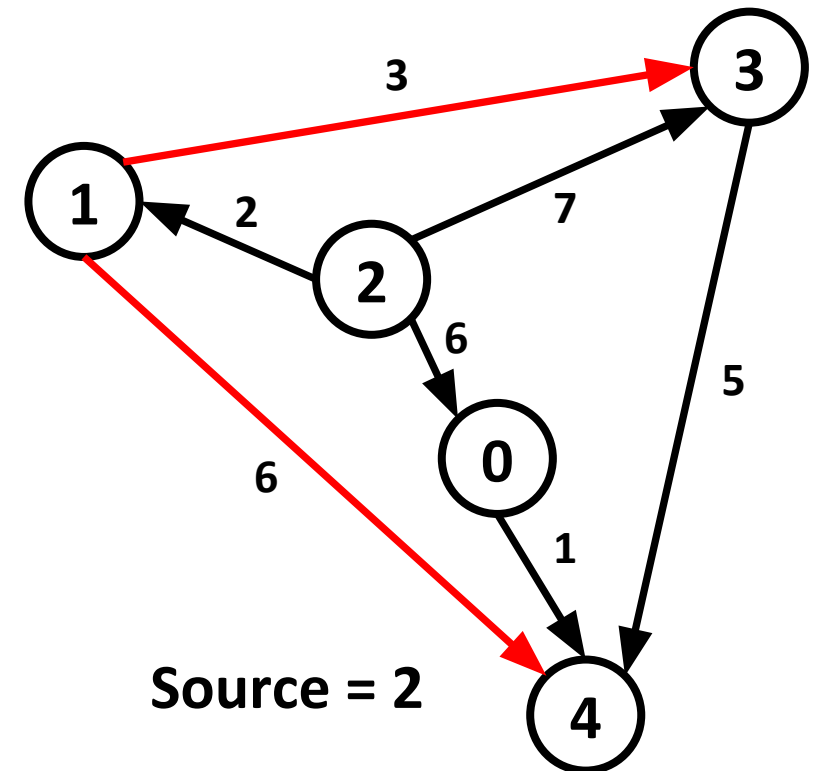
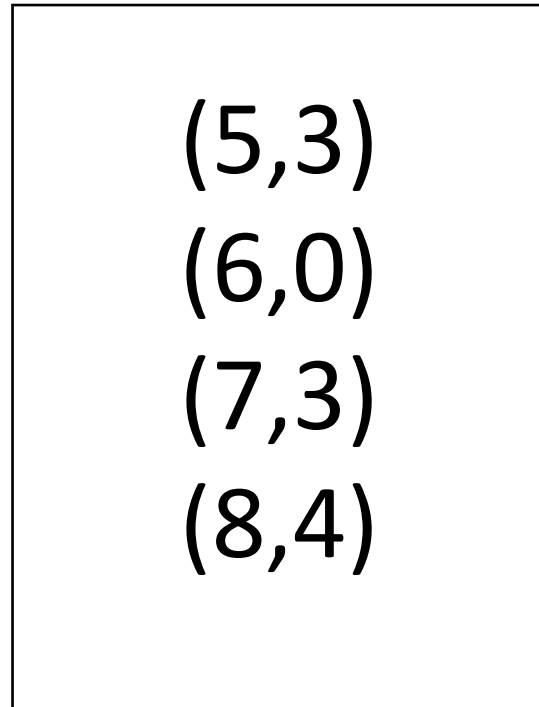
Parent

0	2
1	2
2	-1
3	1
4	1

Distance

0	6
1	2
2	0
3	5
4	8

Priority-Queue



Implementation

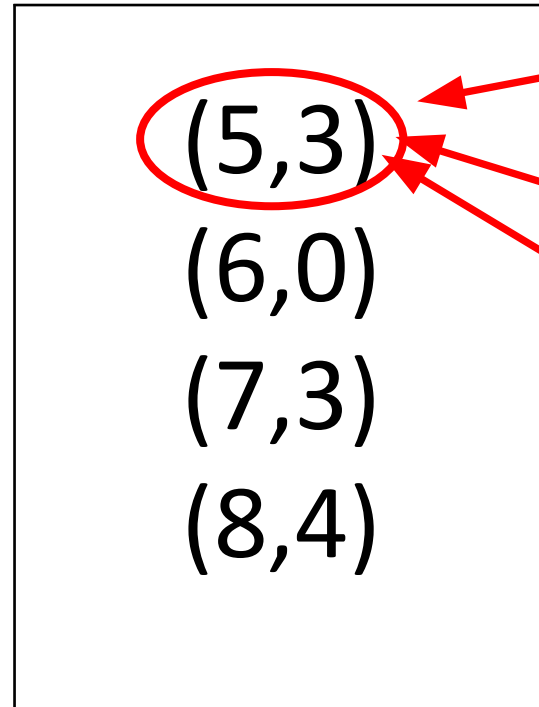
Parent

0	2
1	2
2	-1
3	1
4	1

Distance

0	6
1	2
2	0
3	5
4	8

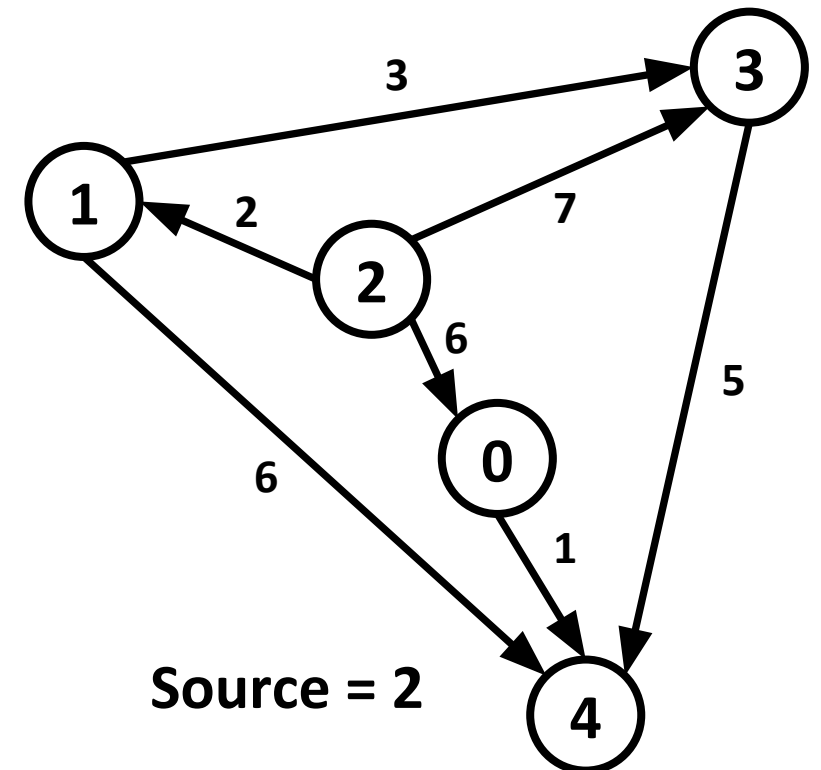
Priority-Queue



Extract min

$W(5)$

$V(3)$



Implementation

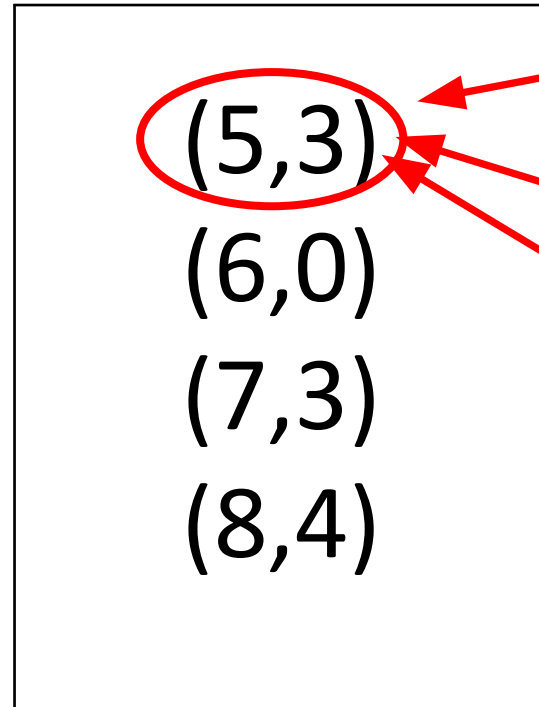
Parent

0	2
1	2
2	-1
3	1
4	1

Distance

0	6
1	2
2	0
3	5
4	8

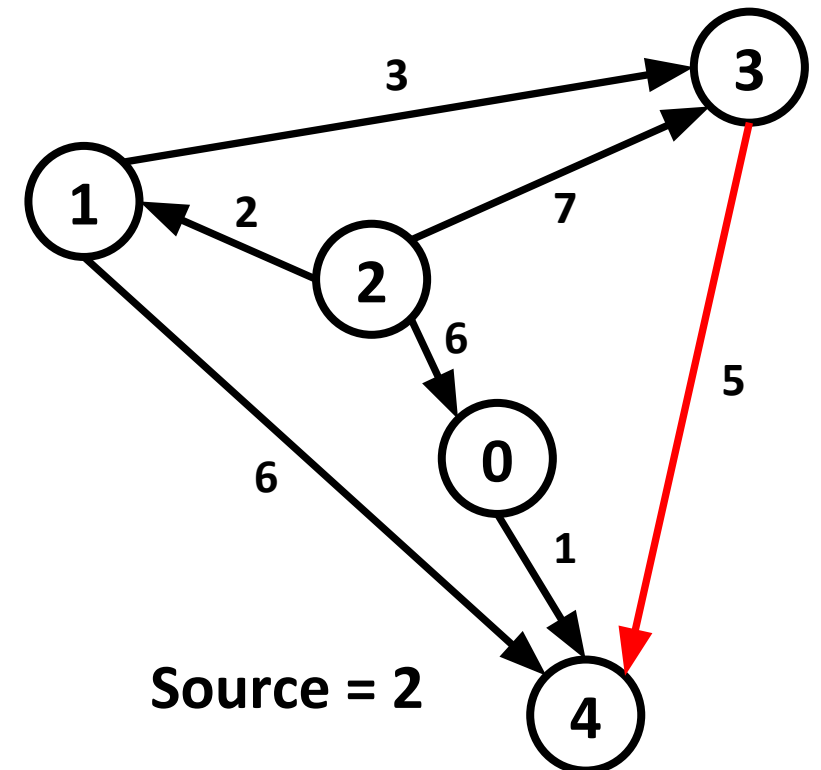
Priority-Queue



Extract min

$W(5)$

$V(3)$



Implementation

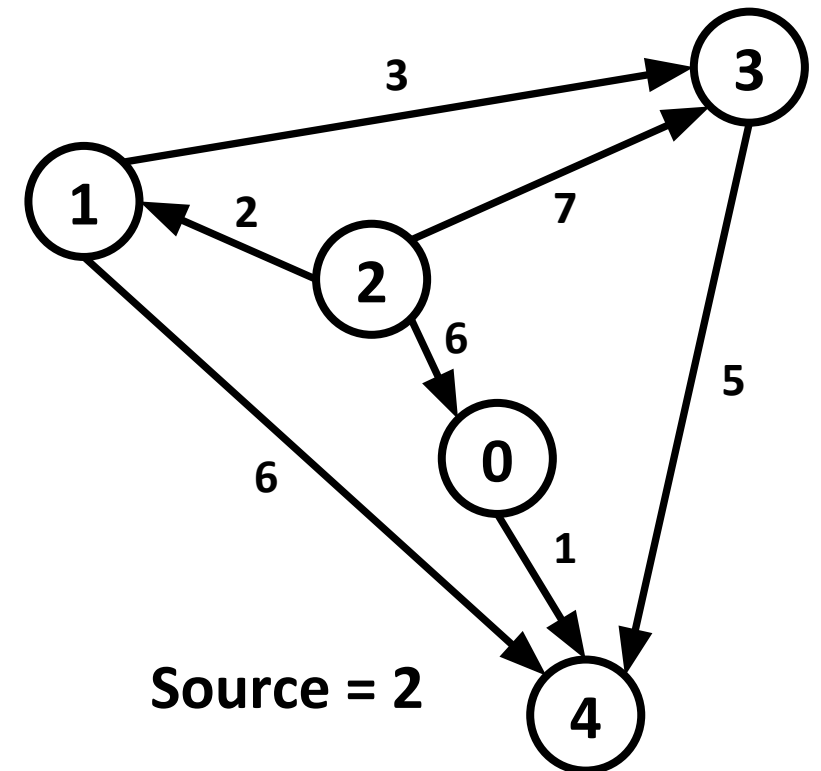
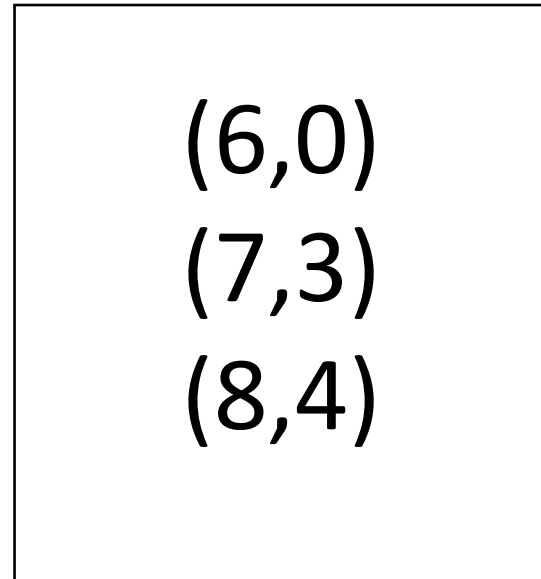
Parent

0	2
1	2
2	-1
3	1
4	1

Distance

0	6
1	2
2	0
3	5
4	8

Priority-Queue



Implementation

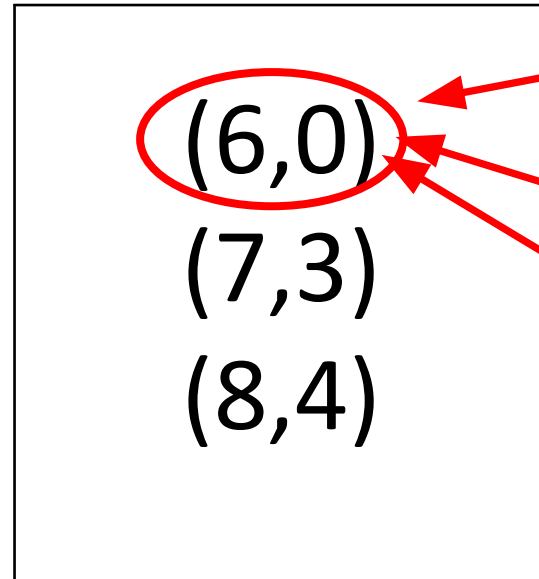
Parent

0	2
1	2
2	-1
3	1
4	1

Distance

0	6
1	2
2	0
3	5
4	8

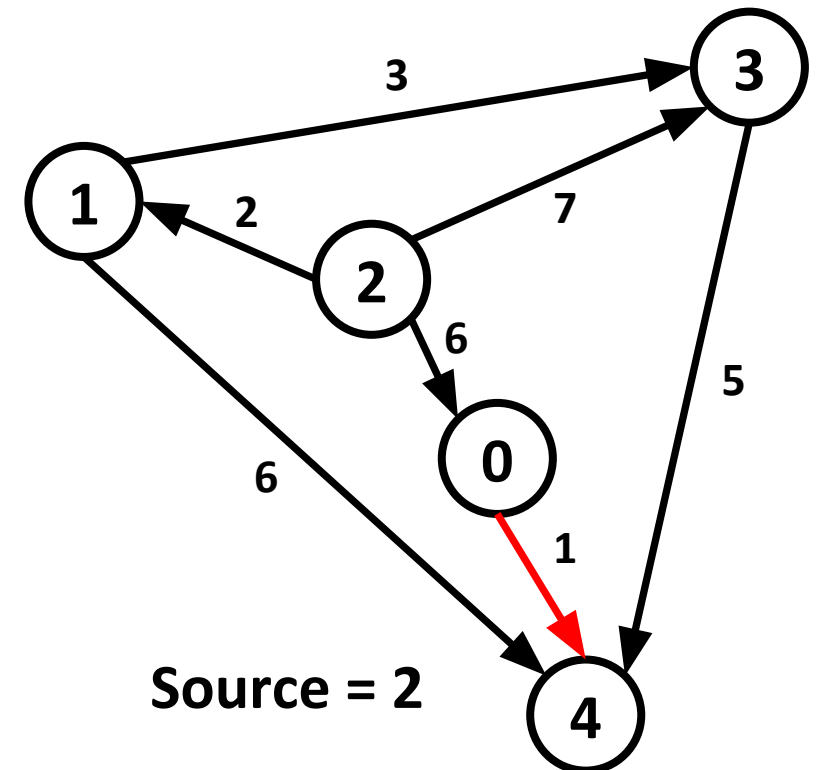
Priority-Queue



Extract min

$W(6)$

$V(0)$



Implementation

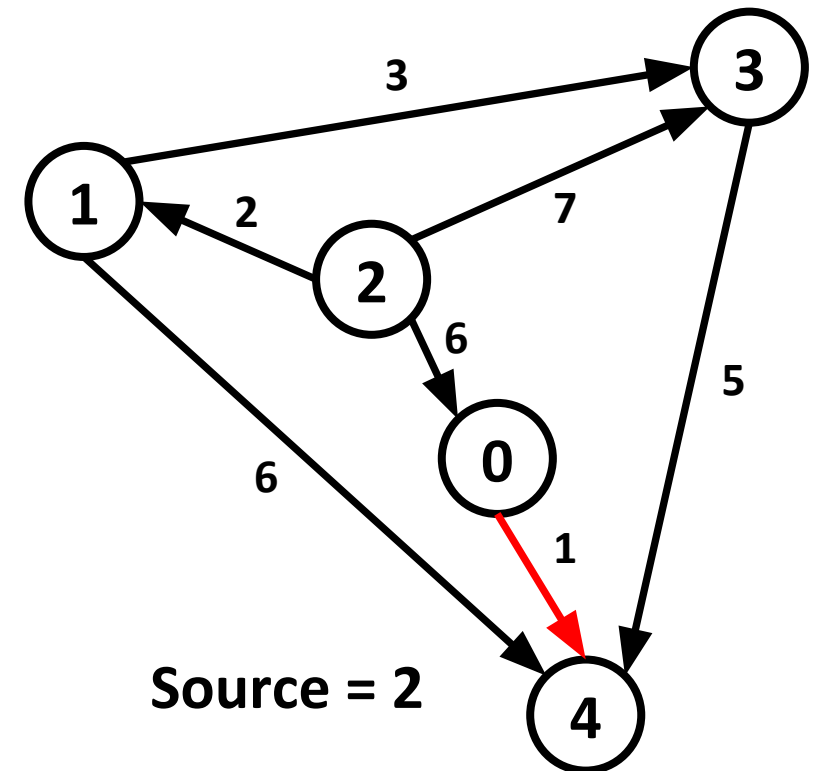
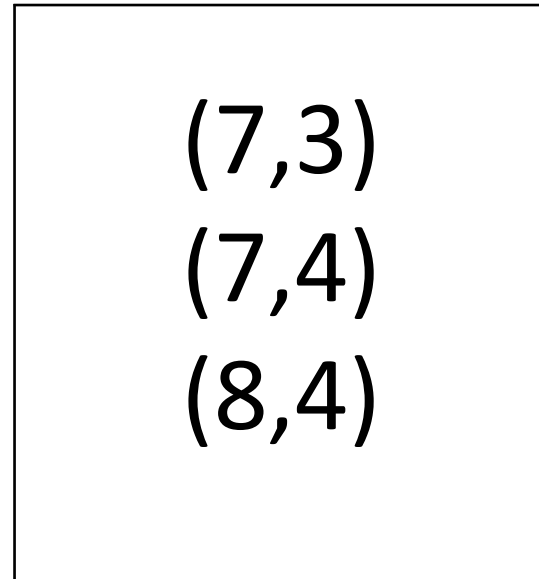
Parent

0	2
1	2
2	-1
3	1
4	0

Distance

0	6
1	2
2	0
3	5
4	7

Priority-Queue



Implementation

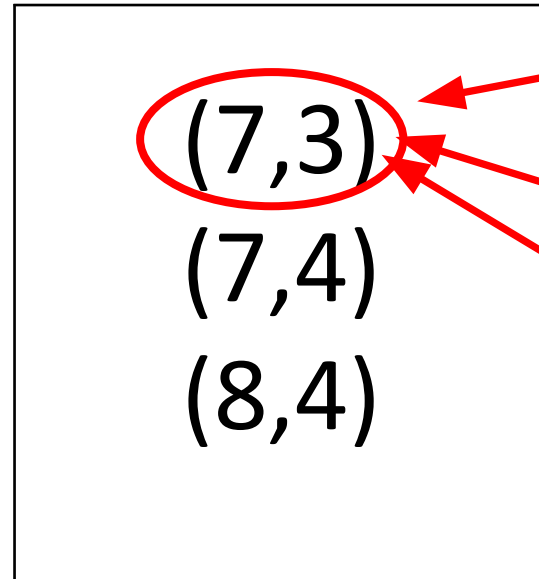
Parent

0	2
1	2
2	-1
3	1
4	0

Distance

0	6
1	2
2	0
3	5
4	7

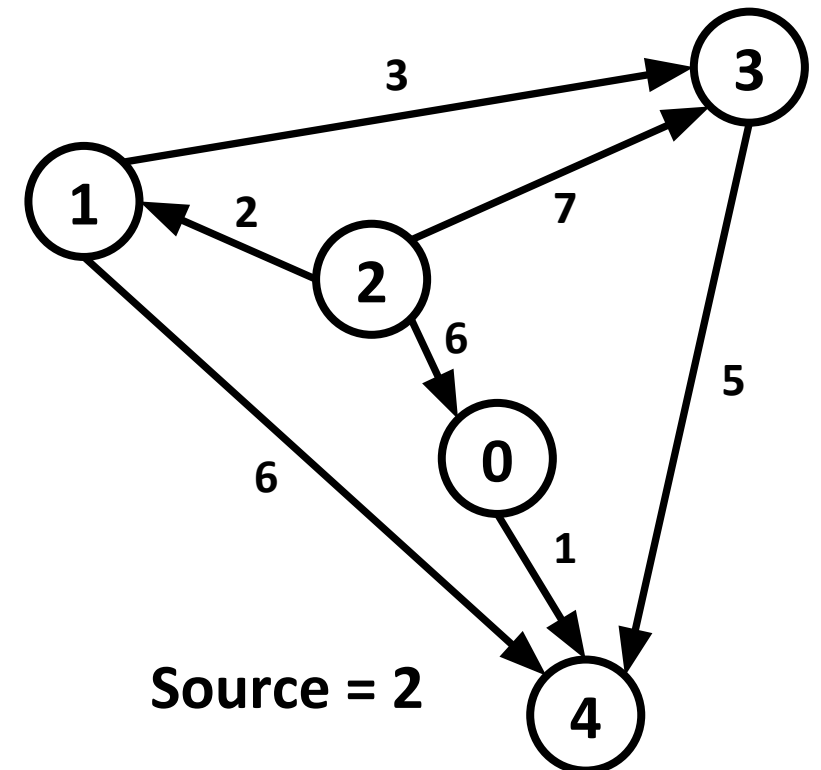
Priority-Queue



Extract min

$W(7)$

$V(3)$



Implementation

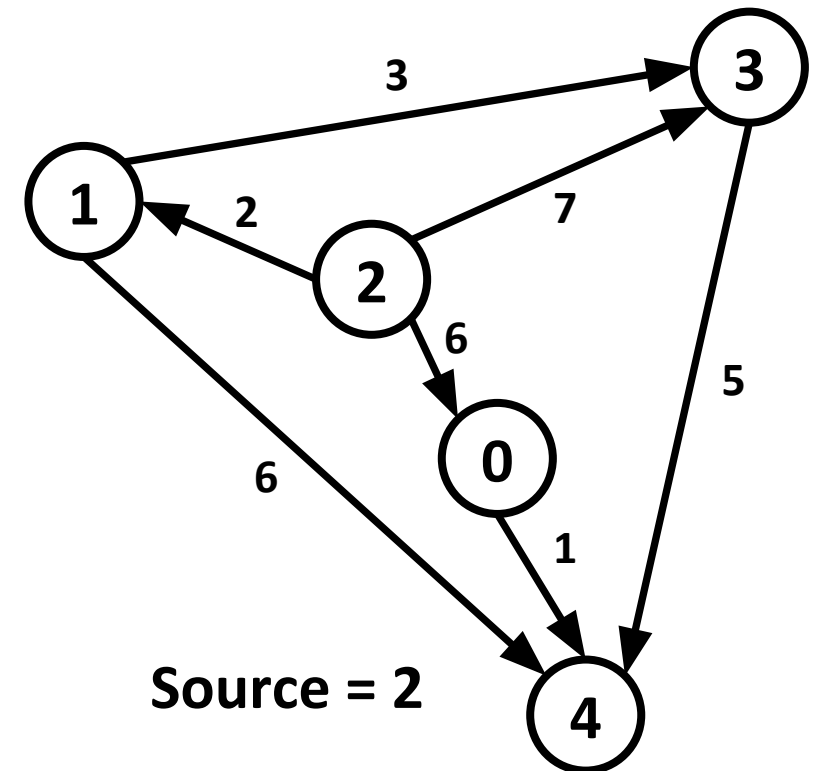
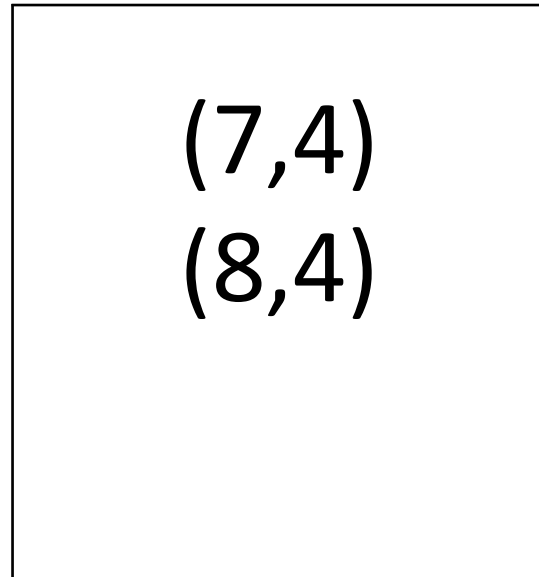
Parent

0	2
1	2
2	-1
3	1
4	0

Distance

0	6
1	2
2	0
3	5
4	7

Priority-Queue



Implementation

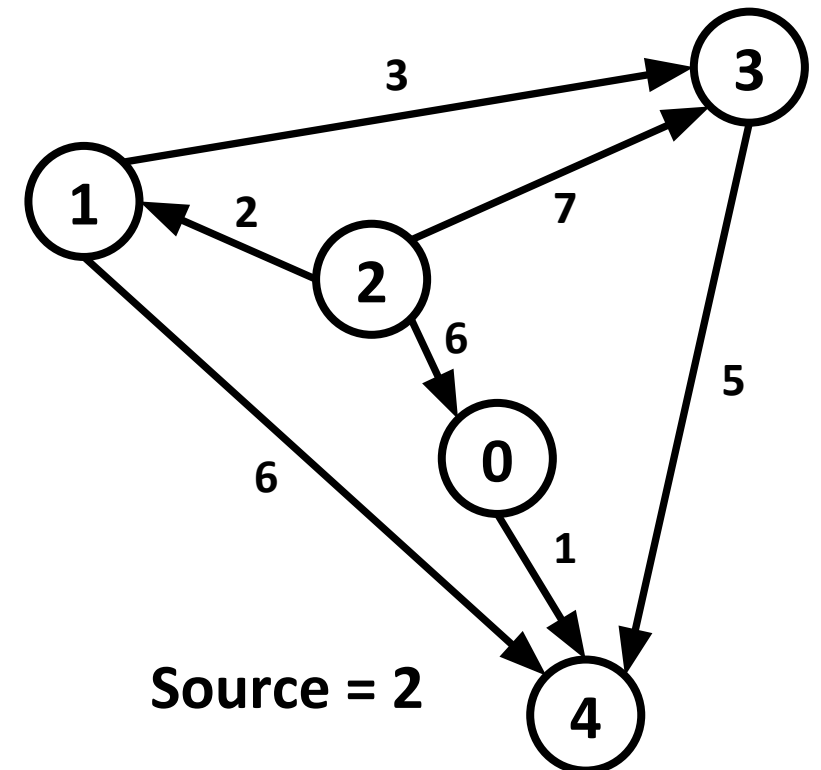
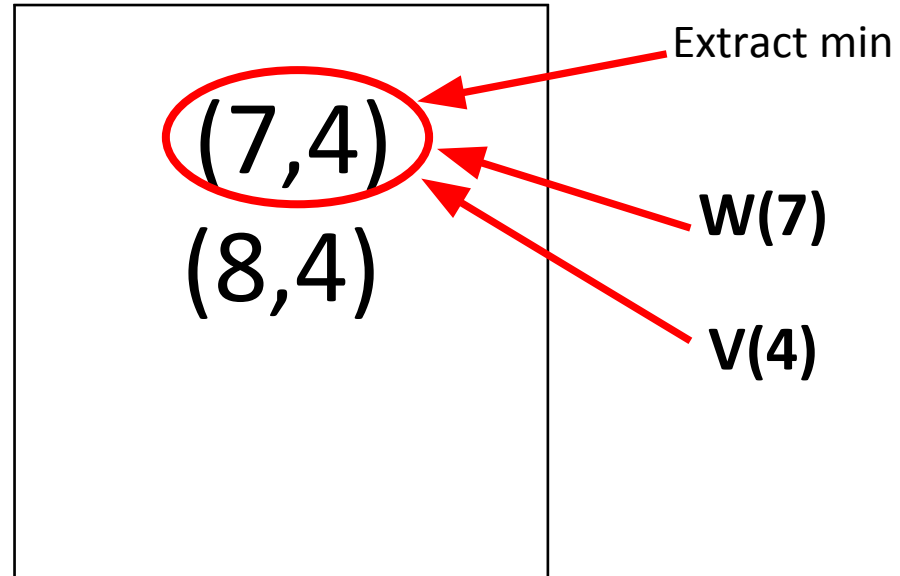
Parent

0	2
1	2
2	-1
3	1
4	0

Distance

0	6
1	2
2	0
3	5
4	7

Priority-Queue



Implementation

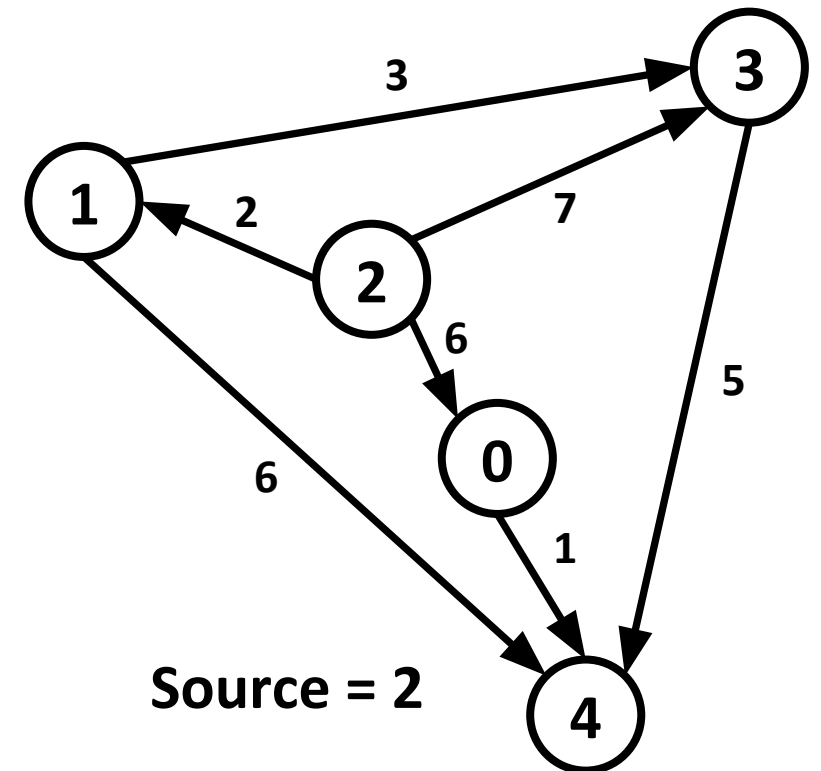
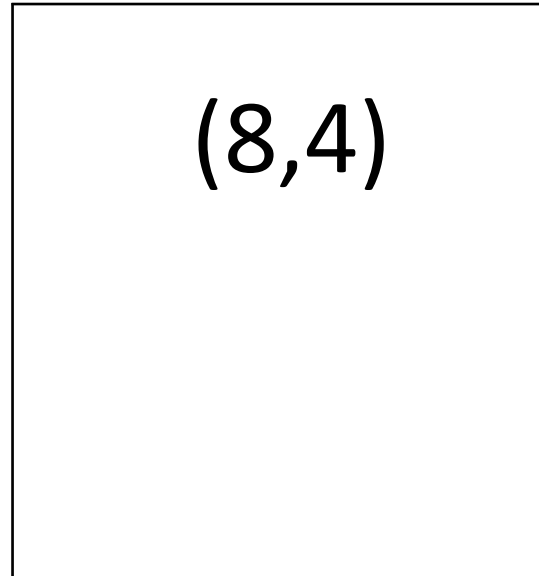
Parent

0	2
1	2
2	-1
3	1
4	0

Distance

0	6
1	2
2	0
3	5
4	7

Priority-Queue



Implementation

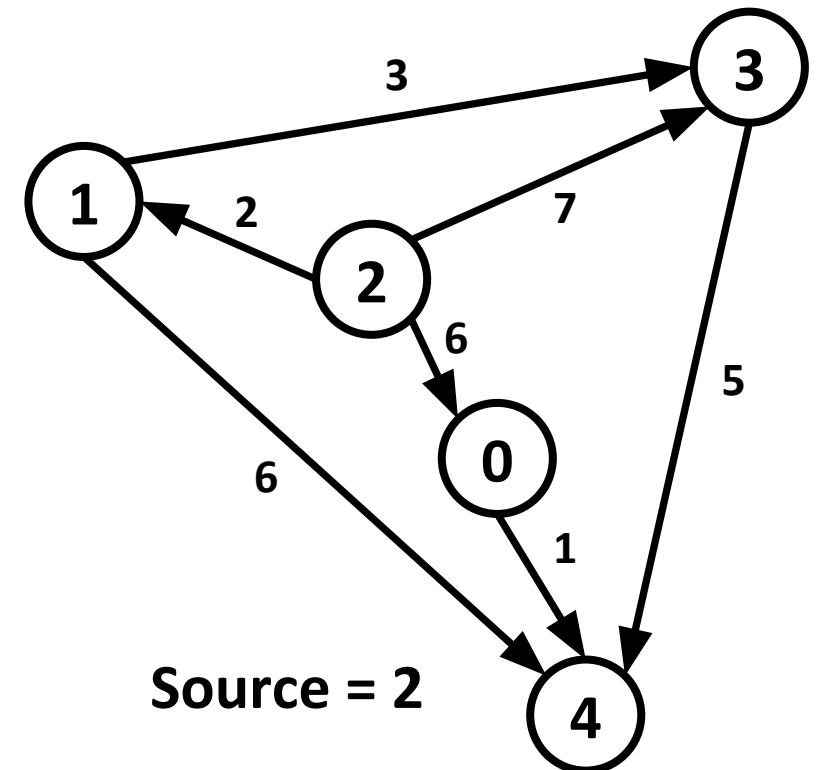
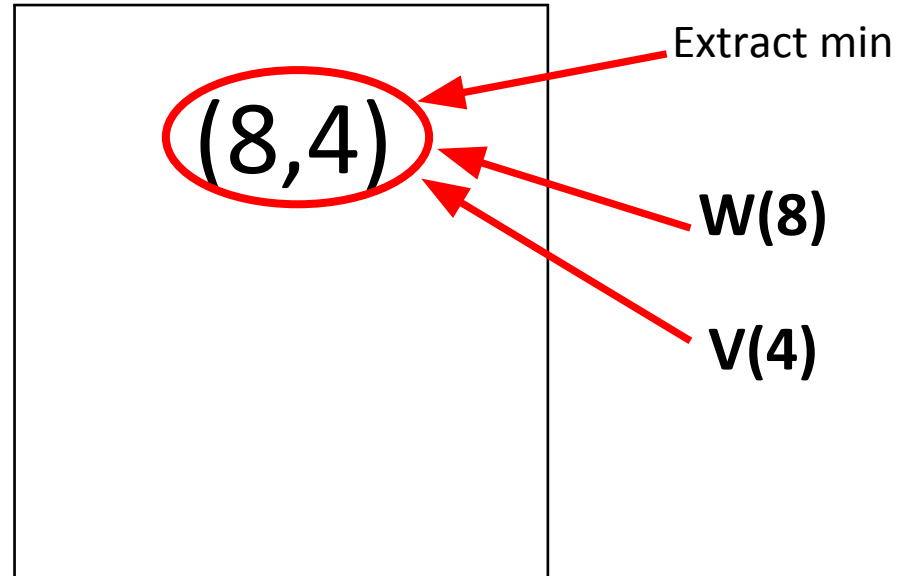
Parent

0	2
1	2
2	-1
3	1
4	0

Distance

0	6
1	2
2	0
3	5
4	7

Priority-Queue



Implementation

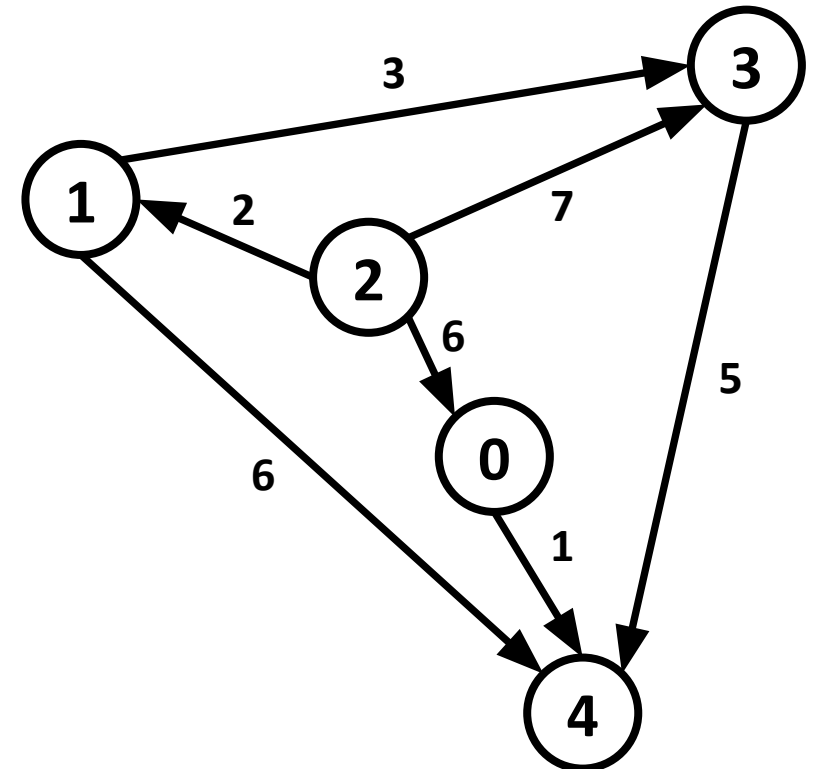
Parent

0	2
1	2
2	-1
3	1
4	0

Distance

0	6
1	2
2	0
3	5
4	7

Priority-Queue



Source = 2

Complexity

- Build Max Heap: $O(\log E)$
- Extract Min: $O(1)$
- Edge excess total complexity: $O(E \log E) = O(E \log V)$) $[E \leq |V|^2]$
- Vertex excess complexity: $O(V)$
- Total : $O(V + E \log V)$

Implementation

