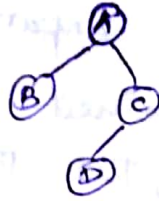


✓ Tree is a special case of graph having no loops, no circuits and no self loops.

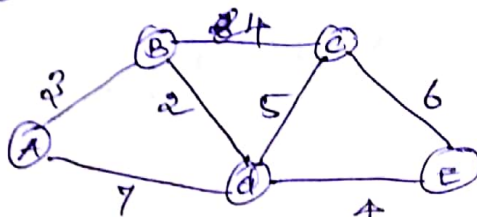


### Dijkstra's Algorithm:

Dijkstra's algorithm considers the single source shortest path problem. For a given vertex called the source in a weighted connected graph, find the shortest path to all its other vertices.

Note: It will not find the single shortest path that starts at the source and visits all the other vertices.

① Apply Dijkstra's algorithm.



Tree vertices

Remaining vertices

Illustration

$a(-, 0)$

$b(a, 3), c(-, \infty)$   
 $d(a, 7), e(-, \infty)$



$b(a, 3)$

$c(b, 3+4), d(b, 3+2)$   
 $e(-, \infty)$



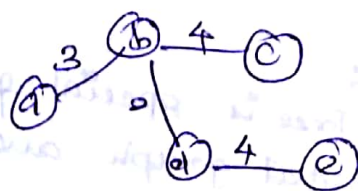
$d(b, 5)$

$c(b, 7), e(d, 5+1)$



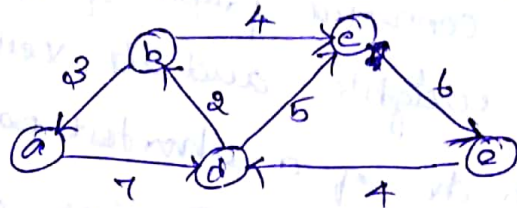
$c(b, 7)$

$e(d, 9)$



$e(d, 9)$

- ② solve the single source shortest path problem with vertex a as the source



- ③ solve the SSSP problem for directed weighted graph.

- (b) Find a shortest path between two given vertices of a weighted graph or digraph

- (c) Find the shortest paths to a given vertex from each other vertex of a graph. (single-destination shortest path problem)

Tree vertices

Remaining vertices

$a(-, 0)$

$b(-, \infty), c(-, \infty)$

$d(7, 7), e(-, \infty)$

$d(7, 7)$

$b(7, 7+2), c(7, 7+5)$

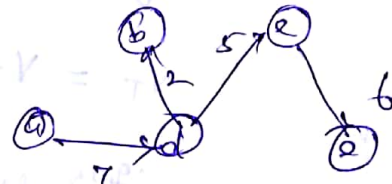
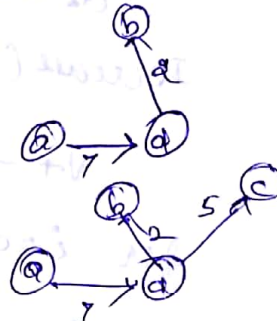
$e(7, \infty)$

$b(7, 9)$

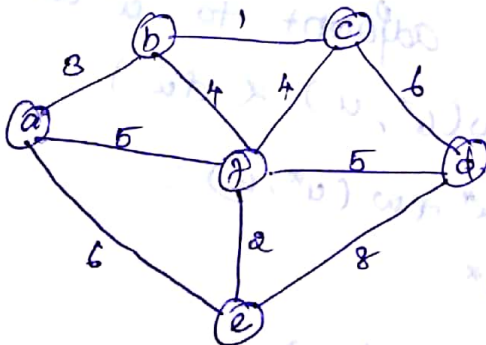
$c(12, \infty), e(-, \infty)$

$e(12, 12)$

$e(c, 12, 16)$



③



Algorithm Dijkstra ( $G, s$ )

// D.alg for single source shortest paths

// i/p: A weighted connected graph  $G = (V, E)$  with non-negative weights and its vertex  $s$ .

// o/p: the length  $d_v$  of a shortest path from  $s$  to  $v$  and its penultimate vertex  $P_v$  for every vertex  $v$  in  $V$

{ Initialize ( $Q$ ) // Initialize priority  $Q$  to empty

for every vertex  $v$  in  $V$  do

$d_v = \infty$ ;

$P_v = \text{null}$

Insert ( $Q, v, d_v$ ) // Initialize vertex priority in the priority queue.

$d_s = 0$ ;

Decrease ( $Q, s, d_s$ ) // update priority of  $s$  with  $d_s$

$V_+ = \emptyset$

for  $i = 0$  to  $|V| - 1$  do

$u^* = \text{DeleteMin}(Q)$  // delete the min priority element

$V_+ = V_+ \cup \{u^*\}$

for every vertex  $u$  in  $V - V_+$  that is adjacent to  $u^*$  do

if ( $d_{u^*} + w(u^*, u) < d_u$ )

$d_u = d_{u^*} + w(u^*, u)$ ;

$P_u = u^*$

Decrease ( $Q, u, d_u$ )

}

Algorithm Analysis:

Time complexity:

$$T(n) = O(|E| \log |V|)$$

$$S(E) = O(|E| + |V|)$$