A Machine-Checked C Implementation of Dijkstra's Shortest Path Algorithm Short Paper

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Abstract. We report on a machine-checked proof of correctness for Dijkstra's one-to-all shortest path algorithm. Unlike previous work, we use classic textbook code written in C. Our C code is executable and realistic but also has real-world complications. We prove full functional correctness, and not just program safety. We show that Dijkstra's algorithm suffers from potential overflow issues. The precise bound is nontrivial: we show that the intuitive guess fails, and provide a workable refinement.

Keywords: Dijkstra \cdot verification \cdot Coq