Dijkstra Graph Traversal

Finding shortest paths to all vertices in a non-directional, weighted graph.

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# Title

Graphs:  shortest path

## Perspective

Modeling problems from the real physical world will in many cases call for a graph, such as:

* Find the cheapest plane ticket from Copenhagen to Rome.
* Find the quickest route from Lautrupvang to Tivoli by bike.
* Determine the cheapest way to supply pipes for fresh water to houses under construction.
* Find the most efficient route through a complex data network.
* In a speech recognition system find the most likely word in a stream of spoken words.

The choice of implementation of a graph together with associated algorithms is highly dependent on the problem to be solved. Some attempts have been made to supply graph libraries to toolboxes of different compilers, but they are often over‐killed with functionality and very often cannot satisfy your actual needs.

Answer: do it yourselves!

Knowledge of some very basic graph‐searching algorithms is mandatory. They are fundamental to most of the more advanced algorithms.  
  
Assignment

Dijkstra’s algorithm is a graph traversal method for finding the shortest path from one vertex to any other non-isolated vertex.

A graph is any set of objects, some or all of which may be connected by links (objects and links are called “vertices” and “edges” respectively). It is a supertype of other structures like trees.

If two vertices are connected by an edge, this edge may be directional or not, weighted or not, or even contain loops and multiple paths between the same verts (called a “quiver” graph).

In this assignment we use a weighted, non-directional graph with no loops and no isolated subsets.

Each vertex starting with the graph’s “start vertex” is visited deterministically (the vertex with the currently lowest score). Then all non-visited neighbours of the visited vertex are given a score which is updated only if it is greater than the current path to that neighbour. We can describe it in pseudo-code as such:

*if (neighbour’s score > (current score + “cost” to neighbour))*

*{*

*neighbour’s score = current score + “cost” to neighbour*

*} else*

*{*

*neighbour’s score = neighbour's score.*

*}*

Alongside a score - each vertex also has a return value. This value is the vertex to backtrack to, to get the shortest path.

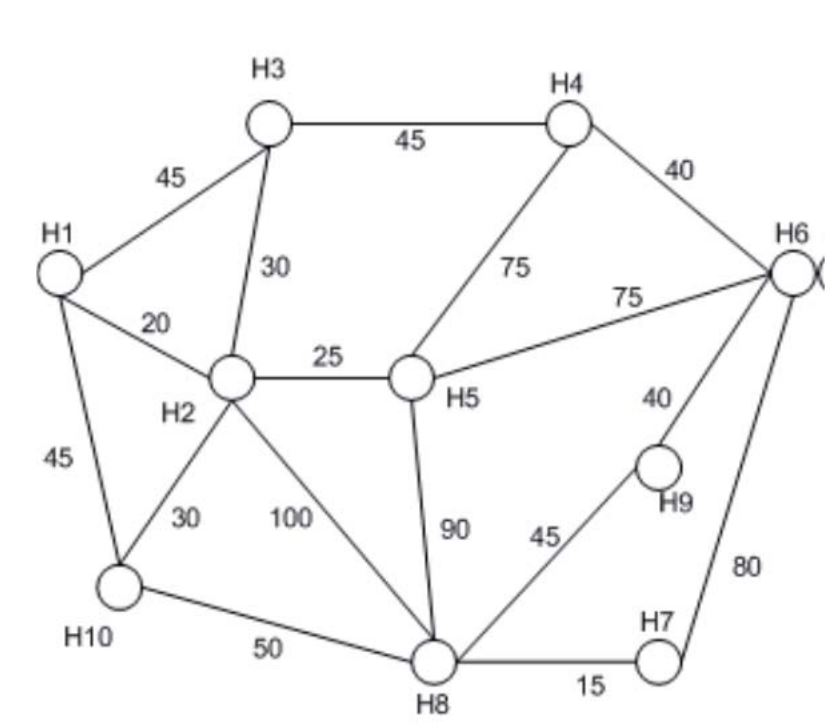


Figure 1- Connection graph (e.g. connections between houses or transport stops)

Run Dijkstra’s Shortest Path algorithm by hand on the figure above.

* *Use H1 and H5 as two different source (starting) vertices (and others, if you wish).*

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ***Start H1*** | H1 | H2 | H3 | H4 | H5 | H6 | H7 | H8 | H9 | H10 |
| Dist | **0** |  |  |  |  |  |  |  |  |  |
| Pred |  |  |  |  |  |  |  |  |  |  |
| Dist |  | **20** | 45 |  |  |  |  |  |  | 45 |
| Pred |  | **H1** | H1 |  |  |  |  |  |  | H1 |
| Dist |  |  | **45** |  | 45 |  |  | 120 |  | 45 |
| Pred |  |  | **H1** |  | H2 |  |  | H2 |  | H1 |
| Dist |  |  |  | 90 | **45** |  |  | 120 |  | 45 |
| Pred |  |  |  | H3 | **H2** |  |  | H2 |  | H1 |
| Dist |  |  |  | 90 |  | 120 |  | 120 |  | **45** |
| Pred |  |  |  | H3 |  | H5 |  | H2 |  | **H1** |
| Dist |  |  |  | **90** |  | 120 |  | 95 |  |  |
| Pred |  |  |  | **H3** |  | H5 |  | H10 |  |  |
| Dist |  |  |  |  |  | 120 |  | **95** |  |  |
| Pred |  |  |  |  |  | H5 |  | **H10** |  |  |
| Dist |  |  |  |  |  | 120 | **110** |  | 140 |  |
| Pred |  |  |  |  |  | H5 | **H8** |  | H8 |  |
| Dist |  |  |  |  |  | **120** |  |  | 140 |  |
| Pred |  |  |  |  |  | **H5** |  |  | H8 |  |
| Dist |  |  |  |  |  |  |  |  | **140** |  |
| Pred |  |  |  |  |  |  |  |  | **H8** |  |

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| --- | --- | --- | --- | --- |
| Goal | Cost | Path (List of vertices) |  |  |
| H1 | 0 |  |  |  |
| H2 | 20 | H1 |  |  |
| H3 | 45 | H1 |  |  |
| H4 | 90 | H3 | H1 |  |
| H5 | 45 | H2 | H1 |  |
| H6 | 120 | H5 | H2 | H1 |
| H7 | 110 | H8 | H10 | H1 |
| H8 | 95 | H10 | H1 |  |
| H9 | 140 | H8 | H10 | H1 |
| H10 | 45 | H1 |  |  |

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ***Start/Source H5*** | H1 | H2 | H3 | H4 | H5 | H6 | H7 | H8 | H9 | H10 |
| Dist |  |  |  |  | **0** |  |  |  |  |  |
| Pred |  |  |  |  |  |  |  |  |  |  |
| dist |  | **25** |  | 75 |  | 75 |  | 90 |  |  |
| pred |  | **H5** |  | H5 |  | H5 |  | H5 |  |  |
| dist | **45** |  | 55 | 75 |  | 75 |  | 90 |  | 55 |
| pred | **H2** |  | H2 | H5 |  | H5 |  | H5 |  | H2 |
| dist |  |  | **55** | 75 |  | 75 |  | 90 |  | 55 |
| pred |  |  | **H2** | H5 |  | H5 |  | H5 |  | H2 |
| dist |  |  |  | 75 |  | 75 |  | 90 |  | **55** |
| pred |  |  |  | H5 |  | H5 |  | H5 |  | **H2** |
| dist |  |  |  | **75** |  | 75 |  | 90 |  |  |
| pred |  |  |  | **H5** |  | H5 |  | H5 |  |  |
| dist |  |  |  |  |  | **75** |  | 90 |  |  |
| pred |  |  |  |  |  | **H5** |  | H5 |  |  |
| dist |  |  |  |  |  |  | 155 | **90** | 115 |  |
| pred |  |  |  |  |  |  | H6 | **H5** | H6 |  |
| dist |  |  |  |  |  |  | **105** |  | 115 |  |
| pred |  |  |  |  |  |  | **H8** |  | H6 |  |
| dist |  |  |  |  |  |  |  |  | **115** |  |
| pred |  |  |  |  |  |  |  |  | **H6** |  |

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| --- | --- | --- | --- | --- |
| Goal | Cost | Path (List of vertices) |  |  |
| H1 | 45 | H2 | H5 |  |
| H2 | 25 | H5 |  |  |
| H3 | 55 | H2 | H5 |  |
| H4 | 75 | H5 |  |  |
| H5 | 0 |  |  |  |
| H6 | 75 | H5 |  |  |
| H7 | 105 | H8 | H5 |  |
| H8 | 90 | H5 |  |  |
| H9 | 115 | H6 | H5 |  |
| H10 | 55 | H2 | H5 |  |

* *The connection between H8 and H10 is now disconnected.   
  Run the algorithm again with H1 as the source vertex.*

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| (no connection between H8 and H10) | | | |  |  |  |  |  |  |  |
| ***Start H1*** | H1 | H2 | H3 | H4 | H5 | H6 | H7 | H8 | H9 | H10 |
| Dist | **0** |  |  |  |  |  |  |  |  |  |
| Pred |  |  |  |  |  |  |  |  |  |  |
| Dist |  | **20** | 45 |  |  |  |  |  |  | 45 |
| Pred |  | **H1** | H1 |  |  |  |  |  |  | H1 |
| Dist |  |  | **45** |  | 45 |  |  | 120 |  | 45 |
| Pred |  |  | **H1** |  | H2 |  |  | H2 |  | H1 |
| Dist |  |  |  | 90 | **45** |  |  | 120 |  | 45 |
| Pred |  |  |  | H3 | **H2** |  |  | H2 |  | H1 |
| Dist |  |  |  | 90 |  | 120 |  | 120 |  | **45** |
| Pred |  |  |  | H3 |  | H5 |  | H2 |  | **H1** |
| Dist |  |  |  | **90** |  | 120 |  | 120 |  |  |
| Pred |  |  |  | **H3** |  | H5 |  | H2 |  |  |
| Dist |  |  |  |  |  | **120** |  | 120 |  |  |
| Pred |  |  |  |  |  | **H5** |  | H2 |  |  |
| Dist |  |  |  |  |  |  | 200 | **120** | 130 |  |
| Pred |  |  |  |  |  |  | H6 | **H2** | H6 |  |
| Dist |  |  |  |  |  |  | 135 |  | **130** |  |
| Pred |  |  |  |  |  |  | H8 |  | **H6** |  |
| Dist |  |  |  |  |  |  | **135** |  |  |  |
| Pred |  |  |  |  |  |  | **H8** |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Goal | Cost | Path (List of vertices) |  |  |  |
| H1 | 0 |  |  |  |  |
| H2 | 20 | H1 |  |  |  |
| H3 | 45 | H1 |  |  |  |
| H4 | 90 | H3 | H1 |  |  |
| H5 | 45 | H2 | H1 |  |  |
| H6 | 120 | H5 | H2 | H1 |  |
| H7 | 135 | H8 | H2 | H1 |  |
| H8 | 120 | H2 | H1 |  |  |
| H9 | 130 | H6 | H5 | H2 | H1 |
| H10 | 45 | H1 |  |  |  |

* *An extra vertex (H11) is added.*

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Start H1 | H1 | H2 | H3 | H4 | H5 | H6 | H7 | H8 | H9 | H10 | H11 |
| dist | **0** |  |  |  |  |  |  |  |  |  |  |
| pred |  |  |  |  |  |  |  |  |  |  |  |
| dist |  | **20** | 45 |  |  |  |  |  |  | 45 |  |
| pred |  | **H1** | H1 |  |  |  |  |  |  | H1 |  |
| dist |  |  | 45 |  | 45 |  |  | 120 |  | 45 | **40** |
| pred |  |  | H1 |  | H2 |  |  | H2 |  | H1 | **H2** |
| dist |  |  | **45** | 80 | 45 |  |  | 120 |  | 45 |  |
| pred |  |  | **H1** | H11 | H2 |  |  | H2 |  | H1 |  |
| dist |  |  |  | 80 | **45** |  |  | 120 |  | 45 |  |
| pred |  |  |  | H11 | **H2** |  |  | H2 |  | H1 |  |
| dist |  |  |  | 80 |  | 120 |  | 120 |  | **45** |  |
| pred |  |  |  | H11 |  | H5 |  | H2 |  | **H1** |  |
| dist |  |  |  | **80** |  | 120 |  | 95 |  |  |  |
| pred |  |  |  | **H11** |  | H5 |  | H10 |  |  |  |
| dist |  |  |  |  |  | 120 |  | **95** |  |  |  |
| pred |  |  |  |  |  | H5 |  | **H10** |  |  |  |
| dist |  |  |  |  |  | 120 | **110** |  | 140 |  |  |
| pred |  |  |  |  |  | H5 | **H8** |  | H8 |  |  |
| dist |  |  |  |  |  | **120** |  |  | 140 |  |  |
| pred |  |  |  |  |  | **H5** |  |  | H8 |  |  |
| dist |  |  |  |  |  |  |  |  | **140** |  |  |
| pred |  |  |  |  |  |  |  |  | **H8** |  |  |

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| --- | --- | --- | --- | --- |
| Goal | Cost | Path (List of vertices) |  |  |
| H1 | 0 |  |  |  |
| H2 | 20 | H1 |  |  |
| H3 | 45 | H1 |  |  |
| H4 | 80 | H11 | H2 | H1 |
| H5 | 45 | H2 | H1 |  |
| H6 | 120 | H5 | H2 | H1 |
| H7 | 110 | H8 | H10 | H1 |
| H8 | 95 | H10 | H1 |  |
| H9 | 140 | H8 | H10 | H1 |
| H10 | 45 | H1 |  |  |
| H11 | 40 | H2 | H1 |  |

* *The table is now expanded noticeably.*

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Start H1 | H1 | H2 | H3 | H4 | H5 | H6 | H7 | H8 | H9 | H10 | H11 | H12 | H13 | H14 | H15 | H16 | H17 | H18 | H19 | H20 | H21 |
| dist | **0** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| pred |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| dist |  | **20** | 45 |  |  |  |  |  |  | 45 |  |  |  |  |  |  |  |  |  |  |  |
| pred |  | **H1** | H1 |  |  |  |  |  |  | H1 |  |  |  |  |  |  |  |  |  |  |  |
| dist |  |  | 45 |  | 45 |  |  | 120 |  | 45 | **40** |  |  |  |  |  |  |  |  |  |  |
| pred |  |  | H1 |  | H2 |  |  | H2 |  | H1 | **H2** |  |  |  |  |  |  |  |  |  |  |
| dist |  |  | **45** | 80 | 45 |  |  | 120 |  | 45 |  |  |  |  |  |  |  |  |  |  |  |
| pred |  |  | **H1** | H11 | H2 |  |  | H2 |  | H1 |  |  |  |  |  |  |  |  |  |  |  |
| dist |  |  |  | 80 | **45** |  |  | 120 |  | 45 |  |  |  |  |  |  |  |  |  |  |  |
| pred |  |  |  | H11 | **H2** |  |  | H2 |  | H1 |  |  |  |  |  |  |  |  |  |  |  |
| dist |  |  |  | 80 |  | 120 |  | 120 |  | **45** |  |  |  |  |  |  |  |  |  |  |  |
| pred |  |  |  | H11 |  | H5 |  | H2 |  | **H1** |  |  |  |  |  |  |  |  |  |  |  |
| dist |  |  |  | **80** |  | 120 |  | 95 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| pred |  |  |  | **H11** |  | H5 |  | H10 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| dist |  |  |  |  |  | 120 |  | **95** |  |  |  |  |  |  |  |  |  |  |  |  |  |
| pred |  |  |  |  |  | H5 |  | **H10** |  |  |  |  |  |  |  |  |  |  |  |  |  |
| dist |  |  |  |  |  | 120 | **110** |  | 140 |  |  |  |  |  |  |  |  |  |  |  |  |
| pred |  |  |  |  |  | H5 | **H8** |  | H8 |  |  |  |  |  |  |  |  |  |  |  |  |
| dist |  |  |  |  |  | **120** |  |  | 140 |  |  | 135 |  | 170 |  |  |  |  |  |  |  |
| pred |  |  |  |  |  | **H5** |  |  | H8 |  |  | H7 |  | H7 |  |  |  |  |  |  |  |
| dist |  |  |  |  |  |  |  |  | 140 |  |  | **135** |  | 140 | 200 | 210 |  |  |  |  |  |
| pred |  |  |  |  |  |  |  |  | H8 |  |  | **H7** |  | H6 | H6 | H6 |  |  |  |  |  |
| dist |  |  |  |  |  |  |  |  | **140** |  |  |  | 230 | 140 | 200 | 210 |  |  |  |  |  |
| pred |  |  |  |  |  |  |  |  | **H8** |  |  |  | H12 | H6 | H6 | H6 |  |  |  |  |  |
| dist |  |  |  |  |  |  |  |  |  |  |  |  | 230 | **140** | 200 | 210 |  |  |  |  |  |
| pred |  |  |  |  |  |  |  |  |  |  |  |  | H12 | **H6** | H6 | H6 |  |  |  |  |  |
| dist |  |  |  |  |  |  |  |  |  |  |  |  | **180** |  | 200 | 200 |  |  |  |  |  |
| pred |  |  |  |  |  |  |  |  |  |  |  |  | **H14** |  | H6 | H14 |  |  |  |  |  |
| dist |  |  |  |  |  |  |  |  |  |  |  |  |  |  | **200** | 200 |  | 210 |  |  |  |
| pred |  |  |  |  |  |  |  |  |  |  |  |  |  |  | **H6** | H14 |  | H13 |  |  |  |
| dist |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | **200** |  | 210 |  |  | 300 |
| pred |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | **H14** |  | H13 |  |  | H15 |
| dist |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | 240 | **210** |  | 220 | 270 |
| pred |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | H16 | **H13** |  | H16 | H16 |
| dist |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | 240 |  | 260 | **220** | 270 |
| pred |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | H16 |  | H18 | **H16** | H16 |
| dist |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | **240** |  | 260 |  | 240 |
| pred |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | **H16** |  | H18 |  | H20 |
| dist |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | 250 |  | **240** |
| pred |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | H17 |  | **H20** |
| dist |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | **250** |  |  |
| pred |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | **H17** |  |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Goal | Cost | Path (List of vertices) |  |  |  |  |  |  |
| H1 | 0 |  |  |  |  |  |  |  |
| H2 | 20 | H1 |  |  |  |  |  |  |
| H3 | 45 | H11 | H2 | H1 |  |  |  |  |
| H4 | 80 | H11 | H2 | H1 |  |  |  |  |
| H5 | 45 | H2 | H1 |  |  |  |  |  |
| H6 | 120 | H5 | H2 | H1 |  |  |  |  |
| H7 | 110 | H8 | H10 | H1 |  |  |  |  |
| H8 | 95 | H10 | H1 |  |  |  |  |  |
| H9 | 140 | H8 | H10 | H1 |  |  |  |  |
| H10 | 45 | H1 |  |  |  |  |  |  |
| H11 | 40 | H2 | H1 |  |  |  |  |  |
| H12 | 135 | H7 | H8 | H10 | H1 |  |  |  |
| H13 | 180 | H14 | H6 | H5 | H2 | H1 |  |  |
| H14 | 140 | H6 | H5 | H2 | H1 |  |  |  |
| H15 | 200 | H6 | H5 | H2 | H1 |  |  |  |
| H16 | 200 | H14 | H6 | H5 | H2 | H1 |  |  |
| H17 | 240 | H16 | H14 | H6 | H5 | H2 | H1 |  |
| H18 | 210 | H13 | H14 | H6 | H5 | H2 | H1 |  |
| H19 | 250 | H17 | H16 | H14 | H6 | H5 | H2 | H1 |
| H20 | 220 | H16 | H14 | H6 | H5 | H2 | H1 |  |
| H21 | 240 | H20 | H16 | H14 | H6 | H5 | H2 | H1 |

* *What is the complexity (in big‐O notation) of the Dijkstra algorithm?    
  Hint: The implementation of the priority queue may influence your answer.*

*O(|E|+|V|\*log|V|)*

To find the efficiency of Dijkstra we need to consider the operations necessary to traverse the graph.

1. For each vertex |V| extract the smallest value.
2. For the extracted vertex, read values of all neighbours |E|.
3. Decrease the values of each neighbour when applicable.

We can then write the efficiency as:

O(|E| \* |decrease-values(Q)| + |V| \* |extract-min(Q)|)

Where Q is the time it takes for the queue or array to handle the operation.

For an unsorted array, the extract-min operation has a complexity of O(|V|). Each vertex of the graph has to be explored to find the smallest occurrence. The decrease values operation is seen as O(1) because of the fast memory operations with a known index in an array.

This combined makes an unsorted array’s efficiency:

**O(|E| + |V|^2)**

For a sorted queues we find different efficiencies depending on queue-type implementations.

For Fibonacci and binary heap queues the extract-min operations are:[[1]](#endnote-1)

Binary Heap: O(log |V|)

Fibonacci: O(log |V|)

The increase-value operations are:

Binary Heap: O(log(|V|)

Fibonacci: O(1)

Which makes the efficiency:

**Binary Heap: O((|E| + |V|) \* log(|V|))**

**Fibonacci: O(|E| + |V| \* log(|V|))**

1. Efficiency numbers collected from http://bigocheatsheet.com/ [↑](#endnote-ref-1)