# Practices of Discrete Mathematics: Introduction to graph theory

Session 7

Shortest path

Dijkstra's algorithm

# **Shortest-path problem**

# **Definition**

If  $C = v_0 e_1 v_1, \dots e_n v_n$  is a path of a weighted graph  $\Gamma$ , the weight of C, w(C), is defined to be

$$w(C) = \sum_{i=1}^{n} w(e_i).$$

# Shortest-path problem

To find a path joining two vertices v and v' (that must be connected) with the smallest weight.

Shortest path

2 Dijkstra's algorithm

# Idea

- The idea is to begin at the initial vertex v and move through the graph assigning a number L(u) (a "label") to each vertex u in turn which represents a length of the shortest path yet discovered from v to u.
- These labels L(u) are initially considered temporary and may subsequently be changed if we discover a path from v to u which has length less than the currently assigned value L(u).
- The algorithm constructs a subtree of the graph containing the vertices v and v'.
- A shortest path between v and v' is the unique path in this tree joining them.

# Dijkstra's algorithm (description)

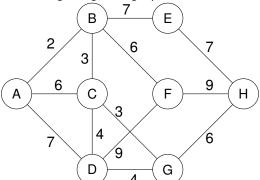
- First assign L(v) = 0 to the starting vertex v. We say that v has been labelled with the value 0. Furthermore, this label is **permanent** as we will not subsequently change its value. Since we are constructing a sequence of trees, we also begin with the tree consisting of the vertex v only and no edges.
- 2) Let u be the vertex which has most recently been given a permanent label. Consider each vertex u' adjacent to u and give it a temporary label as follows:
  - a) If u' is unlabelled, then set L(u') equal to L(U) + w(e), where e is the edge joining u and u'. (If there is more than one such edge e, choose the one with the smallest weight).
  - b) If u' is already labelled, then again calculate L(u) + w(e) as above and if this is less than the current value of L(u') then change L(u') to L(u) + w(e); otherwise leave L(u') unchanged.

# Dijkstra's algorithm (description)

- 3) Choose a vertex a with the smallest temporary label and make the label permanent. At the same time adjoint to the tree so far formed the edge which gives rise to the value L(a).
- 4) Repeat steps 2 and 3 until the final vertex v' has been given a **permanent** label. The path of shortest length from v to v' is then the unique path in the tree thus formed joining v and v'. Its length is the permanent value of L(v').

# **Example**

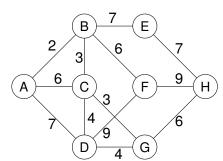
We want to calculate a shortest path between the vertices A and H in the following weighted graph:



# Step 1)

First assign L(v) = 0 to the starting vertex v. We say that v has been labelled with the value 0. Furthermore, this label is **permanent**.

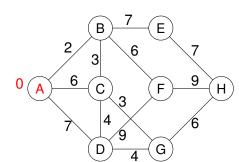
T: tree consisting of the vertex v and no edge.



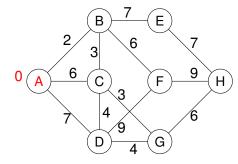
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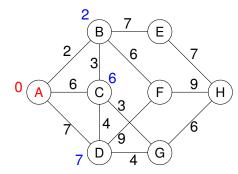
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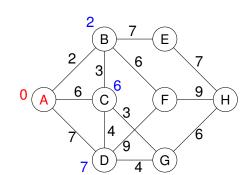


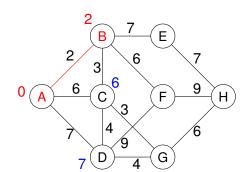
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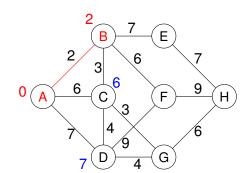




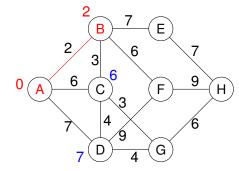


Step 4)

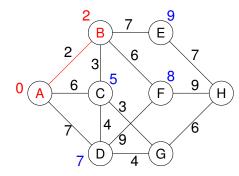
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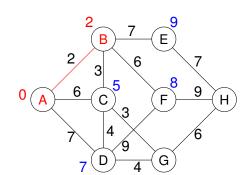


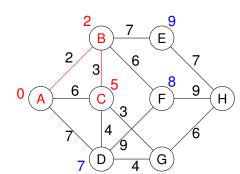
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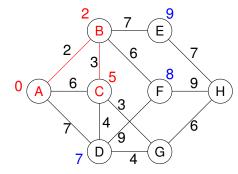
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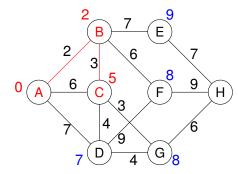


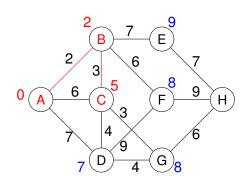


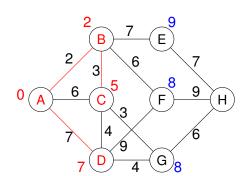
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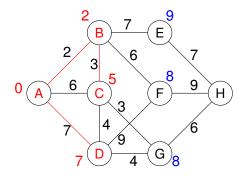
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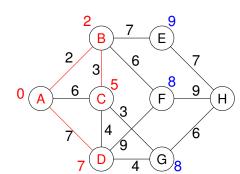


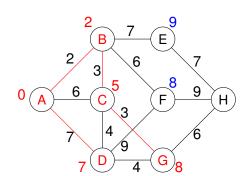




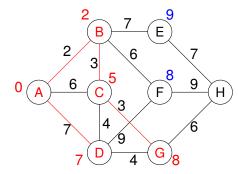
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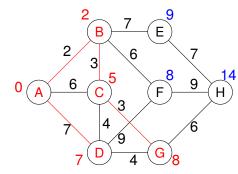


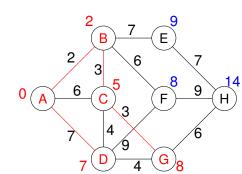


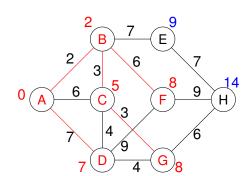
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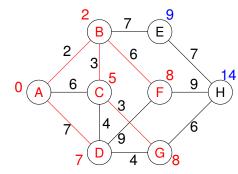
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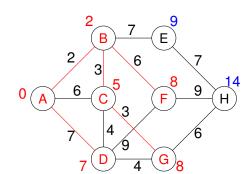


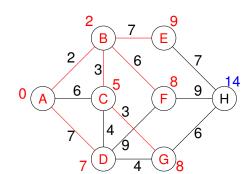




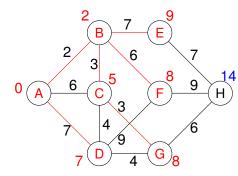
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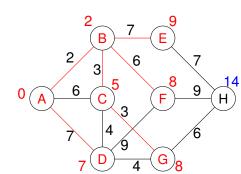


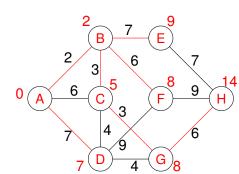




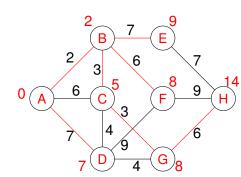
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