

11.2 Shortest Path in Weighted Graphs

we have already discussed, the length of a path in a weighted graph is the sum of the weights of the edges of this path, and the shortest path between the two vertices is the minimum length of the path. In this section, we will describe the *shortest path algorithm*, also known as the *greedy algorithm*, which was developed by Dijkstra. We assume that the graph under consideration is a simple and connected weighted graph, in which the weights are positive real numbers.

Dijkstra's algorithm iteratively constructs the set S that consists of all the vertices of G for which the length of a shortest path has been determined.

Let $G = (V, E)$ be a connected weighted graph. Let a and z be any two vertices where a is the starting point and z is the terminal point. Let $L(v)$ denote the label at vertex v . At any given point, some vertices will have temporary labels, while the rest will have permanent labels. It begins by labelling the starting vertex a with zero and other vertices with ∞ . Next, label all neighbours v of a with $L(v)$, which is the weight of the edge from a to v . Let u be that vertex, among v , for which $L(u)$ is minimum. Now, find those neighbours w of u , and for those w not already permanently labelled assign the label $L(w) + L(u) + w(e)$, where $w(e)$ is the weight of the edge from u to w , while for those already labelled $L(w)$ change the label to $L(u) + w(e)$ if this is smaller.

Each iteration of the algorithm changes the status of one label from temporary to permanent. Thus we terminate the algorithm when we receive a permanent label.

Dijkstra's Algorithm

Input : A connected weighted graph

Output : $L(z)$, the length of shortest distance from a to z .

Step (1) : Let $L(a) = 0$ and $L(v) = \infty$ for all vertices $v \neq a$. Set $T = V$, where T = set of vertices having temporary labels. V = Vertex set of G .

Step (2) : Let u be a vertex in T for which $L(u)$ is minimum and hence the permanent label of u .

Step (3) : If $u = z$, then stop.

Step (4) : For every edge $e = (u, v)$, incident with u , if $v \in T$ then change $L(v)$ to $\min \{L(v), L(u) + w(e)\}$.

Step (5) : Change T to $T - \{u\}$ and go to step (2).

Example 12.74 Apply Dijkstra's algorithm to the graph given in Fig. 12.138 and find the shortest path from a to z .

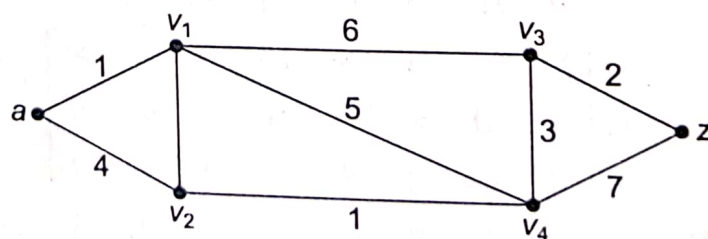


Figure 12.138 Graph for Example 12.74

Vertex V	a_1	v_1	v_2	v_3	v_4	z
$L(v)$	0	∞	∞	∞	∞	∞
T	$\{a,$	$v_1,$	$v_2,$	$v_3,$	$v_4,$	$z\}$

Iteration (1) $u = a$ has $L(u) = 0$. T becomes $T - \{a\}$

There are two edges incident with a : av_1 and av_2 , where $v_1, v_2 \in T$

$$L(v_1) = \min \{ \text{old } L(v_1), L(a) + w(av_1) \}$$

$$= \min \{ \infty, 0 + 1 \} = 1$$

$$L(v_2) = \min \{ \text{old } L(v_2), L(a) + w(av_2) \}$$

$$= \min \{ \infty, 0 + 4 \} = 4$$

Hence, the minimum label in $L(v_1) = 1$. The new labelling may now be written as

Vertex V	a_1	v_1	v_2	v_3	v_4	z
$L(v)$	0	1	4	∞	∞	∞
T	$\{$	$v_1,$	$v_2,$	$v_3,$	$v_4,$	$z\}$

Iteration (2) $u = v_1$, the permanent label of v_1 is 1. T becomes $T - \{v_1\}$

There are three edges incident with v_1 : v_1v_2 , v_1v_3 and v_1v_4 , where $v_2, v_3, v_4 \in T$

$$L(v_2) = \min \{ \text{old } L(v_2), L(v_1) + w(v_1v_2) \}$$

$$= \min \{ 4, 1 + 2 \} = 3$$

$$L(v_3) = \min \{ \text{old } L(v_3), L(v_1) + w(v_1v_3) \}$$

$$= \min \{ \infty, 1 + 6 \} = 7$$

$$L(v_4) = \min \{ \text{old } L(v_4), L(v_1) + w(v_1v_4) \}$$

$$= \min \{ \infty, 1 + 5 \} = 6$$

The minimum label is $L(v_2) = 3$. The new labelling is now written as

Vertex V	a	v_1	v_2	v_3	v_4	z
$L(v)$	0	1	3	7	6	∞
T	$\{$		$v_2,$	$v_3,$	$v_4,$	$z\}$

Iteration (3) $u = v_2$, the permanent label of v_2 is 3. T becomes $T - \{v_2\}$.

There is one edge incident with v_2 : v_2v_4 , where $v_4 \in T$

$$L(v_4) = \min \{ \text{old } L(v_4), L(v_2) + w(v_2v_4) \}$$

$$= \min \{ 6, 3 + 1 \} = 4$$

Thus, the minimum label is $L(v_4) = 4$. The new labelling is written as

Vertex V	a	v_1	v_2	v_3	v_4	z
$L(v)$	0	1	3	7	4	∞
T	$\{$			d	e	$f\}$

Iteration (4) $u = v_4$, the permanent label of v_4 is 4. T becomes $T - \{v_4\}$.

There are two edges incident with v_4 : $v_4 v_3$ and $v_4 z$

$$\begin{aligned} L(v_3) &= \min \{ \text{old } L(v_3), L(v_4) + w(v_4 v_3) \} \\ &= \min \{ 7, 4 + 3 \} = 7 \end{aligned}$$

$$\begin{aligned} L(z) &= \min \{ \text{old } L(z), L(v_4) + w(v_4 z) \} \\ &= \min \{ \infty, 4 + 7 \} = 11 \end{aligned}$$

The minimum label is $L(v_3) = 7$

The new labelling is written as

Vertex V	a	v_1	v_2	v_3	v_4	z
$L(v)$	0	1	3	7	4	11
T	{			d		f }

Iteration (5) $u = v_3$, the permanent label of v_4 is 7. T becomes $T - \{v_3\}$.

There is one edge incident with v_4 : $z v_3$, where $v_3, z \in T$

$$\begin{aligned} L(z) &= \min \{ \text{old } L(z), L(v_3) + w(z v_3) \} \\ &= \min \{ 11, 7 + 2 \} = 9 \end{aligned}$$

The minimum label is $L(z) = 9$. The new labelling is now written as

Vertex x	a	v_1	v_2	v_3	v_4	z
$L(v)$	0	1	3	7	4	11
T	{					z }

Since $u = z$ is the only choice, iteration stops. Thus, the shortest distance between a and z is 9 and the shortest path is $(a, v_1, v_2, v_4, v_3, z)$.

Example 12.75 Determine the shortest path between the vertices a to z of the graph given in Fig. 12.139.

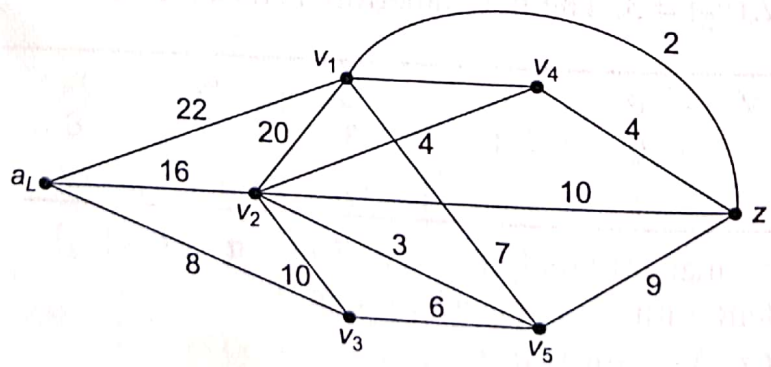


Figure 12.139 Graph for Example 12.75

Solution The initial labelling is given by