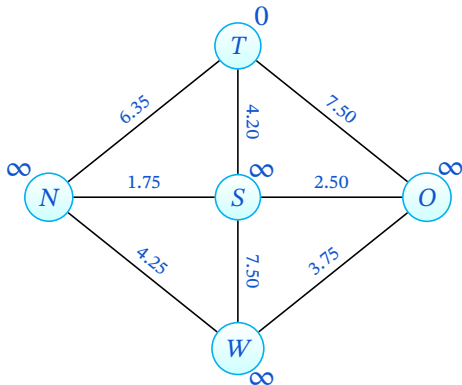


DIJKSTRA'S ALGORITHM

Dijkstra's algorithm is an algorithm for finding the shortest paths between nodes in a graph, which may represent, for example, road networks.

1. Mark all nodes unvisited.
2. Set *tentative distance* for all nodes.
 - 2.1 0 for initial node.
 - 2.2 ∞ for all other nodes.
3. **Select node with lowest *tentative distance*.**
4. If it target node, we are done!
5. For every node connected to this node:
 - 5.1 **Calculate new *tentative distance*:**
Current node's distance + path length
 - 5.2 Set if it lower then current *tentative distance*.
6. Mark selected node as visited.
We no longer consider visited nodes.
7. Go to step 3.

Step 1: set initial *tentative distance* for all nodes.



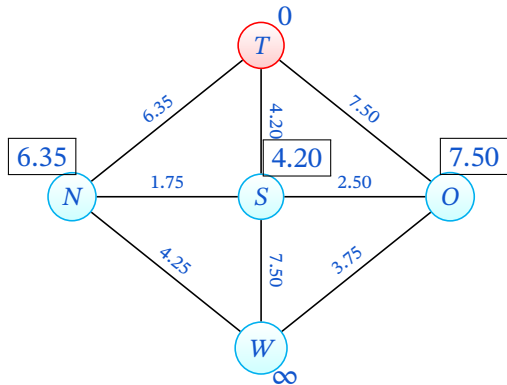
DIJKSTRA'S ALGORITHM

Step 2: select node with lowest *tentative distance* (T) and update all connected nodes.

For S : $0 + 4.20 = 4.20 < \infty$ - update

For N : $0 + 6.35 = 6.35 < \infty$ - update

For O : $0 + 7.50 = 7.50 < \infty$ - update

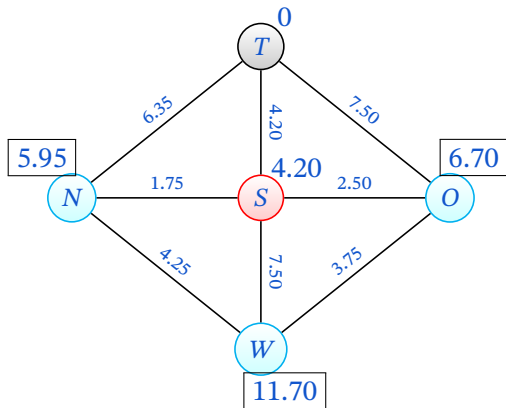


Step 3: Mark current node (T) as visited, select node with lowest *tentative distance* (S) and update all connected nodes.

For N : $4.20 + 1.75 = 5.95 < 6.35$ - update

For O : $4.20 + 2.50 = 6.70 < 7.50$ - update

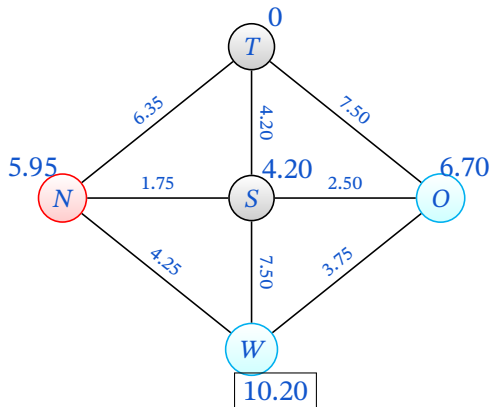
For W : $4.20 + 7.50 = 11.70 < \infty$ - update



DIJKSTRA'S ALGORITHM

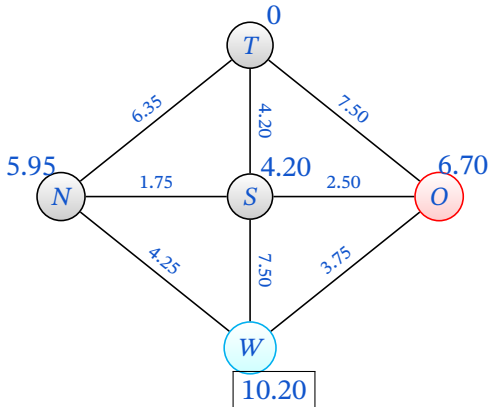
Step 4: Mark current node (*S*) as visited, select node with lowest *tentative distance* (*N*) and update all connected nodes.

For *W*: $5.95 + 4.25 = 10.20 < 11.70$ - update



Step 5: Mark current node (*N*) as visited, select node with lowest *tentative distance* (*O*) and update all connected nodes.

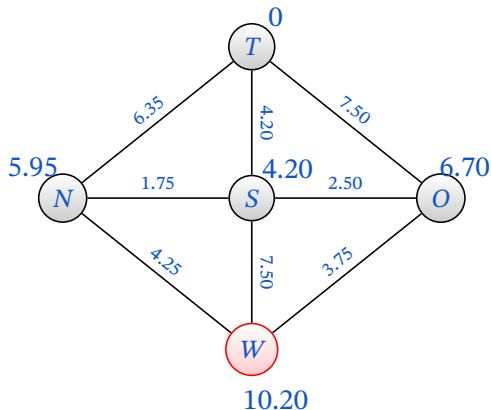
For *W*: $6.70 + 3.75 = 10.45 > 10.20$ - **DON'T** update



DIJKSTRA'S ALGORITHM

Step 6: Final node become current (S), end of algorithm.

So shortest distance from T to W is 10.20.



Dijkstra's algorithm consider each node *no more then once* and consider every road *no more then once*.

To restore a shortest path, algorithm may be modified: each node needs to remember last current node to update its distance.

If we dod that, then

T is initial node,
 S remembers T ,
 N remembers S ,
 O remembers S ,
 W remembers N .

Walking back we restore our path: $T - S - N - W$.