

Notes, 6(b)

ECE 606

Shortest Paths, Revisited

Recall the single-source shortest distances/paths problem:

- Inputs:
 1. Weighted directed or undirected graph, $G = \langle V, E, w \rangle$, and,
 2. A source-vertex, $s \in V$.
- Output:
 - Shortest-path weights from s to every $u \in V$.
 - * Auxiliary output: a shortest paths tree rooted at s .

Turns out, a sufficient condition for problem to possess a greedy choice: non-negative edge weights only, i.e., $w: E \rightarrow \mathbb{R}_0^+$.

DIJKSTRA($G = \langle V, E, w \rangle, s$)

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1 INITIALIZE-SINGLE-SOURCE( $G, s$ )
2  $Done \leftarrow \emptyset$ 
3  $Q \leftarrow$  priority queue of vertices by smallest  $d$  value
4 while  $Q \neq \emptyset$  do
5    $u \leftarrow$  extract vertex with minimum  $d$  value from  $Q$ 
6    $Done \leftarrow Done \cup \{u\}$ 
7   foreach  $v \in Adj[u] \setminus Done$  do
8     RELAX( $u, v, w$ ) and change  $v$ 's position in  $Q$  as appropriate

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Recall helper subroutines:

INITIALIZE-SINGLE-SOURCE(G, s)

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1 for each vertex  $v \in V[G]$ 
2   do  $d[v] \leftarrow \infty$ 
3    $\pi[v] \leftarrow \text{NIL}$ 
4  $d[s] \leftarrow 0$ 

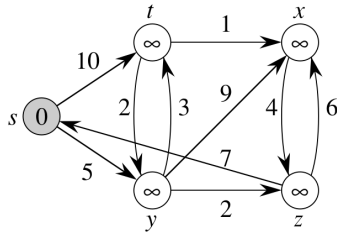
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RELAX(u, v, w)

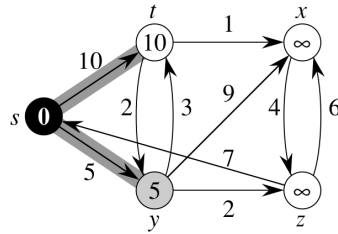
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1 if  $d[v] > d[u] + w(u, v)$ 
2   then  $d[v] \leftarrow d[u] + w(u, v)$ 
3    $\pi[v] \leftarrow u$ 

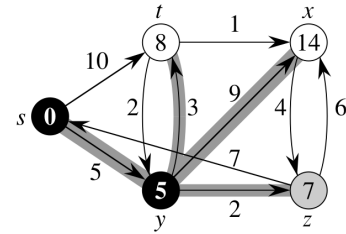
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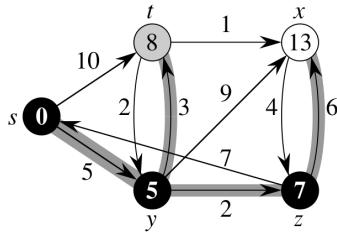
(a)



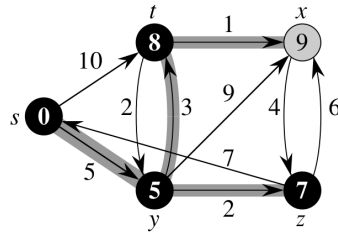
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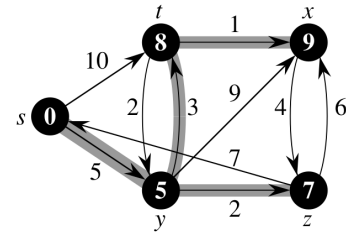
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(d)



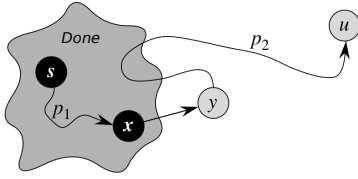
(e)



(f)

Claim 1. Suppose u is a vertex to which a path exists from s . Then, at the moment a vertex u is added to *Done* in Line (6), $d[u] = \delta(s, u)$.

Proof. Suppose u , to which a path exists from s , is the first vertex to be added to *Done* such that $d[u] \neq \delta(s, u)$. Then, $u \neq s$. Therefore, a shortest-path $s \rightsquigarrow u$ can be decomposed into: $s \xrightarrow{p_1} x \rightarrow y \xrightarrow{p_2} u$, with the possibility that $s = x$ and/or $y = u$.



As the path $s \rightsquigarrow u$ is a shortest-path, so is the subpath $s \xrightarrow{p_1} x \rightarrow y$. Also, when x was added to *Done*, we did $\text{RELAX}(x, y, w)$, and since then, $d[y] = \delta(s, y)$ — see the “Convergence property” under “Properties of shortest paths and relaxation” in Lecture 4 of the textbook.

Also, because $s \xrightarrow{p_1} x \rightarrow y$ is a subpath of $s \xrightarrow{p_1} x \rightarrow y \xrightarrow{p_2} u$, and all edge-weights are non-negative, we know that $\delta(s, y) \leq \delta(s, u)$. Also, $\delta(s, u) \leq d[u]$ — see the “Upper-bound property” under “Properties of shortest paths and relaxation” in Lecture 4 of the textbook.

So we have, at the moment u is chosen in Line (6):

- $d[y] = \delta(s, y) \leq \delta(s, u) \leq d[u]$, and,
- $d[u] \leq d[y]$, because we pick the vertex of smallest d value from $V \setminus \text{Done}$ in DIJKSTRA.

Therefore, $d[y] = \delta(s, y) = \delta(s, u) = d[u]$ at the moment we add u to *Done* in DIJKSTRA. \square

The above is kind of like a “cut and paste” proof like we did for interval scheduling because an optimal solution is to add y to *Done*. But we replace that choice with u , which our algorithm, DIJKSTRA, happens to choose.

Time-efficiency of DIJKSTRA:

Our baseline is Bellman-Ford: runs in $\Theta(|V||E|) = \Theta(|V|^3)$ in the worst-case.

Time-efficiency of DIJKSTRA depends on how we realize priority queue. Two options:

- Keep an array of vertices with their current d values.
 - Line (5) requires scan of entire array, i.e., $\Theta(|V|)$ time. We do this once for every vertex in the graph.
 - Line (8) requires a possible decrease to d value: $\Theta(1)$ time. We do this once for every edge in the graph.
 - So total time: $\Theta(|V|^2 + |E|) = \Theta(|V|^2)$ in the worst-case.
- Realize priority queue as a binary heap (see textbook).
 - Each of Line (5) and (8) takes $\Theta(\lg |V|)$.
 - So total: $\Theta((|V| + |E|) \lg |V|)$.
 - This is better than $\Theta(|V|^2)$ if $|E| = o(|V|^2 / \lg |V|)$.