## Algorithm 1 delta-stepping CPU SSSP

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Input: G(V, E), source vertex s, length function l: E \to \mathbb{R};
Output: dist(v), (v \in V), the weight of the shortest path from s to v;
 1: function relax(v, weight request x)
                                                                               \triangleright assignment of v to appropriate bucket;
 2:
        if x < dist(v) then
 3:
             B[|dist(v)/\Delta|] \leftarrow B[|dist(v)/\Delta|] \setminus \{v\};
                                                                              ▶ remove the vertex from the old bucket;
             B[|x/\Delta|] \leftarrow B[|x/\Delta|] \cup \{v\};
                                                                                           ▷ put it to appropriate bucket;
 4:
 5:
             dist(v) \leftarrow x;
                                                                                                           ▶ update the dist;
         end if
 6:
 7: end function
 9: function initial(s, G(V, E))
         for each v \in V do
10:
             dist(v) \leftarrow +\infty;
                                                                                      \triangleright initialize dist to positive infinity;
11:
             heavy(v) \leftarrow \{(v, w) \in E : l(v, w) > \Delta\};
                                                                                                  ⊳ set the heavy edge set;
12:
             light(v) \leftarrow \{(v, w) \in E : l(v, w) \leq \Delta\};
13:
                                                                                                    ⊳ set the light edge set;
        end for
14:
        relax(x, 0);
                                             ⊳ set the source distance to 0, and put it to the appropriate bucket;
15:
16: end function
17:
18: initial(s, G(V, E));
19:
20: i \leftarrow 0;
21: while B is not empty do
         S \leftarrow \emptyset;
22:
23:
         while B[i] \neq \emptyset do

    b the vertices is in this bucket;

             Req \leftarrow \{(w, dist(v) + l(v, w)) : v \in B[i] \cap (v, w) \in light(v)\};
24:
             S \leftarrow S \cup B[i];
                                                                               ▶ the vertices have been in this buckets;
25:
             B[i] \leftarrow \emptyset;
                                                                                                ⊳ set this bucket is empty;
26:
             for each (v, x) \in Req do
27:
                 relax(v,x);
28:
             end for
29:
        end while
30:
31:
        Reg \leftarrow \{(w, dist(v) + l(v, w)) : v \in S \cap (v, w) \in heavy(v)\};
32:
33:
        for each (v, x) \in Req do
             relax(v, x);
34:
         end for
35:
36:
        i \leftarrow i + 1;
37: end while
38:
39: return result
```