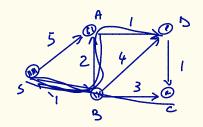
SHORTEST PATH - CONTINUES

Diskstra's Algorithm

prec = array indexed by vertices initialized to NIL dist = array indexed by vertices initialized to oo Q = priority queue of vertices indexed by dist[-] dist[s] = 0 for each v: Q. insert (V) while Q is not empty v= Q. deletemin () for each w neighbor of v: if dist[w] > dist[v]+ l(v,w): dist [w]= dist [v]+ l(v,w) Q. decrease key (w) prec [w] = v

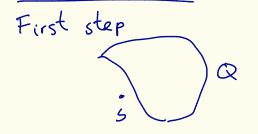


Properties:

At the end of each iterations

A nodes outside & have dist[v] = length
of shortest path from s to v

B every node has dist[v] = length of shortest path from s to v that uses only nodes not in @ as intermediate steps



dist[s]=0

dist[v]= l(s,v)

if exists

= 00 if no edge from s to v

V2 Q. deletemin() Prop. A is true at steep E+1 take any path 5-0V 1. if path has only nodes not in Q as [from B] intermediate steps, length >, dist [v] [at stept] 2. if path passes through some vertex w in O, Port of path son only has vertices Q as intermediate steps Part of path som is of length zdist [w] dist [w] > dist [v] length of path from Sou 7, port of path from s to u >, dist [w] >, dist [v]

Scop B is true at step t+1

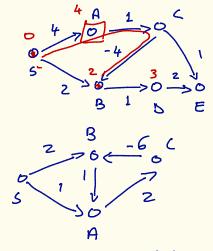
that has only nodes as intermediate steps

(1) if path does not contain V length path > dist[w] by inductive assumption

2) if path uses v not in 2nd-to-last step it is not shortest

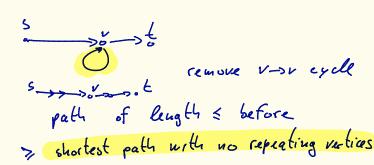
(3) if path uses v as the second-to-last step dist [v] + l(v,n) & length of path

Negative weight edges



Suppose 6 is a directed weighted graph with no negative cycle
Then for every 5, E if there is a path from 5 to t then there is a shortest path

every path



Bellman-Ford

dist = array indexed by V initialized to a

prec = array indexed by V initialized to 1

dist [S]=0

for l= 1 to IVl-1:

for each v in V-2sh:

for each edge (u,v):

if dist [u] + l (u,v) (dist [v]:

dist [v] = dist [u] + l(u,v)

prec [v] = u

Running time $O(|V| \cdot |E|)$ Correctness: At step ℓ of outer for for every ν dist[ν] \leq length of shortest path from sto ν that was \leq ℓ edges