

Single source Shortest path

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- ▶ Unweighted graphs

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- ▶ Goal reached: shortest path found

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- ▶ Refer to *Unit 14 - Graph traversals*

BFS

Breath First Search

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- ▶ Works with a queue (*First in - First out*)
- ▶ Take the next unexplored node from the frontier
- ▶ Goal reached: shortest path found
- ▶ Refer to *Unit 14 - Graph traversals*
- ▶ $O(|V| + |E|)$

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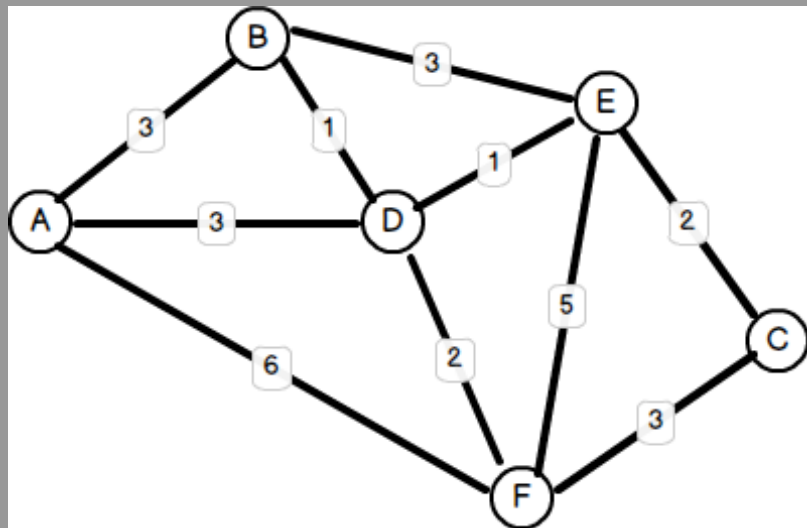
Dijkstra

Single source Shortest path

- ▶ Weighted graphs
- ▶ Doesn't work with negative edges / cycles
- ▶ Works with a priority queue (*min-heap*)
- ▶ Only add to the heap if shorter than current shortest = a *relax* operation
- ▶ Don't process again (cf. BFS)

Dijkstra

Example



Dijkstra

Extra remarks

- ▶ Degrades to BFS on unweighted graphs

Dijkstra

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- ▶ $O(|E| \times \log |V|)$

Dijkstra

Extra remarks

- ▶ Degrades to BFS on unweighted graphs
 - ▶ all distances from start needed → don't stop until everything is visited
 - ▶ This is the *greedy* approach
 - ▶ $O(|E| \times \log |V|)$
-
- ▶ Why do negative weights fail?

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Bellman-Ford

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- $$dist[v] = \min(dist[v], dist[u] + weight[u, v])$$

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$$dist[v] = \min(dist[v], dist[u] + weight[u, v])$$
- ▶ After $|V| - 1$ iterations: every minimal distance from source found
- ▶ $O(|V||E|)$

Bellman-Ford

Negative weight cycle detection

- ▶ Run the normal Bellman-Ford algorithm

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Bellman-Ford

Negative weight cycle detection

- ▶ Run the normal Bellman-Ford algorithm
- ▶ Do one more iteration
- ▶ If the iteration finds a shorter path \Rightarrow a negative weight cycle was found