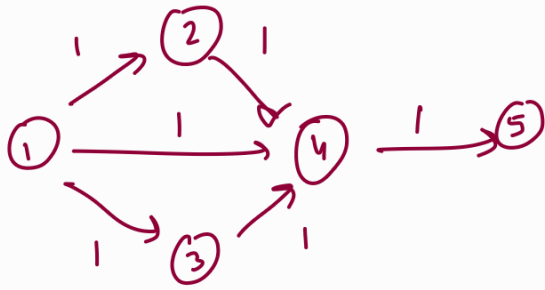


• Shortest path.

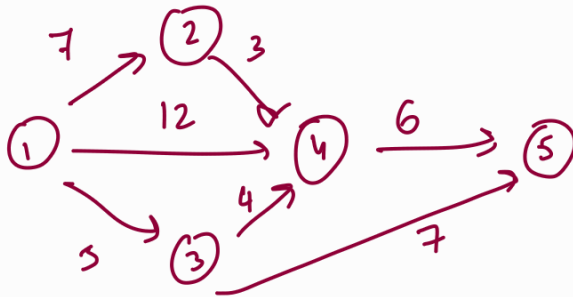
Tut Wed 2pm.
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(1, 4).

If all wts. are equal, then
BFS gives the shortest path.

Now, edges have wts.: BFS no longer gives the shortest path

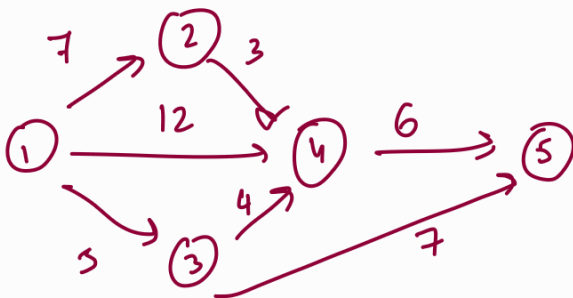


• Shortest paths in DAGs

$$G = (V, E), \text{ wt}: E \rightarrow \mathbb{R}$$

If P is a path with edges e_1, \dots, e_k in it, then

$$\text{wt}(P) = \text{wt}(e_1) + \text{wt}(e_2) + \dots + \text{wt}(e_k).$$



Q^n : What is the shortest path
from 1 to 5?

• Topological sort.

1) Place the nodes in topological
order.

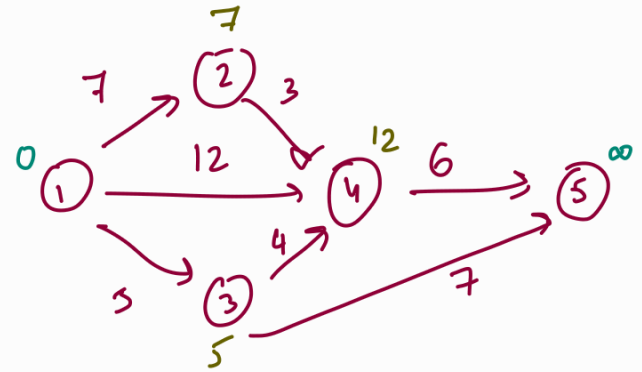
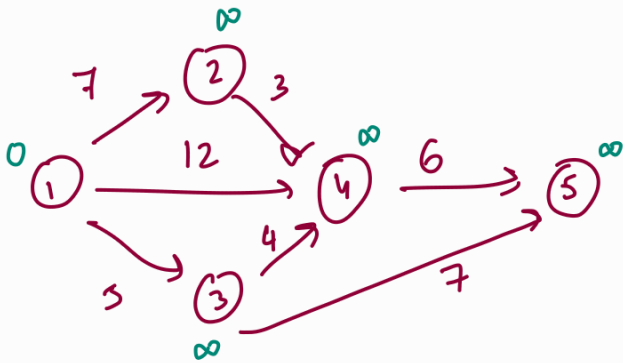
2) $\forall v \in V \setminus \{s\}, \text{dist}(s, v) \leftarrow \infty$

3) $\text{Visited} \leftarrow \{s\}$

4) while visited $\neq V$: \rightarrow Not the exact condition. Have to modify.

for all $v \in N(\text{visited})$:

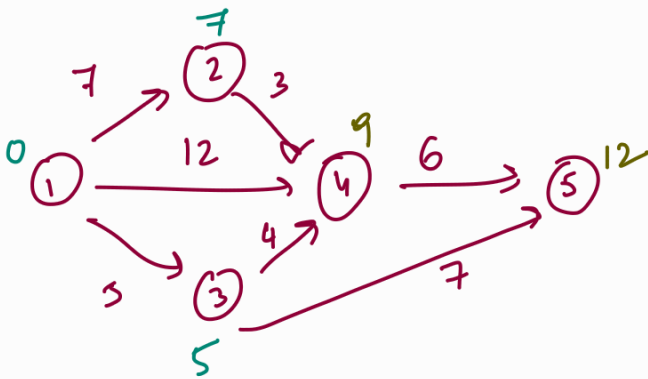
$$\text{dist}(s, v) = \min \left\{ \begin{aligned} &\text{dist}(s, u) + \text{wt}(u, v) \mid (u, v) \in E \\ &\quad u \in \text{visited} \end{aligned} \right. \cup \{ \text{dist}(s, t) \} \}$$



$$N_{\text{out}}(1, 2, 3, 4) = \{2, 3, 4, 5\}.$$

$$\text{dist}(s, 4) = \min \{ \overset{12}{\text{dist}(1, 4)}, \underset{10}{\text{dist}(1, 2) + \text{wt}(2, 4)}, \underset{9}{\text{dist}(1, 3) + \text{wt}(3, 4)} \}$$

$$\text{dist}(s, 5) = \min \{ \text{dist}(1, 4) + 6, \text{dist}(1, 3) + 7, \infty \}$$



Direct acyclicness guarantees that the algo ends at some point of time.

\rightarrow Even if there are -ve wts., it'll still work because of the acyclicness.

\rightarrow Assumed DAG because if it is cyclic, then a cyclic dependency forms in recursion.

Eg: If $\text{dist}(1, 4)$ req. calc. of $\text{dist}(1, 5)$ and $\text{dist}(1, 5)$ req. $\text{dist}(1, 4)$. Basically a cycle. Unresolvable recursion.

See notes for precise code.

Above code not precise.

(Recursion better instead of while).

- Single source graphs with no negative edges (Can have cycles).
(Works with undirected graphs as well)
- Dijkstra's algo:

Visited $\leftarrow \{s\}$, $d[s] = 0$

Try it out using eg.

For every $v \in V \setminus \{s\}$

$d[v] \leftarrow \infty$

while visited $\neq V$:

For all $v \in (V \setminus \text{visited}) \cap N(\text{visited})$:

$d'[v] = \min \{d[u] + \text{wt.}(u, v)\}$

$(u, v) \in E, u \in \text{visited}$

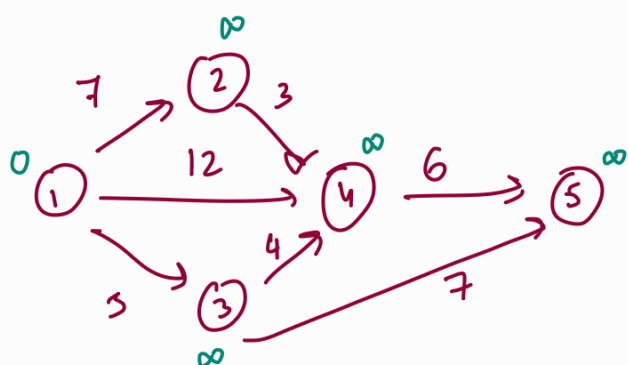
select $v \in (V \setminus \text{visited}) \cap (N(\text{visited}))$ s.t.

$d'(v) = \min \{d'[u] \mid u \in A\}$

set $d[v] \leftarrow d'[v]$

add v to visited.

The while loop runs $(n-1)$ times



→ Does this always give the correct output of shortest path?

(Req. proof of correctness).

Observations:

by 1 vertex in each iteration.

1. Visited set grows, but elements once added are not disturbed in the later stage of the algorithm.

2. Shortest dist. once computed are not updated ever again. ($d[u]$ is never updated once it attains a value)

Correctness lemma:

Consider the set visited at an arbitrary point of time in the algo's execution. For all

$u \in \text{visited}$, $d[u]$ is the shortest dist. from $s \rightsquigarrow u$.

(Proof in the next doc.)

Dry run with
examples.