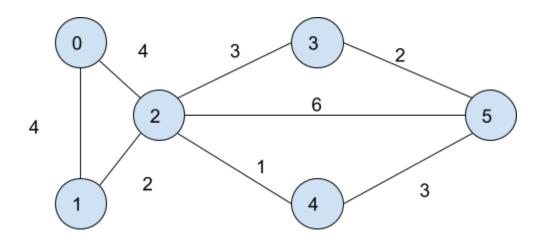
MEDIUM

Dijkstra's Algorithm | Set

Intuition



Adjacency List:

- 0 [1,4],[2,4]
- 1 [0,4],[2,2]
- 2 [0,4],[1,2],[3,3],[4,1],[5,6]
- 3 [2,3],[5,2]
- 4 [2,1],[5,3]
- 5 [2,6],[3,2],[4,3]

Source = 0

In order to reach 0 we need 0 0 to 1 we will take either 4 (going directly) 0 to 1 we can also take 6 (going from 2 and 1) We have many multiple path where shortest is 4

If 0-2 had 1 in case then 2 will be shortest distance

Dijkstra works for single source shortest path

We can use:

- Queue
- Priority Queue
- Set

To implement the Dijkstra's Algorithm

We will be storing weight and the node in the adjacency list. Set: it stores unique value and smallest at the top ie. in ascending order Distance: 0 inf inf inf inf inf Set: [0,0] // initial configuration Distance: 0 4 4 7 5 8 Set: [0,0] [4,1] [4,2] [4,2] [5,4] [7,3] [10,5] [7,3]

[]

[8,5]

Approach

[10,5] // replace it with [8,5]

- Create a set of pairs containing distance, source
- Create a distance vector initialize all with inf value
- Mark the source node to have distance 0 and insert it into set as 0, source
- Traverse until the set becomes empty:

- Get the top most element of the set
- Get the weight of the topmost element till now
- Traverse for the adjacent element of the node :
 - Get the weight of the adjacent element
 - Get the adjacent element node
 - Check if the distance to reach the adjacent element + distance till now is smaller than distance of adjacent node :
 - Check if already present in the set:
 - Remove the element from set
 - Update the distance
 - Insert adjacent element with new distance into the set
- Return the result vector

Function Code

```
vector <int> dijkstra(int n, vector<vector<int>> adj[], int source)
    {
        set<pair<int, int>> s;
        // Creating a distance vector
        vector<int> distance(n,1e9);
distance as 0
        s.insert({∅, source});
        distance[source] = 0;
        // traversing until the set becomes empty
        while(!s.empty())
        {
            auto it = *(s.begin());
            int node = it.second;
            int dist = it.first;
            s.erase(it);
            // traversing for adjacent elements
            for(auto i : adj[node])
            {
                int adjn = i[0];
                int edgew = i[1];
```

Time Complexity

E*log(V)