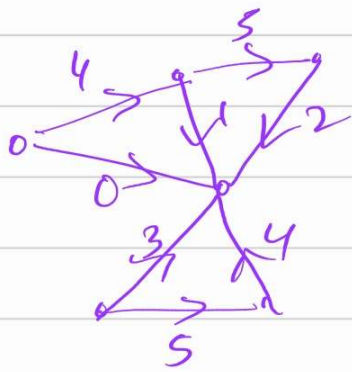


14/03/2022

Shortest path in weighted directed graphs.



$$G = (V, E)$$

$$w: E \rightarrow \mathbb{R}^{\geq 0}$$

a vertex s .

Goal: to find shortest path to all vertices.

Later! We will handle negative wts.

with the assumption that there are no negative cycles in the graph.

Single-Source-Shortest path



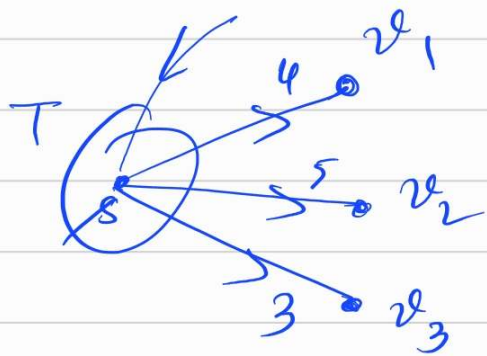
→ maintain the length of the shortest path a vertex.

→ $d(v)$ = length of a shortest path from $s \rightsquigarrow v$.

→ $d(s) = 0$.

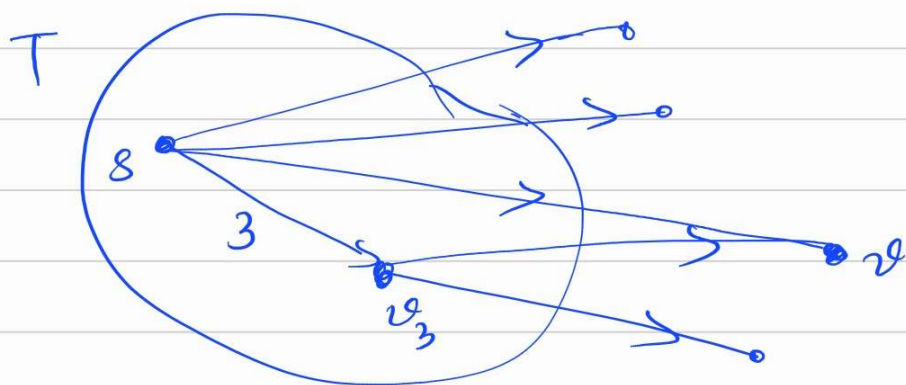


Let T be the set of vertices to which we know the length of a shortest path.



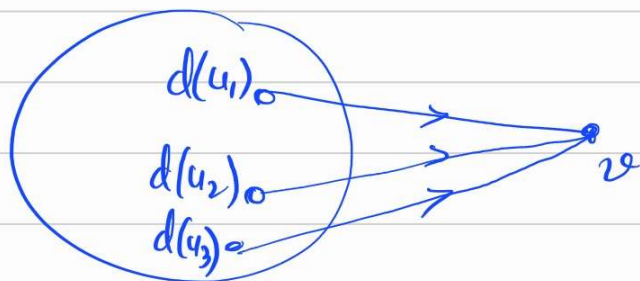
Consider the outgoing edges from T .

and add a minimum weight edge incident on $T = \{s\}$.



for each vertex $v \in V \setminus T$.

$$d(v) = \min_{\substack{u : (u,v) \in E \\ u \in T}} (d(u) + w(u,v))$$



Dijkstra's Algo.

For each vertex v , $d(v) := \infty$ if $v \neq s$
 $d(s) = 0$.

let T be the set of explored vertices.

Initialize $T := \{s\}$.

While $T \neq V$

Select a vertex $v \in V \setminus T$ s.t.

there exists an incoming edge incident
on v from T and

$$d(v) = \min_{\substack{u \in T \\ (u,v) \in E(T, V \setminus T)}} (d(u) + w(u,v))$$

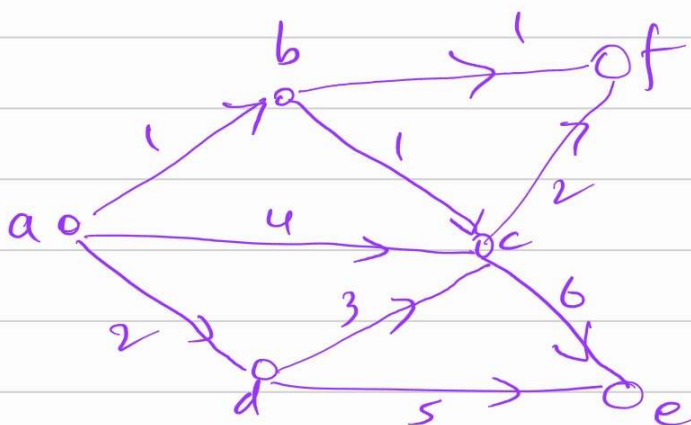
is minimal.

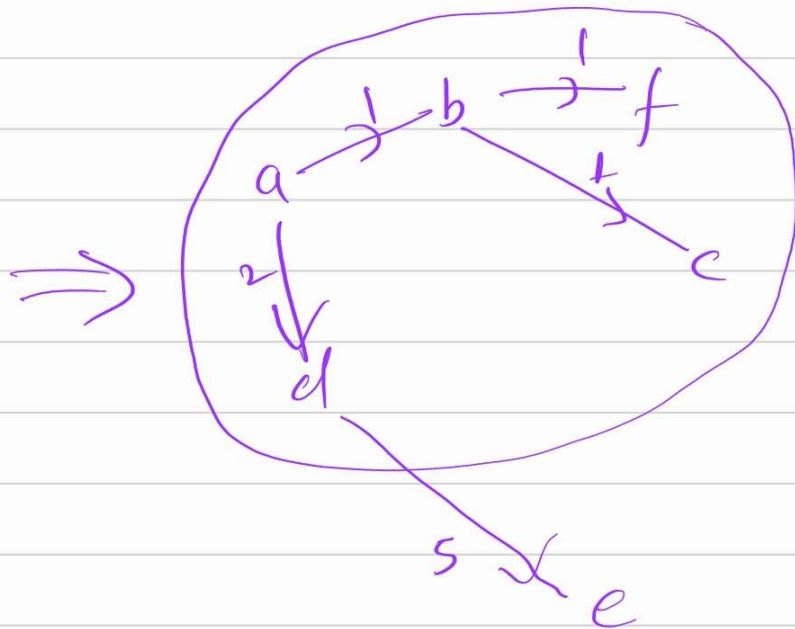
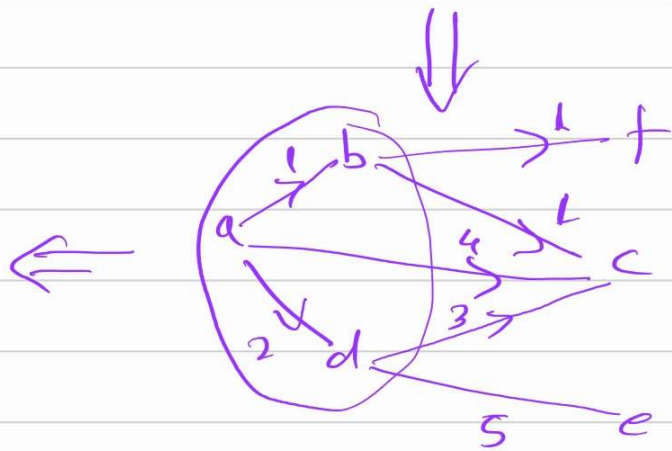
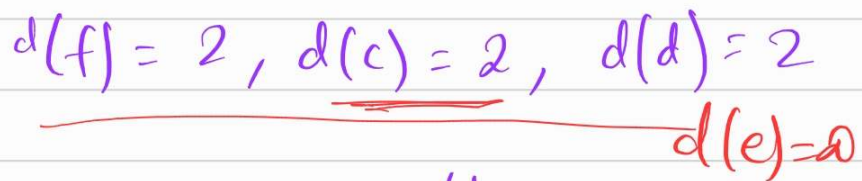
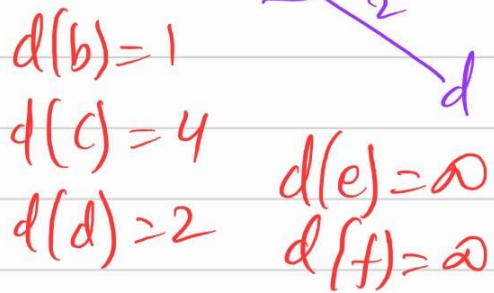
(In other words, you only consider
edges in the cut $(T, V \setminus T)$)

Add v to T . ; $\text{pred}(v) =$ the vertex
 u for which
 $d(v)$ attained
the minimal
value.

End while.

Example:





Implementation & running time:

→ computing $d(v)$ for each vertex which has an edge incident from T

$$v \in V \setminus T, d(v) = \min_{\substack{u \in T \\ (u,v) \in E}} (d(u) + w(u,v))$$

→ Choose a v s.t. $d(v)$ is minimal

Clearly the algorithm can be implemented in $O(m \cdot n)$ time.

Where $|V| = n, |E| = m$.

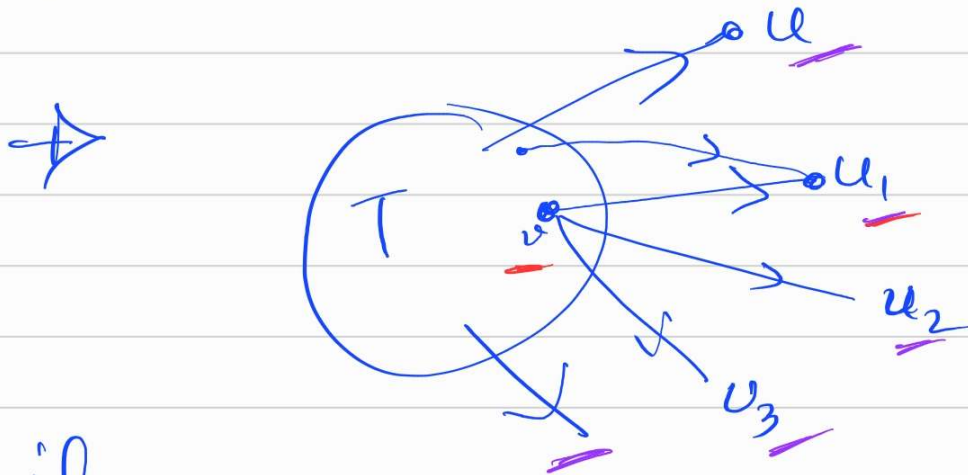
Better implementation: $O(m \log n)$.

→ maintain $v \in V \setminus T$

in a priority queue with

$$\text{Key}(v) = d(v).$$

→ Extract Min ← $n-1$

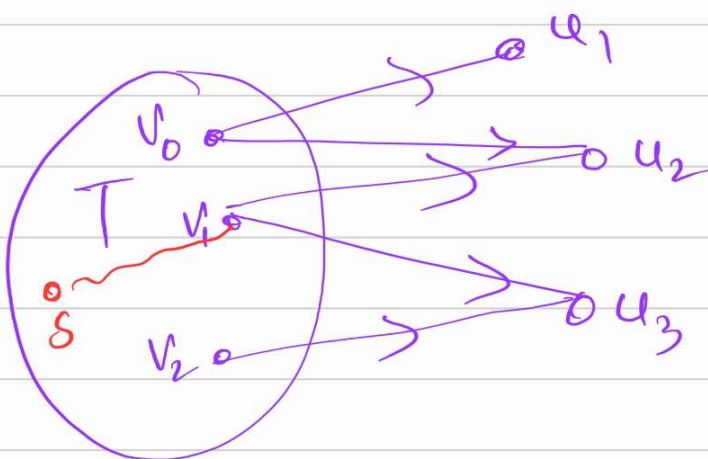


if $d(u_1) > \underline{d(v) + w(v, u_1)}$

then $d(u_1) = d(v) + w(v, u_1)$

otherwise.

$d(u_1)$ remains the same.



$$d(u_3) = \min \left\{ \underline{d(v_1)} + w(v_1, u_3), d(v_2) + w(v_2, u_3) \right\}$$

$$d(u_2) = \min \left\{ d(v_0) + w(v_0, u_2), d(v_1) + w(v_1, u_2) \right\}$$

→ if $d(u_i) > \underline{d(v) + w(v, u_i)}$

then $d(u_i) = d(v) + w(v, u_i)$

then decreasekey $(u_i, d(u_i))$.

Decreasekey is called at most m times.

→ Total running time:

$$O(n) + O(m \log n)$$

QED