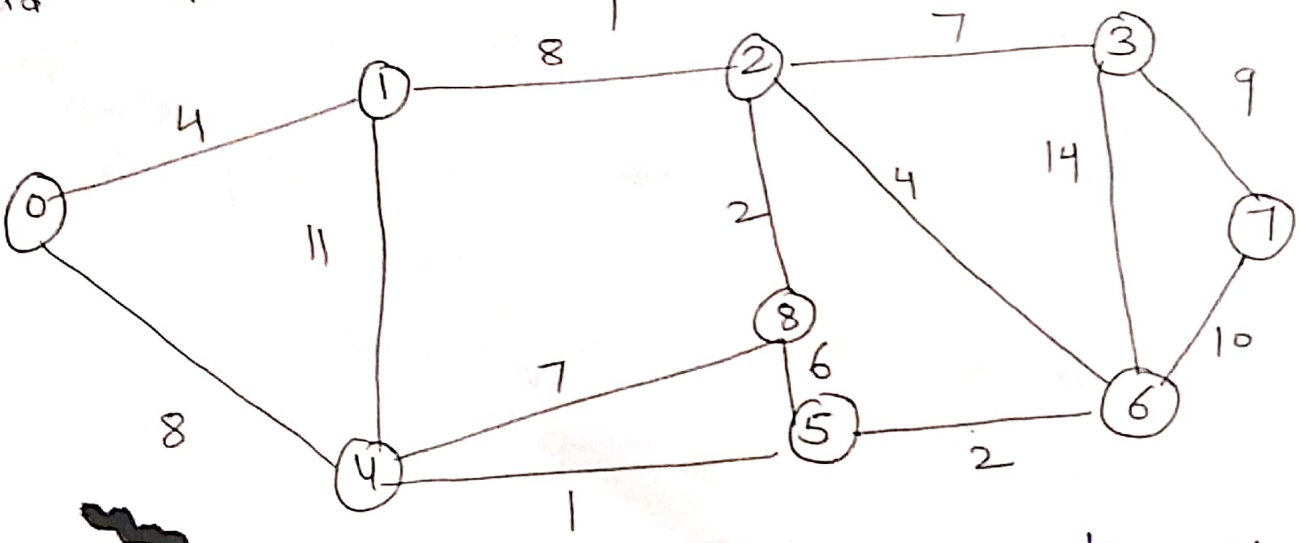
Djikstra Algorithm
(Single source shortest Path)

Shortest path in ① weighted graphs

Er. Meenakshi Rana

→ Djkstra algo is a single-source shortest path algorithm. Here, single source means that only one source is given and we have to find the shortest path from source to all nodes.

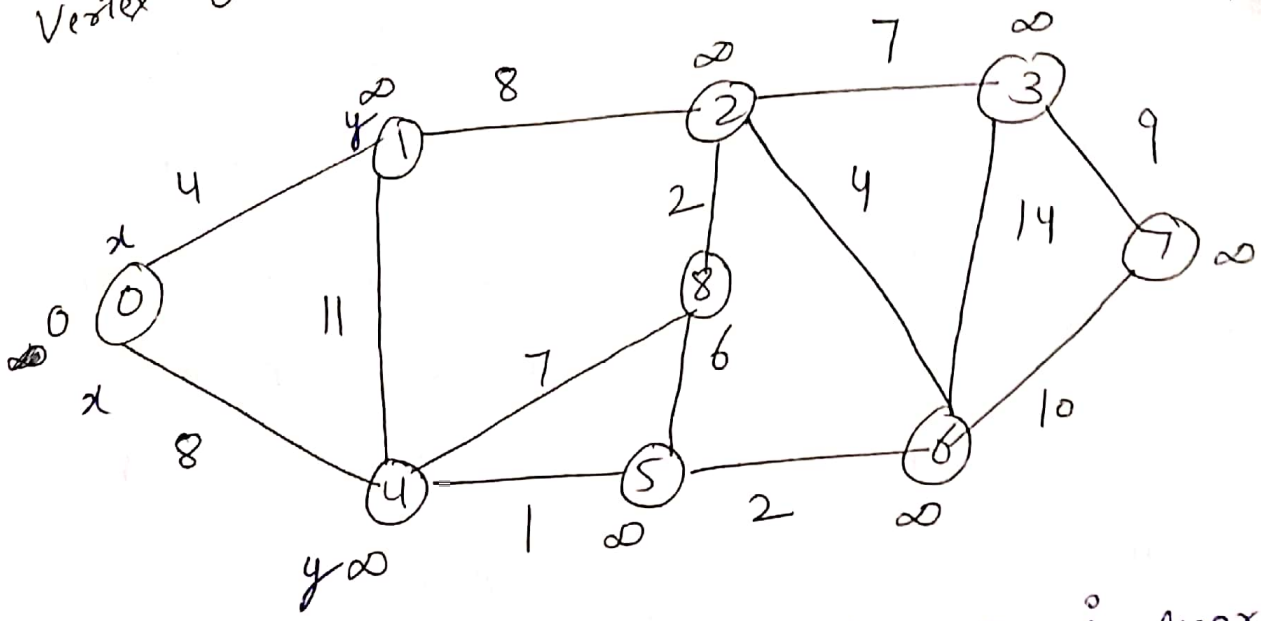
Let's understand from the given example:→



first we have to consider any vertex as a source vertex. Suppose we consider vertex 0 as source vertex.

① Here we assume that 0 as a source vertex and distance to all other vertices as ∞.

(2) Two vertices are adjacent to Vertex 0.



(3) Let us assume that the vertex 0 is represented by 'x' and vertex 1 is represented by 'y'. The distance b/w the vertices can be calculated by using the below formula:

$$d(x,y) = d(x) + c(x,y) \angle d(y)$$

$$= (0+4) \angle \infty$$

$$= 4 \angle \infty$$

Since $4 \angle \infty$, so will update d(y) from ∞ to 4.

→ Now we will consider vertex 0 same as 'x' and vertex 4 as 'y'

$$d(x,y) = d(x) + c(x,y) \angle d(y)$$

$$= (0+8) \angle \infty = 8 \angle \infty$$

Therefore the value of d(y) is 8.

We will replace the infinity values of vertices 1 and 4 with the values 4 and 8 respectively.

→ Now we have to found the shortest path from the vertex 0 to 1 and 0 to 4.

Therefore, vertex 0 is selected.

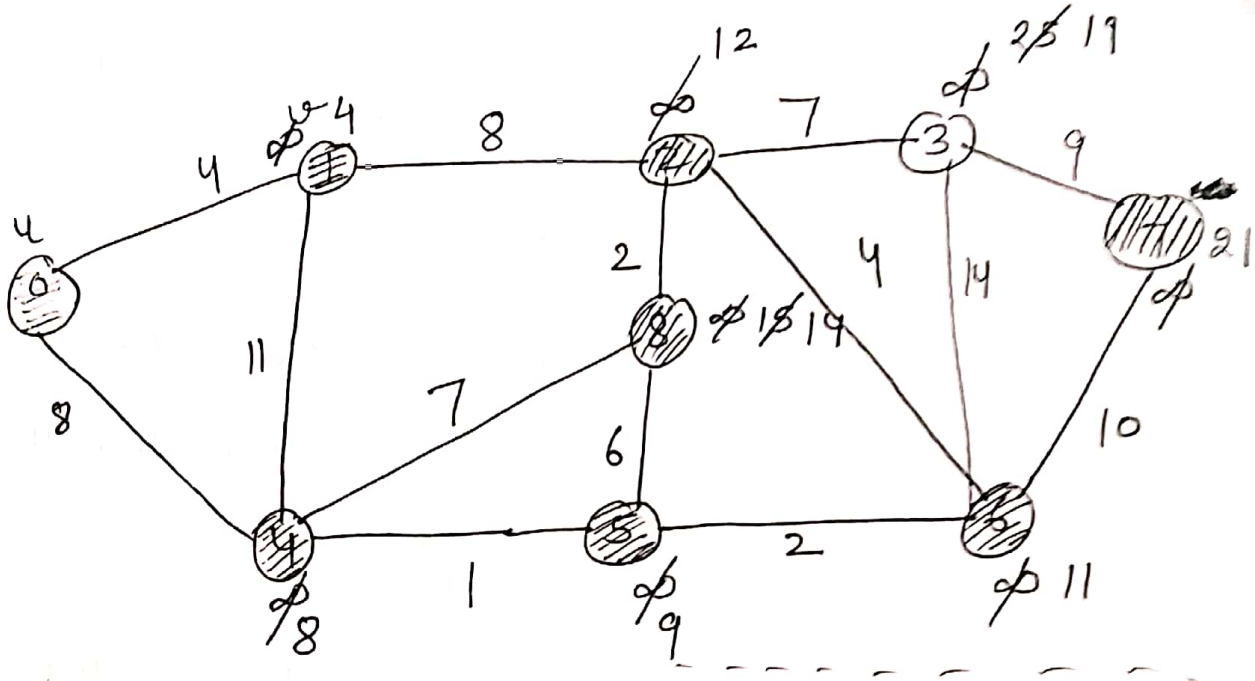
→ Now, we will compare all the vertices except the vertex 0.

→ Since the vertex 1 has the lowest value, i.e. 4 ∴, vertex 1 is selected.

Since vertex 1 is selected, so we consider the path from 1 to 2 and 1 to 4. We will not consider the path from 1 to 0 as vertex 0 is already selected.

So, like this, we will continue for the whole graph.

- The graph after applying dijkstra algo is shown as follows:

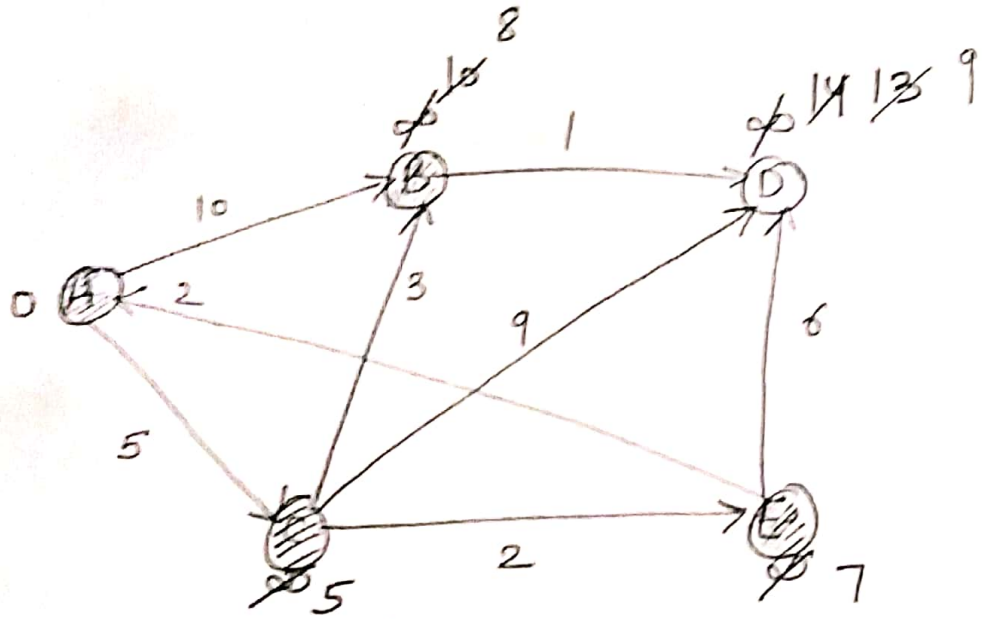


- Now, if we want to find out the shortest distance from 0 to 5 that is 9.

Similarly, from 0 to 7, it is 21.

Hence we can find out the shortest distance of each node from the above graph.

Now, we will solve the dijkstra algo for a directed graph as shown below.



Take source vertex = A

	A	B	C	D	E
A	[0]	∞	∞	∞	∞
C		10	[5]	∞	∞
E		8		14	[7] ← minimum distance vertex
B		[8]		13 ←	
D				[9] ← pointer	

$$d(u) + c(u,v) < d(v)$$

If we want to find out the shortest Path :⇒

Suppose from A to D ⇐ we will set the pointer at 9

selected vertex is D. Move the pointer one step backward. If the value is changed, we will check in from which vertex is selected.

(A to D) Path: DBCA ⇒ ACBD ⇒ 9
5+3+1 ⇒ 9

from A to B → (8)

from the table, we can see the shortest distance of B is 8.

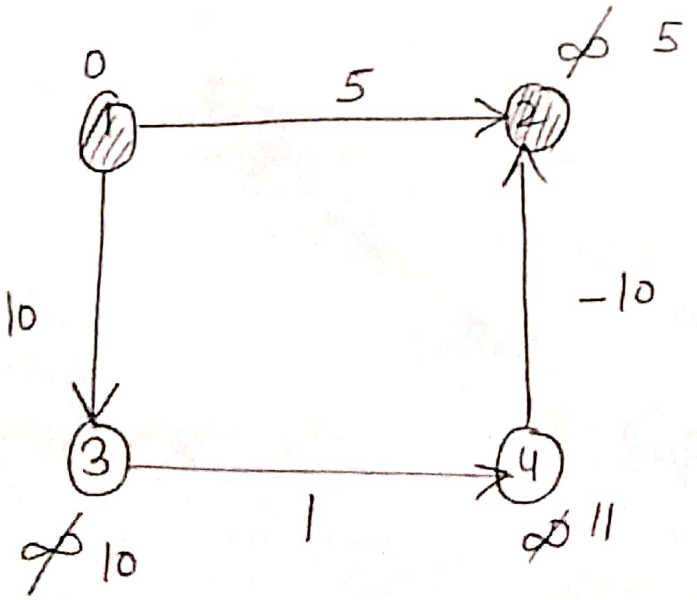
Just set the pointer. Move one step backward

B C A ⇒ A C B (Shortest path)
= 5+3 = 8

Draw back of Dijkstra Algorithm :→

It may or may not work when the weight of edges are negative.

Here is an example:



Suppose we want to update the distance from Vertex 4 (4) to Vertex 2 (v)

11 - 10 = (1)

→ if we go from 1 to 3 to 4 to 2, then distance would be 1

and $1 < 5$

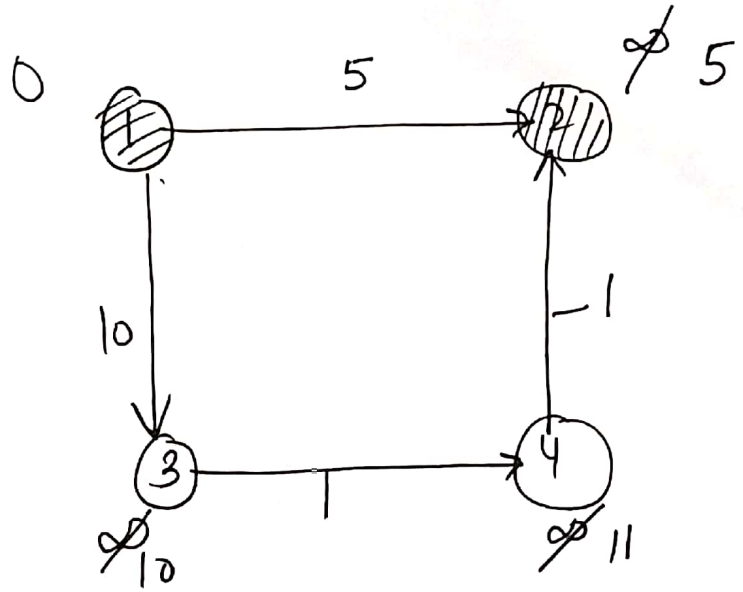
but we cannot update it.

because the node is already visited.

So, in this case, dijkstra algo has wrong distance.

→ This is not always be true

Suppose if we change the value as −1 from vertex 4 (4) to vertex (2) v.



$11 - 1 = 10$

and $5 < 10$

so 5 is already updated.

→