

### P3: Design Experience

#### Dijkstra's Algorithm: Greedy Approach

Input: Graph  $G = (V, E)$ , directed or undirected; positive edge lengths  $\{l_e: e \in E\}$ ; vertex  $s \in V$ .

Output: For all vertices  $u$  reachable from  $s$ ,  $\text{dist}(u)$  is set to the distance from  $s$  to  $u$ .

#### Pseudocode

Procedure  $\text{dijkstra}(G, l, s)$ :

for all  $u \in V$ :

$\text{dist}(u) = \infty$

$\text{prev}(u) = \text{nil}$

$\text{dist}(s) = 0$

$H = \text{makequeue}(V)$  [ $\because$  Using  $\text{dist}$ -val as keys]

While  $H$  is not empty:

$u = \text{deletemin}(H)$

for all edges  $(u, v) \in E$ :

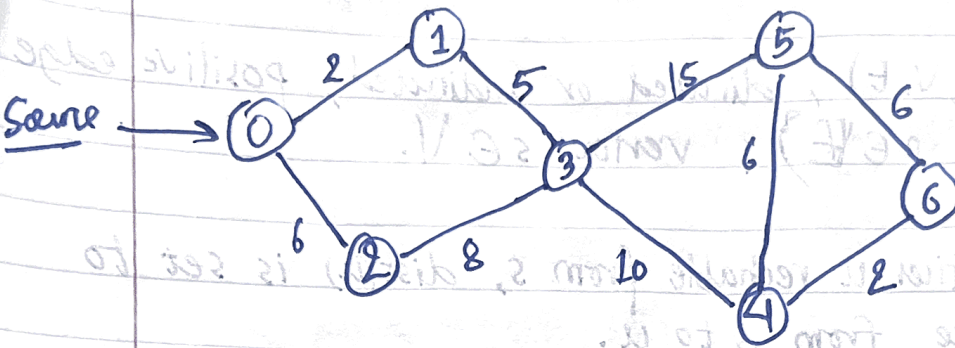
if  $\text{dist}(v) > \text{dist}(u) + l(u, v)$ :

$\text{dist}(v) = \text{dist}(u) + l(u, v)$

$\text{prev}(v) = u$

$\text{decreasekey}(H, v)$

# ① Hand-solved example :



Problem is to find the shortest path from source (i.e. 0) to all other nodes.

Initial

Unvisited nodes :  $\{0, 1, 2, 3, 4, 5, 6\}$

0 : 0

1 :  ~~$\infty$~~

2 :  $\infty$

3 :  $\infty$

4 :  $\infty$

5 :  $\infty$

6 :  $\infty$

→ The algorithm is only complete when all the nodes are visited and added to path

0 : 0

1 :  ~~$\infty$~~  2

2 :  ~~$\infty$~~  6

3 :  ~~$\infty$~~  7

4 :  ~~$\infty$~~  17

5 :  ~~$\infty$~~  22

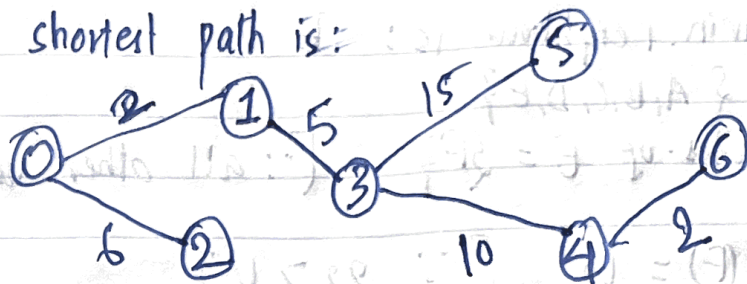
6 :  ~~$\infty$~~  19

Unvisited =  $\{0, 1, 2, 3, 4, 5, 6\}$

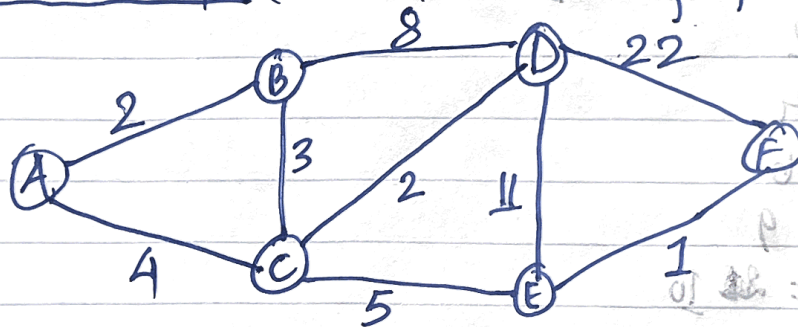
Order of visiting nodes → 0 → 1 → 2 → 3 → 4 → 6 → 5



so, the shortest path is:



## ② Another Example (detailed discussion of pseudocode)



- Initial distance assumption is  $\infty$  for all nodes, except A [ $\because 0$  for A]
- Adj nodes of A =  $\{B, C\}$  Visited = [A]
- cost of each neighbour  $\Rightarrow$  cost (B) = cost(A) + dist(A  $\rightarrow$  B)

Similarly,

$$\text{cost}(C) = 0 + 4 = 4$$

- Finding the min. cost neighbour out of  $\{2, 4\}$  is 2 : i.e. take B node

Similar approach like above,

adj nodes of B :  $\{C, D\}$

[ $\because$  A has been visited already]

$$\text{cost}(C) = 4 \quad [\because 2 + 3 = 5 > 4]$$

$$\text{cost}(D) = 10 \quad [\because 0 + 2 + 8]$$

$\rightarrow$  Next is C  $\Rightarrow$  adj. nodes =  $\{D, E\}$

$$\text{cost}(D) = 4 + 2 = 6$$

$$\text{cost}(E) = 4 + 5 = 9$$

Visited =  $\{A, B, C\}$

Next is D. Adj. nodes of D =  $\{E, F\}$

$$\text{cost}(E) = 6 + 11 = 17$$

$$\text{cost}(F) = 28$$

The next min. neighbour is: E

Visited = {A, B, C, D, E}

so, Adj nodes of E = {F} [∵ all other visited already]

Cost (F) = 10 [∵ 22 > 10]

Thus,

Cost (A) = 0 [source]

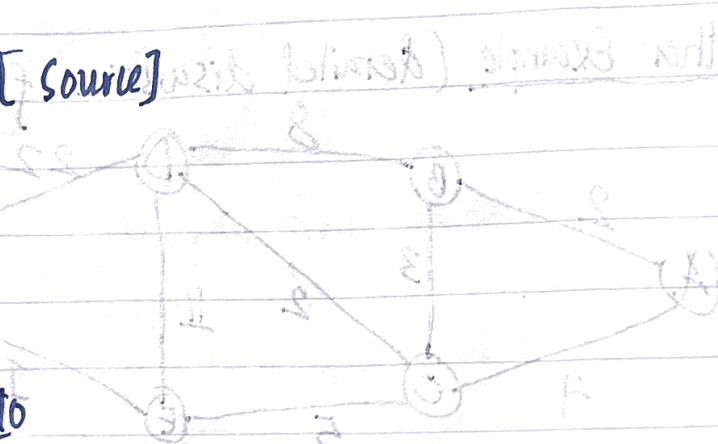
Cost (B) = 2

Cost (C) = 4

Cost (D) = 6

Cost (E) = 9

Cost (F) = ~~22~~ 10



The shortest Path is:

