

## Initialize-Single-Source ( $G, s$ )

1. for each vertex  $v \in G \cdot V$
2.  $v.d = \infty$
3.  $v.\pi = NIL$
4.  $s.d = 0$  // root's distance = 0.

## Relax ( $u, v, w$ )

- ① if  $v.d > u.d + w(u, v)$ .
- ②  $v.d = u.d + w(u, v)$ .
- ③  $v.\pi = u$ .

Before relaxation,  $d(v) \leq d(u) + w(u, v)$ .

After relaxation,  $d(v)$  doesn't change.

## Dijkstra Algo:

### Dijkstra( $G, w, s$ )

#### Initialize-Single-Source ( $G, s$ )

$S \leftarrow \emptyset$   
 $Q \leftarrow V[G]$  } Build-heap

while  $Q \neq \emptyset$  do

$u \leftarrow \text{Extract-min}(Q)$

$S \leftarrow S \cup \{u\}$

  for each vertex  $v \in \text{Adj}[u]$  do

    Relax( $u, v, w$ )

  ↑

Dijkstra  $\equiv$  Prim

lightest edge in growing tree.

## Dijkstra-Analysis

T.I.

### ① Linked list Representation

Build Queue :  $O(V)$ ; with sorting  $O(V \lg V)$

while loop  $\rightarrow V$  times.

each extract-min :  $O(V)$ .

each edge relaxed  $E/V$  times.

$\therefore$  Total relaxation :  $E/V \cdot V = E$  times.

Total extract-min :  $V \cdot V = V^2$ .

Total time  $O(V^2 + E) = O(V^2)$ .

Fibonacci heap:  $O(V \lg V + E)$ .

Relaxation-done in  $O(1)$  times.

### ② Binary heap representation:

Build heap -  $O(V)$ .

loop  $\rightarrow V$  times.

extract-min. ( $\lg V$ ).

Relaxation  $\rightarrow \lg V$ .

Done  $\rightarrow E \lg V$ .

$\therefore$  Complexity =  $V \lg V + E \lg V$ .

$\therefore O(E \lg V)$ .



Correctness of Dijkstra: Using this loop invariant: At the start of each iteration of loop,  $d[v] = \delta(s, v)$  for each vertex  $v \in S$ .

→ Shortest tree path at  $S$  of  $G(V, E)$  is a directed subgraph

$G'(V', E')$  where  $V' \subseteq V, E' \subseteq E$  such that.

①  $V'$  is the reachable vertices set of  $S$  in  $G$ ,  $G'$  is rooted tree with root  $S$ .

② for all  $v \in V'$ , unique simple path from  $s$  to  $v$  in  $G'$  is a shortest path from  $s$  to  $v$  in  $G$ .

∴ Relaxation method as implemented in Dijkstra algo, is guaranteed to result in shortest-paths tree.

Bellman Ford: For negative-edges.

Bellman Ford ( $G, w, s$ )

1. Initialize - Single-sources ( $G, s$ ) →  $O(V)$

2. for  $i=1$  to  $|G.V|-1$  →  $O(V)$

3. for each edge  $(u, v) \in G.E$  →  $O(E)$

4. Relax  $(u, v, w)$

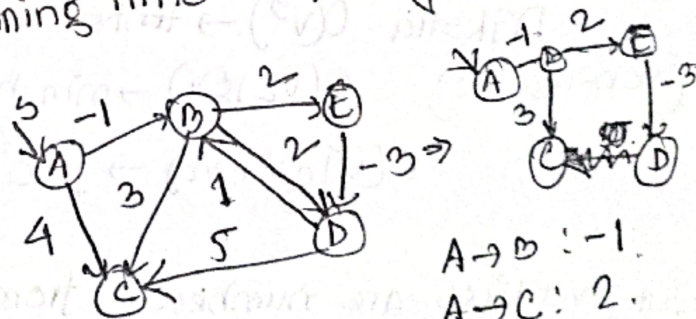
5. for each edge  $(u, v) \in G.E$

6. if  $v.d > u.d + w.(u, v)$

7. return FALSE

8. return True.

∴ Running time complexity →  $O(V \cdot E)$



$A \rightarrow B: -1$   
 $A \rightarrow C: 2$   
 $A \rightarrow E: 1$   
 $A \rightarrow D: -2$

MST-Prim ( $G, w, r$ ).

1. for each  $v \in G.v$  do
2.      $v.\pi \leftarrow \text{NIL}$
3.      $v.\text{key} \leftarrow \infty$ .

4.  $s.\text{key} \leftarrow 0$

5.  $Q \leftarrow G.v$

6. While  $Q \neq \emptyset$  do  $\rightarrow O(V)$  times

7.      $u \leftarrow \text{extractmin}(Q) \rightarrow \lg V$

8.     for each  $v \in \text{adj}[u]$  do  $E/V$  times

9.         if  $v \in Q$  and  $w(u, v) < v.\text{key}$

10.             then  $v.\pi \leftarrow u$ .

11.              $v.\text{key} \leftarrow w(u, v).$   $O(\lg V)$

Complexity:  $O(E \lg V)$ .

$$= \frac{O(V+E) \lg V}{2}$$

$$E \geq V. \therefore E \lg V.$$

complexity by:  
adjacency list &  
binary heap.

Array + List:

- Extract min:  $O(V)$
- Decrease key:  $O(1)$ .

$\therefore$  Total complexity.  $O(V.V) = O(V^2)$ .

\* List + Fibon:

$$O(V \lg V + E)$$

झट्टा:

extract min  $\rightarrow \lg n$ .

Decrease key  $\rightarrow 1$ .



Kruskal MST ( $G, w$ )

Disjoint-SET DS.

complexity:  $O(E \lg E)$  or  $O(E \lg V)$

1.  $A \leftarrow \emptyset$

2. for each  $v \in G.V$  do

3. MAKE-SET( $v$ )

$\rightarrow O(V)$

4. sort edges into non-decreasing order by weight.  $\rightarrow O(E \lg E)$

5. for each  $u, v \in E$  non-decreasing edge do  
if FIND-SET( $u$ )  $\neq$  FIND-SET( $v$ ).

6. then  $A \leftarrow A \cup \{u, v\}$ .  
7. UNION( $u, v$ ).

8.

10. Return  $A$

$E$  times

Disjoint set operation

$O(\lg V)$  or  $O(\lg E)$

Ford - Fulkerson - Algo ( $G, c, s, t$ )

1.  $f(u, v) \leq c$  for all edge  $(u, v)$
2.  $G_f = [n \times n]$
3. While true. do
4.      $m, P = \text{Augmenting path } (G, E, s, t, G_f)$
5.     if  $m = 0$  break
6.      $f + = m$
7.     for each edge  $(u, v) \in P$
8.          $F[u, v] = F[u, v] - m$
9.          $F[v, u] = F[v, u] + m$
- 10.
11. return  $G_f$

Complexity:  $O(E * \text{max flow})$   
There can be  
 ~~$V * E$~~  path.

$\therefore$  While loop  
max flow time  
ହେବ ।

$\rightarrow$  Augment  
path ଥାଏ  
କ୍ଷେତ୍ର 2ଟି  
 $O(E)$  time  
- ୧

Edmond Karp:

BFS  $\rightarrow V \cdot E$  ଥିବ  
path ଥାଏ ୧ଟି ।  
total  ~~$V \cdot E$~~   $E$  times  
ହେବ,  $O(E^2 * V)$



## Ford-Fulkerson Algo

Floyd Warshall (W) : complexity  $O(n^3)$ .

$n = W, \text{ rows}$

$D^{(0)} = W$

for  $k=1$  to  $n$

Let  $D^{(k)} = D^{(k-1)}$  be a new  $n \times n$  matrix

for  $i=1$  to  $n$

for  $j=1$  to  $n$

$d_{ij}^{(k)} = \min(d_{ij}^{(k-1)}, d_{ik}^{(k-1)} + d_{kj}^{(k-1)})$ .

return  $D^{(n)}$ .

Dinic  $\rightarrow O(E|V|^2)$

$O(|V||E|^2)$ .

## Edmond Karp :

$f = 0$

$F = [n \times n]$  // residual capacity array.

while true:

$m, P = \text{BFS}(C, E, s, t, F)$ .

if  $m = 0$

break

$f += m$

$v = t$

while  $v \neq s$ .

$u = P[v]$

$C, E, s, t, F = \text{capacities, edges, source, sink, residual capacity}$

$m = \text{max flow}$

$P = \text{Parent graph}$

Augmenting