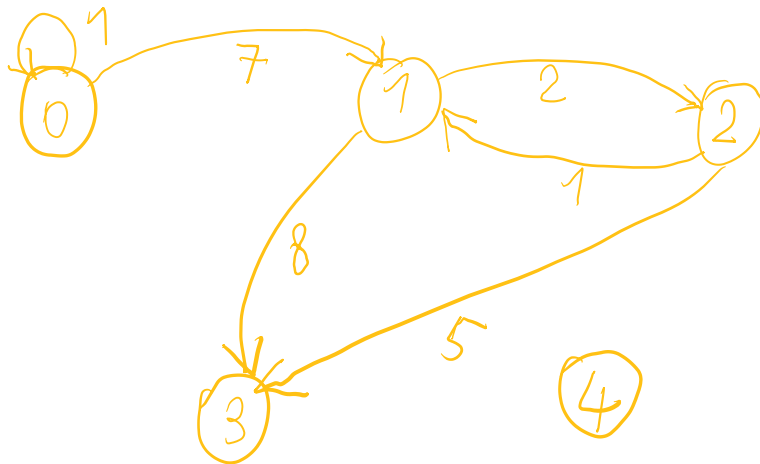


Lab 3: "Backwards" Dijkstra

Graph with 5 vertices and 6 edges:

5 6
0 0 1
0 1 7
1 2 2
2 1 1
1 3 8
2 3 5



Example 1

start: 0

end: 3

Step	queue	previous	distances	visited	current	next	cost	distance
init	[3:0]	<div>0 1 2 3 4</div> <div>- - - - -</div>	<div>0 1 2 3 4</div> <div>∞ ∞ ∞ 0 ∞</div>	{3}	-	-	-	-
1	[]	^	^	^	3	-	-	-
1.1	[1:8]	<div>0 1 2 3 4</div> <div>- 3 - - -</div>	<div>0 1 2 3 4</div> <div>∞ 8 ∞ 0 ∞</div>	{1, 3}	^	1	8	8
1.2	[1:8, 2:5]	<div>0 1 2 3 4</div> <div>- 3 3 - -</div>	<div>0 1 2 3 4</div> <div>∞ 8 5 0 ∞</div>	{1, 2, 3}	^	2	5	5
2	[1:8]	^	^	^	2	-	-	-
2.1	^	<div>0 1 2 3 4</div> <div>1 2 3 - -</div>	<div>0 1 2 3 4</div> <div>15 7 5 0 ∞</div>	^	^	1	2	7
3	[]	^	^	^	1	-	-	-
3.1	[0:14]	<div>0 1 2 3 4</div> <div>1 2 3 - -</div>	<div>0 1 2 3 4</div> <div>14 7 5 0 ∞</div>	{0, 1, 2, 3}	^	0	7	14
4	[]	^	^	^	0	-	-	-

^ = unchanged

After step 4 the path is created following the vertices in *previous* as follows: 0 -> 1 -> 2 -> 3

Example 2

start: 0

end: 4

Step	queue	previous					distances					visited	current	next	cost	distance
init	[4:0]	0	1	2	3	4	0	1	2	3	4	{4}	-	-	-	-
		-	-	-	-	-	∞	∞	∞	∞	0					
1	[]	^					^					^	4	-	-	-

Because vertex 4 doesn't have any inbound edges and there's no vertices left in the queue the algorithm stops and the result is an empty path which means the path is not possible.

Example 3

start: 4

end: 1

Step	queue	previous	distances	visited	current	next	cost	distance																				
init	[1:0]	<table><tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td></tr><tr><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr></table>	0	1	2	3	4	-	-	-	-	-	<table><tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td></tr><tr><td>∞</td><td>0</td><td>∞</td><td>∞</td><td>∞</td></tr></table>	0	1	2	3	4	∞	0	∞	∞	∞	{1}	-	-	-	-
0	1	2	3	4																								
-	-	-	-	-																								
0	1	2	3	4																								
∞	0	∞	∞	∞																								
1	[]	^	^	^	1	-	-	-																				
1.1	[0:7]	<table><tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td></tr><tr><td>1</td><td>-</td><td>-</td><td>-</td><td>-</td></tr></table>	0	1	2	3	4	1	-	-	-	-	<table><tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td></tr><tr><td>7</td><td>0</td><td>∞</td><td>∞</td><td>∞</td></tr></table>	0	1	2	3	4	7	0	∞	∞	∞	{0, 1}	^	0	7	7
0	1	2	3	4																								
1	-	-	-	-																								
0	1	2	3	4																								
7	0	∞	∞	∞																								
1.2	[0:7, 2:1]	<table><tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td></tr><tr><td>1</td><td>-</td><td>1</td><td>-</td><td>-</td></tr></table>	0	1	2	3	4	1	-	1	-	-	<table><tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td></tr><tr><td>7</td><td>0</td><td>1</td><td>∞</td><td>∞</td></tr></table>	0	1	2	3	4	7	0	1	∞	∞	{0, 1, 2}	^	2	1	1
0	1	2	3	4																								
1	-	1	-	-																								
0	1	2	3	4																								
7	0	1	∞	∞																								
2	[0:7]	^	^	^	2	-	-	-																				
2.1	^	^	^	^	^	1	2	3																				
3	[]	^	^	^	0	-	-	-																				
3.1	^	^	^	^		0	1	8																				

Because there's no vertices left in the queue and the start vertex hasn't been reached the algorithm returns an empty path which means the path is not possible.