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- Dijkstra's Algorithm for SSSP
- 2 Dijkstra's Algorithm as Framework
- 3 All Pairs Shortest Paths
- 4 Miscellaneous

## Dijkstra's algorithm for SSSP

$$R \triangleq \{v \mid s \leadsto v \text{ is known}\}$$

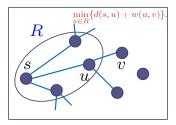
Finding shortest paths from s to other nodes t in increasing order of d(s,t).

#### Theorem (Invariant)

$$\exists d: \begin{cases} d(s,v) \le l, & \forall v \in R, \\ d(s,v) > l, & \forall v \notin R \end{cases}$$

# Dijkstra's algorithm for SSSP

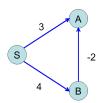




# Negative edges

Negative edges (Problem 6.16)

Dijkstra's algorithm may fail if w(e) < 0.



# Negative edges

Negative edges from s (Problem 6.21) All negative edges are from s.

$$\underset{(s,v)}{\arg\min} \, w(s,v)$$

#### Generalized shortest path problem

Generalized shortest path problem (Problem 6.20)

#### Shortest paths among nodes

Shortest paths among nodes (Problem 6.27)

#### Shortest path through $v_0$

Shortest paths through  $v_0$  (Problem 6.28)

#### Shortest path in maze

Shortest paths in maze (Problem 6.24)

#### Bellman-Ford algorithm

Bellman-Ford algorithm (Problem 6.30)

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## Dijkstra's algorithm

$$\mathsf{d}(v) = \min_{u \in N(v)} \{ \mathsf{d}(u) + l(u,v) \}$$

for all 
$$v \in V$$
 do 
$$\mathsf{d}[v] \leftarrow \infty$$
 
$$\mathsf{d}[s] \leftarrow 0$$
 
$$Q \leftarrow \mathsf{MinPQ}(V)$$

$$\begin{aligned} & \text{while } Q \neq \emptyset \text{ do} \\ & u \leftarrow \mathsf{deleteMin}(Q) \\ & \text{for all } (u,v) \in E \land v \in Q \text{ do} \\ & \text{if } \mathsf{d}[v] > \mathsf{d}[u] + l(u,v) \text{ then} \\ & \mathsf{d}[v] \leftarrow \mathsf{d}[u] + l(u,v) \\ & \mathsf{decreaseKey}(Q,v) \end{aligned}$$

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

# Dijkstra's algorithm

## Unique shortest paths

Unique shortest paths (Problem 6.18)

#### Number of shortest paths

Number of shortest paths (Problem 6.31, 5.26)

#### Min-max path problem

Min-max path problem (Problem 6.23)

## Max-min path problem (Problem 6.26)

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# Floyd-Warshall algorithm

## Routing table

Routing table (Problem 6.25)

## Shortest cycle in digraph

Shortest cycle in digraph



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#### Hamiltonian path in Tournament graph

Hamiltonian path in Tournament graph (Problem 6.22)

$$\forall u, v : (u \to v \lor v \to u) \tag{1}$$

$$\wedge (u \to v \land v \to u) \tag{2}$$



