

Some exercises on MSTs:

- 1) Show how to find a maximum spanning tree of a graph, that is, a spanning tree of largest total weight
- 2) We know that if the weights of the edges are all distinct then  $\exists$  a unique MST; show that the second-best MST, that is, the spanning tree of second-smallest total weight, is not necessarily unique

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## Shortest Paths

### Definitions & terminology

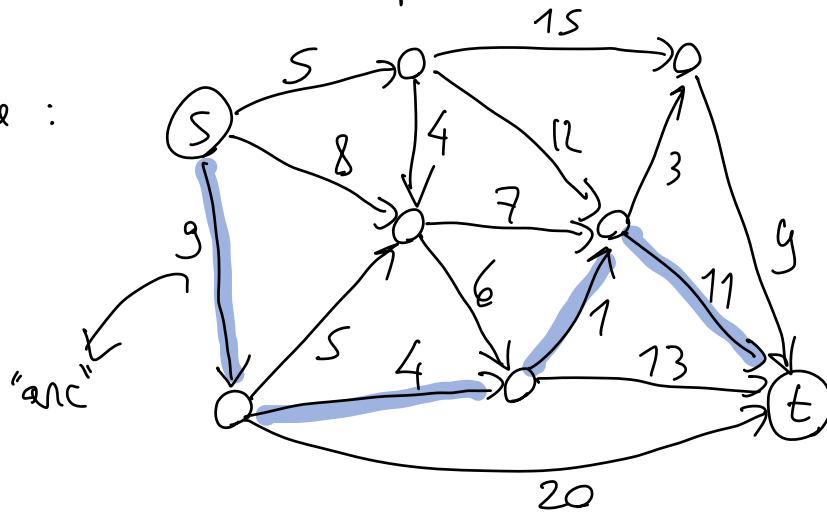
Given a weighted graph, the length of a path  $P = v_1, v_2, \dots, v_k$  is defined as  $\text{len}(P) = \sum_{i=1}^{k-1} w(v_i, v_{i+1})$

A shortest path from a vertex  $u$  to vertex  $v$  is a path with minimum length among all  $u-v$  paths

The distance between two vertices  $s$  and  $t$ , denoted  $\text{dist}(s, t)$  is the length of a shortest path from  $s$  to  $t$ ; if there is no path at all from  $s$  to  $t$  then  $\text{dist}(s, t) = +\infty$

Problem: given a directed, weighted graph and a source vertex  $s \in V$  and a destination  $t \in V$ , compute the shortest path from  $s$  to  $t$

Example:



$$\text{dist}(s, t) = 25$$

obs.: in directed graphs,  $\text{dist}(u, v) \neq \text{dist}(v, u)$   
in general

Applications:

- road networks (Google Maps)
- routing in networks (e.g. Internet)
- robots navigation

We'll solve this problem:

## Single-Source Shortest Paths (SSSP)

input: a directed, weighted graph  $G$  with edge weights  $w: E \rightarrow \mathbb{R}$  and a source vertex  $s \in V$

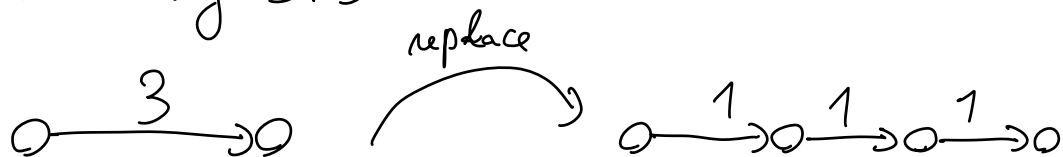
output:  $\text{dist}(s, v) \quad \forall \text{ vertex } v \in V$

Comments: - no algorithms are known that run asymptotically faster than the best SSSP algorithm in the worst case  
- we'll work with directed graphs, but all the algorithms that we'll see can be adapted easily for undirected graphs

We'll first solve a special case: nonnegative edge weights  $w: E \rightarrow \mathbb{R}_{\geq 0}$

We've already solved a special case of this

when all weights are  $w=1 \rightarrow$  solved in linear time using BFS

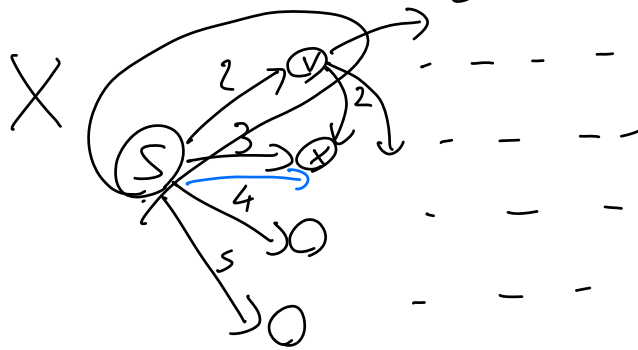


and then run BFS

Does it work? What if  $w = 3, 14/15 \dots$ ?

there is a bigger issue: the size of the graph can be much bigger than the size of the starting graph  $\Rightarrow$  BFS takes linear time in the "bigger" graph, and this is not necessarily linear time in the size of the original graph!

Intuition for a new algorithm:



the arc  $(s, v)$  must be the shortest path from  $s$  to  $v$  since the first segment of any other path is already longer; a similar reasoning works in the next steps

Dijkstra's algorithm (1956)

greedy algorithm, very similar to Prim

Dijkstra  $(G, s)$

input: directed  $G$ ,  $s \in V$ ,  $w: E \rightarrow \mathbb{R}_{\geq 0}$

output:  $\text{len}(v) = \text{dist}(s, v) \quad \forall v \in V$

$X = \{s\}$

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

$\text{len}(v) = +\infty$  // initial estimated distance

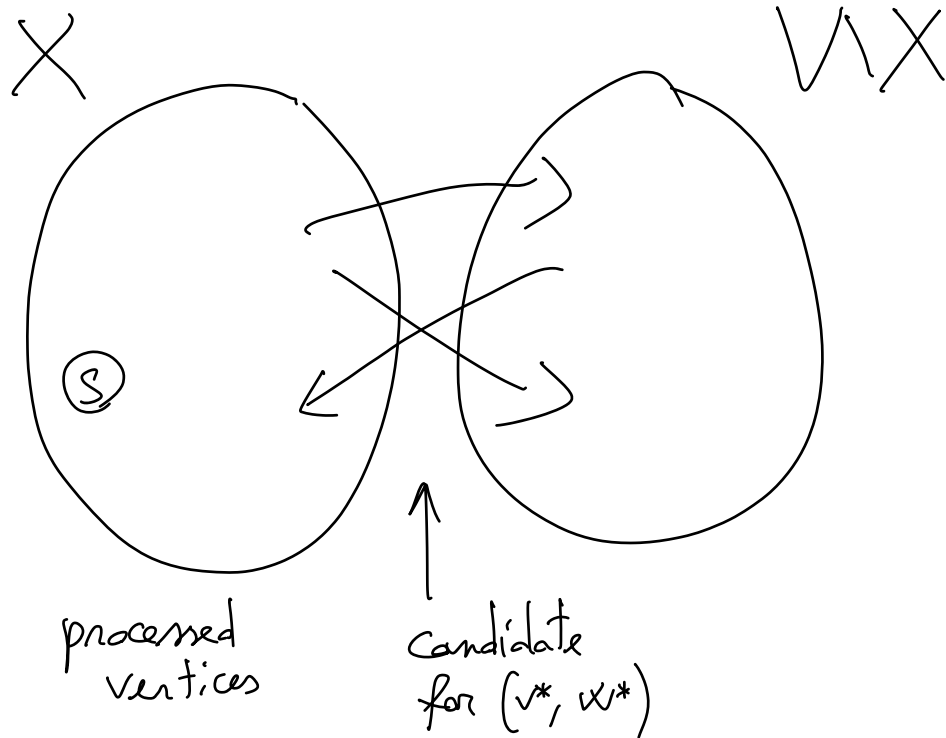
while there is an edge  $(v, w)$  with  $v \in X$  and  $w \notin X$  do

$(v^*, w^*) = \text{such an edge minimizing } \text{len}(v) + w(v, w)$

add  $w^*$  to  $X$

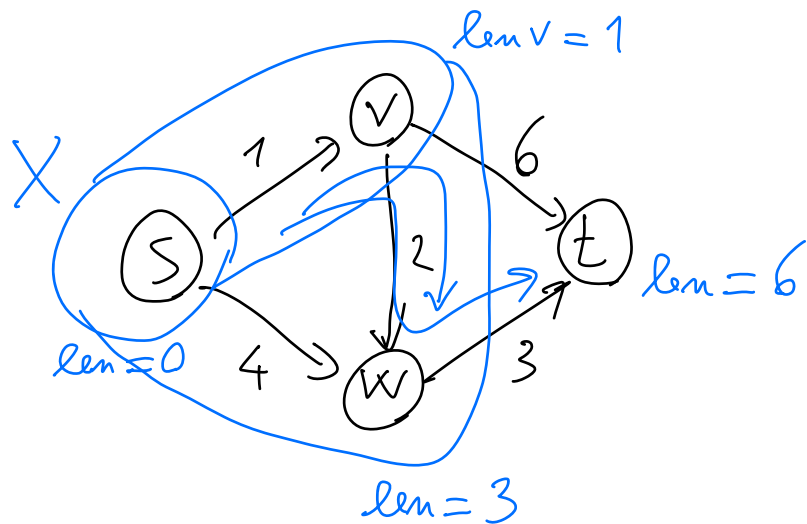
$\text{len}(w^*) = \text{len}(v^*) + w(v^*, w^*)$

Exercise: modify Dijkstra's algorithm so as to compute the shortest paths themselves (and not just their lengths)



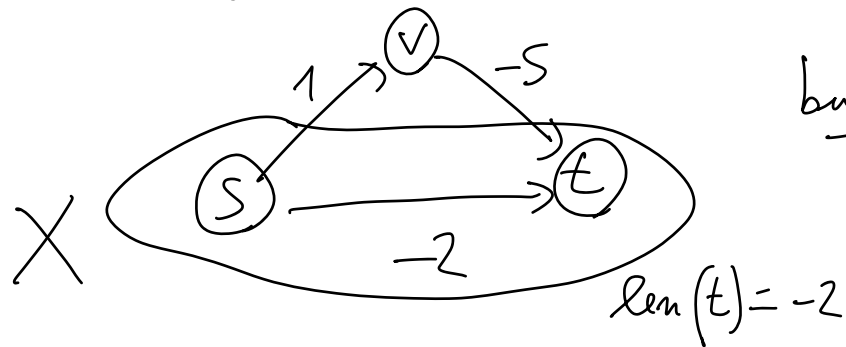
at each iteration a new node gets processed:  $w^*$

Example:



Principle of Dijkstra's alg.: in each iteration it irrevocably and myopically estimates the shortest path distance to one additional vertex despite having so far looked at only a fraction of the graph!

Dijkstra's algorithm does not work on graphs with negative weights:



but  $\text{len}(t) = -4!$

Correctness of Dijkstra's algorithm:

invariant:  $\forall x \in X, \text{len}(x)$  is  $\text{dist}(s, x)$

by induction on  $|X|$

base case:  $|X| = 1$  trivial

inductive hypothesis: invariant is true  $\forall |X| = k \geq 1$

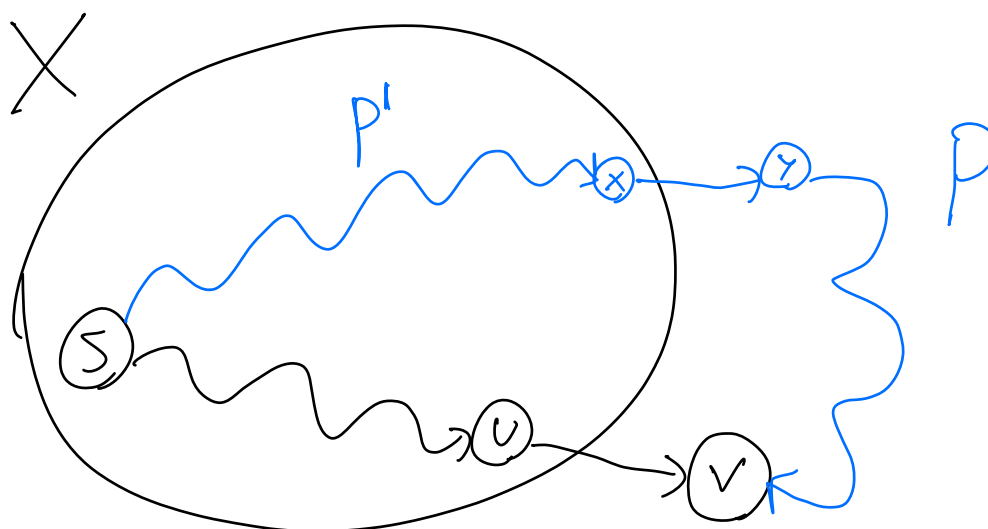
— let  $v$  the next vertex added to  $X$ , and

$(u, v)$  the arc  $\rightarrow w^*$

$\rightarrow (v^*, w^*)$

— the shortest path from  $s$  to  $v + (v, v)$  is a path from  $s$  to  $v$  of length  $\Pi(v) = \min_{\substack{(v,v): v \in X \\ v \notin X}} \text{len}(v) + w(v, v)$

— consider any path  $P$  from  $s$  to  $v$   
we'll show that  $P$  is not shorter than  $\Pi(v)$



let  $(x, y)$  be the first arc in  $P$  that traverses  $X$   
and let  $p'$  be the sub-path from  $s$  to  $x$

$$\text{len}(P) \geq \text{len}(p') + w(x, y) \geq \text{len}(x) + w(x, y) \geq$$

$\downarrow$   
 $w$  is nonnegative

$\downarrow$   
 ind. hyp.

$$\geq \pi(y) \geq \pi(v)$$

$\downarrow$   
 def. of  $\pi(v)$

$\downarrow$   
 Dijkstra selected  $v$  instead of  $y$



Complexity:  $O(mn)$

Exercise: write an implementation of Dijkstra's  
alg. with heaps