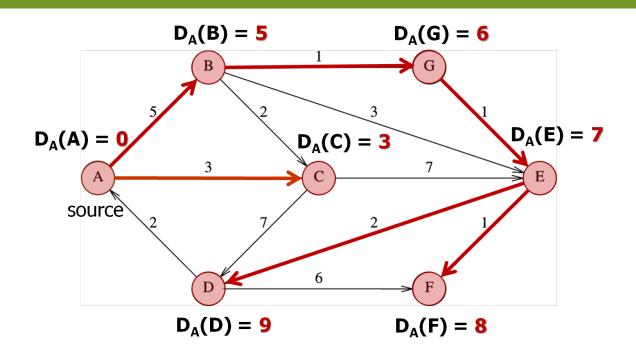
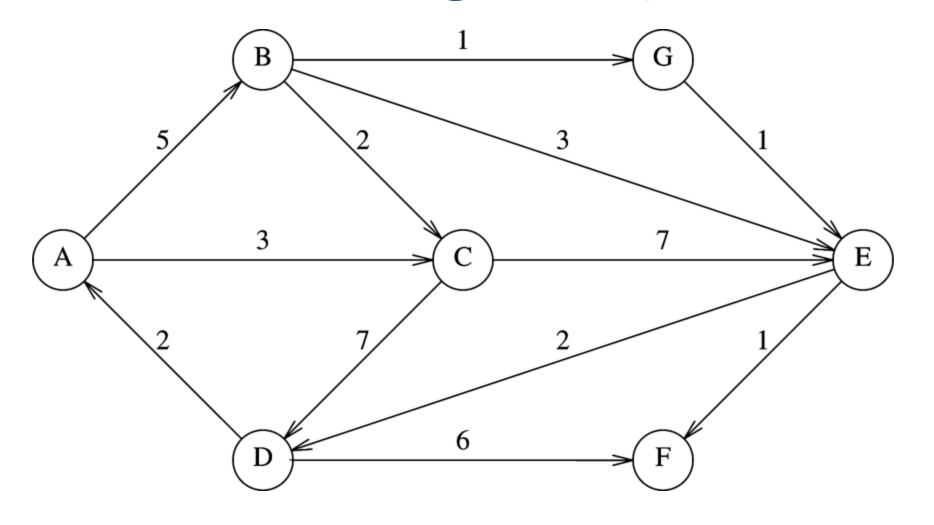
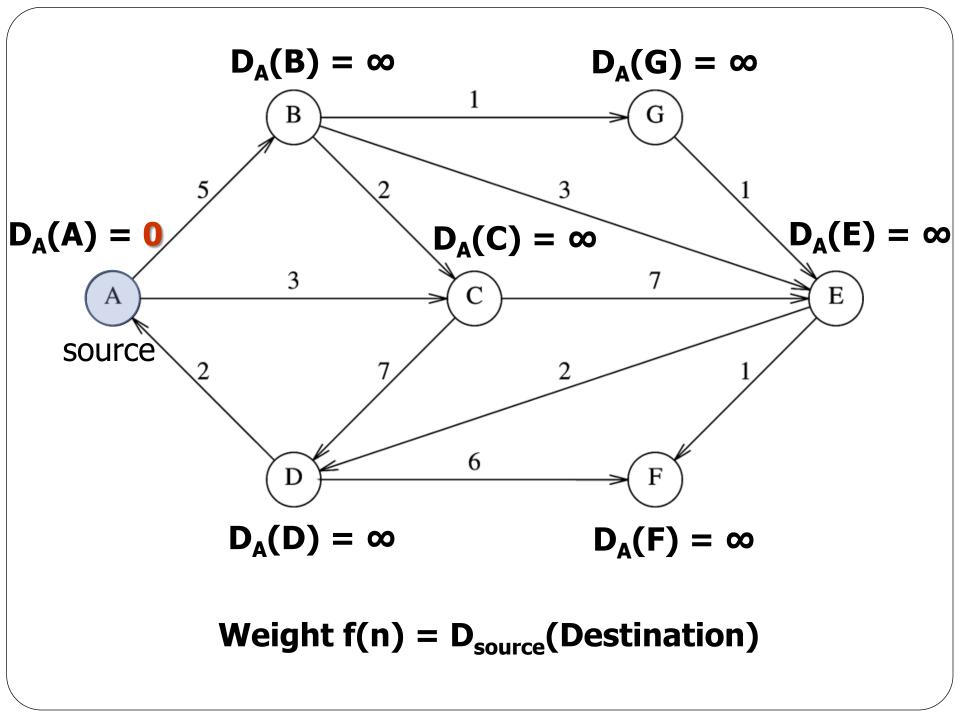
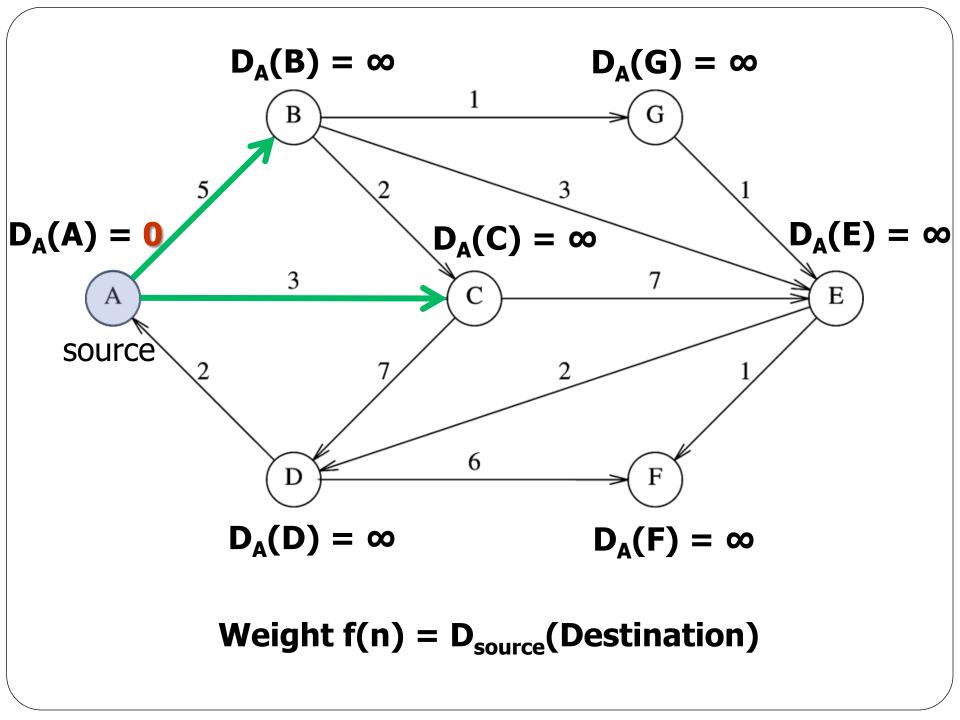
Dijkstra's Algorithm

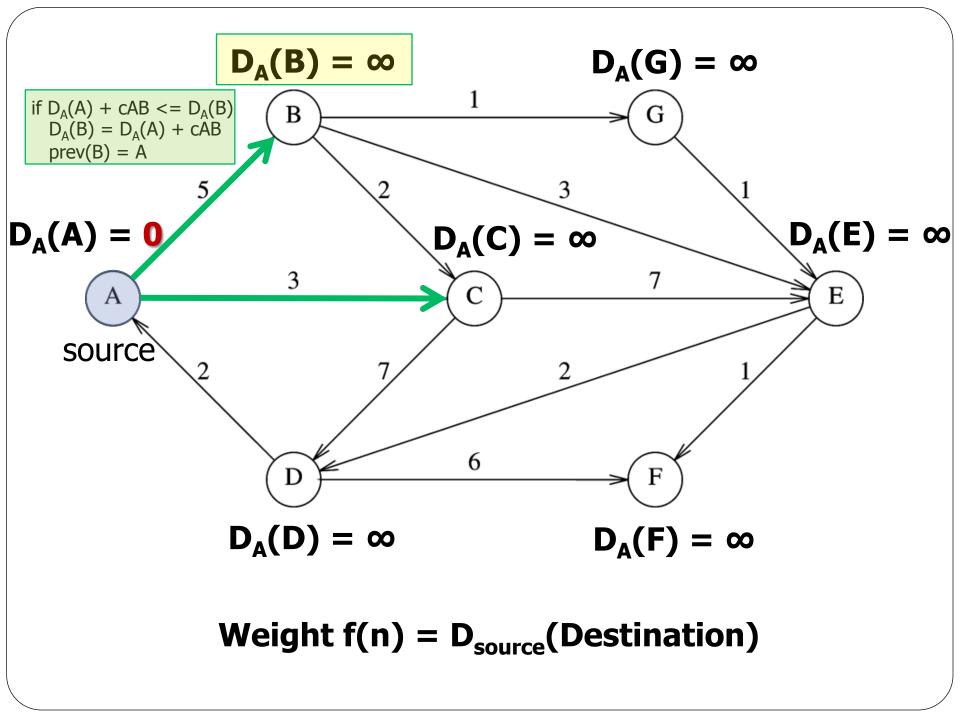


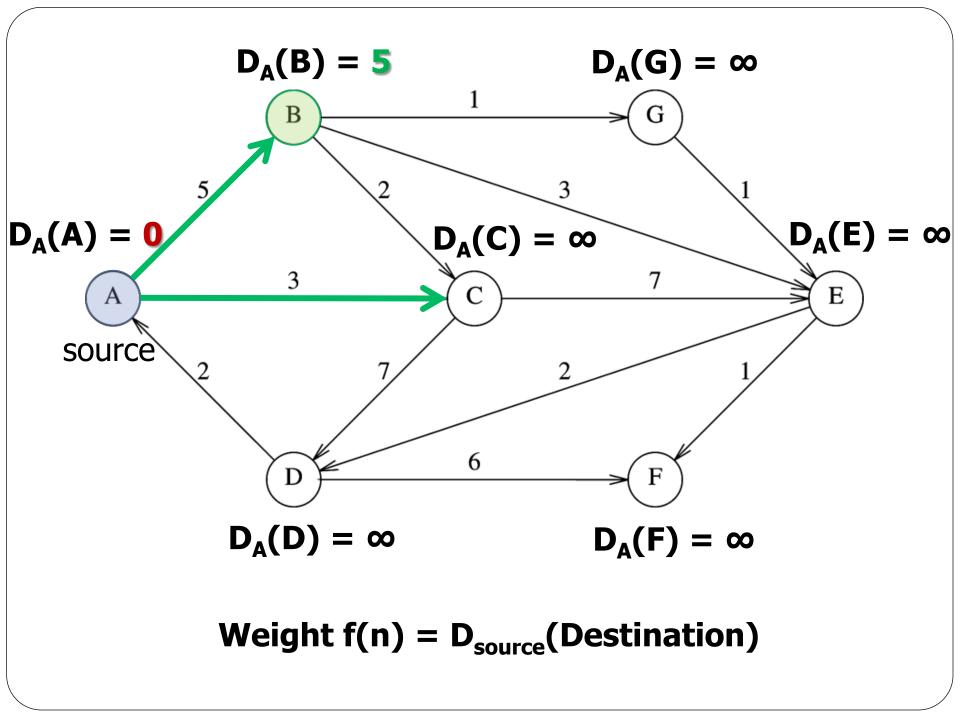
Directed Weighted Graph

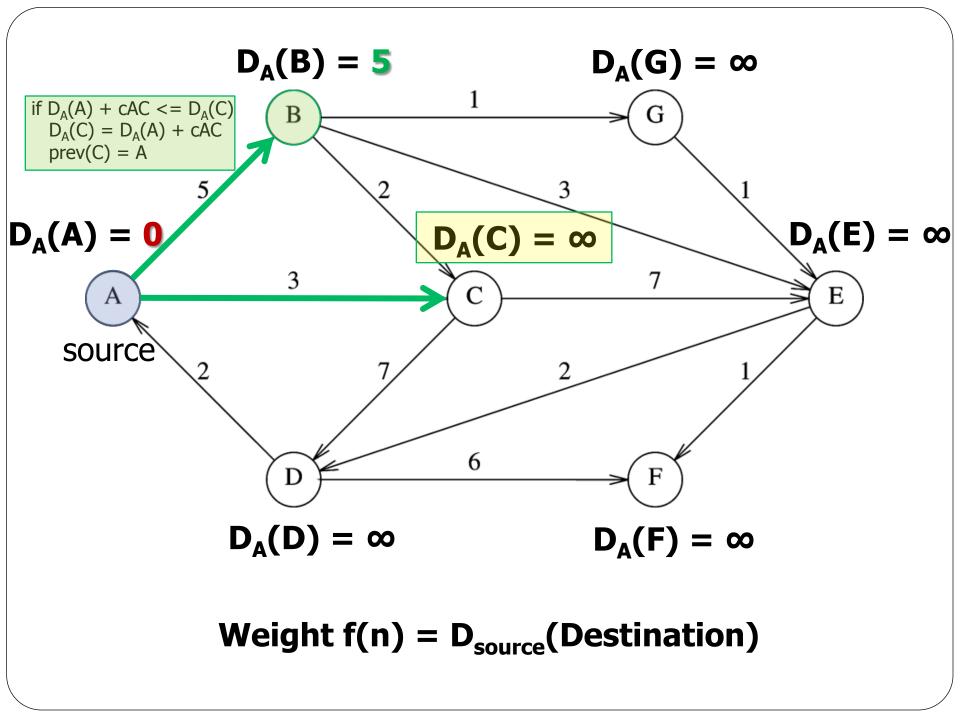


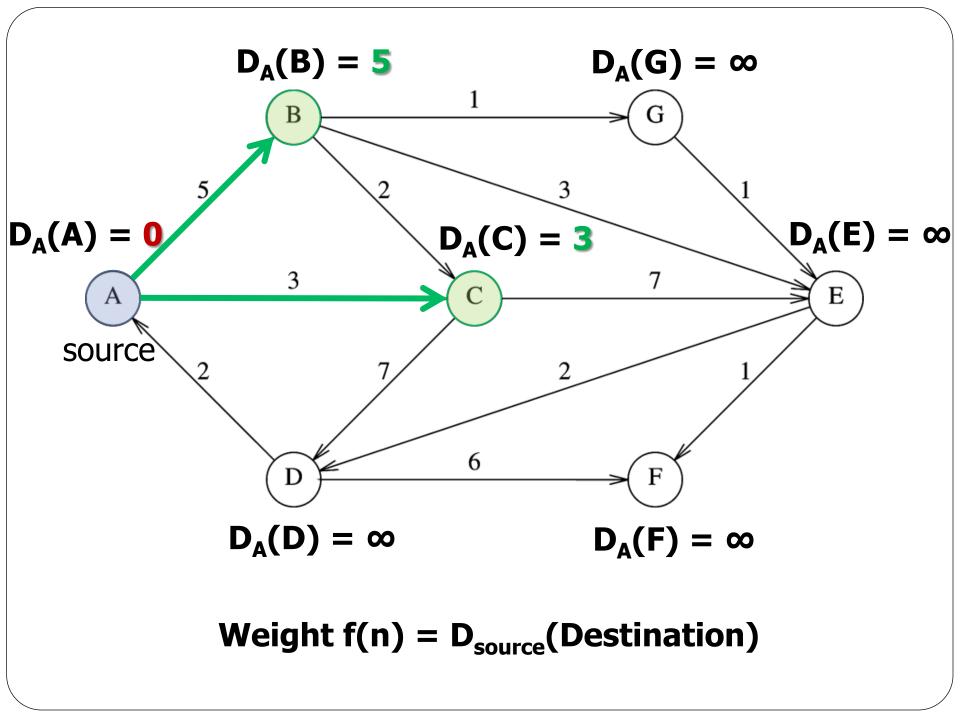


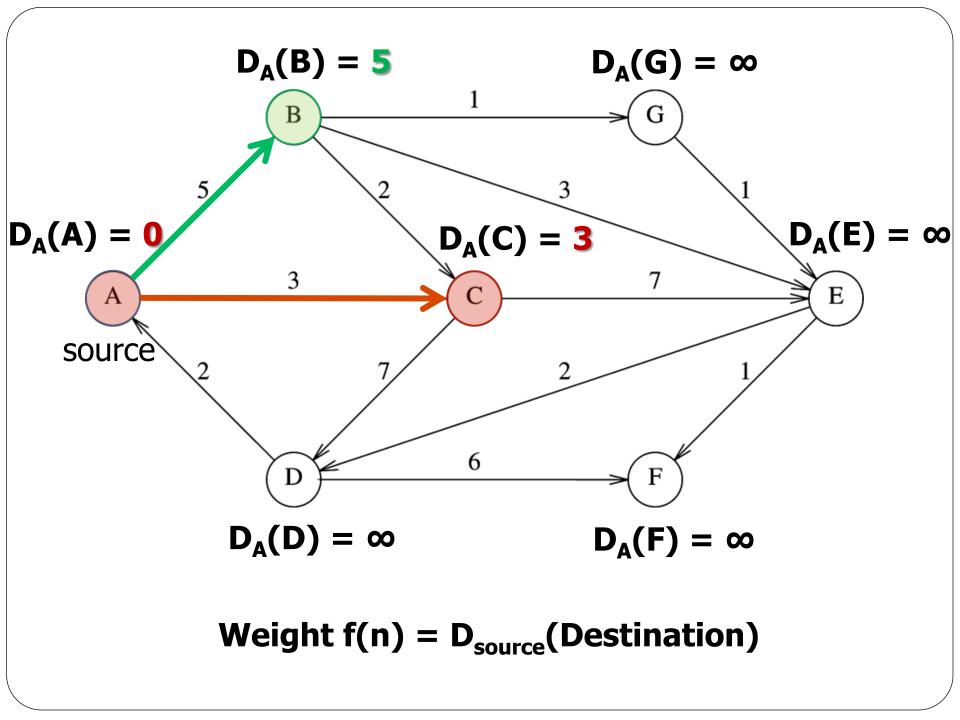


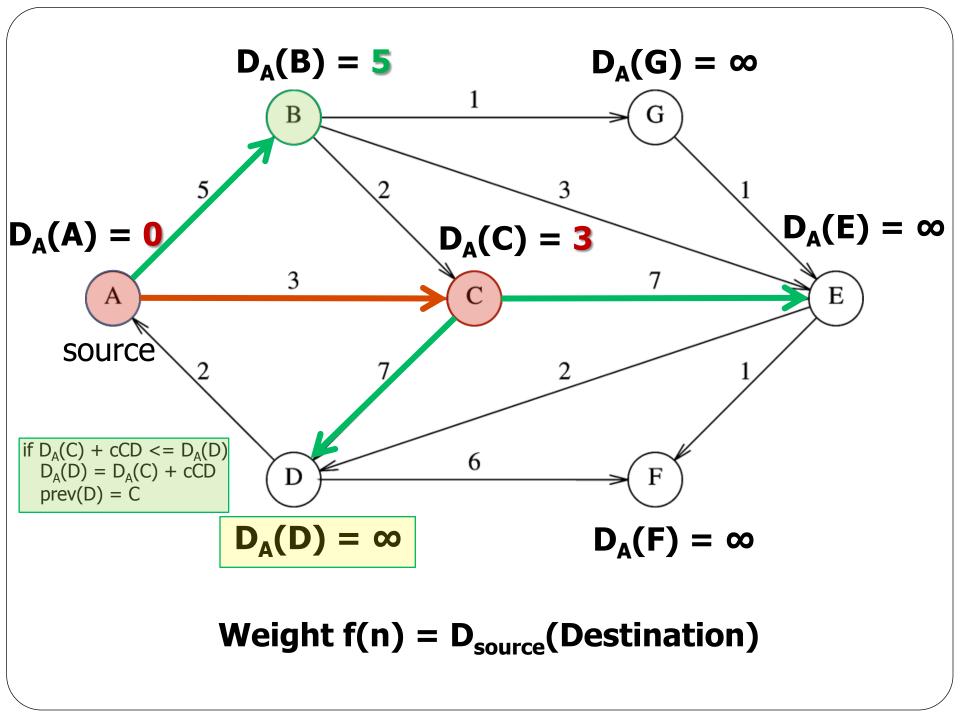


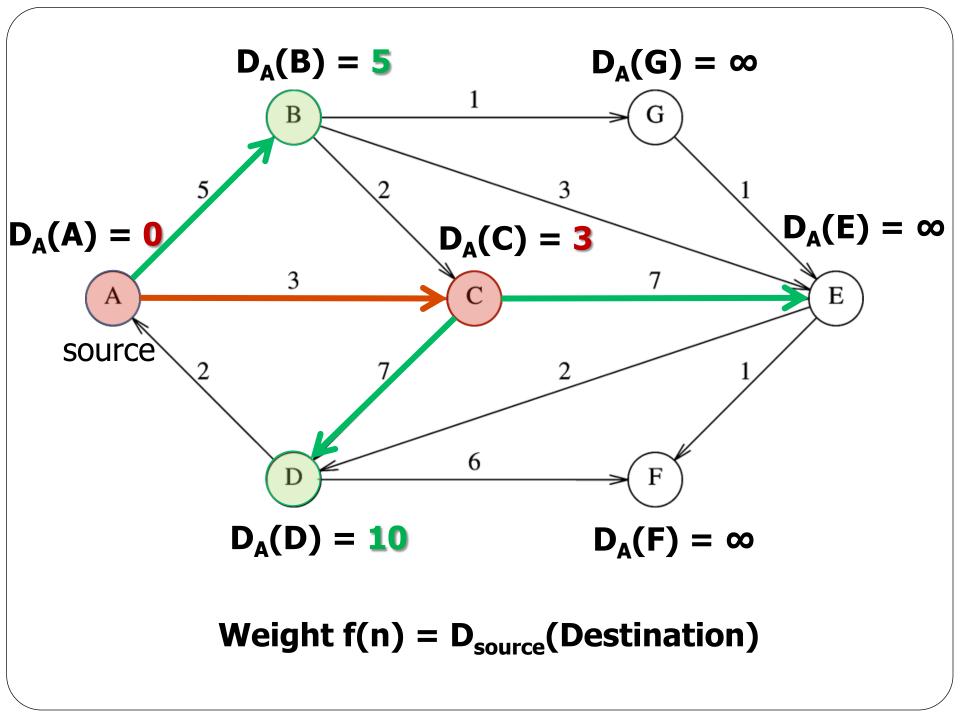


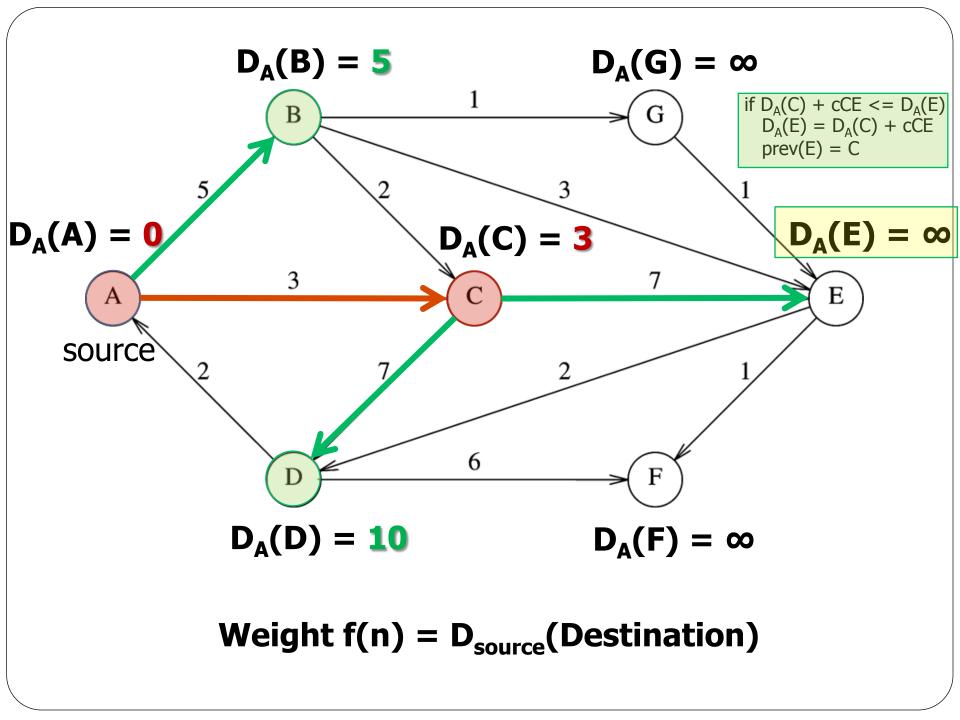


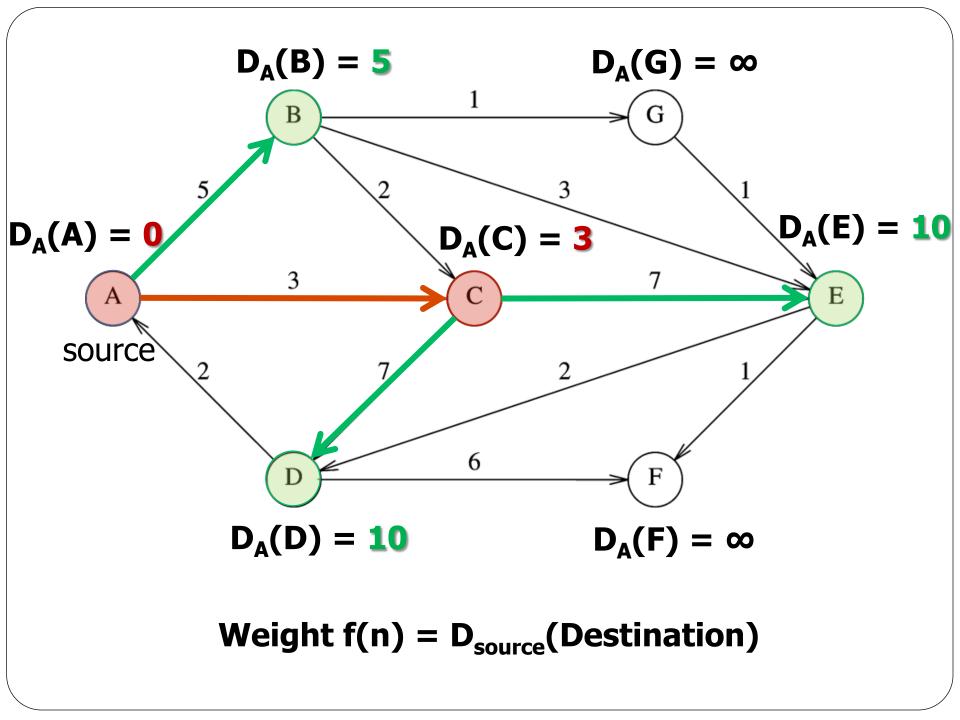


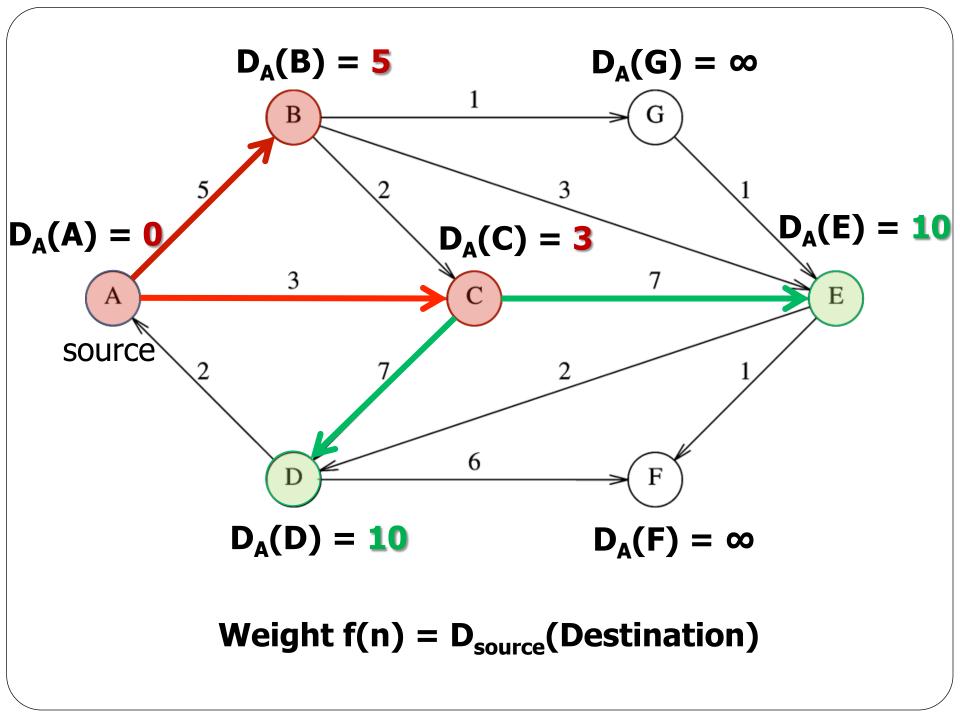


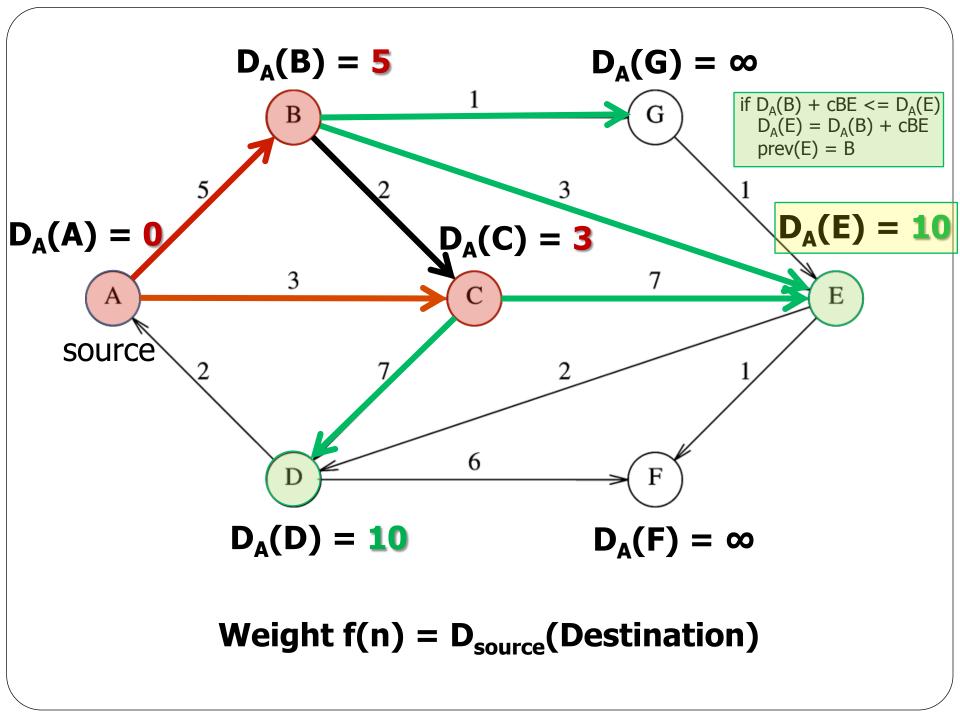


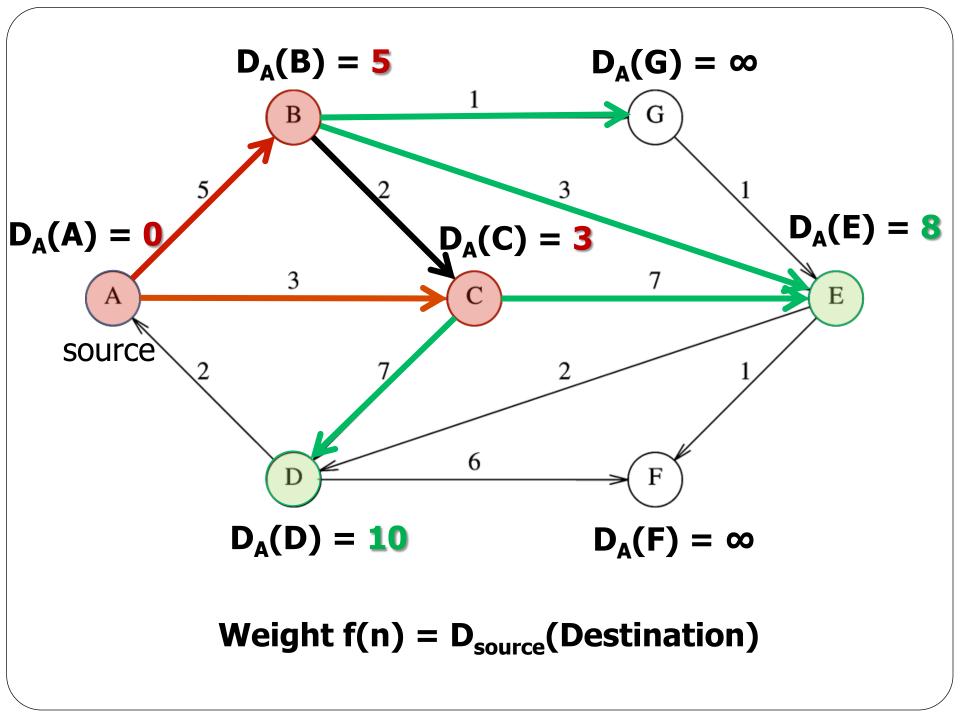


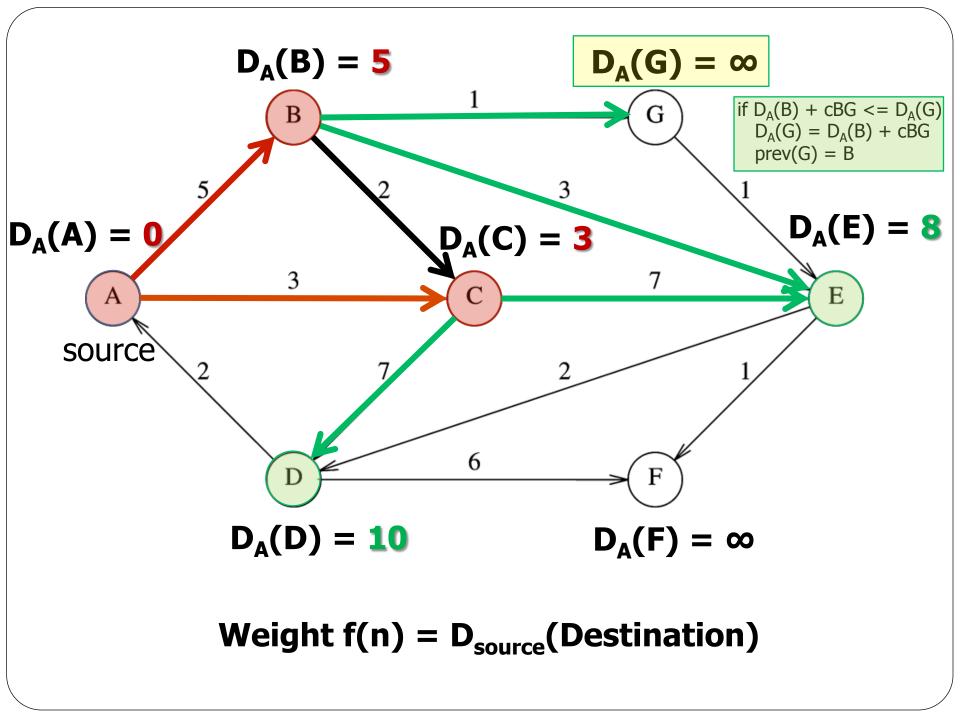


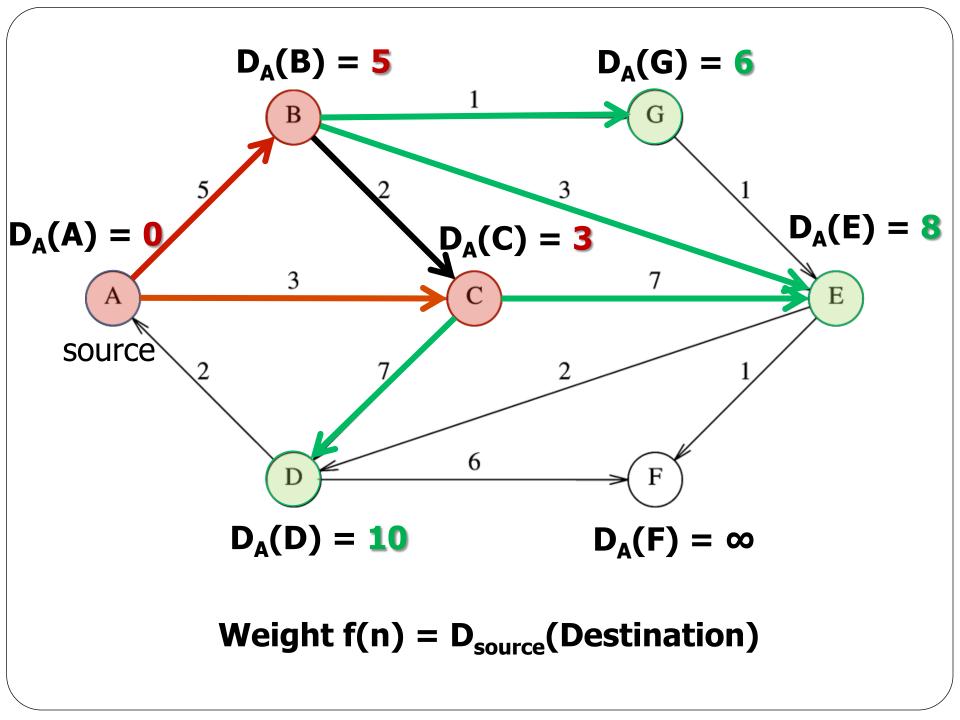


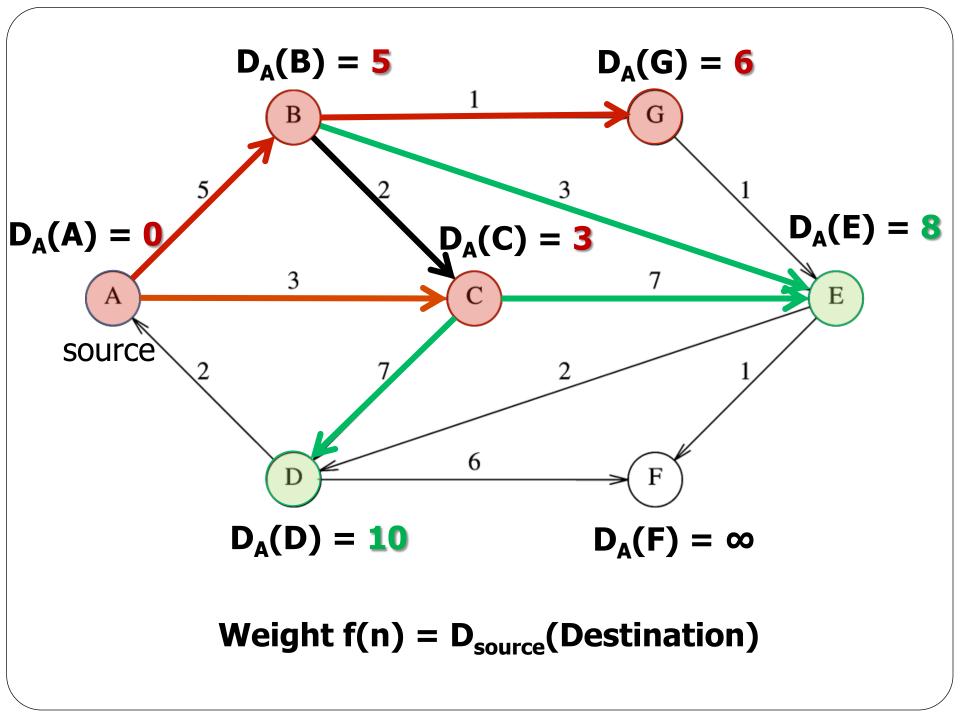


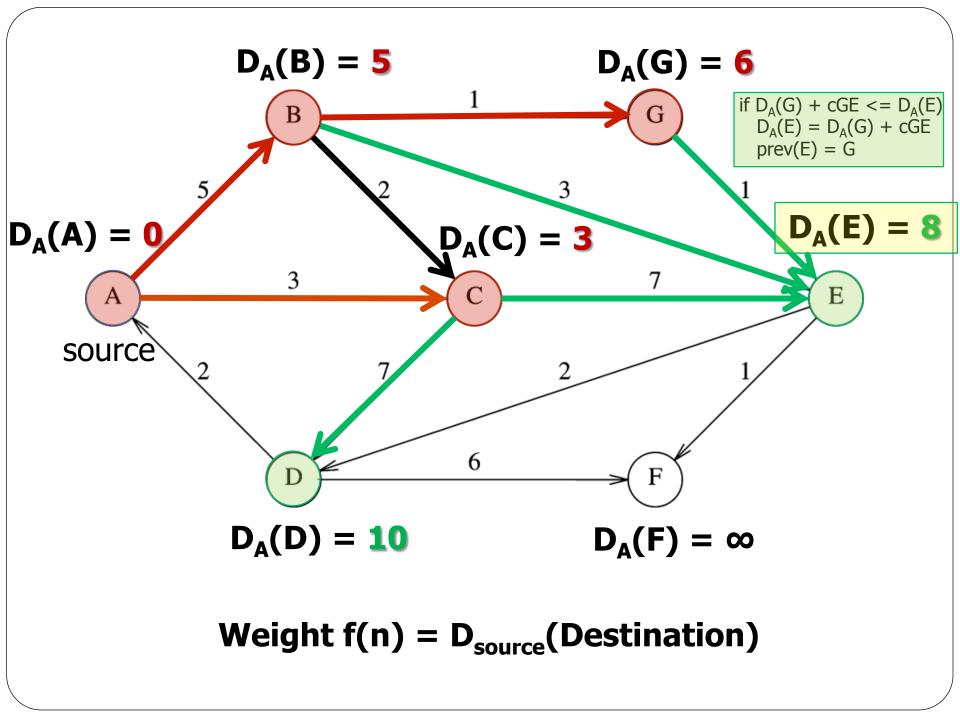


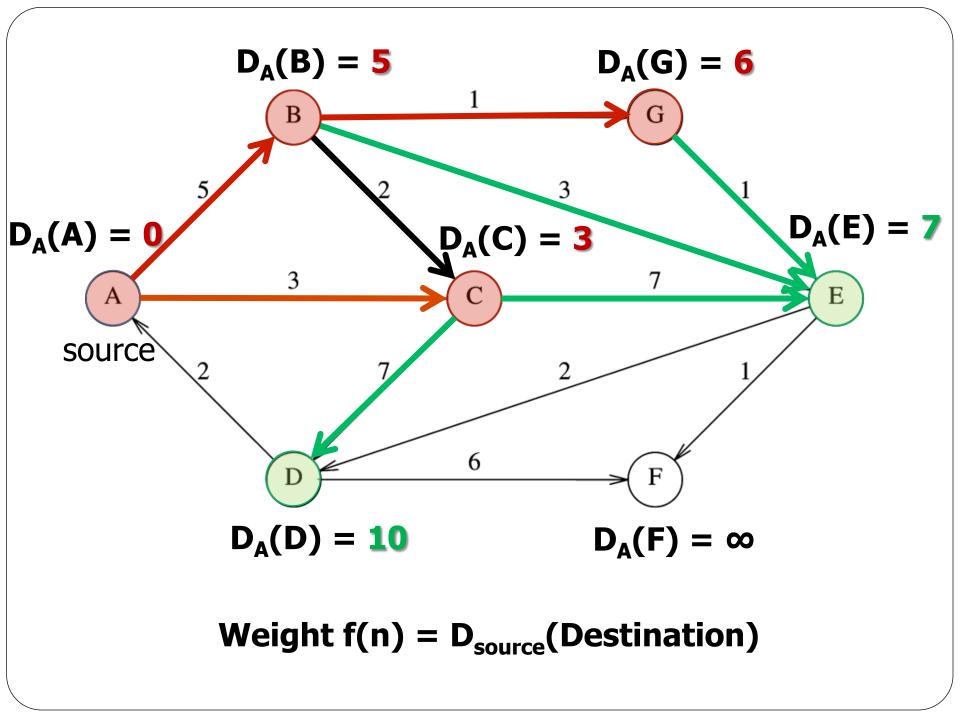


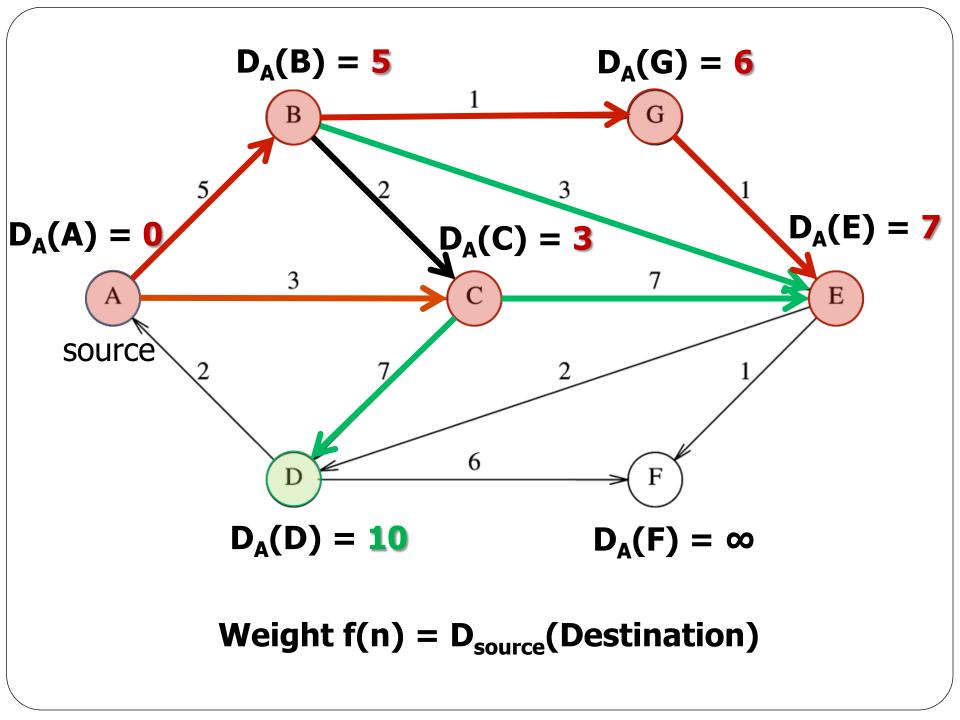


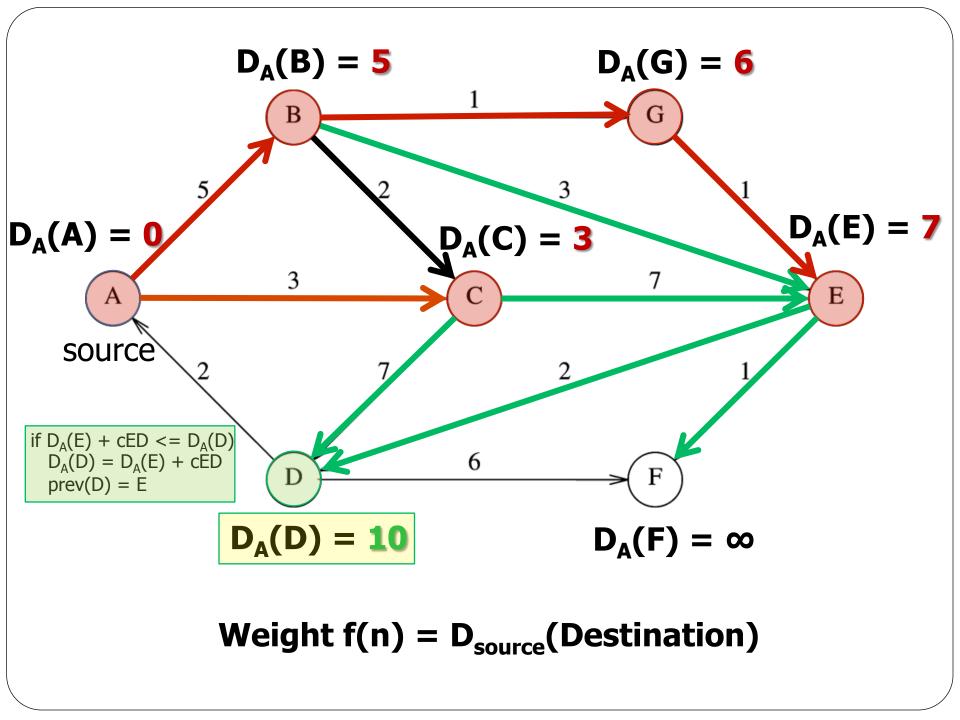


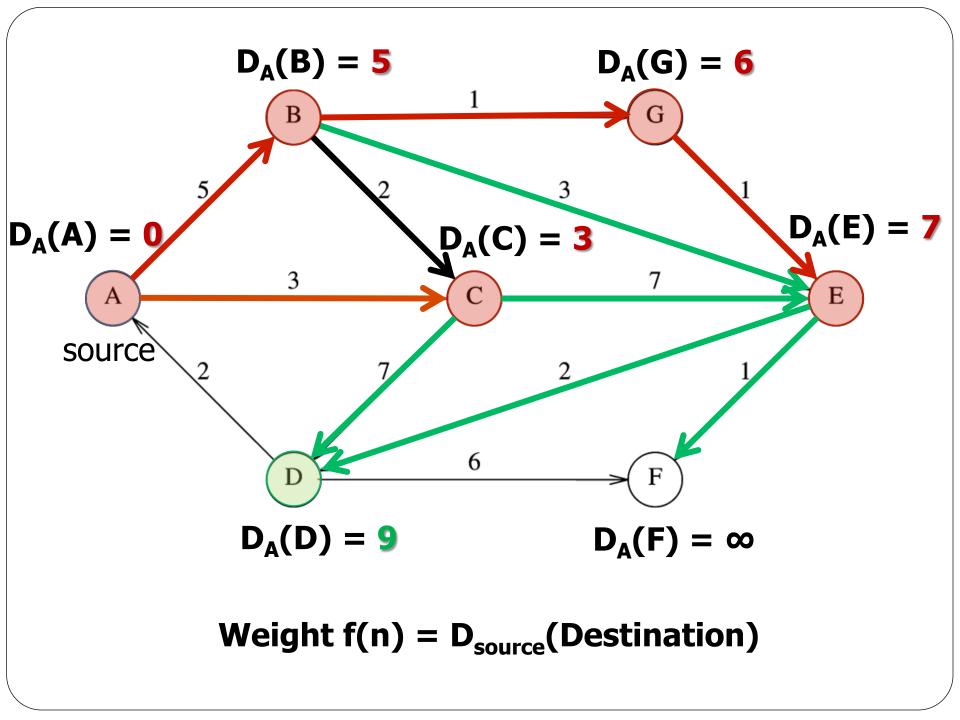


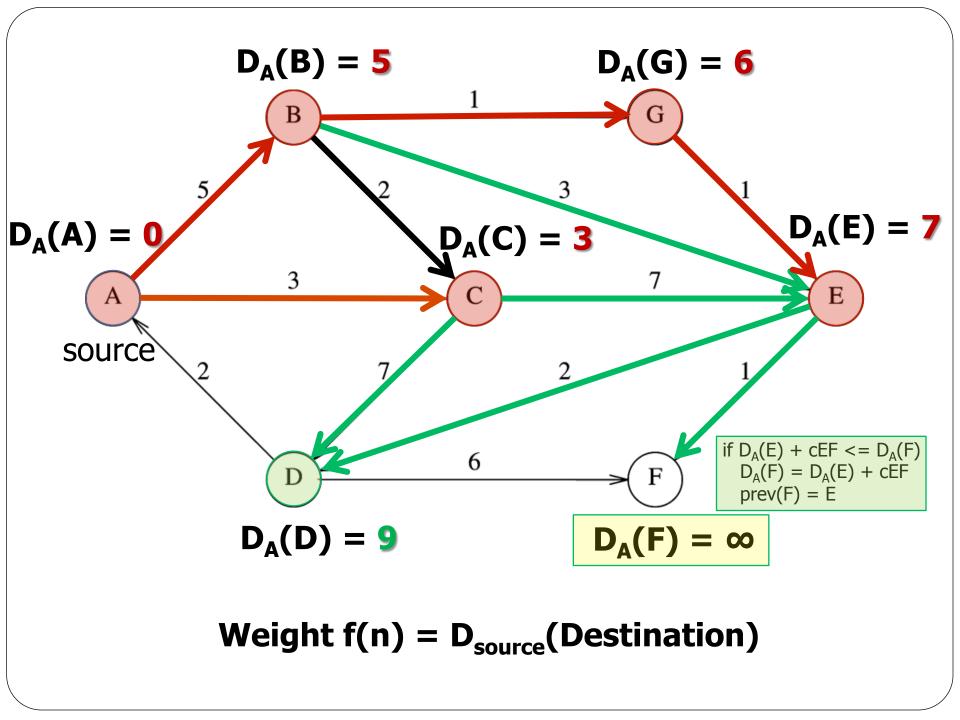


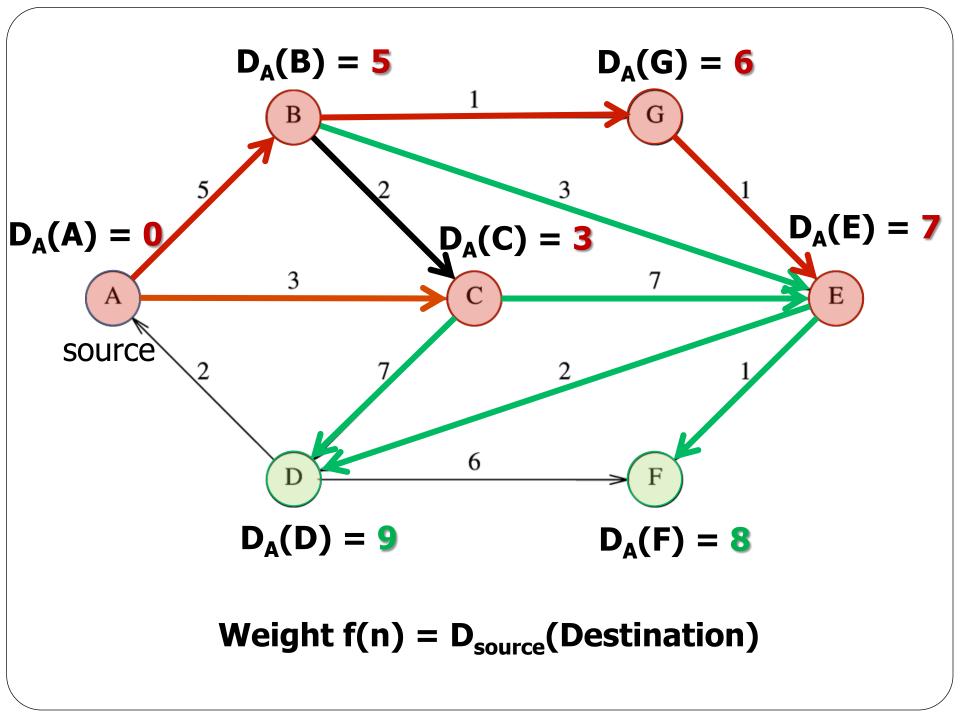


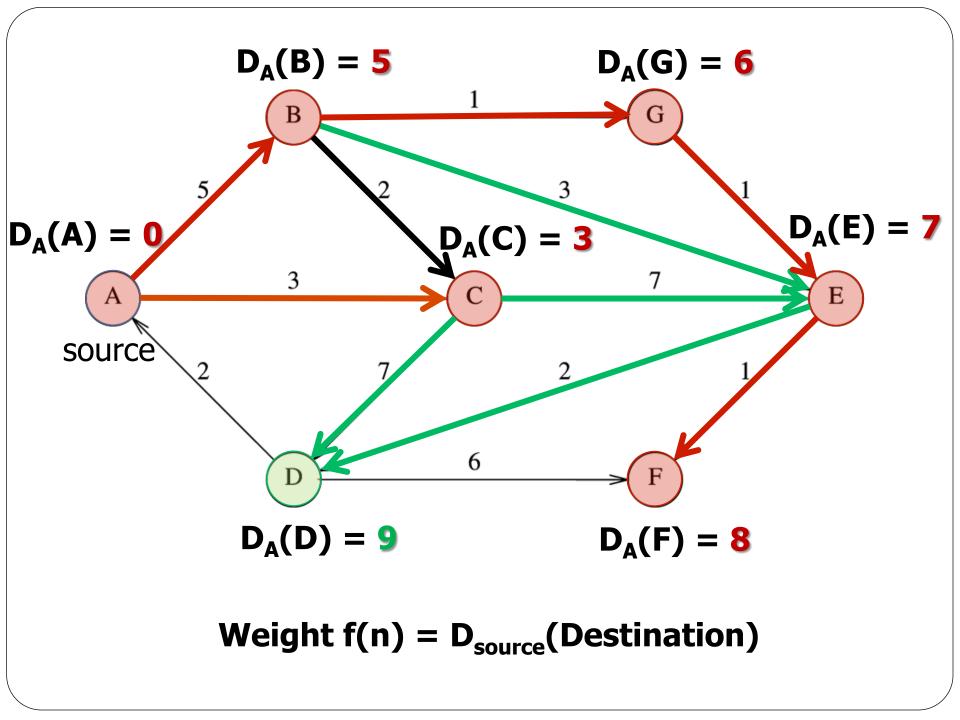


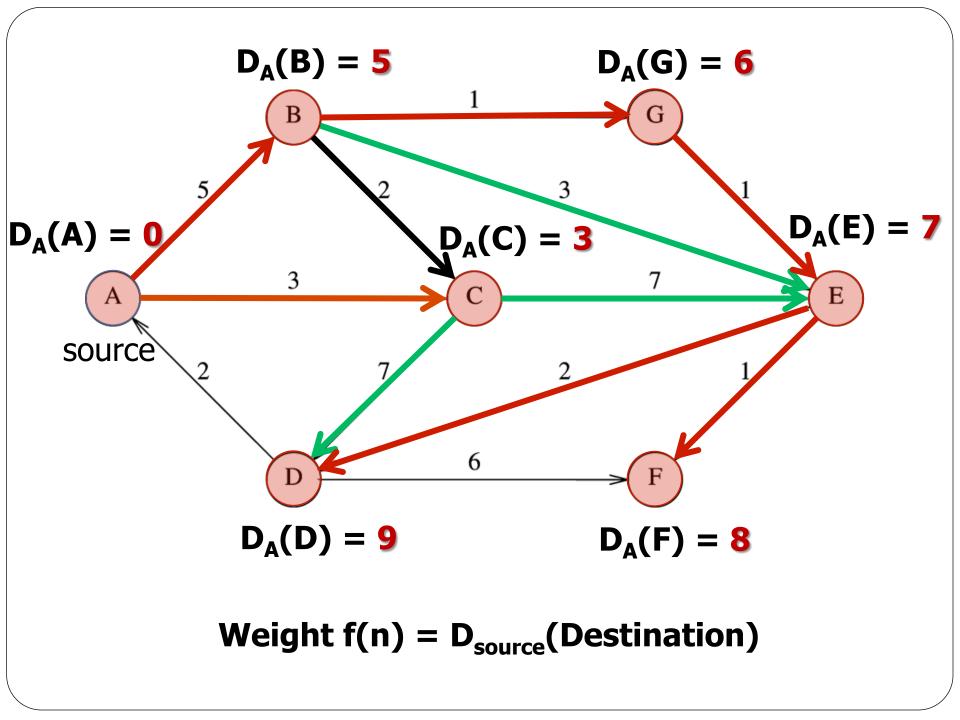


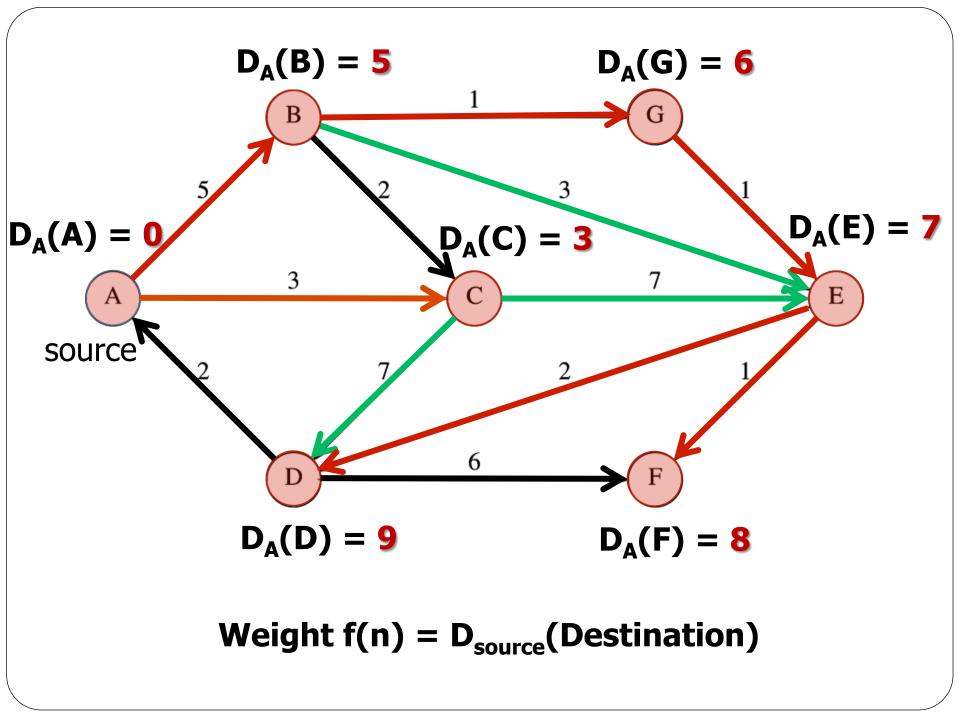


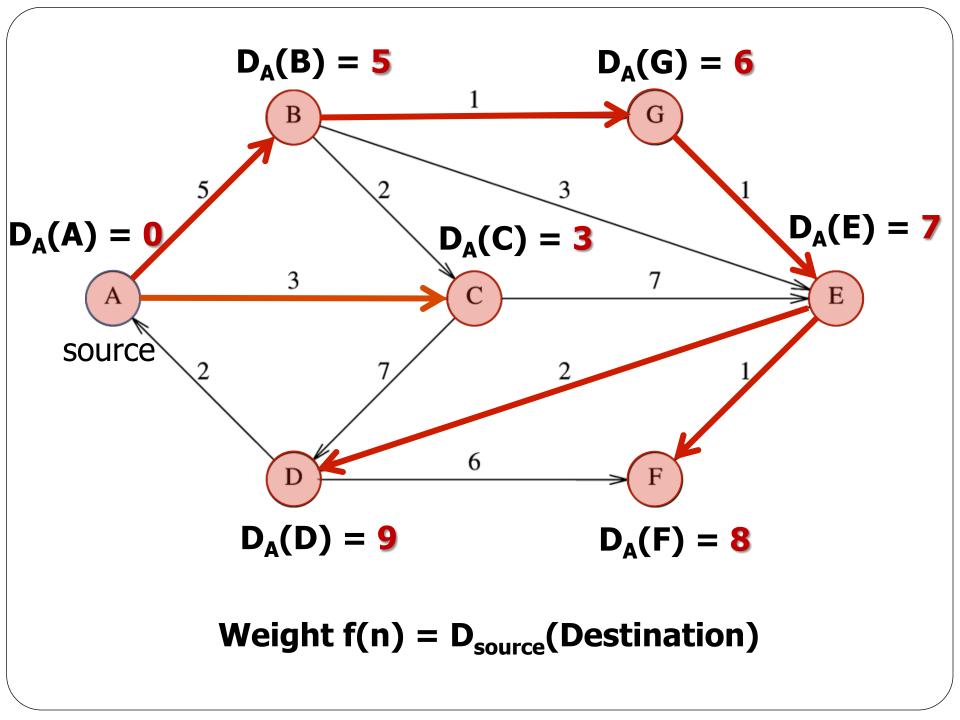












```
DIJKSTRA(G, w, s)
INIT-SINGLE-SOURCE (G, s)
S = \emptyset
Q = G.V
                  // i.e., insert all vertices into Q
while Q \neq \emptyset
     u = \text{EXTRACT-MIN}(Q)
     S = S \cup \{u\}
     for each vertex v \in G.Adj|u|
          RELAX(u, v, w)
```

INIT-SINGLE-SOURCE (G, s)

for each $\nu \in G.V$

$$\nu.d = \infty$$

$$\nu.\pi = NIL$$

$$s.d = 0$$

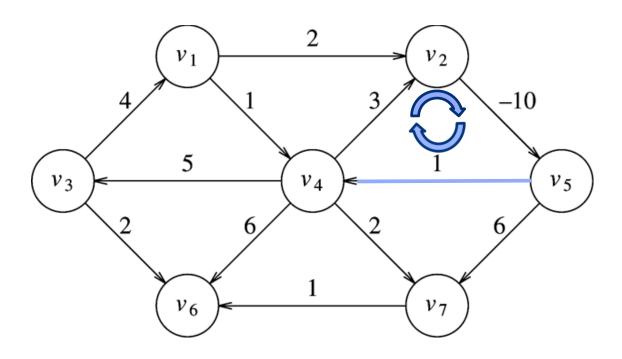
RELAX(u, v, w)if v.d > u.d + w(u, v) v.d = u.d + w(u, v) $v.\pi = u$

```
BFS(V, E, s)
for each u \in V - \{s\}
     u.d = \infty
 s.d = 0
 Q = \emptyset
ENQUEUE(Q, s)
 while Q \neq \emptyset
     u = \text{DEQUEUE}(Q)
     for each v \in G.Adj[u]
          if v.d == \infty
                v.d = u.d + 1
                ENQUEUE(Q, \nu)
```

Algorithm Dijkstra

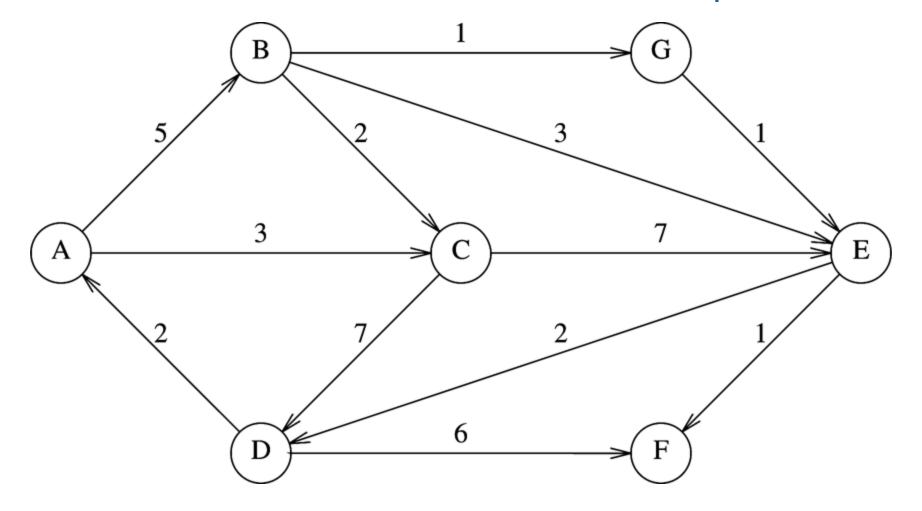
```
for each Vertex v do
 v.known <- false
 v.dist <- infinity //distance from source vertex</pre>
 v.prev <- NULL
 //s is the source vertex
  s.dist <- 0
  do n times
     v <- unknown vertex with minimum v.dist
     v.known <- true
     for each edge (v,w) do
         if v.dist + cvw <= w.dist then
             w.dist <- v.dist + cvw
             w.prev <- v
```

Negative Cost Cycle



Dijkstra's does not work! cost = **-∞**

Which source vertex has no shortest path?



Dijkstra's Analysis

- Analysis reflects a complete execution of algorithm
- n = number of vertices, m = number of edges
- Initialize vertices is O(n)
- Finding the vertex with the minimum cost:
 - Use a list/array is $O(n^2)$, linear scan
 - Use a binary min-heap is O(nlogn), deleteMin
- Update vertex's cost:
 - Use a list/array is O(1)
 - Use a binary min-heap is O(mlogn), (percolateUp)
- Overall running time:
 - list/array is O(n²)
 - binary min-heap is $O((n + m)\log n)$