

Single-Source Shortest Path

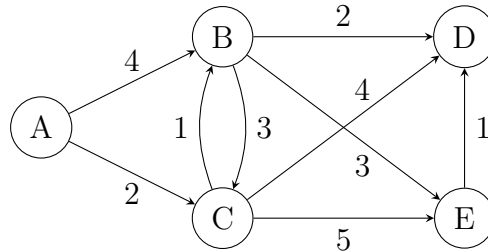


Figure 1: A weighted directed graph G_2

1. The Bellman-Ford algorithm

```

BELLMAN-FORD( $G, w, s$ )
1  // initialization
2  for each vertex  $v \in V$ 
3       $v.d = +\text{INFTY}$ 
4       $v.pi = \text{NIL}$ 
5   $s.d = 0$ 
6  for  $i = 1$  to  $|V| - 1$ 
7      for each edge  $(u, v) \in E$ 
8          // relax if needed
9          if  $v.d > u.d + w(u, v)$ 
10              $v.d = u.d + w(u, v)$ 
11              $v.pi = u$ 
12 // check whether there is negative-weight cycle
13 for each edge  $(u, v) \in E$ 
14     if  $v.d > u.d + w(u, v)$ 
15         return FALSE
16 return TRUE,  $\{v.d : v \in V\}$ ,  $\{v.pi : v \in V\}$ 
  
```

	d					pi				
	A	B	C	D	E	A	B	C	D	E
Init	0	∞	∞	∞	∞	NIL	NIL	NIL	NIL	NIL
1										
2										
3										
4										
Check										

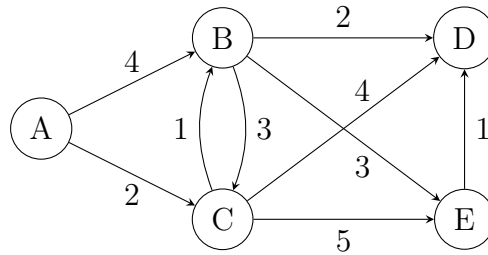


Figure 2: A weighted directed graph G_2

2. Dijkstra's algorithm

```
DIJKSTRA( $G, w, s$ )
1  // initialization
2  for each vertex  $v \in V$ 
3       $v.d = +\text{INFTY}$ 
4       $v.pi = \text{NIL}$ 
5   $s.d = 0$ 
6  // priority queue keyed by  $d$ 
7   $Q = V$ 
8  while  $Q$  not EMPTY
9       $u = \text{EXTRACT-MIN}(Q)$ 
10     for each edge  $(u, v) \in E$ 
11         // relax if needed
12         if  $v.d > u.d + w(u, v)$ 
13              $v.d = u.d + w(u, v)$ 
14              $v.pi = u$ 
15 return  $\{v.d : v \in V\}, \{v.pi : v \in V\}$ 
```