



University of
Southampton

EVOLUTIONARY ROUTES

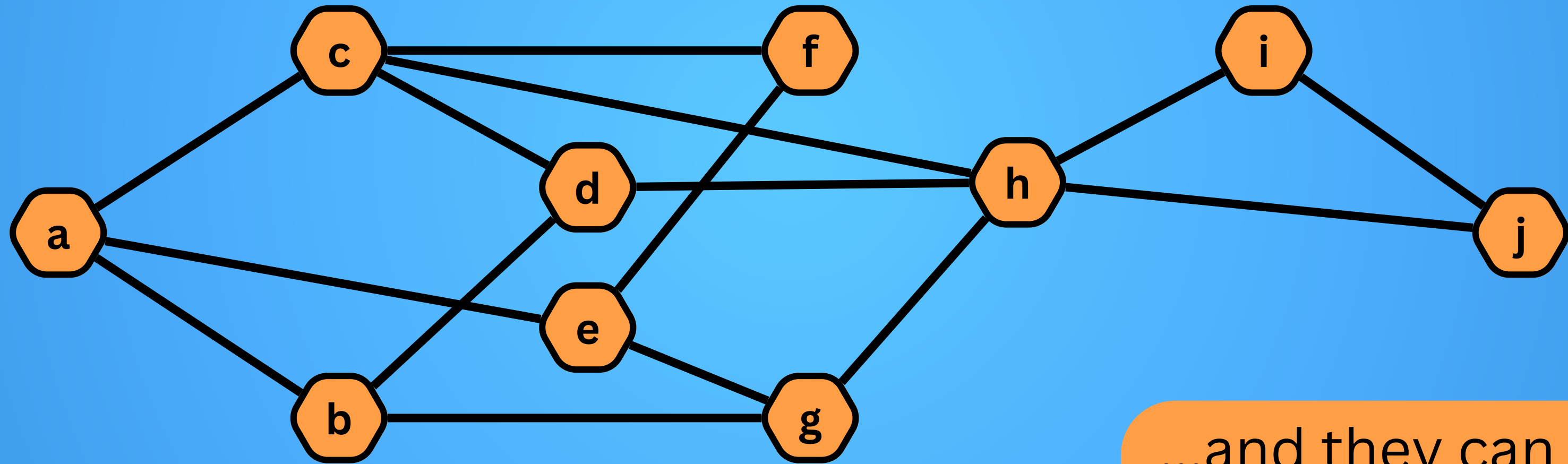
L2: DIJKSTRA SAVES THE DAY

LESSON OUTCOMES

LO1: Perform Dijkstra's Algorithm to find the shortest path.

IDEA

In the real world we use graphs to model transportation networks.

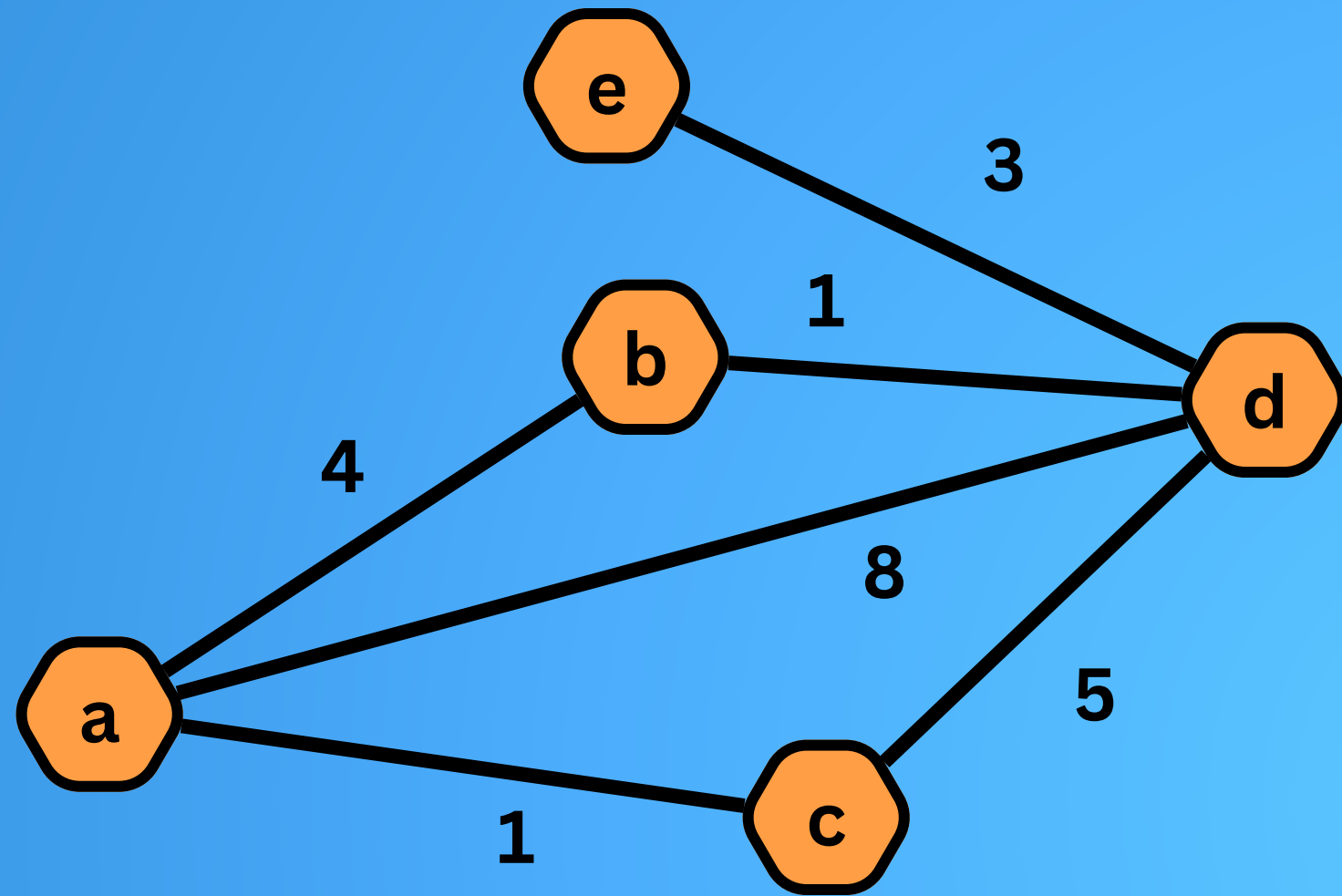


...and they can get
messy **quickly!**

IDEA

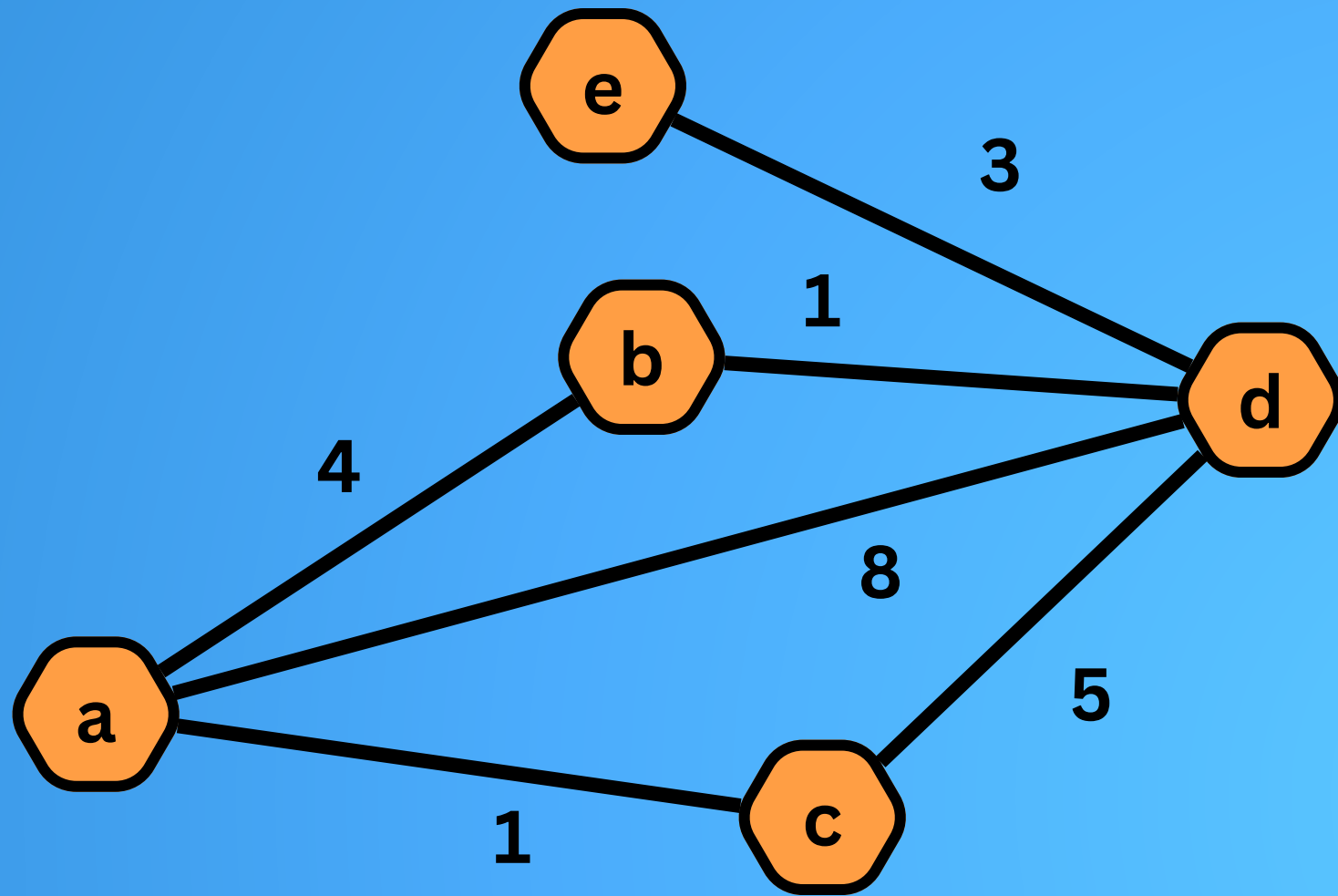
Imagine you were in charge of a bus company. It would be useful if you could find the shortest route to every stop in your transport network.

We can use **Dijkstra's Algorithm** to do that!



Let's imagine this is our transport network.

The bus station is vertex **a**, and all other vertices are bus stops.

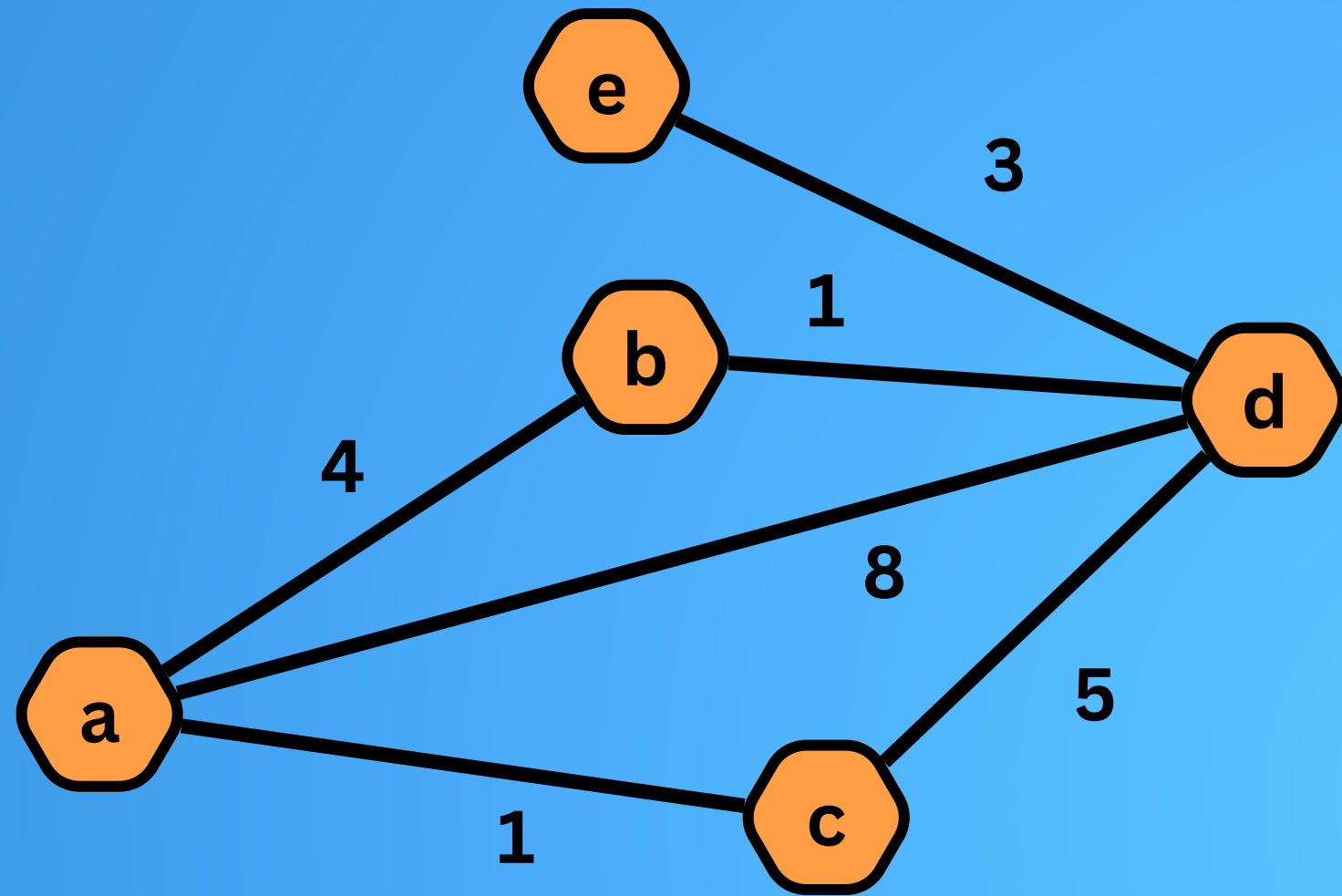


STEP 1

Make two lists.

- 1) A list of all **visited** vertices.
- 2) A list of all **unvisited** vertices.

Visited: [], Unvisited: [a, b, c, d, e]

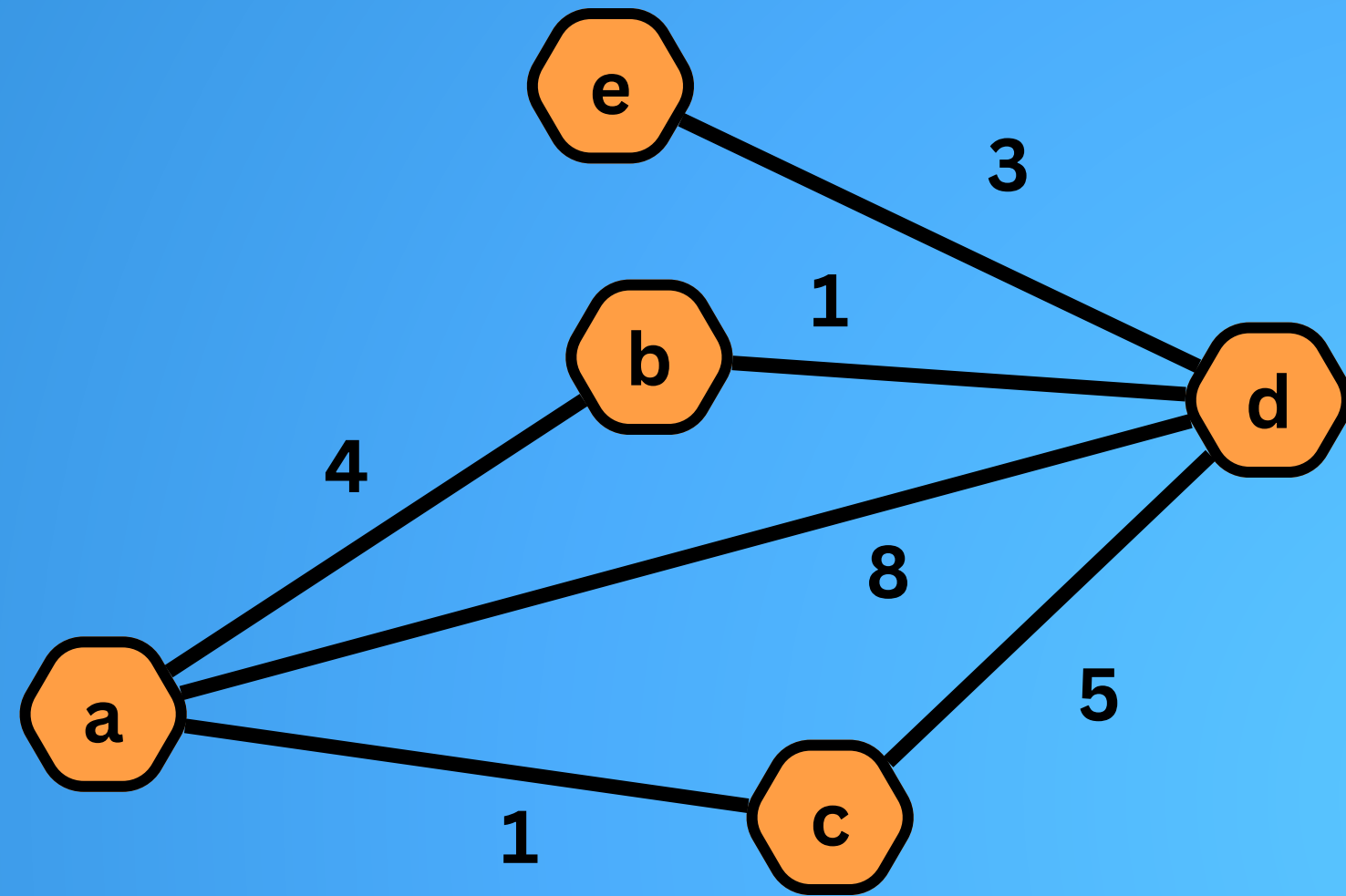


STEP 2

Make a table of vertices

Vertex	Shortest Distance	From
a	∞	
b	∞	
c	∞	
d	∞	
e	∞	

Visited: [], Unvisited: [a, b, c, d, e]

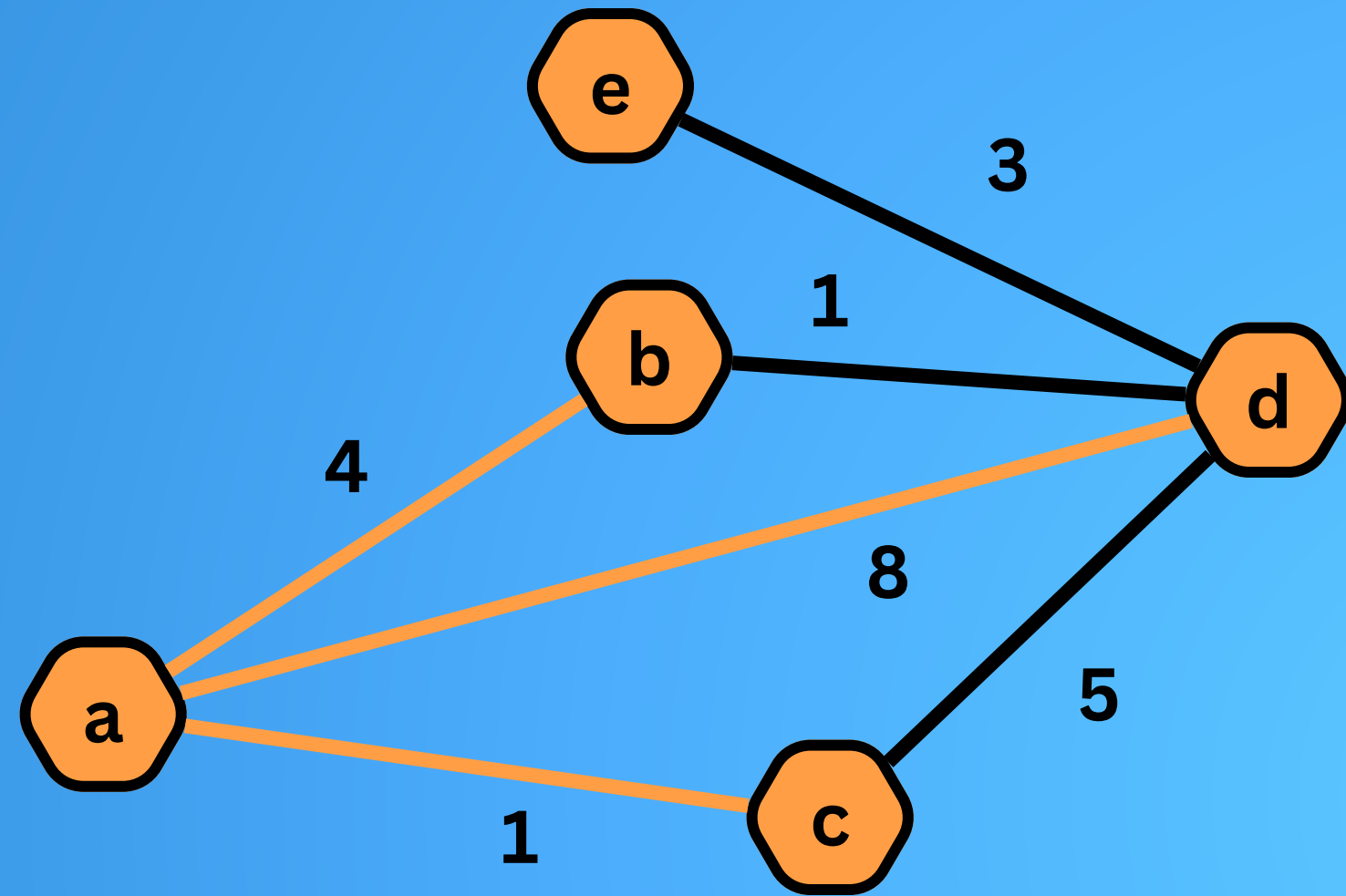


STEP 3

Start with **a**. Add it to the visited and write 0 in the shortest distance.

Visited: [a], Unvisited: [b, c, d, e]

Vertex	Shortest Distance	From
a	0	
b	∞	
c	∞	
d	∞	
e	∞	

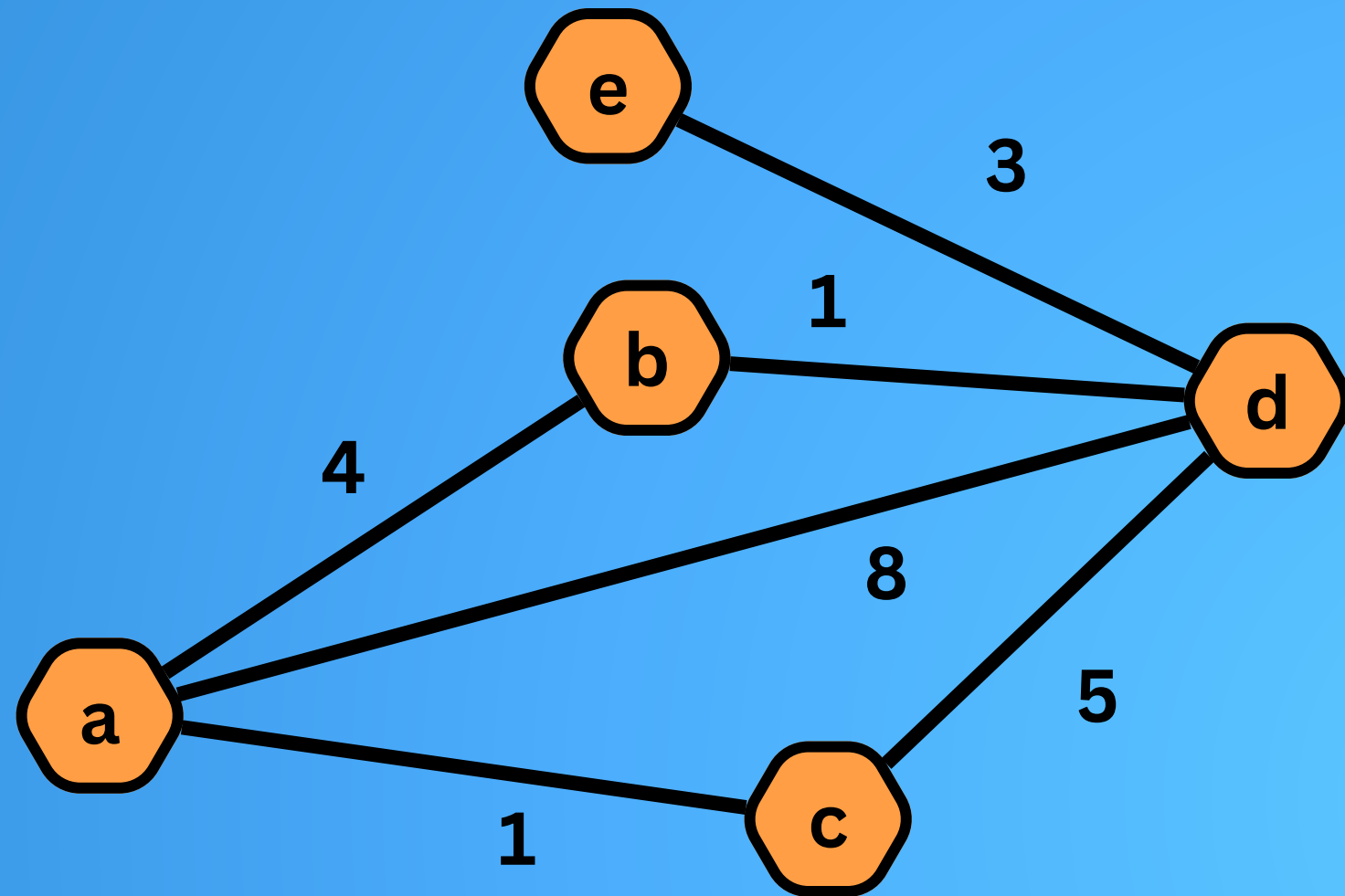


STEP 4

Look at all edges adjacent to **a**. Write their distances in the table.

Vertex	Shortest Distance	From
a	0	
b	4	a
c	1	a
d	8	a
e	∞	

Visited: [a], Unvisited: [b, c, d, e]

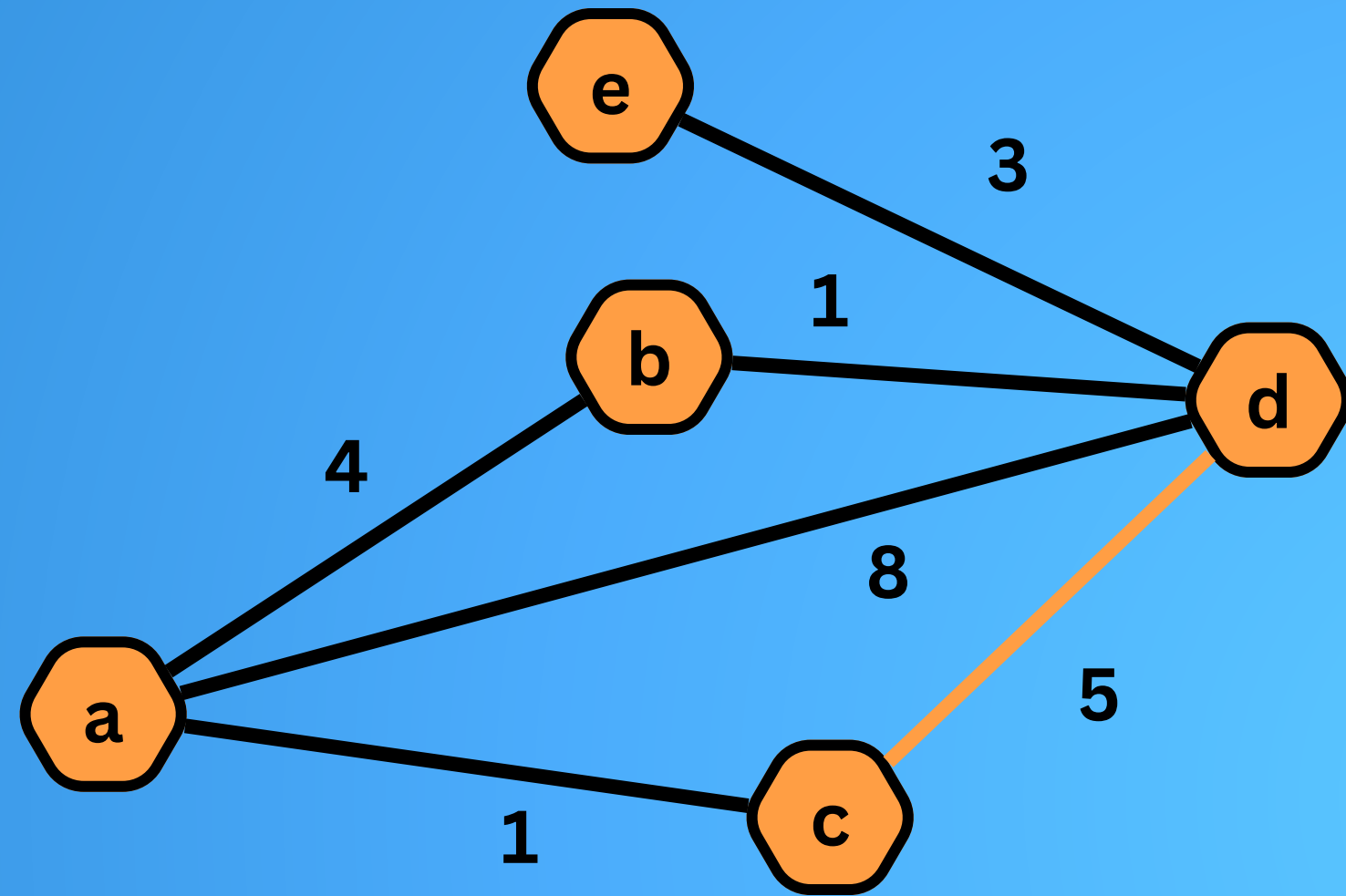


STEP 5

Pick the unvisited vertex with the shortest distance and add it to the visited list.

Visited: [a, c], Unvisited: [b, d, e]

Vertex	Shortest Distance	From
a	0	
b	4	a
c	1	a
d	8	a
e	∞	

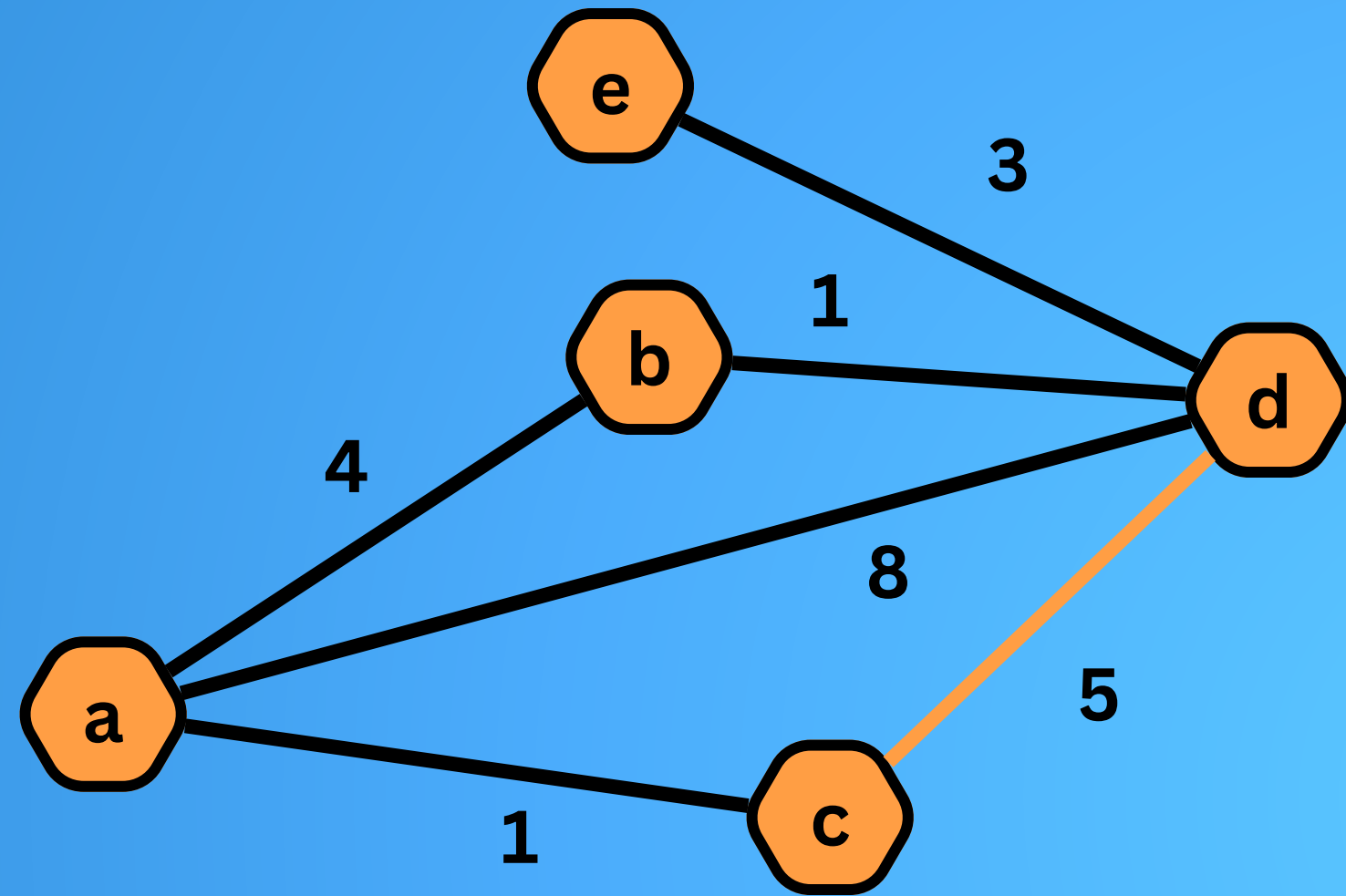


STEP 6

Check all the unvisited vertices connected with the newest visited vertex.

Visited: [a, c], Unvisited: [b, d, e]

Vertex	Shortest Distance	From
a	0	
b	4	a
c	1	a
d	8	a
e	∞	

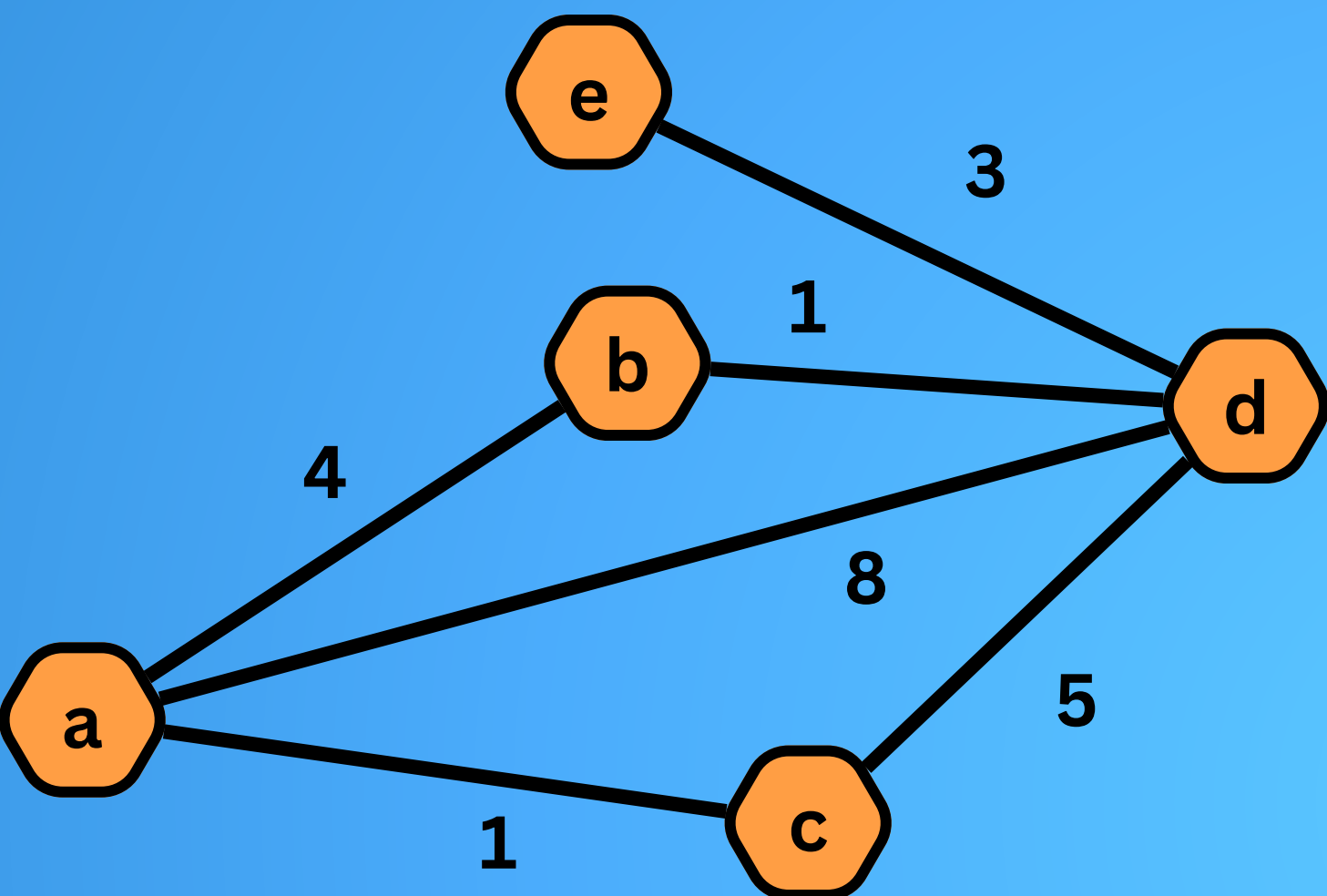


STEP 7

If the visited vertex distance plus this distance is smaller, update the table.

Visited: [a, c], Unvisited: [b, d, e]

Vertex	Shortest Distance	From
a	0	
b	4	a
c	1	a
d	(1 + 5) vs. 8	c vs. a
e	∞	

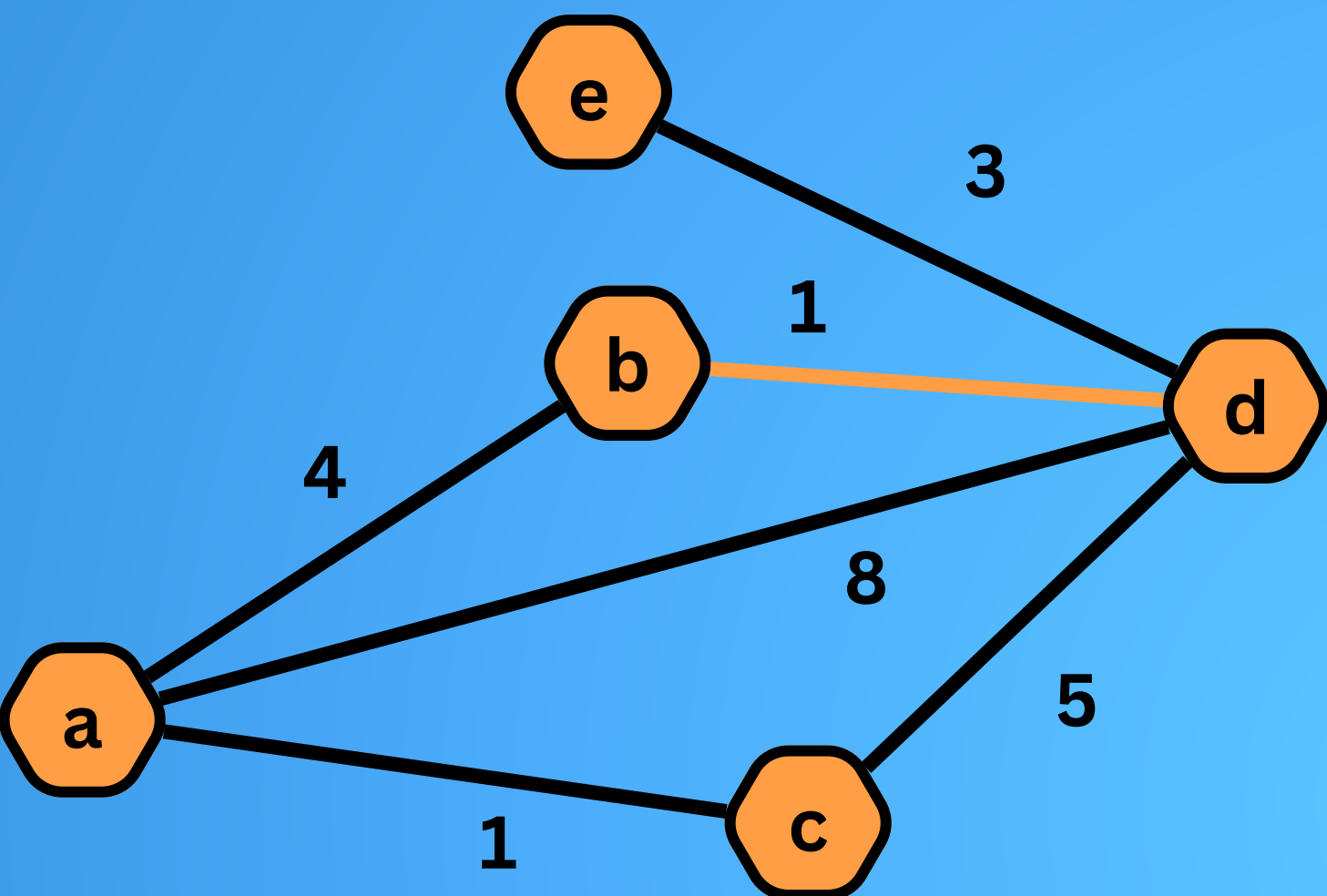


STEP 8

Continue these steps all vertices have been visited.

Visited: [a, c], Unvisited: [b, d, e]

Vertex	Shortest Distance	From
a	0	
b	4	a
c	1	a
d	6	c
e	∞	

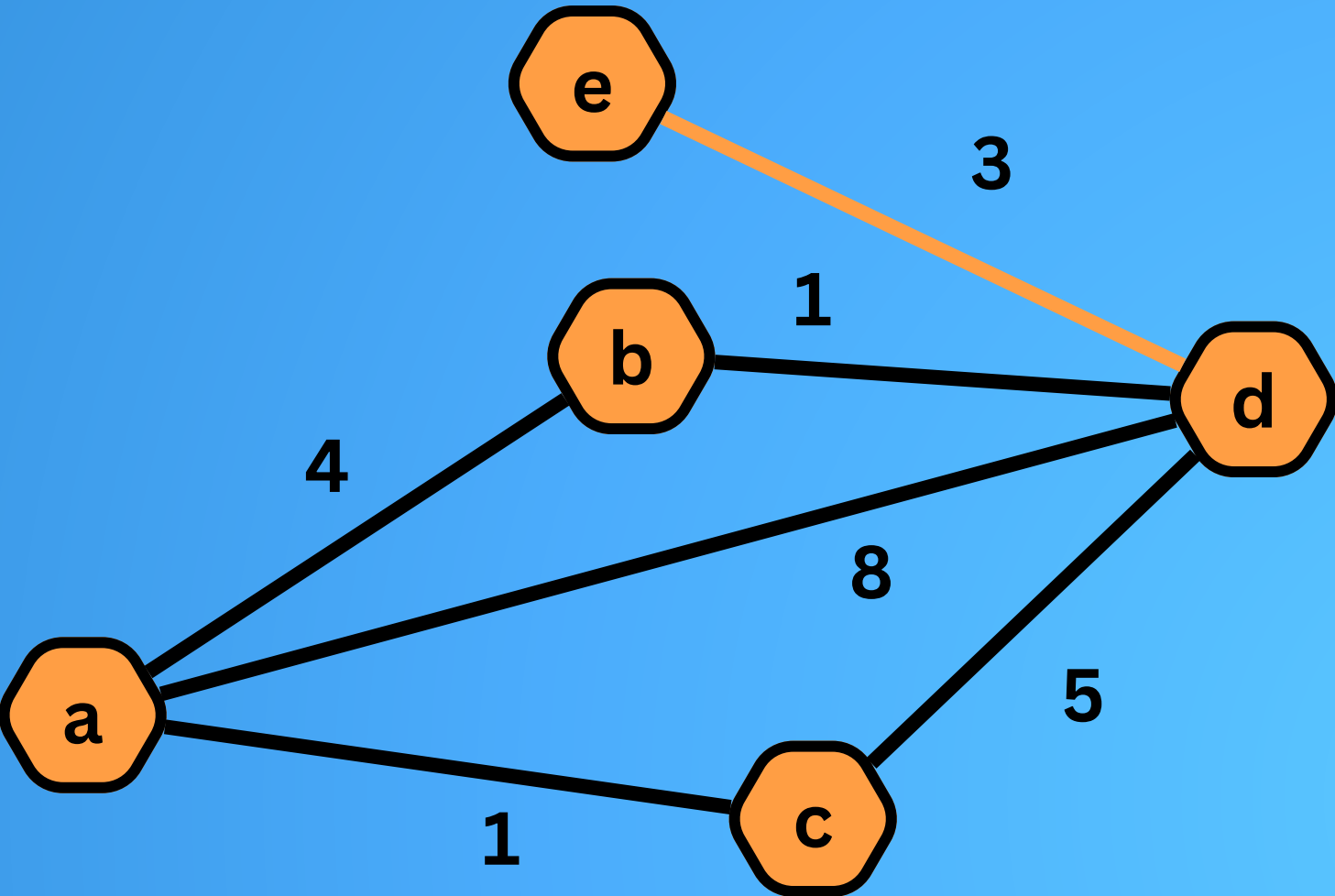


STEP 8

Continue these steps all vertices have been visited.

Visited: [a, b, c], Unvisited: [d, e]

Vertex	Shortest Distance	From
a	0	
b	4	a
c	1	a
d	(4 + 1) vs. 6	b vs. c
e	∞	

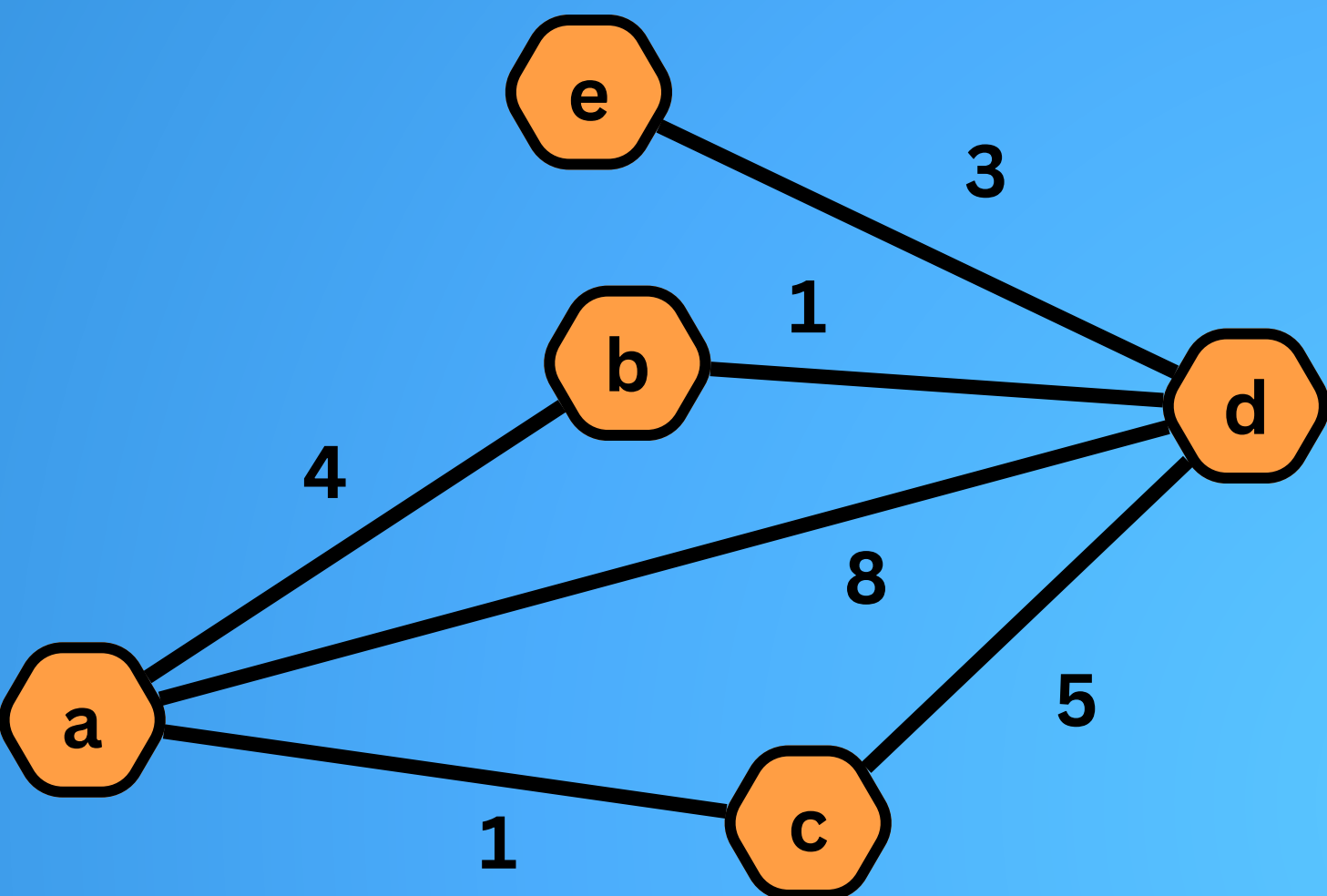


STEP 8

Continue these steps all vertices have been visited.

Visited: [a, b, c, d], Unvisited: [e]

Vertex	Shortest Distance	From
a	0	
b	4	a
c	1	a
d	5	b
e	(5 + 3)	d

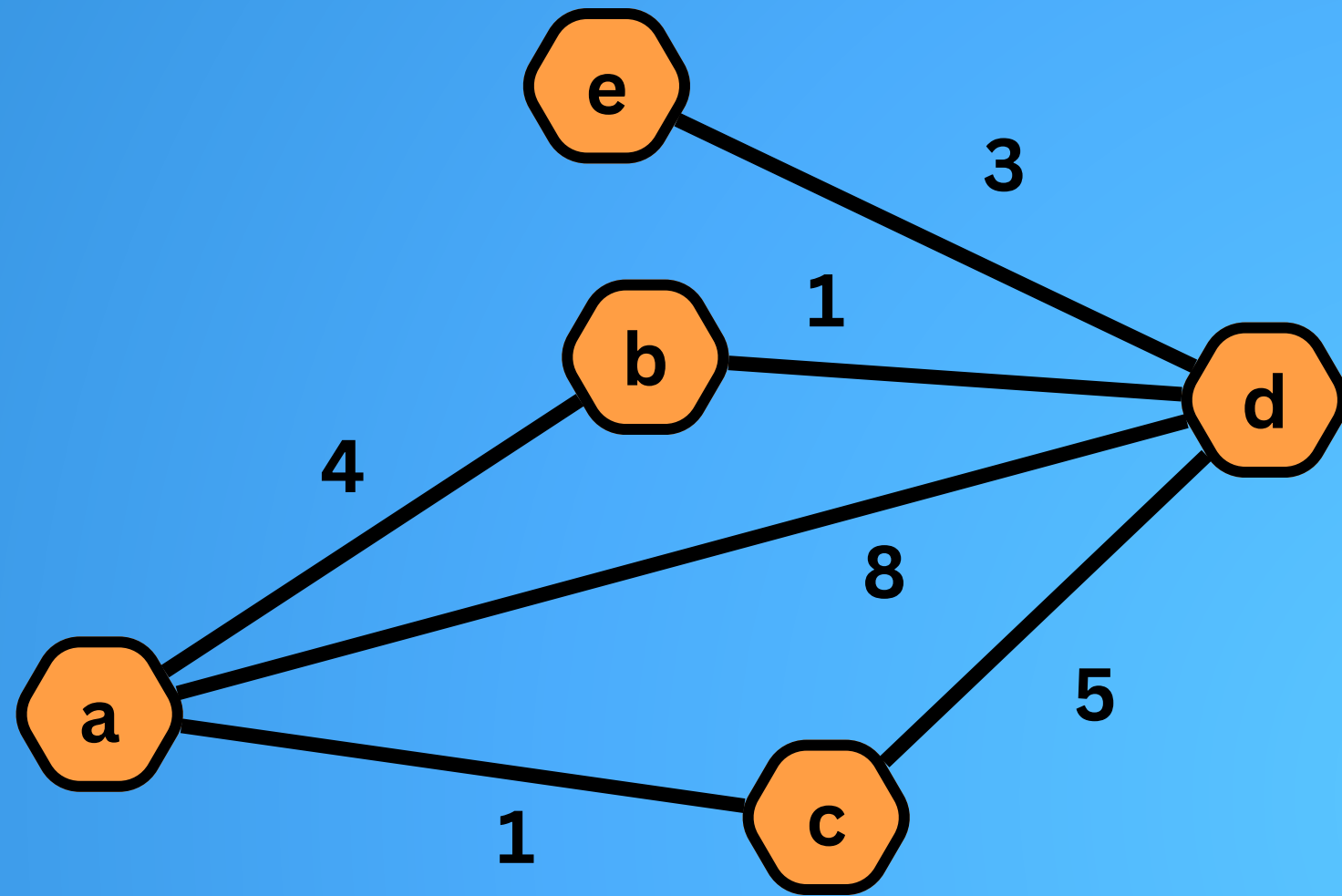


STEP 8

Continue these steps all vertices have been visited.

Vertex	Shortest Distance	From
a	0	
b	4	a
c	1	a
d	5	b
e	8	d

Visited: [a, b, c, d, e], Unvisited: []



We now have all the shortest distances from vertex **a** to any other vertex.

Vertex	Shortest Distance	From
a	0	
b	4	a
c	1	a
d	5	b
e	8	d

IDEA

To get the path from any vertex to **a**, we simply follow the **from** column.

For example:

a > b > d > e

represents the shortest path from **a** to **e**.

Vertex	Shortest Distance	From
a	0	
b	4	a
c	1	a
d	5	b
e	8	d

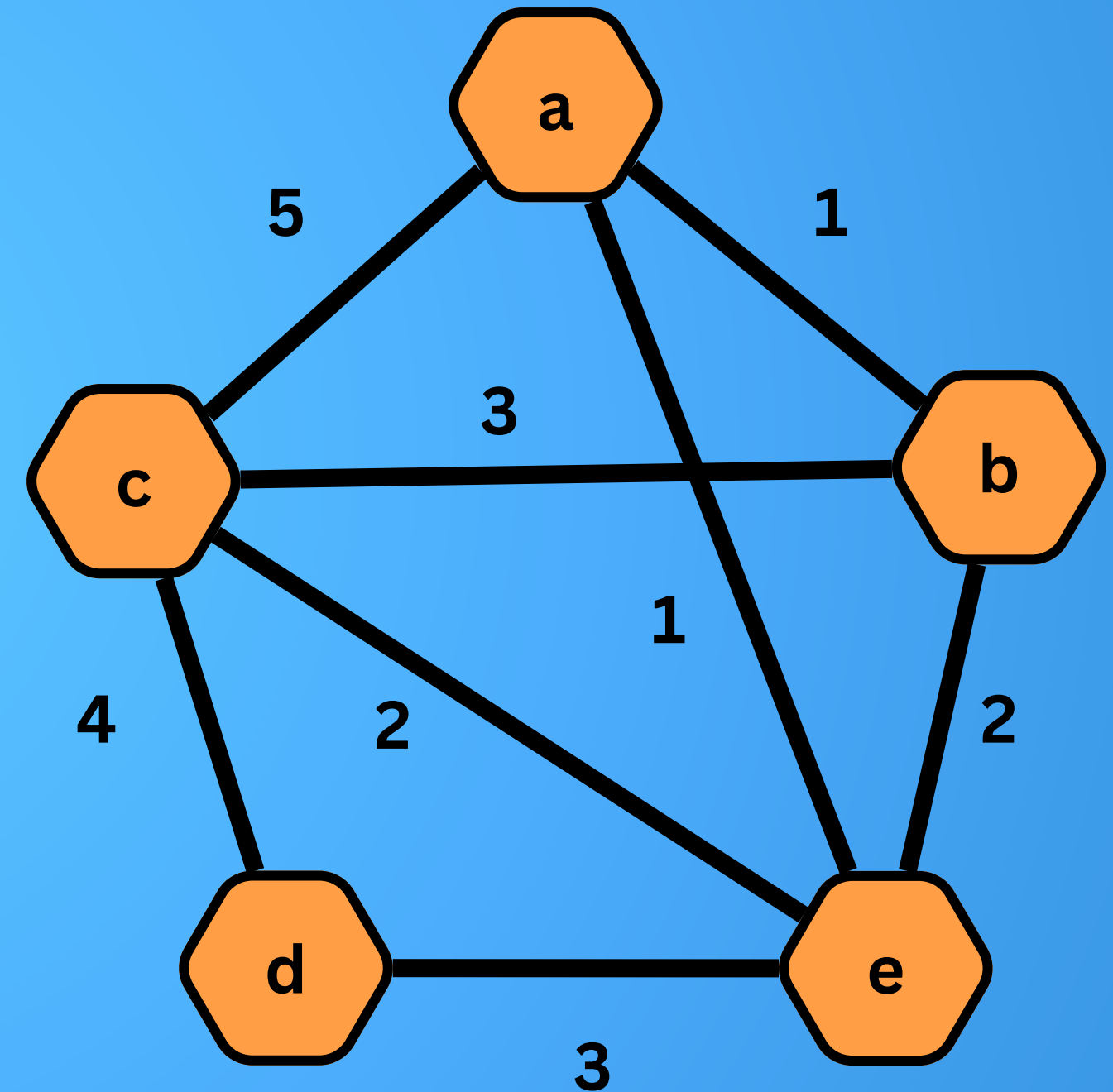
- 1) Make an empty **visited** list and add all vertices in the graph to an **unvisited** list.
- 2) Make a table with the vertex name, smallest distance, and from vertex column. Write all distances as infinity to begin.
- 2) Choose a vertex to begin with and mark its distance as 0. This is the **current** vertex.
- 3) Look at each unvisited vertex adjacent to the **current vertex**, and write down their distances from the current vertex plus the **current vertex distance**. Also note the current vertex in the from column.
- 4) If the new distance is smaller, update the table.
- 5) Pick the unvisited vertex with the smallest distance to be the new current vertex.
Add it to the visited list.
- 6) Repeat the process until all unvisited vertices are visited.

DIJKSTRA

ACTIVITY

Perform Dijkstra's Algorithm starting from a

Vertex	Shortest Distance	From
a	0	
b	∞	
c	∞	
d	∞	
e	∞	



ANSWER

Perform Dijkstra's Algorithm starting from a

Vertex	Shortest Distance	From
a	0	
b	1	a
c	3	e
d	4	e
e	1	a

