

Dijkstra's Algorithm.

$D[v]$

$P[v]$

$O(n^2 + m)$

Find Min $\{ D[v] \mid v \in V - S \}$

Delete Min.

$\{ D[v] \mid v \in V - S \}$

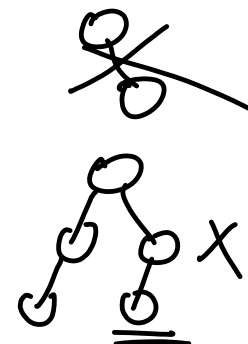
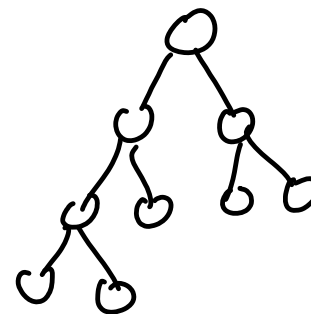
$$D[u] = D[v] + w(v, u)$$

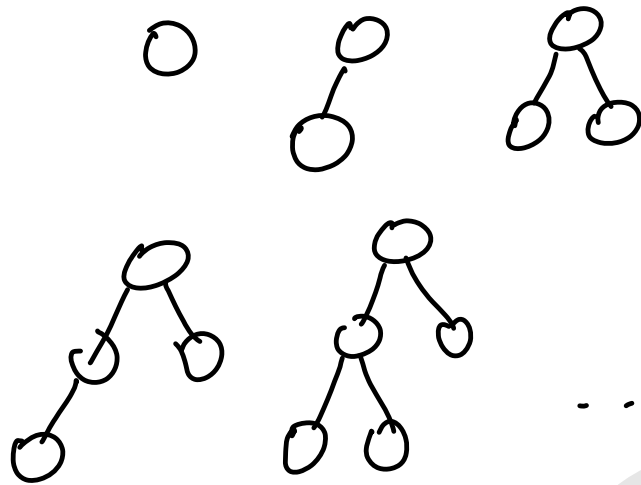
$$\text{if } D[u] > D[v] + w(v, u)$$

\Rightarrow Every update of a $D[u]$ value involves in decreasing the value.

$$D[1] = \cancel{43} = 35$$

Heap.

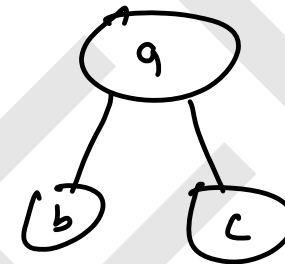




heap with n nodes will have $O(\log n)$ levels. \leftarrow

Heap order property.

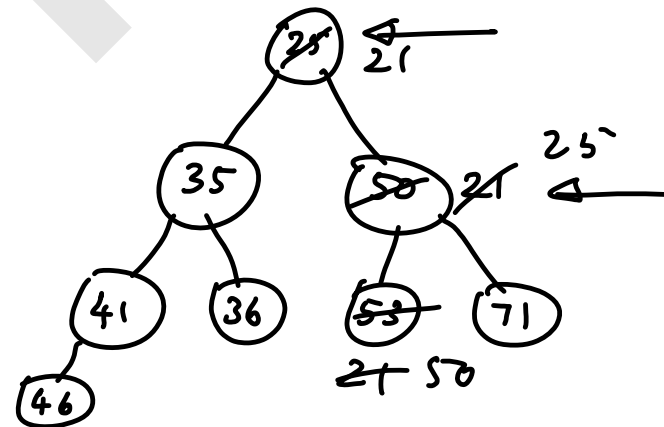
Min-Heap order.

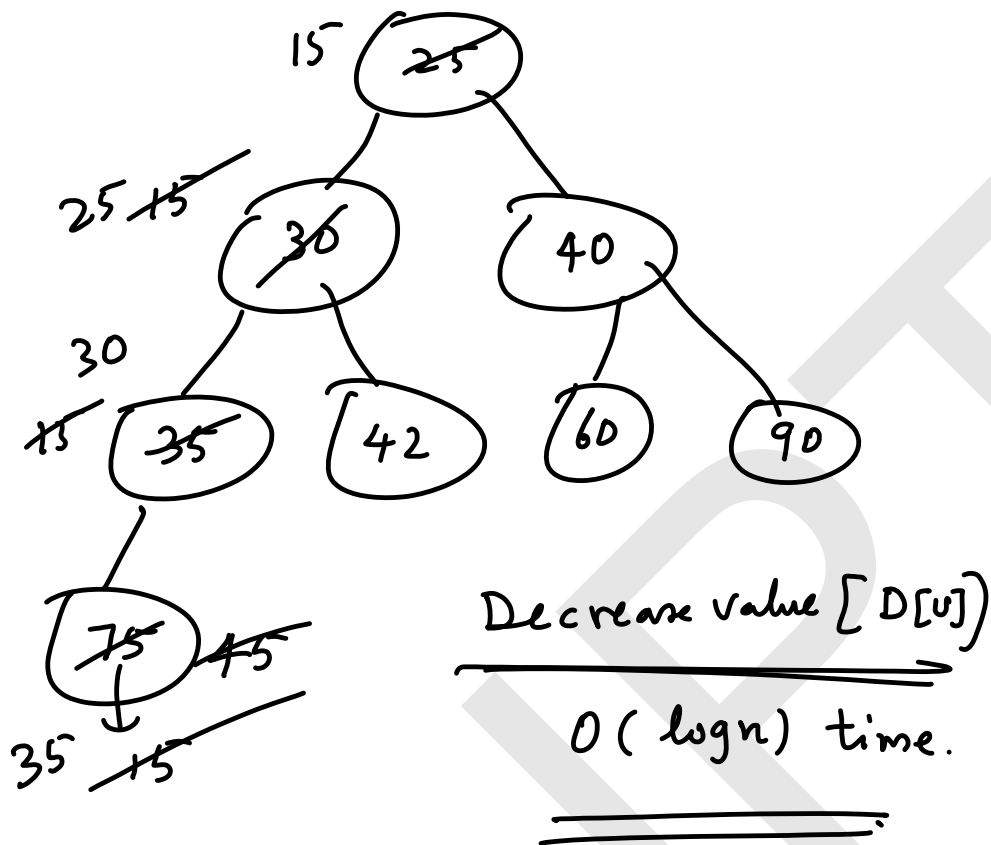


$$a < b, \\ a < c, \dots$$

Find Min
Delete Min

$O(\log n)$
time





$$\{D[u] \mid u \in V-S\}$$



Heap

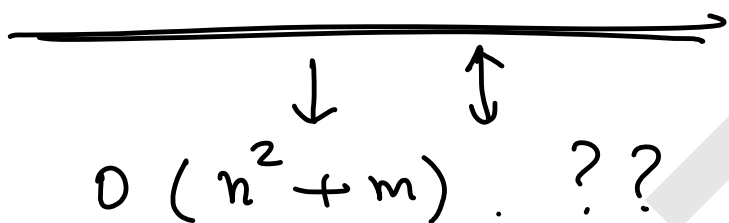
$\log n$ — Delete Min

Total cost for moving to S $\left. \vphantom{\begin{matrix} \text{Total cost} \\ \text{for moving} \\ \text{to S} \end{matrix}} \right\} O(n \log n)$

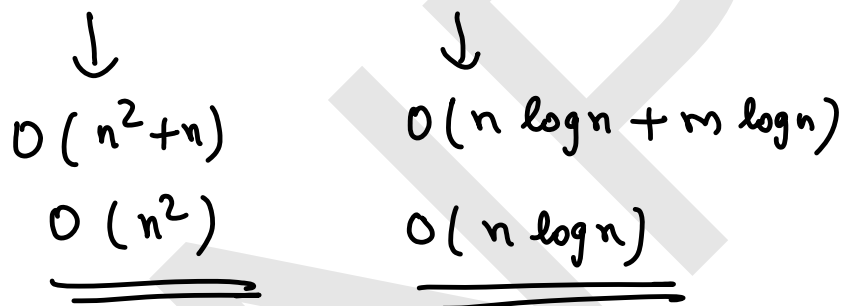
Total cost of updates $\left. \vphantom{\begin{matrix} \text{Total cost} \\ \text{of updates} \end{matrix}} \right\} \underline{m \log n}$

Total complexity is

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



$m = O(n)$ Sparse graph.



For Sparse graphs

Heap based impl. is faster.

For Dense graph.

$$\underline{\underline{m = O(n^2)}}$$

$$O(n^2 + m)$$

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

$$O(n^2 + n^2)$$

$$O(\underline{n \log n} + \underline{n^2 \log n})$$

$O(n^2)$

$$\underline{\underline{O(n^2 \log n)}}$$

For Dense graph

Array Based Imp is

Faster than Heap based
Imp.

Fibonacci Heap.

m Decrease value operations
will take only $O(m)$ time.

The complexity is

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

$$O(n^2 + m), \quad O(n \log n + m \log n)$$

Dijkstra Algo works only
if $w(e) \geq 0$
