

Discussion 4 - Supplemental

CSCI 570

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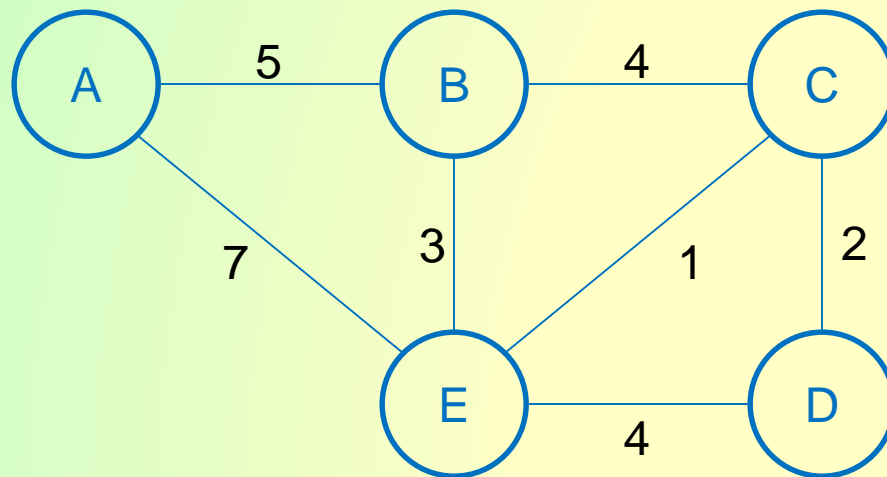
DISCUSSION 4 - SUPPLEMENTAL

Outline

- Problems with Solutions

Problem 1

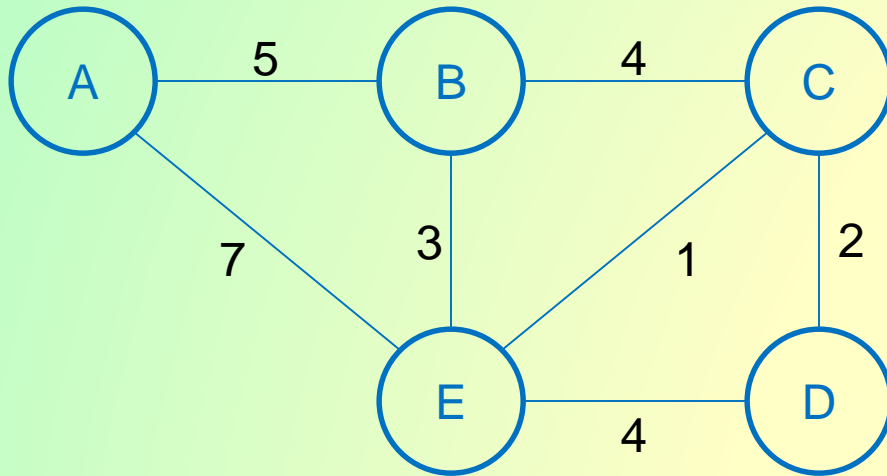
- You are given an undirected graph G with weights $\{w_e\}$ on the edges and the shortest path distances $\delta(u)$ from a designated source vertex s to every other vertex in G . However, you are not given the actual paths. With this information, give an algorithm to find a shortest path tree from s in $O(E + V)$ time. Explain why your algorithm correctly computes the shortest paths in the required runtime.
 - The following is just a sample graph to use. You are given the graph with weights and the minimum cost from $s=A$ to all other vertices.



From A	B	C	D	E
Cost	5	8	10	7
Predecessor				

Solution 1

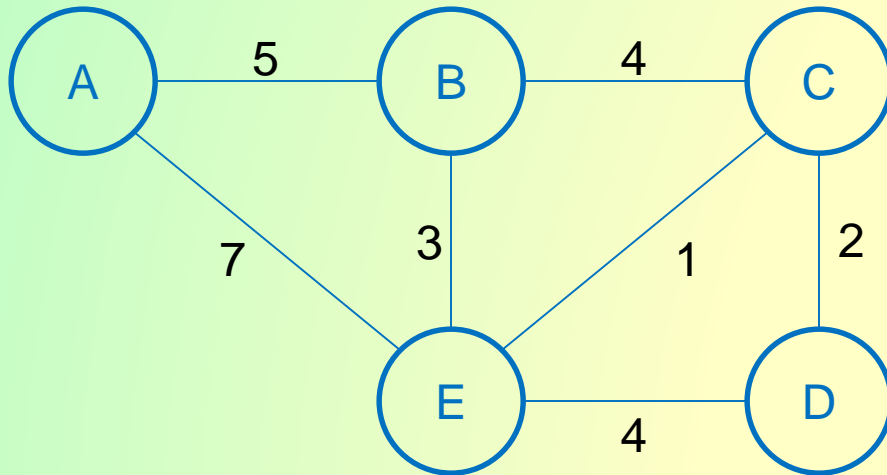
- Dijkstra's Algorithm takes $O(V^2)$ with a min-priority queue and $O(E + V \log V)$ with a Fibonacci heap
 - › This isn't quite $O(E + V)$
- Let's run Dijkstra's Algorithm on the following graph with $s=A$ just to refresh our memory



	B	C	D	E	
Cost	5			7	Expand A
Predecessor	A			A	
	B	C	D	E	
Cost	5	9		7	Expand B
Predecessor	A	B		A	
	B	C	D	E	
Cost	5	8	11	7	Expand E
Predecessor	A	E	E	A	
	B	C	D	E	
Cost	5	8	10	7	Expand C
Predecessor	A	E	C	A	
	B	C	D	E	
Cost	5	8	10	7	Expand D
Predecessor	A	E	C	A	

Solution 1

- Given the graph with the weights and the shortest path cost from $s=A$ to all the other nodes, can we find the predecessors without completely running Dijkstra's Algorithm
- If we start running Dijkstra's Algorithm, we can stop looking at nodes once we know the minimum cost to that node has been found
 - In addition, if we expand a node and find that the cost is greater than the minimum, we don't even need to add it to the table
 - This only requires us to visit each node and each edge exactly one time $\Rightarrow O(E + V)$



	B	C	D	E
Cost	5			7
Predecessor	A			A

	B	C	D	E
Cost	5			7
Predecessor	A			A

	B	C	D	E
Cost	5	8		7
Predecessor	A	E		A

	B	C	D	E
Cost	5	8	10	7
Predecessor	A	E	C	A

Expand A

Expand B

Expand E

Expand C