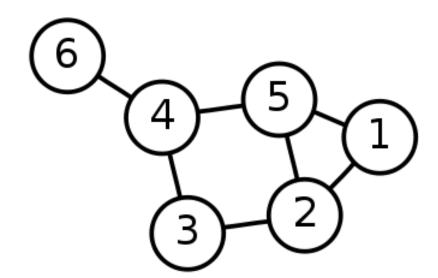
Graphs

CS223: Data Structures

Single-Source Shortest Path Problem

- The problem of finding shortest paths from a source vertex v to all other vertices in the graph.
- Weighted graph G = (E,V)
- Source vertex s ∈ V to all vertices v ∈ V



Single-Source Shortest Path Problem

- Common algorithms:
 - Dijkstra's algorithm
 - Bellman-Ford algorithm

Dijkstra's algorithm

Dijkstra's algorithm - is a solution to the single-source shortest path problem in graph theory.

Works on both directed and undirected graphs. However, all edges must have nonnegative weights.

Approach: Greedy

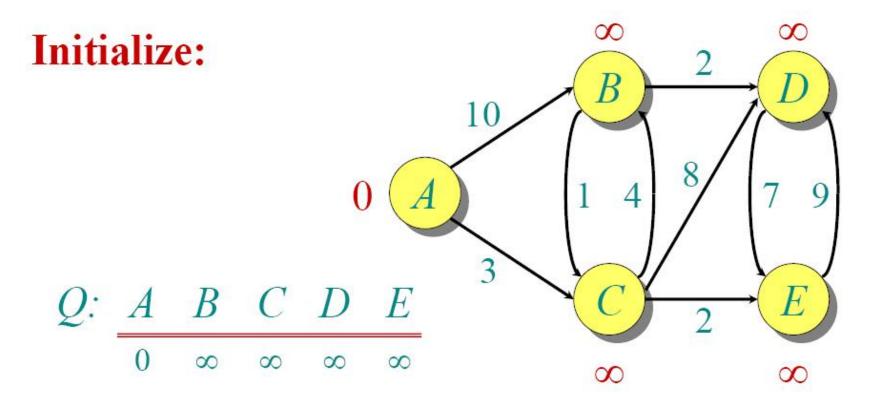
Input: Weighted graph $G=\{E,V\}$ and source vertex $v \in V$, such that all edge weights are nonnegative.

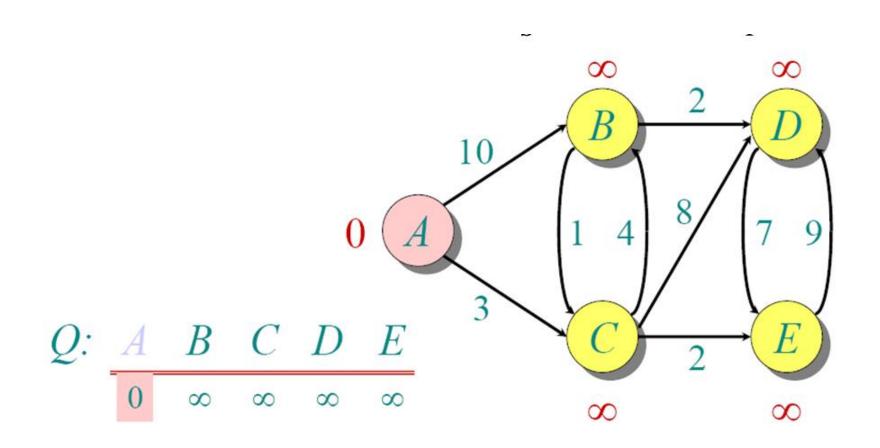
Output: Lengths of shortest paths (or the shortest paths themselves) from a given source vertex *v*∈V to all other vertices.

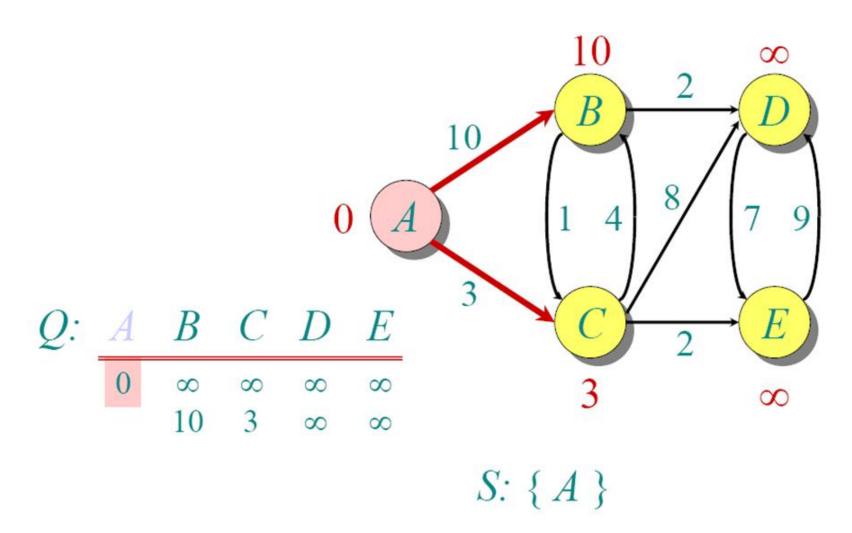
Dijkstra's algorithm - Pseudocode

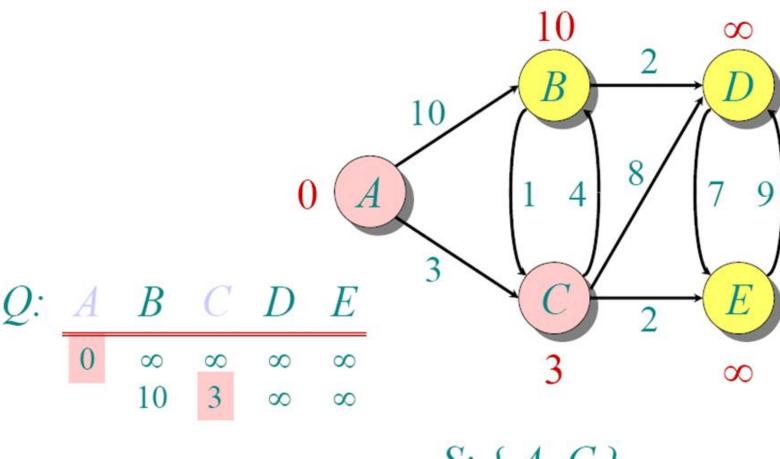
```
dist[s] \leftarrow o
                                                       (distance to source vertex is zero)
for all v \in V - \{s\}
     do dist[v] \leftarrow \infty
                                                        (set all other distances to infinity)
         prev[v] \leftarrow null
S←Ø
                                                       (S, the set of visited vertices is initially empty)
Q←V
                                                        (Q, the queue initially contains all vertices)
while Q ≠Ø
                                                        (while the queue is not empty)
                                                        (select the element of Q with the min. distance)
do u \leftarrow mindistance(Q,dist)
                                                        (add u to list of visited vertices)
     S \leftarrow S \cup \{u\}
    for all v \in neighbors[u]
         do if dist[v] > dist[u] + w(u, v)
                                                       (if new shortest path found)
              then dist[v] \leftarrow dist[u] + w(u, v)
                     prev[v] \leftarrow u
                                                       (set new value of shortest path)
return dist
```

Dijkstra Example 1

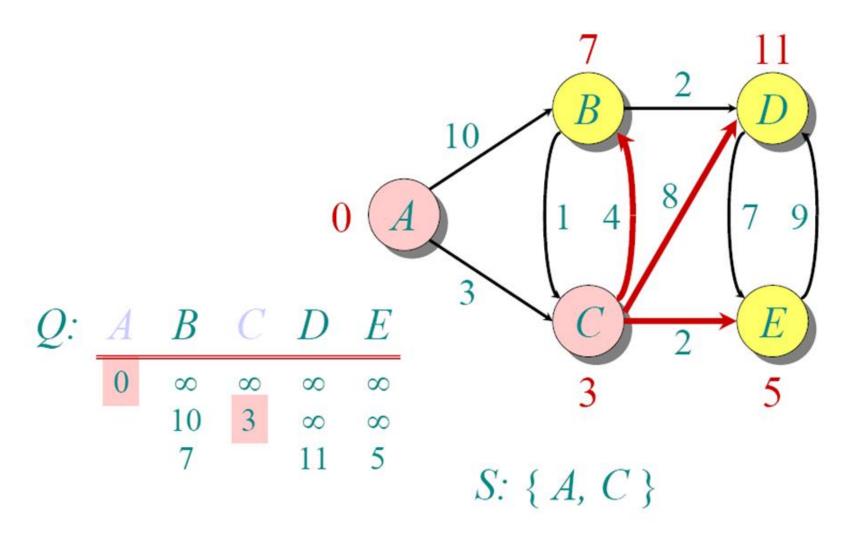


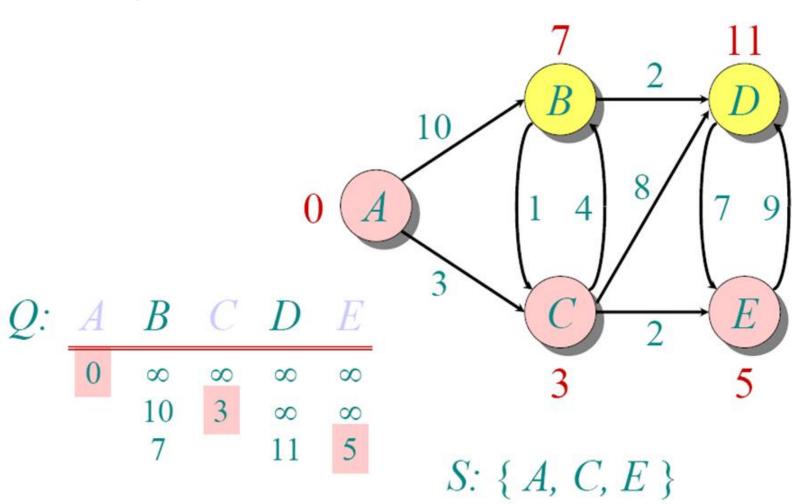


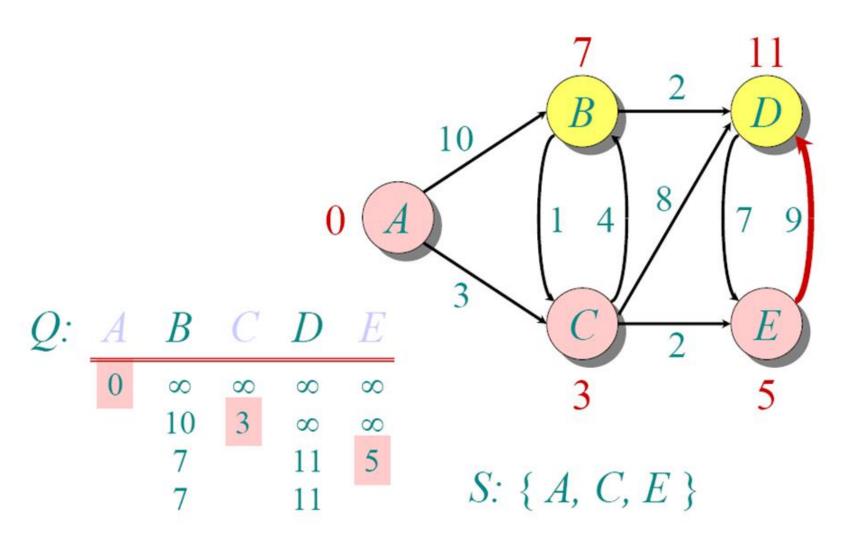


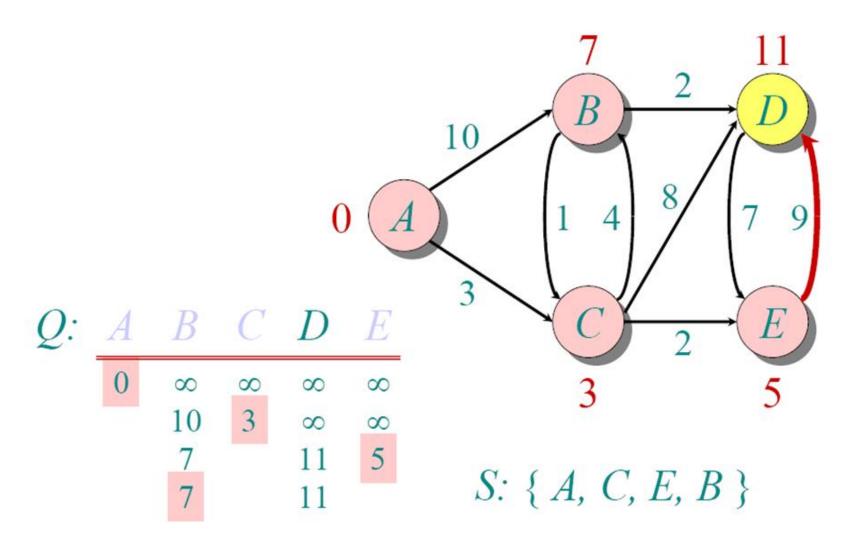


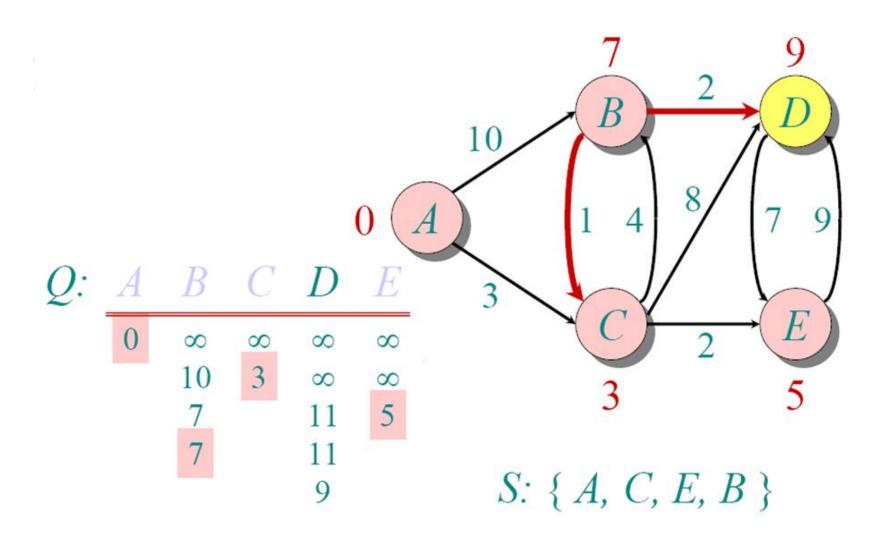
S: { *A*, *C* }

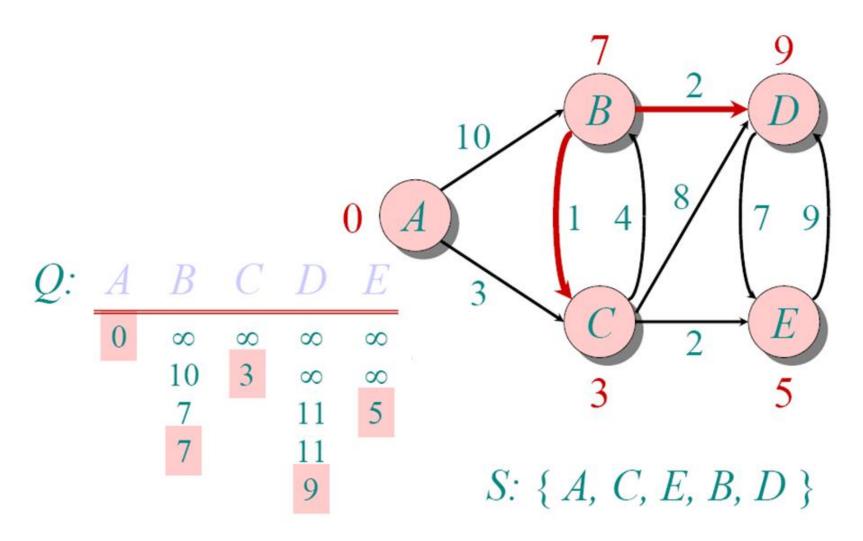






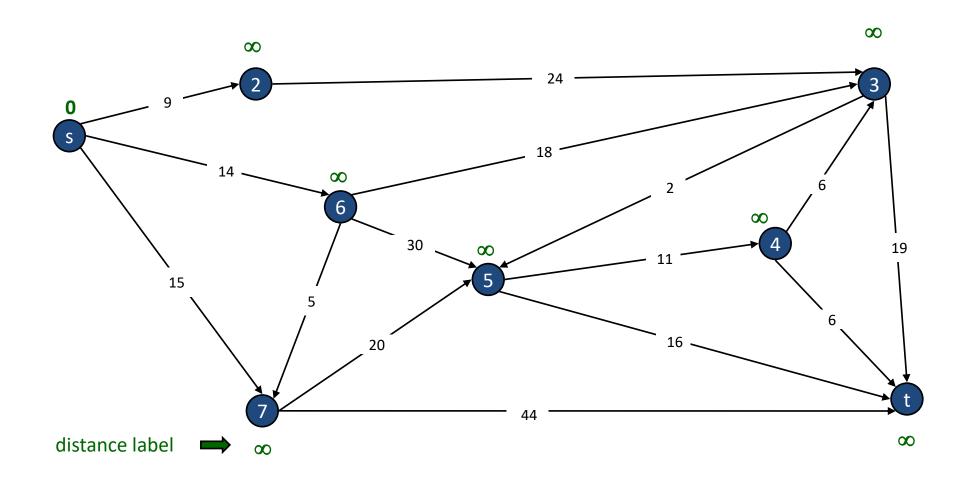




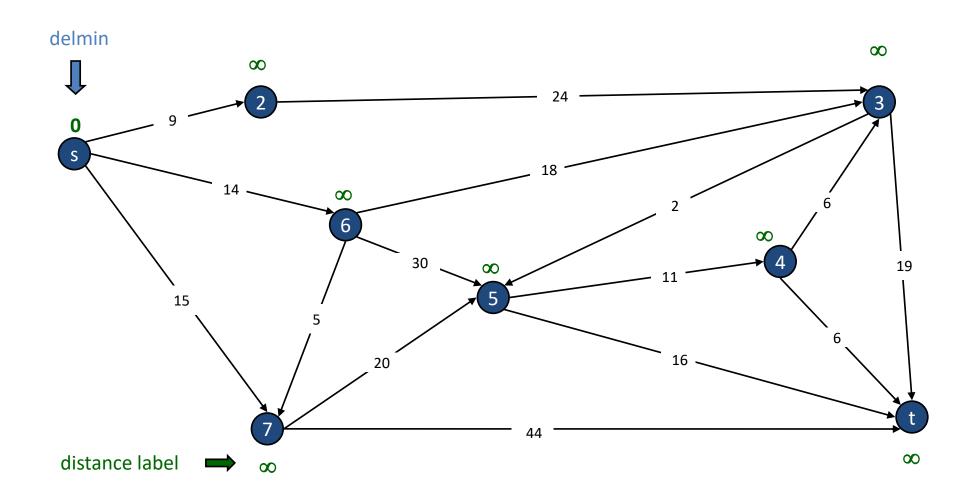


Dijkstra Example 2

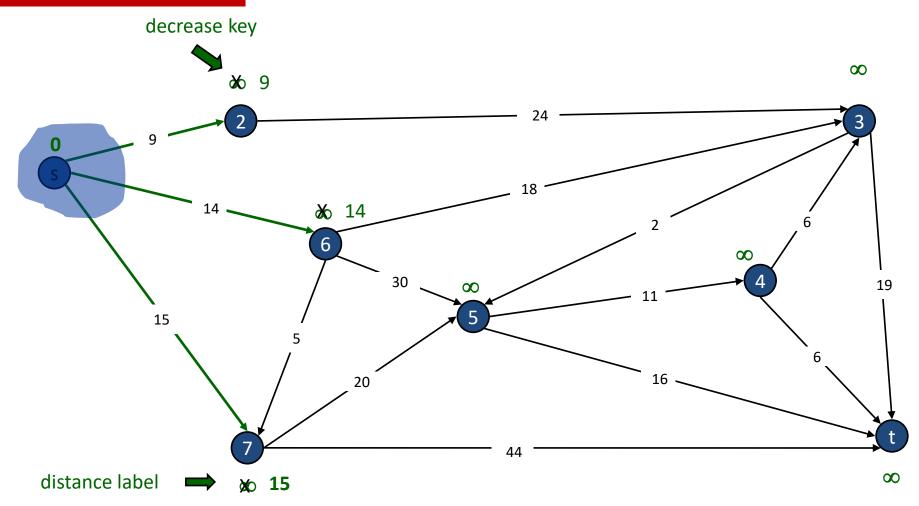
S = { } Q = { s, 2, 3, 4, 5, 6, 7, t }



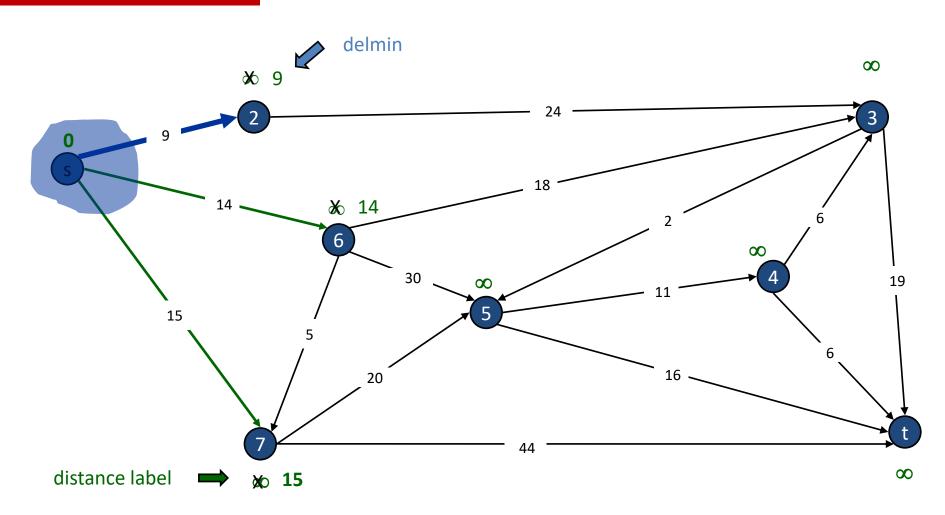
```
S = { }
Q = { s, 2, 3, 4, 5, 6, 7, t }
```



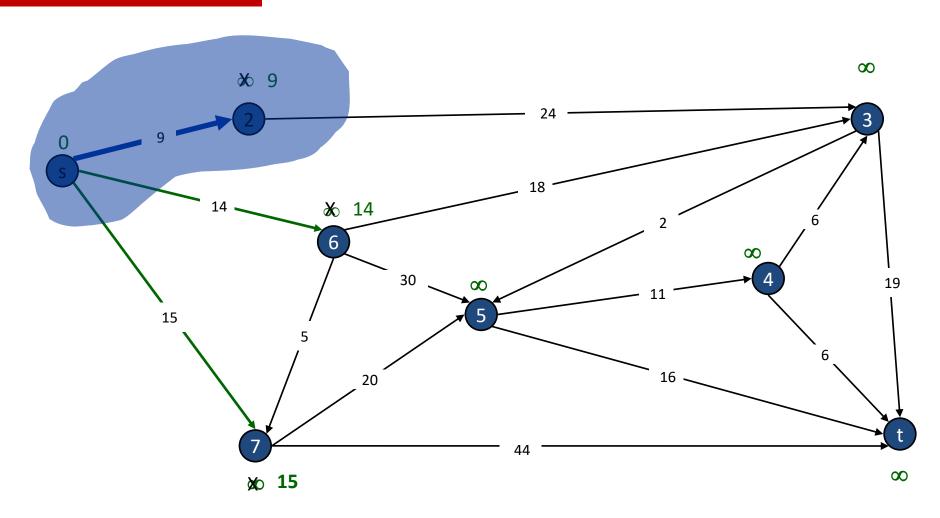
S = { s } Q = { 2, 3, 4, 5, 6, 7, t }



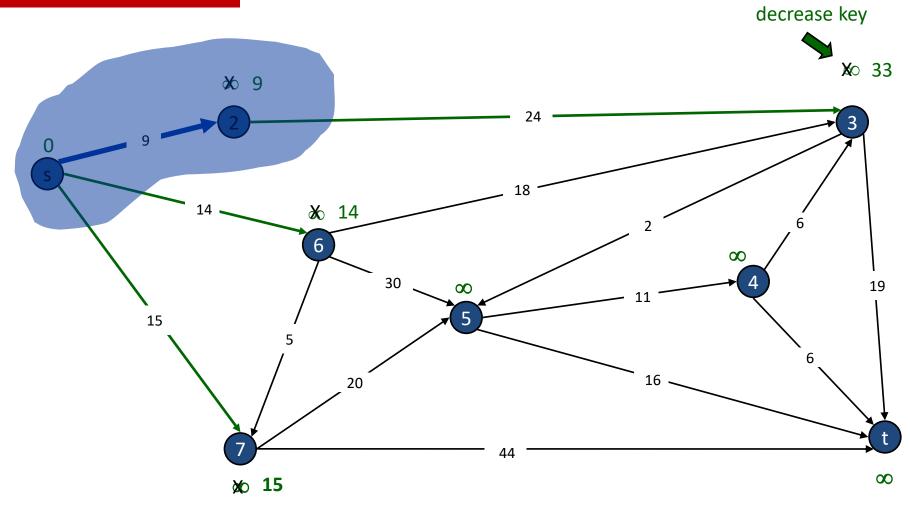
S = { s } Q = { 2, 3, 4, 5, 6, 7, t }



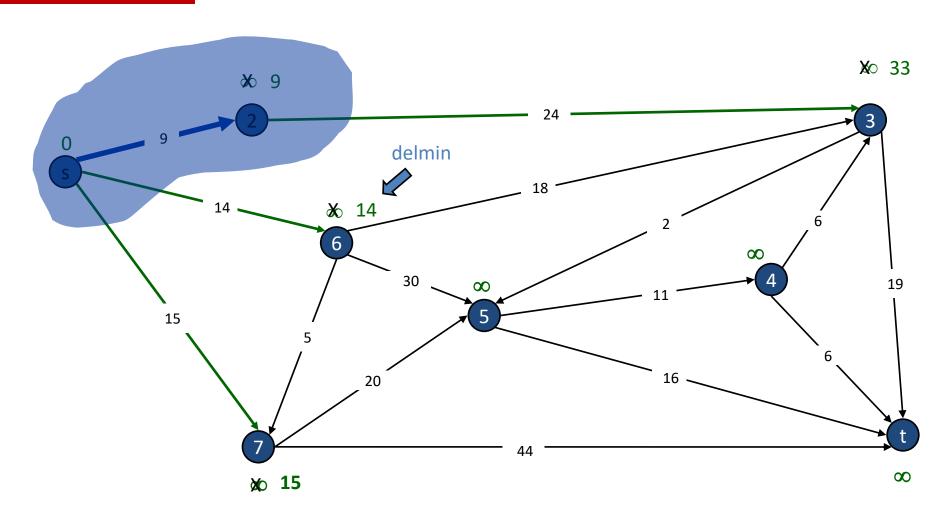
```
S = { s, 2 }
Q = { 3, 4, 5, 6, 7, t }
```



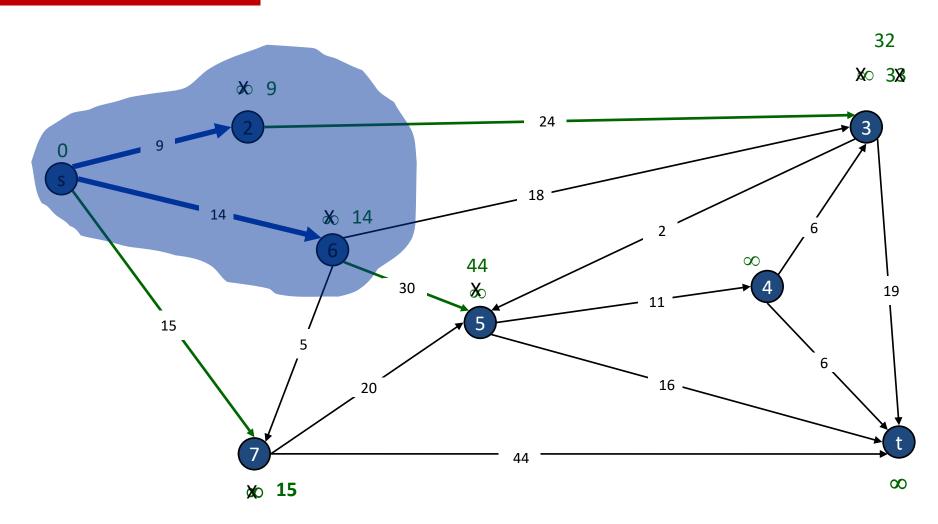
S = { s, 2 } Q = { 3, 4, 5, 6, 7, t }



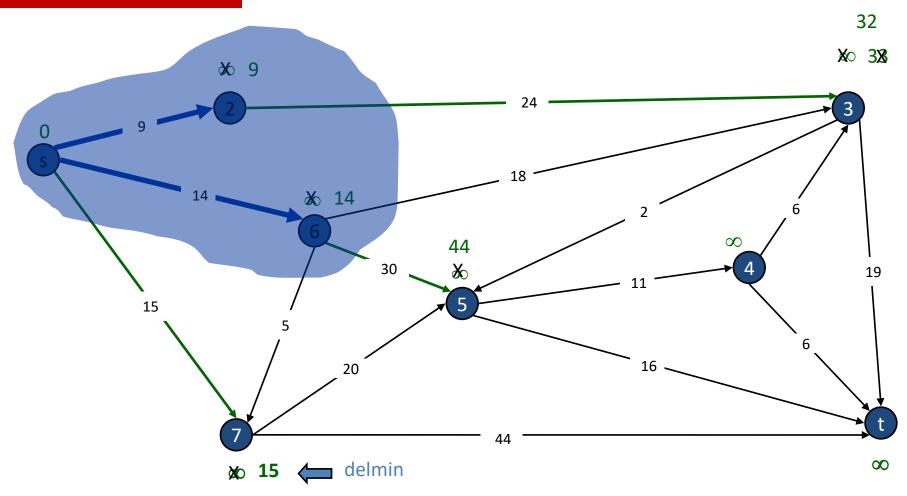
S = { s, 2 } Q = { 3, 4, 5, 6, 7, t }



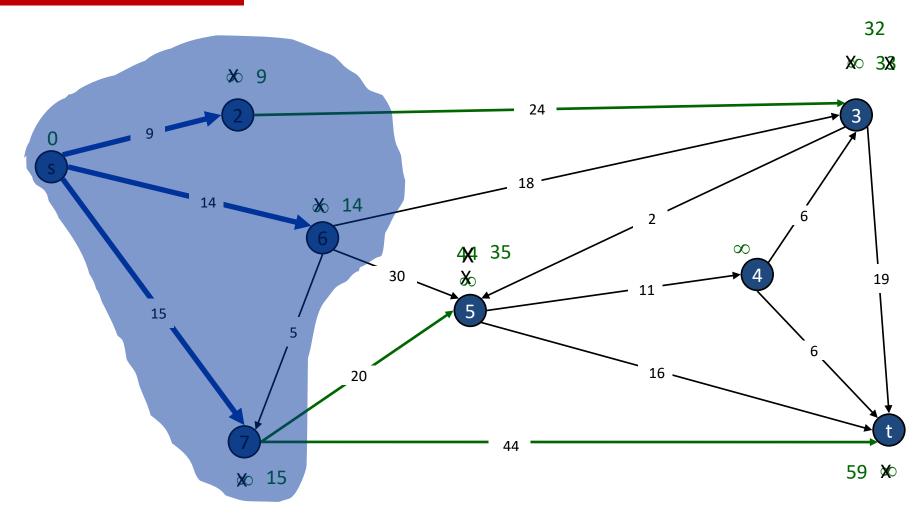
S = { s, 2, 6 } Q = { 3, 4, 5, 7, t }

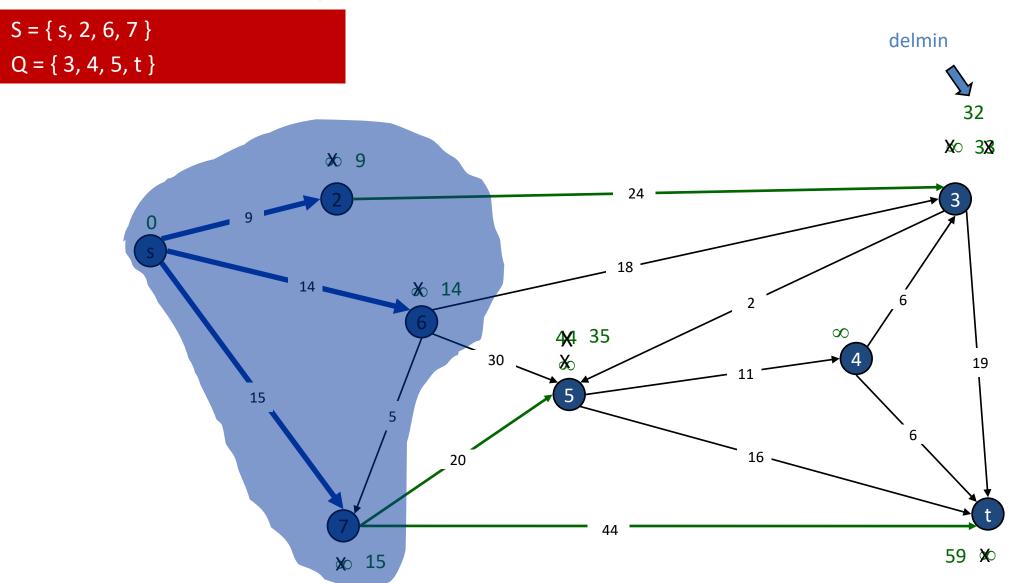


S = { s, 2, 6 } Q = { 3, 4, 5, 7, t }

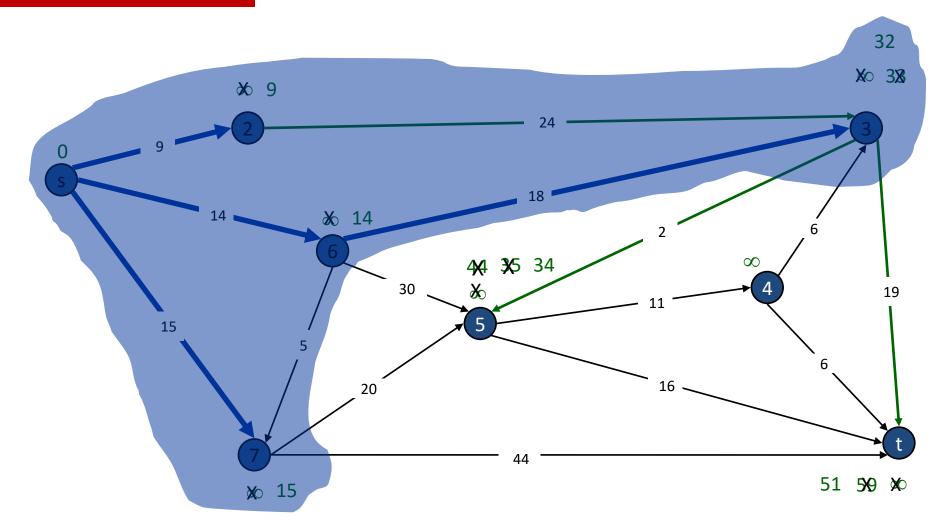


S = { s, 2, 6, 7 } Q = { 3, 4, 5, t }

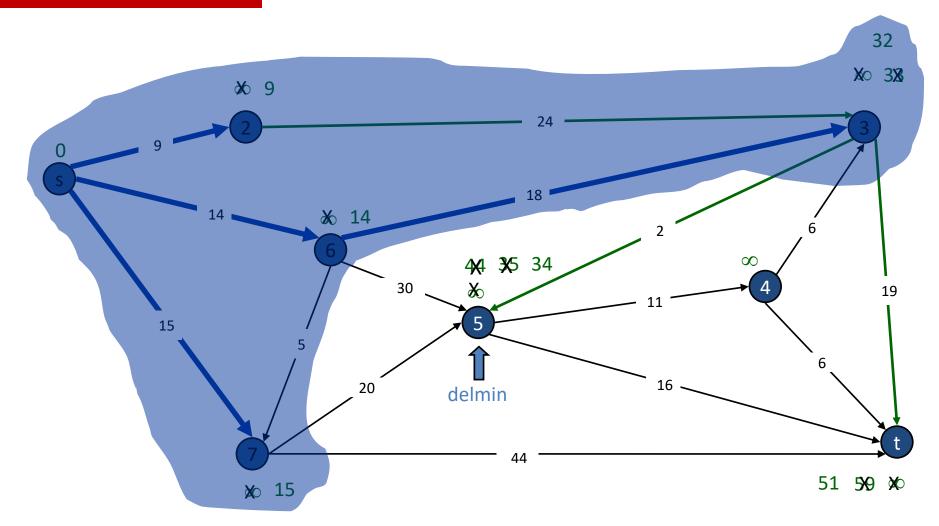




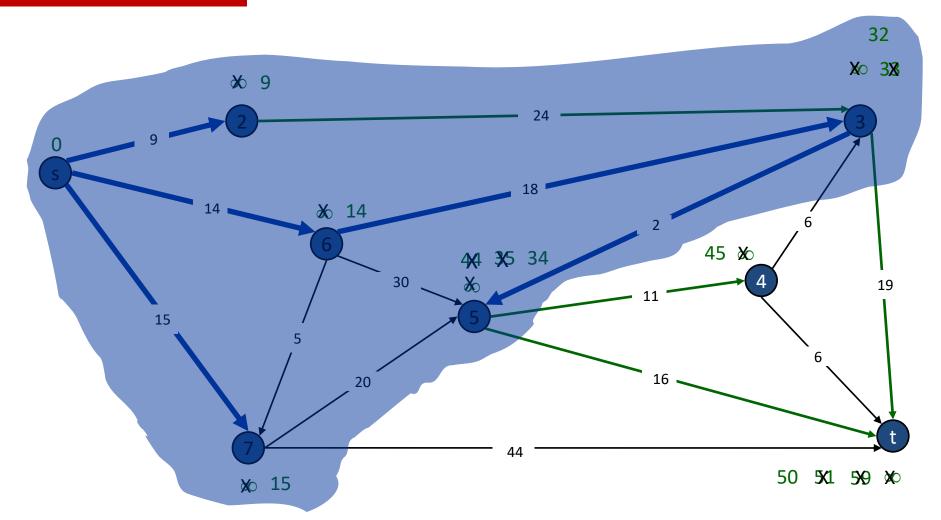
S = { s, 2, 6, 7, 3 } Q = { 4, 5, t }



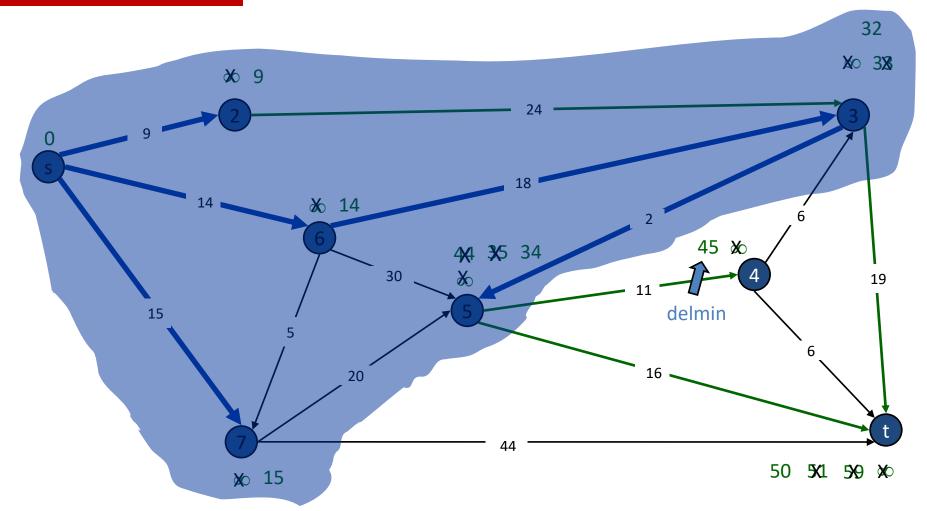
S = { s, 2, 6, 7, 3 } Q = { 4, 5, t }



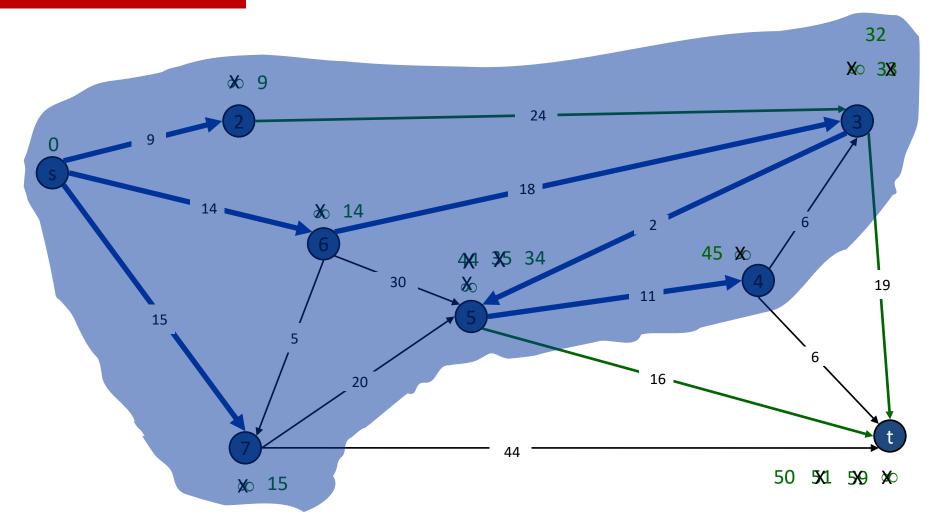
S = { s, 2, 6, 7, 3, 5} Q = { 4, t }



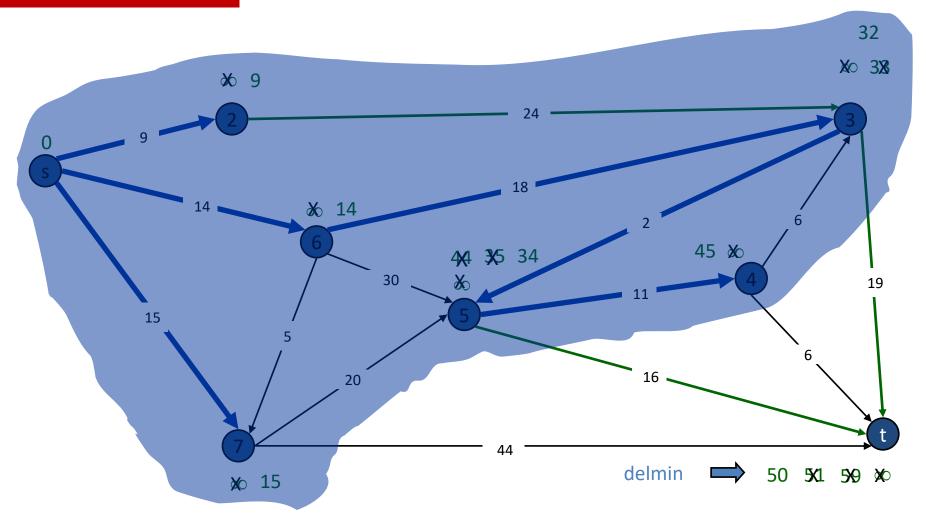
 $S = \{ s, 2, 6, 7, 3, 5 \}$ $Q = \{ 4, t \}$



S = { s, 2, 6, 7, 3, 5, 4} Q = { t }

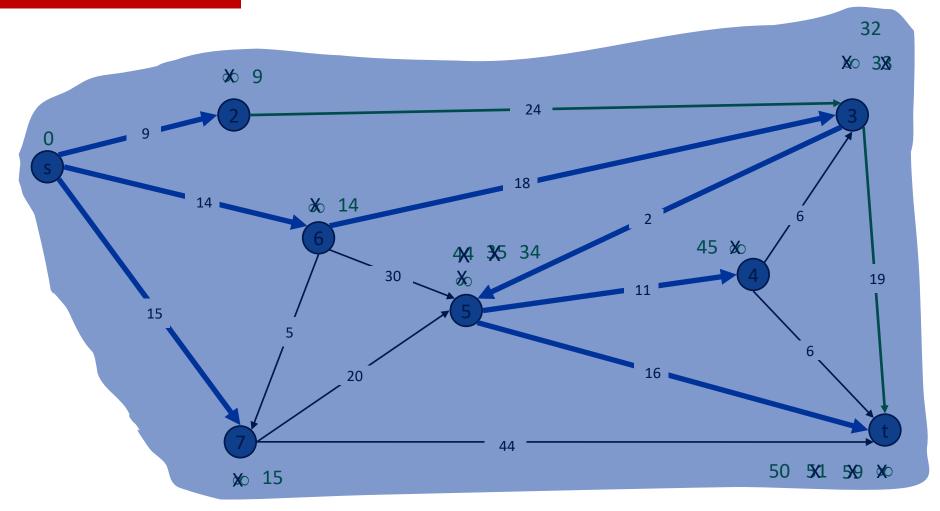


S = { s, 2, 6, 7, 3, 5, 4} Q = { t }

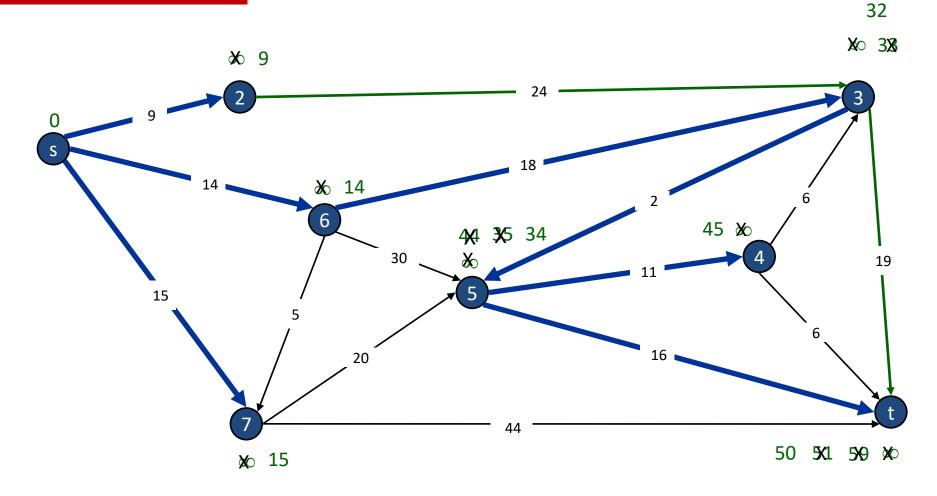


Dijkstra Animated Example 2 (Cont.)

S = { s, 2, 6, 7, 3, 5, 4, t} Q = { }



S = { s, 2, 3, 4, 5, 6, 7, t } Q = { }



Dijkstra Example 3

