



**MANIPAL UNIVERSITY
JAIPUR**

(University under Section 2(f) of the UGC Act)



B.TECH. SECOND YEAR

(III SEM. CSE/IT/CCE)

ACADEMIC YEAR: 2020-2021



COURSE NAME: ENGINEERING MATHEMATICS III

COURSE CODE : MA 2101

LECTURE SERIES NO : UNIT-III (LECTURE NO. 14- 22)

CREDITS : 3

MODE OF DELIVERY : ONLINE (POWER POINT PRESENTATION)

FACULTY : DR. REEMA JAIN

EMAIL-ID : reema.jain@jaipur.manipal.edu

PROPOSED DATE OF DELIVERY: August 17, 2020



**MANIPAL UNIVERSITY
JAIPUR**

VISION

Global Leadership in Higher Education and Human Development

MISSION

- Be the most preferred University for innovative and interdisciplinary learning
- Foster academic, research and professional excellence in all domains
- Transform young minds into competent professionals with good human values

VALUES

Integrity, Transparency, Quality,
Team Work, Execution with Passion, Humane Touch

SESSION OUTCOME

**"TO UNDERSTAND THE
CONCEPT OF TREES AND
APPLY THE TREE
ALGORITHMS TO ANALYZE
THE SHORTEST PATH
PROBLEMS"**

ASSIGNMENT

QUIZ

MID TERM EXAMINATION –I & II

END TERM EXAMINATION

ASSESSMENT CRITERIA

PROGRAM OUTCOMES MAPPING WITH CO3

**ENGINEERING KNOWLEDGE: APPLY THE KNOWLEDGE
OF MATHEMATICS, SCIENCE, ENGINEERING
FUNDAMENTALS, AND AN ENGINEERING
SPECIALIZATION TO THE SOLUTION OF COMPLEX
ENGINEERING PROBLEMS.**

Approach of Dijkstra's Algorithm

- The algorithm computes for each vertex u the distance to u from the start vertex v , that is, the weight of a shortest path between v and u .
- The algorithm keeps track of the set of vertices for which the distance has been computed, called the cloud C .
- Every vertex has a label D associated with it. For any vertex u , $D[u]$ stores an approximation of the distance between v and u . The algorithm will update a $D[u]$ value when it finds a shorter path from v to u .
- When a vertex u is added to the cloud, its label $D[u]$ is equal to the actual (final) distance between the starting vertex v and vertex u .

Dijkstra's Algorithm Pseudocode

Dijkstra(v_1 , v_2):

 for each vertex v : // Initialization

v 's distance $:=$ infinity.

v 's previous $:=$ none.

v_1 's distance $:= 0$.

 List $:=$ {all vertices}.

 while List is not empty:

$v :=$ remove List vertex with minimum distance.

 mark v as known.

 for each unknown neighbor n of v :

 dist $:= v$'s distance + edge (v, n) 's weight.

 if dist is smaller than n 's distance:

n 's distance $:=$ dist.

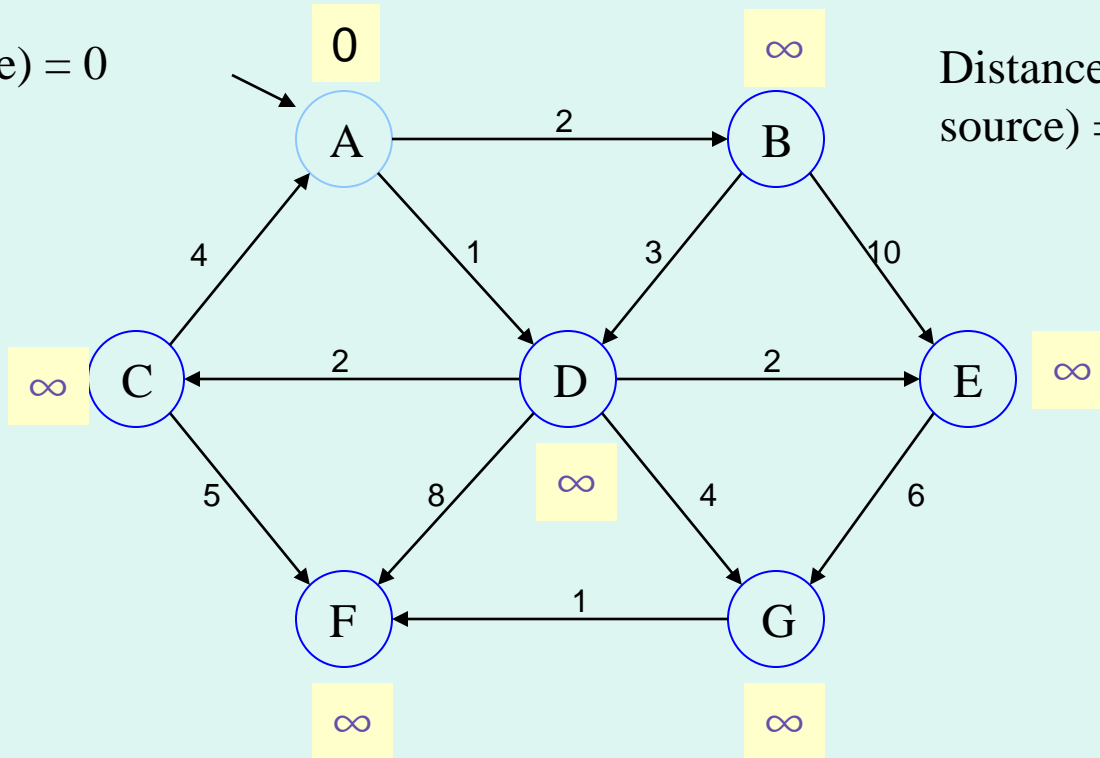
n 's previous $:= v$.

 reconstruct path from v_2 back to v_1 ,
 following previous pointers.

Example: Dijkstra's Algorithm

- Initialization

Distance(source) = 0

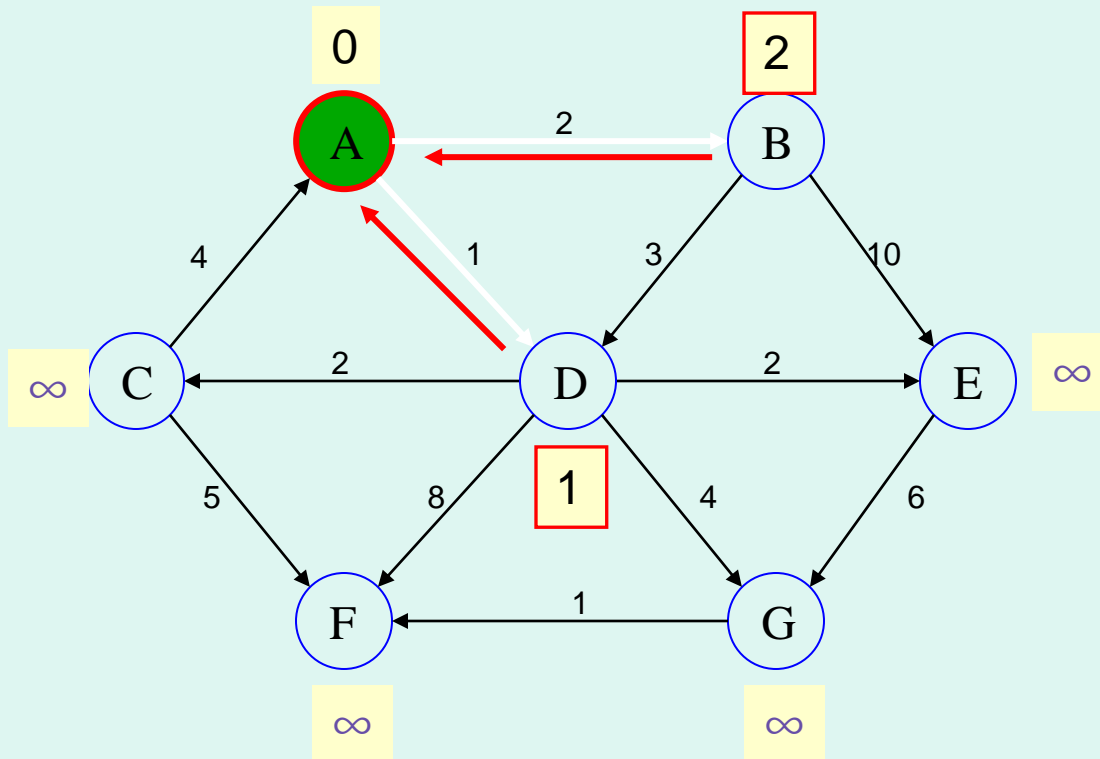


Distance (all vertices but source) = ∞

Pick vertex in List with minimum distance

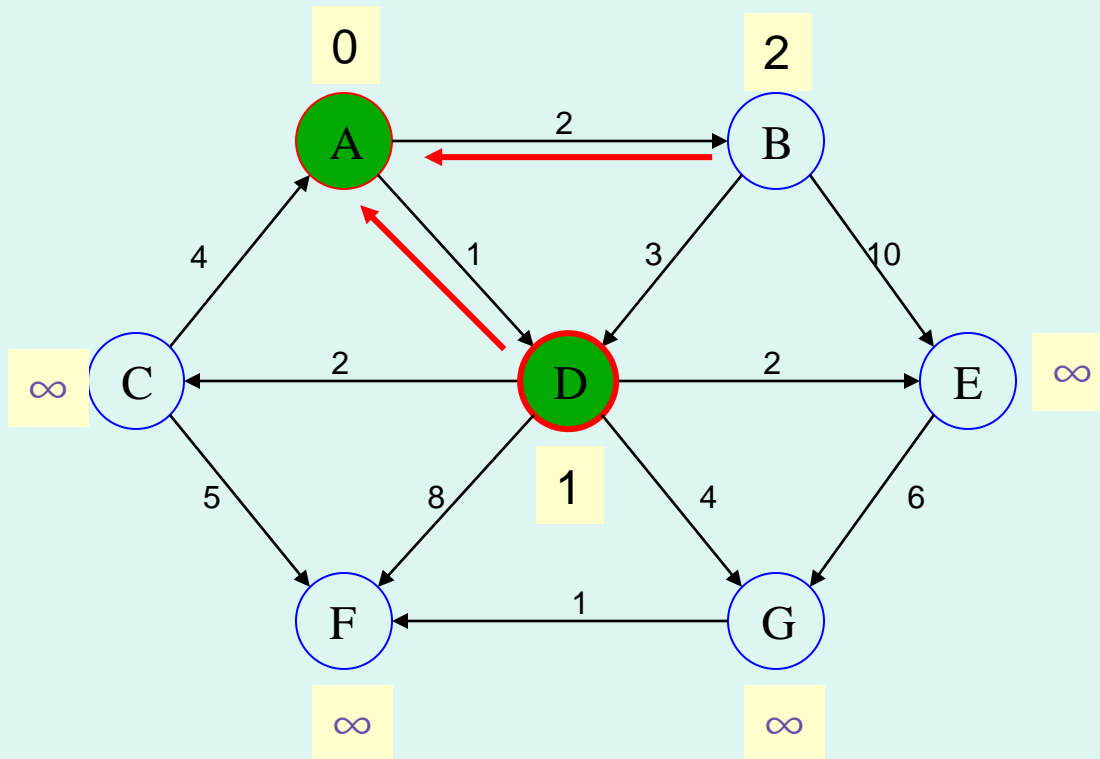
Example: Dijkstra's Algorithm

- Update neighbours' distance



Example: Dijkstra's Algorithm

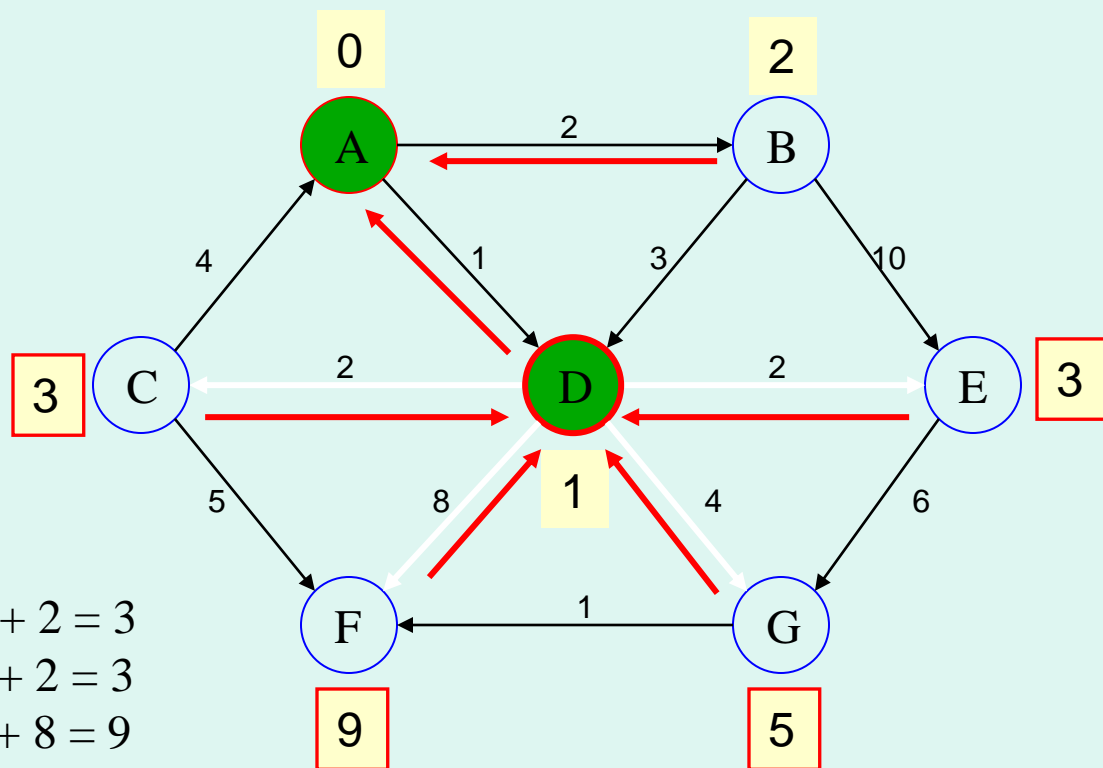
- Remove vertex with minimum distance



Pick vertex in List with minimum distance i.e. D

Example: Dijkstra's Algorithm

- Update neighbors



Distance(C) = 1 + 2 = 3

Distance(E) = 1 + 2 = 3

Distance(F) = 1 + 8 = 9

Distance(G) = 1 + 4 = 5



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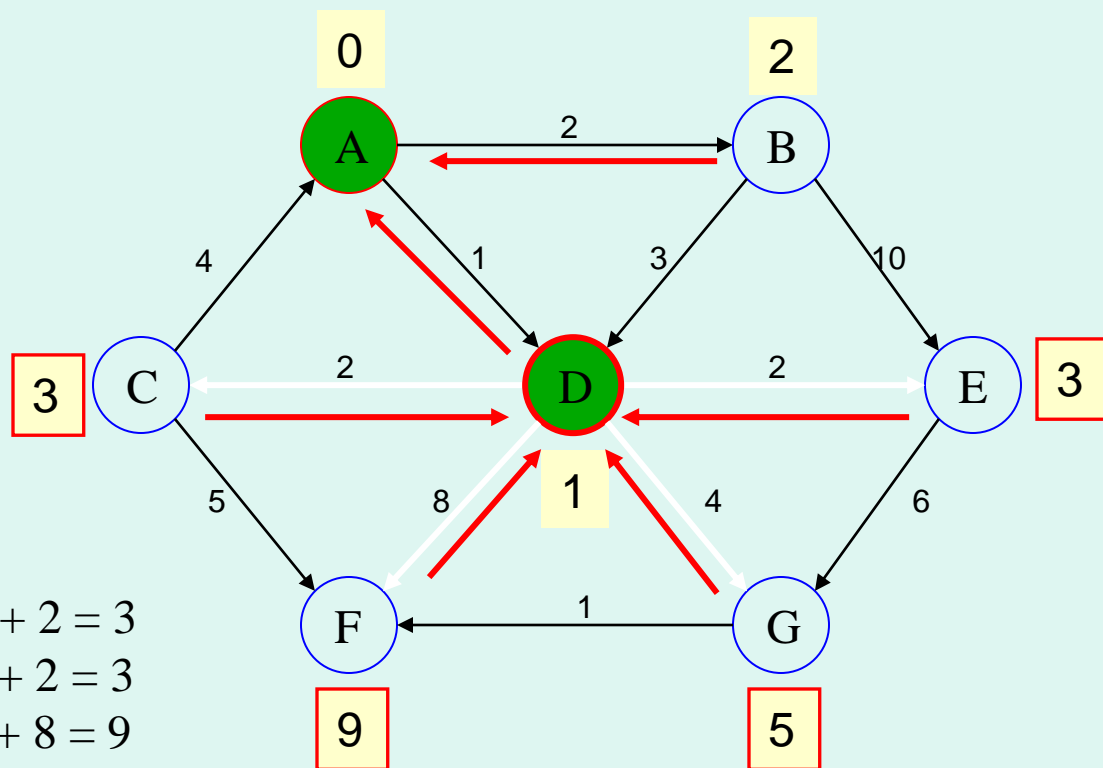
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Example: Dijkstra's Algorithm

- Update neighbors



Distance(C) = 1 + 2 = 3

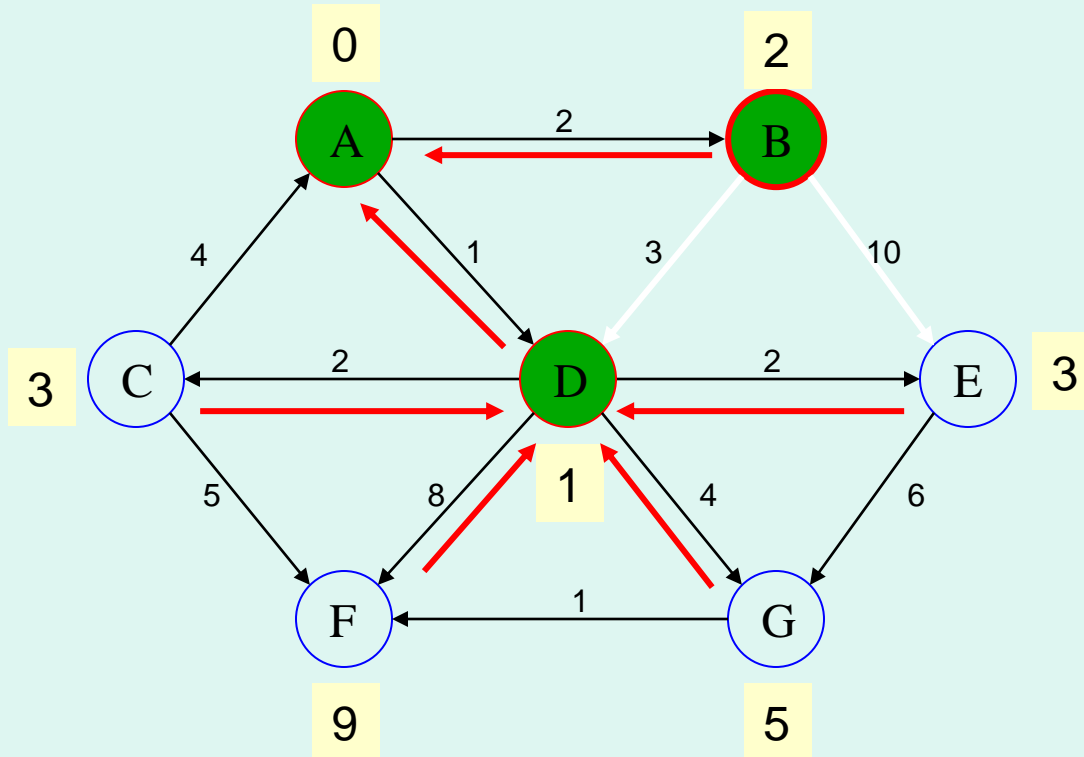
Distance(E) = 1 + 2 = 3

Distance(F) = 1 + 8 = 9

Distance(G) = 1 + 4 = 5

Example: Dijkstra's Algorithm

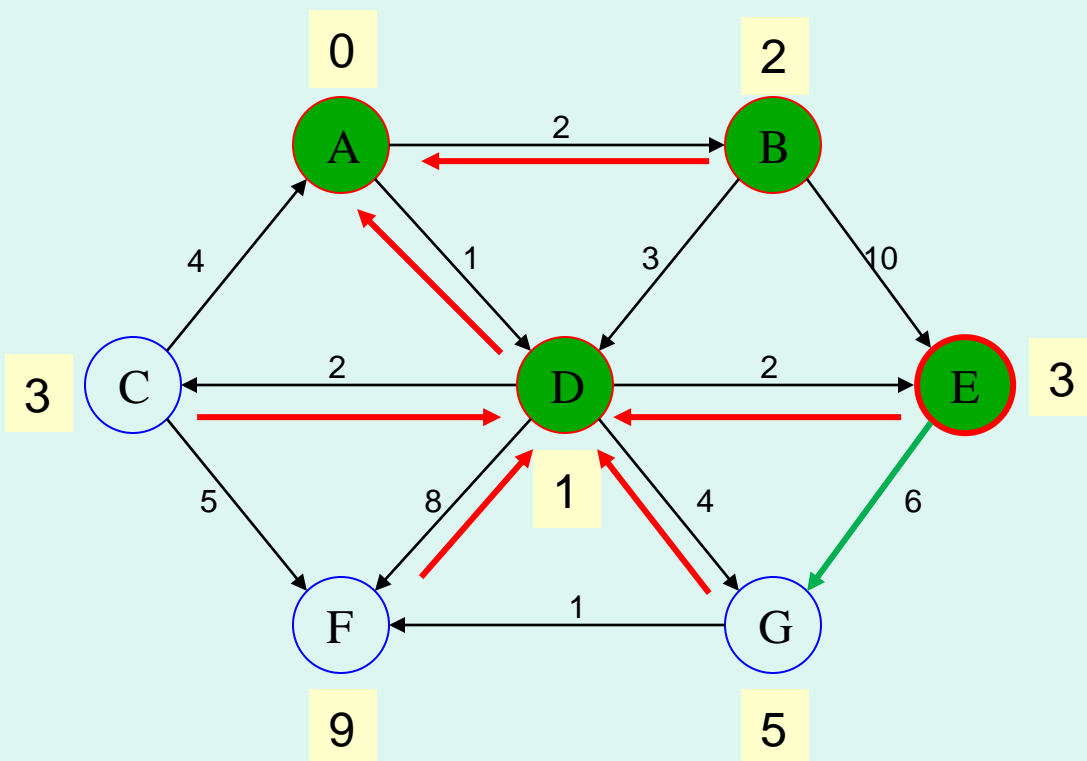
- Pick vertex in List with minimum distance (B) and update neighbors



Note : distance(D) not updated since D is already known and distance(E) not updated since it is larger than previously computed

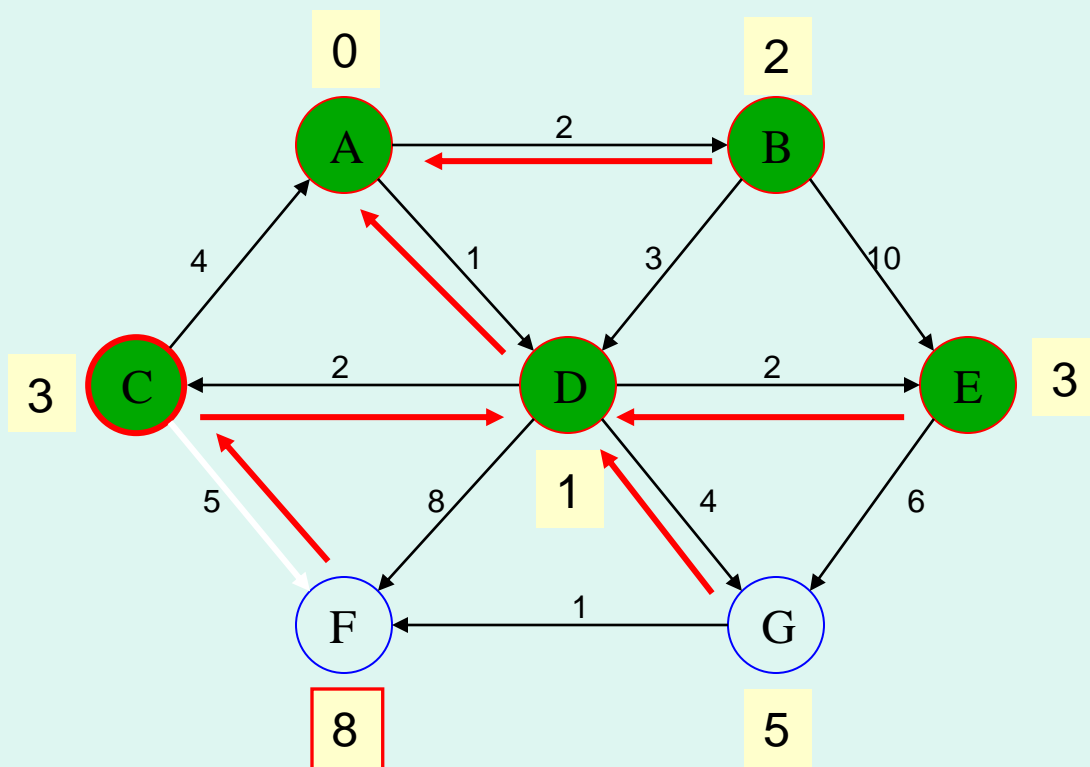
Example: Dijkstra's Algorithm

Pick vertex List with minimum distance (E) and update neighbors



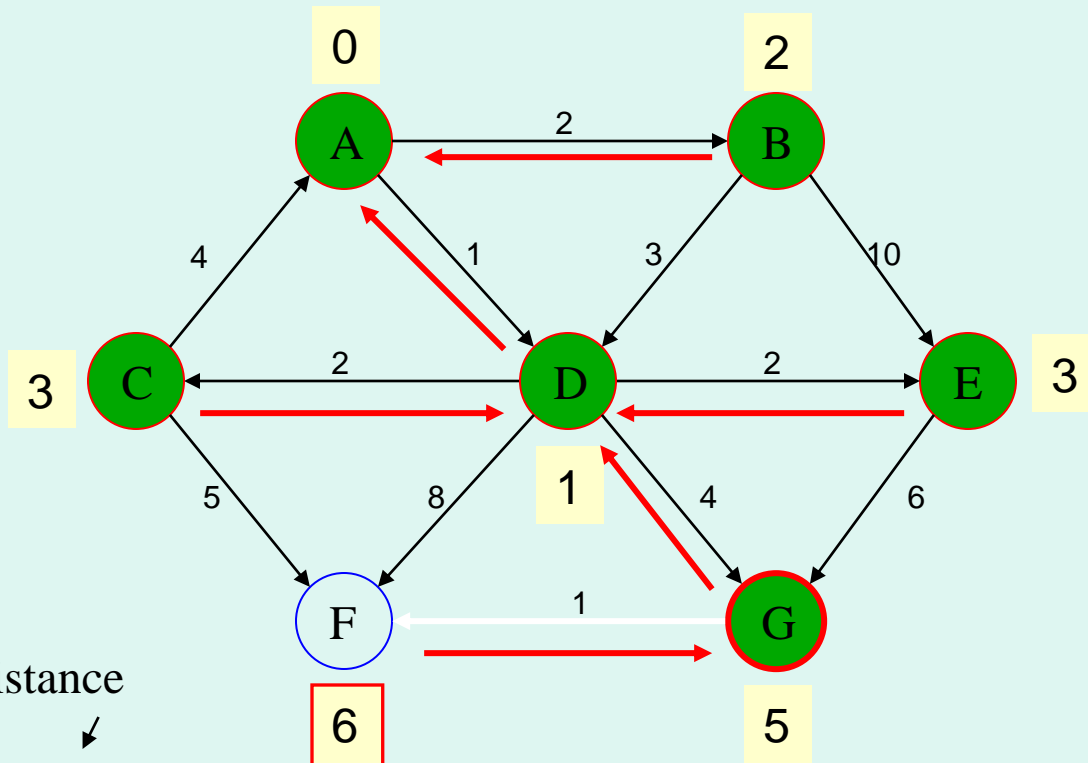
Example: Dijkstra's Algorithm

Pick vertex List with minimum distance (C) and update neighbors



Example: Dijkstra's Algorithm

Pick vertex List with minimum distance (G) and update neighbors



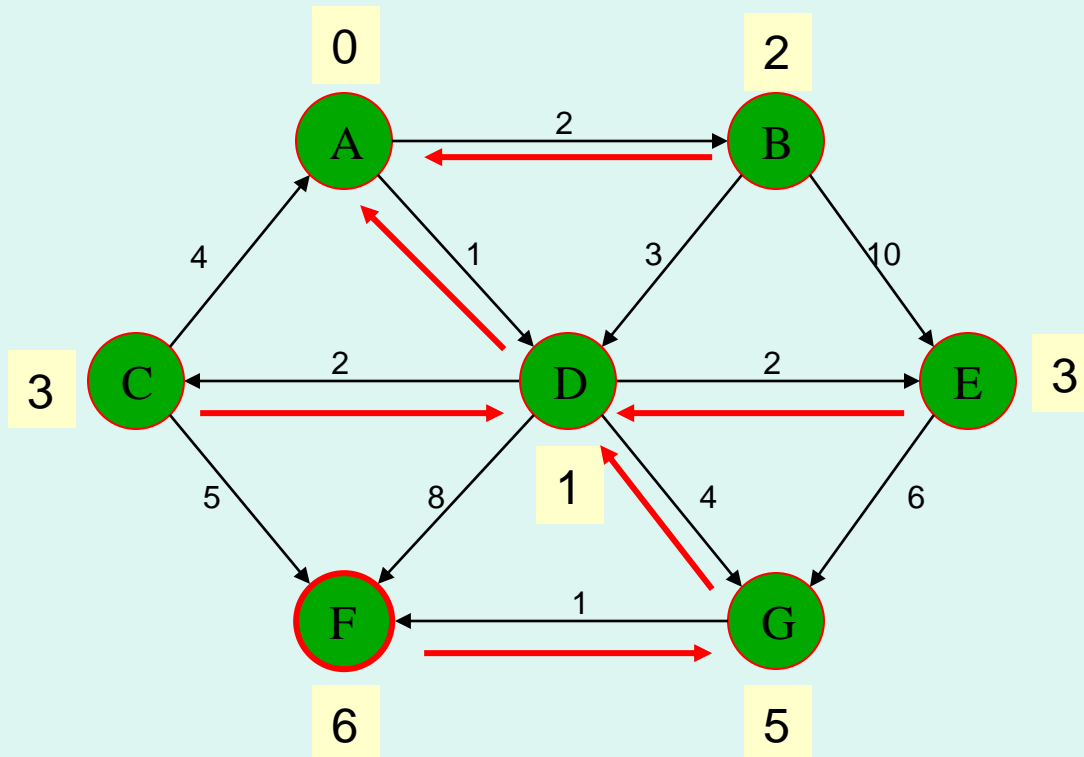
Previous distance



$$\text{Distance}(F) = \min(8, 5+1) = 6$$

Example: Dijkstra's Algorithm

- Example (end)



Pick vertex not in S with lowest cost (F) and update neighbors

THANK YOU