



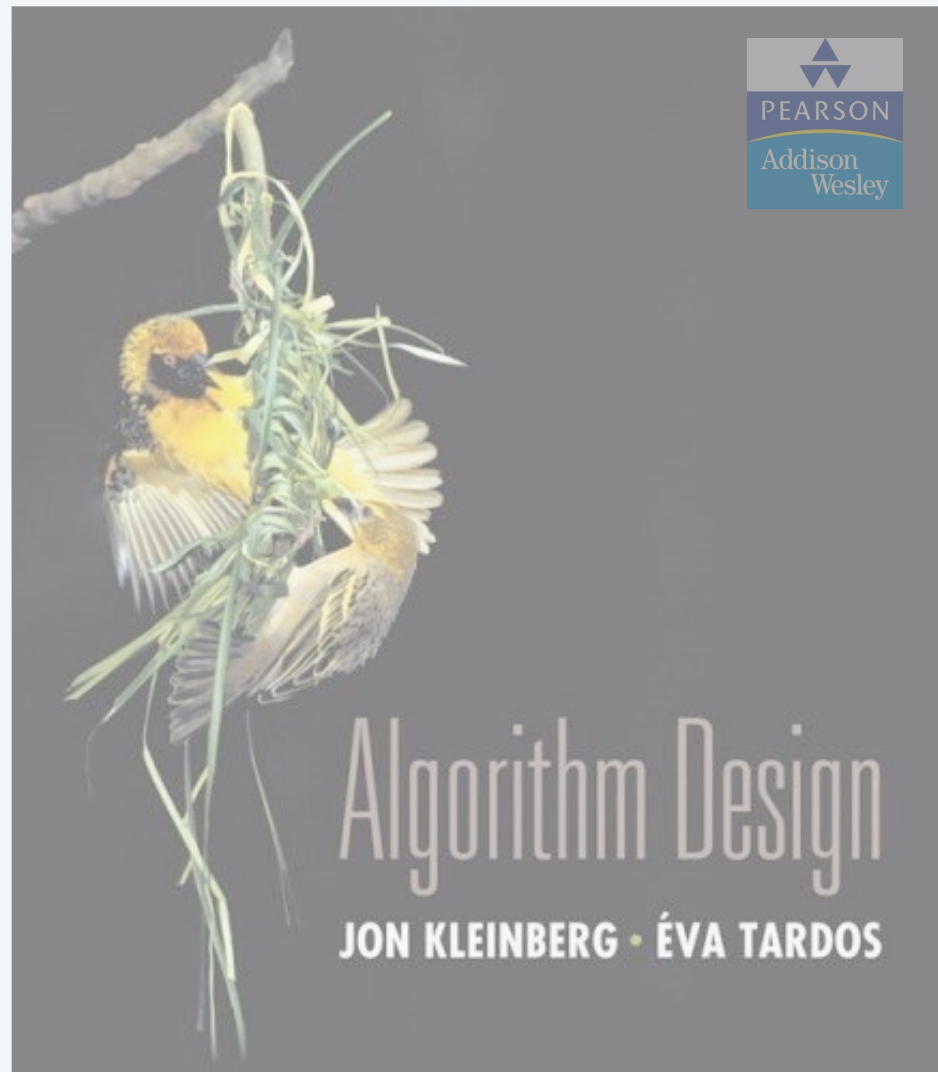
4. GREEDY ALGORITHMS II

- ▶ *Dijkstra's algorithm demo*
- ▶ *Dijkstra's algorithm demo
(efficient implementation)*

Lecture slides by Kevin Wayne

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<http://www.cs.princeton.edu/~wayne/kleinberg-tardos>



4. GREEDY ALGORITHMS II

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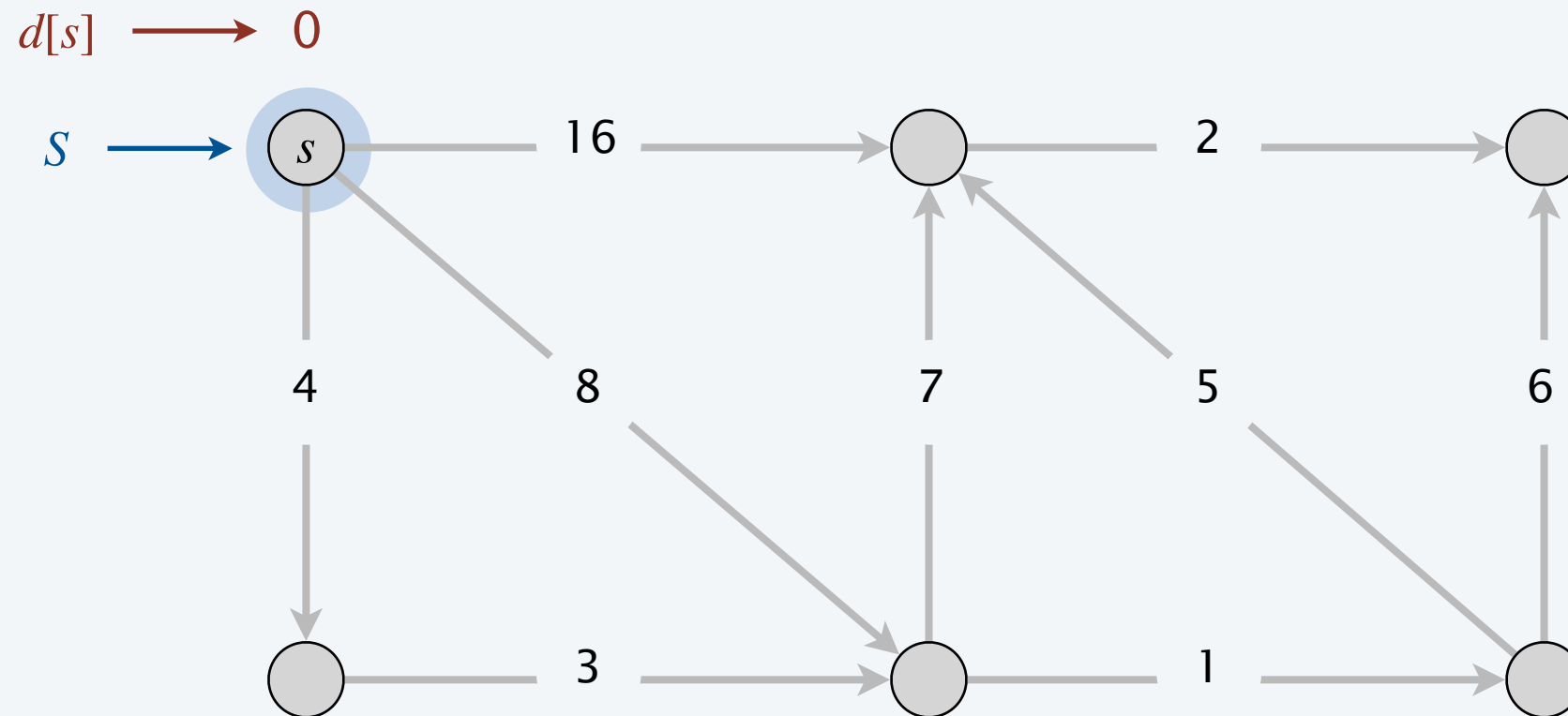
Dijkstra's algorithm demo

- Initialize $S \leftarrow \{s\}$ and $d[s] \leftarrow 0$.
- Repeatedly choose unexplored node $v \notin S$ which minimizes

$$\pi(v) = \min_{e=(u,v) : u \in S} d[u] + \ell_e$$

the length of a shortest path from s to some node u in explored part S , followed by a single edge $e = (u, v)$

add v to S ; set $d[v] \leftarrow \pi(v)$ and $pred[v] \leftarrow \operatorname{argmin}$.



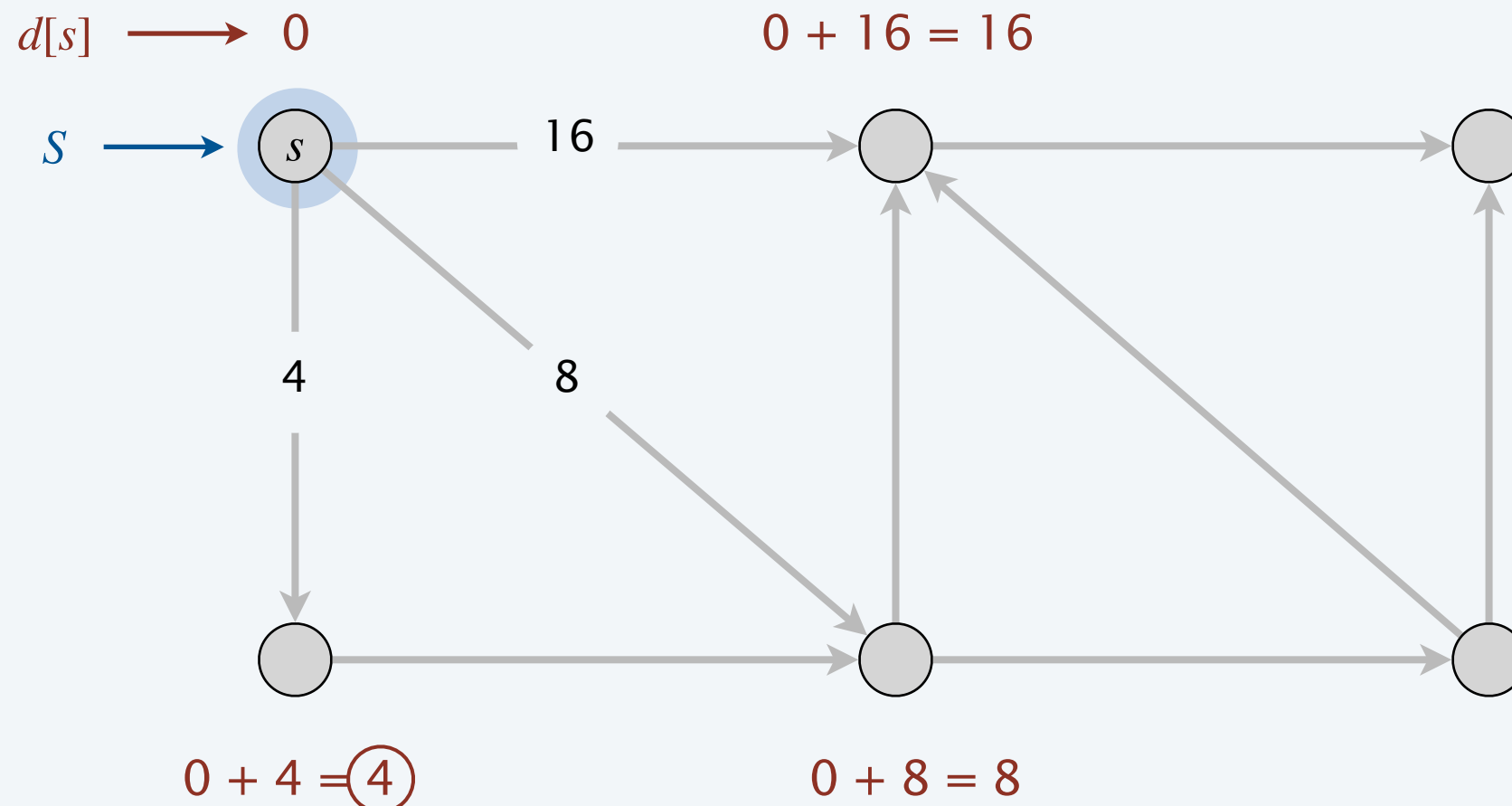
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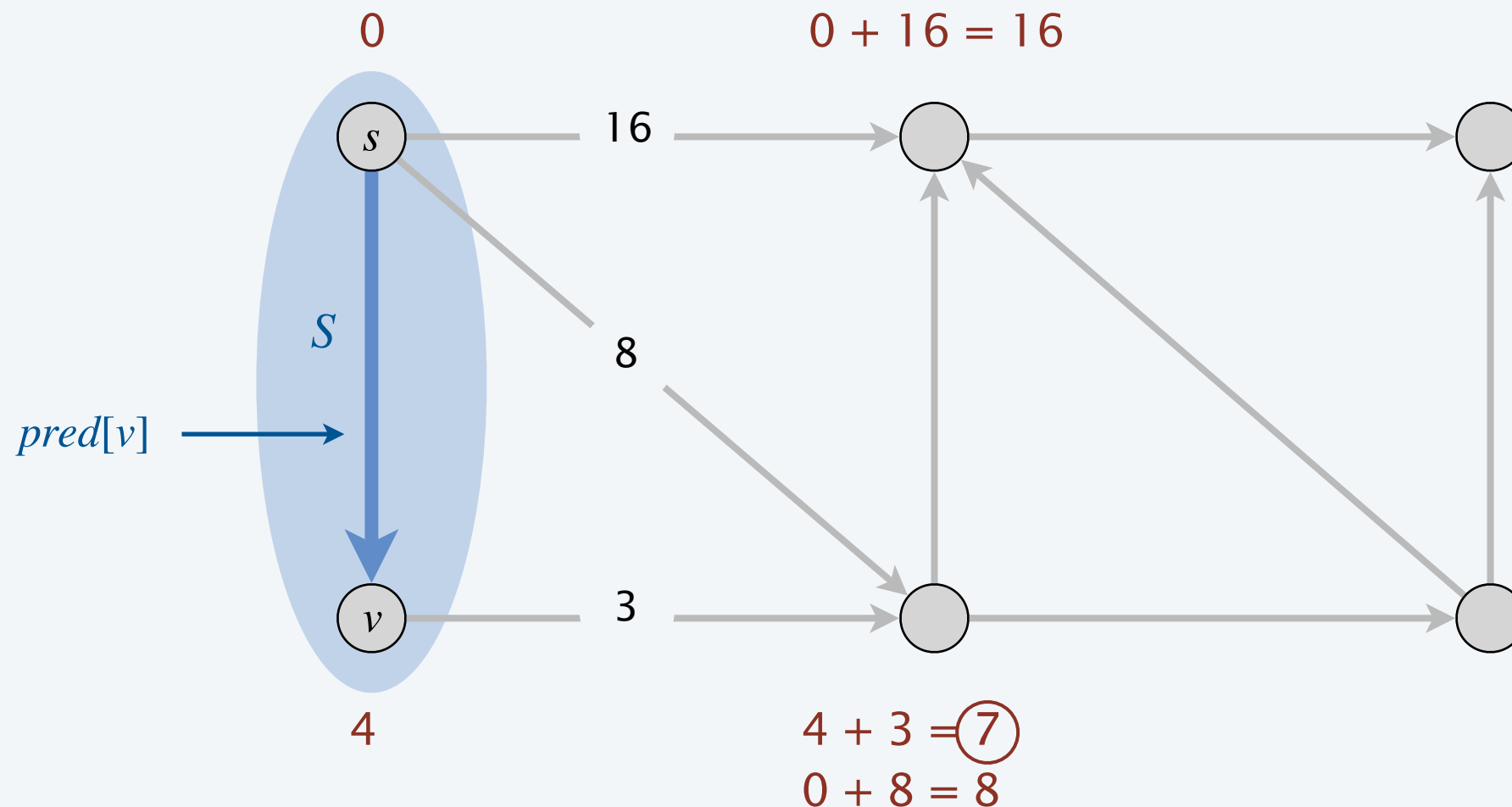
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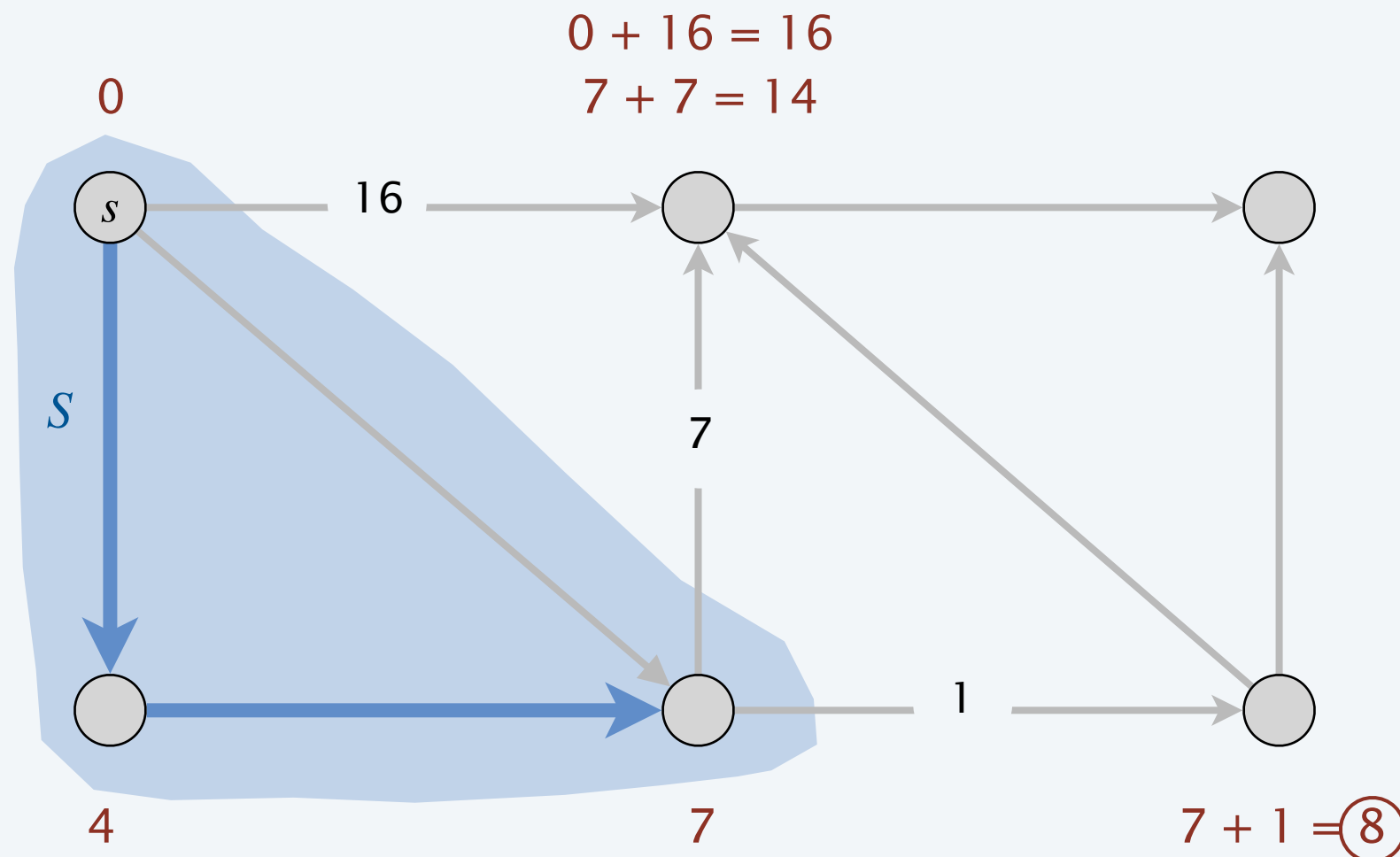
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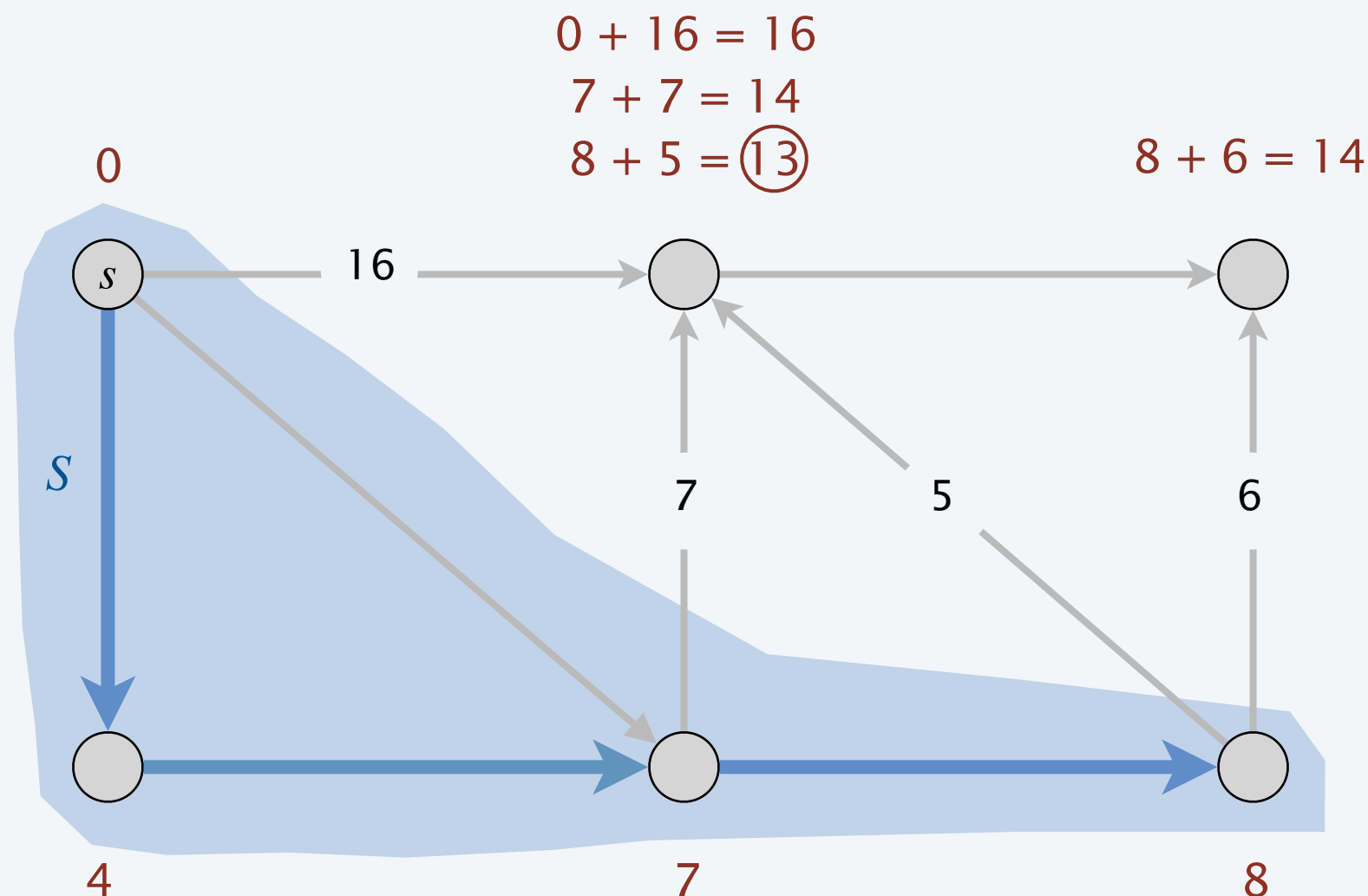
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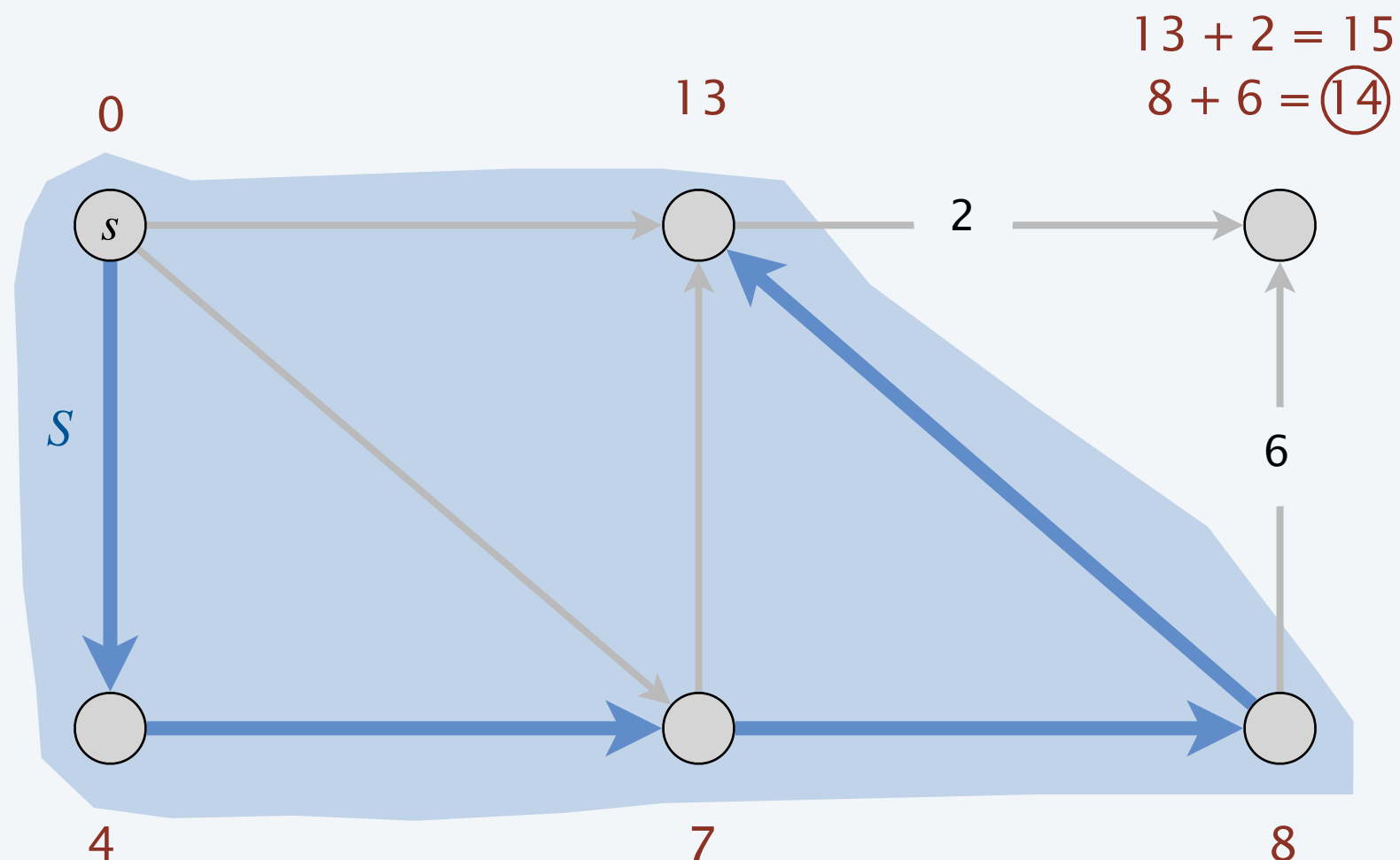
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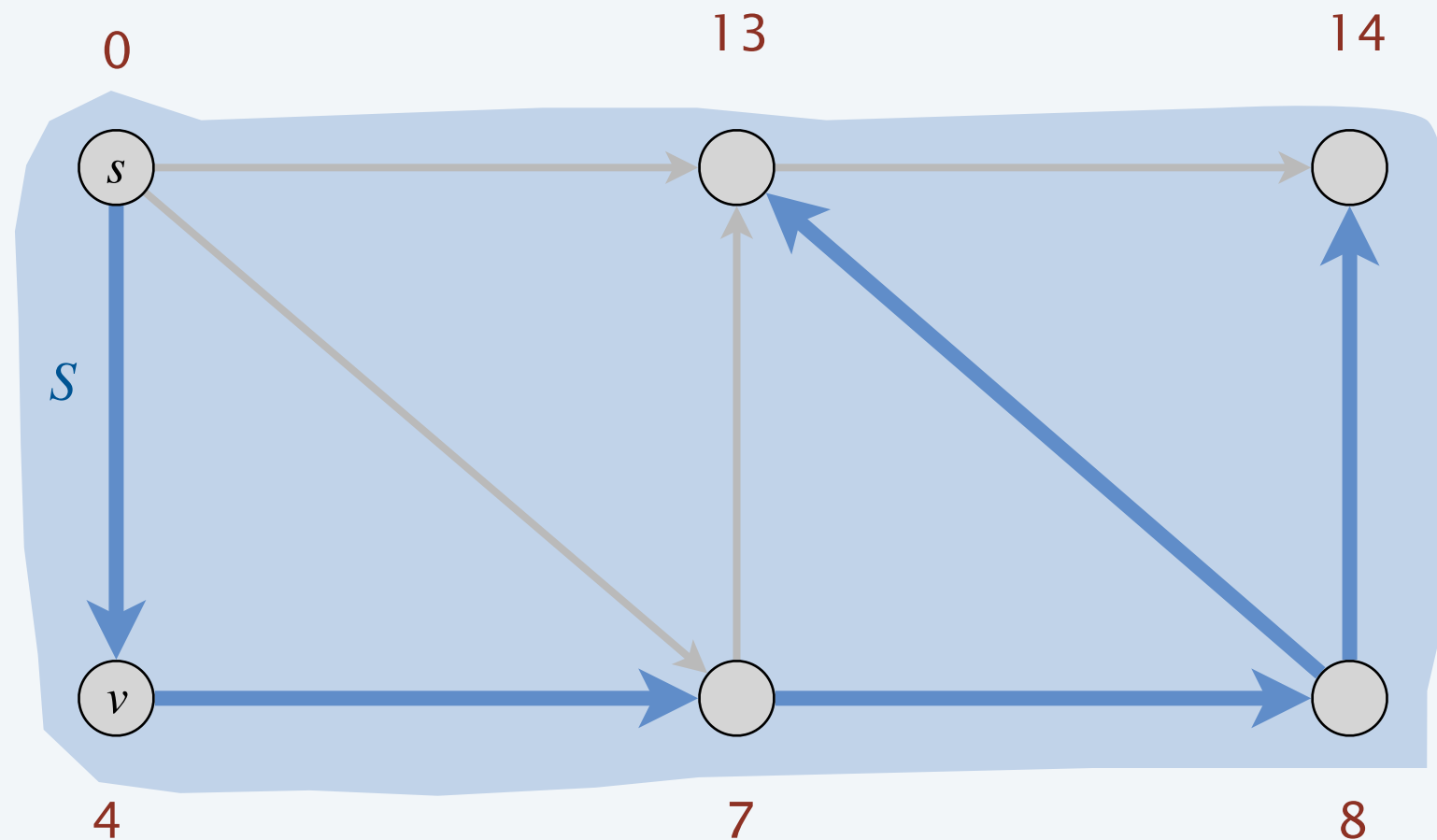


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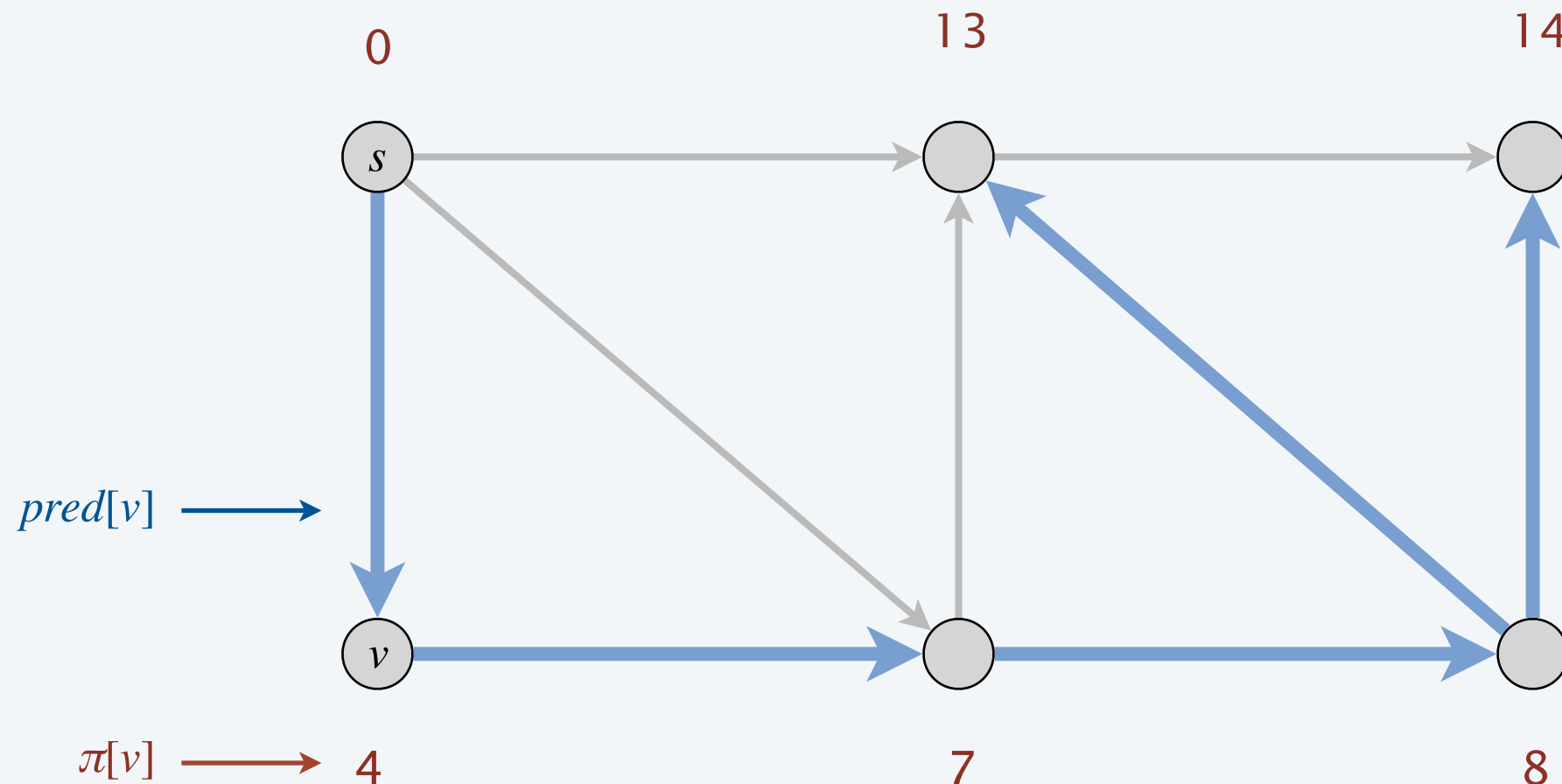


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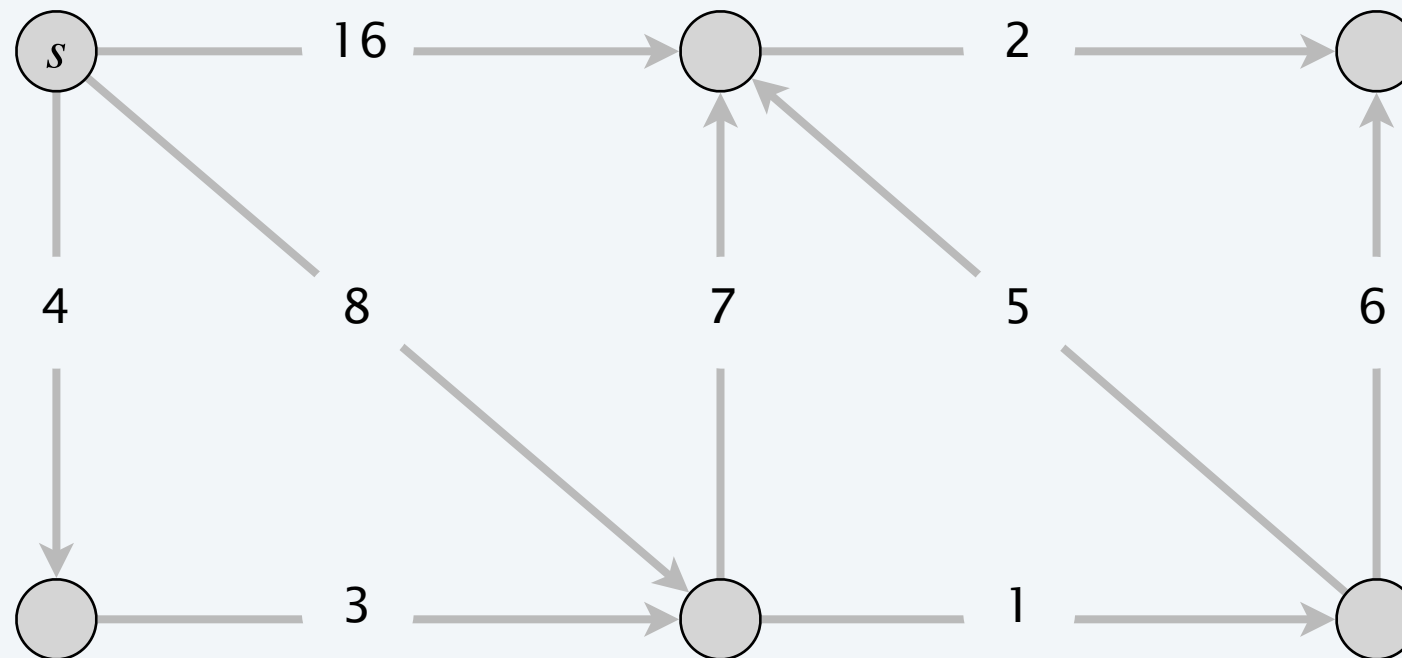
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Dijkstra's algorithm demo (efficient implementation)

Initialization.

- For all $v \neq s$: $\pi[v] \leftarrow \infty$.
- For all $v \neq s$: $pred[v] \leftarrow null$.
- $S \leftarrow \emptyset$ and $\pi[s] \leftarrow 0$.

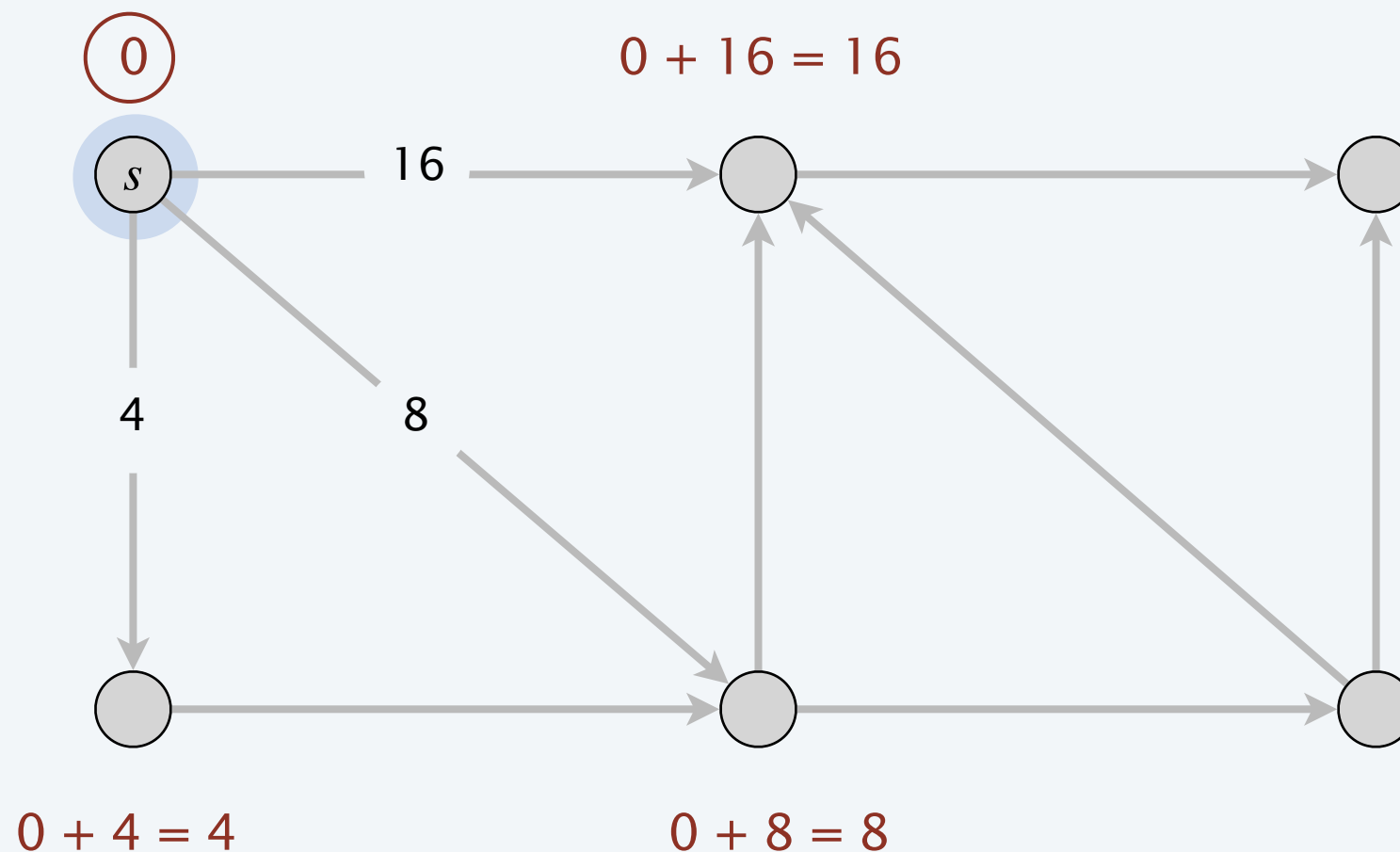
$\pi[s] \longrightarrow 0$



Dijkstra's algorithm demo (efficient implementation)

Basic step. Choose unexplored node $u \notin S$ with minimum $\pi[u]$.

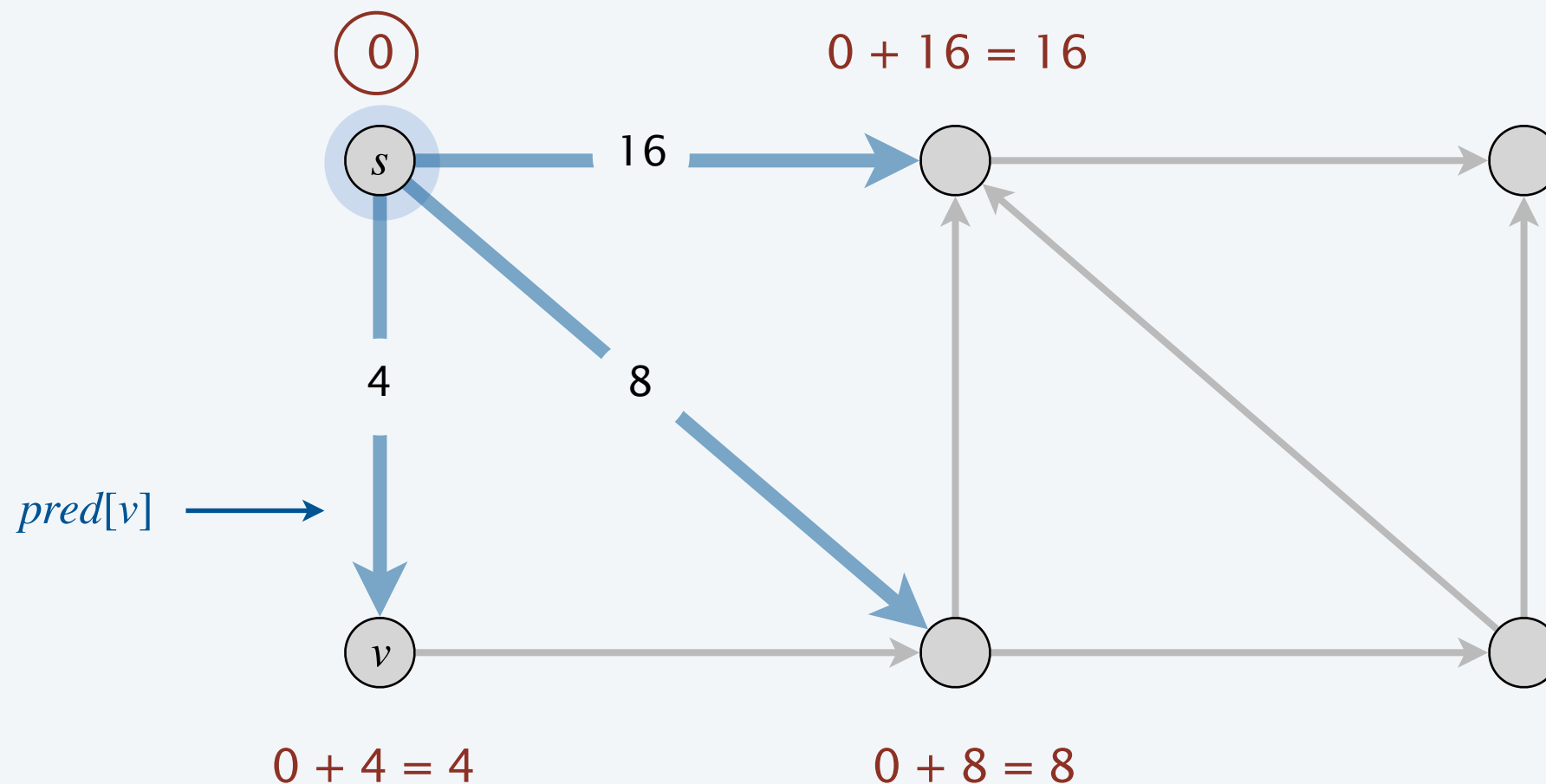
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Dijkstra's algorithm demo (efficient implementation)

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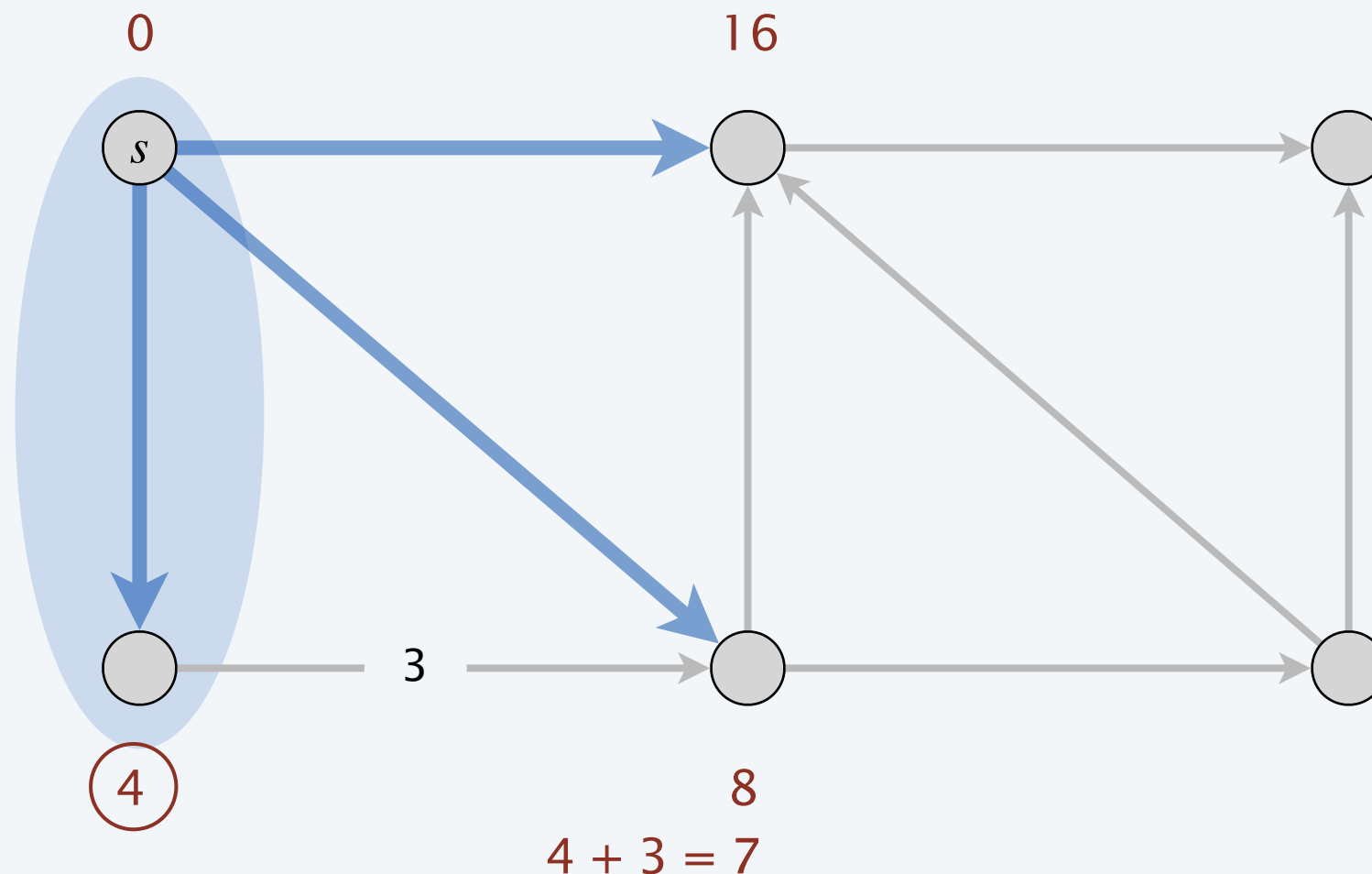
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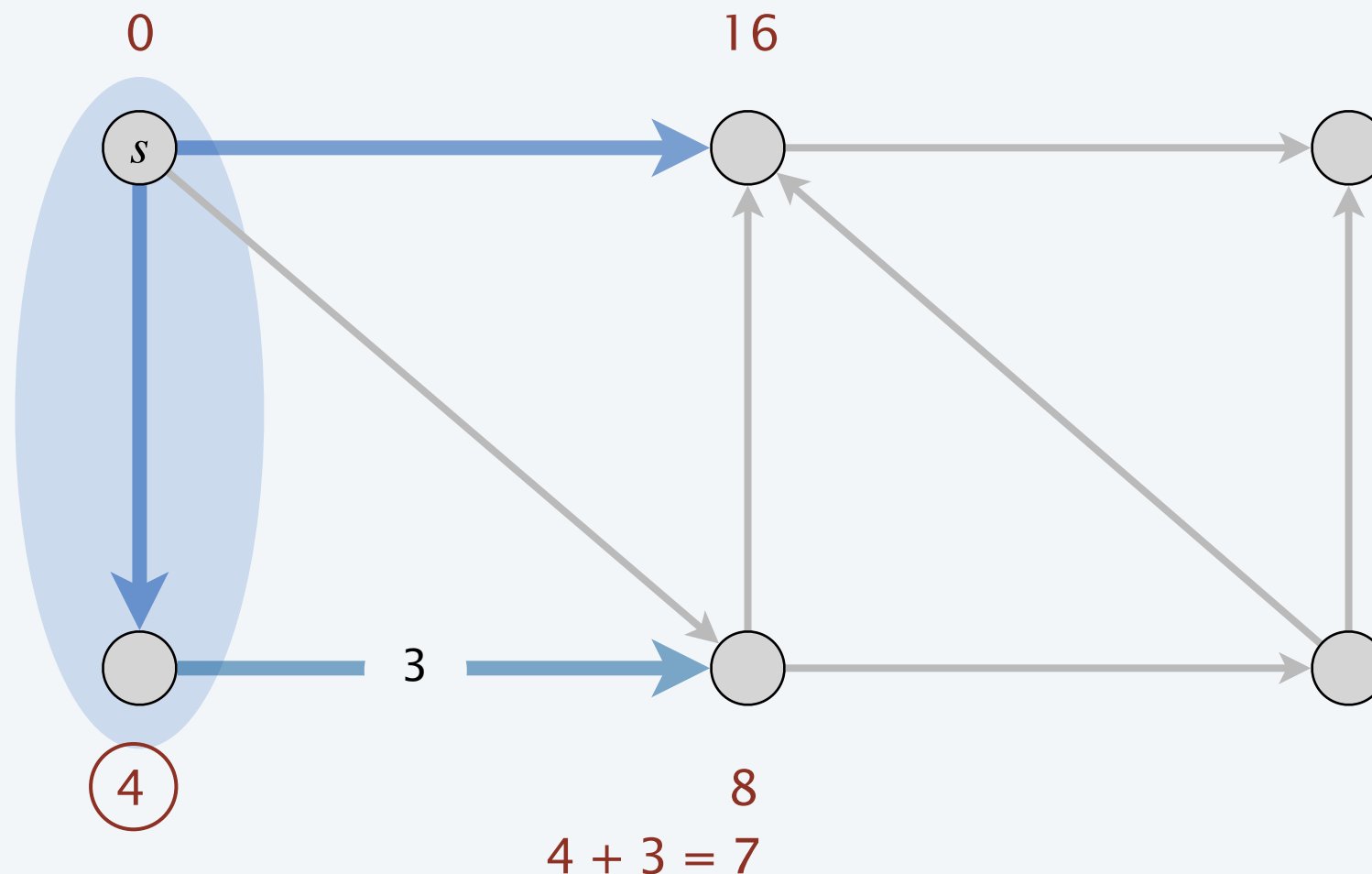
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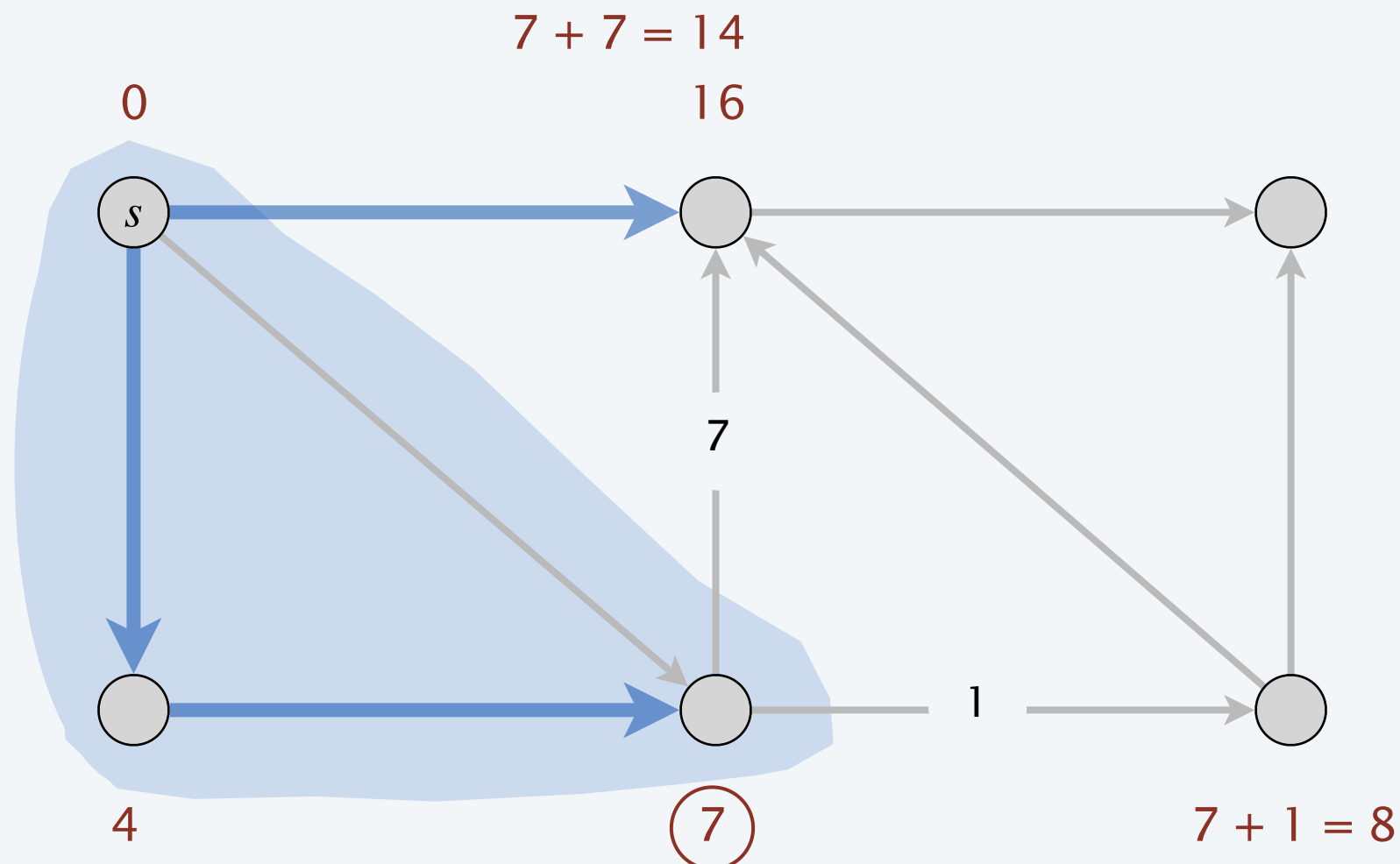
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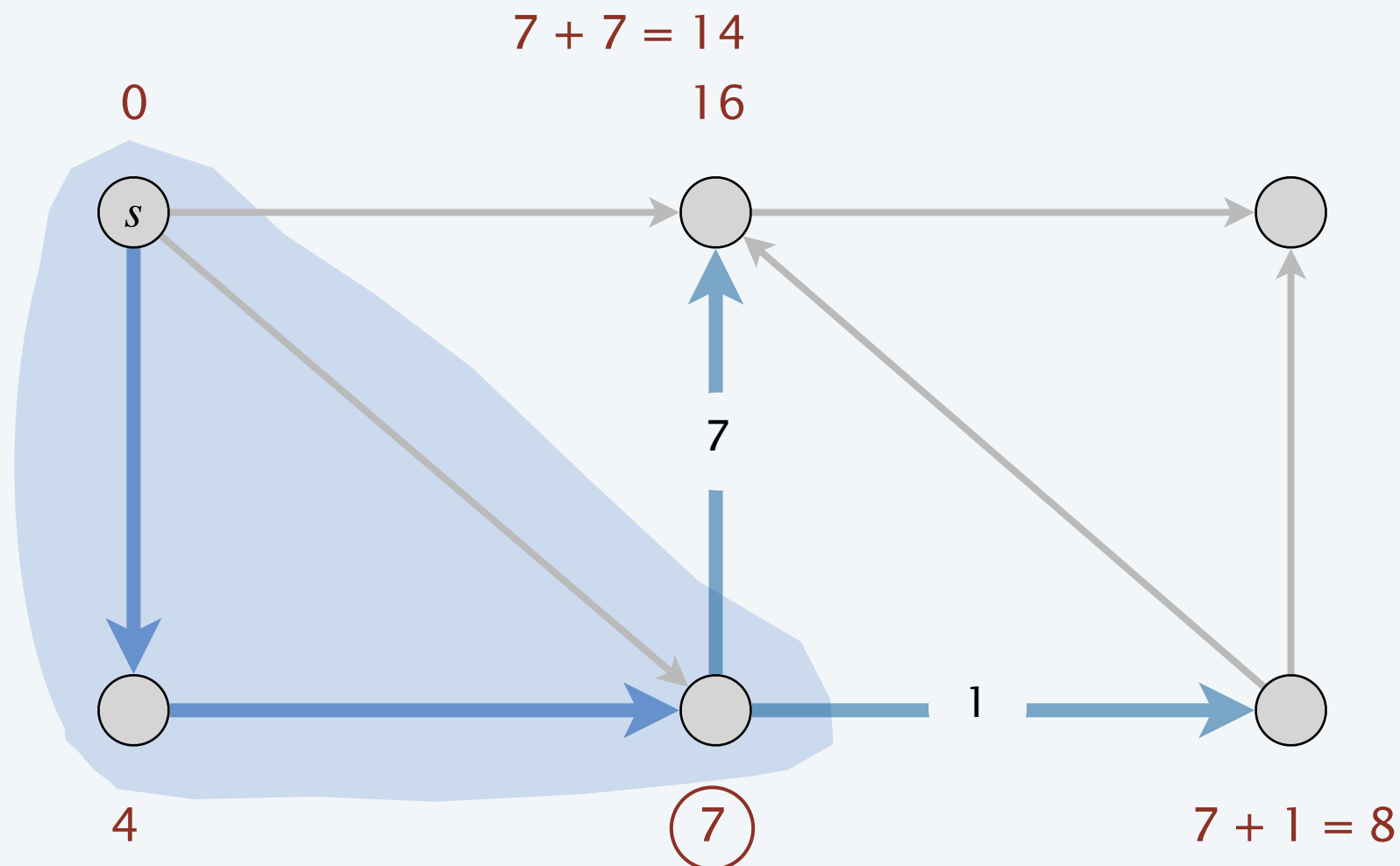
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Dijkstra's algorithm demo (efficient implementation)

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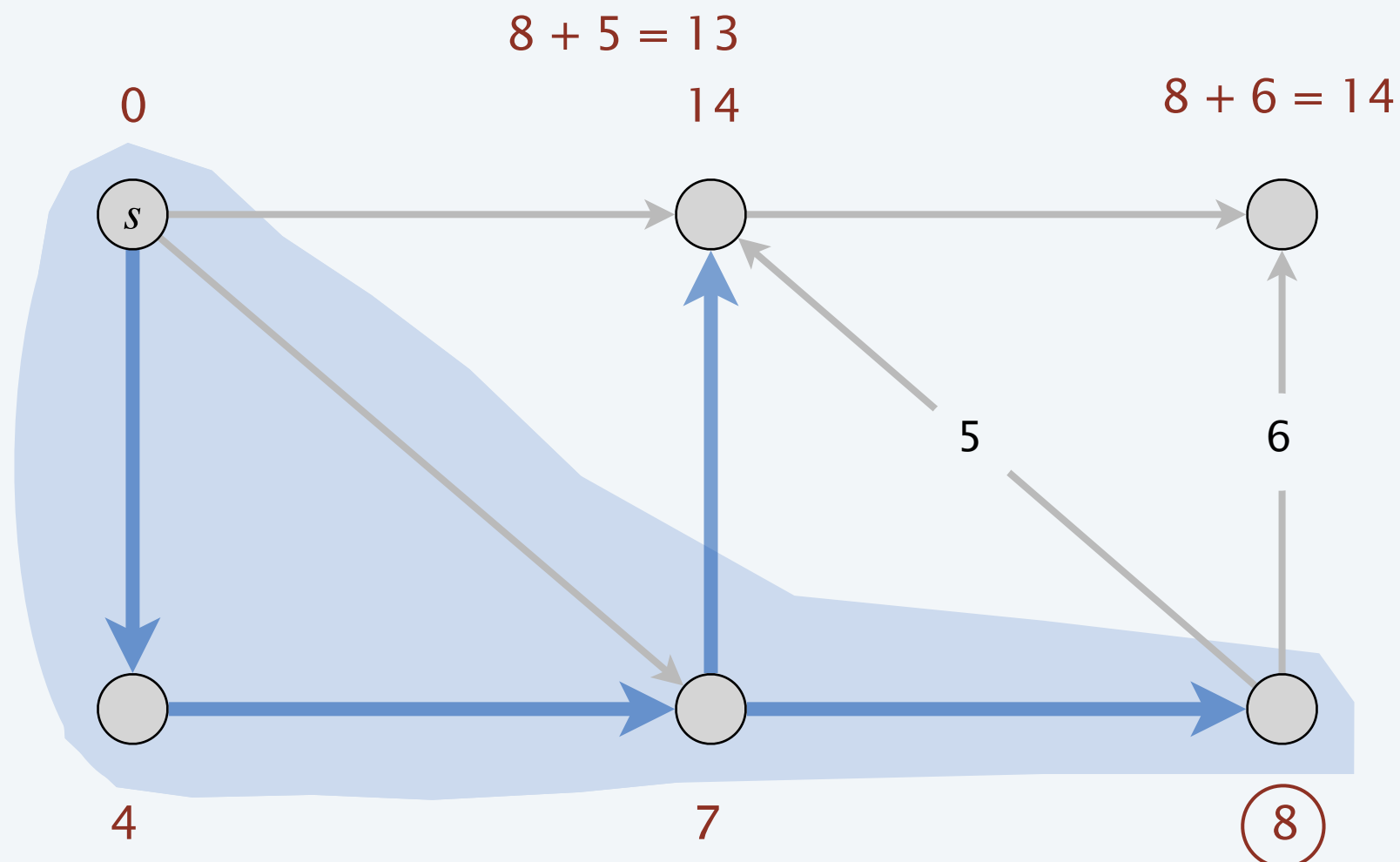
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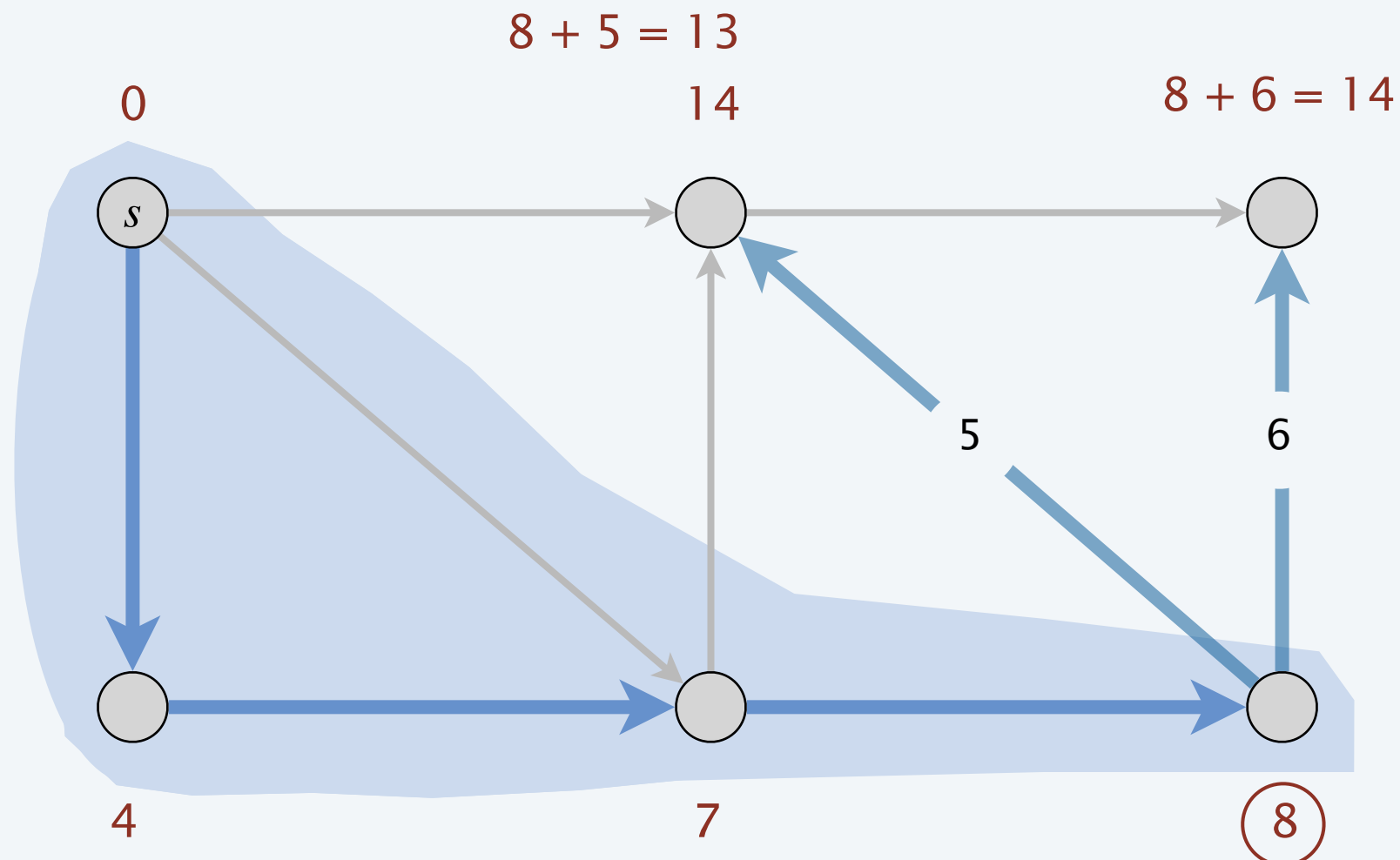
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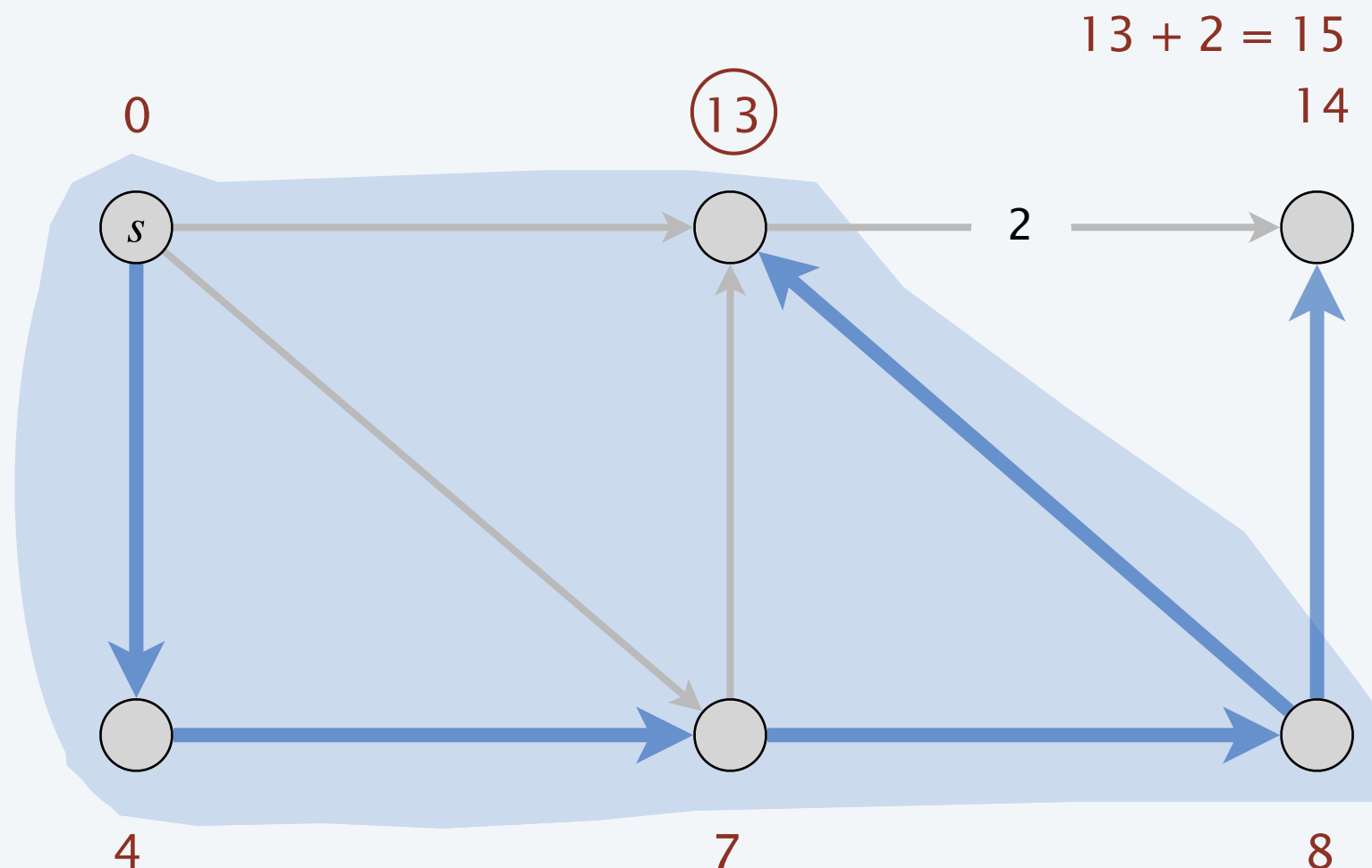
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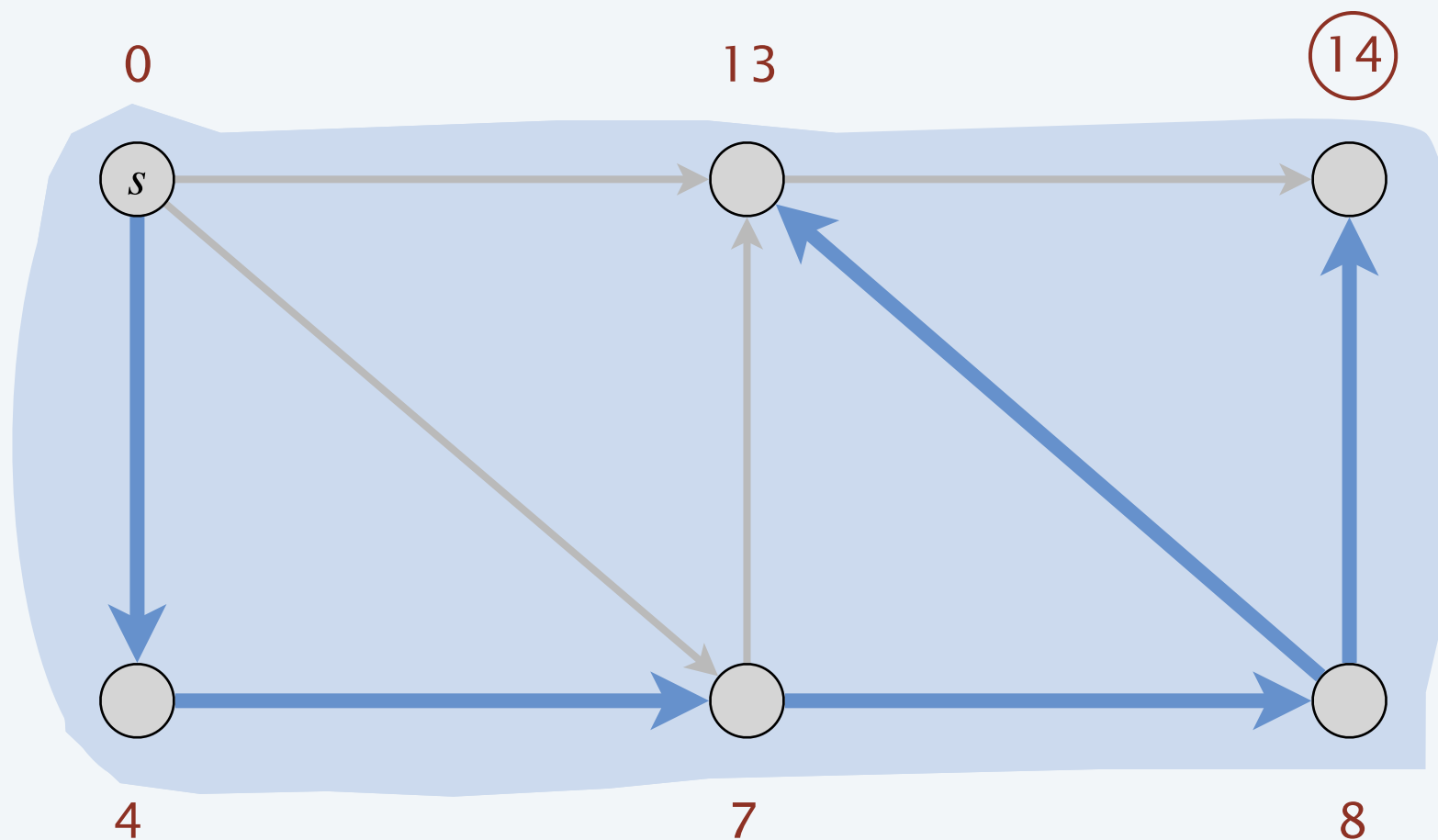
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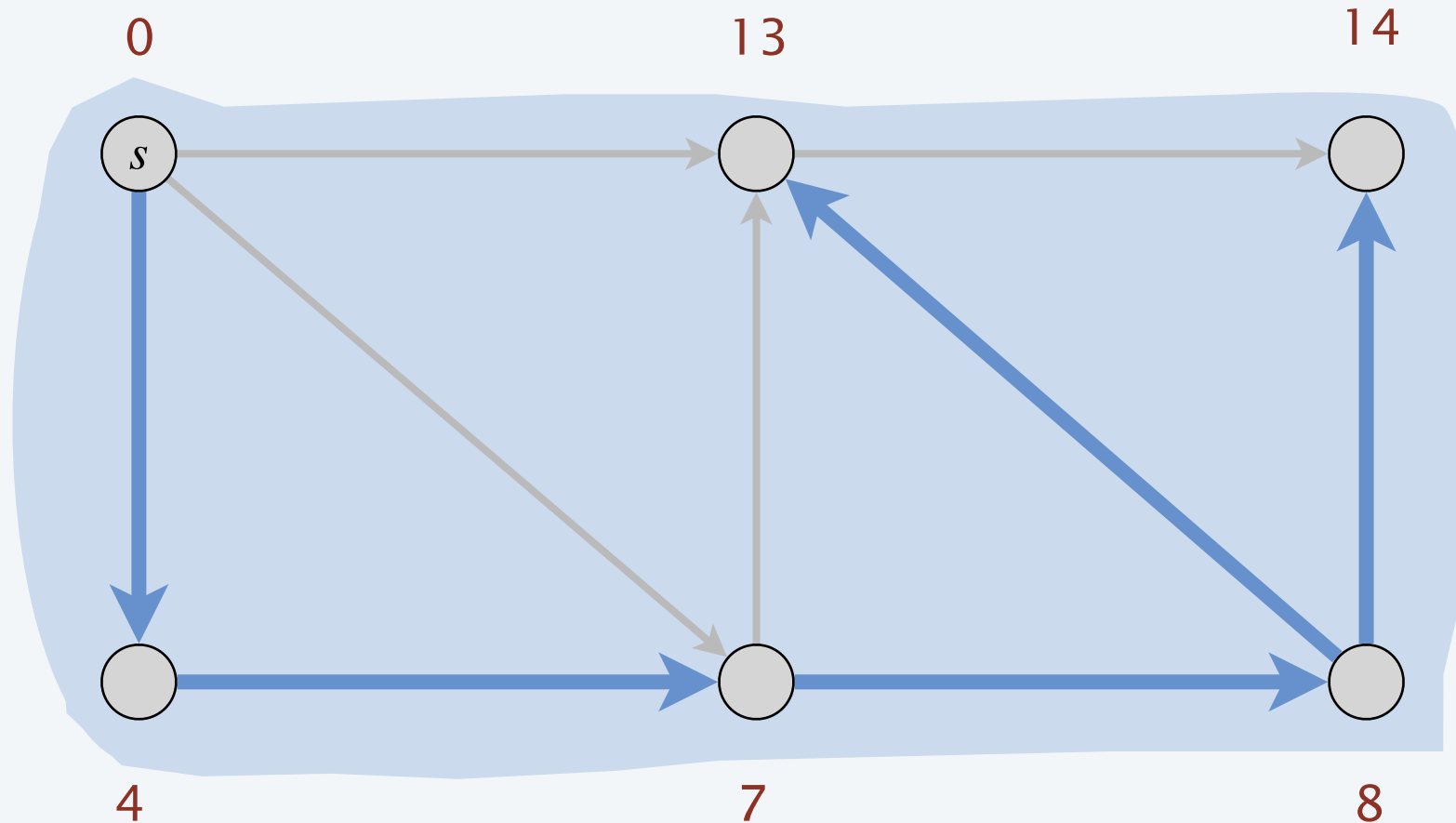
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Dijkstra's algorithm demo (efficient implementation)

Termination.

- $\pi[v]$ = length of a shortest $s \rightsquigarrow v$ path.
- $pred[v]$ = last edge on a shortest $s \rightsquigarrow v$ path.

