

## DIJKSTRA'S SINGLE SOURCE SHORTEST PATH ALGORITHM

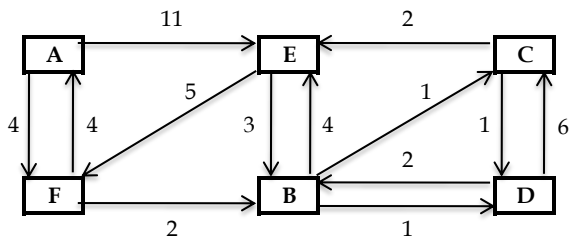
- 1 Uses BFS
- 2 Creates a tree comprising of connected vertices and minimizes the cost of a vertex from the source vertex.

### Pre-Conditions:

- 1 Edge cost should be non-negative.
- 2 Weighted directed graph

### Required Data Structures:

- 1 A Queue [an array Visited[] to keep track of already visited vertices].  
Also a minHeap or Fibonacci Heap may also be used.
- 2 Two 1-D arrays of size =  $|V|$ . Array Length[] will store distance of the vertex from source.  
Array Parent[] will indicate the parent vertex of the current vertex.

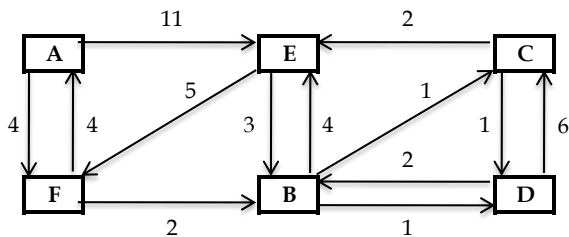


	A	B	C	D	E	F
A	0	NF	NF	NF	11	4
B	NF	0	1	1	4	NF
C	NF	NF	0	1	2	NF
D	NF	2	6	0	NF	NF
E	NF	3	NF	NF	0	5
F	4	2	NF	NF	NF	0

### Adjacency Matrix

NF := Infinity

### Initial State

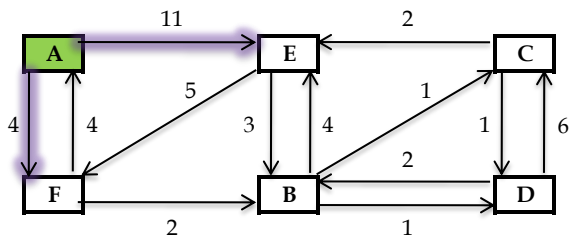


	A	B	C	D	E	F
VISITED[]	F	F	F	F	F	F
PARENT[]	-	-	-	-	-	-
LENGTH[]	0	NF	NF	NF	NF	NF

minDistV : A

among non-visited vertices

### Iteration-01: Call Dijkstra(G[|V|], A)

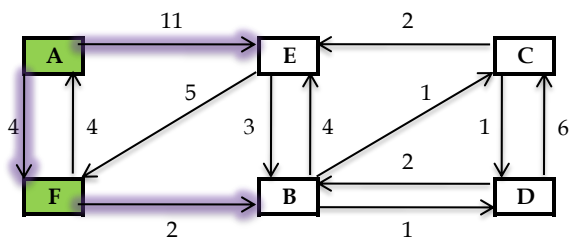


SRC:=	A					
A	0	NF	NF	NF	11	4
	A	B	C	D	E	F
VISITED[]	T	F	F	F	F	F
PARENT[]	-	-	-	-	A	A
LENGTH[]	0	NF	NF	NF	11	4

minDistV : F

among non-visited vertices

### Iteration-02: Call Dijkstra(G[|V|], F)

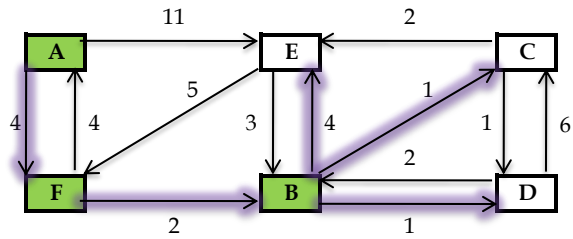


SRC:=	F					
F	4	2	NF	NF	NF	0
	A	B	C	D	E	F
VISITED[]	T	F	F	F	F	T
PARENT[]	-	F	-	-	A	A
LENGTH[]	0	6	NF	NF	11	4

minDistV : B

among non-visited vertices

Iteration-03: Call Dijkstra(G[|V|], B)



SRC:=

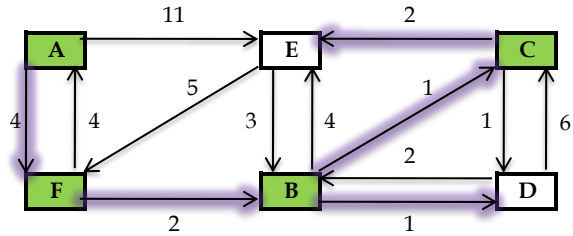
B

B	NF	0	1	1	4	NF
	A	B	C	D	E	F
VISITED[]	T	T	F	F	F	T
PARENT[]	-	F	B	B	B	A
LENGTH[]	0	6	7	7	10	4

minDistV : C

among non-visited vertices

Iteration-04: Call Dijkstra(G[|V|], C)



SRC:=

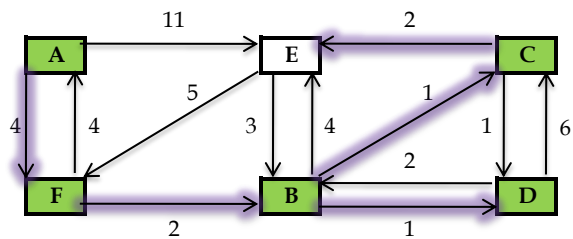
C

C	NF	NF	0	1	2	NF
	A	B	C	D	E	F
VISITED[]	T	T	T	F	F	T
PARENT[]	-	F	B	B	C	A
LENGTH[]	0	6	7	7	9	4

minDistV : D

among non-visited vertices

Iteration-05: Call Dijkstra(G[|V|], D)



SRC:=

D

D	NF	2	6	0	NF	NF
	A	B	C	D	E	F
VISITED[]	T	T	T	T	F	T
PARENT[]	-	F	B	B	C	A
LENGTH[]	0	6	7	7	9	4

Dijkstra's SSSP Terminates on Processing atmost |V| - 1 vertices.

Thus, the shortest path originating at [source] vertex A

	Cost	Path
A -> B	6	A -> F -> B
A -> C	7	A -> F -> B -> C
A -> D	7	A -> F -> B -> D
A -> E	9	A -> F -> B -> C -> E
A -> F	4	A -> F

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