

Lecture 25: Graph Algorithms: Dijkstra

BT 3051 – Data Structures and Algorithms for Biology

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Dijkstra's algorithm

- ▶ How to find the shortest path from u to v in a graph?
- ▶ Different algorithms exist for
 - ▶ Negative weights (Bellman–Ford)
 - ▶ All pairs shortest paths (Floyd–Warshall – dynamic programming)
- ▶ BFS works when all weights are unity!

Dijkstra's algorithm

Algorithm Design

- ▶ Applying the greedy method to the single-source, shortest-path problem, results in an algorithm known as *Dijkstra's algorithm*
- ▶ Main idea: applying the greedy method to perform a weighted BFS starting at the source vertex s
- ▶ Greedy method: iteratively grows a *cloud* of vertices out of s , with the vertices entering the cloud in order of their distances from s
- ▶ In each iteration, the next vertex chosen is the vertex outside the cloud that is closest to s , and we perform an *edge relaxation*
- ▶ Algorithm terminates when no more vertices are outside the cloud*
- ▶ We then have a shortest path from s to every vertex of G that is reachable from s

Dijkstra's algorithm

Edge Relaxation

For all v , $\text{dist}[v]$ is the length of some path (*best path so far*) from s to v

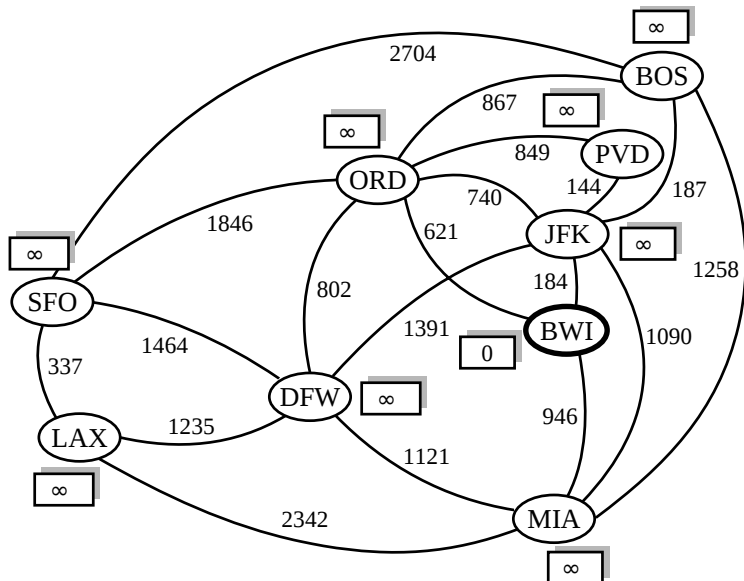
Relaxation along edge e from v to w

- ▶ $\text{dist}[v]$ is length of some path from s to v
- ▶ $\text{dist}[w]$ is length of some path from s to w
- ▶ if $v \rightarrow w$ gives a shorter path to w through v , update $\text{dist}[w]$ and $\text{pred}[w]$

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if dist[u] + edge_weight(u,v) < dist[v]:  
    dist[v] = dist[u] + edge_weight(u,v)
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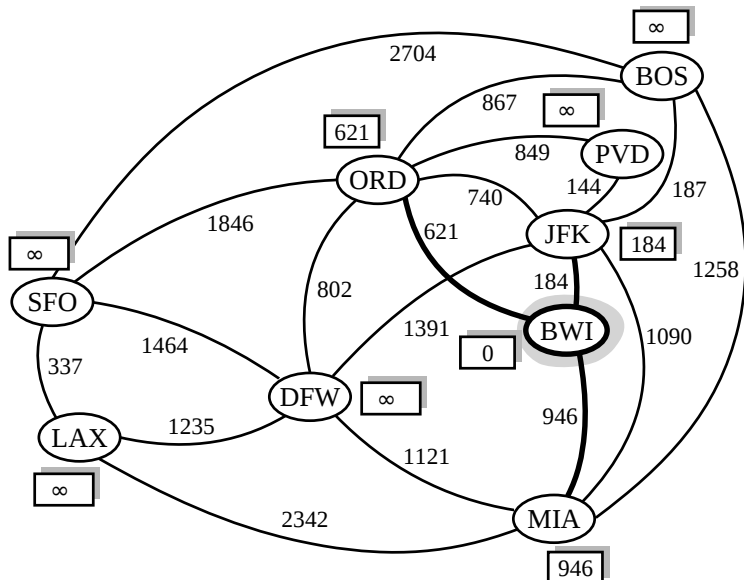
Dijkstra's algorithm: Illustration

Goodrich *et al* (2013), Data Structures and Algorithms in Python



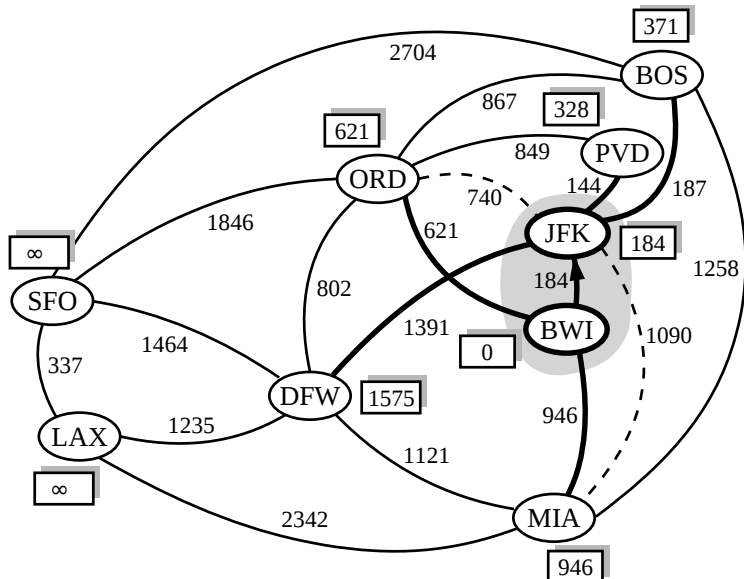
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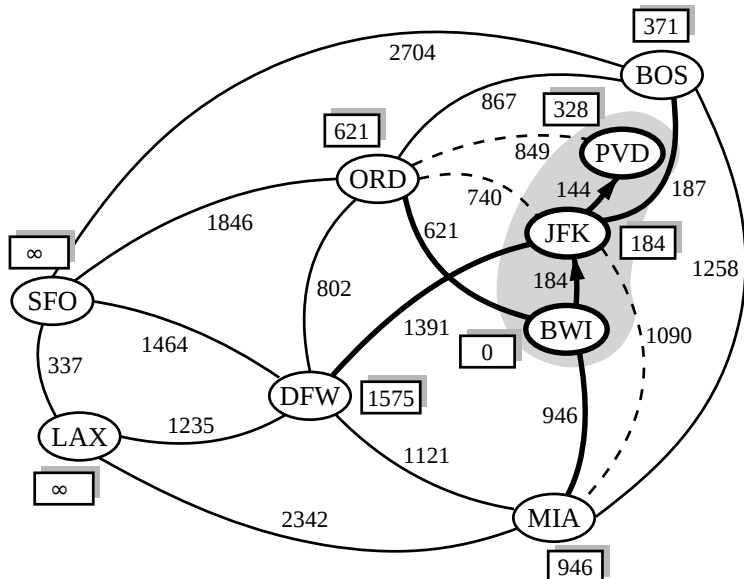
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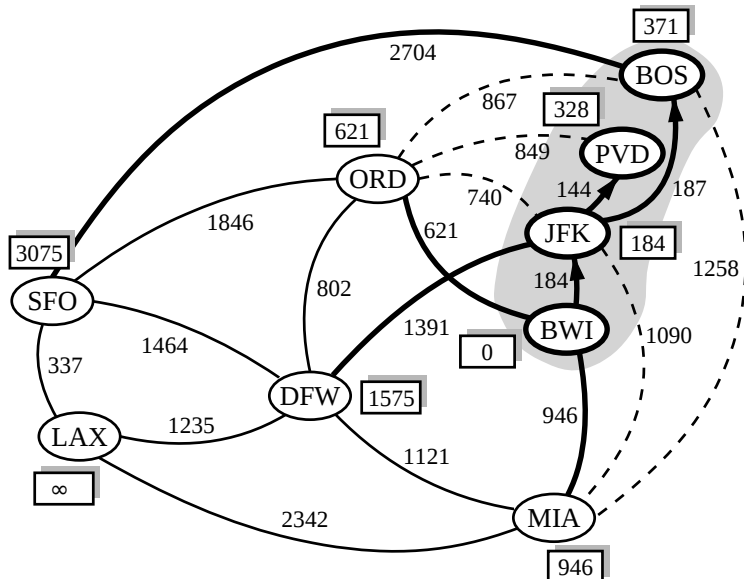
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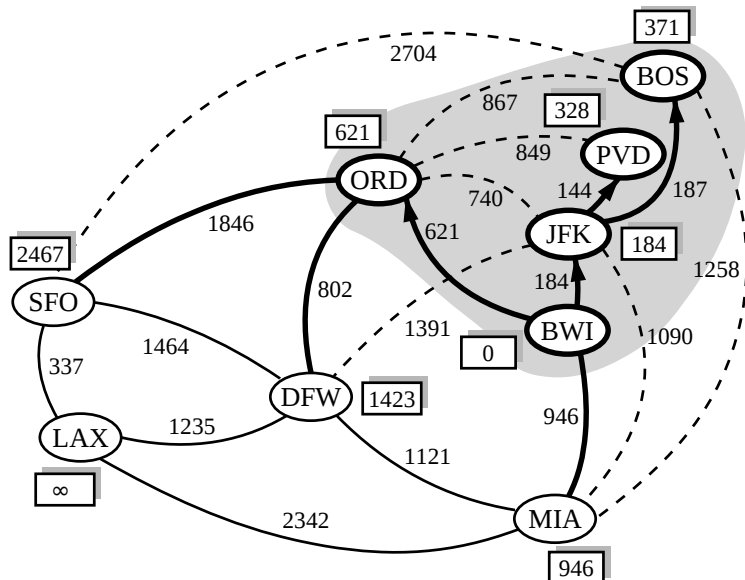


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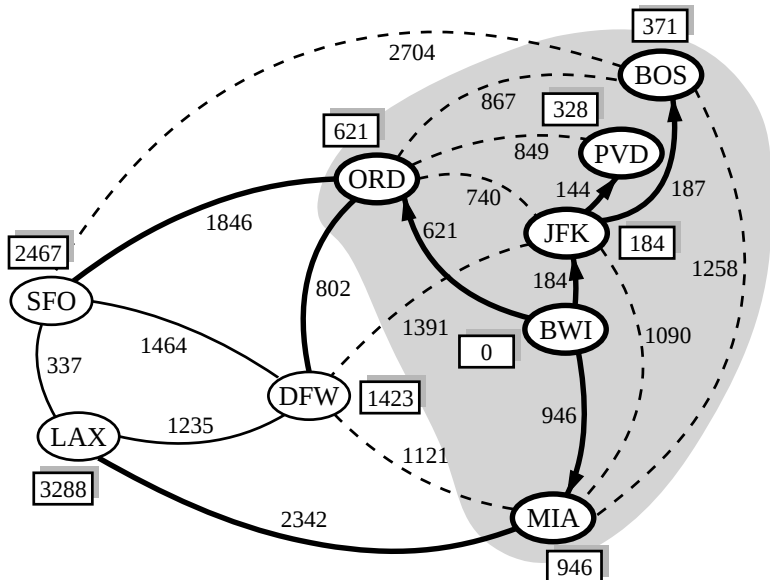


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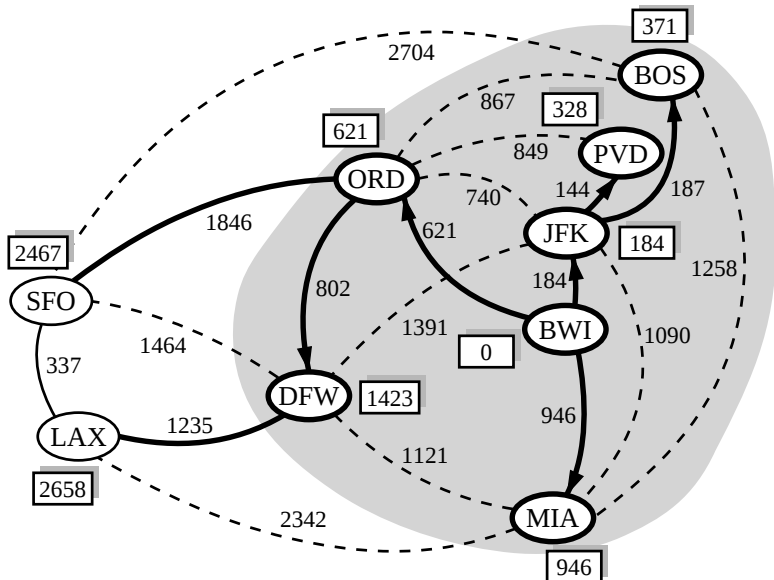


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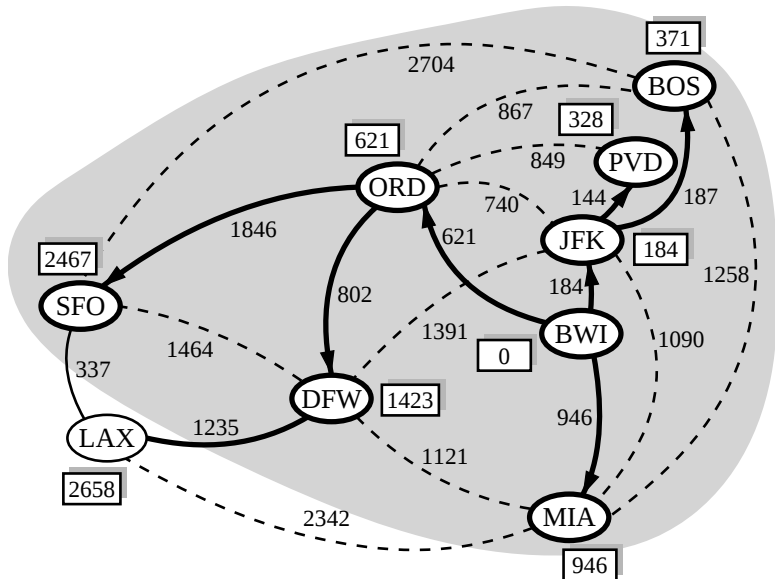


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