Single Source Shortest Path

- Weighted Graphs and Shortest Paths
- Dijkstra Algorithm
- Proof of Correctness
- Runtime
 - Basic Implementation
 - Vertex-Centric Implementation
 - Heap Based Implementation

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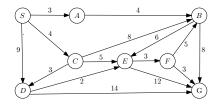
Weighted Graphs (digraphs)

- V : Set of vertices
- *E* : Set of edges (directed edges)
- $w : \operatorname{cost/weight}$ on each edge. $w : E \to \mathbb{R}$

▷ weights could be lengths, airfare, toll, energy

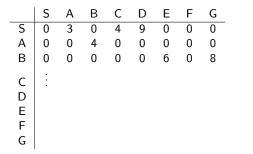
• Denoted by G = (V, E, w)

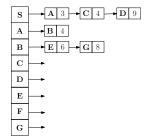
Weighted Graph Representation



Weighted Adjacency Matrix







Weighted Graph

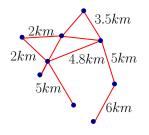


Weighted Graph



Weighted Graph



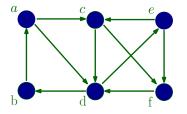


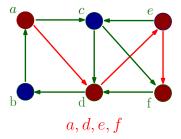
A path in a digraph is a sequence of vertices with no repetition

 v_1, v_2, \ldots, v_k

such that $(v_i, v_{i+1}) \in E$ for $1 \le i \le k-1$

Length of the path is the number of edges in it

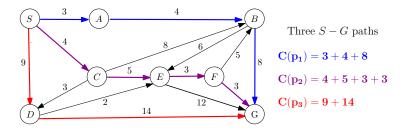




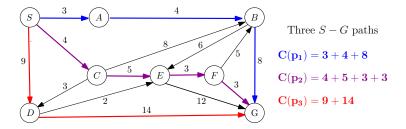
Weight of Paths

Weight or length of a path $p = v_0, v_1, \ldots, v_k$ in weighted graphs is sum of the weights of its edges

$$C(p) = \sum_{i=1}^{k} w(v_{i-1}, v_i)$$



Unweighted graphs are weighted graphs with unit edge weights



Shortest path from *s* to *t* is a path of smallest weight

Distance from s to t, d(s, t): weight of the shortest s - t path

There can be multiple shortest paths

1 Shortest s - t path:

Given G = (V, E, w) and $s, t \in V$, find a shortest path from s to t

- For undirected graph, it will be a path between s and t
- Unweighted graphs are weighted graphs with all edge weights = 1
- Shortest path is not unique, any path with minimum weight will work

2 Single source shortest paths (SSSP):

Given G = (V, E, w) and $s \in V$, find shortest paths from s to all $t \in V$

- Problems of undirected and unweighted graphs are covered as above
- It includes the first problem

We focus on $\ensuremath{\operatorname{SSSP}}$