# 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)
- $w : cost/weight function: w : E \to \mathbb{R}$
- 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 $\ensuremath{\operatorname{SSSP}}$