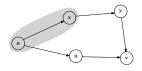
# Single Source Shortest Path

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

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# Dijkstra Algorithm

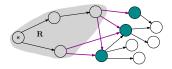


$$d[1 \dots n] \leftarrow [\infty \dots \infty]$$
  

$$d[s] \leftarrow 0 \quad R \leftarrow \{s\}$$
  
while  $R \neq V$  do  
Select  $v \in \overline{R}$   
 $R \leftarrow R \cup \{v\}$   

$$d[v] \leftarrow d(s, v)$$

- Which vertex from  $\overline{R}$  to add to R?
- The vertex  $v \in \overline{R}$  that is closest to s
- Such a v must be at the "frontier" of  $\overline{R}$



Restrict search to "single edge extensions" of paths to  $u \in R$ 

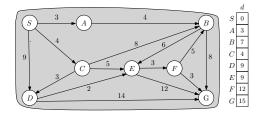
- Dijkstra assigns a score to each crossing edge
   score(u, v) = d[u] + w(uv) for (u, v) ∈ E, u ∈ R, v ∉ R
- Add a frontier vertex adjacent through minimum scoring edge

# Dijkstra Algorithm

**Algorithm** Dijkstra's Algorithm for distances from *s* to all vertices

$$d[1 \dots n] \leftarrow [\infty \dots \infty]$$
  

$$d[s] \leftarrow 0 \qquad R \leftarrow \{s\}$$
  
while  $R \neq V$  do  
Select  $e = (u, v), u \in R, v \notin R$ , with minimum  $d[u] + w(uv)$   
 $R \leftarrow R \cup \{v\}$   
 $d[v] \leftarrow d[u] + w(uv)$ 

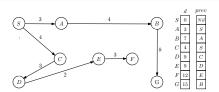


### Dijkstra Algorithm with paths

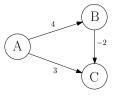
Record predecessor relationships (sources of used edges) Implicitly builds a tree (shortest path tree)

Algorithm Dijkstra's Algorithm for Shortest Paths from s to all vertices

 $\begin{aligned} d[1 \dots n] \leftarrow [\infty \dots \infty] \\ prev[1 \dots n] \leftarrow [null \dots null] \\ d[s] \leftarrow 0 \qquad R \leftarrow \{s\} \\ \text{while } R \neq V \text{ do} \\ & \text{Select } e = (u, v), \ u \in R, v \notin R, \text{ with minimum } d[u] + w(uv) \\ & R \leftarrow R \cup \{v\} \\ d[v] \leftarrow d[u] + w(uv) \\ & prev[v] \leftarrow u \qquad \triangleright \text{ predecessor is the vertex whose path is single-edge extended} \end{aligned}$ 



One example (or millions) doesn't prove correctness



With source A, algorithm greedily selects C then B

Selected paths are A - C and A - B

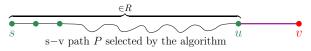
The shortest path from A to C is A - B - C

Where does the algorithm use the non-negative weights

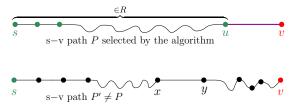
Need a proof!

- Proof by induction on i
- Base case: *i* = 0
- $\blacksquare R = \{s\}$
- d[s] = 0
- d[s] = 0 = d(s, s), because all weights are  $\geq 0$

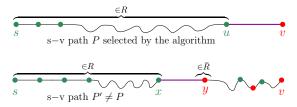
- Assume the statement is true from  $i \leq k-1$
- Suppose v is added to R in the kth iteration using edge (u, v)
- Let the path made for v be  $P = s, \ldots, u, v$
- We show  $d[v] = w(P) \le w(P')$  for any other s v path P'



- Assume the statement is true from  $i \leq k 1$
- Suppose v is added to R in the kth iteration using edge (u, v)
- Let the path made for v be  $P = s, \ldots, u, v$
- We show  $d[v] = w(P) \le w(P')$  for any other s v path P'

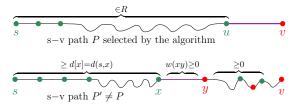


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In every iteration i = |R|,  $\forall u \in R, d[u] = d(s, u)$ 

- Assume the statement is true from  $i \leq k-1$
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 $w(P') \ge d[x] + w(xy) \ge d[u] + w(uv) = w(P)$