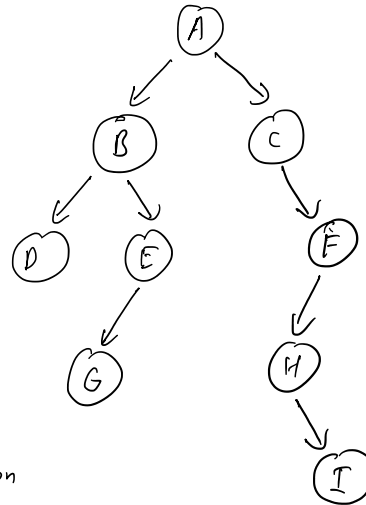
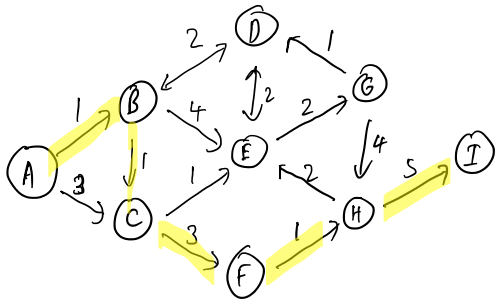


Shortest path in weighted, directed graph from starting node

(The problem is about counting shortest paths in unweighted graph)



BFS works for unweighted graph

Applications:

- Online maps & GPS navigation
- Routing systems (packets on networks)
- Drug-Pathway interactions
- Epidemiology (path of disease through <sup>social</sup> network)

Dijkstra: (1959)

Use tree-growing paradigm (start w/ node; keep adding frontier edge)

Recall: Prim's alg = nextedge = frontier edge of min weight

Shortest path

- Let  $s$  be the starting node
- Maintain an array  $d[u]$  = length of shortest currently known  $s \rightarrow u$  path. ( $d[s] = 0$ )
- nextedge = frontier edge  $(u,v)$  that minimizes  $d[u] + \text{length}(u,v)$ .  
modification from Prim's

Pseudocode:

for  $u \in V$ ,  $d[u] = \infty$ ,  $p[u] = \emptyset$ ,  $F = V$   
 $F = \text{makeHeap}(V, d)$

tentative distance      tentative parent      frontier

for  $u \in V$ ,  $d[u] = \infty$ ,  $p[u] = \emptyset$ ,  $T = V$

$F = \text{makeHeap}(V, d)$

$d[s] = 0$

while  $F \neq \emptyset$ :

$u \leftarrow$  vertex in  $F$  with  $\min d[u]$

}  $\leftarrow$  delete  $\min()$  in heap  
}  $\leftarrow$  always explore next nearest node

remove  $u$  from  $F$

for each neighbor  $v$  of  $u$  in  $F$ :

if  $d[u] + \text{length}(u, v) < d[v]$ :

} reduce tentative distances  
} + choose new parent

$p[v] = u$

$d[v] = d[u] + \text{length}(u, v)$

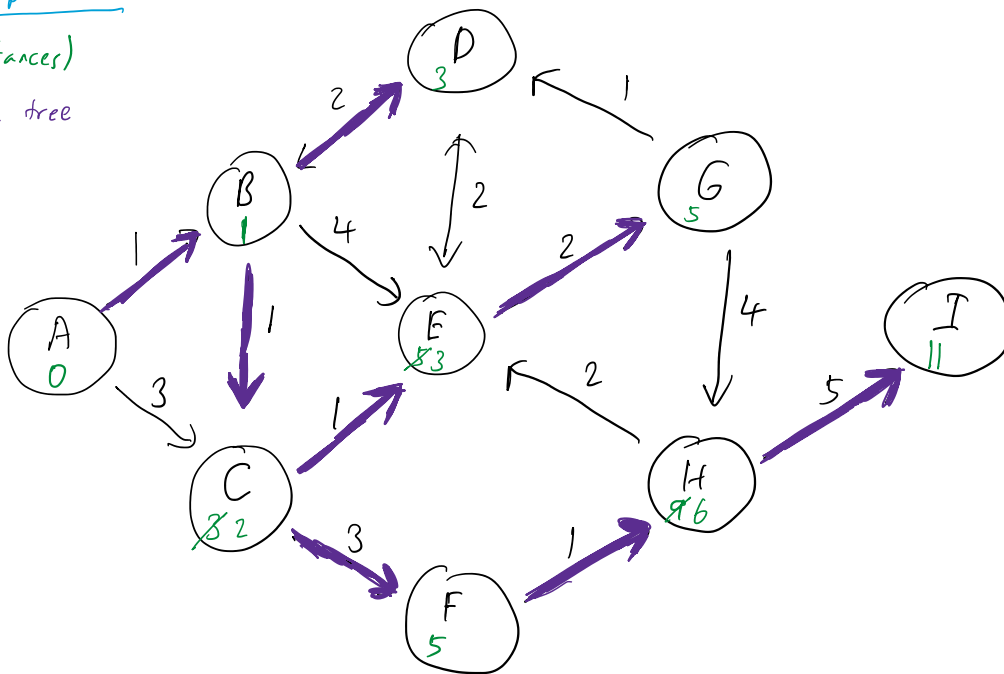
reduce key of heap

return  $d[u], p[u]$

Example run:

(distances)

Dijkstra tree



Correctness: Let  $T$  be the set of nodes explored at some point during the alg.

$\forall u \in T$ , the path found by Dijkstra is the shortest

proof: By induction on the size of  $T$ .

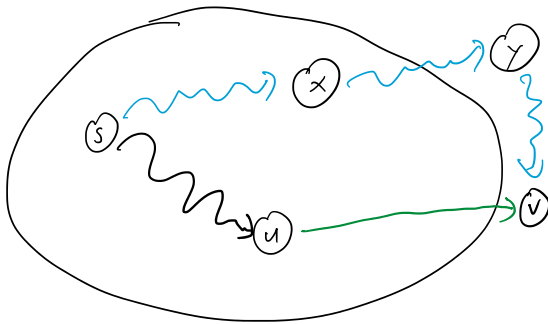
Base case:  $|T| = 1$ , so  $|T| = \{s\}$ ,  $d[s] = 0$ , so correct.

Induction hypo: Assume theorem is true when  $|T| \leq k$ .

Let  $v$  be the  $(k+1)$ st node added using edge  $(u, v)$ .

Let  $P_v$  be the path chosen by Dijkstra.

Let  $P'$  be any other  $s \rightarrow v$  path. (blue)



$\text{length}(s \rightarrow u \rightarrow v) \leq \text{length}(\text{blue})$  by design of alg, since otherwise would have added  $y$  before adding  $v$ .

So, induction works. 

Thm  $\exists$  optimal set of shortest paths from  $s$  and their union is a tree

proof. Dijkstra works.

Runtime: Same as Prim's MST

• every edge is processed once

↳ Either:

(1) do nothing:  $O(1)$

(2) reduce key in heap:  $O(\log |V|)$

• total time:  $O(|E| \log |V|)$