



# CSE 417 Algorithms and Complexity

Autumn 2024  
Lecture 11  
Dijkstra's algorithm

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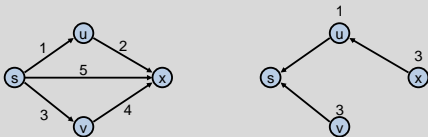
## Announcements

- Topics
  - Dijkstra's Algorithm (Section 4.4)
    - Algorithm and why it works
  - Next Week: Minimum Spanning Trees
- Reading
  - 4.4, 4.5, 4.7, 4.9
- Midterm: Friday, November 1, in class

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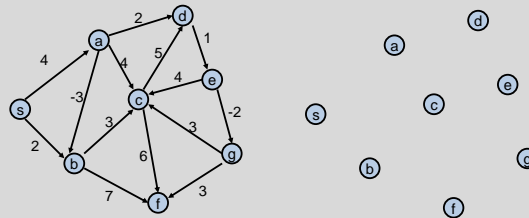
## Single Source Shortest Path Problem

- Given a graph and a start vertex  $s$ 
  - Determine distance of every vertex from  $s$
  - Identify shortest paths to each vertex
    - Express concisely as a "shortest paths tree"
    - Each vertex has a pointer to a predecessor on shortest path



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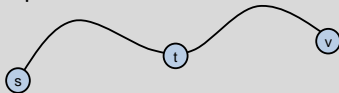
## Construct Shortest Path Tree from $s$



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## Warmup

- If  $P$  is a shortest path from  $s$  to  $v$ , and if  $t$  is on the path  $P$ , the segment from  $s$  to  $t$  is a shortest path between  $s$  and  $t$



- WHY?

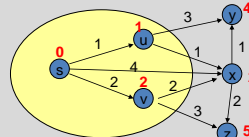
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Assume all edges have non-negative cost

## Dijkstra's Algorithm

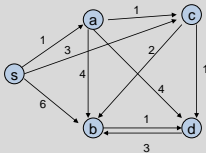
```

S = {}
d[s] = 0; d[v] = infinity for v != s
While S != V
  Choose v in V-S with minimum d[v]
  Add v to S
  For each w in the neighborhood of v
    d[w] = min(d[w], d[v] + c(v, w))
  
```



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## Simulate Dijkstra's algorithm (starting from s) on the graph



Round	Vertex Added	s	a	b	c	d
1						
2						
3						
4						
5						

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## Who was Dijkstra?



- What were his major contributions?

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<http://www.cs.utexas.edu/users/EWD/>

- Edsger Wybe Dijkstra was one of the most influential members of computing science's founding generation. Among the domains in which his scientific contributions are fundamental are
  - algorithm design
  - programming languages
  - program design
  - operating systems
  - distributed processing
  - formal specification and verification
  - design of mathematical arguments



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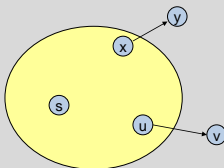
## Dijkstra's Algorithm as a greedy algorithm

- Elements committed to the solution by order of minimum distance

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## Correctness Proof

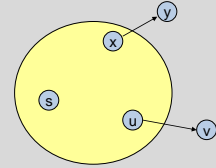
- Elements in S have the correct label
- Key to proof: when v is added to S, it has the correct distance label.



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## Proof

- Let v be a vertex in V-S with minimum  $d[v]$
- Let  $P_v$  be a path of length  $d[v]$ , with an edge  $(u,v)$
- Let P be some other path to v. Suppose P first leaves S on the edge  $(x, y)$ 
  - $P = P_{sx} + c(x,y) + P_{yv}$
  - $\text{Len}(P_{sx}) + c(x,y) \geq d[y]$
  - $\text{Len}(P_{yv}) \geq 0$
  - $\text{Len}(P) \geq d[y] + 0 \geq d[v]$



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## Negative Cost Edges

- Draw a small example a negative cost edge and show that Dijkstra's algorithm fails on this example

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## Dijkstra Implementation

```
S = { }; d[s] = 0; d[v] = infinity for v != s
While S != V
  Choose v in V-S with minimum d[v]
  Add v to S
  For each w in the neighborhood of v
    d[w] = min(d[w], d[v] + c(v, w))
```

- Basic implementation requires Heap for tracking the distance values
- Run time  $O(m \log n)$

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## $O(n^2)$ Implementation for Dense Graphs

```
FOR i := 1 TO n
  d[i] := Infinity; visited[i] := FALSE;
d[s] := 0;

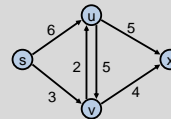
FOR i := 1 TO n
  v := -1; dMin := Infinity;
  FOR j := 1 TO n
    IF visited[j] = FALSE AND d[j] < dMin
      v := j; dMin := d[j];
  IF v = -1
    RETURN;
  visited[v] := TRUE;

  FOR j := 1 TO n
    IF d[v] + len[v, j] < d[j]
      d[j] := d[v] + len[v, j];
      prev[j] := v;
```

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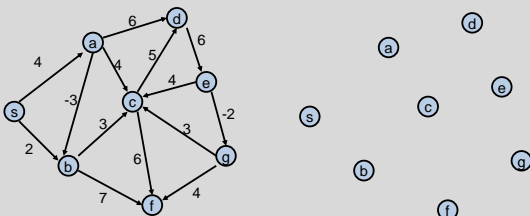
## Bottleneck Shortest Path

- Define the bottleneck distance for a path to be the maximum cost edge along the path



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## Compute the bottleneck shortest paths



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## How do you adapt Dijkstra's algorithm to handle bottleneck distances

- Does the correctness proof still apply?

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