Dijkstra's Algorithm Examples

Dijkstra's Algorithm: Pseudocode Initialize the cost of each node to ∞ Initialize the cost of the source to 0 While there are unknown nodes left in the graph Select an unknown node b with the lowest cost Mark b as known For each node a adjacent to b if b's cost + cost of (b, a) < a's old cost a's cost = b's cost + cost of (b, a) a's prev path node = b

Important Features

- Once a vertex is made **known**, the cost of the shortest path to that node is known
- While a vertex is still not **known**, another shorter path to it might still be found
- The shortest path itself can found by following the backward pointers stored in **node.path**

Notes on these examples

- These examples use:
 - ?? instead of infinity.
 - Visited? instead of Known
 - Found By instead of Path

































