Algorithms & Models of Computation CS/ECE 374, Fall 2020

# **17.4** Shortest path trees and variants

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## **17.4.1** Shortest Path Tree

## Shortest Path Tree

Dijkstra's algorithm finds the shortest path distances from s to V. **Question:** How do we find the paths themselves?

```
\mathbf{X} = \mathbf{\emptyset}
for i = 1 to |V| do
      (\mathbf{v}, \operatorname{dist}(\mathbf{s}, \mathbf{v})) = extractMin(\mathbf{Q})
      X = X \cup \{v\}
      for each u in Adj(v) do
             if (dist(s, v) + \ell(v, u) < dist(s, u)) then
                   decreaseKey(Q, (u, dist(s, v) + \ell(v, u)))
                    prev(u) = v
```

## Shortest Path Tree

Dijkstra's algorithm finds the shortest path distances from s to V. **Question:** How do we find the paths themselves?

```
Q = makePQ()
insert(Q, (s, 0))
prev(s) \leftarrow null
for each node u \neq s do
       insert(Q, (u, \infty))
       prev(u) \leftarrow null
\boldsymbol{X} = \boldsymbol{\emptyset}
for i = 1 to |V| do
       (\mathbf{v}, \operatorname{dist}(\mathbf{s}, \mathbf{v})) = extractMin(\mathbf{Q})
       \boldsymbol{X} = \boldsymbol{X} \cup \{\boldsymbol{v}\}
       for each u in Adj(v) do
              if (\operatorname{dist}(s, v) + \ell(v, u) < \operatorname{dist}(s, u)) then
                     decreaseKey(Q, (u, dist(s, v) + \ell(v, u)))
                     prev(u) = v
```

## Shortest Path Tree

#### Lemma

The edge set (u, prev(u)) is the reverse of a shortest path tree rooted at s. For each u, the reverse of the path from u to s in the tree is a shortest path from s to u.

### Proof Sketch.

- O The edge set {(u, prev(u)) | u ∈ V} induces a directed in-tree rooted at s (Why?)
- **2** Use induction on |X| to argue that the tree is a shortest path tree for nodes in V.

## Shortest paths to ${\boldsymbol{\mathsf{s}}}$

Dijkstra's algorithm gives shortest paths from s to all nodes in V. How do we find shortest paths from all of V to s?

- In undirected graphs shortest path from s to u is a shortest path from u to s so there is no need to distinguish.
- In directed graphs, use Dijkstra's algorithm in G<sup>rev</sup>!

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## THE END

(for now)

. . .