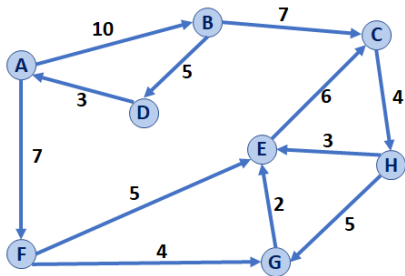


Dijkstra's Algorithm (Single Source Shortest Path)



Dijkstra's Algorithm Overview:

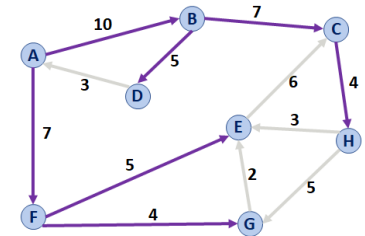
- The overall logic is the same as Prim's Algorithm
- We will modify the code in only two places – both involving the update to the distance metric.
- The result is a directed acyclic graph or DAG

```

Pseudocode for Dijkstra's SSSP Algorithm
1  DijkstraSSSP(G, s):
2  Input: G, Graph;
3      s, vertex in G, starting vertex of algorithm
4  Output: T, DAG with shortest paths (and distances) to s
5
6  foreach (Vertex v : G):
7      d[v] = +inf
8      p[v] = NULL
9  d[s] = 0
10
11  PriorityQueue Q // min distance, defined by d[v]
12  Q.buildHeap(G.vertices())
13  Graph T // "labeled set"
14
15  repeat n times:
16      Vertex m = Q.removeMin()
17      T.add(m)
18      foreach (Vertex v : neighbors of m not in T):
19          if cost(u, v) + d[u] < d[v]:
20              d[v] = cost(u, v) + d[u]
21              p[v] = m
22
23  return T
    
```

Backtracking in Dijkstra

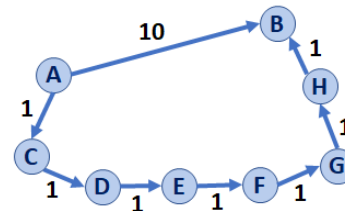
Dijkstra's Algorithm gives us the shortest path from a single source to every connected vertex:



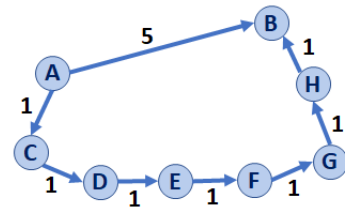
	A	B	C	D	E	F	G	H
p	NULL	A	B	B	F	A	F	C
d	0	10	17	15	12	7	11	21

Examples: How is a single heavy-weight path vs. many light-weight paths handled?

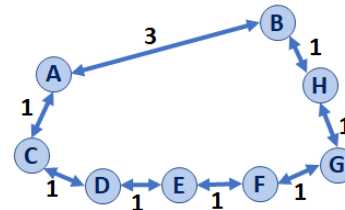
Ex 1:



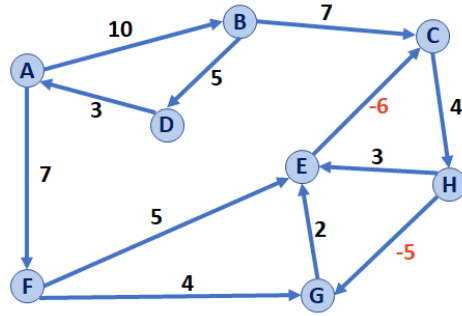
Ex 2:



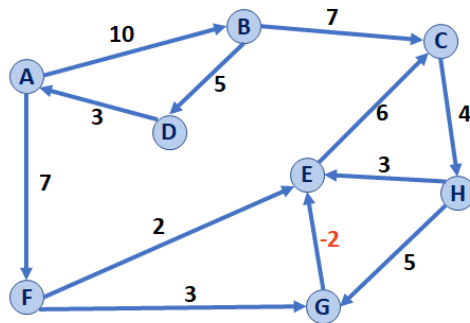
What about undirected graphs?



Dijkstra: What if we have a negative-weight cycle?



Dijkstra: What if we have a minimum-weight edge, without having a negative-weight cycle?



Dijkstra makes an assumption:

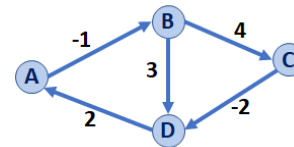
Dijkstra: What is the running time?

Floyd-Warshall Algorithm

Floyd-Warshall's Algorithm is an alternative to Dijkstra in the presence of negative-weight edges (but not negative weight cycles).

Pseudocode for Floyd-Warshall's Algorithm	
1	FloydWarshall(G):
2	Input: G, Graph;
3	Output: d, an adjacency matrix of distances between all
4	vertex pairs
5	
6	Let d be a adj. matrix initialized to +inf
7	foreach (Vertex v : G):
8	d[v][v] = 0
9	foreach (Edge (u, v) : G):
10	d[u][v] = cost(u, v)
11	
12	foreach (Vertex u : G):
13	foreach (Vertex v : G):
14	foreach (Vertex w : G):
15	if d[u, v] > d[u, w] + d[w, v]:
16	d[u, v] = d[u, w] + d[w, v]
17	
18	return d

Running Floyd-Warshall's Algorithm



- | CS 225 – Things To Be Doing: |
|---|
| 1. Exam #13 (makeup exam) starts Monday |
| 2. MP7 due Monday, Dec. 11 at 11:59pm |
| 3. lab_ml due Sunday, Dec. 10 at 11:59pm |
| 4. Multi-day "puzzle" POTDs available M/W/F |