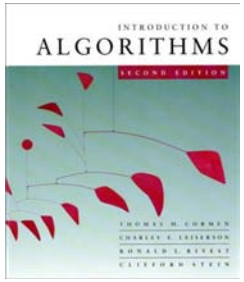
CS 5633 -- Spring 2005



Single Source Shortest Paths

Carola Wenk

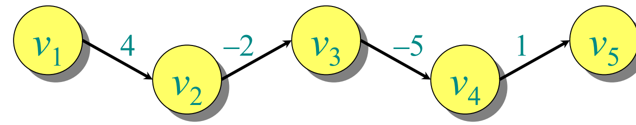
Slides courtesy of Charles Leiserson with small changes by Carola Wenk

Paths in graphs

Consider a digraph $G = (V, E)$ with edge-weight function $w : E \to \mathbb{R}$. The ***weight*** of path $p = v_1 \to v_2 \to \ldots \to v_k$ is defined to be

$$w(p) = \sum_{i=1}^{k-1} w(v_i, v_{i+1}).$$

Example:



$w(p) = -2$

Shortest paths

A ***shortest path*** from u to v is a path of minimum weight from u to v. The ***shortest-path weight*** from u to v is defined as

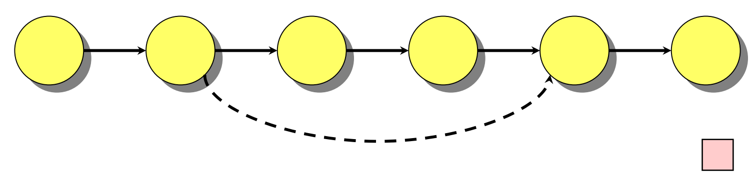
$$\delta(u, v) = \min\{w(p) : p \text{ is a path from } u \text{ to } v\}.$$

Note: $\delta(u, v) = \infty$ if no path from u to v exists.

Optimal substructure

Theorem. A subpath of a shortest path is a shortest path.

Proof. Cut and paste:



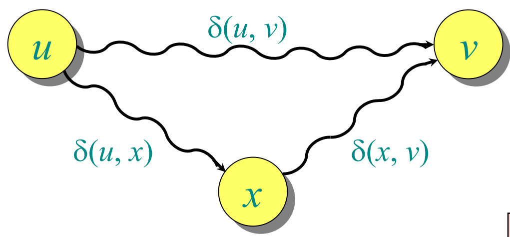
Triangle inequality

Theorem. For all $u, v, x \in V$, we have

$$\delta(u, v) \le \delta(u, x) + \delta(x, v).$$

Proof.

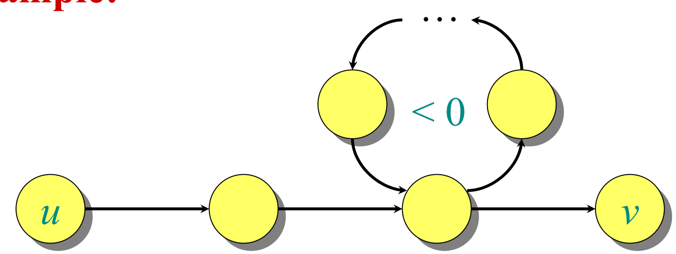
- $\delta(u,v)$ minimizes over **all** paths from u to v
- Concatenating two shortest paths from u to x and from x to v yields **one** specific path from u to v



Well-definedness of shortest paths

If a graph G contains a negative-weight cycle, then some shortest paths may not exist.

Example:



Single-source shortest paths

Problem. From a given source vertex $s \in V$, find the shortest-path weights $\delta(s, v)$ for all $v \in V$.

If all edge weights $w(u, v)$ are ***nonnegative***, all shortest-path weights must exist.

IDEA: Greedy.

1. Maintain a set S of vertices whose shortest-path weights from s are known.
2. At each step add to S the vertex $v \in V - S$ whose distance estimate from s is minimal.
3. Update the distance estimates of vertices adjacent to v.

Dijkstra's algorithm

$d[s] \leftarrow 0$
for each $v \in V - \{s\}$
  do $d[v] \leftarrow \infty$
$S \leftarrow \varnothing$
$Q \leftarrow V$ ⊳ Q is a priority queue maintaining $V - S$
while $Q \ne \varnothing$ **do**
  $u \leftarrow$ EXTRACT-MIN(Q)
  $S \leftarrow S \cup \{u\}$
  for each $v \in Adj[u]$ **do**
    if $d[v] > d[u] + w(u, v)$ **then**
      $d[v] \leftarrow d[u] + w(u, v)$

relaxation step

Implicit DECREASE-KEY

Dijkstra

PRIM's algorithm

$Q \leftarrow V$
$key[v] \leftarrow \infty$ for all $v \in V$
$key[s] \leftarrow 0$ for some arbitrary $s \in V$
while $Q \neq \emptyset$
  do $u \leftarrow$ EXTRACT-MIN(Q)
    for each $v \in Adj[u]$
      do if $v \in Q$ and $w(u, v) < key[v]$
        then $key[v] \leftarrow w(u, v)$
          $\pi[v] \leftarrow u$

$d[s] \leftarrow 0$
for each $v \in V - \{s\}$
  do $d[v] \leftarrow \infty$
$S \leftarrow \emptyset$
$Q \leftarrow V$ ▷ Q is
while $Q \neq \emptyset$ **do**
  $u \leftarrow$ EXTRACT-MIN(Q)
  $S \leftarrow S \cup \{u\}$
  for each $v \in Adj[u]$ **do**
    if $d[v] > d[u] + w(u, v)$ **then**
      $d[v] \leftarrow d[u] + w(u, v)$

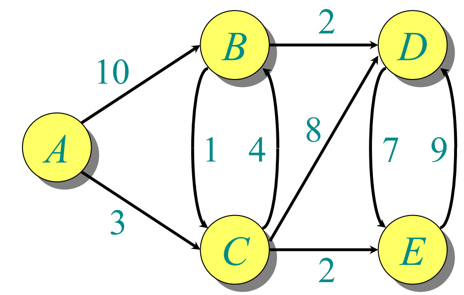
It suffices to only check $v \in Q$, but it doesn't hurt to check all v

relaxation step

Implicit DECREASE-KEY

Example of Dijkstra's algorithm

Graph with nonnegative edge weights:

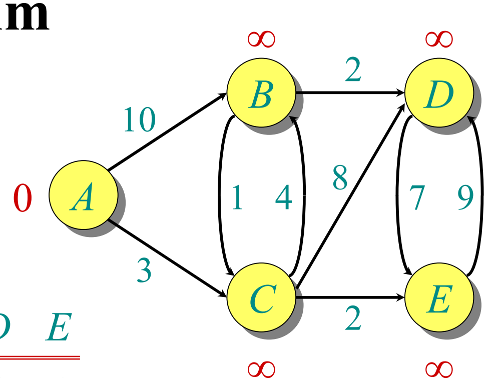


while $Q \neq \emptyset$ **do**
  $u \leftarrow$ EXTRACT-MIN(Q)
  $S \leftarrow S \cup \{u\}$
  for each $v \in Adj[u]$ **do**
    if $d[v] > d[u] + w(u, v)$ **then**
      $d[v] \leftarrow d[u] + w(u, v)$

Example of Dijkstra's algorithm

Initialize:

S: {}



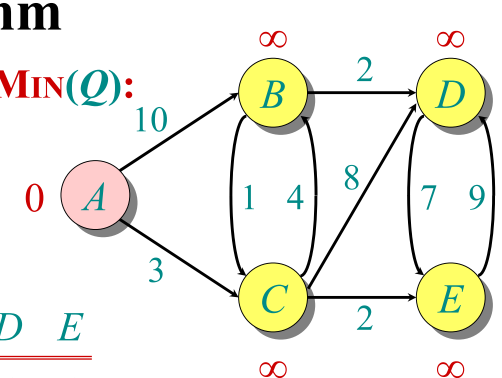
Q: A B C D E
0 ∞ ∞ ∞ ∞

while $Q \neq \emptyset$ **do**
  $u \leftarrow$ EXTRACT-MIN(Q)
  $S \leftarrow S \cup \{u\}$
  for each $v \in Adj[u]$ **do**
    if $d[v] > d[u] + w(u, v)$ **then**
      $d[v] \leftarrow d[u] + w(u, v)$

Example of Dijkstra's algorithm

"A" ← EXTRACT-MIN(Q):

S: { A }



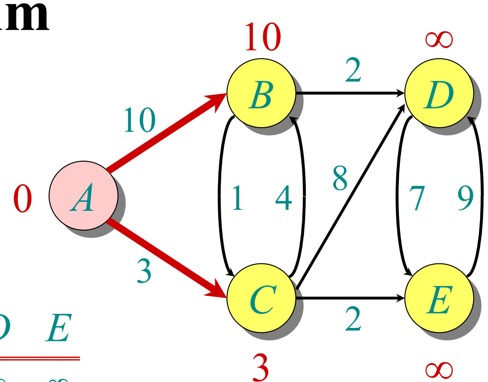
Q: A B C D E
0 ∞ ∞ ∞ ∞

while $Q \neq \emptyset$ **do**
  $u \leftarrow$ EXTRACT-MIN(Q)
  $S \leftarrow S \cup \{u\}$
  for each $v \in Adj[u]$ **do**
    if $d[v] > d[u] + w(u, v)$ **then**
      $d[v] \leftarrow d[u] + w(u, v)$

Example of Dijkstra's algorithm

Relax all edges leaving *A*:

S: { *A* }



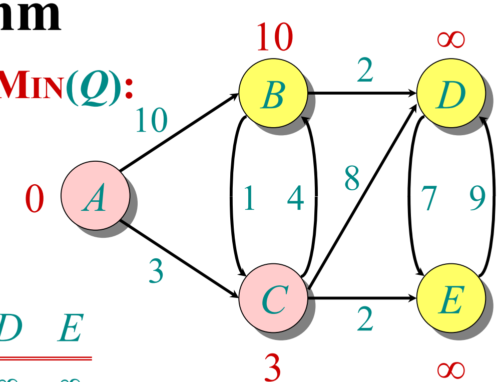
Q:	*A*	*B*	*C*	*D*	*E*
	0	∞	∞	∞	∞
		10	3	–	–

```
while Q ≠ ∅ do
  u ← EXTRACT-MIN(Q)
  S ← S ∪ {u}
  for each v ∈ Adj[u] do
    if d[v] > d[u] + w(u, v) then
      d[v] ← d[u] + w(u, v)
```


Example of Dijkstra's algorithm

"*C*" ← EXTRACT-MIN(*Q*):

S: { *A*, *C* }



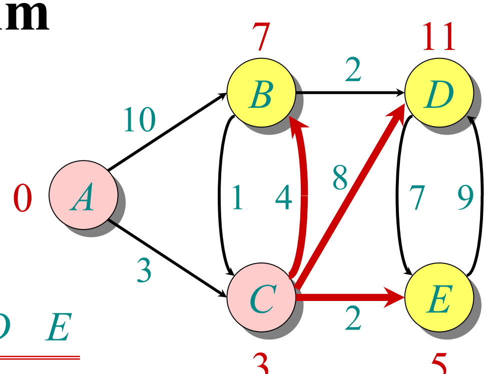
Q:	*A*	*B*	*C*	*D*	*E*
	0	∞	∞	∞	∞
		10	3	–	–

```
while Q ≠ ∅ do
  u ← EXTRACT-MIN(Q)
  S ← S ∪ {u}
  for each v ∈ Adj[u] do
    if d[v] > d[u] + w(u, v) then
      d[v] ← d[u] + w(u, v)
```


Example of Dijkstra's algorithm

Relax all edges leaving *C*:

S: { *A*, *C* }



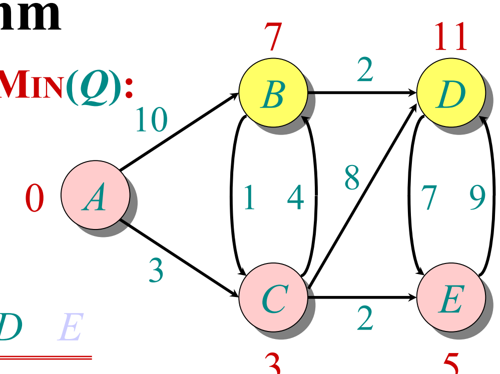
Q:	*A*	*B*	*C*	*D*	*E*
	0	∞	∞	∞	∞
		10	3	–	–
		7		11	5

```
while Q ≠ ∅ do
  u ← EXTRACT-MIN(Q)
  S ← S ∪ {u}
  for each v ∈ Adj[u] do
    if d[v] > d[u] + w(u, v) then
      d[v] ← d[u] + w(u, v)
```


Example of Dijkstra's algorithm

"*E*" ← EXTRACT-MIN(*Q*):

S: { *A*, *C*, *E* }



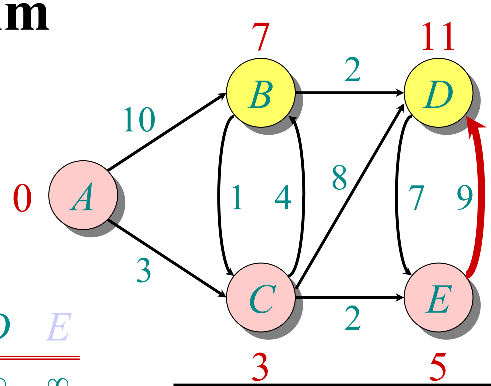
Q:	*A*	*B*	*C*	*D*	*E*
	0	∞	∞	∞	∞
		10	3	–	–
		7		11	5

```
while Q ≠ ∅ do
  u ← EXTRACT-MIN(Q)
  S ← S ∪ {u}
  for each v ∈ Adj[u] do
    if d[v] > d[u] + w(u, v) then
      d[v] ← d[u] + w(u, v)
```

Example of Dijkstra's algorithm

Relax all edges leaving *E*:

S: { *A*, *C*, *E* }



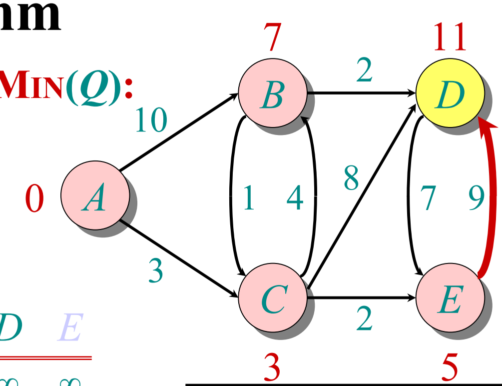
Q:	*A*	*B*	*C*	*D*	*E*
	0	∞	∞	∞	∞
		10	3	∞	∞
		7		11	5
		7		11	

```
while Q ≠ ∅ do
  u ← EXTRACT-MIN(Q)
  S ← S ∪ {u}
  for each v ∈ Adj[u] do
    if d[v] > d[u] + w(u, v) then
      d[v] ← d[u] + w(u, v)
```


Example of Dijkstra's algorithm

"*B*" ← EXTRACT-MIN(*Q*):

S: { *A*, *C*, *E*, *B* }



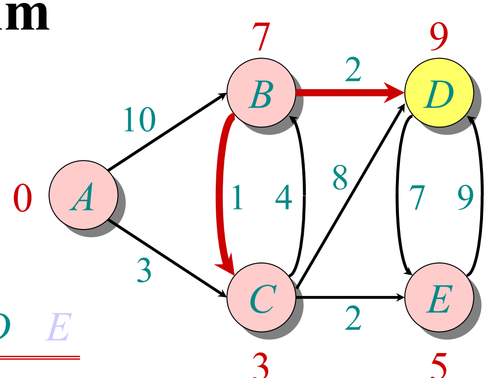
Q:	*A*	*B*	*C*	*D*	*E*
	0	∞	∞	∞	∞
		10	3	∞	∞
		7		11	5
		7		11	

```
while Q ≠ ∅ do
  u ← EXTRACT-MIN(Q)
  S ← S ∪ {u}
  for each v ∈ Adj[u] do
    if d[v] > d[u] + w(u, v) then
      d[v] ← d[u] + w(u, v)
```


Example of Dijkstra's algorithm

Relax all edges leaving *B*:

S: { *A*, *C*, *E*, *B* }



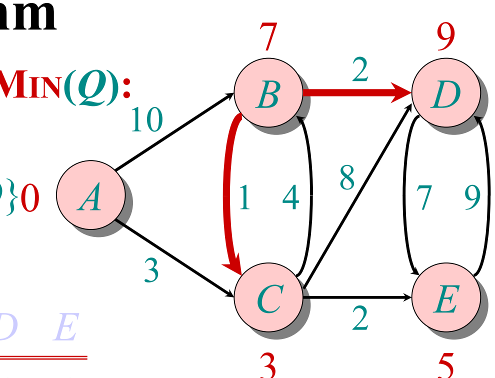
Q:	*A*	*B*	*C*	*D*	*E*
	0	∞	∞	∞	∞
		10	3	∞	∞
		7		11	5
		7		11	
				9	

```
while Q ≠ ∅ do
  u ← EXTRACT-MIN(Q)
  S ← S ∪ {u}
  for each v ∈ Adj[u] do
    if d[v] > d[u] + w(u, v) then
      d[v] ← d[u] + w(u, v)
```

Example of Dijkstra's algorithm

"*D*" ← EXTRACT-MIN(*Q*):

S: { *A*, *C*, *E*, *B*, *D* }



Q:	*A*	*B*	*C*	*D*	*E*
	0	∞	∞	∞	∞
		10	3	∞	∞
		7		11	5
		7		11	
				9	

```
while Q ≠ ∅ do
  u ← EXTRACT-MIN(Q)
  S ← S ∪ {u}
  for each v ∈ Adj[u] do
    if d[v] > d[u] + w(u, v) then
      d[v] ← d[u] + w(u, v)
```

Analysis of Dijkstra

$|V|$ times:

while $Q \neq \emptyset$ **do**
  $u \leftarrow$ EXTRACT-MIN(Q)
  $S \leftarrow S \cup \{u\}$
  $degree(u)$ times:
  for each $v \in Adj[u]$ **do**
    if $d[v] > d[u] + w(u, v)$ **then**
      $d[v] \leftarrow d[u] + w(u, v)$

Handshaking Lemma $\Rightarrow \Theta(|E|)$ implicit DECREASE-KEY's.

Time = $\Theta(|V|)\cdot T_{\text{EXTRACT-MIN}} + \Theta(|E|)\cdot T_{\text{DECREASE-KEY}}$

Note: Same formula as in the analysis of Prim's minimum spanning tree algorithm.

Analysis of Dijkstra (continued)

Time = $\Theta(|V|)\cdot T_{\text{EXTRACT-MIN}} + \Theta(|E|)\cdot T_{\text{DECREASE-KEY}}$

Q	$T_{\text{EXTRACT-MIN}}$	$T_{\text{DECREASE-KEY}}$	Total
array	$O(\|V\|)$	$O(1)$	$O(\|V\|^2)$
binary heap	$O(\log\|V\|)$	$O(\log\|V\|)$	$O(\|E\|\log\|V\|)$
Fibonacci heap	$O(\log\|V\|)$ amortized	$O(1)$ amortized	$O(\|E\| + \|V\|\log\|V\|)$ worst case

Correctness

Theorem. (i) For all $v \in S$: $d[v] = \delta(s, v)$
(ii) For all $v \notin S$: $d[v]$ = weight of shortest path from s to v that uses only (besides v itself) vertices in S.

Corollary. Dijkstra's algorithm terminates with $d[v] = \delta(s, v)$ for all $v \in V$.

Correctness

Theorem. (i) For all $v \in S$: $d[v] = \delta(s, v)$
(ii) For all $v \notin S$: $d[v]$ = weight of shortest path from s to v that uses only (besides v itself) vertices in S.

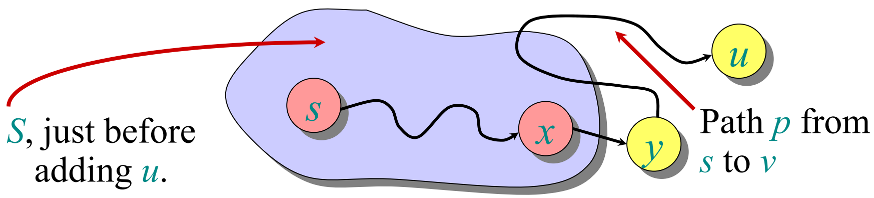
Proof. By induction.
- Base: Before the while loop, $d[s]=0$ and $d[v]=\infty$ for all $v\neq s$, so (i) and (ii) are true.
- Step: Assume (i) and (ii) are true before an iteration; now we need to show they remain true after another iteration. Let u be the vertex added to S, so $d[u] \leq d[v]$ for all other $v \notin S$.

Correctness

Theorem. (i) For all $v \in S$: $d[v] = \delta(s, v)$
(ii) For all $v \notin S$: $d[v]$ = weight of shortest path from s to v that uses only (besides v itself) vertices in S.

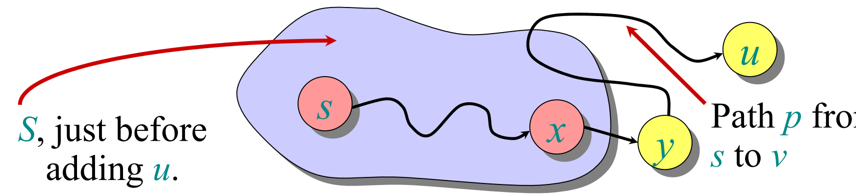
- (i) Need to show that $d[u] = \delta(s, u)$. Assume the contrary.

$\Rightarrow$ There is a path p from s to u with $w(p) < d[u]$ that uses vertices $\notin S$.
$\Rightarrow$ Let y be first vertex on p such that $y \notin S$.



Correctness

Theorem. (i) For all $v \in S$: $d[v] = \delta(s, v)$
(ii) For all $v \notin S$: $d[v]$ = weight of shortest path from s to v that uses only (besides v itself) vertices in S.



$\Rightarrow d[y] \leq w(p) < d[u]$. Contradiction to the choice of u.

weights are nonnegative

$y \neq u$

Correctness

Theorem. (i) For all $v \in S$: $d[v] = \delta(s, v)$
(ii) For all $v \notin S$: $d[v]$ = weight of shortest path from s to v that uses only (besides v itself) vertices in S.

- (ii) Let $v \notin S$. Let p be a shortest path from s to v that uses only (besides v itself) vertices in S.
  - p does not contain u: (ii) true by inductive hypothesis
  - p contains u: p consists of vertices in $S \setminus \{u\}$ and ends with an edge from u to v.

  $\Rightarrow w(p)=d[u]+w(u,v)$, which is the value of $d[v]$ after adding u. So (ii) is true.

Unweighted graphs

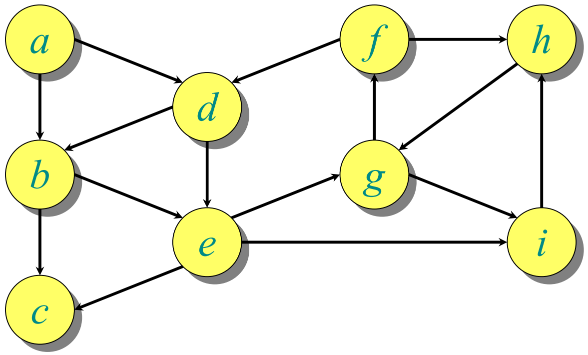
Suppose $w(u, v) = 1$ for all $(u, v) \in E$. Can the code for Dijkstra be improved?

- Use a simple FIFO queue instead of a priority queue.
- ***Breadth-first search***

```
while Q ≠ ∅
    do u ← DEQUEUE(Q)
        for each v ∈ Adj[u]
            do if d[v] = ∞
                then d[v] ← d[u] + 1
                     ENQUEUE(Q, v)
```

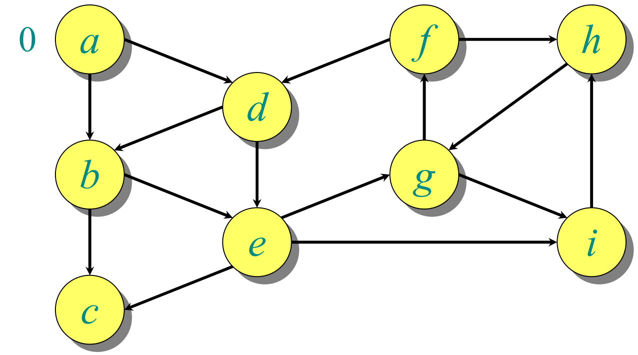
Analysis: Time $= O(|V| + |E|)$.

Example of breadth-first search



Q:

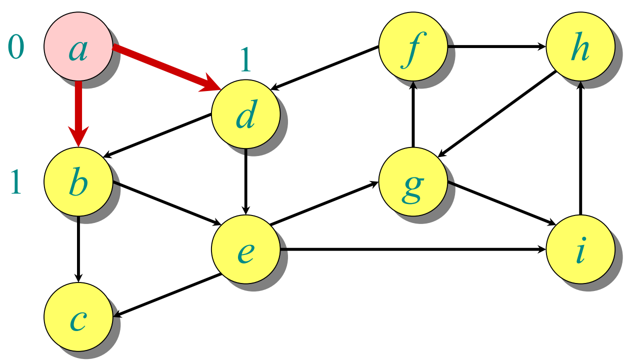
Example of breadth-first search



0

Q: *a*

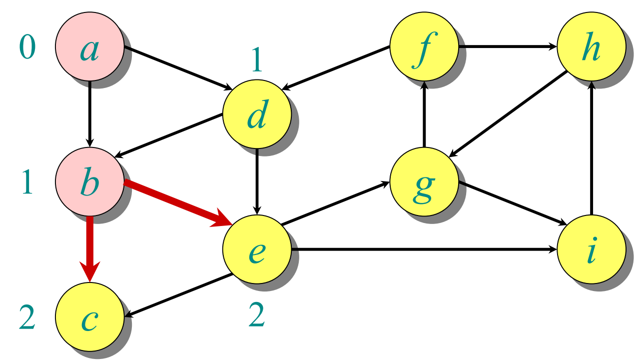
Example of breadth-first search



1 1

Q: *a b d*

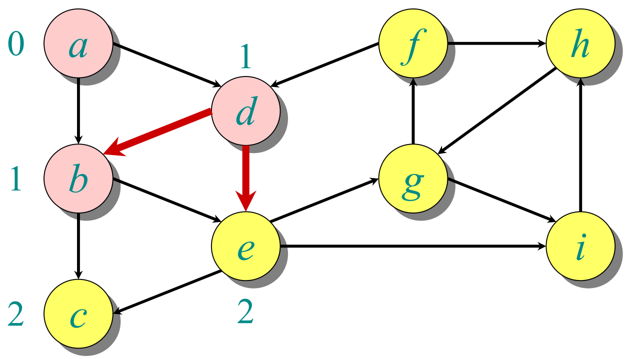
Example of breadth-first search



1 2 2

Q: *a b d c e*

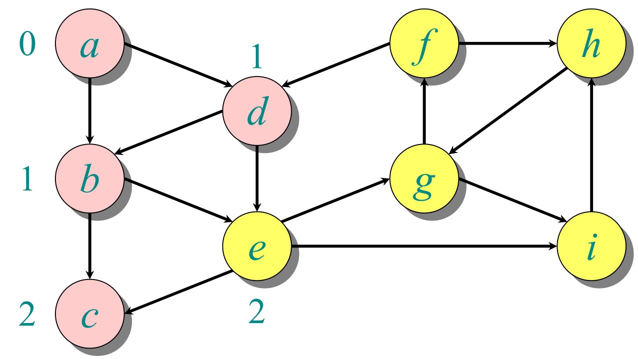
Example of breadth-first search



2 2

Q: *a b d c e*

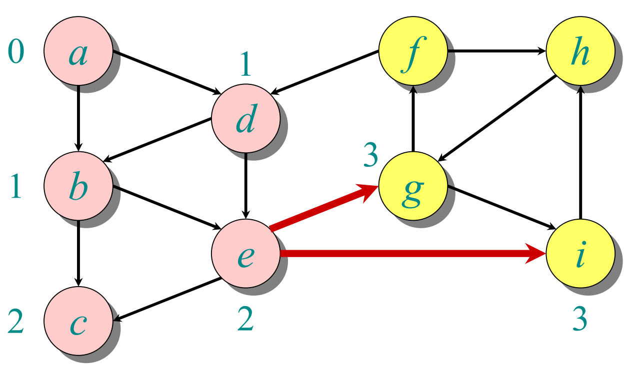
Example of breadth-first search



2

Q: *a b d c e*

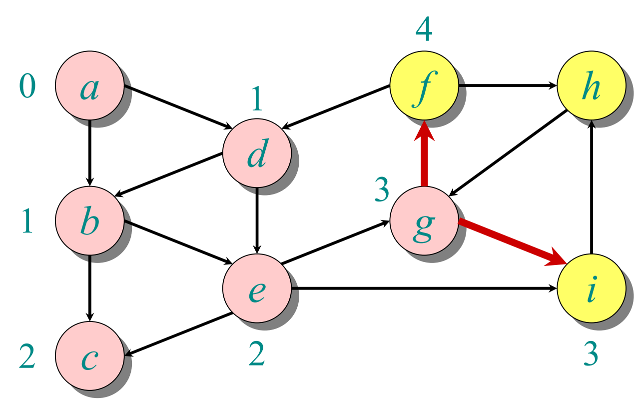
Example of breadth-first search



3 3

Q: *a b d c e g i*

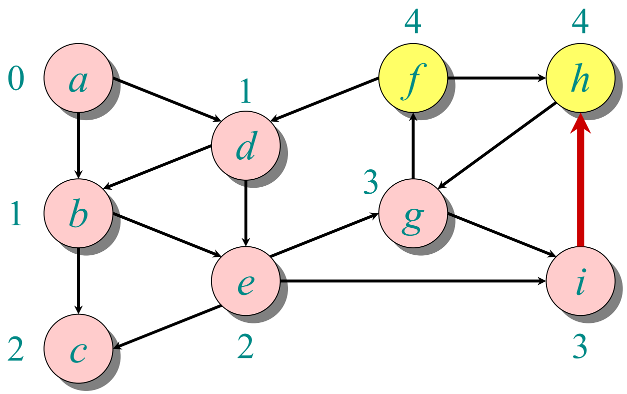
Example of breadth-first search



3 4

Q: *a b d c e g i f*

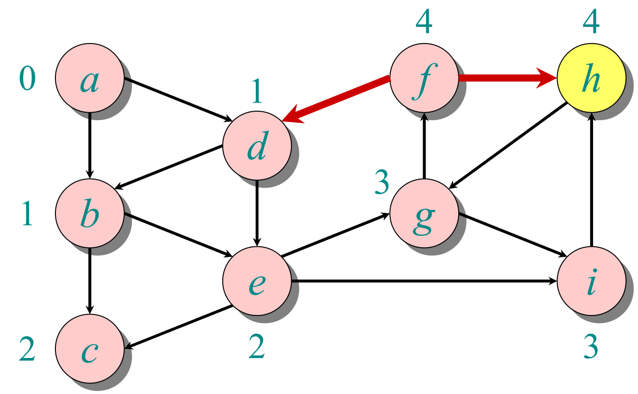
Example of breadth-first search



4 4

Q: *a b d c e g i f h*

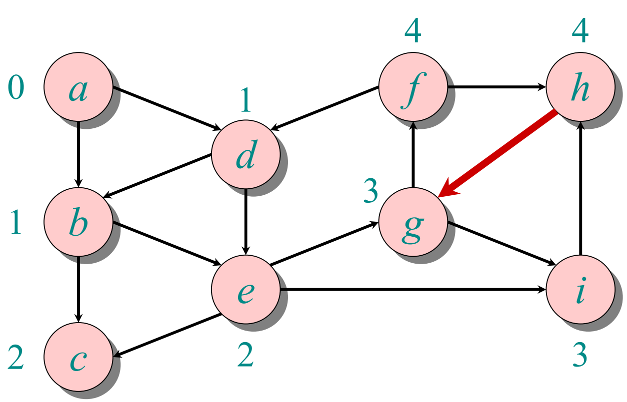
Example of breadth-first search



4

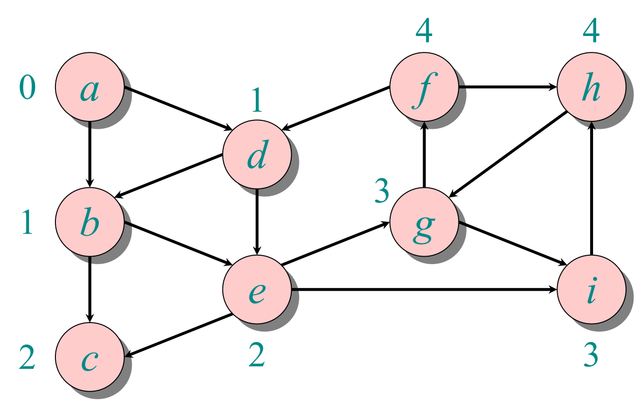
Q: *a b d c e g i f h*

Example of breadth-first search



Q: *a b d c e g i f h*

Example of breadth-first search



Q: *a b d c e g i f h*

Correctness of BFS

while $Q \neq \emptyset$
  do $u \leftarrow$ DEQUEUE(Q)
    for each $v \in Adj[u]$
      do if $d[v] = \infty$
        then $d[v] \leftarrow d[u] + 1$
          ENQUEUE(Q, v)

Key idea:

The FIFO Q in breadth-first search mimics the priority queue Q in Dijkstra.

- **Invariant:** v comes after u in Q implies that $d[v] = d[u]$ or $d[v] = d[u] + 1$.

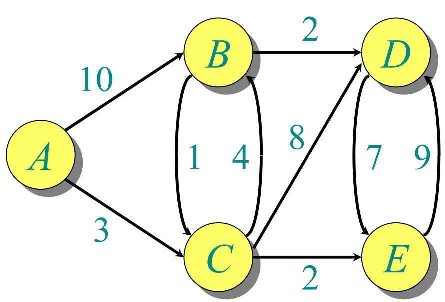
How to find the actual shortest paths?

Store a predecessor tree:

$d[s] \leftarrow 0$
for each $v \in V - \{s\}$
  do $d[v] \leftarrow \infty$
$S \leftarrow \emptyset$
$Q \leftarrow V$ ⊳ Q is a priority queue maintaining $V - S$
while $Q \neq \emptyset$
  do $u \leftarrow$ EXTRACT-MIN(Q)
    $S \leftarrow S \cup \{u\}$
    for each $v \in Adj[u]$
      do if $d[v] > d[u] + w(u, v)$
        then $d[v] \leftarrow d[u] + w(u, v)$
          $\pi[v] \leftarrow u$

Example of Dijkstra's algorithm

Graph with nonnegative edge weights:

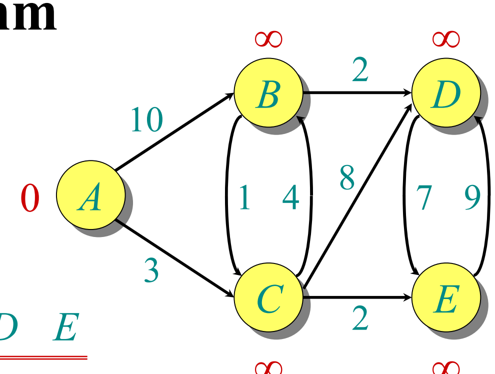


while $Q \neq \emptyset$ **do**
  $u \leftarrow$ EXTRACT-MIN(Q)
  $S \leftarrow S \cup \{u\}$
  for each $v \in Adj[u]$ **do**
    if $d[v] > d[u] + w(u, v)$ **then**
      $d[v] \leftarrow d[u] + w(u, v)$

Example of Dijkstra's algorithm

Initialize:

S: {}



Q: A B C D E
  0 ∞ ∞ ∞ ∞

while $Q \neq \emptyset$ **do**
  $u \leftarrow$ EXTRACT-MIN(Q)
  $S \leftarrow S \cup \{u\}$
  for each $v \in Adj[u]$ **do**
    if $d[v] > d[u] + w(u, v)$ **then**
      $d[v] \leftarrow d[u] + w(u, v)$

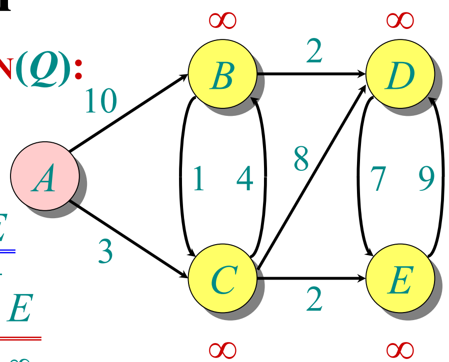
Example of Dijkstra's algorithm

"A" ← EXTRACT-MIN(Q):

S: { A }

π:	A	B	C	D	E
	–	–	–	–	–

Q:	A	B	C	D	E
	0	∞	∞	∞	∞



while $Q \neq \emptyset$ **do**
  $u \leftarrow$ EXTRACT-MIN(Q)
  $S \leftarrow S \cup \{u\}$
  for each $v \in Adj[u]$ **do**
    if $d[v] > d[u] + w(u, v)$ **then**
      $d[v] \leftarrow d[u] + w(u, v)$
      $\pi[v] \leftarrow u$

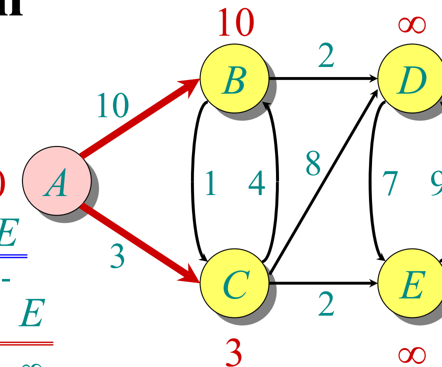
Example of Dijkstra's algorithm

Relax all edges leaving A:

S: { A }

π:	A	B	C	D	E
	–	–	–	–	-

Q:	A	B	C	D	E
	0	∞	∞	∞	∞
		10	3	–	–



while $Q \neq \emptyset$ **do**
  $u \leftarrow$ EXTRACT-MIN(Q)
  $S \leftarrow S \cup \{u\}$
  for each $v \in Adj[u]$ **do**
    if $d[v] > d[u] + w(u, v)$ **then**
      $d[v] \leftarrow d[u] + w(u, v)$
      $\pi[v] \leftarrow u$

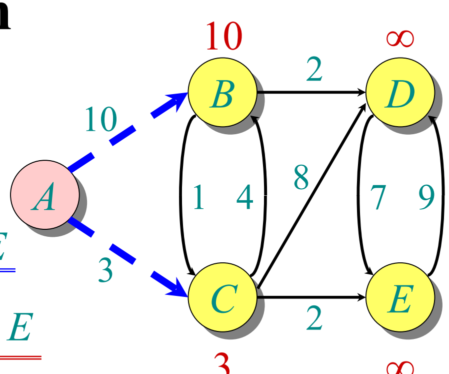
Example of Dijkstra's algorithm

Relax all edges leaving A:

S: { A }

π:	A	B	C	D	E
	–	A	A	–	-

Q:	A	B	C	D	E
	0	∞	∞	∞	∞
		10	3	–	–



while $Q \neq \emptyset$ **do**
  $u \leftarrow$ EXTRACT-MIN(Q)
  $S \leftarrow S \cup \{u\}$
  for each $v \in Adj[u]$ **do**
    if $d[v] > d[u] + w(u, v)$ **then**
      $d[v] \leftarrow d[u] + w(u, v)$

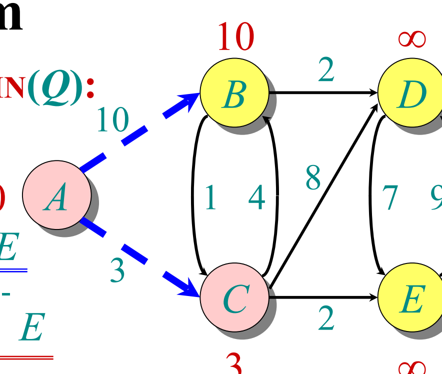
Example of Dijkstra's algorithm

"C" ← EXTRACT-MIN(Q):

S: { A, C }

π:	A	B	C	D	E
	–	A	A	–	-

Q:	A	B	C	D	E
	0	∞	∞	∞	∞
		10	3	–	–



while $Q \neq \emptyset$ **do**
  $u \leftarrow$ EXTRACT-MIN(Q)
  $S \leftarrow S \cup \{u\}$
  for each $v \in Adj[u]$ **do**
    if $d[v] > d[u] + w(u, v)$ **then**
      $d[v] \leftarrow d[u] + w(u, v)$

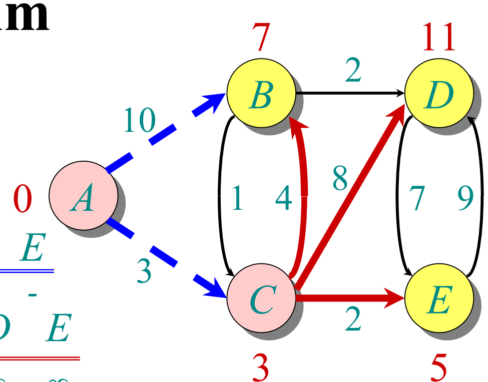
Example of Dijkstra's algorithm

Relax all edges leaving *C*:

S: { *A*, *C* }

π:	*A*	*B*	*C*	*D*	*E*
	–	A	A	–	-

Q:	*A*	*B*	*C*	*D*	*E*
	0	∞	∞	∞	∞
		10	3	–	–
		7		11	5




```
while Q ≠ ∅ do
  u ← EXTRACT-MIN(Q)
  S ← S ∪ {u}
  for each v ∈ Adj[u] do
    if d[v] > d[u] + w(u, v) then
      d[v] ← d[u] + w(u, v)
      π[v] ← u
```

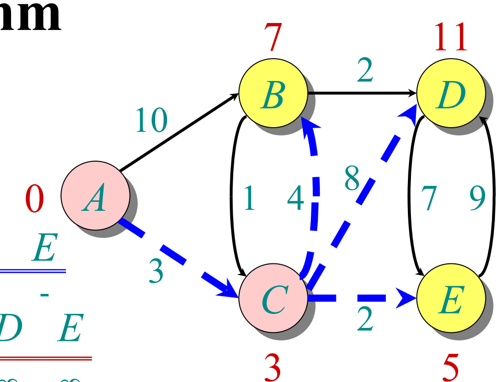

Example of Dijkstra's algorithm

Relax all edges leaving *C*:

S: { *A*, *C* }

π:	*A*	*B*	*C*	*D*	*E*
	–	A	A	–	-

Q:	*A*	*B*	*C*	*D*	*E*
	0	∞	∞	∞	∞
		10	3	–	–
		7		11	5




```
while Q ≠ ∅ do
  u ← EXTRACT-MIN(Q)
  S ← S ∪ {u}
  for each v ∈ Adj[u] do
    if d[v] > d[u] + w(u, v) then
      d[v] ← d[u] + w(u, v)
      π[v] ← u
```

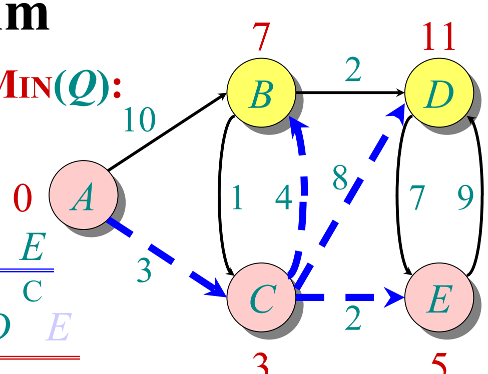

Example of Dijkstra's algorithm

"E" **← EXTRACT-MIN(*Q*):**

S: { *A*, *C*, *E* }

π:	*A*	*B*	*C*	*D*	*E*
	–	C	A	C	C

Q:	*A*	*B*	*C*	*D*	*E*
	0	∞	∞	∞	∞
		10	3	–	–
		7		11	5




```
while Q ≠ ∅ do
  u ← EXTRACT-MIN(Q)
  S ← S ∪ {u}
  for each v ∈ Adj[u] do
    if d[v] > d[u] + w(u, v) then
      d[v] ← d[u] + w(u, v)
```

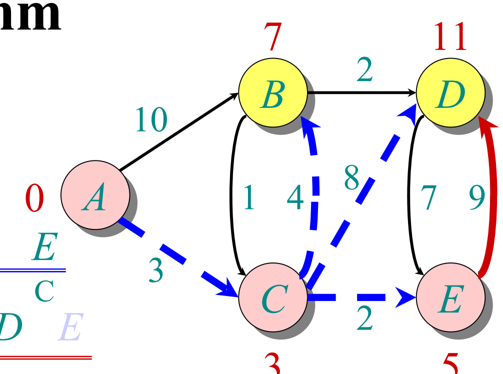
Example of Dijkstra's algorithm

Relax all edges leaving *E*:

S: { *A*, *C*, *E* }

π:	*A*	*B*	*C*	*D*	*E*
	–	C	A	C	C

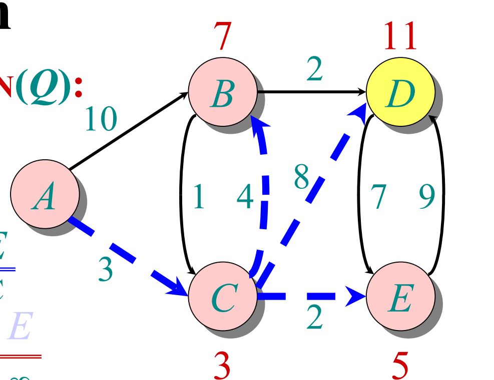
Q:	*A*	*B*	*C*	*D*	*E*
	0	∞	∞	∞	∞
		10	3	∞	∞
		7		11	5
		7		11	




```
while Q ≠ ∅ do
  u ← EXTRACT-MIN(Q)
  S ← S ∪ {u}
  for each v ∈ Adj[u] do
    if d[v] > d[u] + w(u, v) then
      d[v] ← d[u] + w(u, v)
```

Example of Dijkstra's algorithm

"B" ← EXTRACT-MIN(Q):



S: { A, C, E, B }

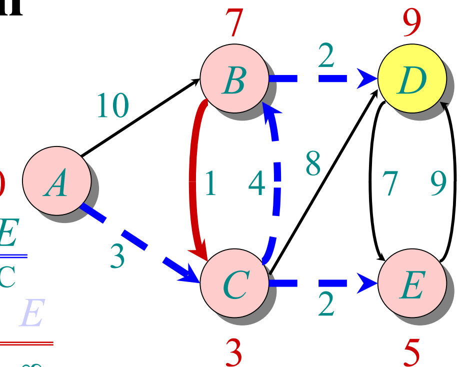
π:	A	B	C	D	E
	–	C	A	C	C

Q:	A	B	C	D	E
	0	∞	∞	∞	∞
		10	3	∞	∞
		7		11	5
		7		11	

```
while Q ≠ ∅ do
  u ← EXTRACT-MIN(Q)
  S ← S ∪ {u}
  for each v ∈ Adj[u] do
    if d[v] > d[u] + w(u, v) then
      d[v] ← d[u] + w(u, v)
      π[v] ← u
```


Example of Dijkstra's algorithm

Relax all edges leaving B:



S: { A, C, E, B }

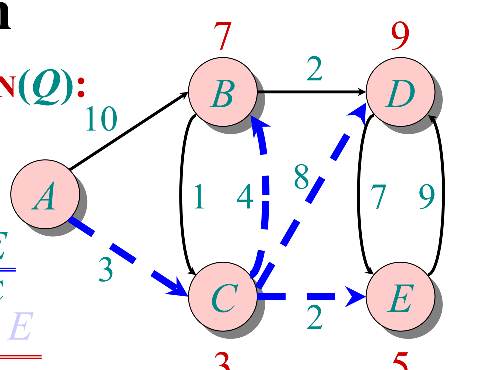
π:	A	B	C	D	E
	–	C	A	B	C

Q:	A	B	C	D	E
	0	∞	∞	∞	∞
		10	3	∞	∞
		7		11	5
		7		11	
				9	

```
while Q ≠ ∅ do
  u ← EXTRACT-MIN(Q)
  S ← S ∪ {u}
  for each v ∈ Adj[u] do
    if d[v] > d[u] + w(u, v) then
      d[v] ← d[u] + w(u, v)
      π[v] ← u
```


Example of Dijkstra's algorithm

"D" ← EXTRACT-MIN(Q):



S: { A, C, E, B, D}

π:	A	B	C	D	E
	–	C	A	C	C

Q:	A	B	C	D	E
	0	∞	∞	∞	∞
		10	3	∞	∞
		7		11	5
		7		11	
				9	

```
while Q ≠ ∅ do
  u ← EXTRACT-MIN(Q)
  S ← S ∪ {u}
  for each v ∈ Adj[u] do
    if d[v] > d[u] + w(u, v) then
      d[v] ← d[u] + w(u, v)
```