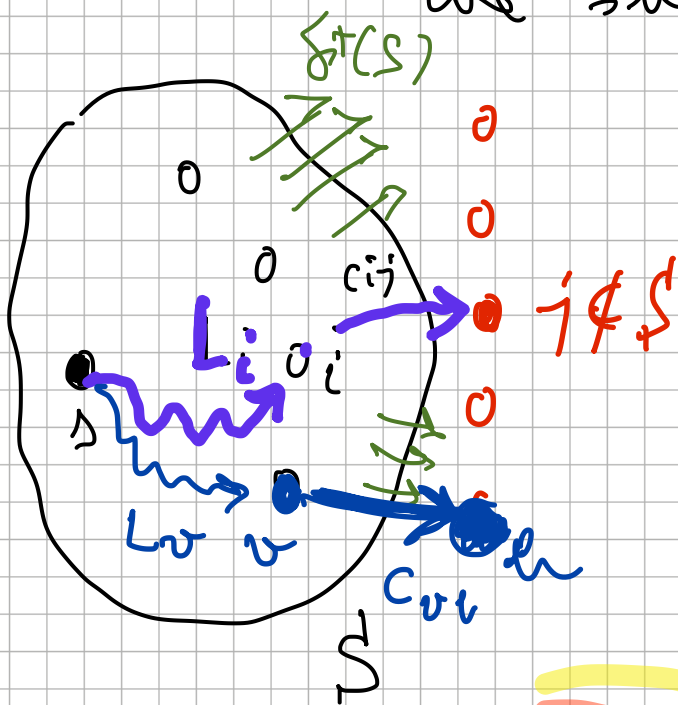


**Dijkstra's ALG.**

Hp:  $c_{ij} \geq 0, \forall (i,j) \in A$

$s \in V$  source ( $t \in V$  target)

- $L_h :=$  cost of the minimum path  $s \rightarrow h, \forall h \in V$
- (pred<sub>h</sub> predecessor of h in the shortest path  $s \rightarrow h$ )

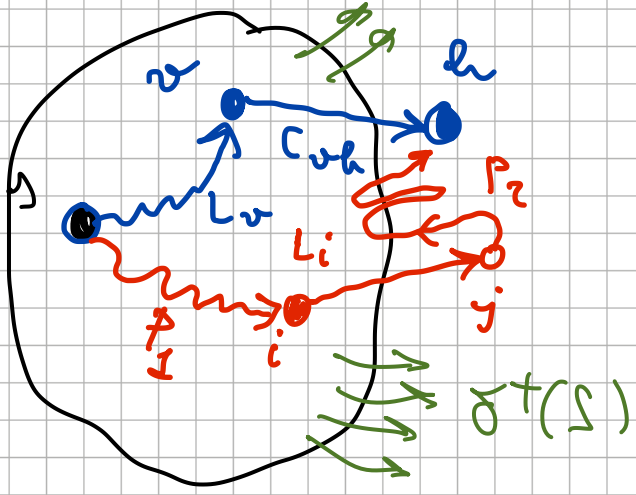


$s \in S$   
 Values  $L_i, \forall i \in S$   
 are known  
 ( $L_s = 0$ )

$(v, h) := \operatorname{argmin} \{ L_i + c_{ij} : \forall (i, j) \in \delta^+(S) \}$

$\Rightarrow$   $L_v + c_{vh}$  is the cost of the shortest path  $s \rightarrow h$

PROOF:



→ alternative path  $P'$

$s \rightarrow h$

$$P' = P_1 \cup \{(i,j)\} \cup P_2$$

$$\text{cost}(P') = \text{cost}(P_1) + C_{ij} + \text{cost}(P_2) \geq L_i + C_{ij} + 0$$

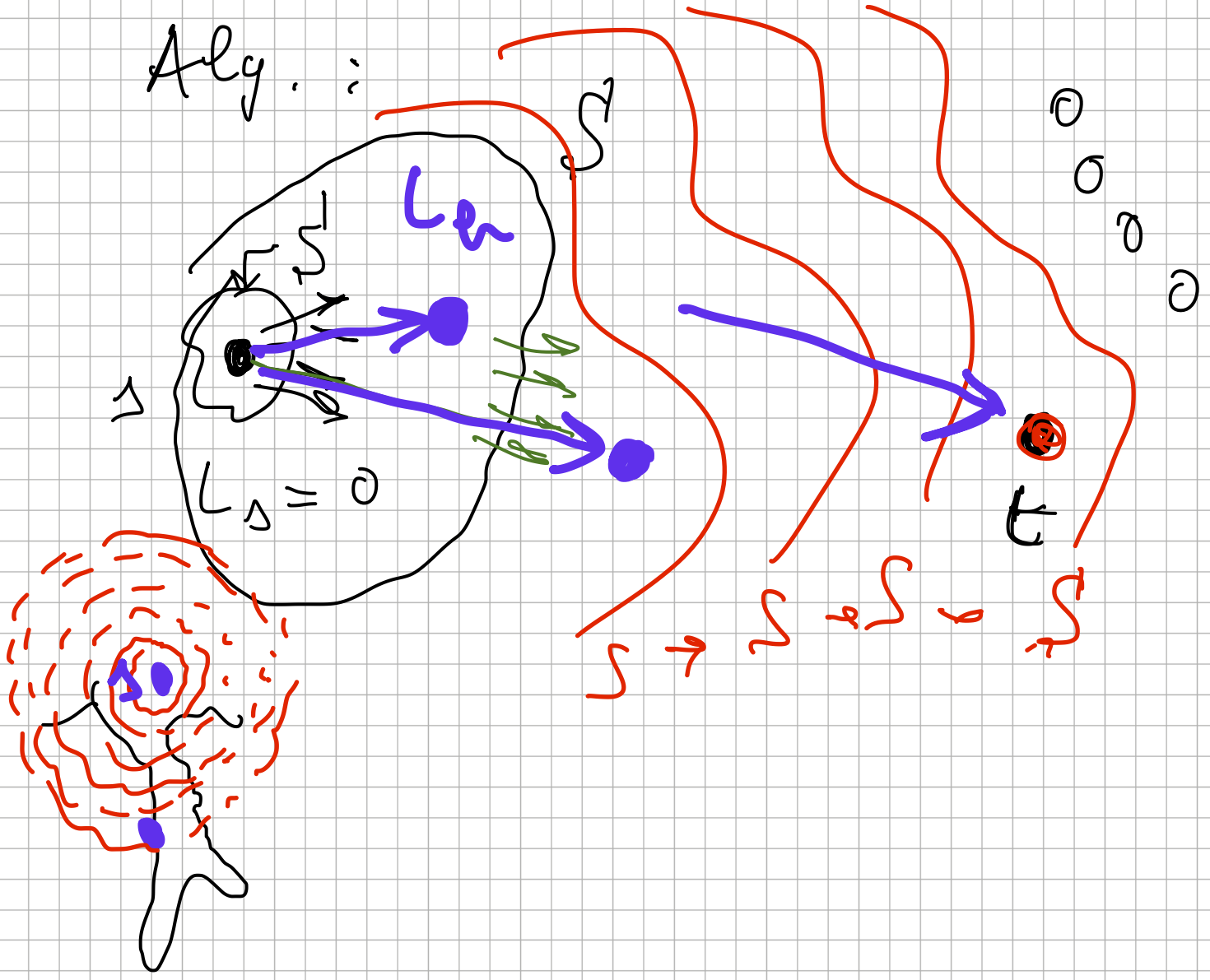
because  $\text{cost}(P_2) \geq 0$  ( $\Leftarrow$  all costs are nonnegative)

due to the arg min...

$$\geq L_v + C_{vh}$$

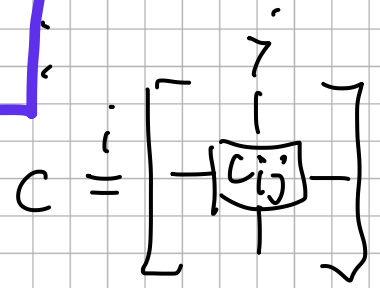
□

Alg.:



# TIME COMPLEXITY:

COMPLETE GRAPH

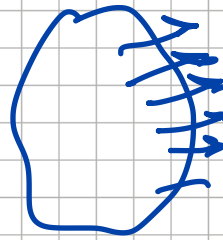


$n \times n$  input matrix

$\Rightarrow O(n^2)$  time

for reading the input

BASIC IMPLM.



$$\delta^+(s)$$

$$L_i + c_{ij}$$

$$\sim n/2 \cdot n/2$$

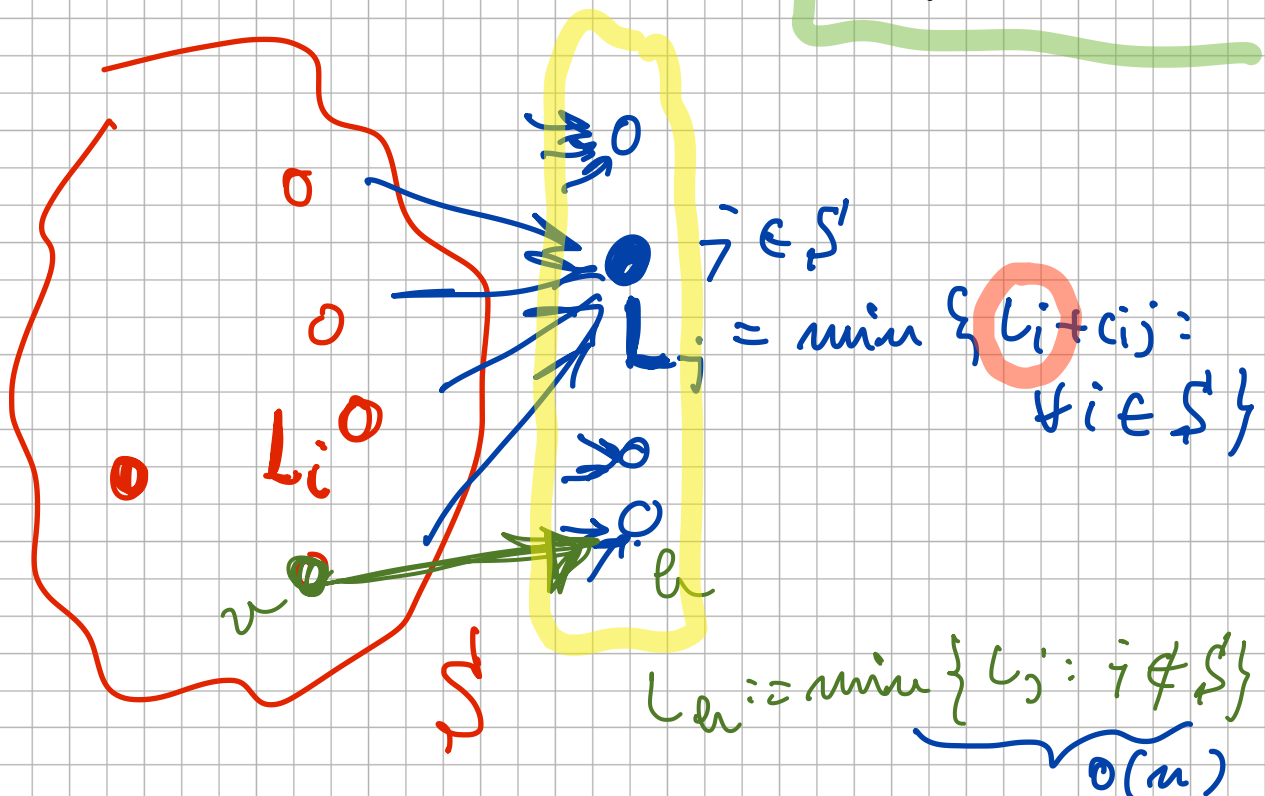
$$\sim O(n^2)$$

$\sim n$  iterations before reading node  $t$

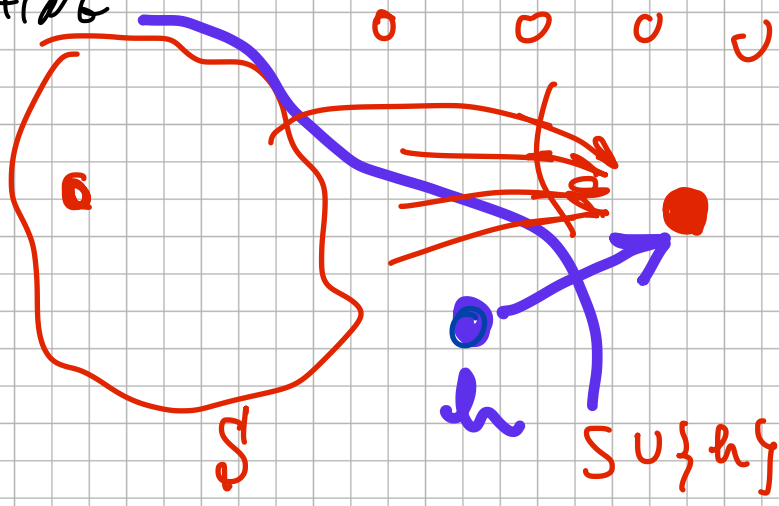
$\rightarrow O(n^3)$  time

Dijkstra's TRICK

$\Rightarrow O(n^2)$  time



UPDATING



$$L_j, L_h + c_{hj}$$

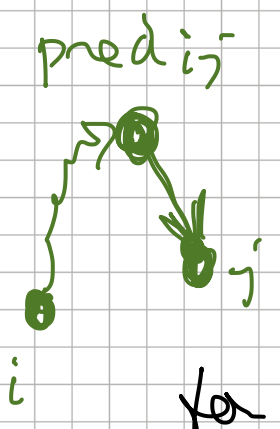
min

→ UPDATE ALL  $L_j$ 's in  $O(n)$  time

⇒  $O(n^2)$  in total!

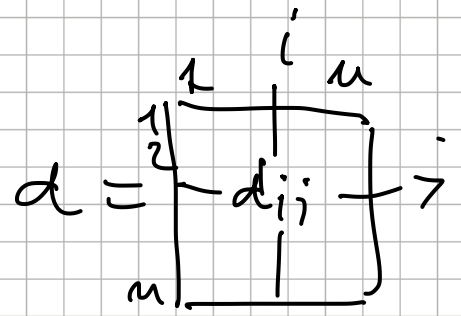
CASE WHEN  $c_{ij} < 0$  for some arcs  $(i, j) \in A$

### FLOYD-WARSHALL $O(n^3)$



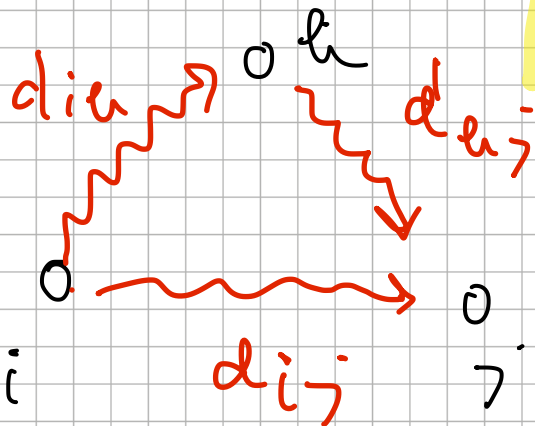
$d_{ij} =$  cost shortest path  $i \rightarrow j$

for all  $(i, j) \in A$



$pred_{ij} =$  predecessor of  $j$  in the shortest path from  $i$

**TRIANGULARITY PROP.**



$$d_{ij} \leq d_{ih} + d_{hj}$$

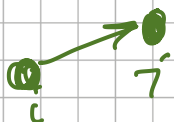
best path  $i \rightarrow j$

alternative path  $i \rightarrow j$

**FW - alg.**

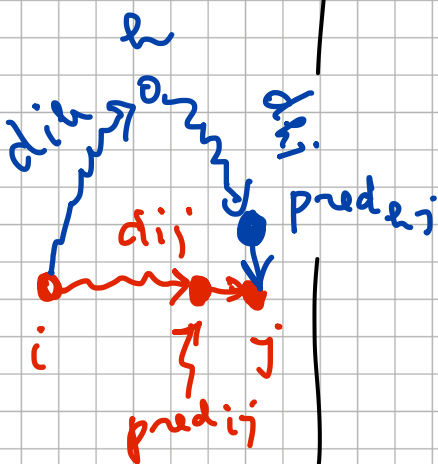
$O(n^3)$  time

1.  $d_{ij} := c_{ij}$   
 $pred_{ij} := i$  }  $\forall i, j = 1, \dots, n$

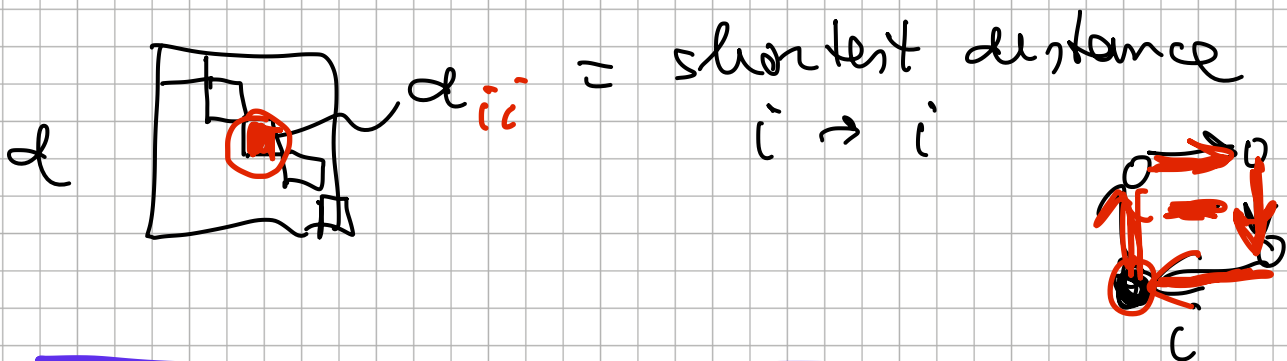


2. for  $h = 1$  to  $n$  do  
 for  $i = 1$  to  $n$  do  
 for  $j = 1$  to  $n$  do

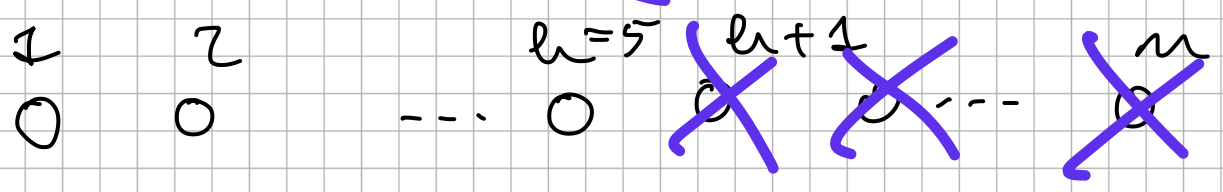
if  $d_{ij} > d_{ih} + d_{hj}$  then  
 $d_{ij} := d_{ih} + d_{hj}$   
 $pred_{ij} := pred_{hj}$



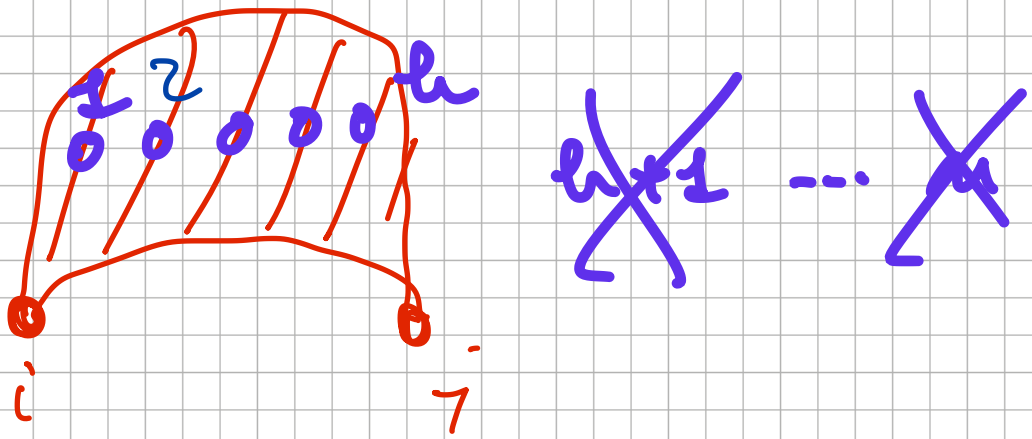
for  $i = 1$  to  $n$  do  
 if  $d_{ii} < 0$  then STOP



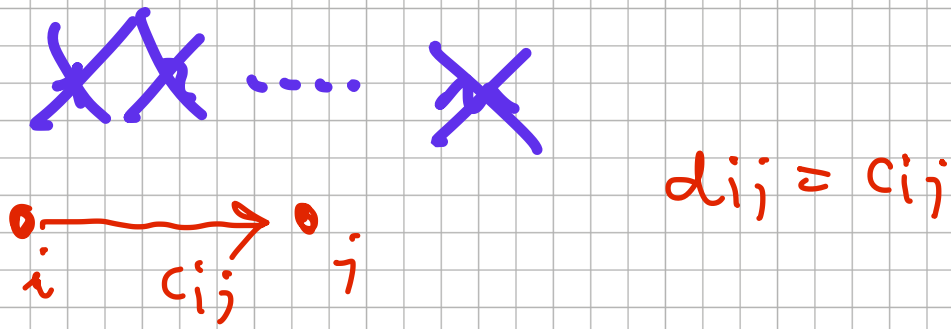
PROOF OF CORRECTNESS



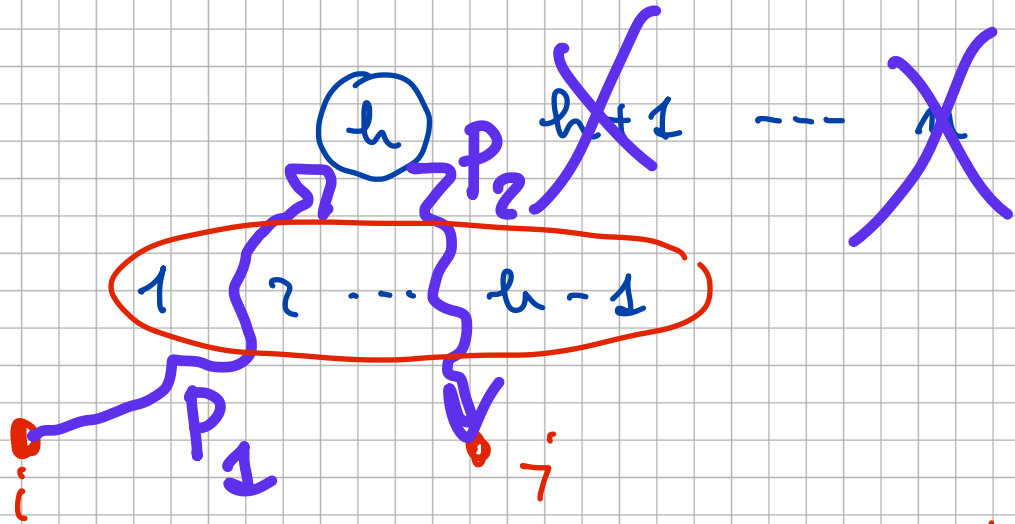
$d_{ij}$  = cost of the shortest path  $i \rightarrow j$  when nodes  $h+1, \dots, n$  are removed



• TRUE at step 1 "initialization"

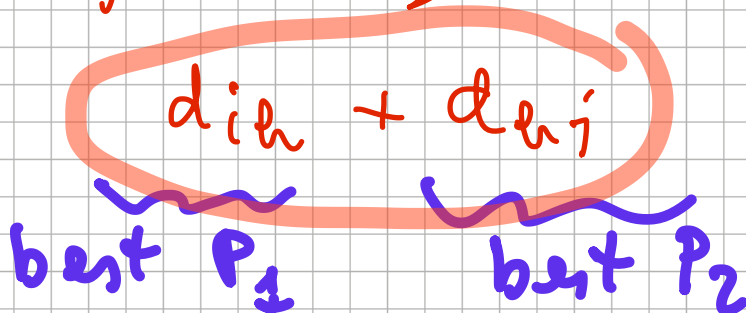


• TRUE at iterat.  $h-1$   
 $\Rightarrow$  TRUE at iter.  $h$



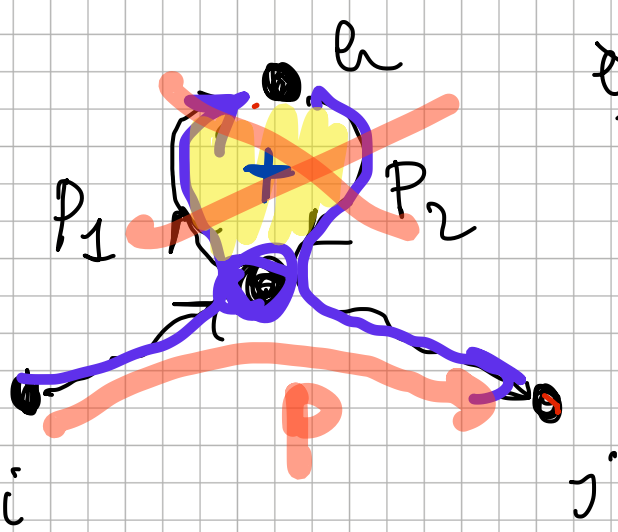
\*  $P_{ij}$  does not visit node  $h \rightarrow$  best such path has a cost  $d_{ij}$

\*  $P_{ij}$  goes through node  $h$



BUT... ARE THE PATHS SIMPLE? □

YES!



~~$g_{i+1} \dots g_j$~~

$P_1 \cup P_2 =$   
 $P \cup \text{cycle}$

$$d_{ih} + d_{hj} < d_{ij}$$

Cannot happen!  
indeed:

→ path P:

$$d_{ij} \leq \text{cost}(P) \leq \underbrace{\text{cost}(P_1)}_{d_{ih}} + \underbrace{\text{cost}(P_2)}_{d_{hj}}$$

↑ does not go through node h

⇒ IN THIS SITUATION,  
 $d_{ij}$  IS NOT updated!