

## Shortest-Path Problem

Let  $G$  be a weighted undirected connected simple graph with vertices  $v_1, v_2, \dots, v_n$  and weights  $w(v_i, v_j)$ .

procedure Dijkstra

begin

for  $i = 2$  to  $n$

$L(v_i) := \infty$ ;

$L(v_1) := 0$ ;

label  $v_1$  with  $(L(v_1), -)$ ;

$S := \emptyset$ ;

while not all vertices in  $S$

begin

$u :=$  a vertex not in  $S$  with  $L(u)$  minimal

$S := S \cup \{u\}$

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for all vertices  $v$  not in  $S$

if  $L(u) + w(u, v) < L(v)$  then

$L(v) := L(u) + w(u, v)$  and label vertex  $v$  with  $(L(v), u)$

end

end

When Dijkstra's algorithm ends, the label  $(L(v_i), u)$  of vertex  $v_i$  means the following:

1.  $L(v_i)$  is the weight of the shortest path from  $v_1$  to  $v_i$ .
2.  $u$  is the predecessor vertex of  $v_i$  along the shortest path from  $v_1$  to  $v_i$ .

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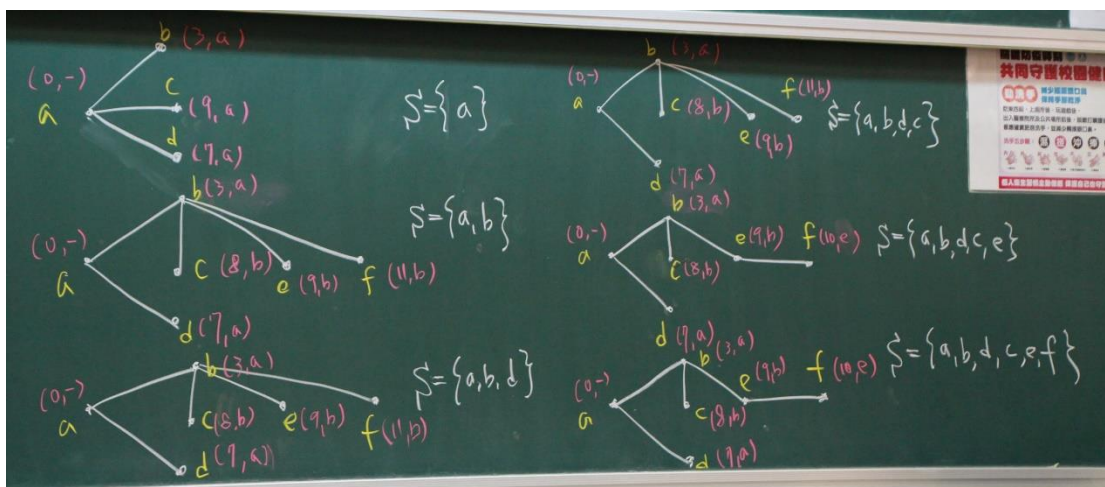
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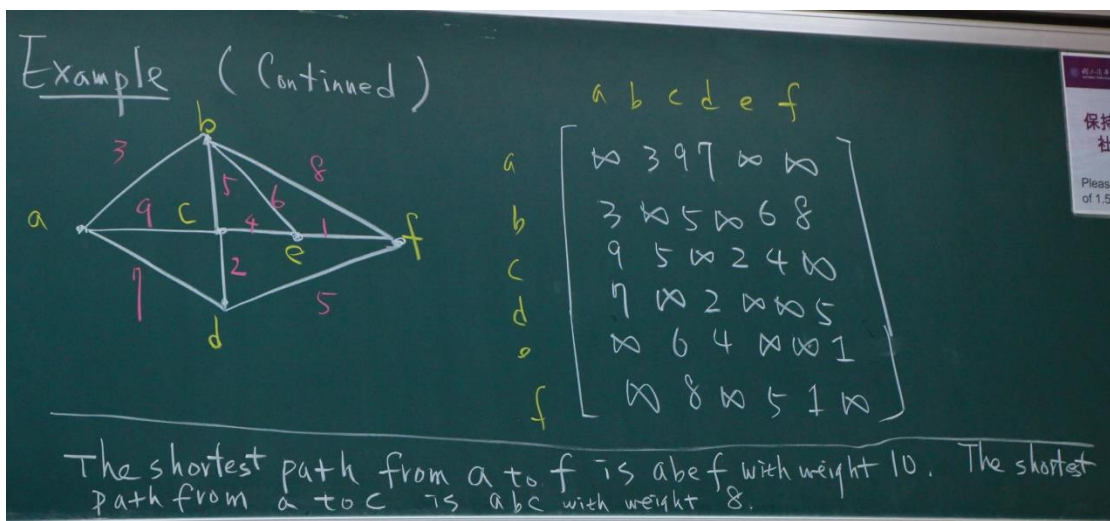
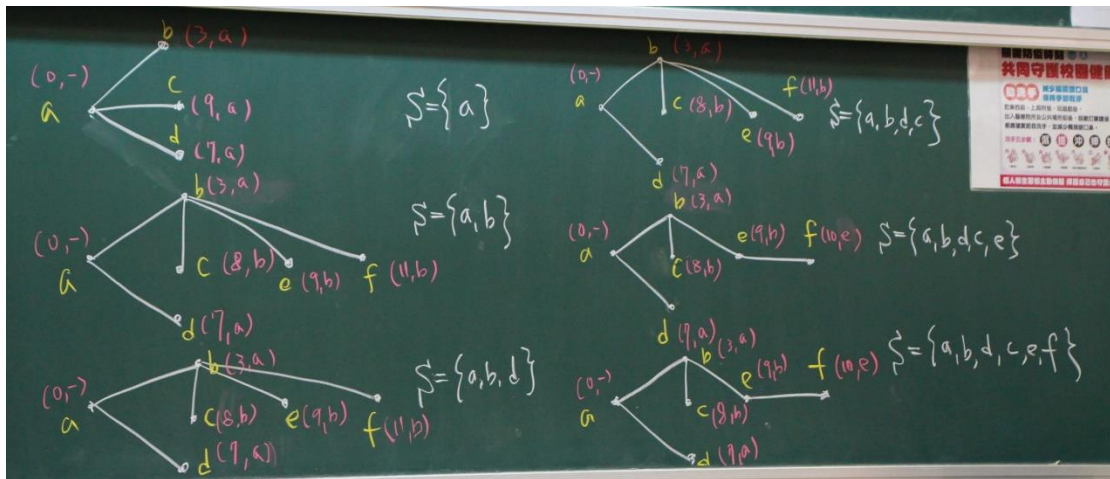
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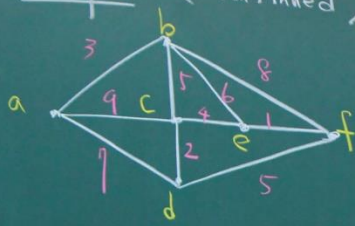
end

end



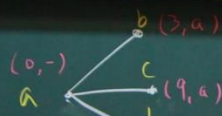


# Example (Continued)

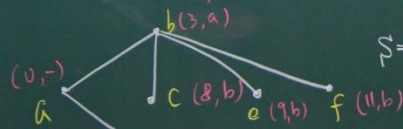


	a	b	c	d	e	f
a	$\infty$	3	9	7	$\infty$	$\infty$
b	3	$\infty$	5	$\infty$	6	8
c	9	5	$\infty$	2	4	$\infty$
d	7	$\infty$	2	$\infty$	$\infty$	5
e	$\infty$	6	4	$\infty$	$\infty$	1
f	$\infty$	8	$\infty$	5	1	$\infty$

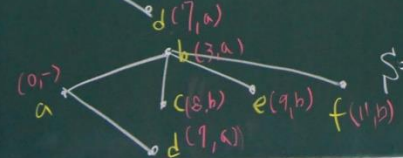
The shortest path from a to f is abef with weight 10. The shortest path from a to c is abc with weight 8.



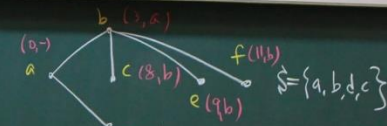
$$S = \{a\}$$



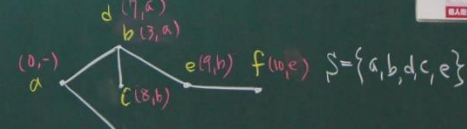
$$S = \{a, b\}$$



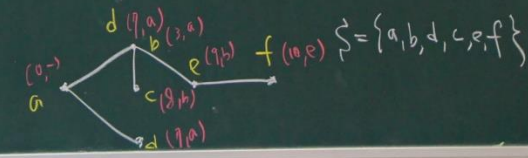
$$S = \{a, b, d\}$$



$$S = \{a, b, d, c\}$$



$$S = \{a, b, d, c, e\}$$



$$S = \{a, b, d, c, e, f\}$$

Consequently, the total number of comparisons is at most  $\sum_{i=1}^{n-1} (n-i) = n^2 - n$

and the total number of additions is at most  $\sum_{i=1}^{n-1} (n-i) = \frac{n^2 - n}{2}$ . Hence the worst-case complexity is  $O(n^2)$  for direct implementation.

For other implementation by a data structure called priority queue using binary heap, the worst-case complexity can be made as  $O(m \log_2 n)$  for a weighted graph  $G=(V, E)$  with  $|V|=n$  and  $|E|=m$ .

Consequently, the total number of comparisons is at most  $\sum_{i=1}^{n-1} 2(n-i) = n^2 - n$  and the total number of additions is at most  $\sum_{i=1}^{n-1} (n-i) = \frac{n^2 - n}{2}$ . Hence the worst-case complexity is  $O(n^2)$  for direct implementation.

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$G = (V, E)$  with  $|V| = n$  and  $|E| = m$ .

$$L(v) := L(u) + w(u,v)$$

end

end

In Dijkstra's algorithm, there are at most  $n-1$  iterations.

In the first iteration, at most  $n-1$  comparisons are used to find the minimal  $L(u)$ , and another  $n-1$  comparisons and  $n-1$  additions at most are used to update the labels.

In general, in the  $i$ th iteration,  $1 \leq i \leq n-1$ , at most  $n-i$  comparisons are used to find the minimal  $L(u)$ , and another  $n-i$  comparisons and  $n-i$  additions at most are used to update the labels.

## Minimal Spanning Trees

Consider a weighted undirected connected simple graph  $G = (V, E)$  with  $|V| = n$  and  $|E| = m$ .

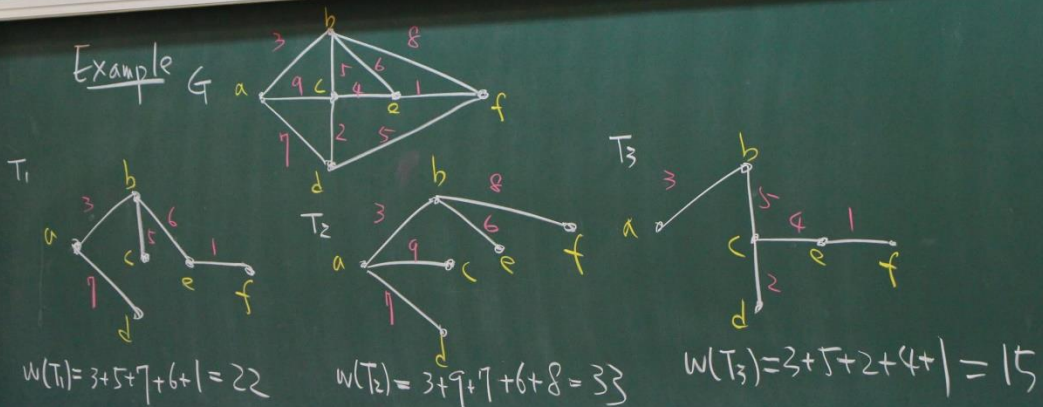
A minimal spanning tree in  $G$  is a spanning tree that has the smallest possible sum of weights of its edges.



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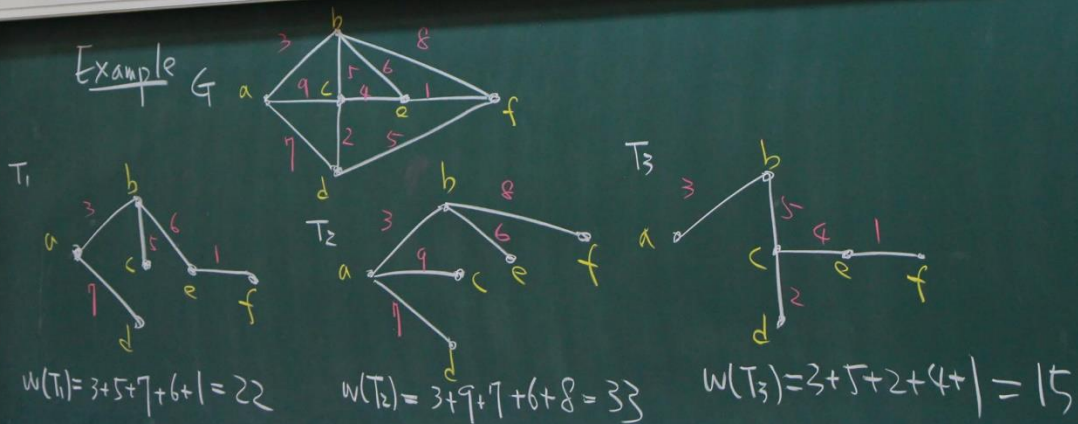


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Greedy algorithm: repeatedly makes locally best choices/decisions, ignoring effects in the future.

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procedure Prim
begin
  T := tree consisting of any single vertex;
  for i = 1 to n-1
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add e to T  
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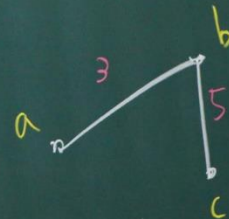
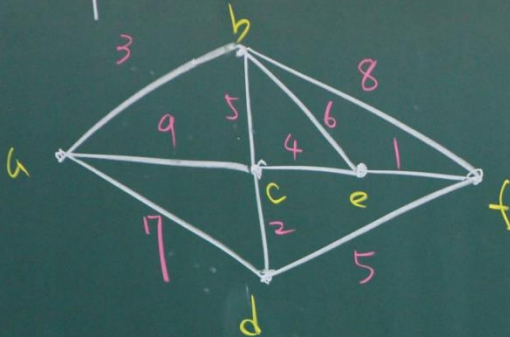
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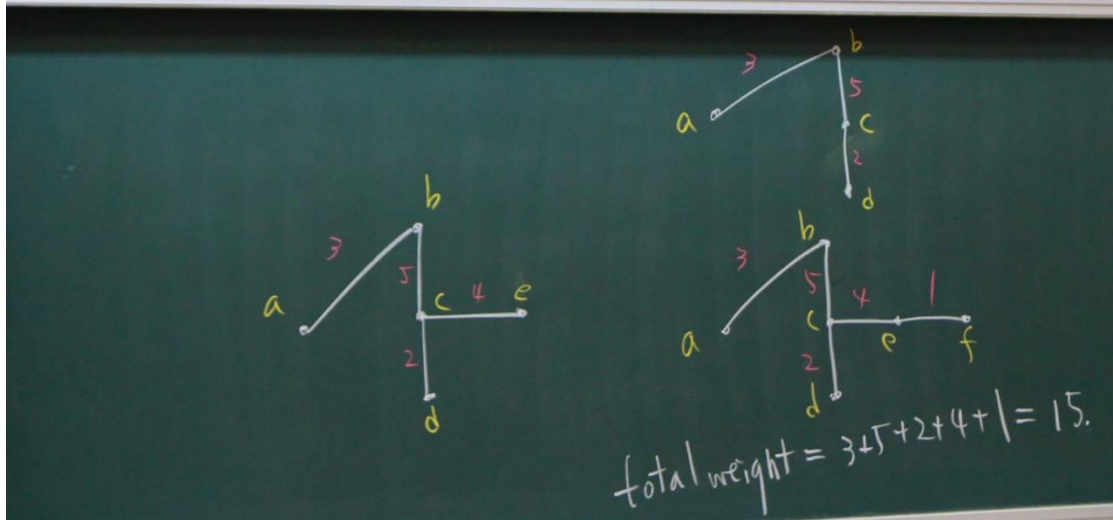
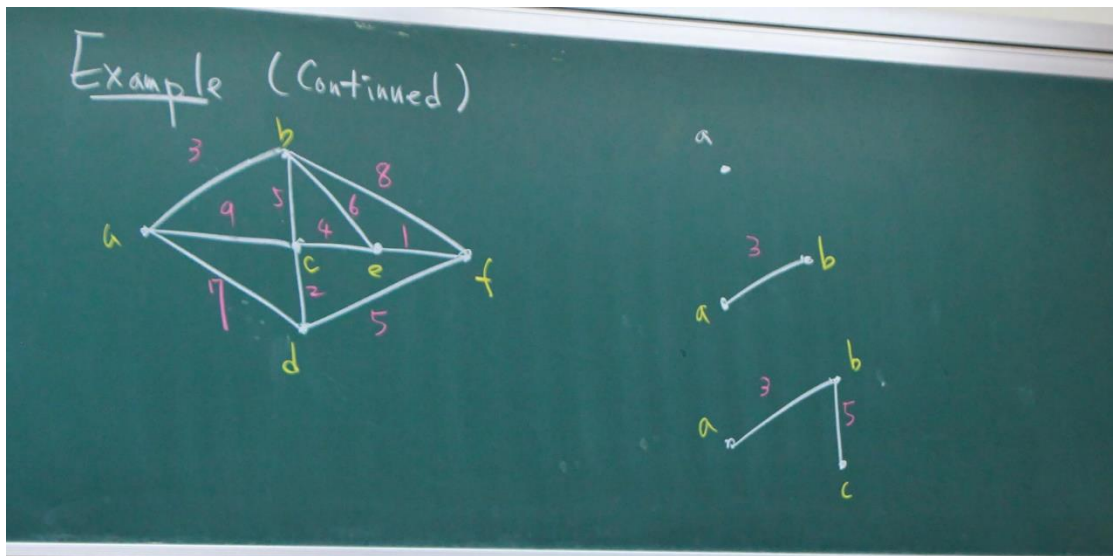
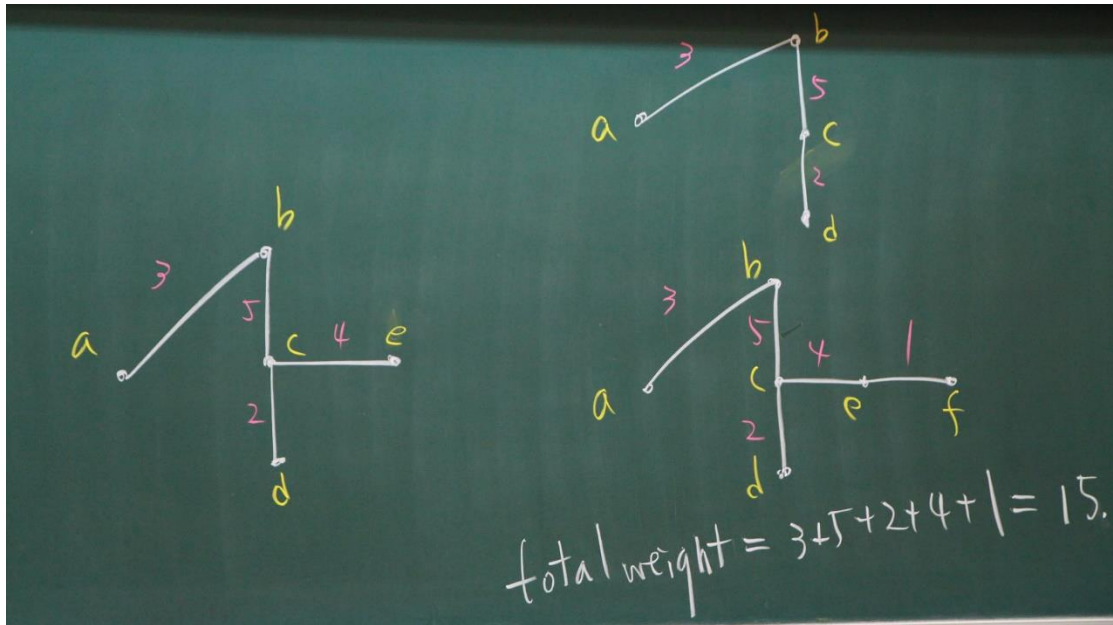
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Example (Continued)





## Proof of Correctness of Prim's Algorithm

It is clear that the output from Prim's algorithm is a connected graph with  $n$  vertices and  $n-1$  edges and without cycles, hence a spanning tree.

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Our induction hypothesis is that the tree  $T$  constructed so far is a subtree of some minimal spanning tree  $M$  of the given graph  $G$ .

This is certainly true at the start. We need to argue that the new tree  $T \cup \{e\}$  is also a subtree of some minimal spanning tree  $M'$  of  $G$ .

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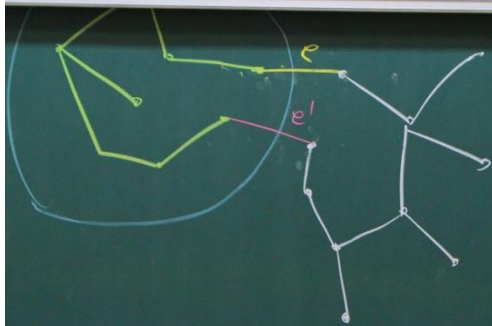
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 Else, we argue as follows. Consider adding  $e$  to  $M$ ,  
 which then creates a cycle. Since  $e$  has one vertex in  $T$   
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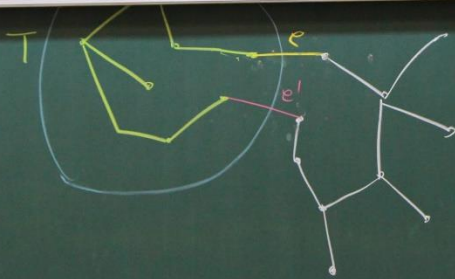
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 So if we add  $e$  to  $M$  and  
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