

Lecture 9: Dijkstra's Shortest Path Algorithm

CLRS 24.3

Outline of this Lecture

- Recalling the BFS solution of the shortest path problem for unweighted (di)graphs.
- The shortest path problem for **weighted** digraphs.
- Dijkstra's algorithm.
Given for digraphs but easily modified to work on undirected graphs.

Recall: Shortest Path Problem for Graphs

Let $G = (V, E)$ be a (di)graph.

- The shortest path between two vertices is a path with the shortest **length** (least number of edges). Call this the **link-distance**.
- Breadth-first-search is an algorithm for finding shortest (link-distance) paths from a **single source vertex** to all other vertices.
- BFS processes vertices in increasing order of their distance from the root vertex.
- BFS has running time $O(|V| + |E|)$.

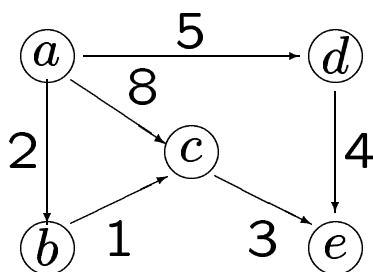
Shortest Path Problem for **Weighted Graphs**

Let $G = (V, E)$ be a **weighted digraph**, with weight function $w : E \mapsto \mathbb{R}$ mapping edges to real-valued weights. If $e = (u, v)$, we write $w(u, v)$ for $w(e)$.

- The **length** of a path $p = \langle v_0, v_1, \dots, v_k \rangle$ is the **sum** of the weights of its constituent edges:

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

- The **distance** from u to v , denoted $\delta(u, v)$, is the length of the **minimum length path** if there is a path from u to v ; and is ∞ otherwise.



$\text{length}(\langle a, b, c, e \rangle) = 6$
distance from a to e is 6

Single-Source Shortest-Paths Problem

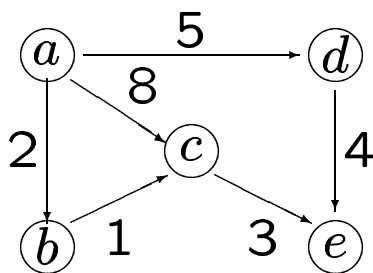
The Problem: Given a digraph with **positive** edge weights $G = (V, E)$ and a distinguished **source vertex**, $s \in V$, determine the **distance** and a **shortest path** from the source vertex to every vertex in the digraph.

Question: How do you design an efficient algorithm for this problem?

Single-Source Shortest-Paths Problem

Important Observation: Any subpath of a shortest path must also be a shortest path. Why?

Example: In the following digraph, $\langle a, b, c, e \rangle$ is a shortest path. The subpath $\langle a, b, c \rangle$ is also a shortest path.



$\text{length}(\langle a, b, c, e \rangle) = 6$
distance from a to e is 6

Observation Extending this idea we observe the existence of a *shortest path tree* in which distance from source to vertex v is length of shortest path from source to vertex in original tree.

Intuition behind Dijkstra's Algorithm

- Report the vertices in increasing order of their distance from the source vertex.
- Construct the shortest path tree edge by edge; at each step adding one new edge, corresponding to construction of shortest path to the current new vertex.

The Rough Idea of Dijkstra's Algorithm

- Maintain an *estimate* $d[v]$ of the length $\delta(s, v)$ of the shortest path for each vertex v .
- Always $d[v] \geq \delta(s, v)$ and $d[v]$ equals the length of a known path ($d[v] = \infty$ if we have no paths so far).
- Initially $d[s] = 0$ and all the other $d[v]$ values are set to ∞ . The algorithm will then **process** the vertices one by one in **some order**.
The processed vertex's estimate will be validated as being real shortest distance, i.e. $d[v] = \delta(s, v)$.

Here “processing a vertex u ” means **finding** new paths and **updating** $d[v]$ for all $v \in Adj[u]$ if necessary. The process by which an estimate is updated is called **relaxation**.

When all vertices have been processed,
 $d[v] = \delta(s, v)$ for all v .

The Rough Idea of Dijkstra's Algorithm

Question 1: How does the algorithm find new paths and do the **relaxation**?

Question 2: In which order does the algorithm **process** the vertices one by one?

Answer to Question 1

- **Finding new paths.** When processing a vertex u , the algorithm will examine all vertices $v \in Adj[u]$. For each vertex $v \in Adj[u]$, a new path from s to v is found (path from s to u + new edge).
- **Relaxation.** If the new path from s to v is shorter than $d[v]$, then update $d[v]$ to the length of this new path.

Remark: Whenever we set $d[v]$ to a finite value, there exists a path of that length. Therefore $d[v] \geq \delta(s, v)$.

(Note: If $d[v] = \delta(s, v)$, then further relaxations cannot change its value.)

Implementing the Idea of Relaxation

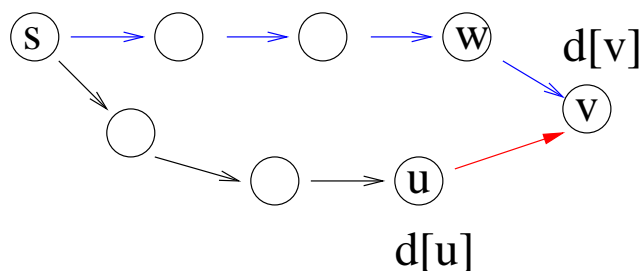
Consider an edge from a vertex u to v whose weight is $w(u, v)$. Suppose that we have already processed u so that we know $d[u] = \delta(s, u)$ and also computed a current estimate for $d[v]$. Then

- There is a (shortest) path from s to u with length $d[u]$.
- There is a path from s to v with length $d[v]$.

Combining this path from s to u with the edge (u, v) , we obtain another path from s to v with length $d[u] + w(u, v)$.

If $d[u] + w(u, v) < d[v]$, then we replace the old path $\langle s, \dots, w, v \rangle$ with the new shorter path $\langle s, \dots, u, v \rangle$. Hence we update

- $d[v] = d[u] + w(u, v)$
- $pred[v] = u$ (originally, $pred[v] == w$).



The Algorithm for Relaxing an Edge

Relax(u, v)

```
{
  if ( $d[u] + w(u, v) < d[v]$ )
  {
     $d[v] = d[u] + w(u, v)$ ;
     $pred[v] = u$ ;
  }
}
```

Remark: The predecessor pointer $pred[]$ is for determining the shortest paths.

Idea of Dijkstra's Algorithm: Repeated Relaxation

- Dijkstra's algorithm operates by maintaining a subset of vertices, $S \subseteq V$, for which we **know** the true distance, that is $d[v] = \delta(s, v)$.
- Initially $S = \emptyset$, the empty set, and we set $d[s] = 0$ and $d[v] = \infty$ for all other vertices v . One by one we **select** vertices from $V \setminus S$ to add to S .
- The set S can be implemented using an array of vertex colors. Initially all vertices are white, and we set $color[v] = \text{black}$ to indicate that $v \in S$.

The Selection in Dijkstra's Algorithm

Recall Question 2: What is the best order in which to process vertices, so that the estimates are guaranteed to converge to the true distances.

That is, how does the algorithm **select** which vertex among the vertices of $V \setminus S$ to process next?

Answer: We use a **greedy** algorithm. For each vertex in $u \in V \setminus S$, we have computed a distance estimate $d[u]$. The next vertex processed is always a vertex $u \in V \setminus S$ for which $d[u]$ is minimum, that is, we take the unprocessed vertex that is closest (by our estimate) to s .

Question: How do we implement this selection of vertices **efficiently**?

The Selection in Dijkstra's Algorithm

Question: How do we perform this selection efficiently?

Answer: We store the vertices of $V \setminus S$ in a *priority queue*, where the key value of each vertex v is $d[v]$.

[Note: if we implement the priority queue using a heap, we can perform the operations **Insert()**, **Extract_Min()**, and **Decrease_Key()**, each in $O(\log n)$ time.]

Review of Priority Queues

A **Priority Queue** is a data structure (can be implemented as a heap) which supports the following operations:

insert(u, key): Insert u with the key value key in Q .

$u = \text{extractMin}()$: Extract the item with the minimum key value in Q .

decreaseKey($u, new\text{-}key$): Decrease u 's key value to $new\text{-}key$.

Remark: Priority Queues can be implemented such that each operation takes time $O(\log |Q|)$. See CLRS!

Description of Dijkstra's Algorithm

```
Dijkstra(G,w,s)
{
    for (each  $u \in V$ )
    {
         $d[u] = \infty$ ;
         $color[u] = \text{white}$ ;
    }
     $d[s] = 0$ ;
     $pred[s] = \text{NIL}$ ;
     $Q = (\text{queue with all vertices})$ ;

    while (Non-Empty( $Q$ ))
    {
         $u = \text{Extract-Min}(Q)$ ;
        for (each  $v \in Adj[u]$ )
            if ( $d[u] + w(u, v) < d[v]$ )
            {
                 $d[v] = d[u] + w(u, v)$ ;
                 $\text{Decrease-Key}(Q, v, d[v])$ ;
                 $pred[v] = u$ ;
            }
         $color[u] = \text{black}$ ;
    }
}
```

% Initialize

% Process all vertices

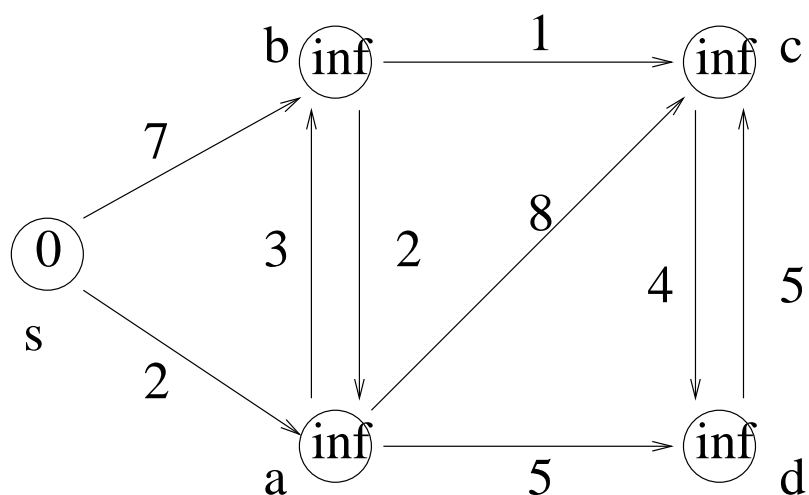
% Find new vertex

% If estimate improves

relax

Dijkstra's Algorithm

Example:



Step 0: Initialization.

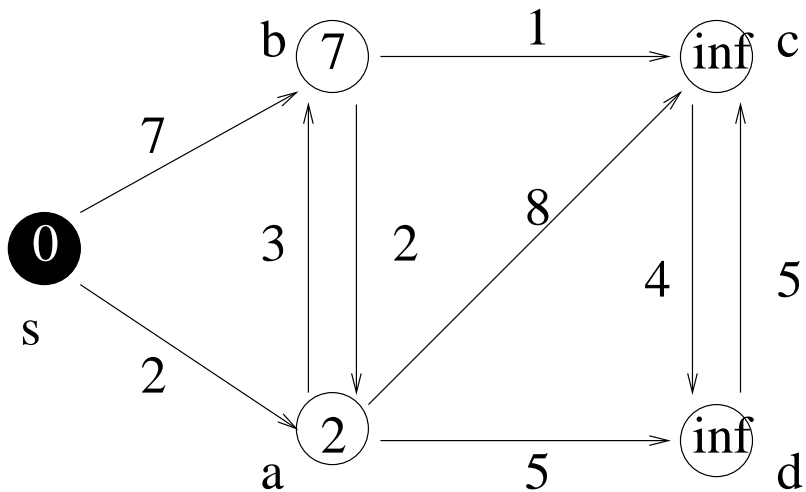
v	s	a	b	c	d
$d[v]$	0	∞	∞	∞	∞
$pred[v]$	nil	nil	nil	nil	nil
$color[v]$	W	W	W	W	W

Priority Queue:

v	s	a	b	c	d
$d[v]$	0	∞	∞	∞	∞

Dijkstra's Algorithm

Example:



Step 1: As $Adj[s] = \{a, b\}$, work on a and b and update information.

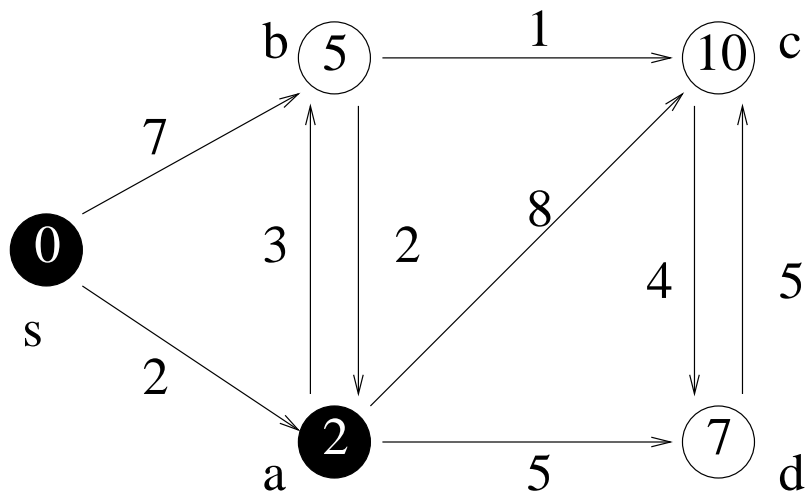
v	s	a	b	c	d
$d[v]$	0	2	7	∞	∞
$pred[v]$	nil	s	s	nil	nil
$color[v]$	B	W	W	W	W

Priority Queue:

v	a	b	c	d
$d[v]$	2	7	∞	∞

Dijkstra's Algorithm

Example:



Step 2: After Step 1, a has the minimum key in the priority queue. As $Adj[a] = \{b, c, d\}$, work on b, c, d and update information.

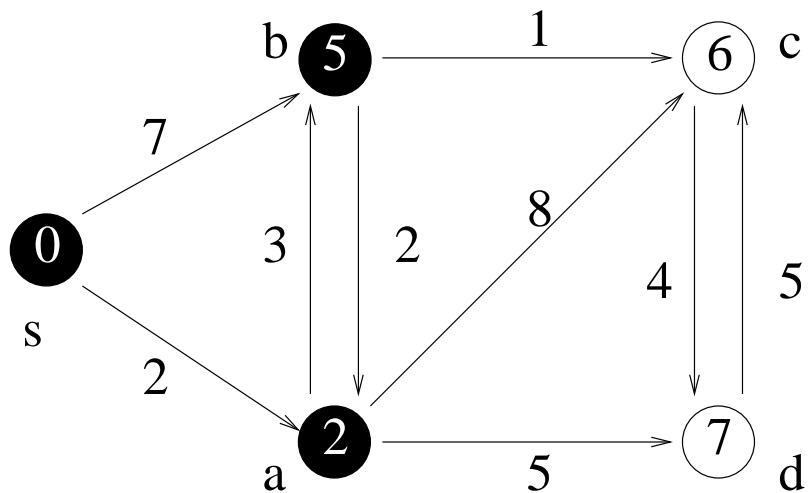
v	s	a	b	c	d
$d[v]$	0	2	5	10	7
$pred[v]$	nil	s	a	a	a
$color[v]$	B	B	W	W	W

Priority Queue:

v	b	c	d
$d[v]$	5	10	7

Dijkstra's Algorithm

Example:



Step 3: After Step 2, *b* has the minimum key in the priority queue. As $Adj[b] = \{a, c\}$, work on *a*, *c* and update information.

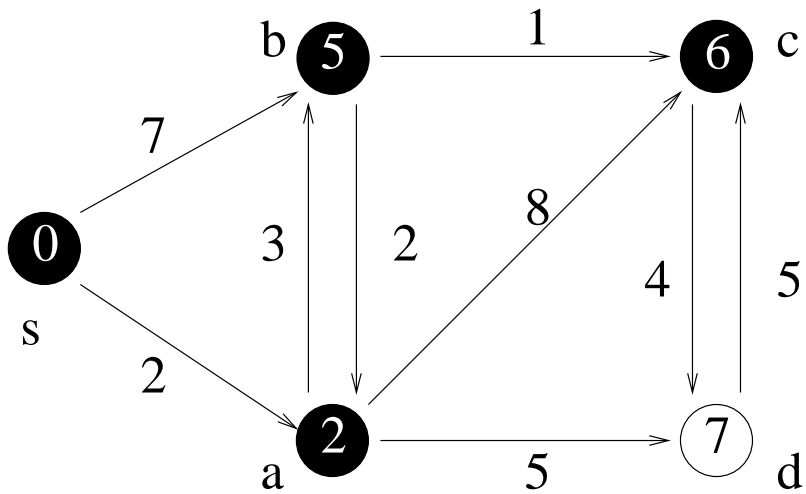
<i>v</i>	s	a	b	c	d
<i>d[v]</i>	0	2	5	6	7
<i>pred[v]</i>	nil	s	a	b	a
<i>color[v]</i>	B	B	B	W	W

Priority Queue:

<i>v</i>	c	d
<i>d[v]</i>	6	7

Dijkstra's Algorithm

Example:



Step 4: After Step 3, c has the minimum key in the priority queue. As $Adj[c] = \{d\}$, work on d and update information.

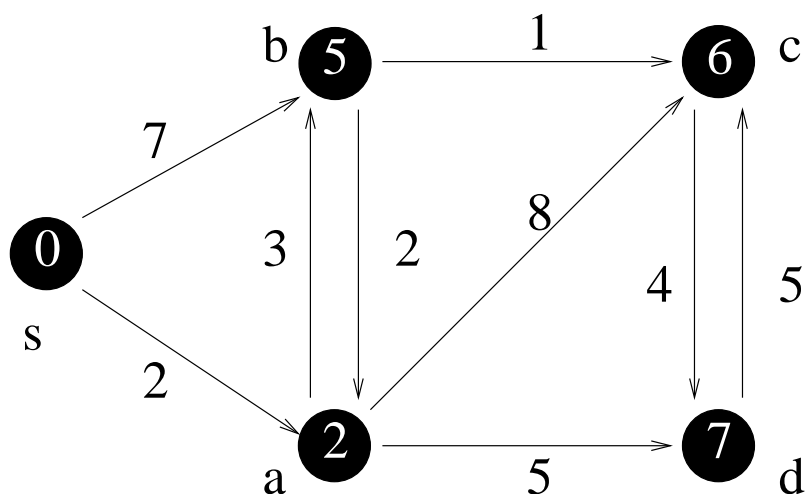
v	s	a	b	c	d
$d[v]$	0	2	5	6	7
$pred[v]$	nil	s	a	b	a
$color[v]$	B	B	B	B	W

Priority Queue:

v	d
$d[v]$	7

Dijkstra's Algorithm

Example:



Step 5: After Step 4, d has the minimum key in the priority queue. As $Adj[d] = \{c\}$, work on c and update information.

v	s	a	b	c	d
$d[v]$	0	2	5	6	7
$pred[v]$	nil	s	a	b	a
$color[v]$	B	B	B	B	B

Priority Queue: $Q = \emptyset$.

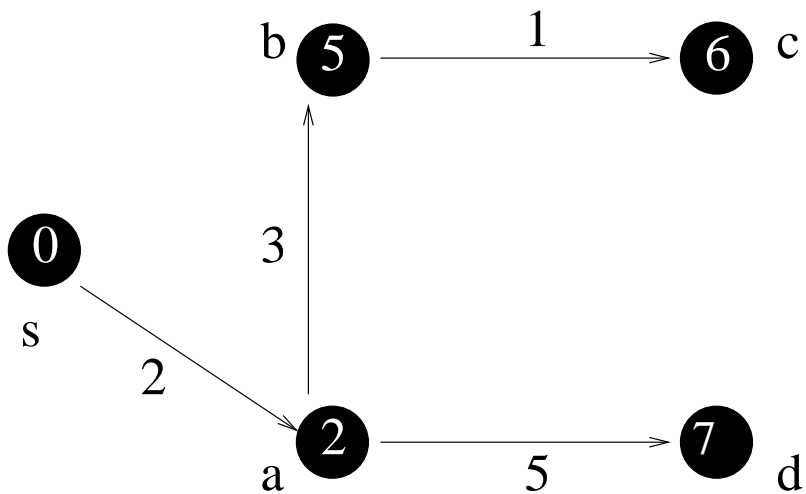
We are done.

Dijkstra's Algorithm

Shortest Path Tree: $T = (V, A)$, where

$$A = \{(pred[v], v) | v \in V \setminus \{s\}\}.$$

The array $pred[v]$ is used to build the tree.



Example:

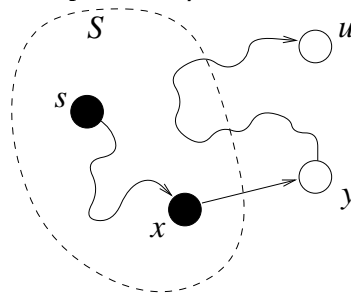
v	s	a	b	c	d
$d[v]$	0	2	5	6	7
$pred[v]$	nil	s	a	b	a

Correctness of Dijkstra's Algorithm

Lemma: When a vertex u is added to S (i.e., dequeued from the queue), $d[u] = \delta(s, u)$.

Proof: Suppose to the contrary that at some point Dijkstra's algorithm *first* attempts to add a vertex u to S for which $d[u] \neq \delta(s, u)$. By our observations about relaxation, $d[u] > \delta(s, u)$.

Consider the situation just prior to the insertion of u . Consider the *true shortest path* from s to u . Because $s \in S$ and $u \in V \setminus S$, at some point this path must first take a jump out of S . Let (x, y) be the edge taken by the path, where $x \in S$ and $y \in V \setminus S$ (it may be that $x = s$ and/or $y = u$).



Correctness of Dijkstra's Algorithm – Continued

We now prove that $d[y] = \delta(s, y)$. We have done relaxation when processing x , so

$$d[y] \leq d[x] + w(x, y). \quad (1)$$

Since x is added to S earlier, by hypothesis,

$$d[x] = \delta(s, x). \quad (2)$$

Since $\langle s, \dots, x, y \rangle$ is subpath of a shortest path, by (2)

$$\delta(s, y) = \delta(s, x) + w(x, y) = d[x] + w(x, y). \quad (3)$$

By (1) and (3),

$$d[y] \leq \delta(s, y).$$

Hence

$$d[y] = \delta(s, y).$$

So $y \neq u$ (because we suppose $d[u] > \delta(s, u)$).

Now observe that since y appears midway on the path from s to u , and all subsequent edges are positive, we have $\delta(s, y) < \delta(s, u)$, and thus

$$d[y] = \delta(s, y) < \delta(s, u) \leq d[u].$$

Thus y would have been added to S *before* u , in contradiction to our assumption that u is the next vertex to be added to S .

Proof of the Correctness of Dijkstra's Algorithm

- By the lemma, $d[v] = \delta(s, v)$ when v is added into S , that is when we set $color[v] = \text{black}$.
- At the end of the algorithm, all vertices are in S , then all distance estimates are correct.

Analysis of Dijkstra's Algorithm:

The **initialization** uses only $O(n)$ time.

Each vertex is processed exactly once so `Non-Empty()` and `Extract-Min()` are called exactly once, e.g., n times in total.

The inner loop **for (each $v \in Adj[u]$)** is called once for each edge in the graph. Each call of the inner loop does $O(1)$ work plus, possibly, one `Decrease-Key` operation.

Recalling that all of the priority queue operations require $O(\log |Q|) = O(\log n)$ time we have that the algorithm uses

$nO(1 + \log n) + O(e) + O(e \log n) = O((n + e) \log n)$
time.

Prove: Dijkstra's algorithm processes vertices in non-decreasing order of their actual distance from the source vertex.