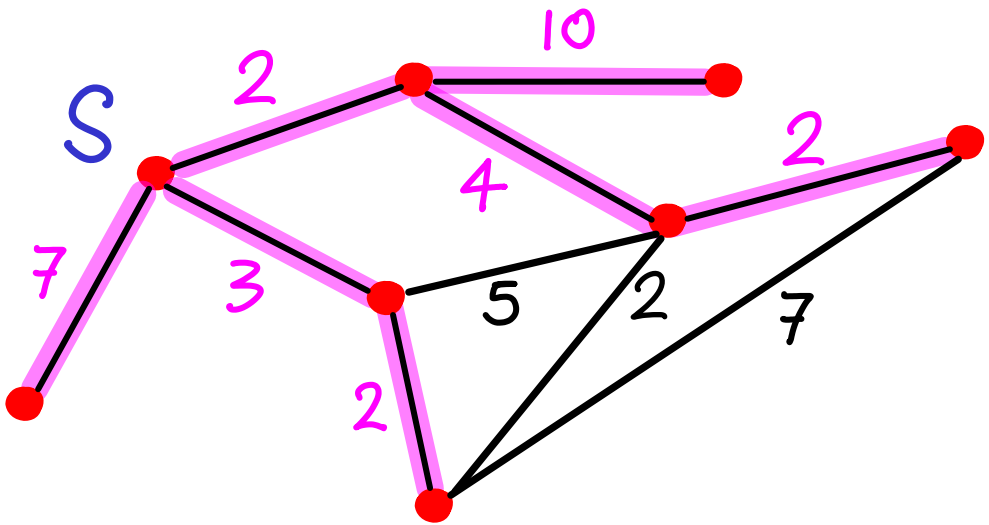
DIJKSTRA'S ALGORITHM

Grow SSSP tree greedily.

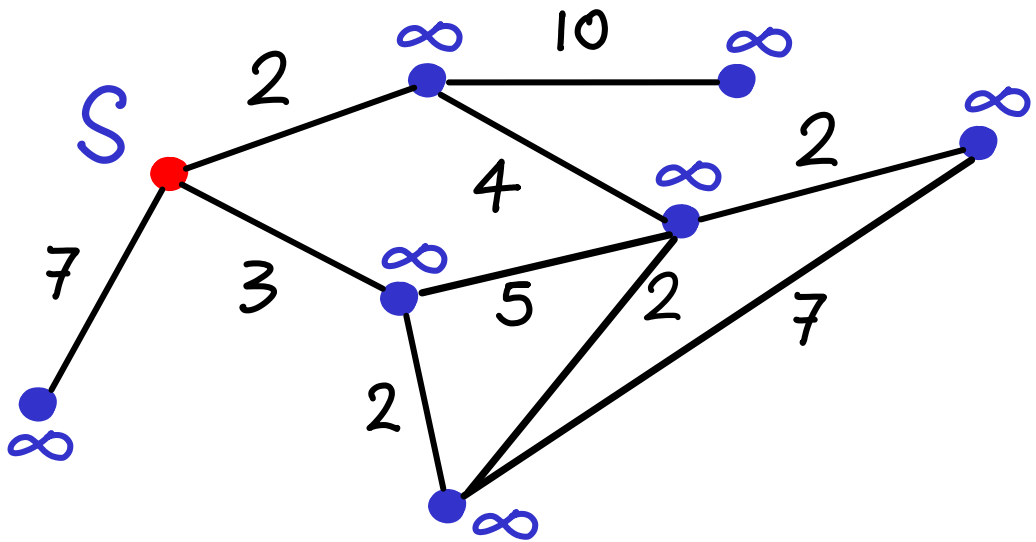
Maintain set of vertices to add.

add "closest" vertex

update set



Initialize : $S=0$, others $=\infty$



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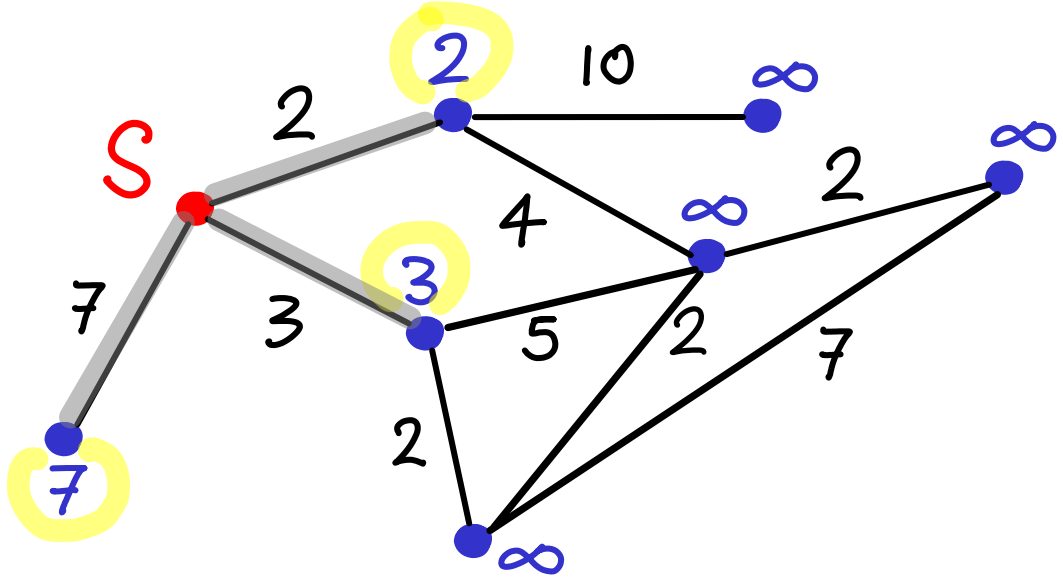
= extract lowest score

= relax incident edges



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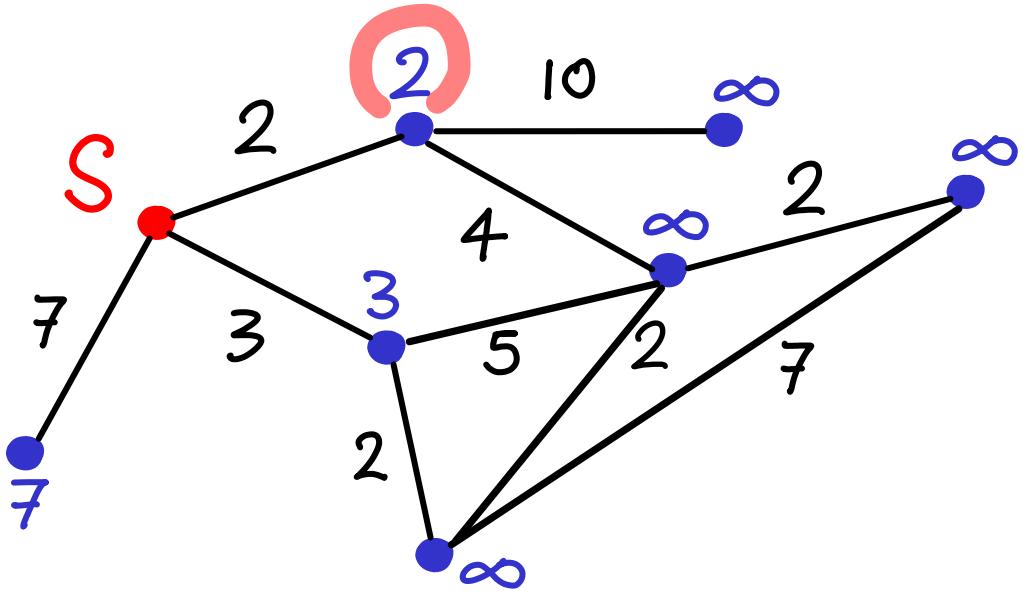

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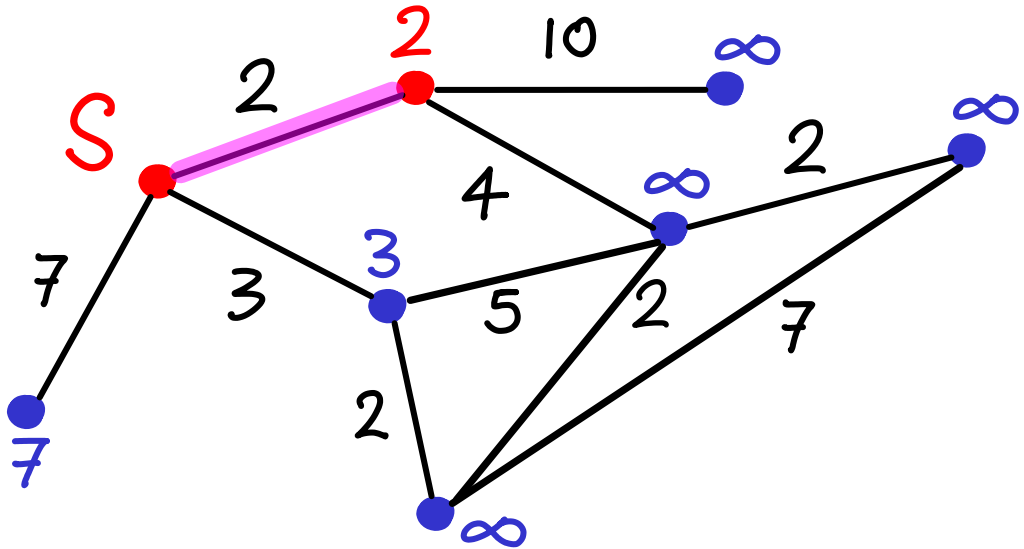

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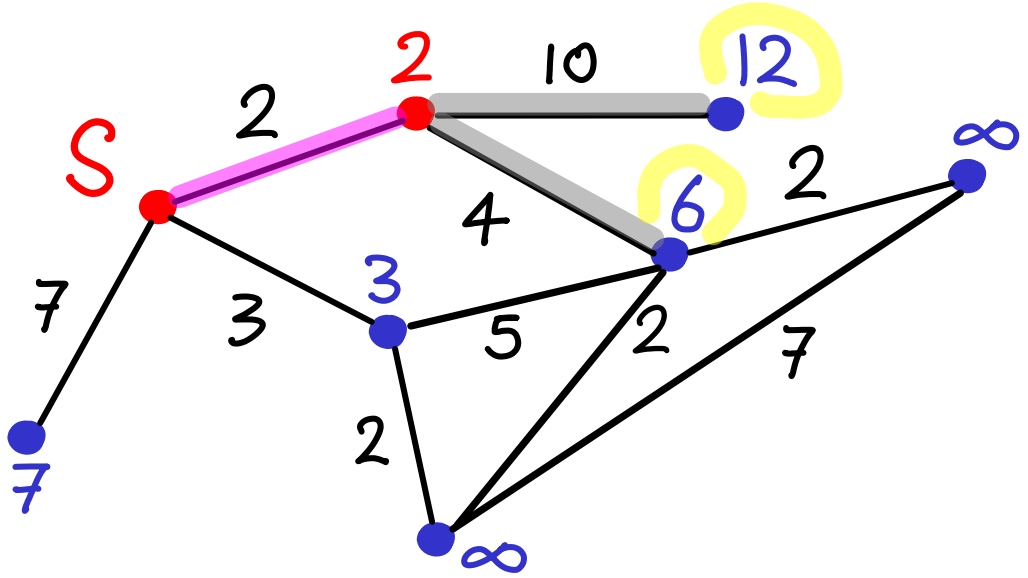

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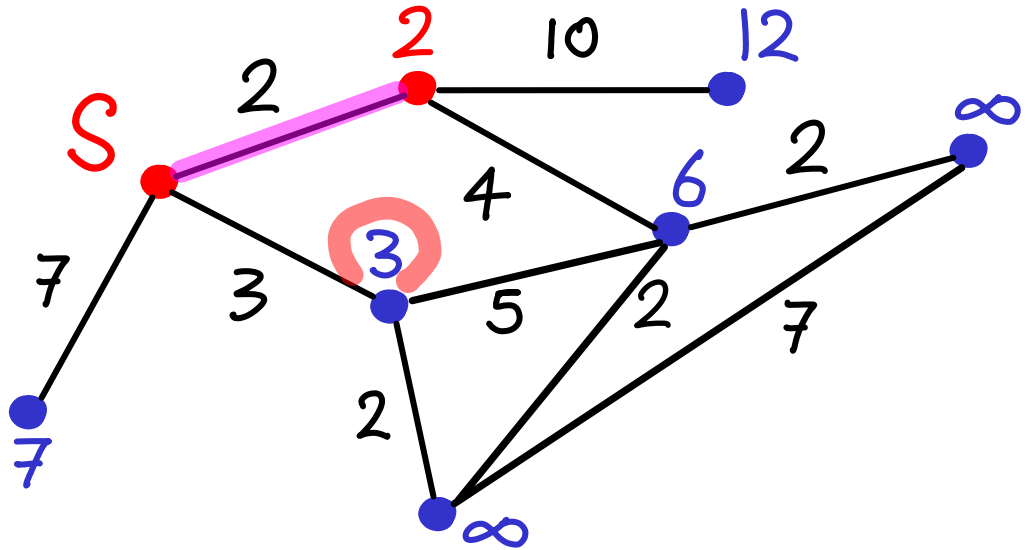

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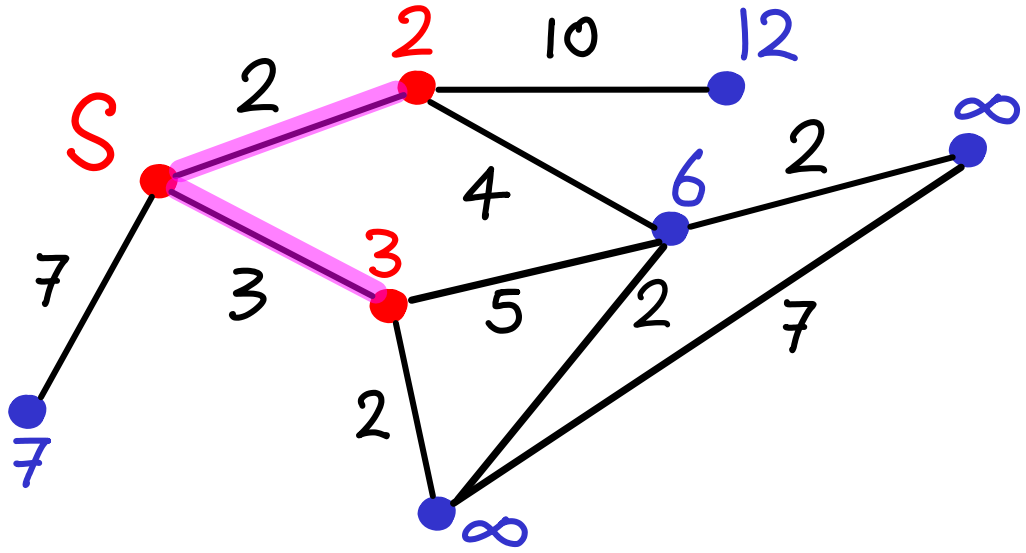

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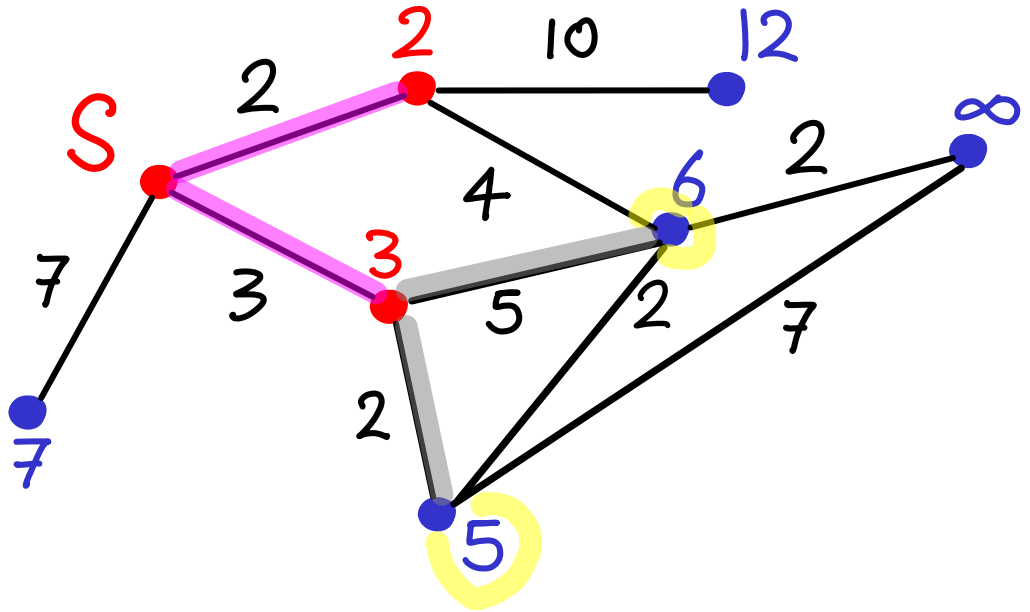

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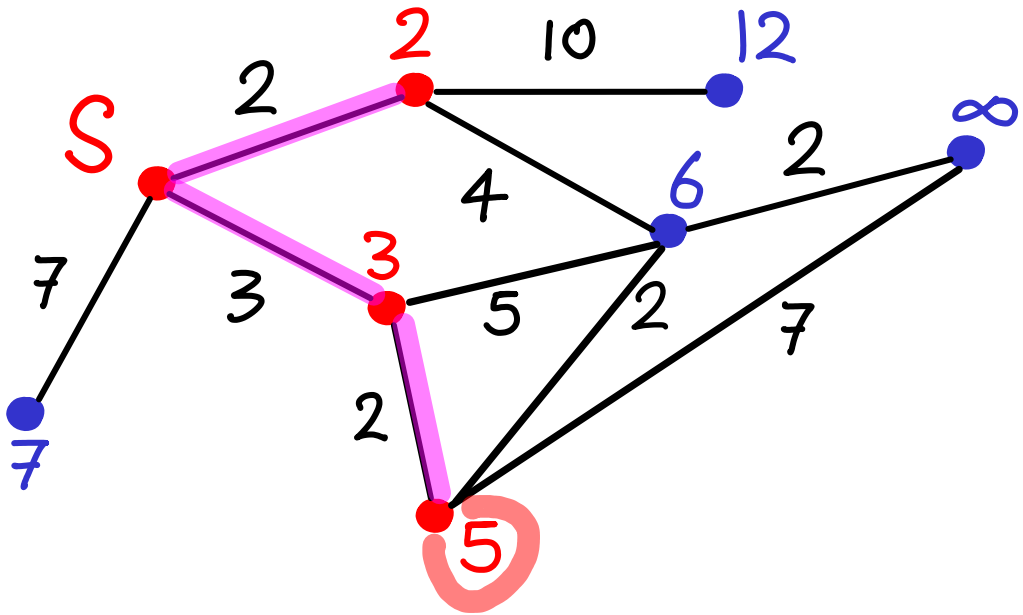

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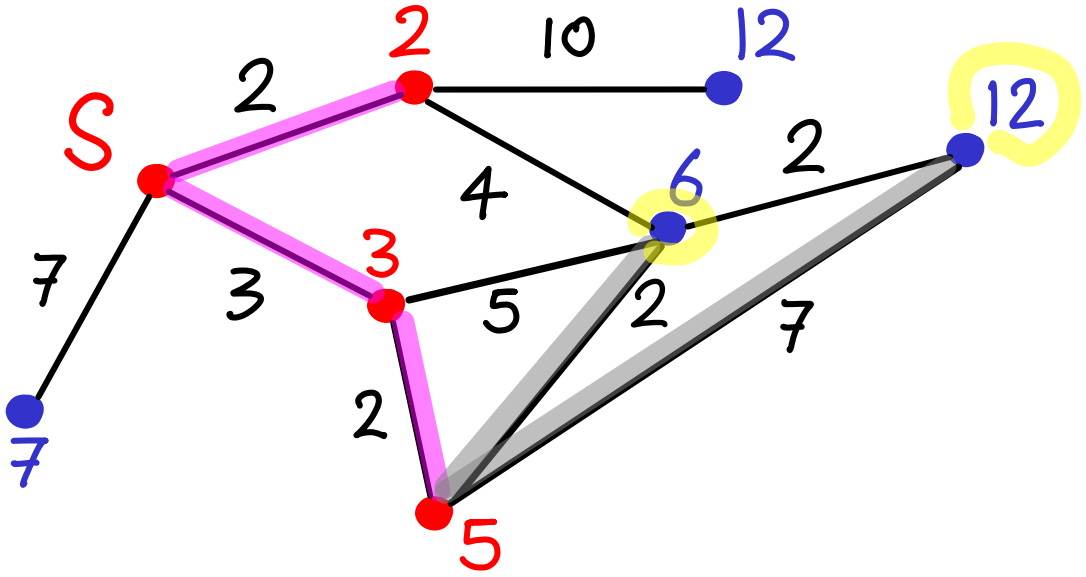

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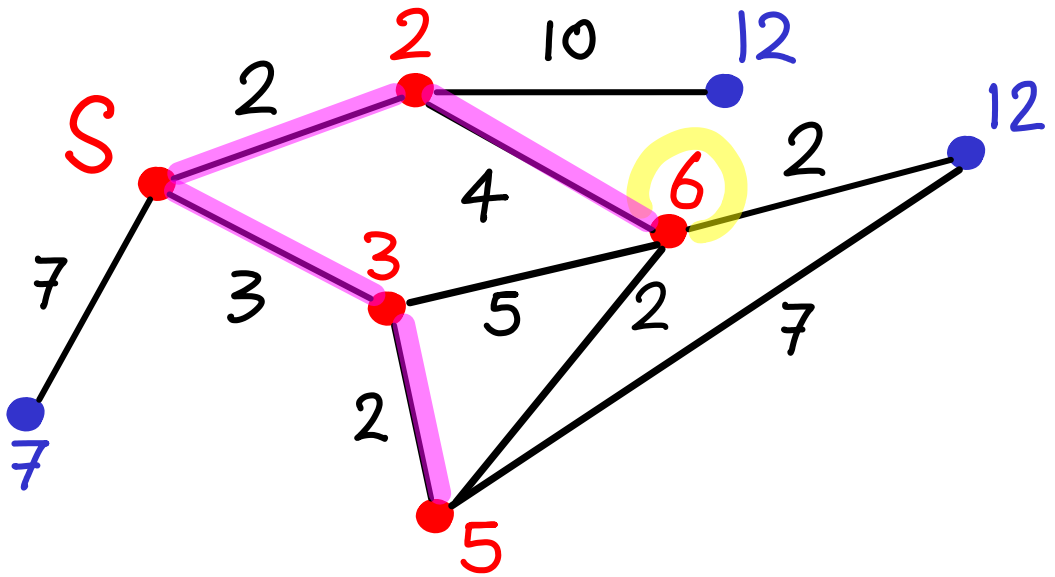

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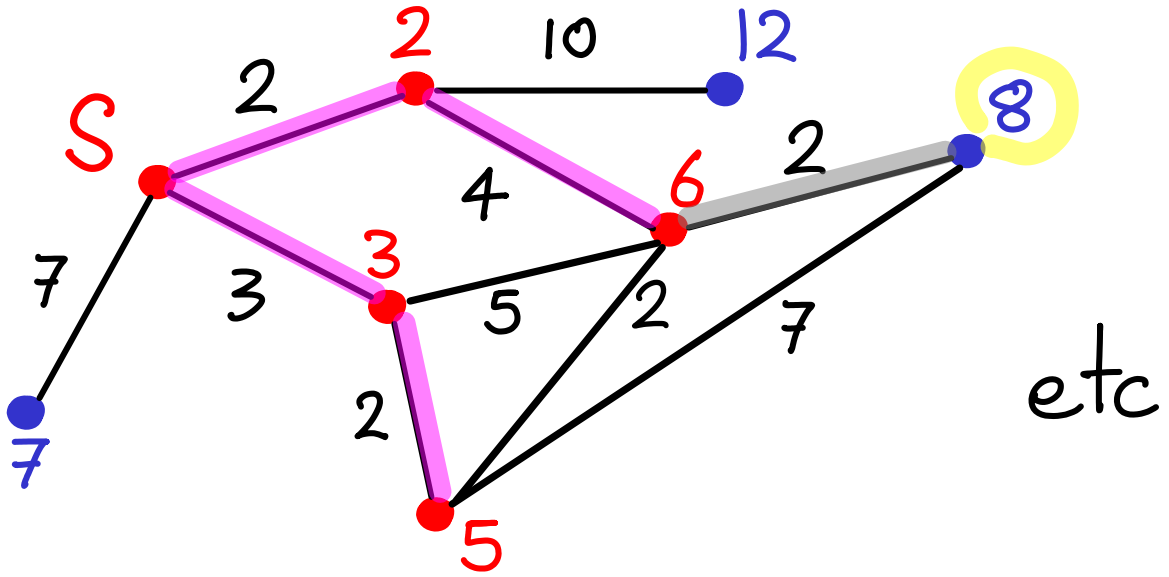
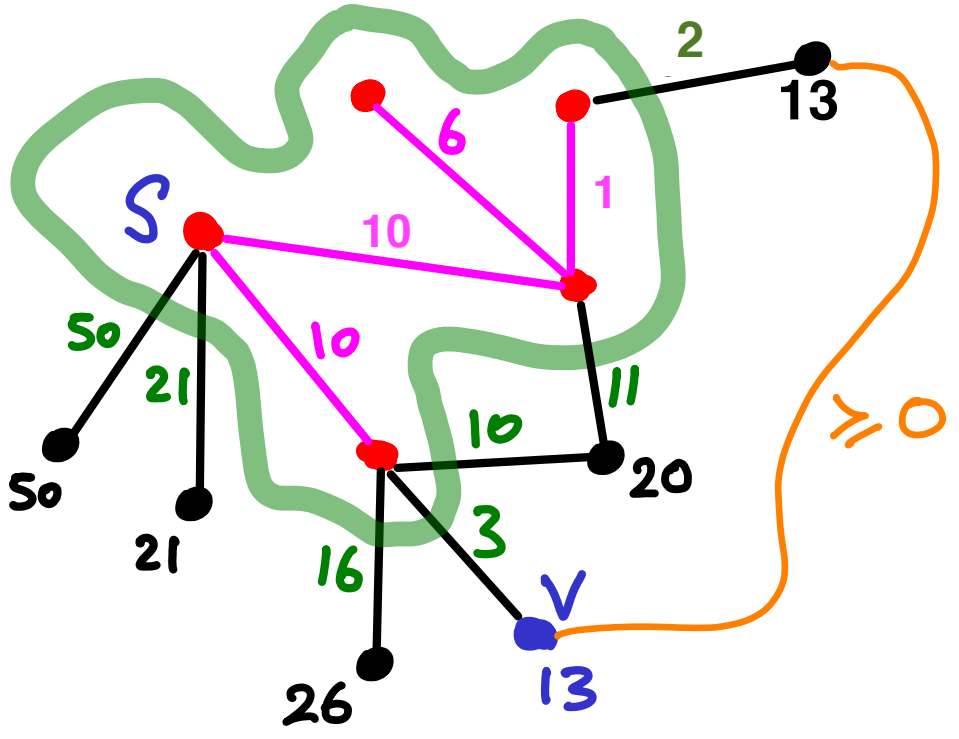


etc

Correctness:

assume we have shortest paths
to a set of red vertices

Just across CUT,
vertices have finite scores
= [a path in known set] + black edge



v = "closest" to S → safe to add

Any other path s ~~~ v
will cost at least as much

assuming weights ≥0

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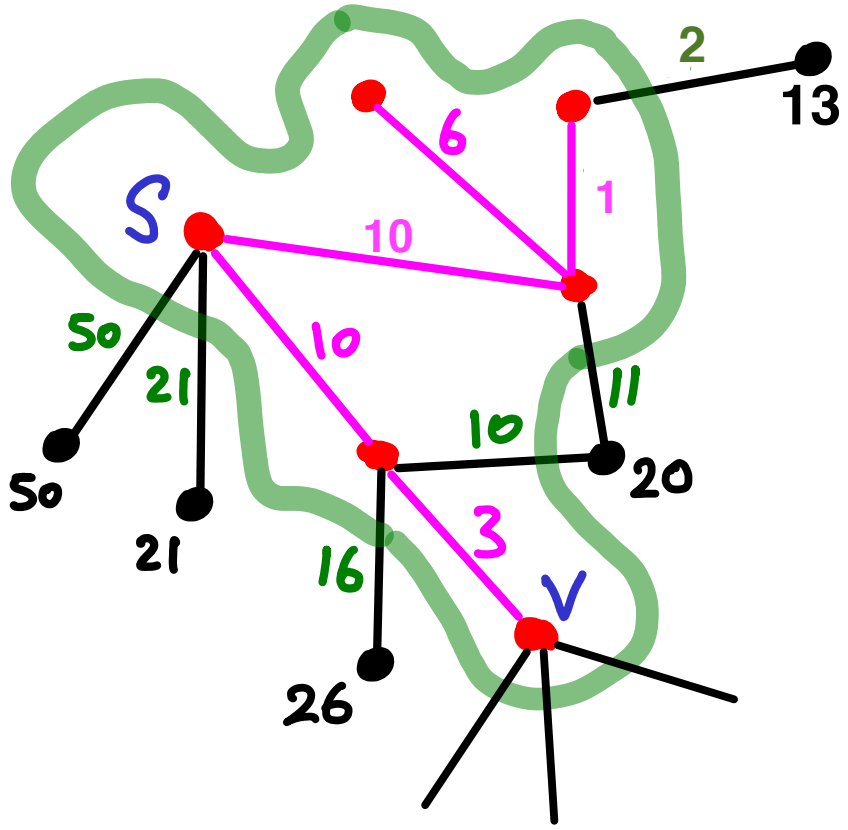


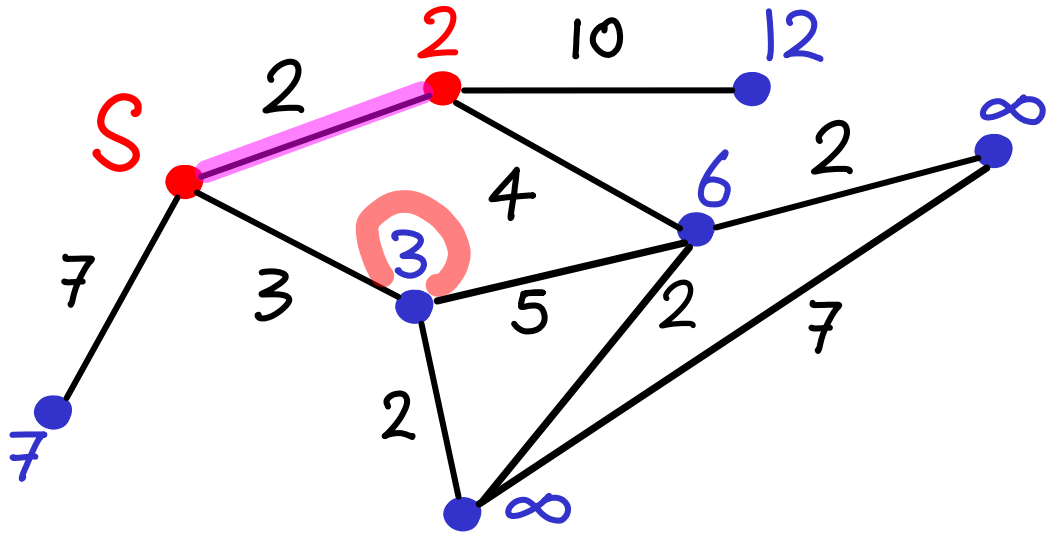
v = "closest" to S → **safe to add**

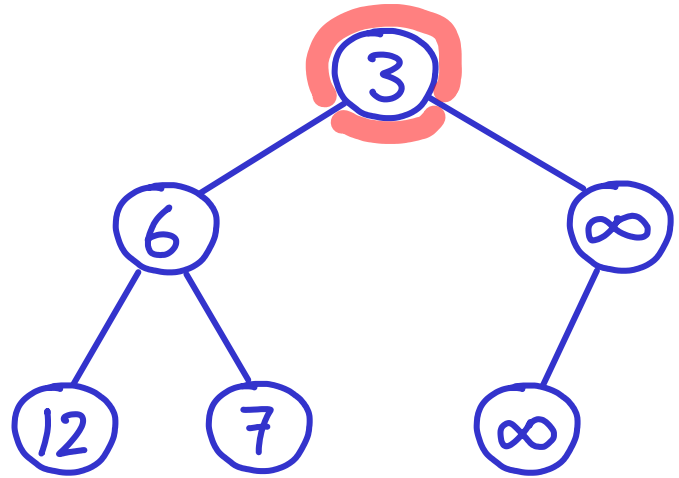
Any other path s ~~~ v
will cost at least as much

assuming weights ≥ 0

while priority queue not empty

- x: extract min (add to SSSP) → time?
  - for each neighbor y of x
    - RELAX(x,y)



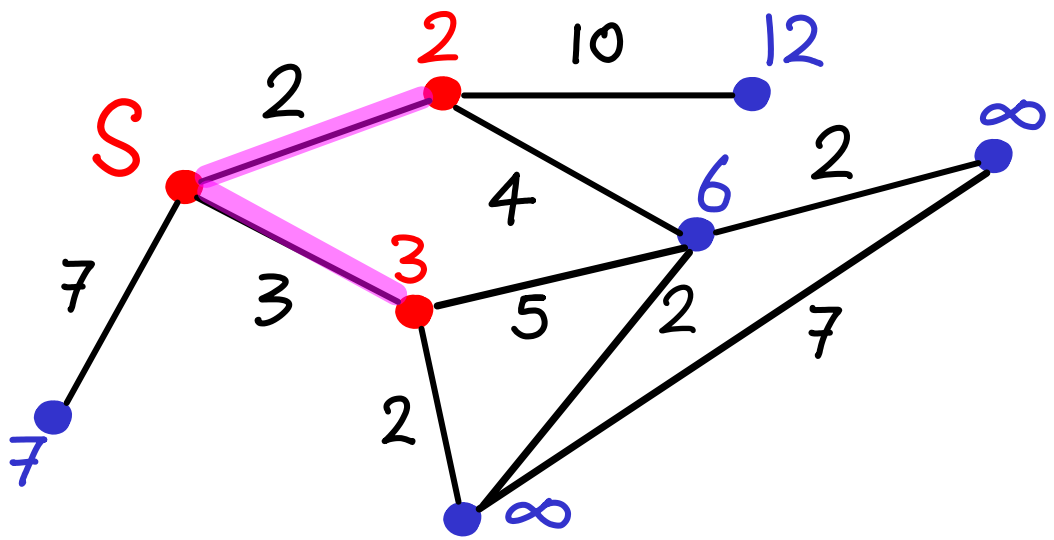


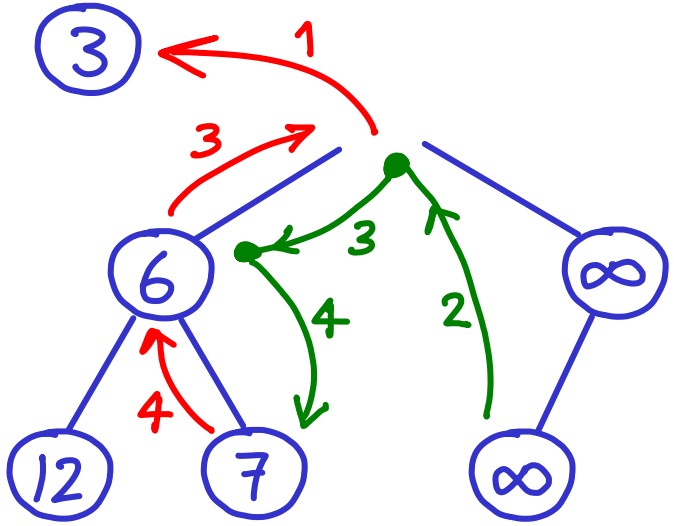
while priority queue not empty

| x: extract min (add to SSSP) → O(logV)

| for each neighbor y of x

| RELAX(x,y)





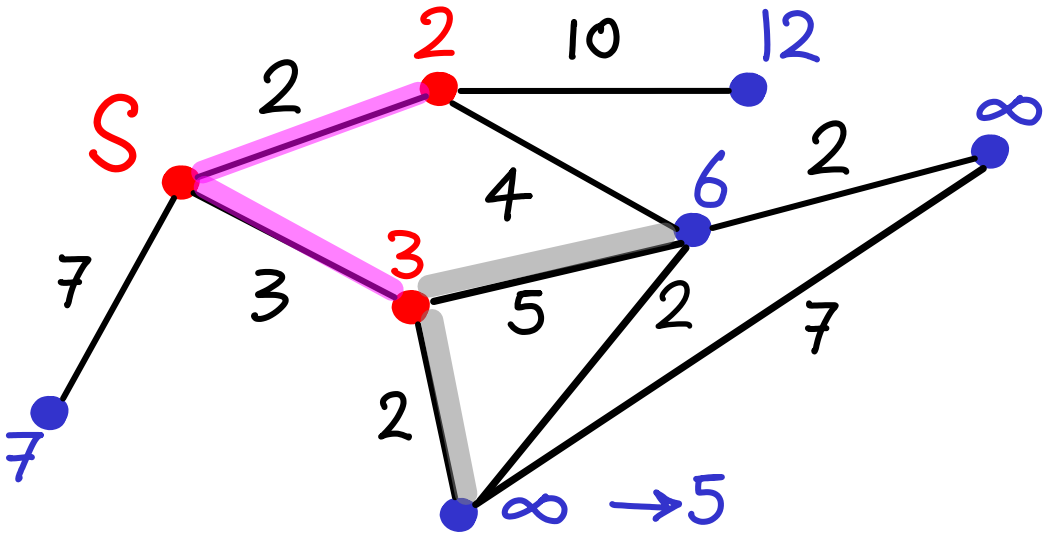
while priority queue not empty

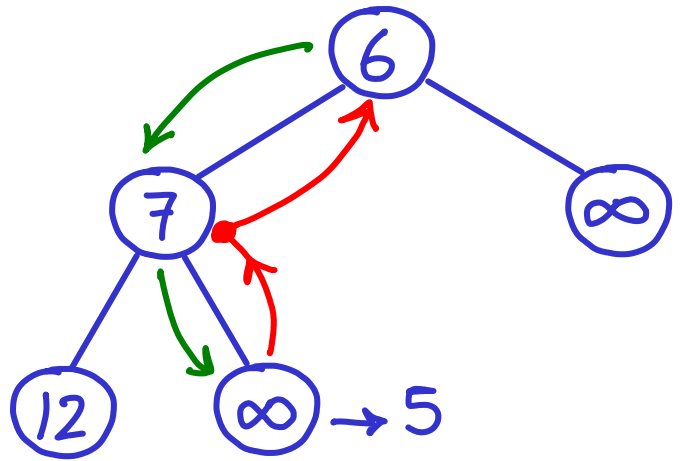
TOTAL

- x: extract min (add to SSSP) → O(logV) —— O(VlogV)
- for each neighbor y of x → O(deg(x)) }
  - RELAX(x,y) → decrease key → O(logV) }

O(ElogV)

if adj. list





add "closest" vertex

update set

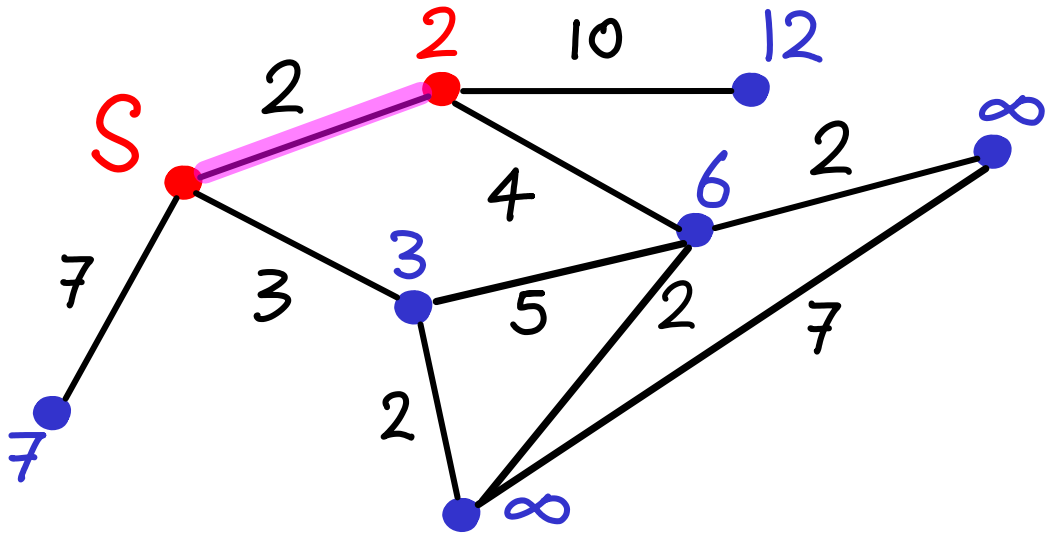
= extract lowest score

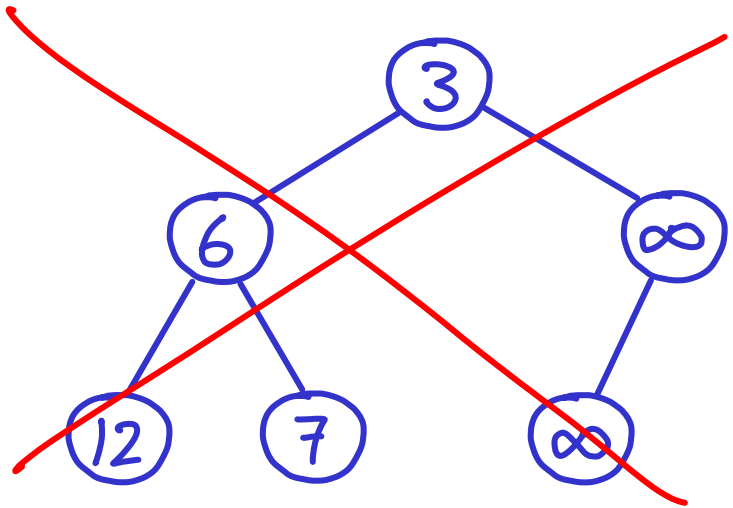
= relax incident edges

= O(V)

= O(V)

If adjacency matrix, don't use queue → $O(V^2)$





DIJKSTRA'S ALGORITHM

Summary: $O(E \log V)$ or $O(V^2)$

$\downarrow$

$V \log V + E \cdot (\text{decrease key})$

FYI: Fibonacci heap does decrease-key in $O(1)$ amortized

↳ $O(E + V \log V)$