



# Shortest Path First

Dijkstra's Famous Algorithm

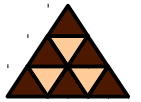


*“The question of whether  
computers can think is  
like the question of whether  
submarines can swim”*



**Edsger Wybe Dijkstra**

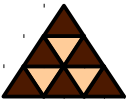
# Dijkstra's SP Algorithm



- Famous paper "A note on two problems in connection with graphs" (1959)
- Single source SP problem in a directed graph
- Important applications include
  - ◆ Network routing protocols (OSPF, IS-IS)
  - ◆ Traveller's route planner

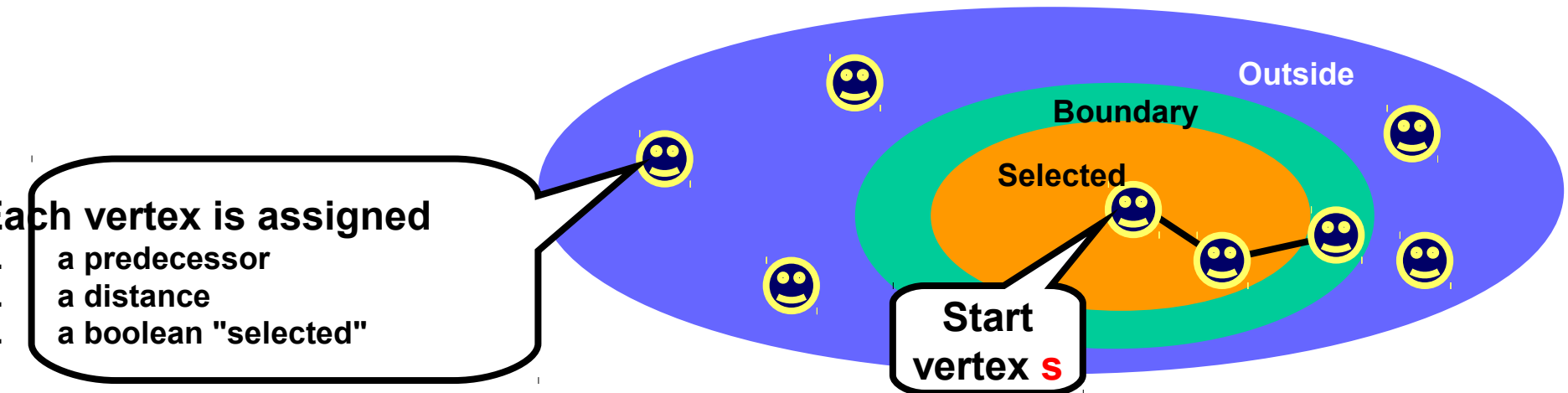


- Graph  $G(V,E)$  consists of vertices  $V$  and edges  $E$
- Edges are assigned costs  $c$
- "Length" of graph  $c(G) = \text{sum of all costs}$ 
  - ◆ Assumed to be positive ("Distance Graph")
- "Distance" between two vertices  $d(v,v') = \min\{c(p)\}$ ,  $p \dots \text{path}$ 
  - ◆ Can be infinite
- $p$  with  $c(p) = d(v,v')$  is called shortest path  $sp(v,v')$



# Definitions

- Select start vertex **s**
- Three sets of vertices:
  - ◆ **Selected** (sp already calculated)
  - ◆ **Boundary** (currently subject of calculation)
  - ◆ **Outside** (not yet examined)



# The Algorithm



## Initialize Vertices

v.predecessor = none  
v.distance =  $\infty$   
v.selected = false

## Select S

s.predecessor = s  
s.distance = 0  
s.selected = true

Add neighbors of S to boundary

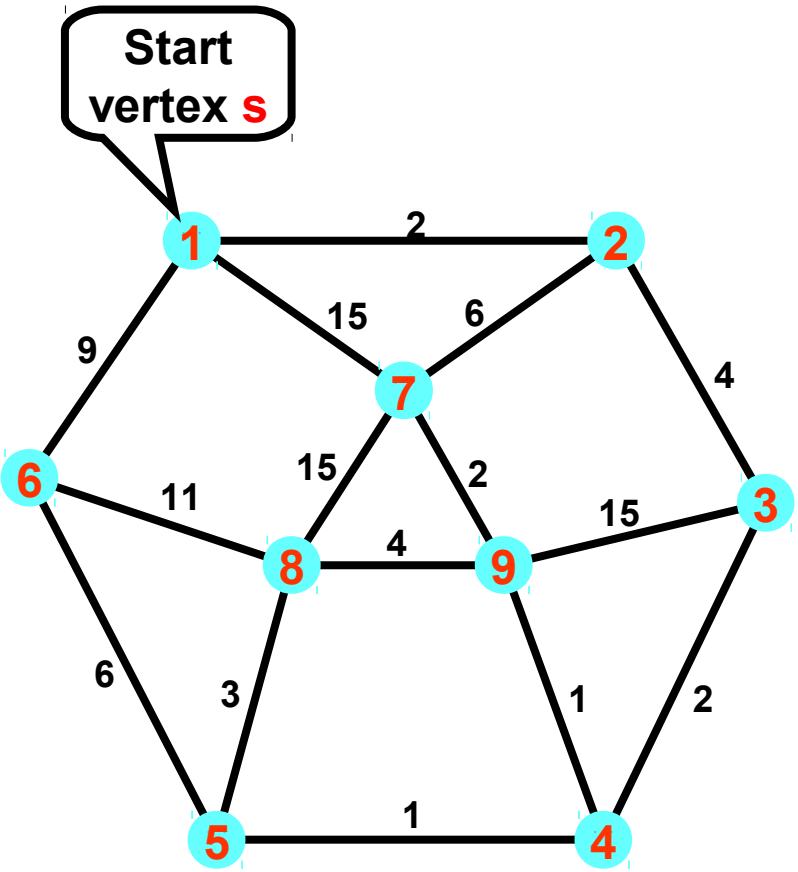
Select V with lowest distance from boundary

Add neighbors of V to boundary

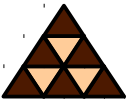
For these neighbors calculate distance using V as predecessor  
Previous vertices might get better total distance



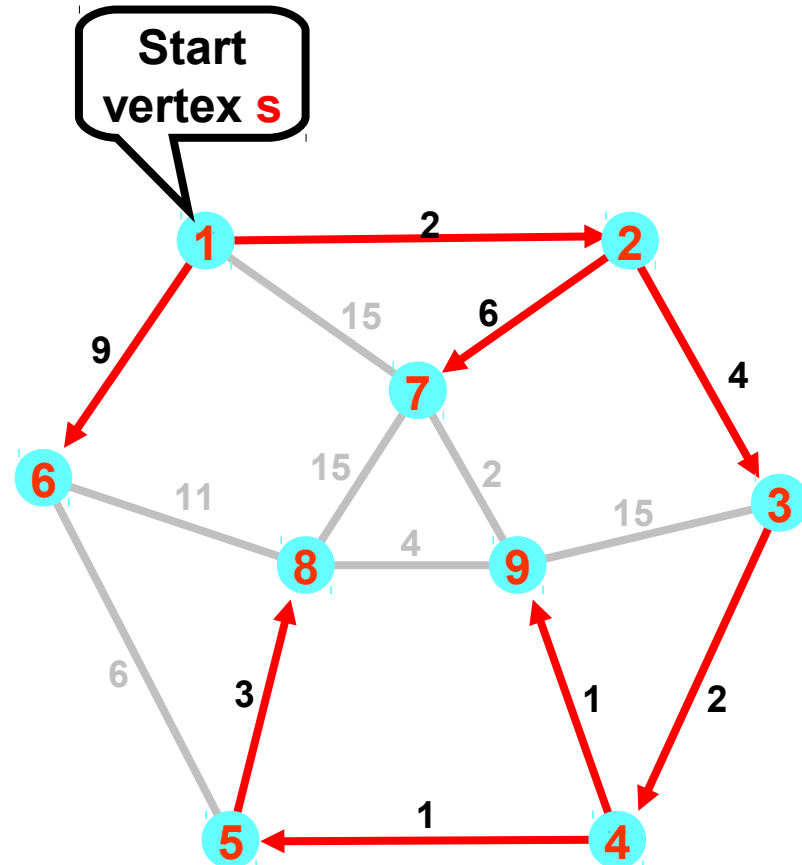
# Example



Selected	vertex number	distance	predecessor
1	0	1	
2	2	1	
3	6	2	
7	8	2	
4	8	3	
6	9	1	
9	9	4	
5	9	4	
8	12	5	
	2	2	1
	6	9	1
	7	8	2
	6	9	1
	7	8	2
	4	8	3
	6	9	1
	8	23	7
	9	9	4
	9	9	4
	5	9	4
	8	13	9
	8	12	5
	7	15	1
	3	6	2
	4	8	3
	9	21	3
	8	23	7
	5	9	4
	8	20	6



# Result



Selected		
1	0	1
2	2	1
3	6	2
7	8	2
4	8	3
6	9	1
9	9	4
5	9	4
8	12	5

- **Single source SP**
- **Minimal length**
- **Complete**





- **Greedy algorithm**
- **Most critical: Implementation of boundary data structure**
  - ◆ No explicit structure:  $O(|V|^2)$
  - ◆ Fibonacci heap:  $O(|E| + |V| \log |V|)$
- **Alternatives**
  - ◆ Bellman-Ford (RIP) algorithm
  - ◆ Floyd-Warshall algorithm
  - ◆ A\* algorithm
    - Extends SPF with a estimation function to enhance performance in certain situations



# About E. W. Dijkstra

- Born in 1930 in Rotterdam
- Degrees in mathematics and theoretical physics from the University of Leyden and a Ph.D. in computing science from the University of Amsterdam
  - ◆ Programmer at the Mathematisch Centrum, Amsterdam, 1952-62
  - ◆ Professor of mathematics, Eindhoven University of Technology, 1962-1984
  - ◆ Burroughs Corporation research fellow, 1973-1984
  - ◆ Schlumberger Centennial Chair in Computing Sciences at the University of Texas at Austin, 1984-1999
  - ◆ Retired as Professor Emeritus in 1999
  - ◆ 1972 recipient of the ACM Turing Award, often viewed as the Nobel Prize for computing
- Died 6 August 2002



Edsger W. Dijkstra  
(1930-2002)