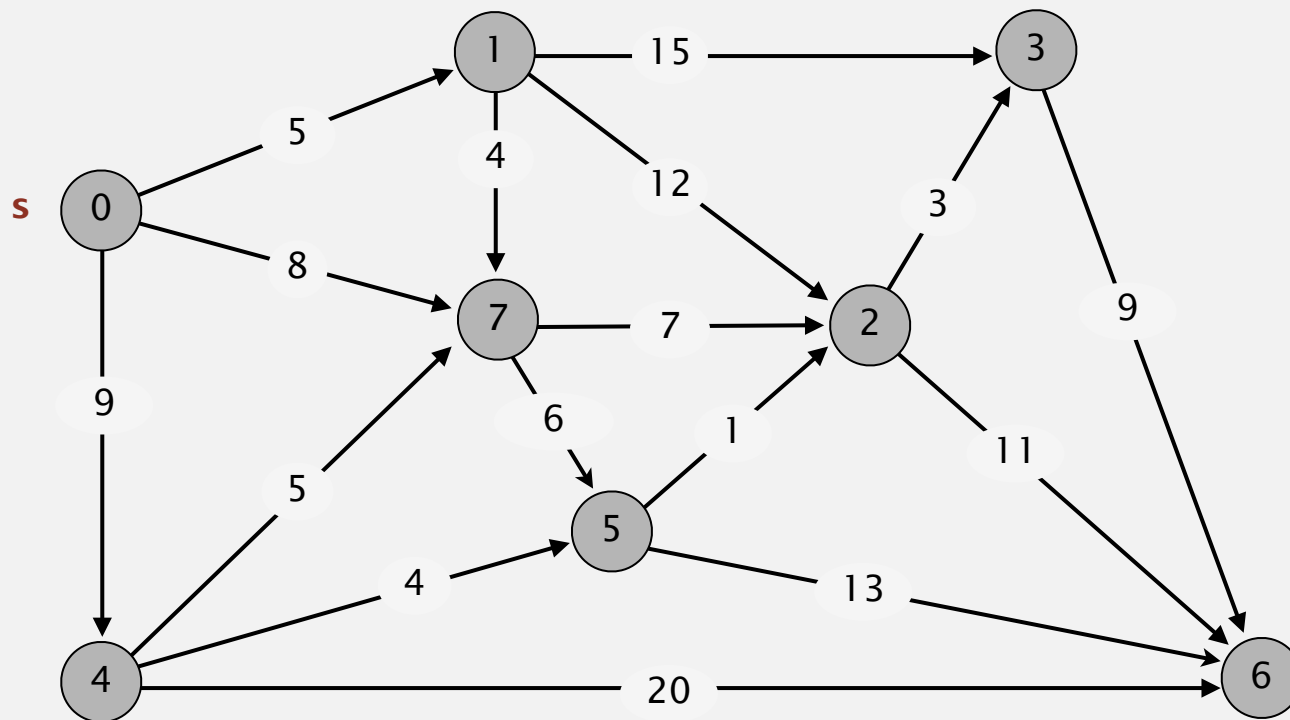


4.4 DIJKSTRA'S ALGORITHM DEMO



Dijkstra's algorithm

- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.

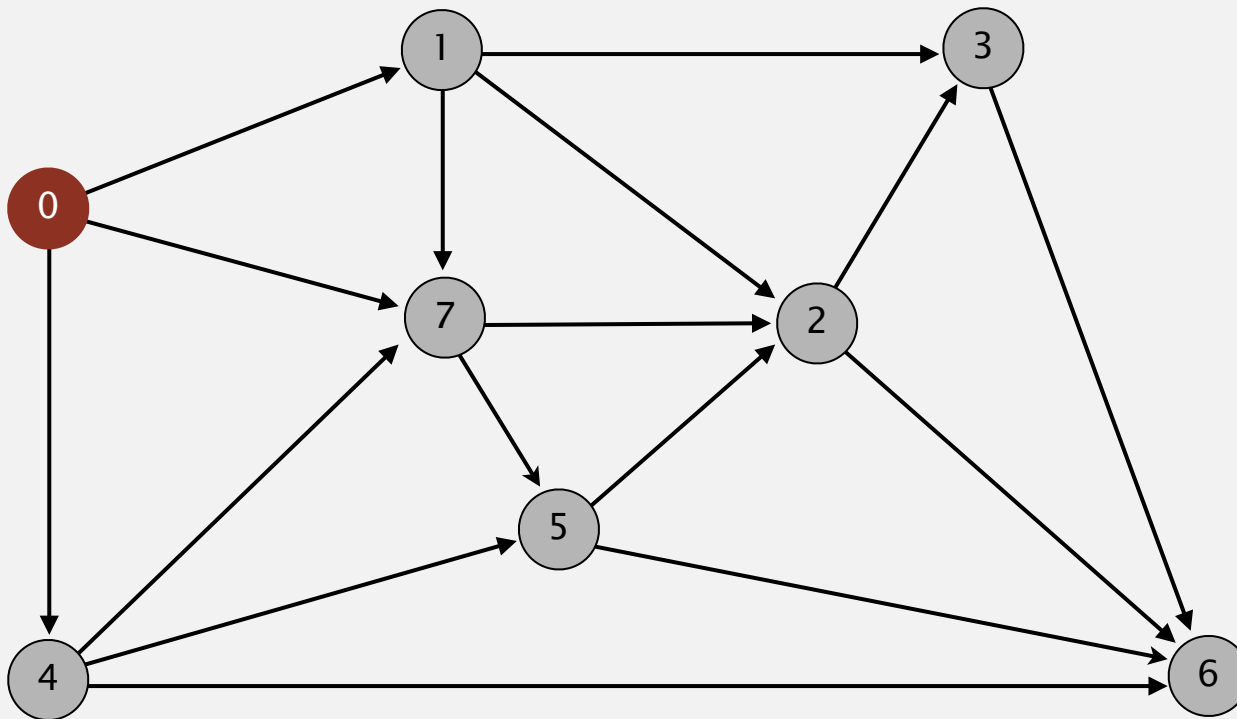


0→1	5.0
0→4	9.0
0→7	8.0
1→2	12.0
1→3	15.0
1→7	4.0
2→3	3.0
2→6	11.0
3→6	9.0
4→5	4.0
4→6	20.0
4→7	5.0
5→2	1.0
5→6	13.0
7→5	6.0
7→2	7.0

an edge-weighted digraph

Dijkstra's algorithm

- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.

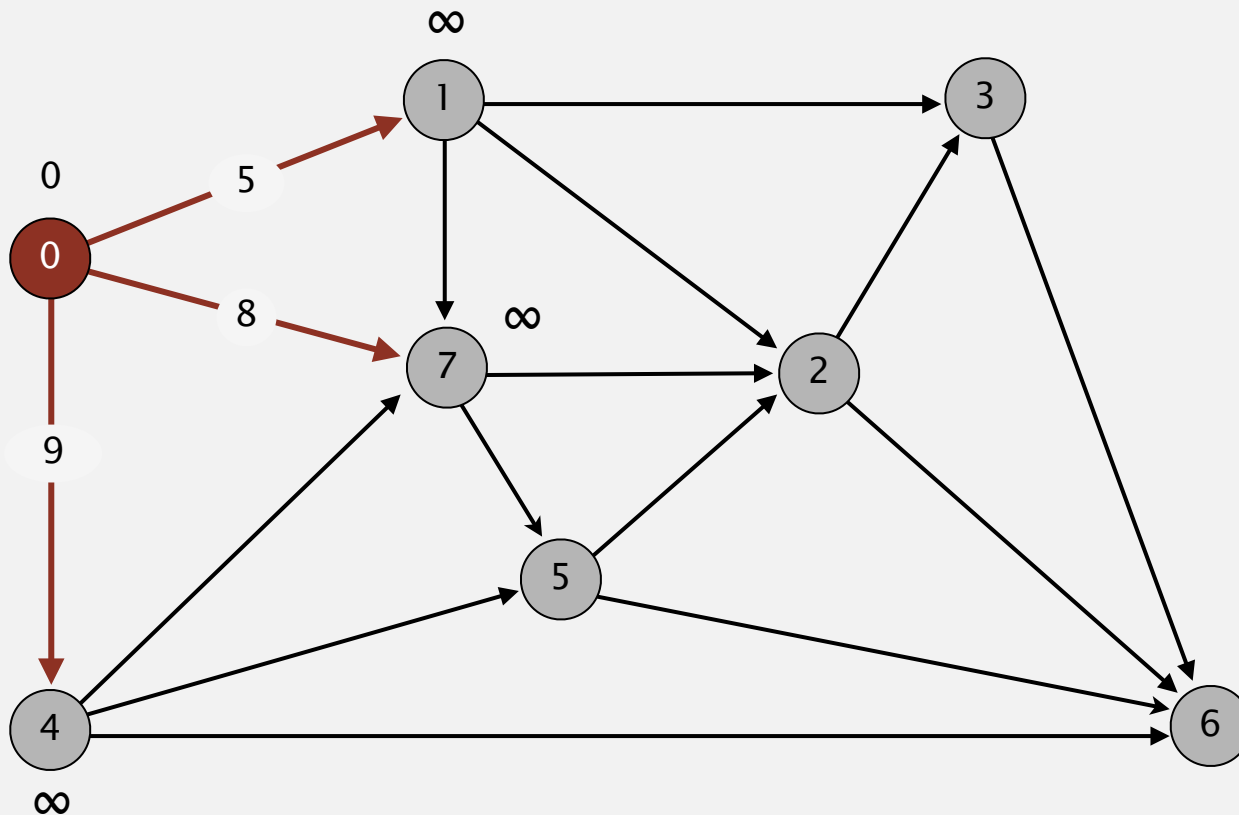


v	<code>distTo[]</code>	<code>edgeTo[]</code>
→ 0	0.0	-
1		
2		
3		
4		
5		
6		
7		

choose source vertex 0

Dijkstra's algorithm

- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.

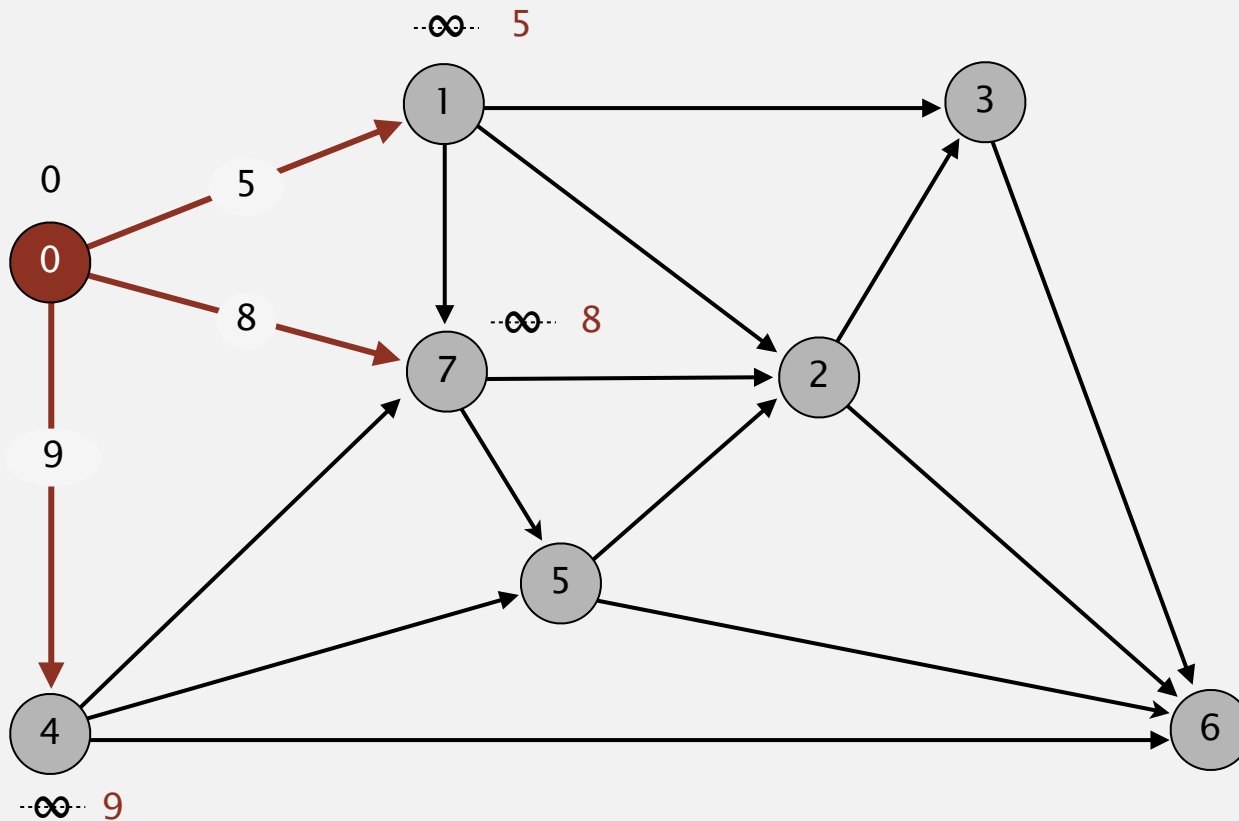


v	<code>distTo[]</code>	<code>edgeTo[]</code>
→ 0	0.0	-
1		
2		
3		
4		
5		
6		
7		

relax all edges incident from 0

Dijkstra's algorithm

- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.

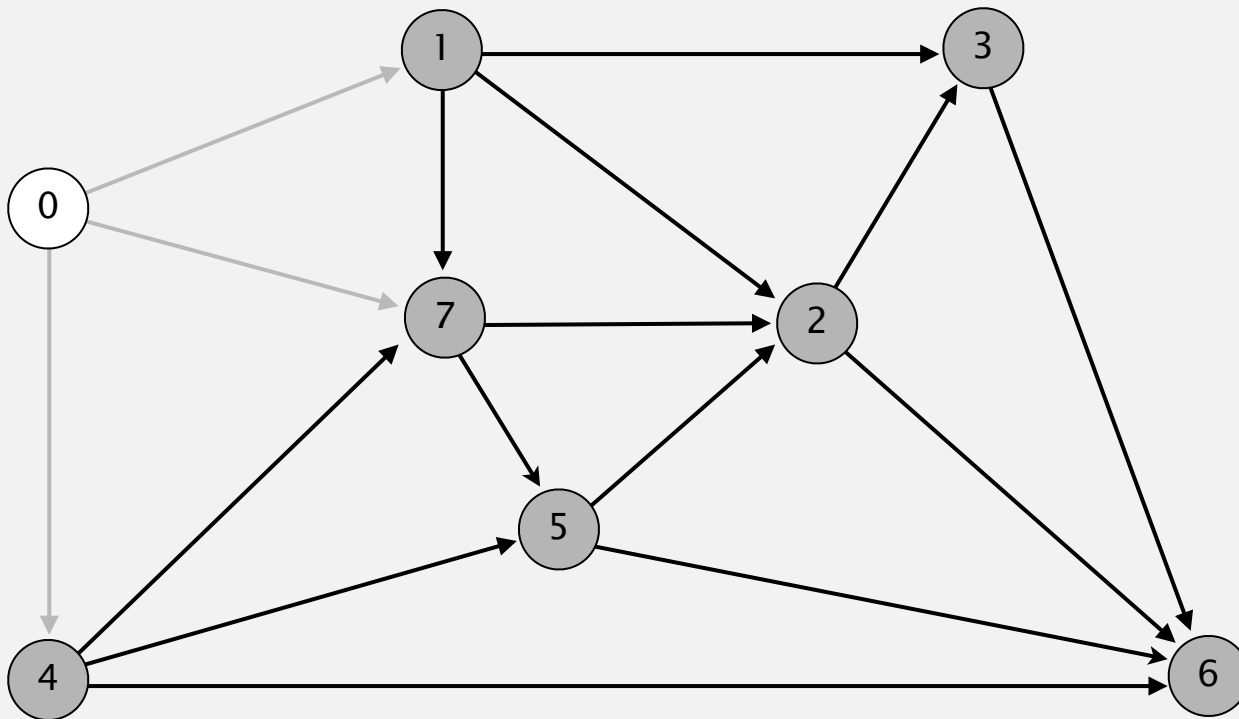


v	<code>distTo[]</code>	<code>edgeTo[]</code>
0	0.0	-
1	5.0	0→1
2	∞	
3	∞	
4	9.0	0→4
5	∞	
6	∞	
7	8.0	0→7

relax all edges incident from 0

Dijkstra's algorithm

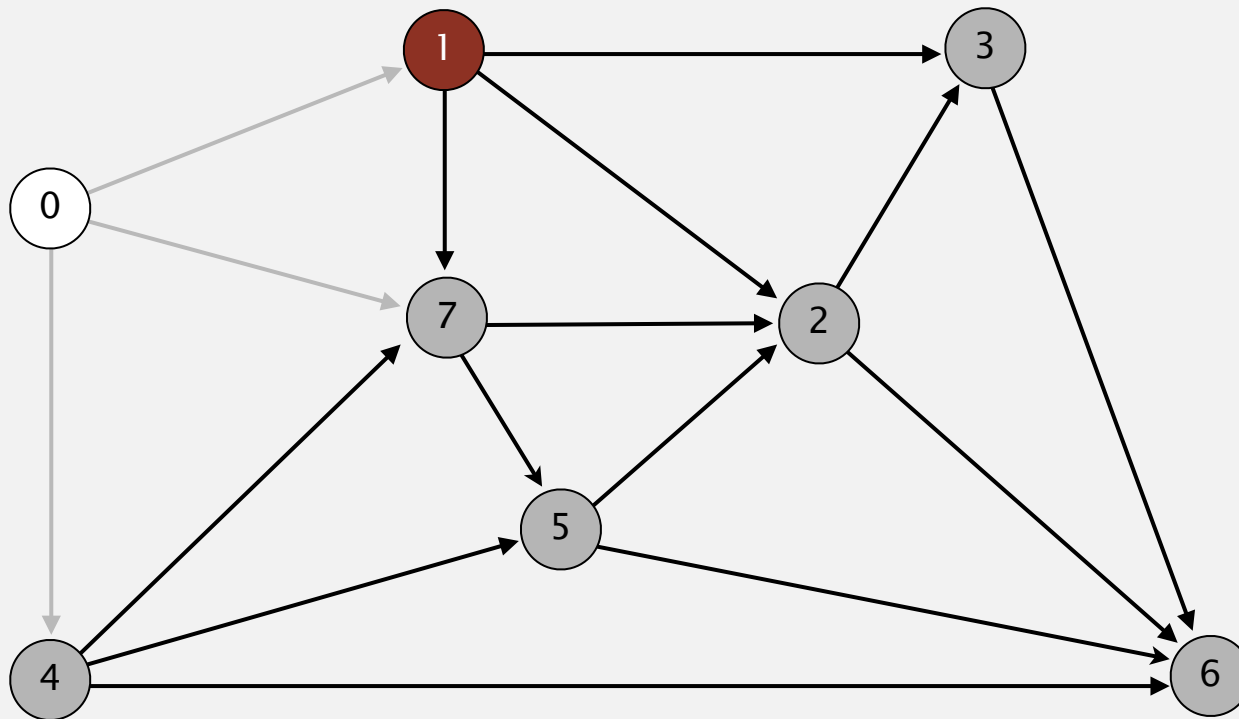
- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.



<code>v</code>	<code>distTo[]</code>	<code>edgeTo[]</code>
0	0.0	-
1	5.0	0→1
2		
3		
4	9.0	0→4
5		
6		
7	8.0	0→7

Dijkstra's algorithm

- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.

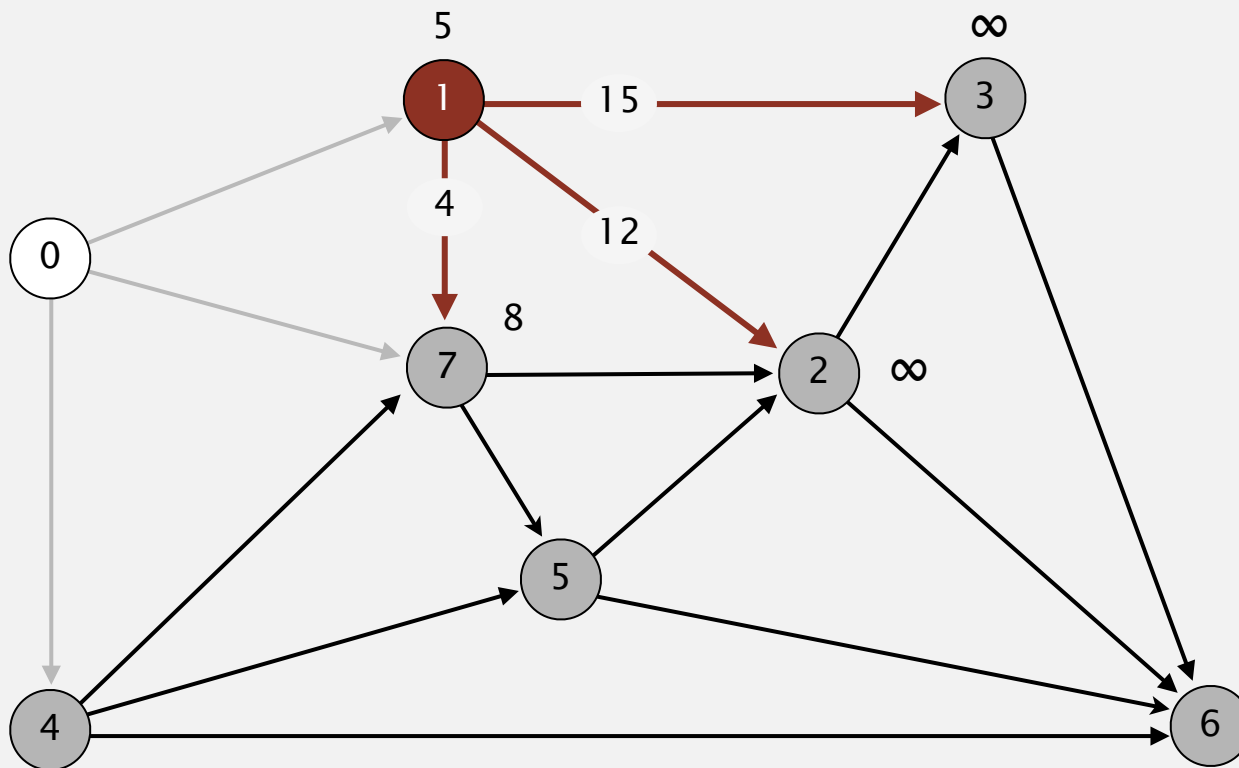


v	<code>distTo[]</code>	<code>edgeTo[]</code>
0	0.0	-
→ 1	5.0	0→1
2		
3		
4	9.0	0→4
5		
6		
7	8.0	0→7

choose vertex 1

Dijkstra's algorithm

- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.

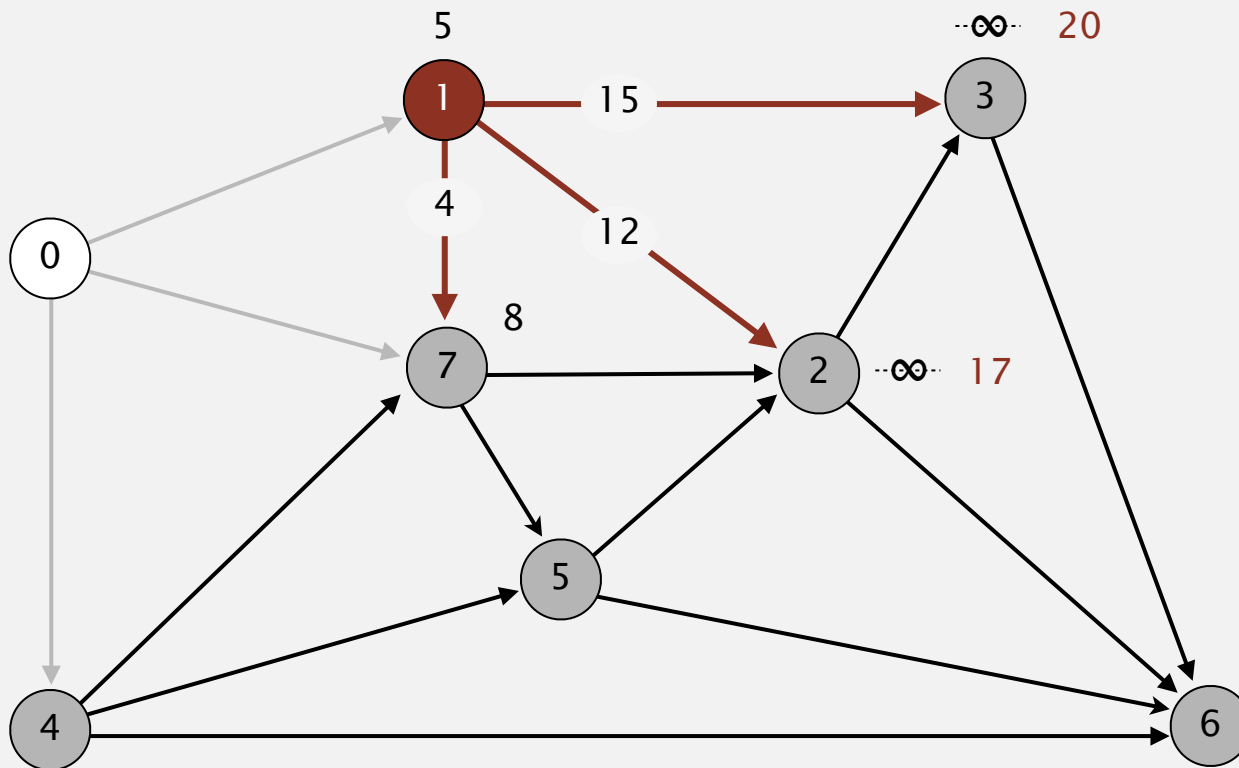


v	<code>distTo[]</code>	<code>edgeTo[]</code>
0	0.0	-
→ 1	5.0	0→1
2		
3		
4	9.0	0→4
5		
6		
7	8.0	0→7

relax all edges incident from 1

Dijkstra's algorithm

- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.

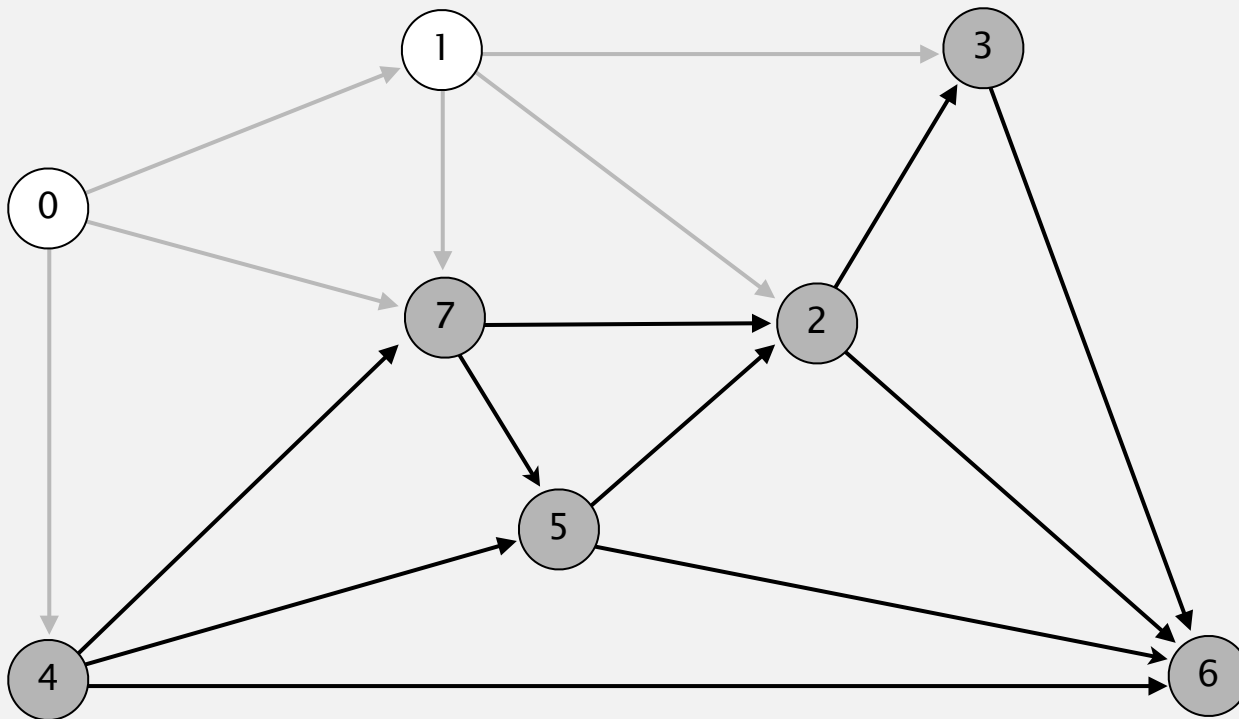


v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	17.0	1→2
3	20.0	1→3
4	9.0	0→4
5		
6		
7	8.0 ✓	0→7

relax all edges incident from 1

Dijkstra's algorithm

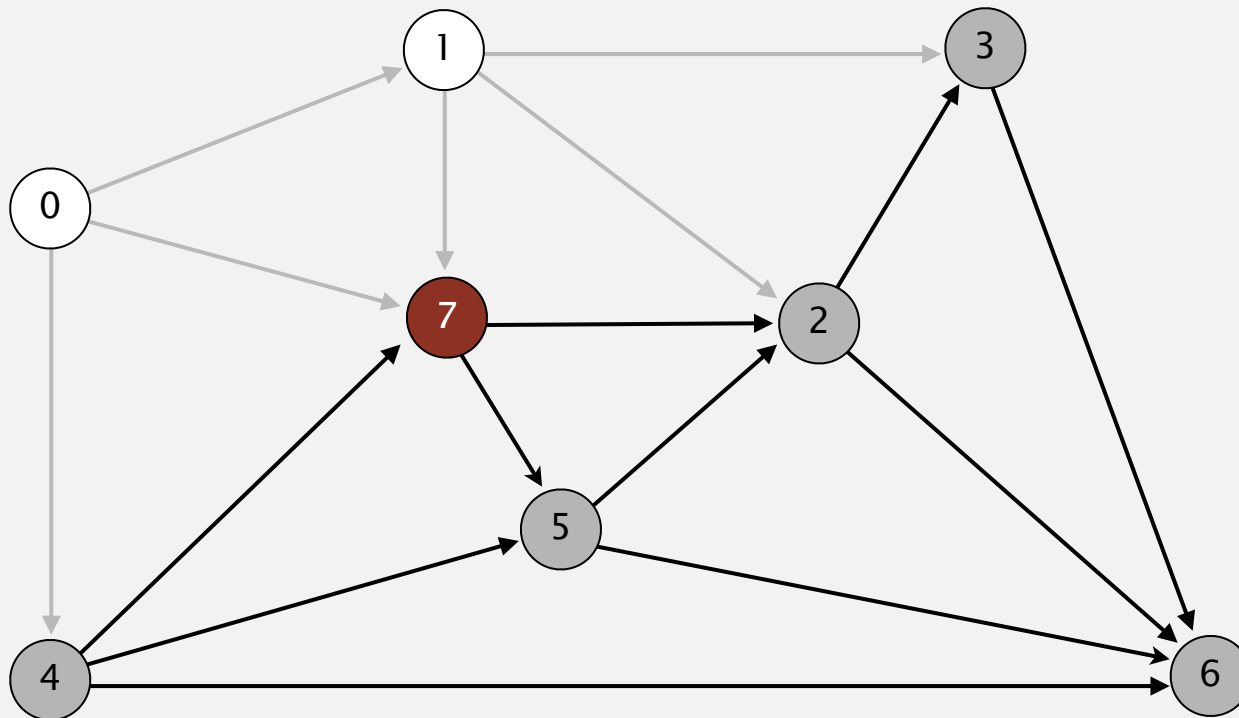
- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	17.0	1→2
3	20.0	1→3
4	9.0	0→4
5		
6		
7	8.0	0→7

Dijkstra's algorithm

- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.

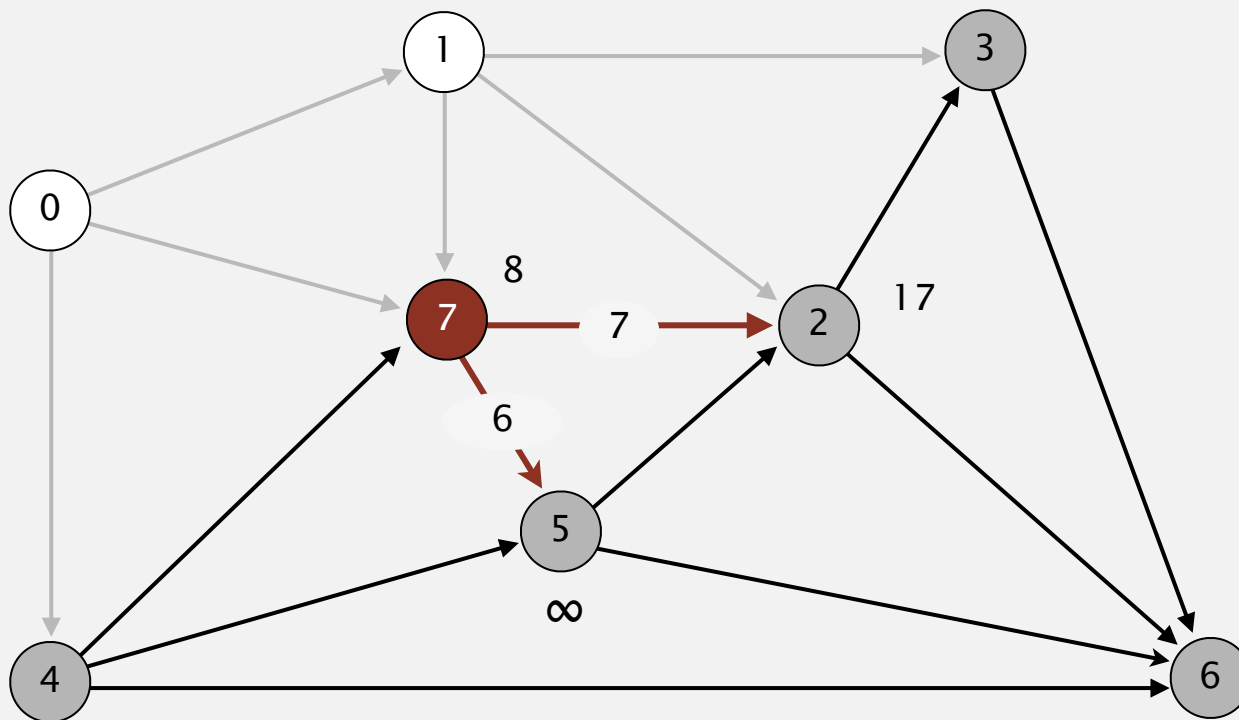


<code>v</code>	<code>distTo[]</code>	<code>edgeTo[]</code>
0	0.0	-
1	5.0	0→1
2	17.0	1→2
3	20.0	1→3
4	9.0	0→4
5		
6		
→ 7	8.0	0→7

choose vertex 7

Dijkstra's algorithm

- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.

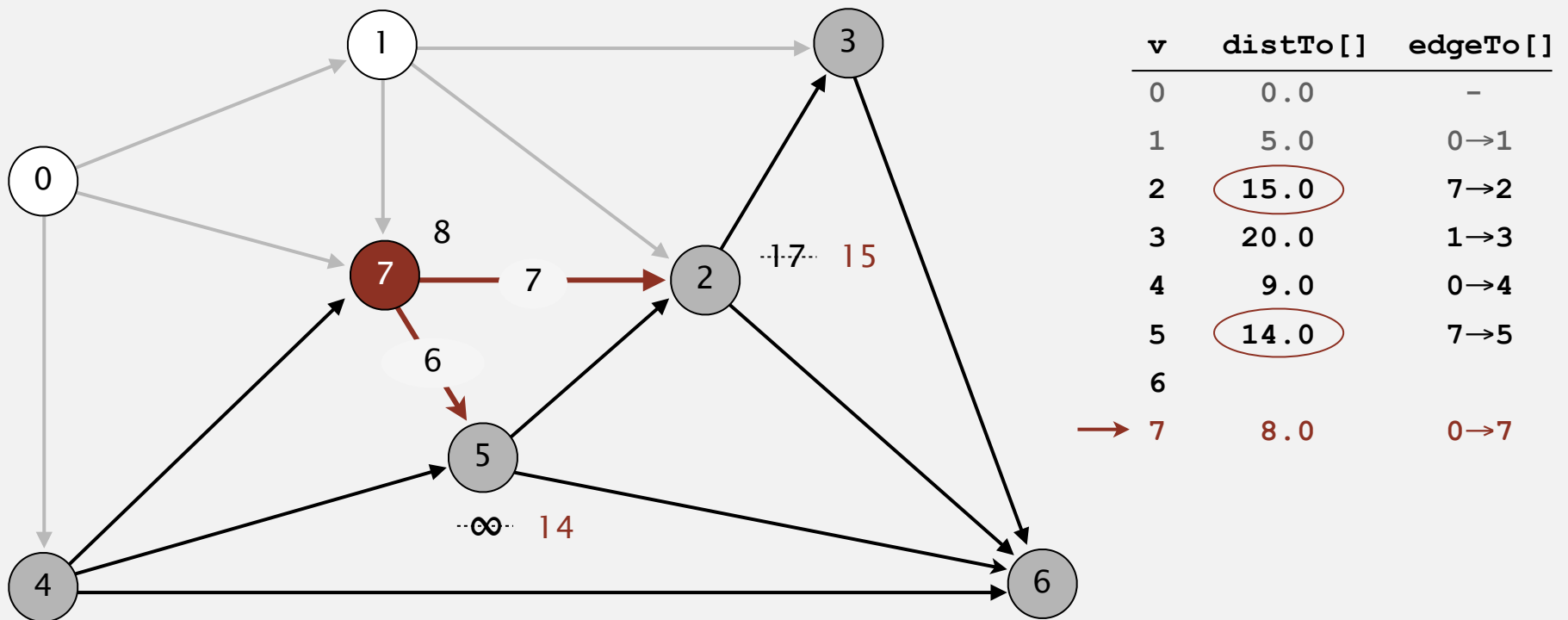


<code>v</code>	<code>distTo[]</code>	<code>edgeTo[]</code>
0	0.0	-
1	5.0	0→1
2	17.0	1→2
3	20.0	1→3
4	9.0	0→4
5		
6		
→ 7	8.0	0→7

relax all edges incident from 7

Dijkstra's algorithm

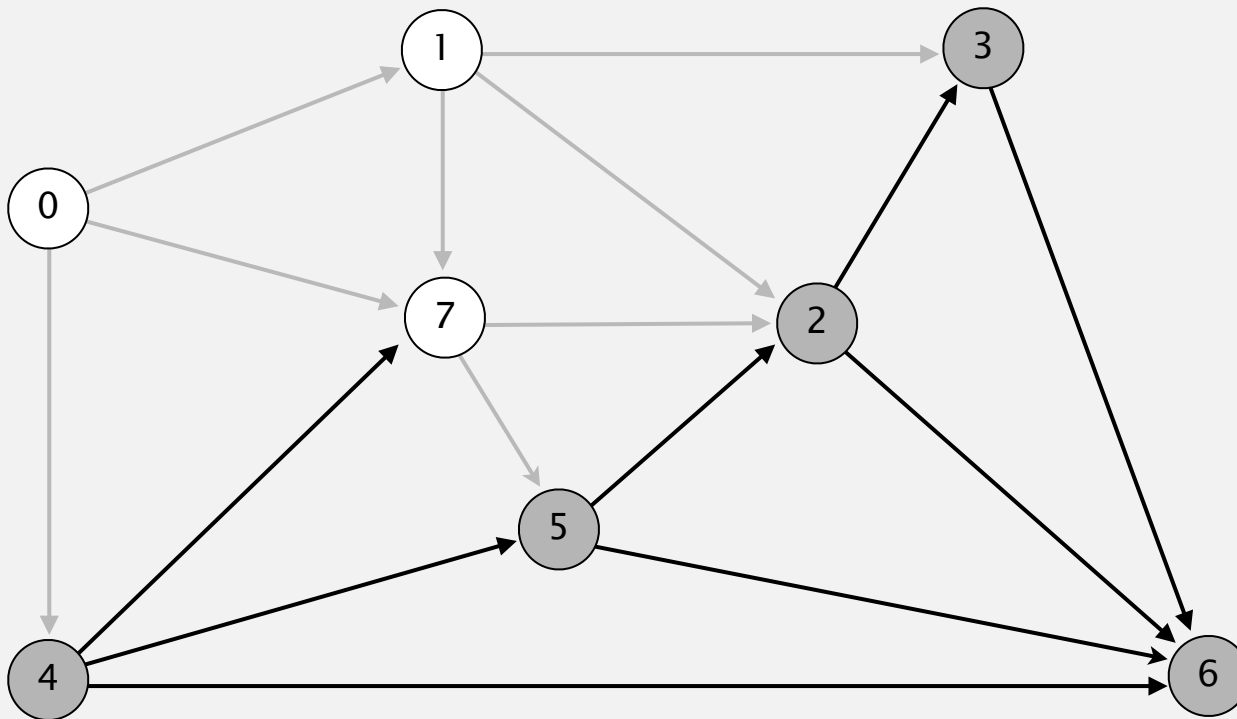
- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.



relax all edges incident from 7

Dijkstra's algorithm

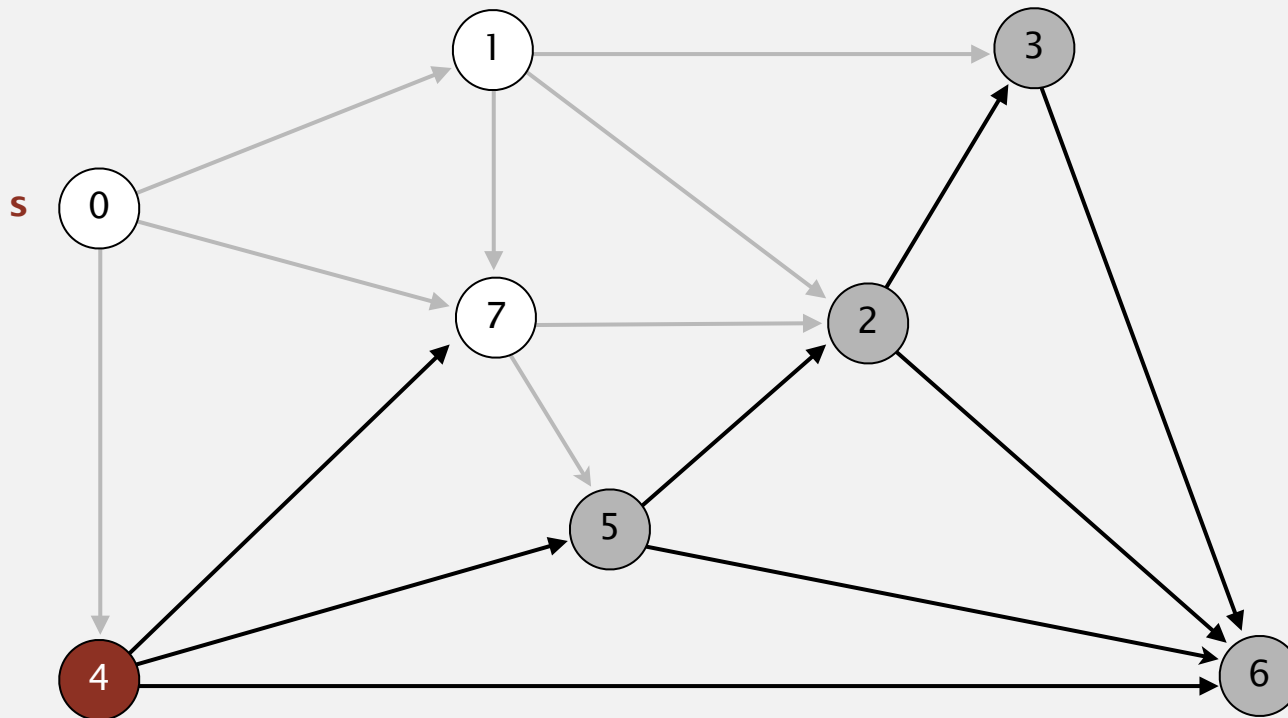
- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	15.0	7→2
3	20.0	1→3
4	9.0	0→4
5	14.0	7→5
6		
7	8.0	0→7

Dijkstra's algorithm

- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.

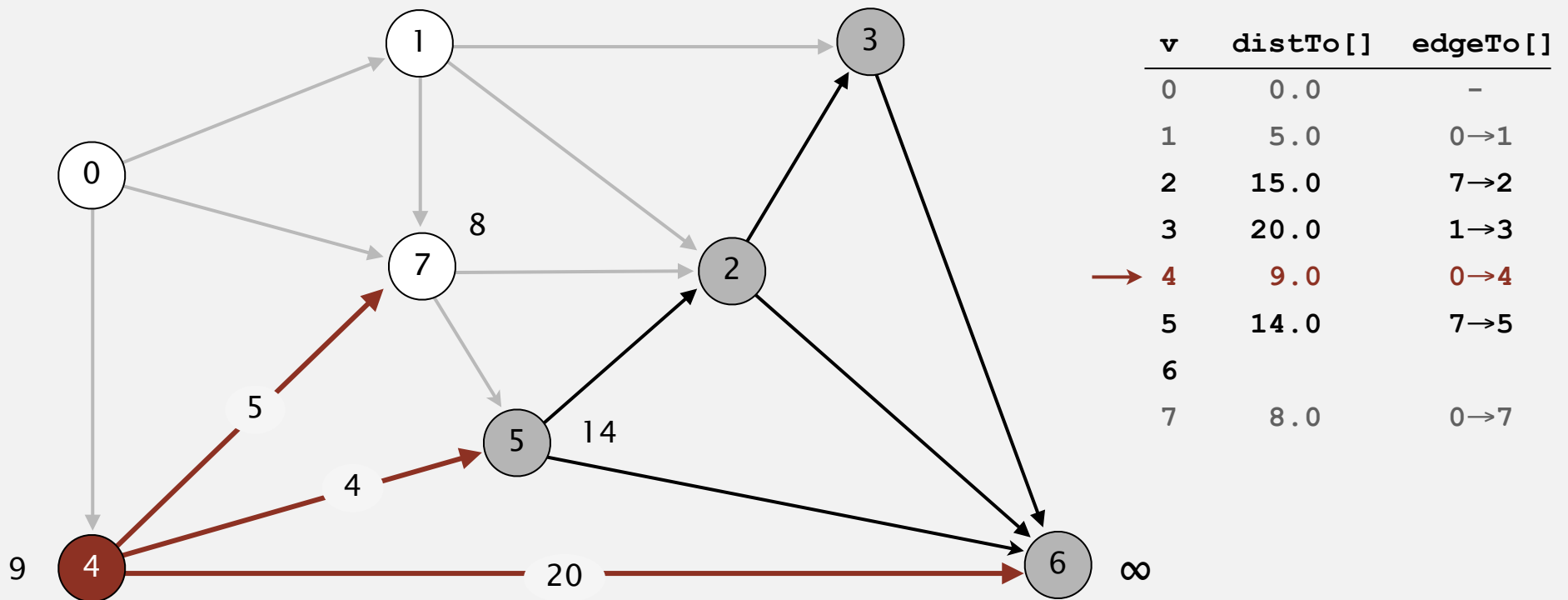


v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	15.0	7→2
3	20.0	1→3
→ 4	9.0	0→4
5	14.0	7→5
6		
7	8.0	0→7

select vertex 4

Dijkstra's algorithm

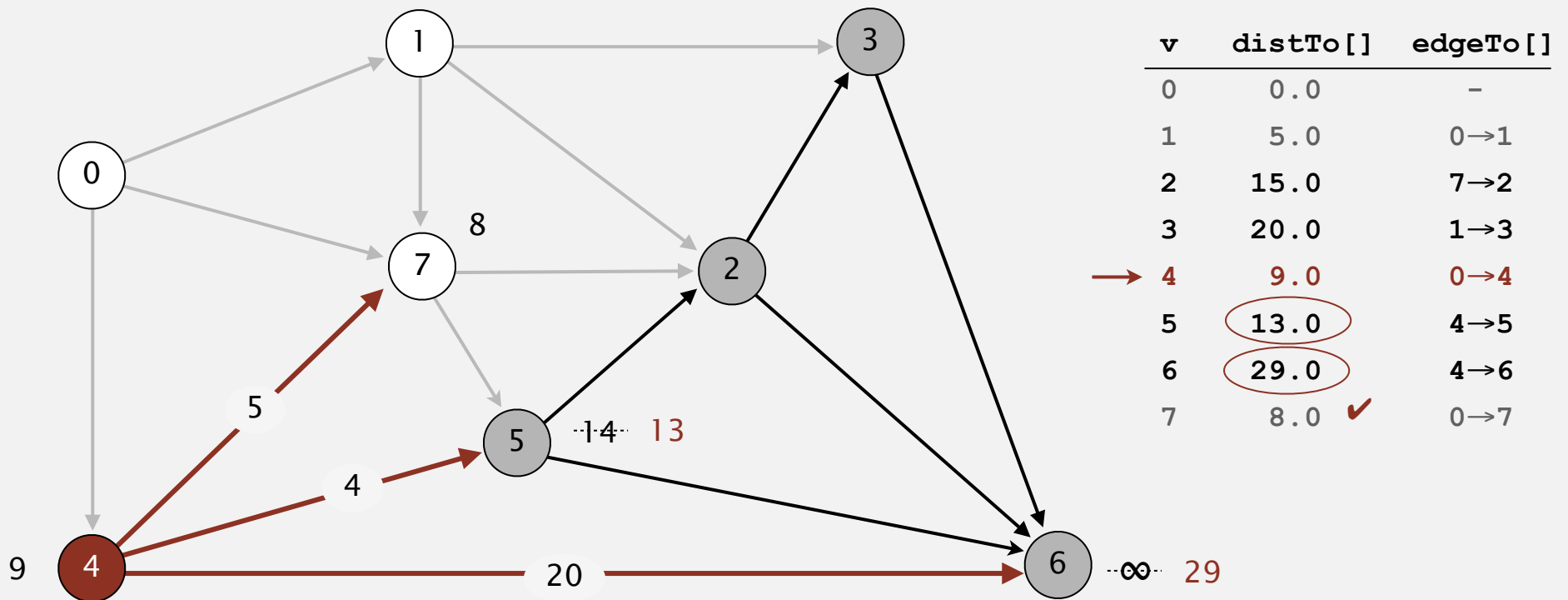
- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.



relax all edges incident from 4

Dijkstra's algorithm

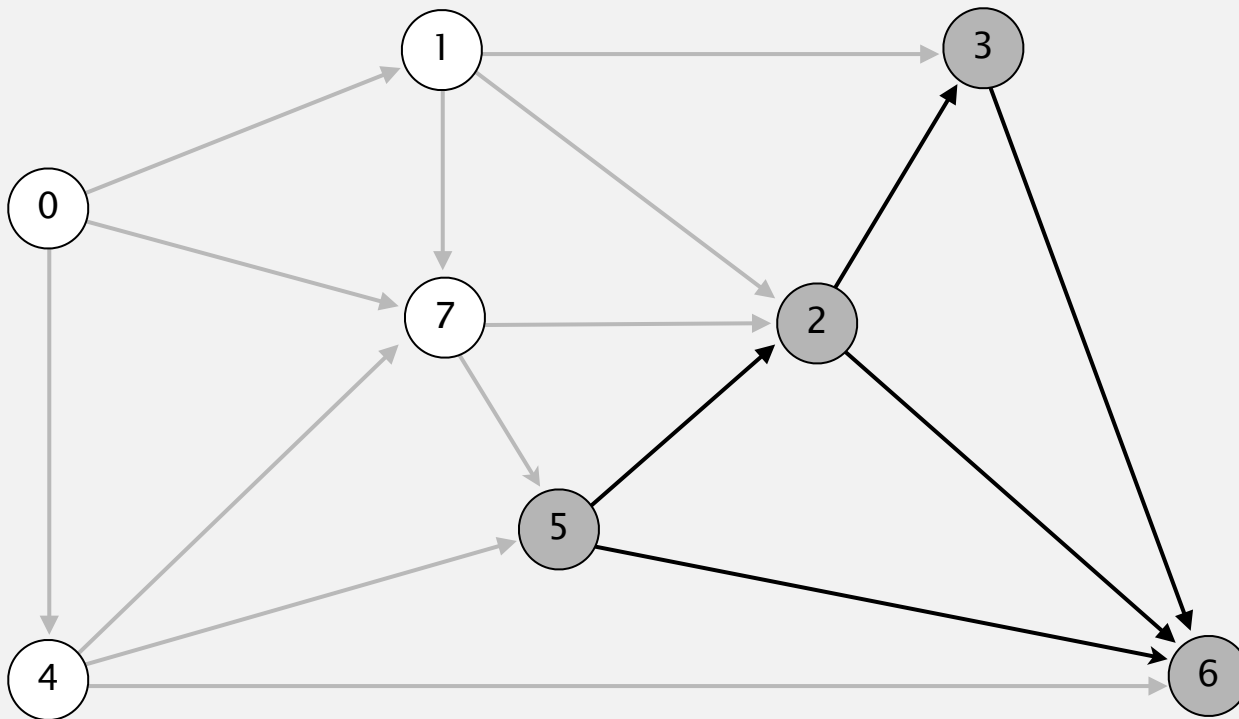
- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.



relax all edges incident from 4

Dijkstra's algorithm

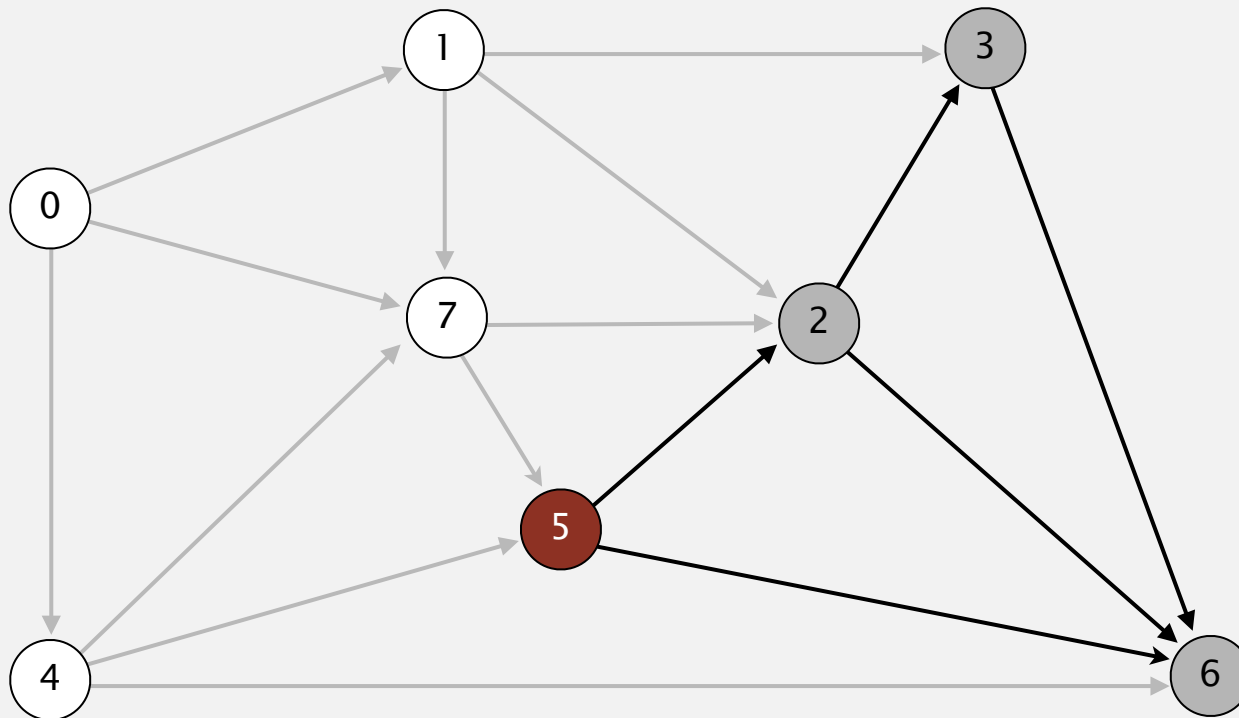
- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	15.0	7→2
3	20.0	1→3
4	9.0	0→4
5	13.0	4→5
6	29.0	4→6
7	8.0	0→7

Dijkstra's algorithm

- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.

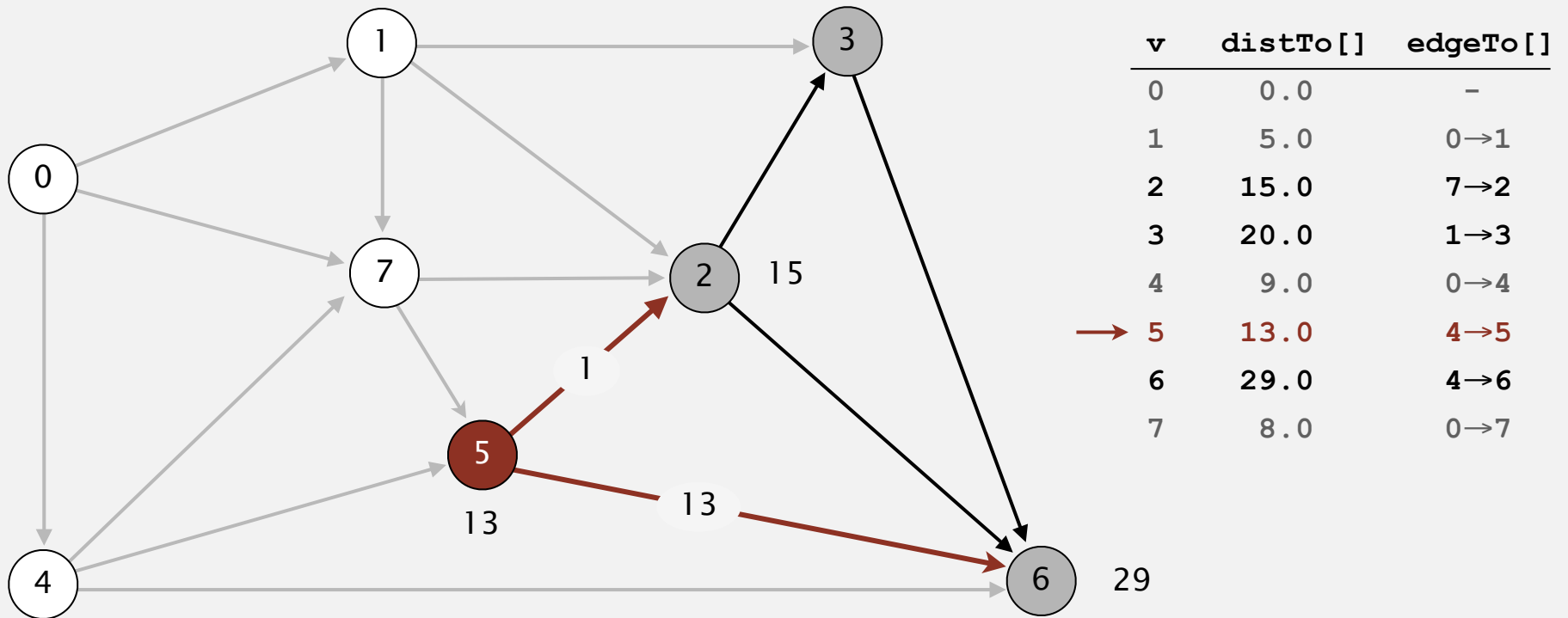


<code>v</code>	<code>distTo[]</code>	<code>edgeTo[]</code>
0	0.0	-
1	5.0	0→1
2	15.0	7→2
3	20.0	1→3
4	9.0	0→4
→ 5	13.0	4→5
6	29.0	4→6
7	8.0	0→7

select vertex 5

Dijkstra's algorithm

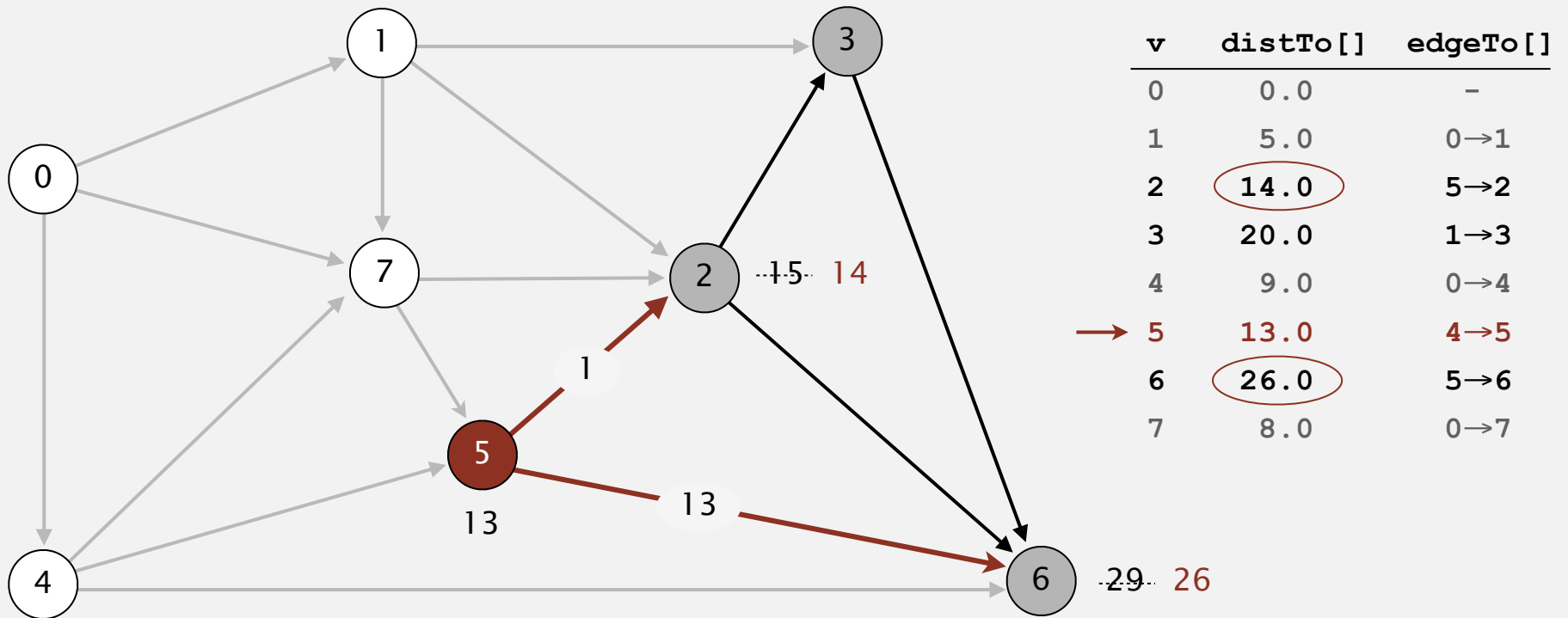
- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.



relax all edges incident from 5

Dijkstra's algorithm

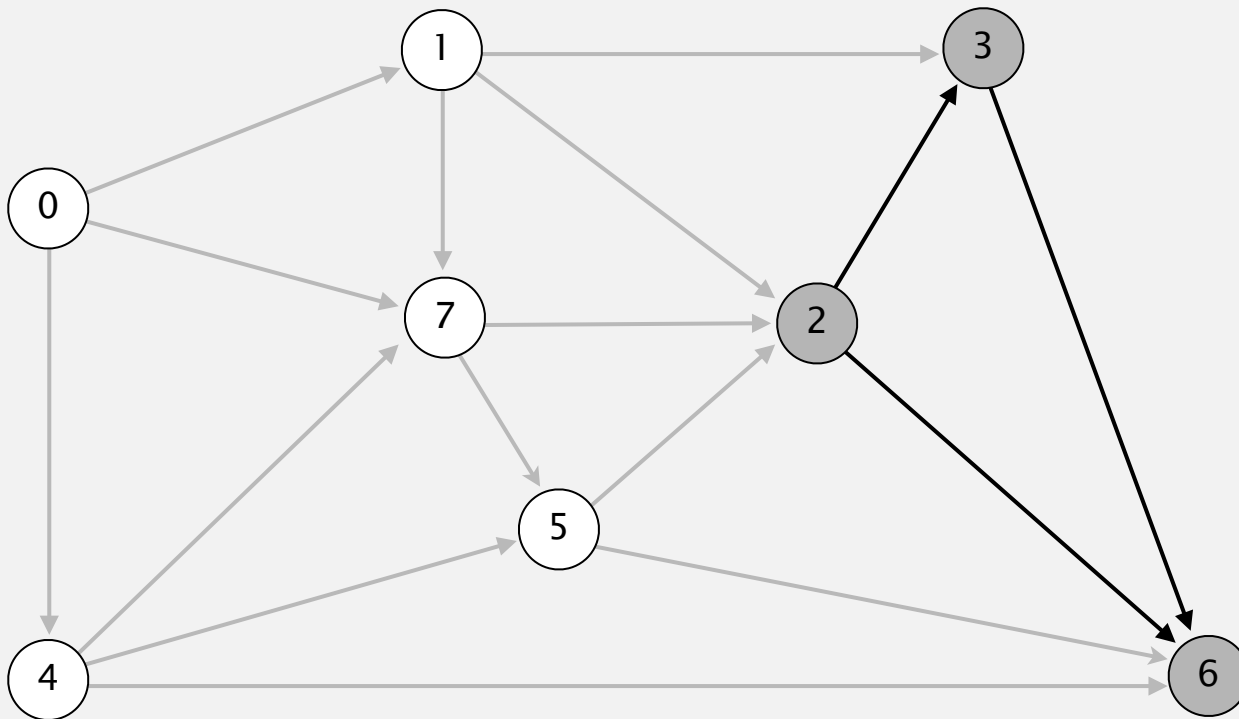
- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.



relax all edges incident from 5

Dijkstra's algorithm

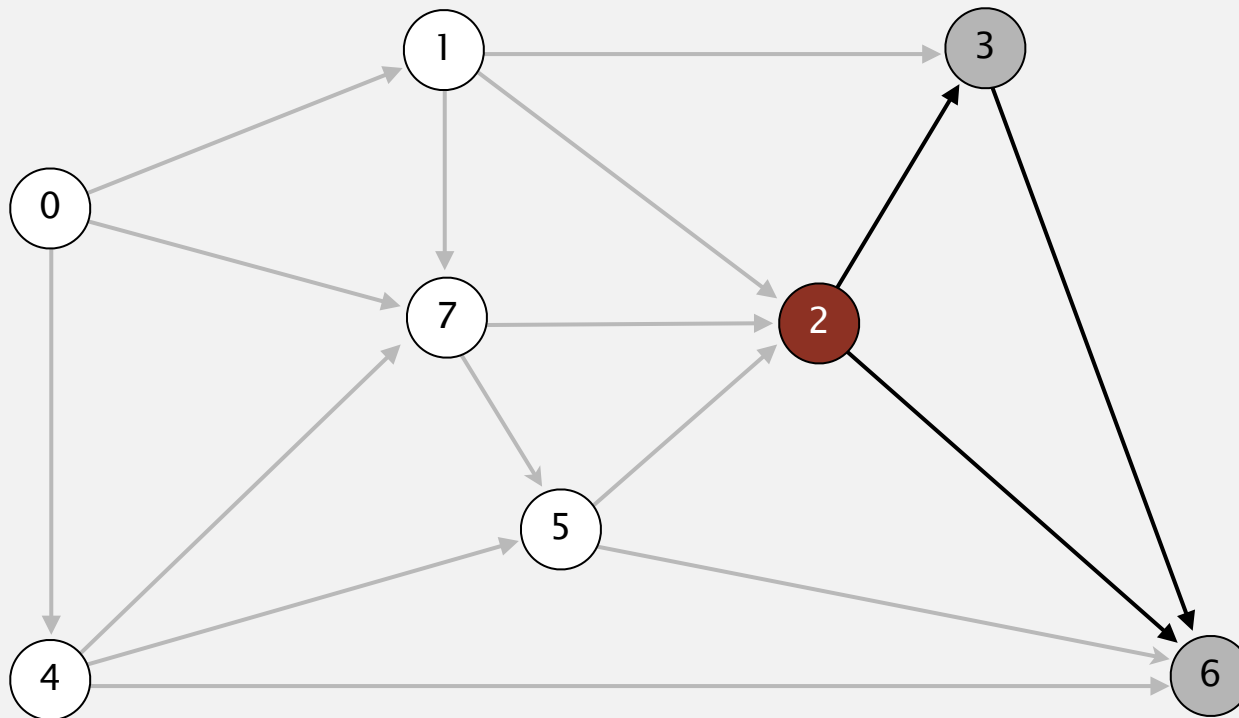
- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	20.0	1→3
4	9.0	0→4
5	13.0	4→5
6	26.0	5→6
7	8.0	0→7

Dijkstra's algorithm

- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.

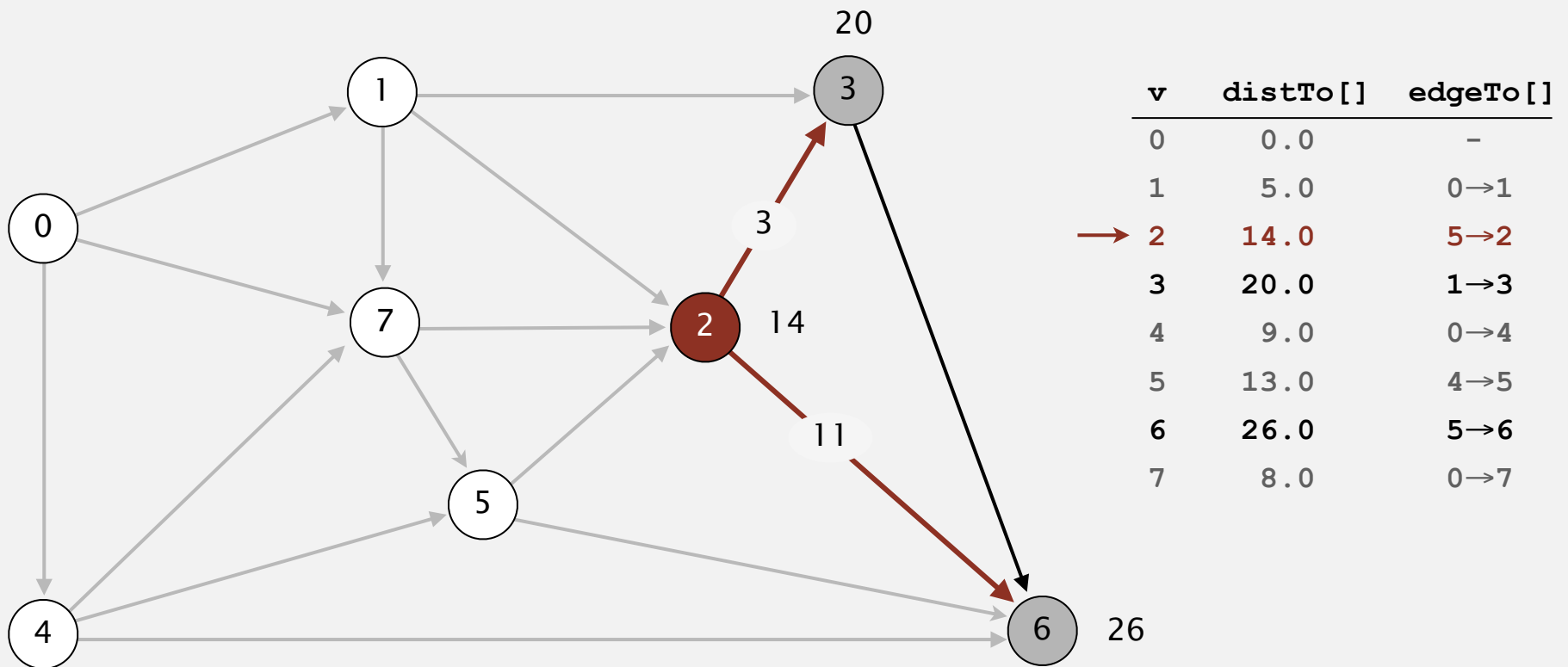


<u>v</u>	<u>distTo[]</u>	<u>edgeTo[]</u>
0	0.0	-
1	5.0	0→1
→ 2	14.0	5→2
3	20.0	1→3
4	9.0	0→4
5	13.0	4→5
6	26.0	5→6
7	8.0	0→7

select vertex 2

Dijkstra's algorithm

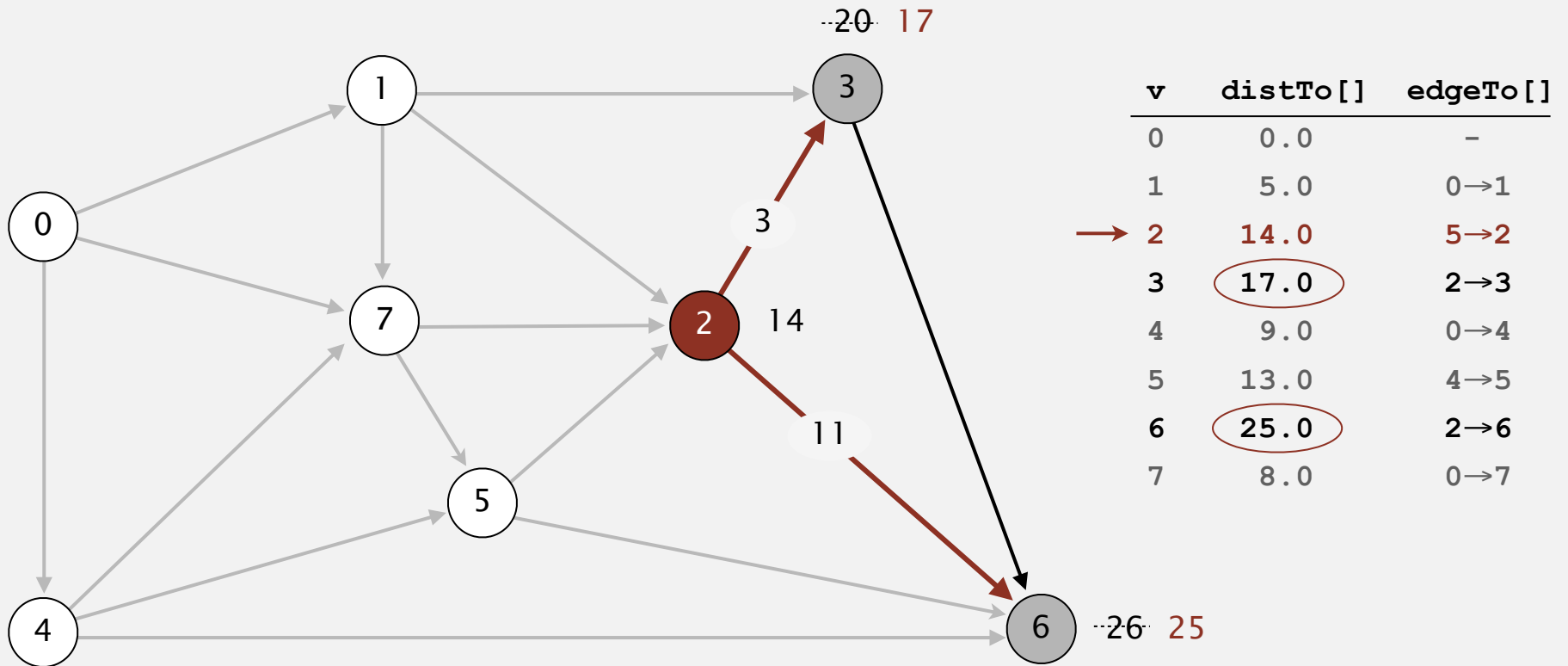
- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.



relax all edges incident from 2

Dijkstra's algorithm

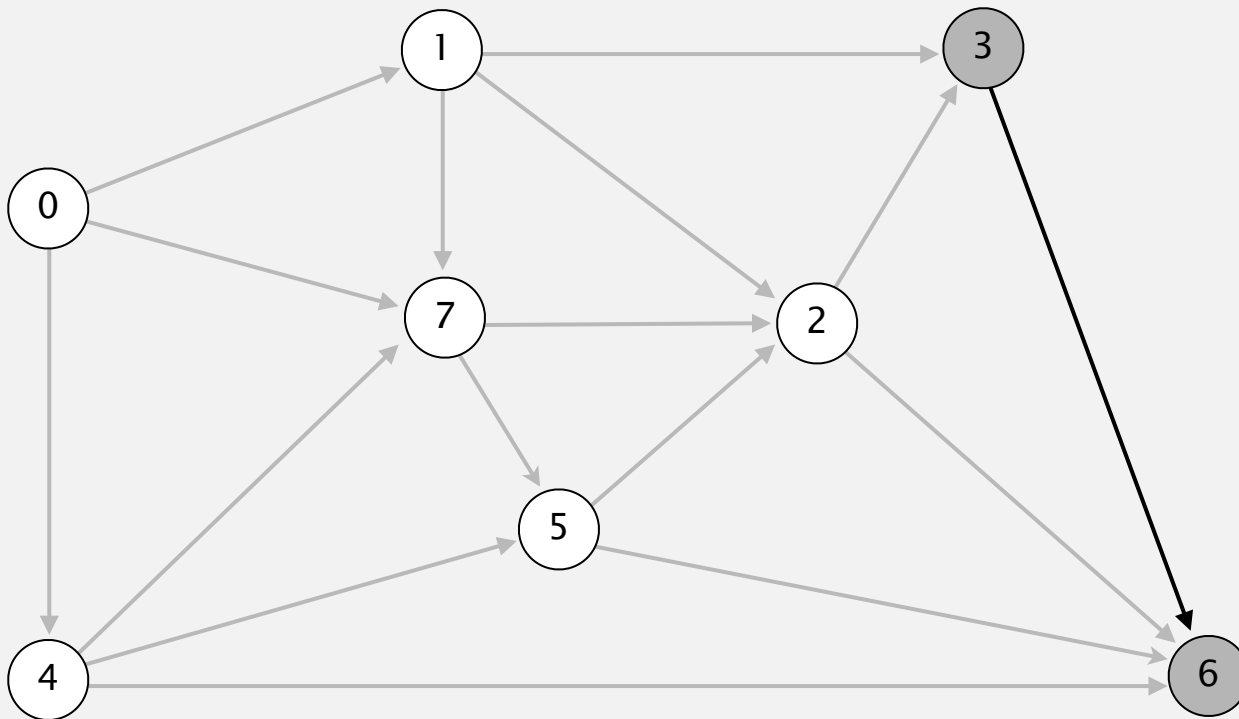
- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.



relax all edges incident from 2

Dijkstra's algorithm

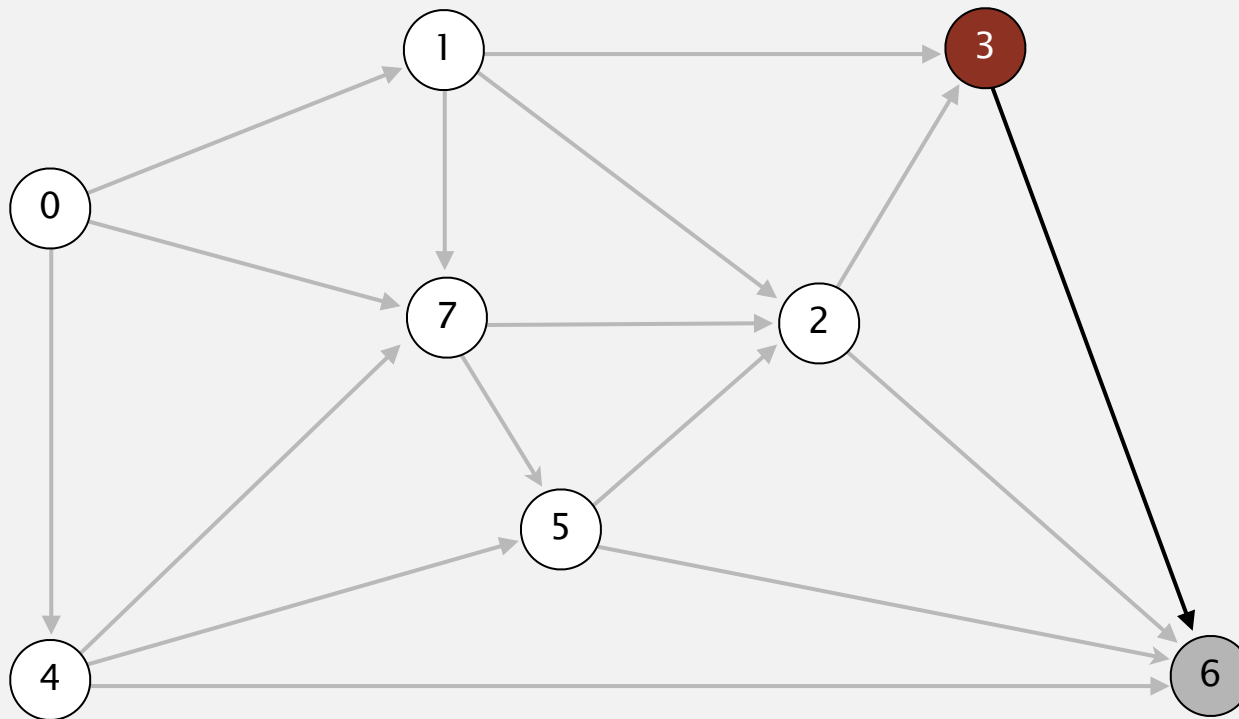
- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	25.0	2→6
7	8.0	0→7

Dijkstra's algorithm

- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.

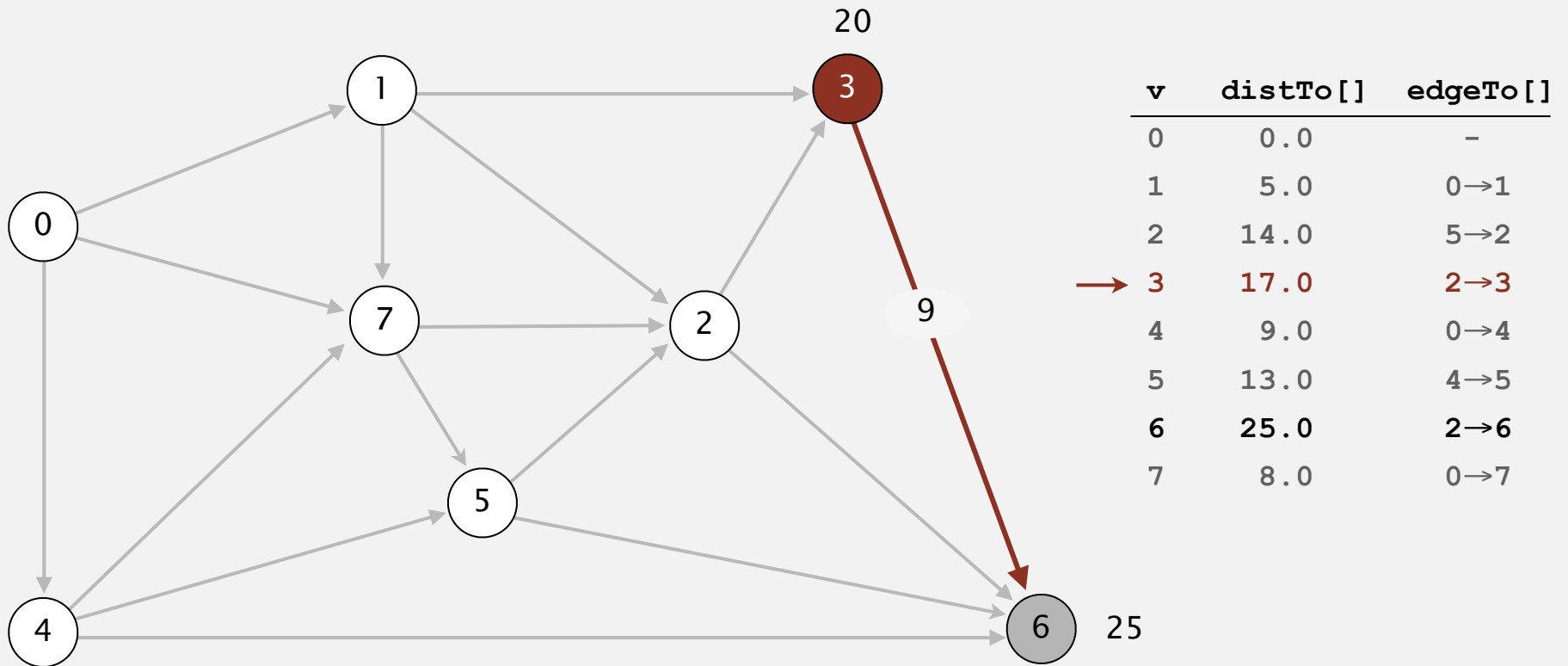


<u>v</u>	<u>distTo[]</u>	<u>edgeTo[]</u>
0	0.0	-
1	5.0	0→1
2	14.0	5→2
→ 3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	25.0	2→6
7	8.0	0→7

select vertex 3

Dijkstra's algorithm

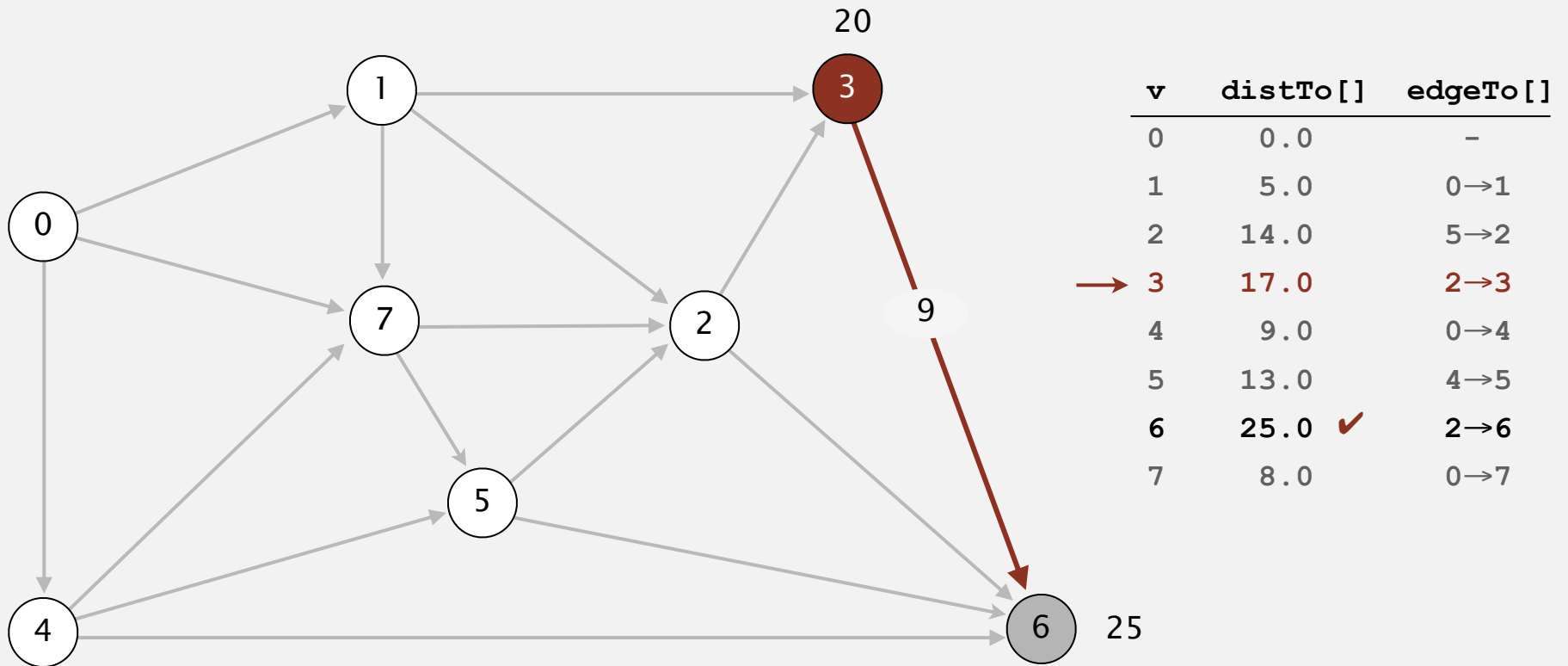
- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.



relax all edges incident from 3

Dijkstra's algorithm

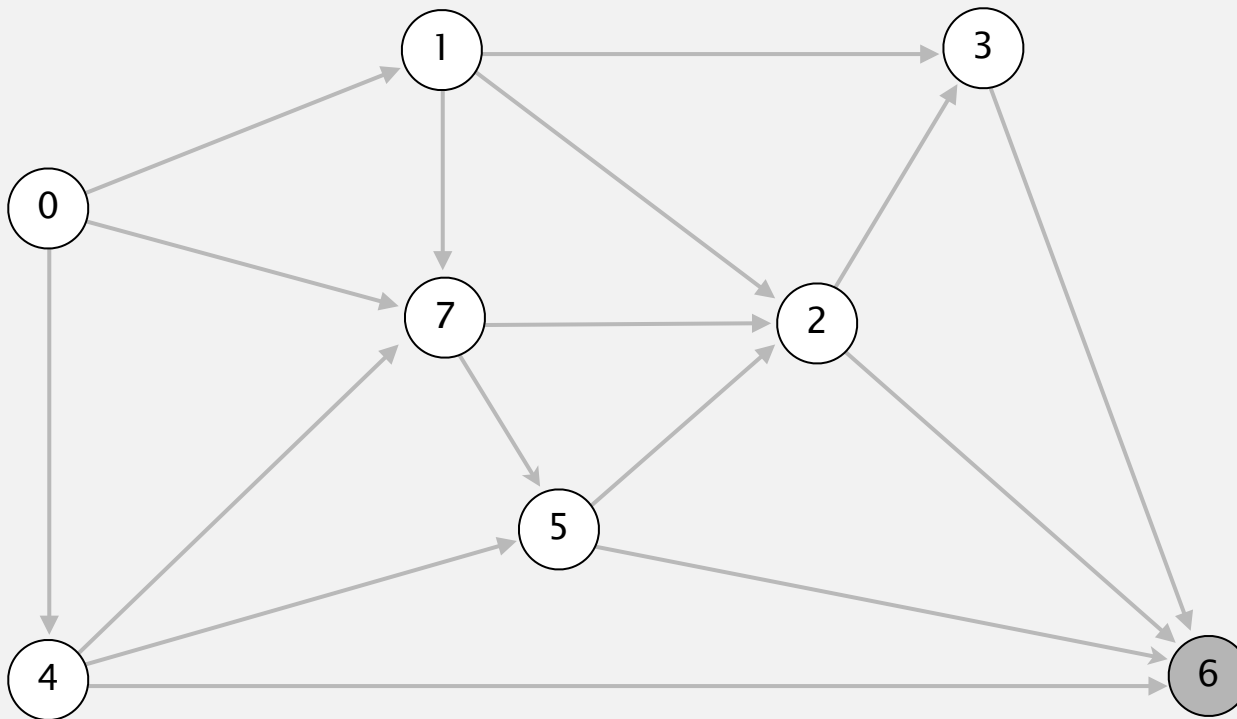
- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.



relax all edges incident from 3

Dijkstra's algorithm

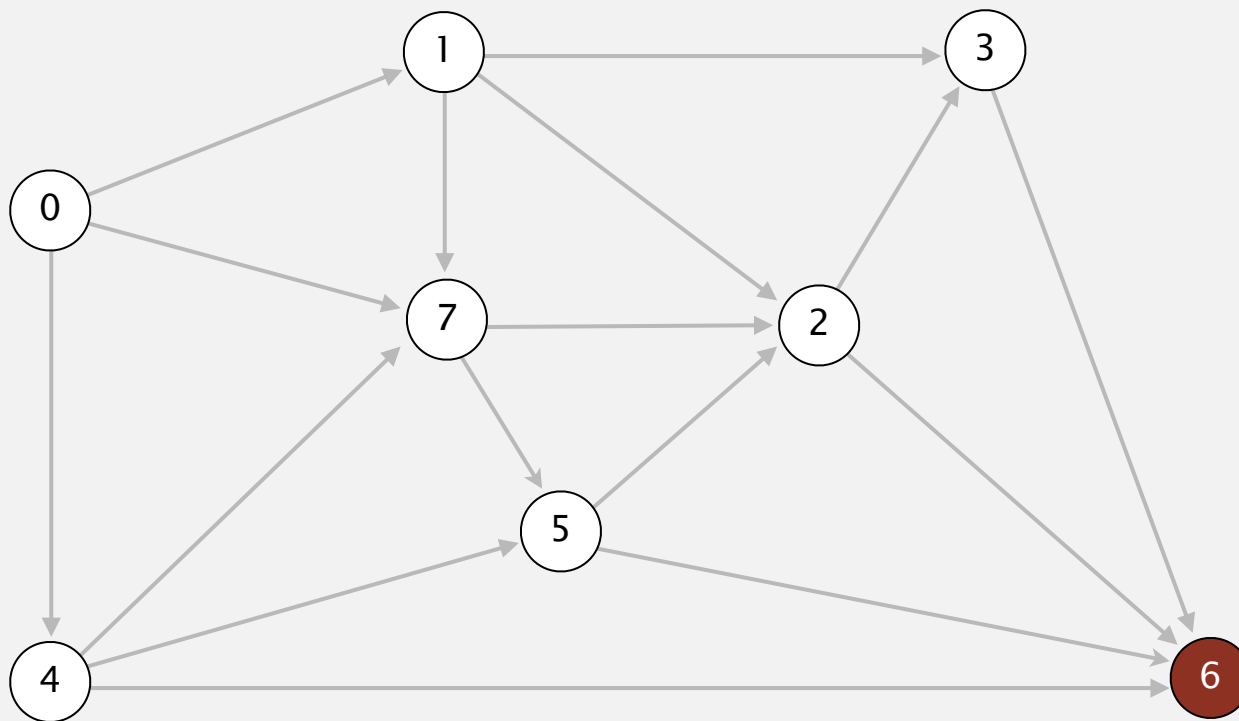
- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	25.0	2→6
7	8.0	0→7

Dijkstra's algorithm

- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.

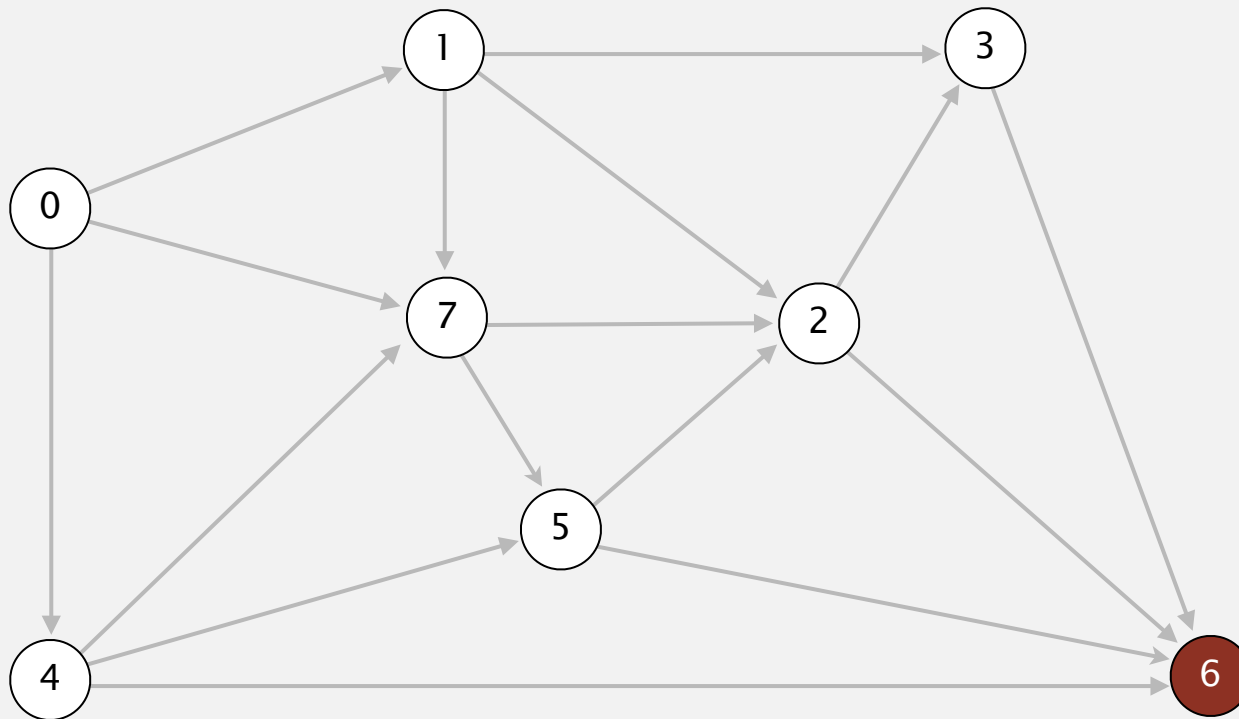


<u>v</u>	<u>distTo[]</u>	<u>edgeTo[]</u>
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
→ 6	25.0	2→6
7	8.0	0→7

select vertex 6

Dijkstra's algorithm

- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.

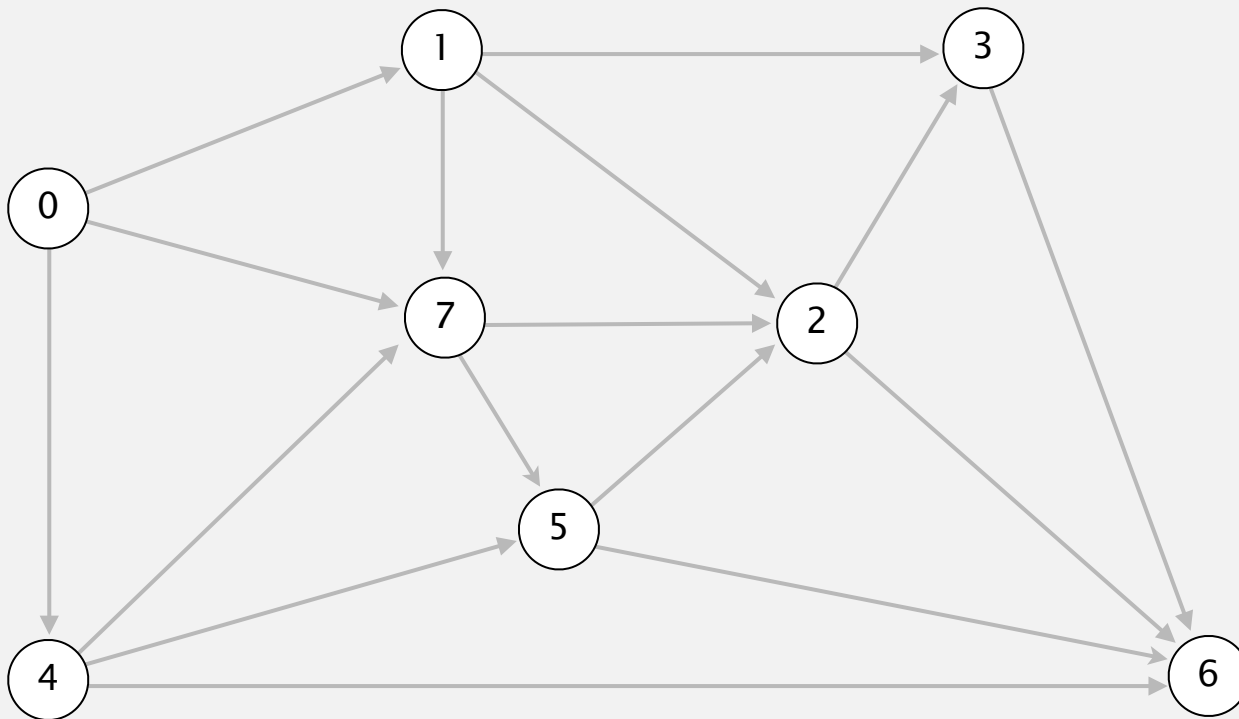


v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
→ 6	25.0	2→6
7	8.0	0→7

relax all edges incident from 6

Dijkstra's algorithm

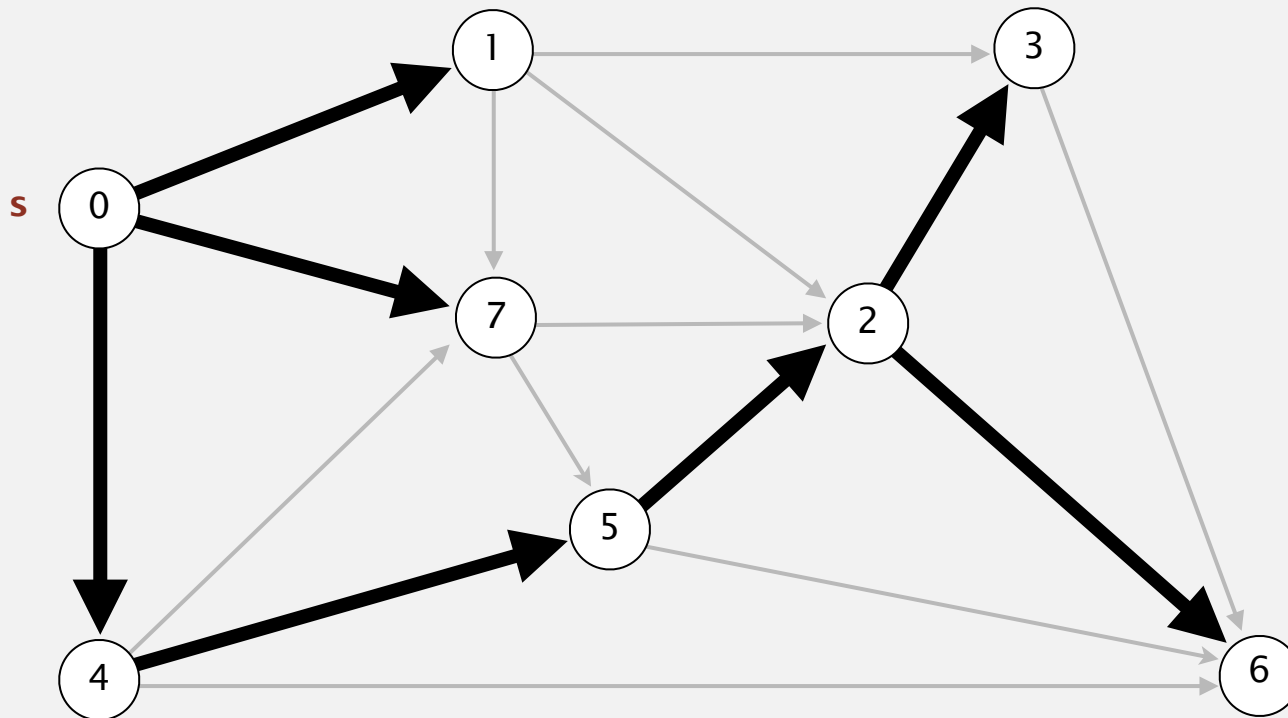
- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	25.0	2→6
7	8.0	0→7

Dijkstra's algorithm

- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges incident from that vertex.



<code>v</code>	<code>distTo[]</code>	<code>edgeTo[]</code>
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	25.0	2→6
7	8.0	0→7

shortest-paths tree from vertex s