Data Structures and Algorithms (CS210A)

Lecture 38

• An interesting problem:

shortest path from a source to destination

Sorting Integers

SHORTEST PATHS IN A GRAPH

A fundamental problem

Notations and Terminologies

A directed graph G = (V, E)

- $\omega: E \to R^+$
- Represented as **Adjacency lists** or **Adjacency matrix**
- n = |V| , m = |E|

Question: what is a path in **G**?

Answer: A sequence $v_1, v_2, ..., v_k$ such that $(v_i, v_{i+1}) \in E$ for all $1 \leq i < k$.



Length of a path $P = \sum_{e \in P} \omega(e)$

Notations and Terminologies

Definition:

The path from u to v of minimum length is called the shortest path from u to v

Definition: **Distance** from \boldsymbol{u} to \boldsymbol{v} is the <u>length</u> of the shortest path from \boldsymbol{u} to \boldsymbol{v} .

Notations:

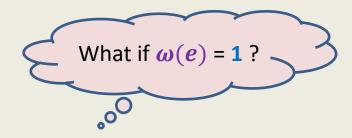
- $\delta(u, v)$: distance from u to v.
- P(u, v): The shortest path from u to v.

Problem Definition

Input: A directed graph G = (V, E) with $\omega : E \to R^+$ and a source vertex $s \in V$

Aim:

- Compute $\delta(s, v)$ for all $v \in V \setminus \{s\}$
- Compute P(s, v) for all $v \in V \setminus \{s\}$





Problem Definition

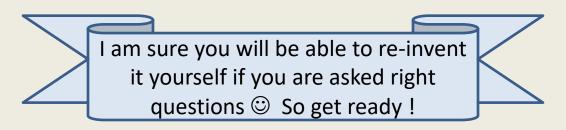
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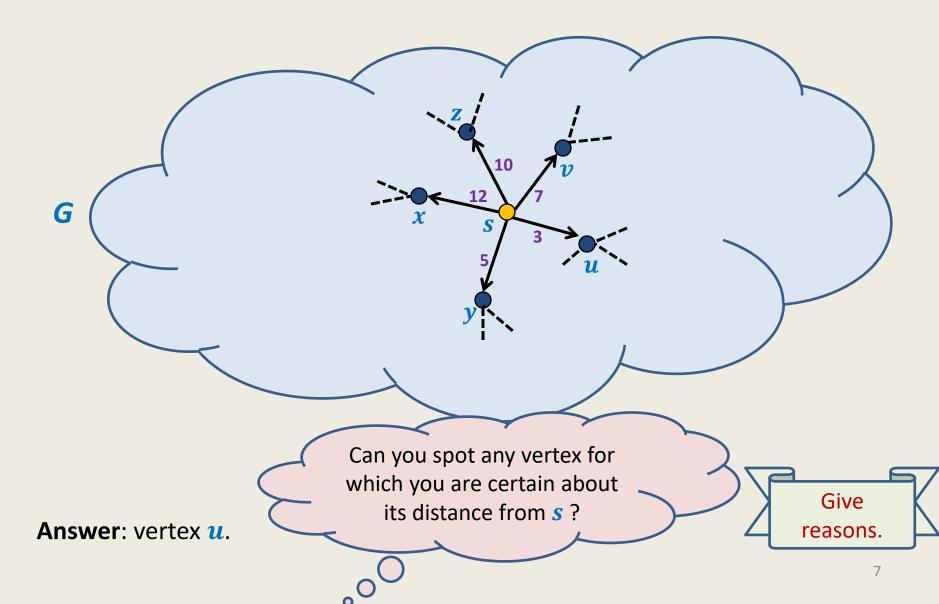
Aim:

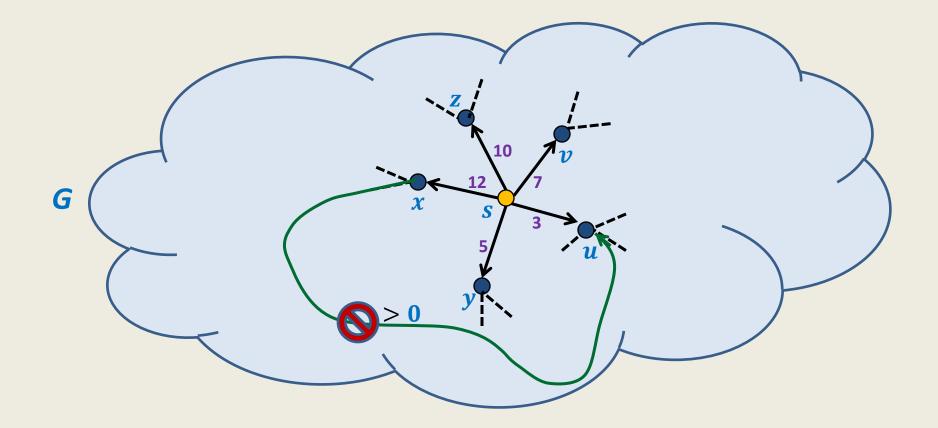
- Compute $\delta(s, v)$ for all $v \in V \setminus \{s\}$
- Compute P(s, v) for all $v \in V \setminus \{s\}$

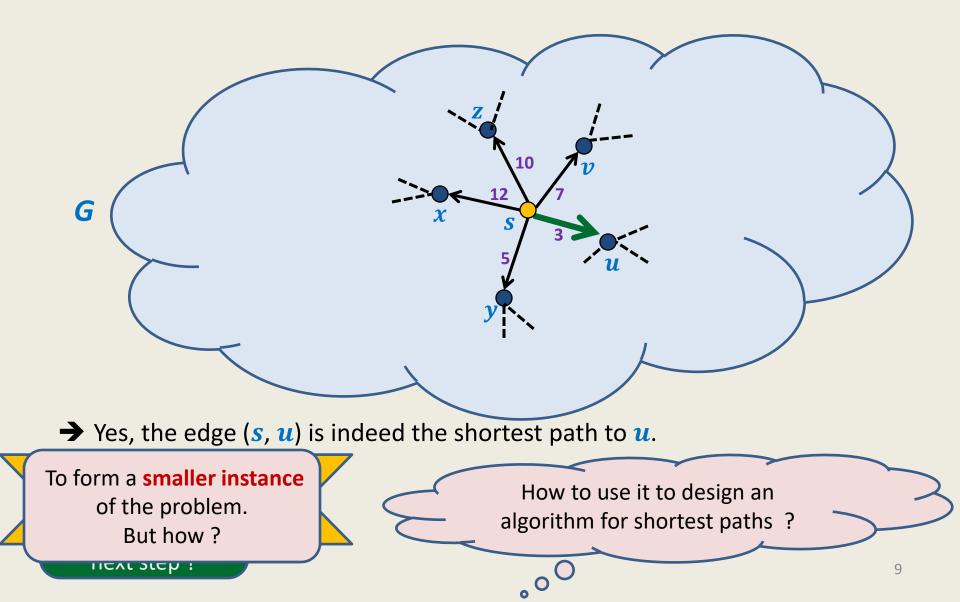
First algorithm : by Edsger Dijkstra in 1956

And still the best ...









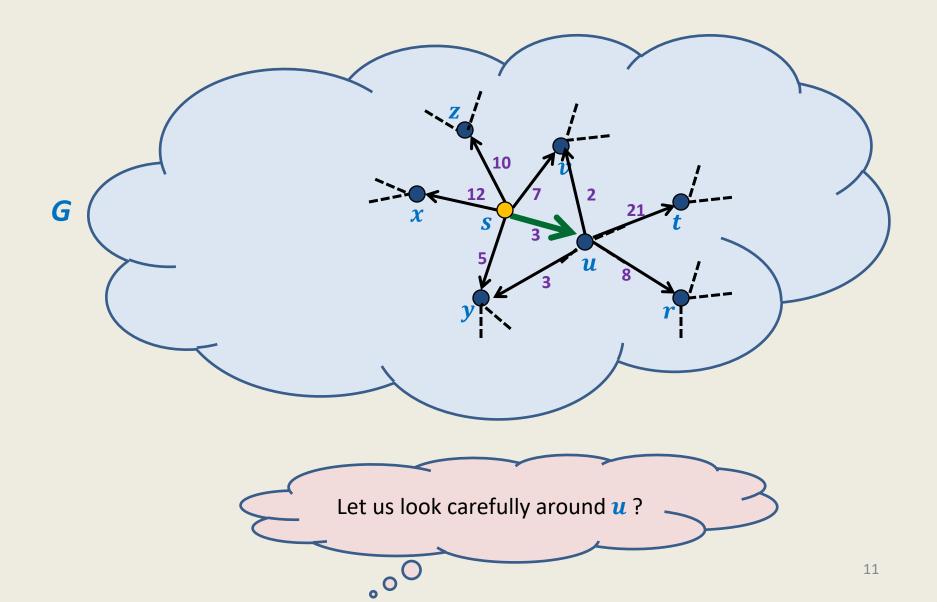
Pondering over the problem

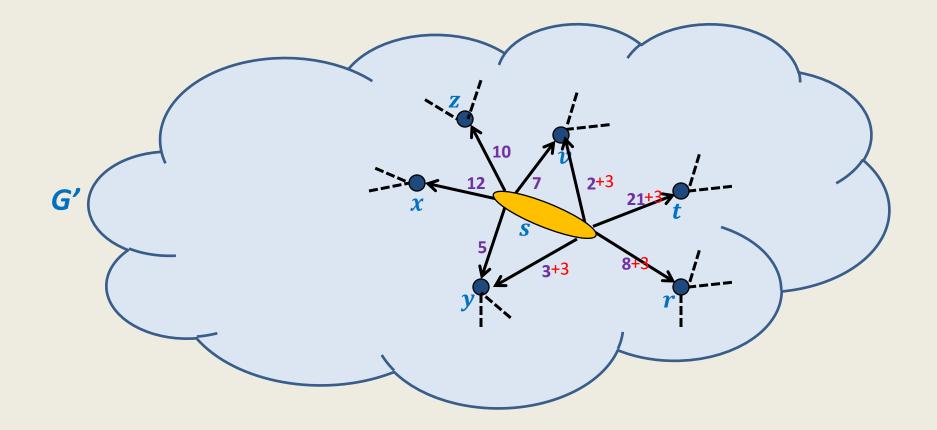
Idea 1 :

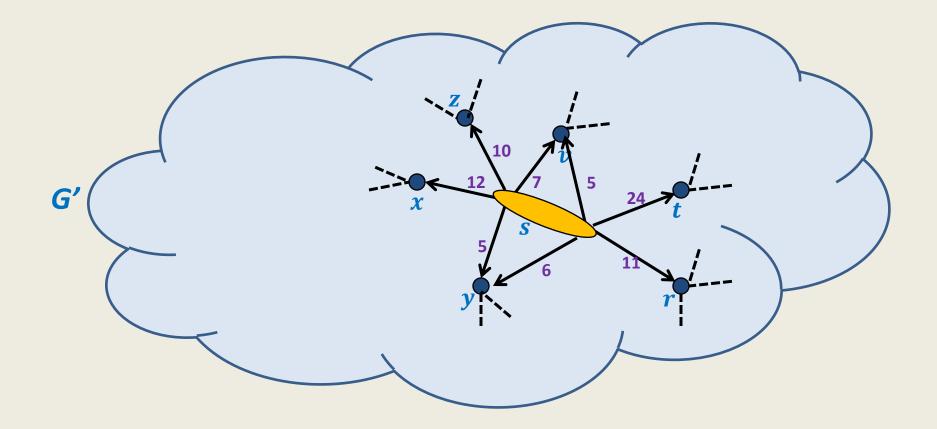
Remove \boldsymbol{u} since we have computed distance to \boldsymbol{u} . & so its job is done.

- So now there will be n 1 vertices.
- The new graph **will preserve** those shortest paths from *s* in which *u* is not present.
- But what about those shortest paths from s that pass through u ?
- We lost them with the removal of \boldsymbol{u} . $\boldsymbol{\boldsymbol{\Im}}$
- So we can't afford to remove **u**.









How to compute instance G'

Let (s, u) be the least weight edge from s in G = (V, E). Transform G into G' as follows.

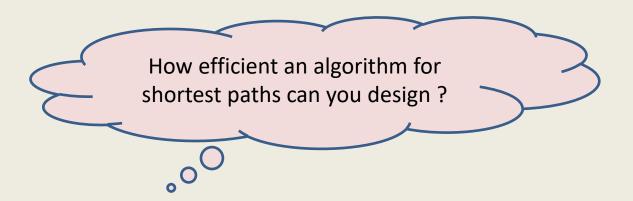
1. For each edge $(u, x) \in E$,

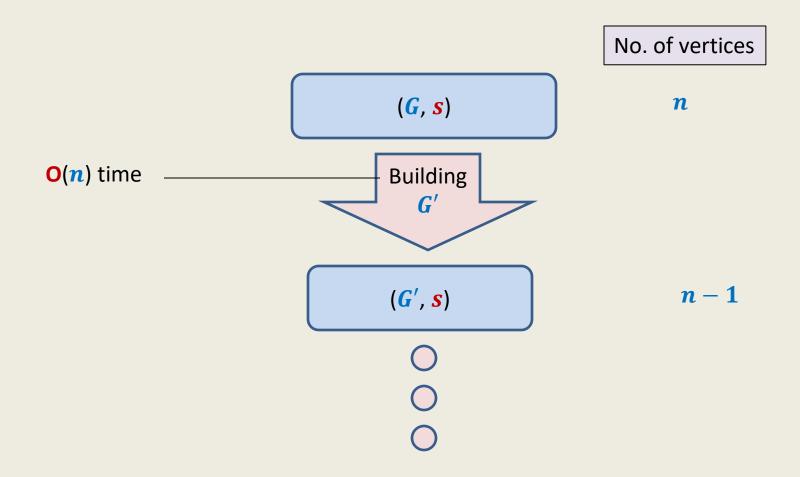
add edge (s,x); $\omega(s,x) \leftarrow \omega(s,u) + \omega(u,x)$;

2. In case of two edges from s to any vertex x

3. Remove vertex *u*.

Theorem: For each $v \in V \setminus \{s, u\}$, $\delta_G(s, v) = \delta_{G'}(s, v)$





 \rightarrow an algorithm for **distances** from **s** with $O(n^2)$ time complexity.

Integer sorting

Algorithms for Sorting *n* elements

- Insertion sort: $O(n^2)$
- Selection sort: $O(n^2)$
- Bubble sort: $O(n^2)$
- Merge sort: $O(n \log n)$
- Quick sort: worst case $O(n^2)$,
- Heap sort: $O(n \log n)$

Question: What is common among these algorithms ? **Answer:** All of them use only **comparison** operation to perform sorting.

Theorem (to be proved in CS345):

Every comparison based sorting algorithm must perform at least $n \log n$ comparisons in the worst case.

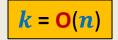
Question: Can we sort in O(n) time ?

The answer depends upon

- the **model of computation**.
- the <u>domain</u> of input.

Integer sorting

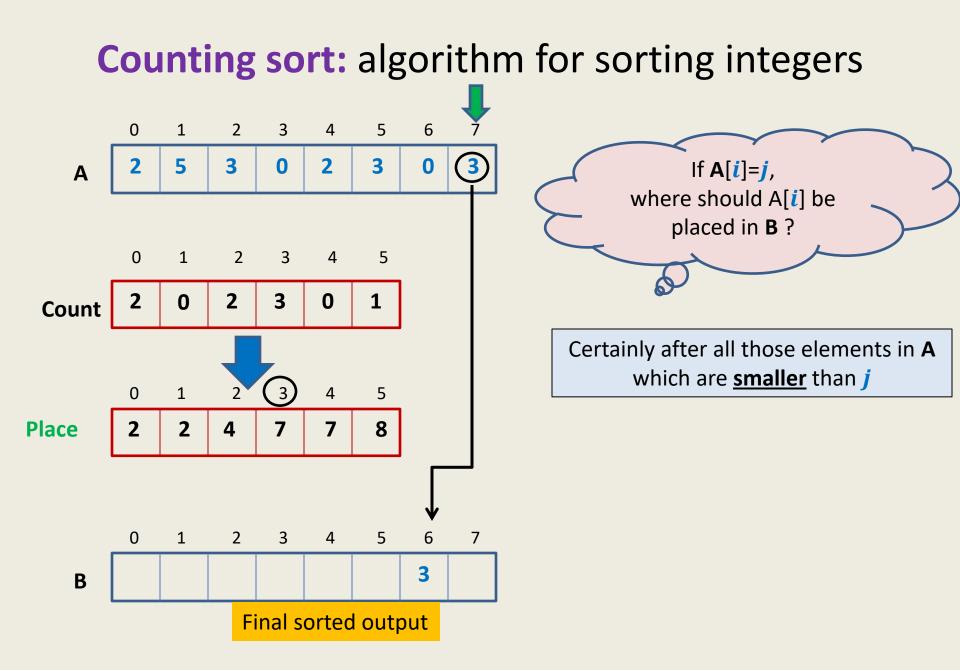
Input: An array **A** storing *n* integers in the range [0...k - 1]. **Output:** Sorted array **A**. **Running time:** O(n + k) in word RAM model of computation. **Extra space:** O(k)

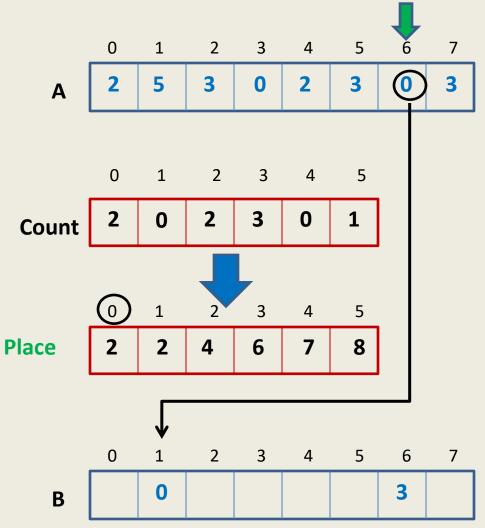


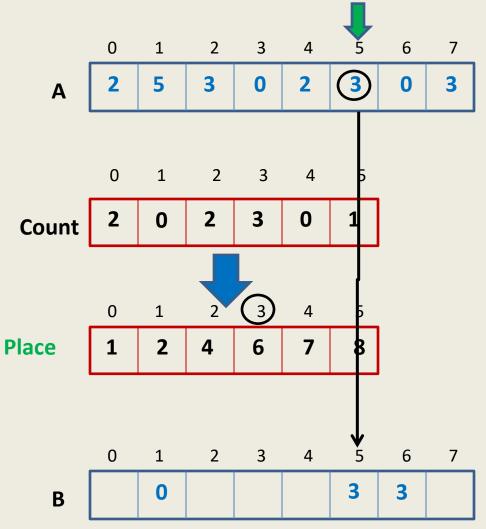
Motivating example: Indian railways

There are **13 lacs** employees.

Aim : To sort them list according to DOB (date of birth) Observation: There are only 14600 different date of births possible.







Algorithm (A[0...n - 1], k)

For j=0 to k-1 do Count $[j] \leftarrow 0$;

For i=0 to n-1 do Count[A[i]] \leftarrow Count[A[i]] +1;

For j=0 to k-1 do Place $[j] \leftarrow \text{Count}[j]$; For j=1 to k-1 do Place $[j] \leftarrow \text{Place}[j-1] + \text{Count}[j]$;

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For i=n - 1 to 0 do
{ B[ Place[A[i]]-1 ] ← A[i];
    Place[A[i]] ← Place[A[i]]-1;
}
return B;
What is the time complexity
of this algorithm in word
RAM model ?
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