

# Lecture 18: Shortest Paths IV - Speeding up Dijkstra

## Lecture Overview

- Single-source single-target Dijkstra
- Bidirectional search
- Goal directed search - potentials and landmarks

## Readings

[Wagner paper on website](#), (upto Section 3.2)

## DIJKSTRA single-source, single-target

```
Initialize()
 $Q \leftarrow V[G]$ 
while  $Q \neq \phi$ 
  do  $u \leftarrow \text{EXTRACT\_MIN}(Q)$  (stop if  $u = t!$ )
  for each vertex  $v \in \text{Adj}[u]$ 
    do  $\text{RELAX}(u, v, w)$ 
```

**Observation:** If only shortest path from  $s$  to  $t$  is required, stop when  $t$  is removed from  $Q$ , i.e., when  $u = t$

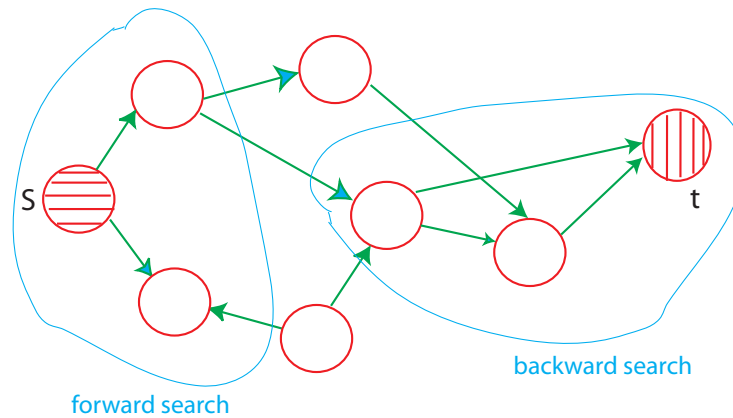


Figure 1: Bi-directional Search Idea.

## Bi-Directional Search

Note: Speedup techniques covered here do not change worst-case behavior, but reduce the number of visited vertices in practice.

### Bi-D Search

Alternate forward search from  $s$   
 backward search from  $t$   
 (follow edges backward)  
 $d_f(u)$  distances for forward search  
 $d_b(u)$  distances for backward search

Algorithm terminates when some vertex  $w$  has been processed, i.e., deleted from the queue of both searches,  $Q_f$  and  $Q_b$

*Subtlety:* After search terminates, find node  $x$  with minimum value of  $d_f(x) + d_b(x)$ .  $x$  may not be the vertex  $w$  that caused termination as in example to the left!

Find shortest path from  $s$  to  $x$  using  $\Pi_f$  and shortest path backwards from  $t$  to  $x$  using  $\Pi_b$ . *Note:*  $x$  will have been deleted from either  $Q_f$  or  $Q_b$  or both.

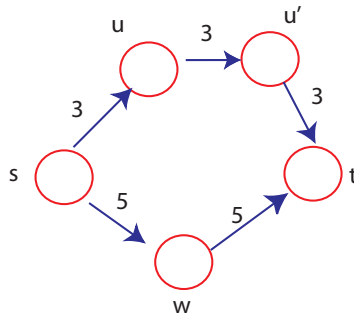


Figure 2: Bi-D Search Example.

Minimum value for  $d_f(x) + d_b(x)$  over all vertices that have been processed in at least one search (see Figure 3):

$$d_f(u) + d_b(u) = 3 + 6 = 9$$

$$d_f(u') + d_b(u') = 6 + 3 = 9$$

$$d_f(w) + d_b(w) = 5 + 5 = 10$$

## Goal-Directed Search or $A^*$

Modify edge weights with potential function over vertices.

$$\bar{w}(u, v) = w(u, v) - \lambda(u) + \lambda(v)$$

Search toward target as shown in Figure 4:

## Correctness

$$\bar{w}(p) = w(p) - \lambda_t(s) + \lambda_t(t)$$

So shortest paths are maintained in modified graph with  $\bar{w}$  weights (see Figure 5).

To apply Dijkstra, we need  $\bar{w}(u, v) \geq 0$  for all  $(u, v)$ .

Choose potential function appropriately, to be feasible.

## Landmarks

Small set of landmarks  $LCV$ . For all  $u \in V, l \in L$ , pre-compute  $\delta(u, l)$ .

Potential  $\lambda_t^{(l)}(u) = \delta(u, l) - \delta(t, l)$  for each  $l$ .

CLAIM:  $\lambda_t^{(l)}$  is feasible.

## Feasibility

$$\begin{aligned} \bar{w}(u, v) &= w(u, v) - \lambda_t^{(l)}(u) + \lambda_t^{(l)}(v) \\ &= w(u, v) - \delta(u, l) + \delta(t, l) + \delta(v, l) - \delta(t, l) \\ &= w(u, v) - \delta(u, l) + \delta(v, l) \geq 0 \quad \text{by the } \Delta \text{-inequality} \\ \lambda_t(u) &= \max_{l \in L} \lambda_t^{(l)}(u) \text{ is also feasible} \end{aligned}$$

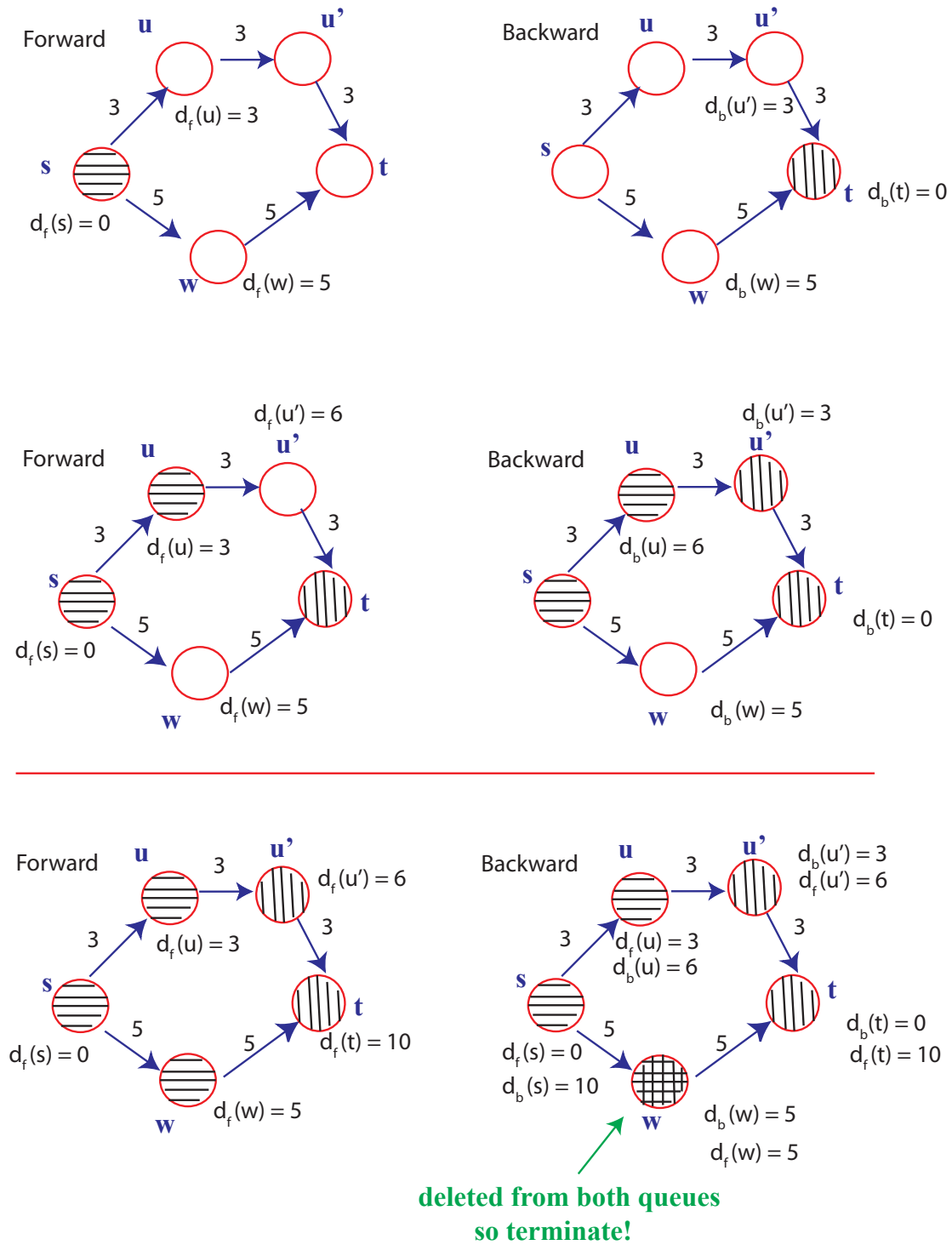


Figure 3: Forward and Backward Search and Termination.

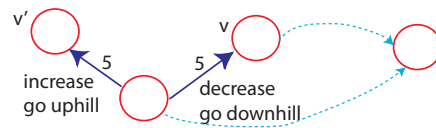


Figure 4: Targeted Search

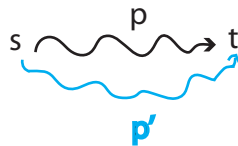


Figure 5: Modifying Edge Weights.