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- Quiz 5 : today
 - final : mon June 1, 12-8PM, 2hrs
 - SETs : closes next Sunday.
 - PaT : ext 1 day $\rightarrow$ Friday.

Priority Queue (max)

- Implement using (max)-heap
- see pseudo-code

Runtimes! $n = \# \text{ keys}$

- $\text{HeapMaximum}()$: $\Theta(1)$
- $\text{HeapDeleteMax}()$: $\Theta(\log n)$
- $\text{HeapExtractMax}()$: $\Theta(\log n)$
- $\text{HeapIncreaseKey}()$: $\Theta(\log n)$
- $\text{HeapInsert}()$: $\Theta(\log n)$

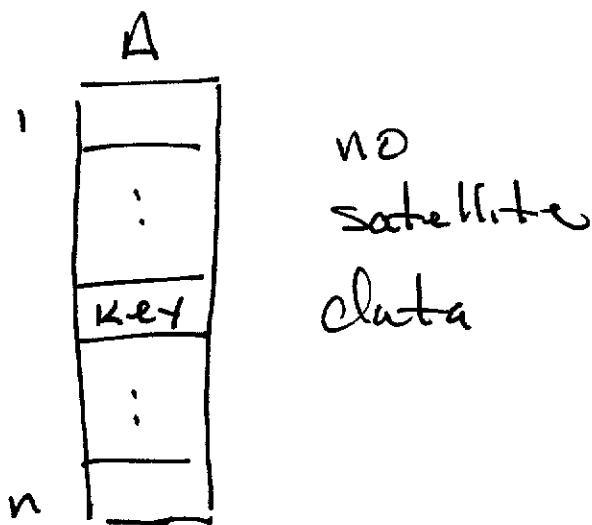
Exercise

re-write

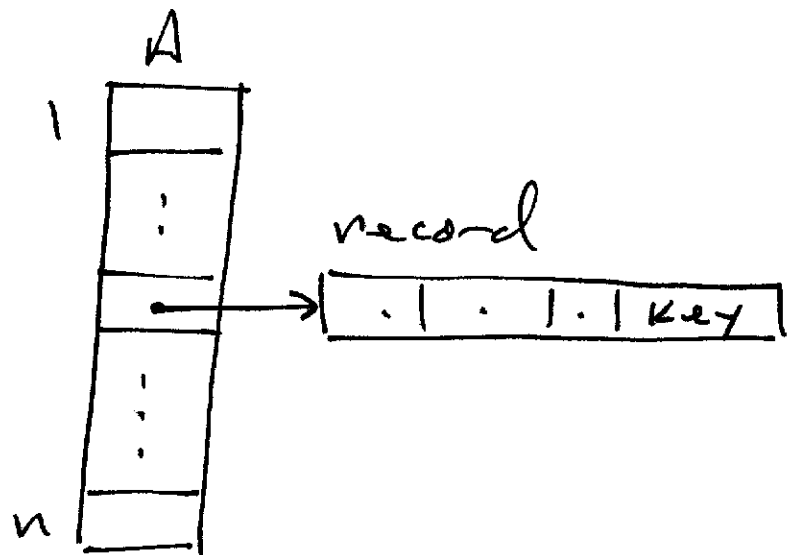
- heap operations
- PQ operations

for min case.

our Picture



General Picture



Exercise:

re-write PQ operations in the general Picture.

Exercise

Implement a P.Q. (max, min, both) in C and C++.

Why have a Priority Queue?

SSSP in a weighted Graph

Defn

A weighted graph (dir. or undir.) is a graph $G = (V, E)$ with a weight function

$$w: E \rightarrow \mathbb{R}$$

(weight, cost, distance) of an edge.

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Defn

Let $P: x=v_0, v_1, \dots, v_k=y$ be an x - y Path in G . The weight of P is

$$w(P) = \sum_{i=1}^k w(v_{i-1}, v_i)$$

Defn Shortest Path length

$$l(x, y) = \begin{cases} \min\{w(P) : P \text{ is an } x\text{-}y \text{ Path}\} & \text{if } y \text{ reachable from } x. \\ \infty & \text{if } y \text{ not reachable from } x. \end{cases}$$

A shortest x - y Path P is a Path with $w(P) = l(x, y)$.

SSSP in a weighted graph:

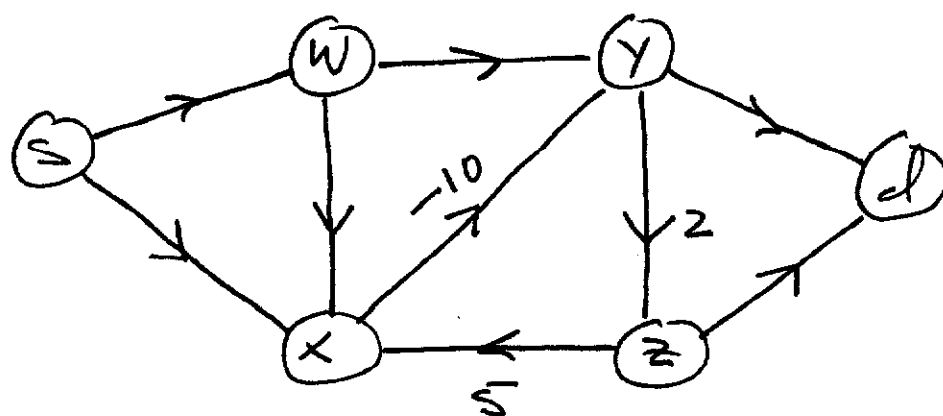
Given $s \in V(G)$, determine $f(s, x)$ for all $x \in V(G)$. Further, if $f(s, x) < \infty$, then determine a shortest s - x path in G .

Two Algorithms:

- o Dijkstra : requires positive weights
- o Bellman-Ford : allows negative weights

Note : Both algorithms actually find shortest walks. ordinarily shortest walks are shortest paths.

Exception : negative weight cycle reachable from the source s .

Ex,

$$w(x, y, z, x) = -3$$

There is no min weight s-d walk!

- Dijkstra's strategy: outlaw neg. weight edges
- Bellman-Ford strategy: detect neg. weight cycles reachable from source, return False in that case.

New Graph Infrastructure

Vertex Attributes :

- $P[x]$: Parent (Predecessor), encodes shortest Path tree.
- $d[x]$: estimate of $f(s, x)$.

Predecessor Subgraph :

$$V_p = \{ x \in V \mid P[x] \neq \text{nil} \text{ or } x = s \}$$

(vertices reachable from s)

$$E_p = \{ (P[x], x) \mid P[x] \neq \text{nil} \}$$

$$G_p = (V_p, E_p)$$

Helper functions:

Initialize(G, s)

1. for all $x \in V$
2. $d[x] = \infty$
3. $P[x] = nil$
4. $d[s] = 0$

Relax(x, y) Pre: $y \in adj[x]$

1. if $d[y] > d[x] + w(x, y)$
2. $d[y] = d[x] + w(x, y)$
3. $P[y] = x$

Picture

