

## 17.3.3

Shortest path in the weighted case using  
BFS

# Single-Source Shortest Paths via BFS

① **Special case:** All edge lengths are **1**.

① Run **BFS**( $s$ ) to get shortest path distances from  $s$  to all other nodes.

②  $O(m + n)$  time algorithm.

② **Special case:** Suppose  $\ell(e)$  is an integer for all  $e$ ?

Can we use **BFS**? Reduce to unit edge-length problem by placing  $\ell(e) - 1$  dummy nodes on  $e$ .

# Single-Source Shortest Paths via BFS

① **Special case:** All edge lengths are **1**.

① Run **BFS**(**s**) to get shortest path distances from **s** to all other nodes.

②  $O(m + n)$  time algorithm.

② **Special case:** Suppose  $\ell(e)$  is an integer for all  $e$ ?

Can we use **BFS**? Reduce to unit edge-length problem by placing  $\ell(e) - 1$  dummy nodes on  $e$ .

# Single-Source Shortest Paths via BFS

① **Special case:** All edge lengths are **1**.

① Run **BFS**( $s$ ) to get shortest path distances from  $s$  to all other nodes.

②  $O(m + n)$  time algorithm.

② **Special case:** Suppose  $\ell(e)$  is an integer for all  $e$ ?

Can we use **BFS**? Reduce to unit edge-length problem by placing  $\ell(e) - 1$  dummy nodes on  $e$ .

# Single-Source Shortest Paths via BFS

① **Special case:** All edge lengths are **1**.

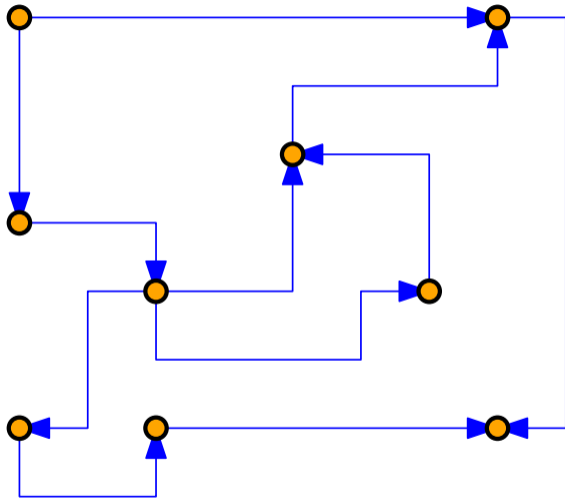
① Run **BFS**(**s**) to get shortest path distances from **s** to all other nodes.

②  $O(m + n)$  time algorithm.

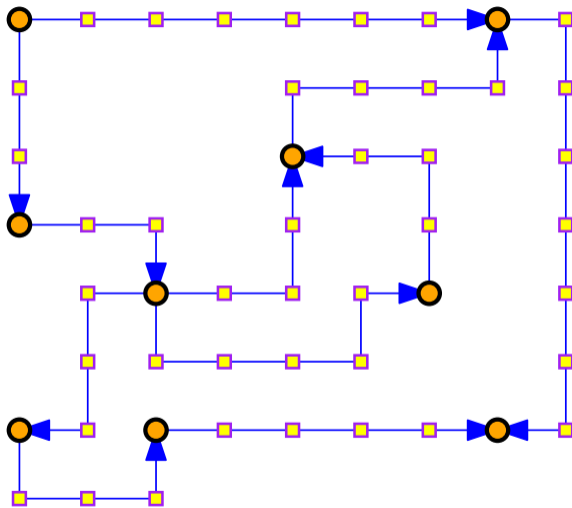
② **Special case:** Suppose  $\ell(e)$  is an integer for all  $e$ ?

Can we use **BFS**? Reduce to unit edge-length problem by placing  $\ell(e) - 1$  dummy nodes on  $e$ .

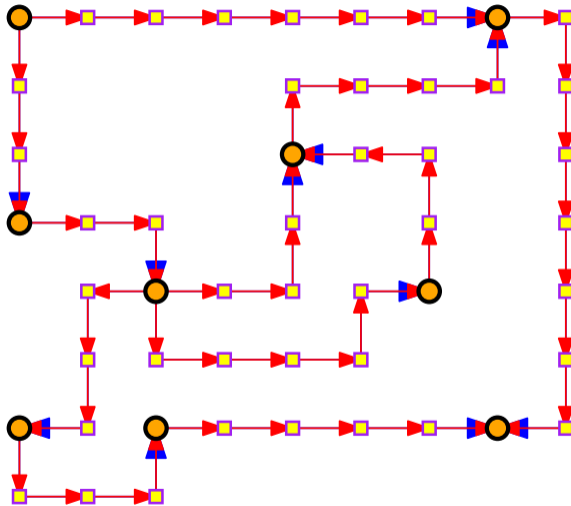
## Example of edge refinement



## Example of edge refinement



## Example of edge refinement





## Shortest path using BFS

Let  $L = \max_e \ell(e)$ . New graph has  $O(mL)$  edges and  $O(mL + n)$  nodes. **BFS** takes  $O(mL + n)$  time. Not efficient if  $L$  is large.

# Why does BFS kind of works?

Why does **BFS** work?

**BFS**( $s$ ) explores nodes in increasing distance from  $s$

# Why does BFS kind of works?

Why does **BFS** work?

**BFS**(s) explores nodes in increasing distance from **s**

**THE END**

...

**(for now)**