

```
toCheckQueue = V (prioritized on routeDist)
cameFrom = empty map
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```
for v in V:
    v.routeDist = inf
    source.routeDist = 0
```

```
while toCheckQueue is not empty:
    checkingV = toCheckQueue.removeMin()
    for neighbor in checkingV's neighbors:
        if checkingV.routeDist + cost(checkingV, neighbor) < neighbor.routeDist:
            neighbor.routeDist = checkingV.routeDist + cost(checkingV, neighbor)
            cameFrom.add(neighbor -> checkingV)
            toCheckQueue.decreaseValue(neighbor)
```

→ $|V|$ times

→ $O(\log |V|)$

→ $|E|/|V|$ times

$O(|V|)$

$O(\log |V|)$ ← in ideal world

backtrack from dest to source through cameFrom

what we actually had to do in Project 2

$O((|V| + |E|) \log |V|)$

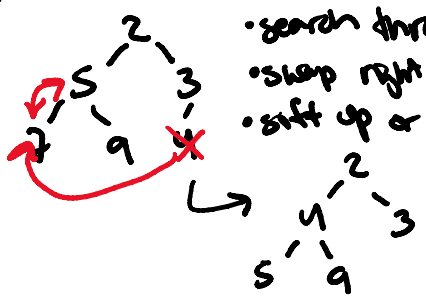
toCheckQueue.remove(neighbor) ← arbitrary
 toCheckQueue.insert(neighbor) ← $O(|V|)$
 $O(\log |V|)$ } $O(|V|)$

final Dijkstra runtime for Project 2

$O(|V| \log |V| + |E| \cdot |V|)$

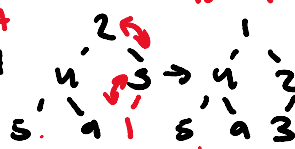
↓ slower than ideal!

decrease 7 to 1:
 remove(7):

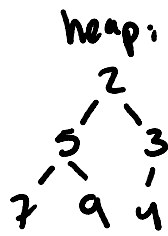


- search through heap to find 7 (linear)
- swap rightmost leaf in (constant)
- sift up or down as appropriate (log)

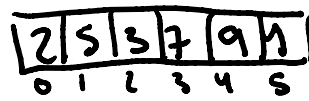
insert(1):
 • insert 1 into first empty leaf
 • sift up log



-if we have constant time access to the location of an elt, can decrease its priority in $\log N$ time, (while preserving the heap)



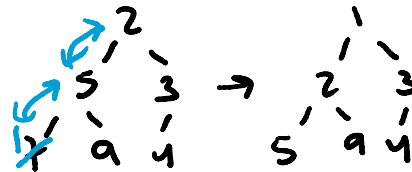
array representation:



map from elts. to indices
(maintained w/ every insert/delete/sift operation):

$5 \rightarrow 1 \quad 4 \rightarrow 5 \quad 9 \rightarrow 4 \quad 7 \rightarrow 3 \quad 2 \rightarrow 0 \quad 3 \rightarrow 2$

decrease 7: • find 7 (now constant!)
• decrease (constant)
• sift up ($\log n$)



Key takeaways:

- Dijkstra runtime has potential of being $O((|V| + |E|)\log|V|)$
- Java PQ doesn't have a "decrease" operation, so we have to find an element and insert it back in with a new priority, which is a linear operation (so Dijkstra ends up being $O(|V|\log|V| + |E||V|)$)
- Optimizing PQ with heaps that keep track of where each element is allows us to implement a $\log N$ decrease operation and get the better Dijkstra runtime