

Non-negative weights

Dijkstra

$u \rightarrow v$ is tense if $\text{dist}(u) + w(u \rightarrow v) < \text{dist}(v)$

Two observations:

1) $u \rightarrow v$ can become tense only when $\text{dist}(u)$ decreases

2) Relaxing $u \rightarrow v$ sets $\text{dist}(v) \geq \text{dist}(u)$, so relaxing

$u \geq v$ with lowest $\text{dist}(u)$
shouldn't result in a
chain of relaxations that
eventually changes $\text{dist}(u)$.

- keep a priority queue of
tail vertices u . Only add
 v to priority queue when
 $\text{dist}(v)$ drops.

DIJKSTRA(s):

INITSSSP(s)

INSERT(s, 0)

insert s into queue with priority 0.

while the priority queue is not empty

$u \leftarrow \text{EXTRACTMIN}()$

for all edges $u \rightarrow v$

if $u \rightarrow v$ is tense

RELAX($u \rightarrow v$)

if v is in the priority queue

DECREASEKEY($v, \text{dist}(v)$)

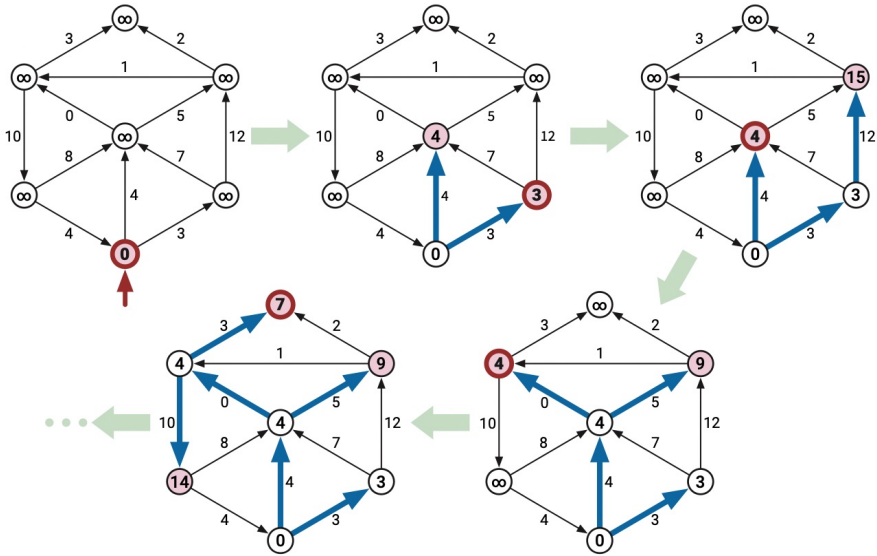
else

INSERT($v, \text{dist}(v)$)

Is FordSSSP, so it will find shortest paths, even with negative weights! (no proof today)

- may be slow with negative weights

With no negative weights...



Let u_i be the i th vertex returned by Extract Min.

Let d_i be $\text{dist}(u_i)$ at moment

Extract Min returns u_i .

(u_i may = u_j when $i \neq j$)

Lemma: For all $i < j$, we have

$$d_i = d_j.$$

Proof: Fix some i . Will

show $d_{i+1} \geq d_i$.

Suppose we relax $u_i \rightarrow u_{i+1}$
during i th iteration.

$$\begin{aligned} \text{Then } d_{i+1} &= \text{dist}(u_{i+1}) \\ &= \text{dist}(u_i) + w(u_i \rightarrow u_{i+1}) \\ &= d_i + w(u_i \rightarrow u_{i+1}) \\ &\geq d_i \end{aligned}$$

↑
at least 0

Otherwise, $u_{\hat{i}+1}$ was already in queue.

ExtractMin chose u_i , so

$$d_i \leq d_{\hat{i}+1}$$

Lemma: Every vertex v is extracted at most once.

Proof: Otherwise $v = u_i = u_j$ for some $i < j$.

To put v back in queue after iteration i , we must decrease $\text{dist}(v)$.

So $d_j < d_i$. \perp contradiction!

Lemma: When Dijkstra ends, for all vertices v , $\text{dist}(v)$ is the distance from s to v .

Proof: By induction on $\min \#$ edges on a shortest path to v .

Let L_w denote distance from s to w .

Let $P = s \rightarrow \dots \rightarrow u \rightarrow v$ be shortest path to v with $\min \#$ edges.

If P has no edges, then
 $v = s$, $\text{dist}(s) = 0$ ✓

Otherwise, by induction
we set $\text{dist}(u)$ to L_u , add
 u to queue, & later Extract
it.

Maybe $\text{dist}(v) \leq \text{dist}(u) + w(u \rightarrow v)$
already.

If not, we will Relax $u \rightarrow v$
Either way,

$$\begin{aligned}\text{dist}(v) &\leq \text{dist}(u) + w(u \rightarrow v) \\ &= L_u + w(u \rightarrow v) \\ &= L_v\end{aligned}$$

But it can't go lower than L_v , so
 $\text{dist}(v) = L_v$. ✓

Analysis: Each priority
queue operation take $O(\log V)$
time.

Each vertex Extracted +
Inserted \leq once.

Each edge relaxed \leq once.

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

assuming
graph is connected

Time

May be fast even with a few negative edges.

CLRS version always fast but neg edges may break it!

If all weights are 1.

BFS(s):

INITSSSP(s)

PUSH(s)

while the queue is not empty

$u \leftarrow \text{PULL}()$

for all edges $u \rightarrow v$

if $\text{dist}(v) > \text{dist}(u) + 1$ ⟨⟨if $u \rightarrow v$ is tense⟩⟩

$\text{dist}(v) \leftarrow \text{dist}(u) + 1$ ⟨⟨relax $u \rightarrow v$ ⟩⟩

$\text{pred}(v) \leftarrow u$

PUSH(v)

$O(V+E)$ Time.

All pairs shortest paths

Compute $\text{dist}(u, v)$, the distance from u to v for all vertices $u \neq v$.

We'll assume no negative cycles today.

OBVIOUSAPSP(V, E, w):

for every vertex s

$\text{dist}[s, \cdot] \leftarrow \text{SSSP}(V, E, w, s)$

If using Bellman-Ford, takes

$$\begin{aligned} V \cdot O(VE) &= O(V^2 E) \\ &= O(V^4) \end{aligned}$$

Dynamic Programming

$$\text{dist}(u, v) = \begin{cases} 0 & \text{if } u = v \\ \min_{x \rightarrow v} (\text{dist}(u, x) + w(x \rightarrow v)) & \text{otherwise} \end{cases}$$

Cannot be used if there are directed cycles!

Makes an infinite loop!

Need a parameter that actually decreases...

Limit which vertices can appear in path

Arbitrarily number vertices
from 1 to $|V|$.

$\pi(u, v, r) :=$ shortest path
from u to v where each
intermediate (internal, not
 u or v)

is numbered at most r .

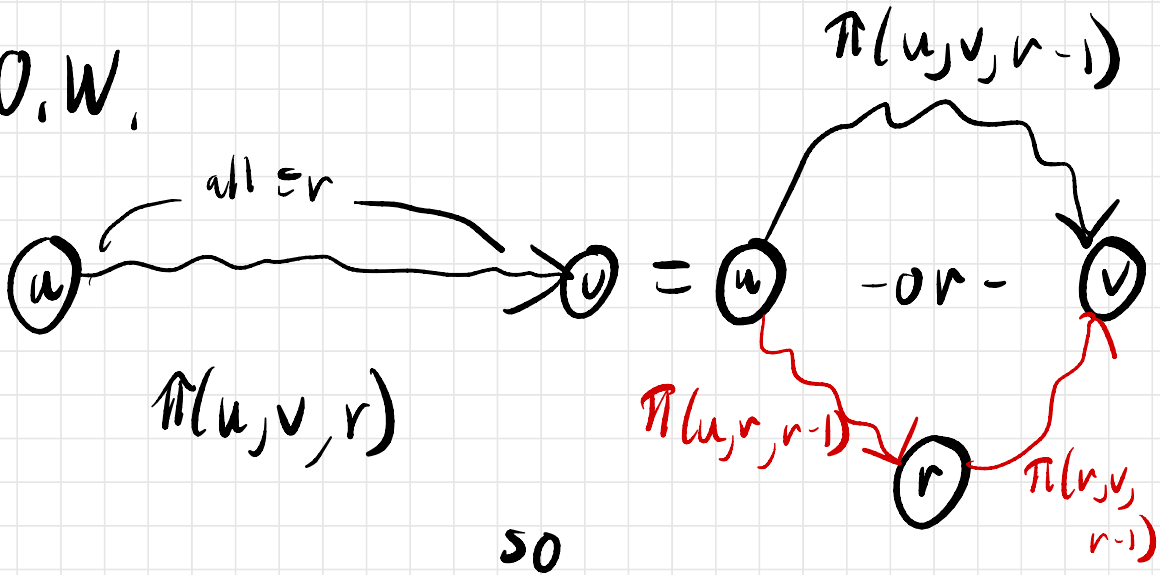
$\text{dist}(u, v, r) :=$ length of
 $\pi(u, v, r)$

$\pi(u, v, |V|)$ is the true
 $u-v$ shortest path

If $r=0$.

$\pi(u, v, r)$ is $u \rightarrow v$

O.W.



$$\text{dist}(u, v, r) = \begin{cases} w(u \rightarrow v) & \text{if } r=0 \\ \min \left\{ \begin{array}{l} \text{dist}(u, v, r-1) \\ \text{dist}(u, r, r-1) + \text{dist}(r, v, r-1) \end{array} \right\} & \end{cases}$$

$\Theta(V^3)$ subproblems in constant time each $\Rightarrow O(V^3)$ time

KLEENEAPSP(V, E, w):

for all vertices u

for all vertices v

$dist[u, v, 0] \leftarrow w(u \rightarrow v)$

for $r \leftarrow 1$ to V

for all vertices u

for all vertices v

if $dist[u, v, r - 1] < dist[u, r, r - 1] + dist[r, v, r - 1]$

$dist[u, v, r] \leftarrow dist[u, v, r - 1]$

else

$dist[u, v, r] \leftarrow dist[u, r, r - 1] + dist[r, v, r - 1]$

FLOYDWARSHALL(V, E, w):

for all vertices u

for all vertices v

$dist[u, v] \leftarrow w(u \rightarrow v)$

for all vertices r

for all vertices u

for all vertices v

if $dist[u, v] > dist[u, r] + dist[r, v]$

$dist[u, v] \leftarrow dist[u, r] + dist[r, v]$