

Randomized Single Source Shortest Path with Negative Real Weights in $\tilde{O}(mn^{\frac{8}{9}})$

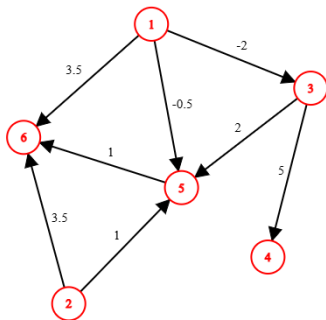
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Problem Definition

- What's SSSP?
- What's \tilde{O} ?



Previous Related Works

Previous works:

- Dijkstra — Positive Weights — $O(m+n\log n)$
- Bellman-Ford — Negative Real Weights — $O(mn)$
- Johnson — Negative Real Weights — Bellman-Ford + Dijkstra — uses price function $dist(V, u)$
- Goldberg? — Negative Integer Weights — nearly linear but weakly-polynomial. Uses $\log W$ for scaling where W is the most negative edge.

This paper presents:

- Las Vegas $\tilde{O}(mn^{\frac{8}{9}})$ with high probability
- Best algorithm in negative real case
- Best strongly-polynomial even in negative integer case

Assumptions

- If u is a negative vertex, then $|out(u)| = 1$.
- So there are at most n negative edges.
- $deg(u) = O(\frac{m}{n})$

* All these can be achieved using some graph transformations that increase the graph size by at most a constant factor.

Preliminary Definitions - Price Function

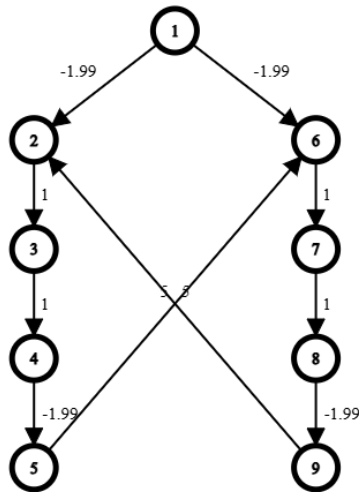
Price Function: ϕ

- $\phi : V \rightarrow \mathbb{R}$
- $w_{\phi}^G(u, v) := w^G(u, v) + \phi(u) - \phi(v)$
- $w_{\phi}^G(p) := w^G(p) + \phi(u) - \phi(v)$ for any path p
- So applying price functions on a graph does NOT change cycles' weights.
- ϕ is **valid** if non-negative edges remain non-negative.

Preliminary Definitions - Hop limited shortest path

Hop limited shortest path:

- p is a h -hop path if it only uses at most h negative edge.
- $dist_G^h(u, v)$ is the minimum of length of all h -hop paths between u and v .



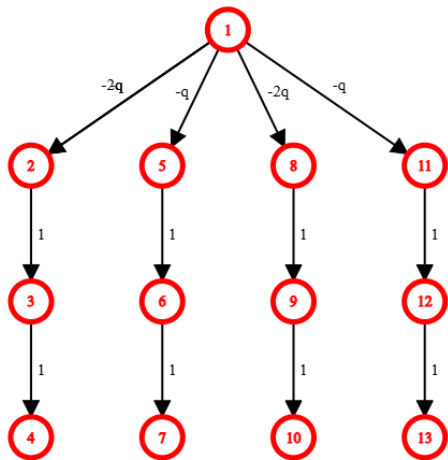
$$dist^1(1, 8) = 0.01$$

$$dist^0(8, u) = +\infty, u \neq 8$$

$f(k)$ -elimination algorithm

A is an $f(k)$ -elimination algorithm if $A(G)$ outputs a valid reweighting ϕ , that eliminates $f(k)$ of the negative edges, where k is the number of negative edges of G .

- Theorem. $O(k^{\frac{2}{3}})$ repetitions of a $\theta(k^{\frac{1}{3}})$ -elimination algorithm reduces k by a constant factor.



$$\phi(1) = q$$

$$\phi(u) = 0, u \neq 1$$

is a $f(k)$ -elimination routine for our family of *star*-graphs, where $f(k) = k/2$.

Find a $\theta(k^{\frac{1}{3}})$ -elimination algorithm that runs in $\tilde{O}(mk^{\frac{2}{9}})$!

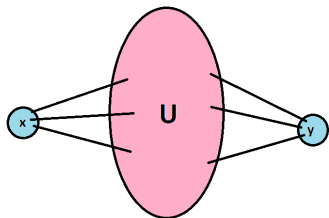
Sketch of Algorithm

- Find a $\Omega(k^{\frac{1}{3}})$ -size set of negative vertices which are "far" from rest of the graph. (*Remote Set*)
- Or find a $\Omega(k^{\frac{1}{3}})$ -size set of negative vertices that are "not close" to each other. (*1-hop Independent Set*)
- Consider the subgraph induced by these constructs and all positive edges.
- Apply a price function which eliminates all negative edges in the new graph. (Johnson's strategy but with better time)

Randomized Flavor - Betweenness Reduction

- $BW(u, v) = |\{x \in V \mid thru_{u,v}(x) < 0\}|$
- Let $thru_{u,v}(x_1) \leq thru_{u,v}(x_2) \leq \dots \leq thru_{u,v}(x_q) < 0 < thru_{u,v}(x_{q+1}) \leq \dots \leq thru_{u,v}(x_n)$
- By applying any price function ϕ we'll have:
 $thru_{u,v}(x_1) + \phi(u) - \phi(v) \leq \dots \leq thru_{u,v}(x_n) + \phi(u) - \phi(v)$
- We choose a random sample of vertices with appropriate size like X , and compute a reweighting that makes $thru_{u,v}(x) \geq 0$ for all $u, v \in V$ and $x \in X$.
- Thus, with high probability, for every pair u, v we have that $BW(u, v)$ is small enough.

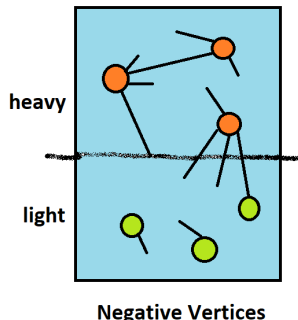
Randomized Flavor - Negative Sandwich



Negative Sandwich:

- U is subset of negative vertices
- $\text{dist}^1(x, u) < 0$ for all $u \in U$
- $\text{dist}^1(u, y) < 0$ for all $u \in U$

Can we find a large enough negative-sandwich?



Heavy-Light Decomposition:

- If $h \in \text{heavy}$, then we can use h and $\text{out}(h)$ to find a negative-sandwich.
- If all vertices are light, we can probably find an 1-Hop-Independent-Set.

src: Randomized Single Source Shortest Path with Negative Real Weights in $\tilde{O}(mn^{\frac{8}{9}})$

Thanks for your attention :D