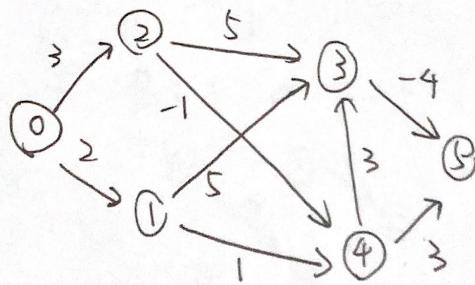


$$w_{in}(e) = \{3, 2, 5, -1, 5, 1, -4, 3, 3\}$$

顶点数 $n=6$

$s_{in}=0$ 边数 $m=9$



Algorithm 2: Algorithm for SPmain($G_{in} = (V, E, w_{in}), s_{in}$)

```

1  $\bar{w}(e) \leftarrow w_{in}(e) \cdot 2n$  for all  $e \in E$ ,  $\bar{G} \leftarrow (V, E, \bar{w})$ ,  $B \leftarrow 2n$ . // scale up edge weights
2 Round  $B$  up to nearest power of 2 // still have  $\bar{w}(e) \geq -B$  for all  $e \in E$ 
3  $\phi_0(v) = 0$  for all  $v \in V$  // identity price function
4 for  $i = 1$  to  $t := \log_2(B)$  do
5    $\psi_i \leftarrow \text{ScaleDown}(\bar{G}_{\phi_{i-1}}, \Delta := n, B/2^i)$ 

```

Algorithm 1: Algorithm for ScaleDown($G = (V, E, w), \Delta, B$)

```

1 if  $\Delta \leq 2$  then
2   Let  $\phi_2 = 0$  and jump to Phase 3 (Line 10)
3 Let  $d = \Delta/2$ . Let  $G_{\geq 0}^B := (V, E, w_{\geq 0}^B)$  where  $w_{\geq 0}^B(e) := \max\{0, w^B(e)\}$  for all  $e \in E$ 
// Phase 0: Decompose  $V$  to SCCs  $V_1, V_2, \dots$  with weak diameter  $dB$  in  $G$ 
4  $E^{rem} \leftarrow \text{LowDiamDecomposition}(G_{\geq 0}^B, dB)$  (Lemma 1.2)

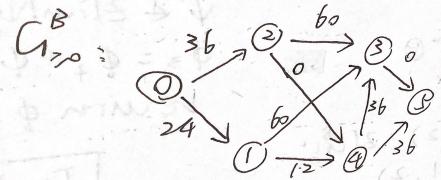
```

SPmain

$\bar{w}(e) = \{36, 24, 60, -12, 60, 12, -48, 36, 36\}$
 $B = 2 \times 6 = 12 \rightarrow B = 16$
for $i = 1$ to 4
 $\psi_1 = \text{ScaleDown}(\bar{G}_{\phi_0}, 6, 8)$

ScaleDown

($\bar{G}_{\phi_0}, 6, 8$) $\Delta = 6, B = 8, \phi_0 = \{0, \dots, 0\}, \bar{w}$
 $d = \Delta/2 = 3$
 $w_{\geq 0}^B = \{36, 24, 60, 0, 60, 12, 0, 36, 36\}$
 $E^{rem} = \text{LowDiamDecomposition}(G_{\geq 0}^B, 24)$
 $= Z(G_{\geq 0}^B) = Z(G_{\geq 0})$



a) $D = 24$
b) $G_0 = G$. $Z^{rem} = \emptyset$ large enough constant $C = 1000$
 $c \ln(n) = 1000 \ln 6 \approx 2000$

$\{v_0, v_1, v_2, v_3, v_4, v_5, \dots, v_k\}$
 $I_G^{in}(v_0, 6) = \{v_0\}$ $\text{Ball}_G^{out}(v_0, 6) = \{v_0\}$
 $I_G^{in}(v_1, 6) = \{v_1\}$ $\text{Ball}_G^{out}(v_1, 6) = \{v_1\}$
 $I_G^{in}(v_2, 6) = \{v_2\}$ $\text{Ball}_G^{out}(v_2, 6) = \{v_4, v_5\}$
 $I_G^{in}(v_3, 6) = \{v_3\}$ $\text{Ball}_G^{out}(v_3, 6) = \{v_5, v_3\}$
 $I_G^{in}(v_4, 6) = \{v_5, v_6\}$ $\text{Ball}_G^{out}(v_4, 6) = \{v_4\}$
 $I_G^{in}(v_5, 6) = \{v_3, v_5\}$ $\text{Ball}_G^{out}(v_5, 6) = \{v_5\}$

b) $k = 2000 \times 0.6 = 1200$ $V \cap \text{all in-light}$
 $= \min\{1, 80 \times (\log_2 6)/24\} = 1$ $R_v = 1$.
 $\text{Ball}_G^*(v, 1) \neq \text{Ball}_G^*(v, 6)$.
 $\text{boundary} = \emptyset$ $Z_1^b = \{e_{01}\}$ $Z_2^b = \{e_{02}\}$
 $Z_3^b = \{e_{23}, e_{13}, e_{43}\}$ $Z_4^b = \{e_{02}, e_{14}\}$ $Z_5^b = \{e_{23}, e_{13}, e_{43}, e_{45}\}$
 $Z_6^b = \{e_{02}, e_{01}\}$ $Z_7^b = \{e_{13}, e_{14}\}$ $Z_8^b = \{e_{23}, e_{43}, e_{45}\}$
 $Z_9^b = \{e_{43}, e_{45}\}$ $Z_{10}^b = \emptyset$
 $\text{Ball}_G^*(v, 1) :$
 $|Z_G^*(v, R_v)| = 7 > 0.7 \times 6$ $\text{Ball}_G^*(v, 6) :$
 $\text{if } Z^{rem} \subset Z(G)$ $Z_1^b \rightarrow Z_2^b \rightarrow Z_3^b$

Algorithm 3: Algorithm for LDD($G = (V, E), D$)

```

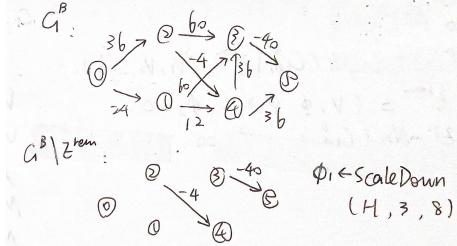
1 Let  $n$  be the global variable in Remark 6.3
2  $G_0 \leftarrow G, E^{rem} \leftarrow \emptyset$ 
// Phase 1: mark vertices as light or heavy
3  $k \leftarrow c \ln(n)$  for large enough constant  $c$ 
4  $S \leftarrow \{s_1, \dots, s_k\}$ , where each  $s_i$  is a random node in  $V$  // possible:  $s_i = s_j$  for  $i \neq j$ 
5 For each  $s_i \in S$  compute  $\text{Ball}_G^*(s_i, D/4)$  and  $\text{Ball}_G^{out}(s_i, D/4)$ 
6 For each  $v \in V$  compute  $\text{Ball}_G^*(v, D/4) \cap S$  and  $\text{Ball}_G^{out}(v, D/4) \cap S$  using Line 5
7 foreach  $v \in V$  do
8   If  $|\text{Ball}_G^*(v, D/4) \cap S| \leq .6k$ , mark  $v$  in-light // whp  $|\text{Ball}_G^*(v, D/4)| \leq .7|V(G)|$ 
9   Else if  $|\text{Ball}_G^{out}(v, D/4) \cap S| \leq .6k$ , mark  $v$  out-light // whp  $|\text{Ball}_G^{out}(v, D/4)| \leq .7|V(G)|$ 
10  Else mark  $v$  heavy // w.h.p  $\text{Ball}_G^*(v, D/4) > .5|V(G)|$  and  $\text{Ball}_G^{out}(v, D/4) > .5|V(G)|$ 

// Phase 2: carve out balls until no light vertices remain
11 while  $G$  contains a node  $v$  marked  $*$ -light for  $* \in \{\text{in}, \text{out}\}$  do
12   Sample  $R_v \sim \text{Geo}(p)$  for  $p = \min\{1, 80 \log_2(n)/D\}$ .
13   Compute  $\text{Ball}_G^*(v, R_v)$ .
14    $E^{boundary} \leftarrow \text{boundary}(\text{Ball}_G^*(v, R_v))$  // add boundary edges of ball to  $E^{rem}$ .
15   If  $R_v > D/4$  or  $|\text{Ball}_G^*(v, R_v)| > .7|V(G)|$  then return  $E^{rem} \leftarrow E(G)$  and terminate
// Pr[terminate]  $\leq 1/n^{20}$ 
16    $E^{recurse} \leftarrow \text{LDD}(G[\text{Ball}_G^*(v, R_v)], D)$  // recurse on ball
17    $E^{rem} \leftarrow E^{rem} \cup E^{boundary} \cup E^{recurse}$ .
18    $G \leftarrow G \setminus \text{Ball}_G^*(v, R_v)$  // remove ball from  $G$ 

// Clean Up: check that remaining vertices have small weak diameter in
initial input graph  $G_0$ .
19 Select an arbitrary vertex  $v$  in  $G$ .
20 If  $\text{Ball}_{G_0}^*(v, D/2) \not\subseteq V(G)$  or  $\text{Ball}_{G_0}^{out}(v, D/2) \not\subseteq V(G)$  then return  $E^{rem} \leftarrow E(G)$  and
terminate // Pr[terminate]  $\leq 1/n^{20}$ . If this does not terminate, then all
remaining vertices in  $V(G)$  have weak diameter  $\leq D$ 
21 Return  $E^{rem}$ 

```

5 Compute Strongly Connected Components (SCCs) of $G^B \setminus E^{rem}$, denoted by V_1, V_2, \dots
 // Properties: (Lemma 4.3) For each $u, v \in V_i$, $\text{dist}_G(u, v) \leq dB$.
 // (Lemma 4.4) If $\eta(G^B) \leq \Delta$, then for every $v \in V_i$, $E[P_{GB}(v) \cap E^{rem}] = O(\log^2 n)$
 // Phase 1: Make edges inside the SCCs $G^B[V_i]$ non-negative
 6 Let $H = \bigcup_i G[V_i]$, i.e. H only contains edges inside the SCCs.
 // (Lemma 4.5) If G has no negative-weight cycle, then $\eta(H^B) \leq d = \Delta/2$.
 7 $\phi_1 \leftarrow \text{ScaleDown}(H, \Delta/2, B)$ // (Corollary 4.6) $w_{H_{\phi_1}^B}(e) \geq 0$ for all $e \in H$

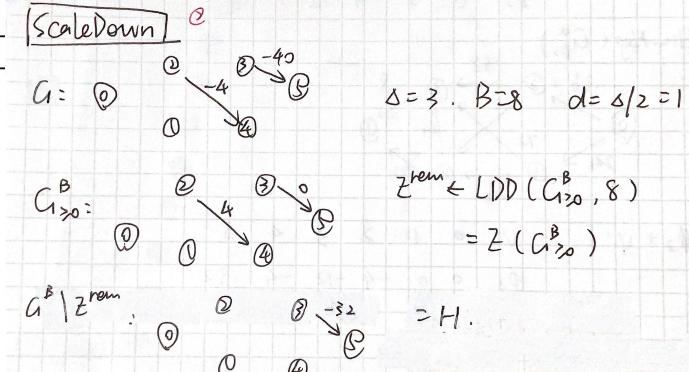


Algorithm 1: Algorithm for ScaleDown($G = (V, E, w), \Delta, B$)

```

1 if  $\Delta \leq 2$  then
2   Let  $\phi_2 = 0$  and jump to Phase 3 (Line 10)
3 Let  $d = \Delta/2$ . Let  $G_{\geq 0}^B := (V, E, w_{\geq 0}^B)$  where  $w_{\geq 0}^B(e) := \max\{0, w^B(e)\}$  for all  $e \in E$ 
// Phase 0: Decompose  $V$  to SCCs  $V_1, V_2, \dots$  with weak diameter  $dB$  in  $G$ 
4  $E^{rem} \leftarrow \text{LowDiamDecomposition}(G_{\geq 0}^B, dB)$  (Lemma 1.2)

```



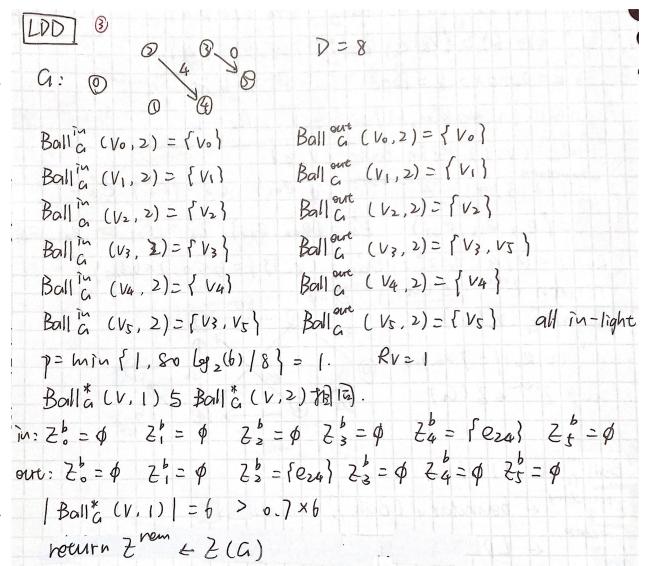
Algorithm 3: Algorithm for LDD($G = (V, E), D$)

```

1 Let  $n$  be the global variable in Remark 6.3
2  $G_0 \leftarrow G, E^{rem} \leftarrow \emptyset$ 
// Phase 1: mark vertices as light or heavy
3  $k \leftarrow \text{cln}(n)$  for large enough constant  $c$ 
4  $S \leftarrow \{s_1, \dots, s_k\}$ , where each  $s_i$  is a random node in  $V$  // possible:  $s_i = s_j$  for  $i \neq j$ 
5 For each  $s_i \in S$  compute  $\text{Ball}_G^{\text{in}}(s_i, D/4)$  and  $\text{Ball}_G^{\text{out}}(s_i, D/4)$ 
6 For each  $v \in V$  compute  $\text{Ball}_G^{\text{in}}(v, D/4) \cap S$  and  $\text{Ball}_G^{\text{out}}(v, D/4) \cap S$  using Line 5
7 foreach  $v \in V$  do
8   If  $|\text{Ball}_G^{\text{in}}(v, D/4) \cap S| \leq .6k$ , mark  $v$  in-light // whp  $|\text{Ball}_G^{\text{in}}(v, D/4)| \leq .7|V(G)|$ 
9   Else if  $|\text{Ball}_G^{\text{out}}(v, D/4) \cap S| \leq .6k$ , mark  $v$  out-light // whp  $|\text{Ball}_G^{\text{out}}(v, D/4)| \leq .7|V(G)|$ 
10  Else mark  $v$  heavy // w.h.p  $\text{Ball}_G^{\text{in}}(v, D/4) > .5|V(G)|$  and  $\text{Ball}_G^{\text{out}}(v, D/4) > .5|V(G)|$ 
// Phase 2: carve out balls until no light vertices remain
11 while  $G$  contains a node  $v$  marked  $*$ -light for  $* \in \{\text{in}, \text{out}\}$  do
12   Sample  $R_v \sim \text{Geo}(p)$  for  $p = \min\{1, 80 \log_2(n)/D\}$ .
13   Compute  $\text{Ball}_G^*(v, R_v)$ .
14    $E^{\text{boundary}} \leftarrow \text{boundary}(\text{Ball}_G^*(v, R_v))$  // add boundary edges of ball to  $E^{rem}$ .
15   If  $R_v > D/4$  or  $|\text{Ball}_G^*(v, R_v)| > .7|V(G)|$  then return  $E^{rem} \leftarrow E(G)$  and terminate
     // Pr[terminate]  $\leq 1/n^{20}$ 
16    $E^{\text{recurse}} \leftarrow \text{LDD}(G[\text{Ball}_G^*(v, R_v)], D)$  // recurse on ball
17    $E^{rem} \leftarrow E^{rem} \cup E^{\text{boundary}} \cup E^{\text{recurse}}$ .
18    $G \leftarrow G \setminus \text{Ball}_G^*(v, R_v)$  // remove ball from  $G$ 

// Clean Up: check that remaining vertices have small weak diameter in
initial input graph  $G_0$ .
19 Select an arbitrary vertex  $v$  in  $G$ .
20 If  $\text{Ball}_{G_0}^{\text{in}}(v, D/2) \not\subseteq V(G)$  or  $\text{Ball}_{G_0}^{\text{out}}(v, D/2) \not\subseteq V(G)$  then return  $E^{rem} \leftarrow E(G)$  and
    terminate // Pr[terminate]  $\leq 1/n^{20}$ . If this does not terminate, then all
    remaining vertices in  $V(G)$  have weak diameter  $\leq D$ 
21 Return  $E^{rem}$ 

```



5 Compute Strongly Connected Components (SCCs) of $G^B \setminus E^{rem}$, denoted by V_1, V_2, \dots
 // Properties: (Lemma 4.3) For each $u, v \in V_i$, $\text{dist}_G(u, v) \leq dB$.
 // (Lemma 4.4) If $\eta(G^B) \leq \Delta$, then for every $v \in V_i$, $E[P_{GB}(v) \cap E^{rem}] = O(\log^2 n)$
 // Phase 1: Make edges inside the SCCs $G^B[V_i]$ non-negative
 6 Let $H = \bigcup_i G[V_i]$, i.e. H only contains edges inside the SCCs.
 // (Lemma 4.5) If G has no negative-weight cycle, then $\eta(H^B) \leq d = \Delta/2$.
 7 $\phi_1 \leftarrow \text{ScaleDown}(H, \Delta/2, B)$ // (Corollary 4.6) $w_{H_{\phi_1}^B}(e) \geq 0$ for all $e \in H$

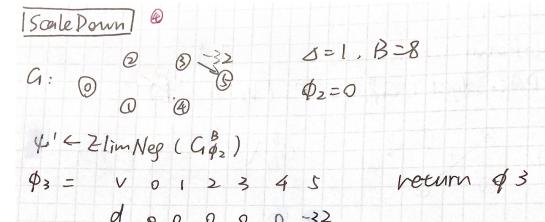
$\phi_1 \leftarrow \text{ScaleDown}(H, 1, 8)$.

Algorithm 1: Algorithm for ScaleDown($G = (V, E, w), \Delta, B$)

```

1 if  $\Delta \leq 2$  then
2   Let  $\phi_2 = 0$  and jump to Phase 3 (Line 10)
// Phase 3: Make all edges in  $G^B$  non-negative
10  $\psi' \leftarrow \text{ElimNeg}(G_{\phi_2}^B)$  (Lemma 3.3) // (Theorem 4.2) expected time  $O(m \log^3 m)$ 
11  $\phi_3 = \phi_2 + \psi'$  // (Theorem 4.1) All edges in  $G_{\phi_3}^B$  are non-negative.
12 return  $\phi_3$ ; // Since  $w_{\phi_3}^B(e) \geq 0$ , we have  $w_{\phi_3}(e) \geq -B$ 

```



Algorithm 5: Algorithm for ElimNeg(G)

```

1 Set  $d(s) \leftarrow 0$  and  $d(v) \leftarrow \infty$  for  $v \neq s$ 
2 Initialize priority queue  $Q$  and add  $s$  to  $Q$ .
3 Initially, every vertex is unmarked

// Dijkstra Phase
4 while  $Q$  is non-empty do
5   Let  $v$  be the vertex in  $Q$  with minimum  $d(v)$ 
6   Extract  $v$  from  $Q$  and mark  $v$ 
7   foreach edge  $(v, x) \in E \setminus E^{neg}(G)$  do
8     if  $d(v) + w(v, x) < d(x)$  then
9       add  $x$  to  $Q$            //  $x$  may already be marked or in  $Q$ .
10       $d(x) \leftarrow d(v) + w(v, x)$ 

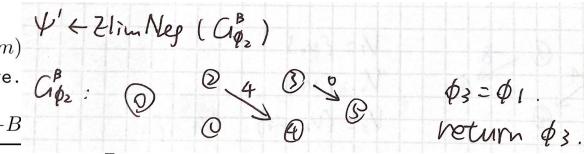
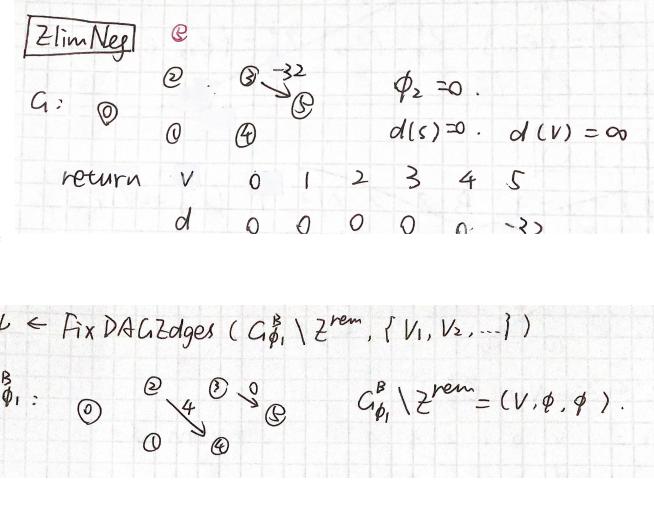
// Bellman-Ford Phase
11 foreach marked vertex  $v$  do
12   foreach edge  $(v, x) \in E^{neg}(G)$  do
13     if  $d(v) + w(v, x) < d(x)$  then
14       Add  $x$  to  $Q$ 
15        $d(x) \leftarrow d(v) + w(v, x)$ 
16   Unmark  $v$ 
17 If  $Q$  is empty: return  $d(v)$  for each  $v \in V$            // labels do not change so we have
   correct distances.
18 Go to Line 4                                         //  $Q$  is non-empty.

```

```

// Phase 2: Make all edges in  $G^B \setminus E^{rem}$  non-negative
8  $\psi \leftarrow \text{FixDAGEdges}(G_{\phi_1}^B \setminus E^{rem}, \{V_1, V_2, \dots\})$  (Lemma 3.2)
9  $\phi_2 \leftarrow \phi_1 + \psi$            // (Lemma 4.7) All edges in  $(G^B \setminus E^{rem})_{\phi_2}$  are non-negative
10  $\psi' \leftarrow \text{ElimNeg}(G_{\phi_2}^B)$  (Lemma 3.3)           // (Theorem 4.2) expected time  $O(m \log^3 m)$ 
11  $\phi_3 = \phi_2 + \psi'$            // (Theorem 4.1) All edges in  $G_{\phi_3}^B$  are non-negative.
12 return  $\phi_3$ ;           // Since  $w_{\phi_3}^B(e) \geq 0$ , we have  $w_{\phi_3}(e) \geq -B$ 

```


Algorithm 6: Algorithm for ElimNeg(G)

```

1 Set  $d(s) \leftarrow 0$  and  $d(v) \leftarrow \infty$  for  $v \neq s$ 
2 Initialize priority queue  $Q$  and add  $s$  to  $Q$ .
3 Initially, every vertex is unmarked

// Dijkstra Phase
4 while  $Q$  is non-empty do
5   Let  $v$  be the vertex in  $Q$  with minimum  $d(v)$ 
6   Extract  $v$  from  $Q$  and mark  $v$ 
7   foreach edge  $(v, x) \in E \setminus E^{neg}(G)$  do
8     if  $d(v) + w(v, x) < d(x)$  then
9       add  $x$  to  $Q$            //  $x$  may already be marked or in  $Q$ .
10       $d(x) \leftarrow d(v) + w(v, x)$ 

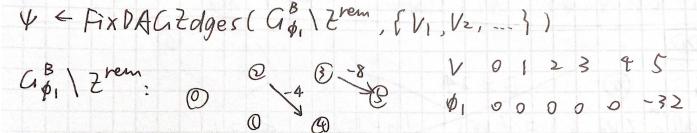
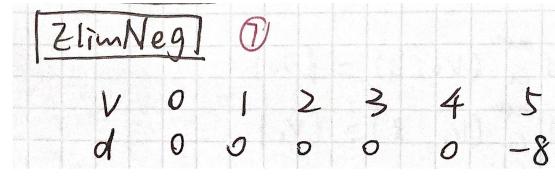
// Bellman-Ford Phase
11 foreach marked vertex  $v$  do
12   foreach edge  $(v, x) \in E^{neg}(G)$  do
13     if  $d(v) + w(v, x) < d(x)$  then
14       Add  $x$  to  $Q$ 
15        $d(x) \leftarrow d(v) + w(v, x)$ 
16   Unmark  $v$ 
17 If  $Q$  is empty: return  $d(v)$  for each  $v \in V$            // labels do not change so we have
   correct distances.
18 Go to Line 4                                         //  $Q$  is non-empty.

```

```

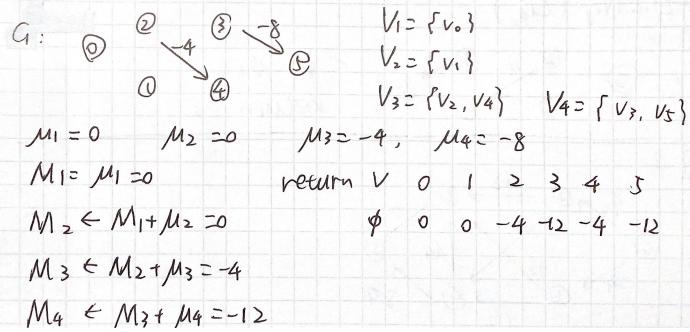
// Phase 2: Make all edges in  $G^B \setminus E^{rem}$  non-negative
8  $\psi \leftarrow \text{FixDAGEdges}(G_{\phi_1}^B \setminus E^{rem}, \{V_1, V_2, \dots\})$  (Lemma 3.2)
9  $\phi_2 \leftarrow \phi_1 + \psi$            // (Lemma 4.7) All edges in  $(G^B \setminus E^{rem})_{\phi_2}$  are non-negative

```



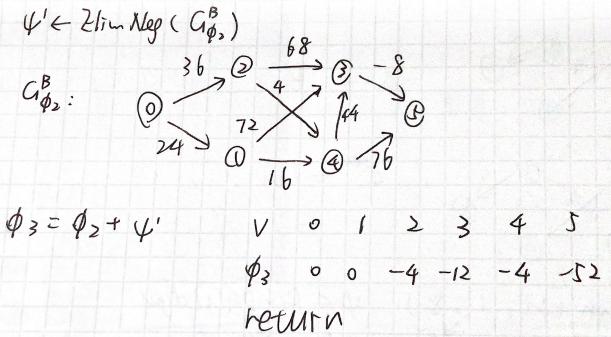
Algorithm 6: Algorithm for FixDAGEdges($G = (V, E, w)$, $\mathcal{P} = \{V_1, V_2, \dots\}$)

1 Relabel the sets V_1, V_2, \dots so that they are in topological order in G . That is, after relabeling, if $(u, v) \in E$, with $u \in V_i$ and $v \in V_j$, then $i \leq j$.
2 Define $\mu_j = \min\{w(u, v) \mid (u, v) \in E^{neg}(G), u \notin V_j, v \in V_j\}$; here, let $\min\{\emptyset\} = 0$.
// μ_j is min negative edge weight entering V_j , or 0 if no such edge exists.
3 Define $M_1 \leftarrow \mu_1 = 0$.
4 for $j = 2$ to q do // make edges into each V_2, \dots, V_q non-negative
5 $M_j \leftarrow M_{j-1} + \mu_j$; // Note: $M_j = \sum_{k \leq j} \mu_k$
6 Define $\phi(v) \leftarrow M_j$ for every $v \in V_j$
7 return ϕ

FixDAGEdges


// Phase 3: Make all edges in G^B non-negative
10 $\psi' \leftarrow \text{ElimNeg}(G_{\phi_2}^B)$ (Lemma 3.3) // (Theorem 4.2) expected time $O(m \log^3 m)$
11 $\phi_3 = \phi_2 + \psi'$ // (Theorem 4.1) All edges in $G_{\phi_3}^B$ are non-negative.
12 return ϕ_3 ;

// Since $w_{\phi_3}^B(e) \geq 0$, we have $w_{\phi_3}(e) \geq -B$



同理返回SPmain继续计算ScaleDown

SPmain

$$\bar{w}(e) = \{36, 24, 60, -12, 60, 12, -48, 36, 36\}$$

$$B = 2 \times 6 = 12 \rightarrow B = 16$$

for $i = 1$ to 4

$$\psi_1 = \text{ScaleDown}(\bar{G}_{\phi_0}, 6, 8)$$

$$V \quad 0 \quad 1 \quad 2 \quad 3 \quad 4 \quad 5$$

$$\phi_1 \quad 0 \quad 0 \quad -4 \quad -12 \quad -4 \quad -52$$

$$\psi_2 = \text{ScaleDown}(\bar{G}_{\phi_1}, 6, 4)$$

$$\phi_2 = \phi_1 + \psi_2$$

$$V \quad 0 \quad 1 \quad 2 \quad 3 \quad 4 \quad 5$$

$$\phi_2 \quad 0 \quad 0 \quad -8 \quad -20 \quad -16 \quad -64$$

$$\psi_3 = \text{ScaleDown}(\bar{G}_{\phi_2}, \Delta = 6, B/2^i = 2)$$

$$\phi_3 = \phi_2 + \psi_3$$

$$V \quad 0 \quad 1 \quad 2 \quad 3 \quad 4 \quad 5$$

$$\phi_3 \quad 0 \quad 0 \quad -10 \quad -24 \quad -20 \quad -70$$

$$\psi_4 = \text{ScaleDown}(\bar{G}_{\phi_3}, \Delta = 6, B/2^i = 1).$$

$$V \quad 0 \quad 1 \quad 2 \quad 3 \quad 4 \quad 5$$

$$\phi_4 \quad 0 \quad 0 \quad -11 \quad -26 \quad -22 \quad -73$$

