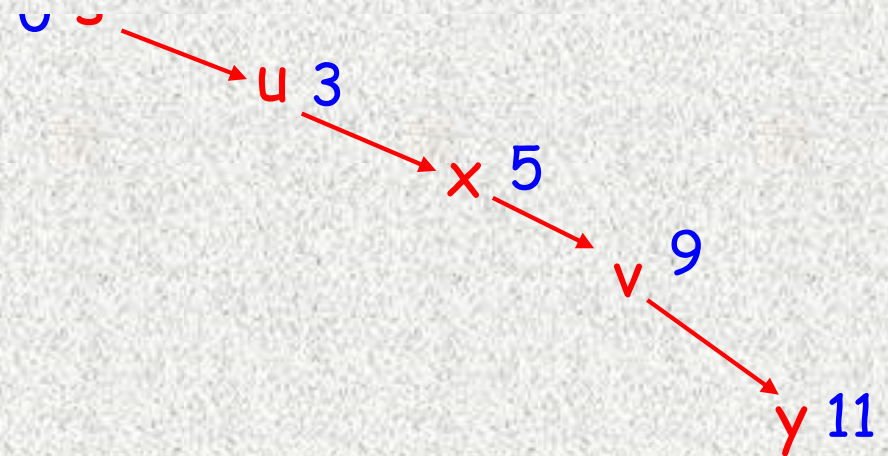
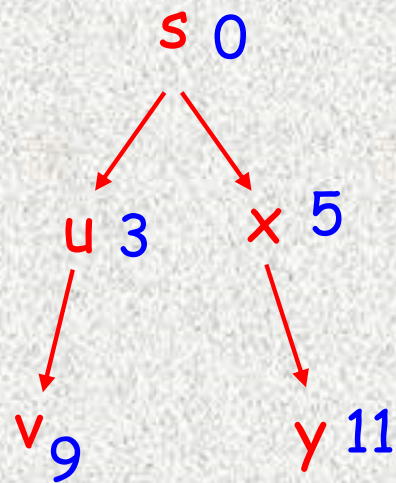
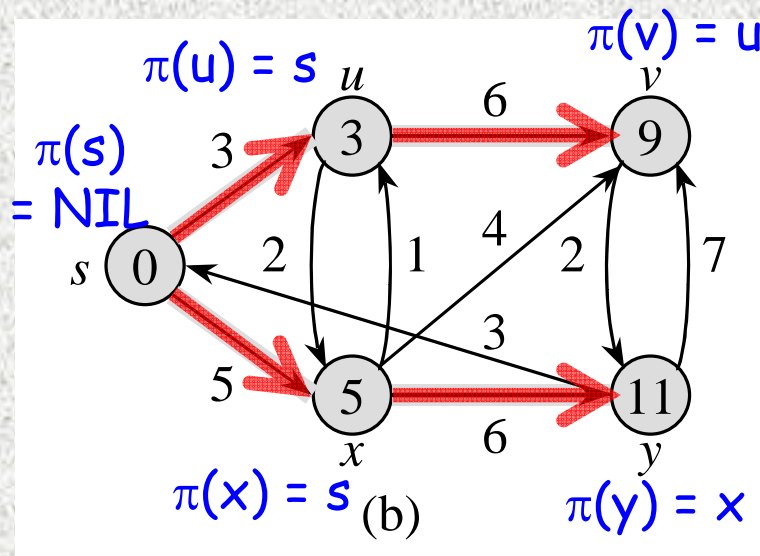


Shortest-paths tree





(i) all subpaths are shortest

(ii) After $\delta(s, \pi(v))$ is known,
we can get $\delta(s, v)$ by $\text{Relax}(\pi(v), v, w)$

e.g. After $\delta(s, c) = 9$ is known,

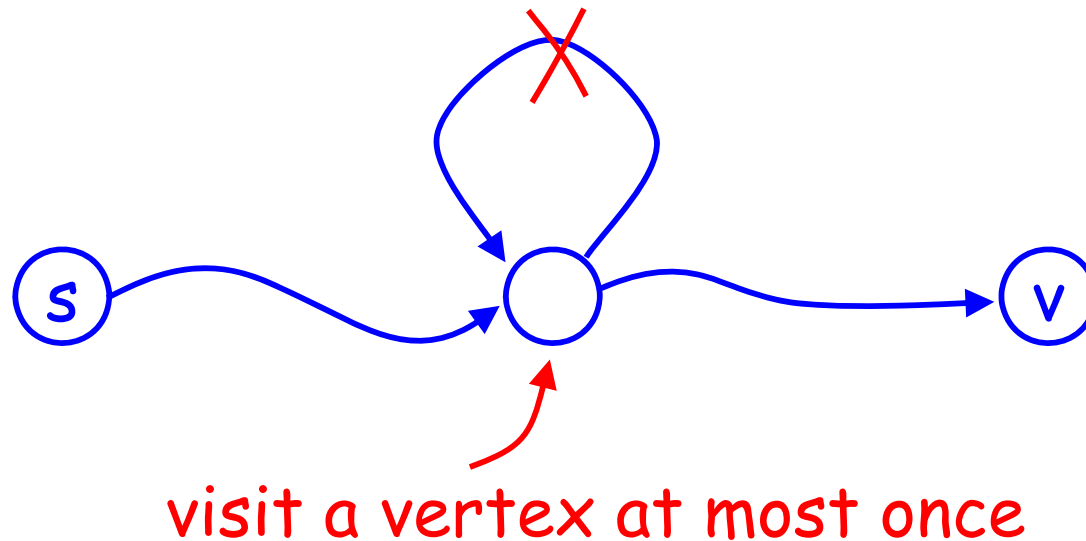
we have $\delta(s, d) = 9 + w(c, d) = 12$

Relax(c, d, w)

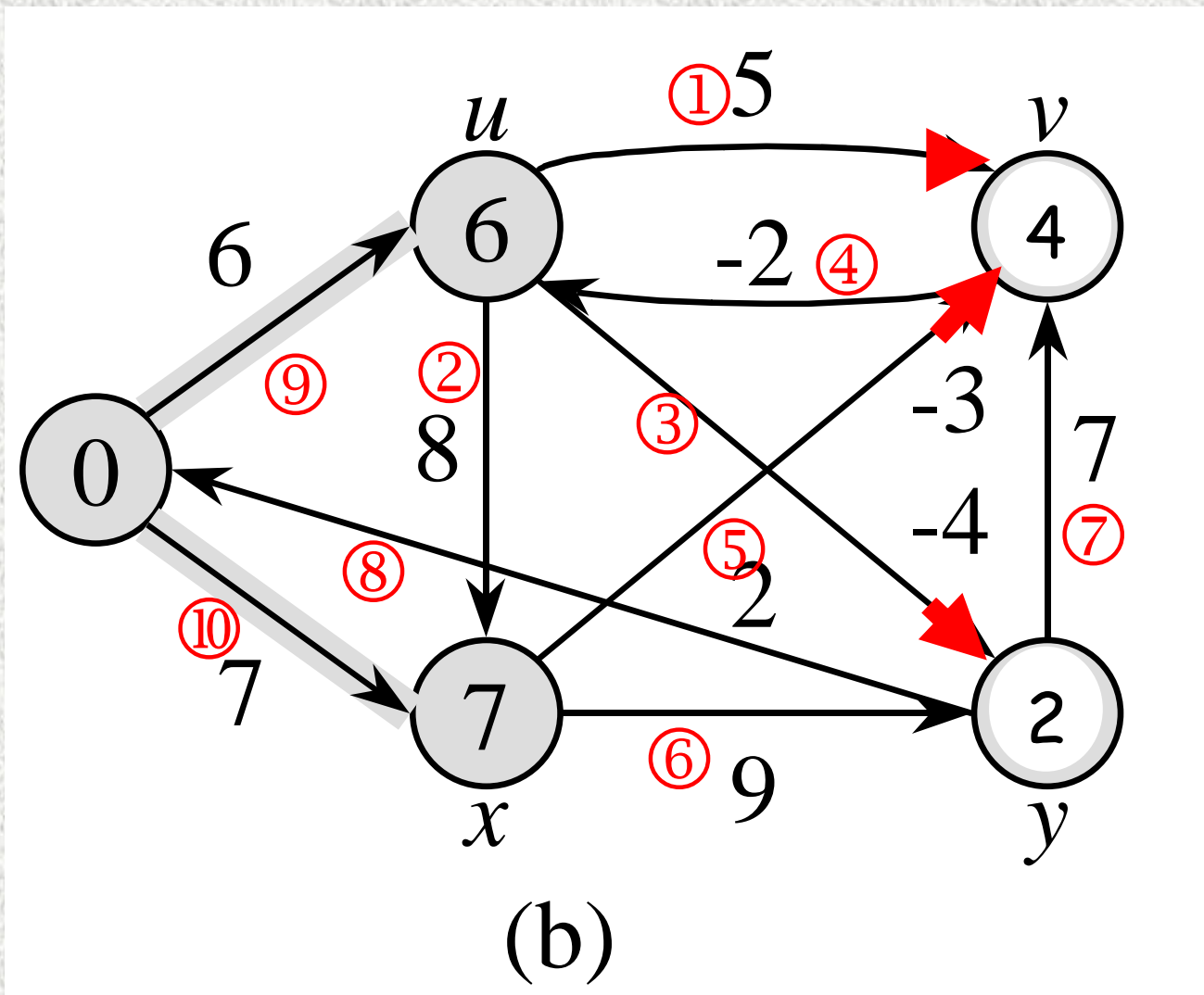
Main Idea ----- 2

If G contains **no negative cycles**,

- (i) every shortest path is a **simple path**
- (ii) every shortest path has **at most $n - 1$ edges**



(For ease of discussion, assume that there are no 0-cycles)



Main Idea: Bellman-Ford (no negative cycles)

shortest path tree

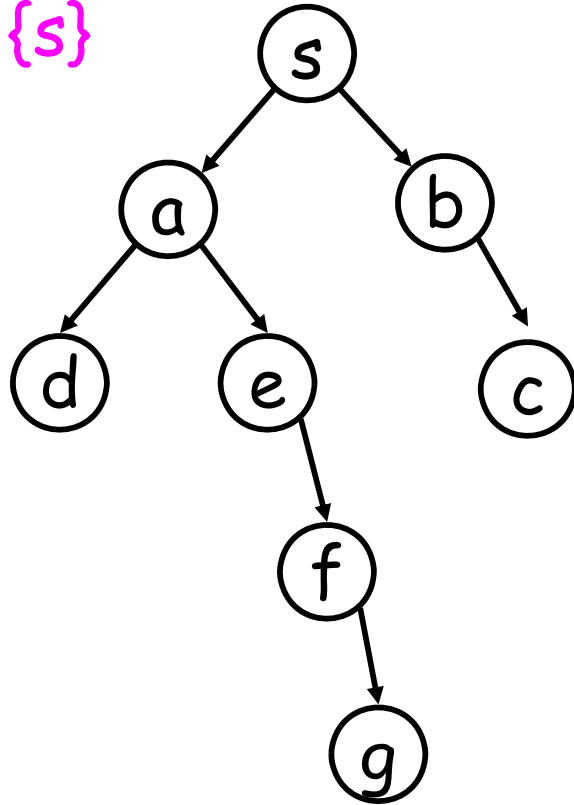
$U_0 = \{s\}$

U_1

U_2

U_3

U_4



* U_i : vertices whose shortest paths **having i edges**

* $U_0 \xrightarrow{\text{phase 1}} U_1 \xrightarrow{\text{phase 2}} U_2 \longrightarrow \dots$
 ok ok ok

main idea 1 - correctness

* A **simple path** has at most **$n - 1$** edges

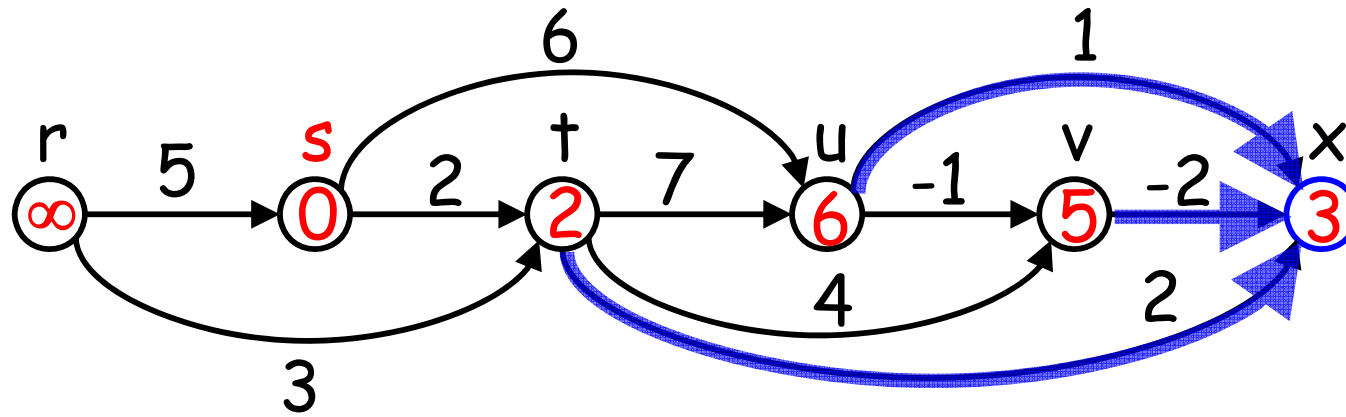
$\Rightarrow U_n = U_{n+1} = U_{n+2} = \dots = \emptyset$

\Rightarrow **$n - 1$** phases is sufficient!

main idea 2 - time complexity

Traditional approach: DP (See 15-14a)

24-6a



$$\begin{cases} d(s) = 0 \\ d(v) = \text{MIN}_{(u,v) \in E} \{d(u) + w(u,v)\} \end{cases}$$

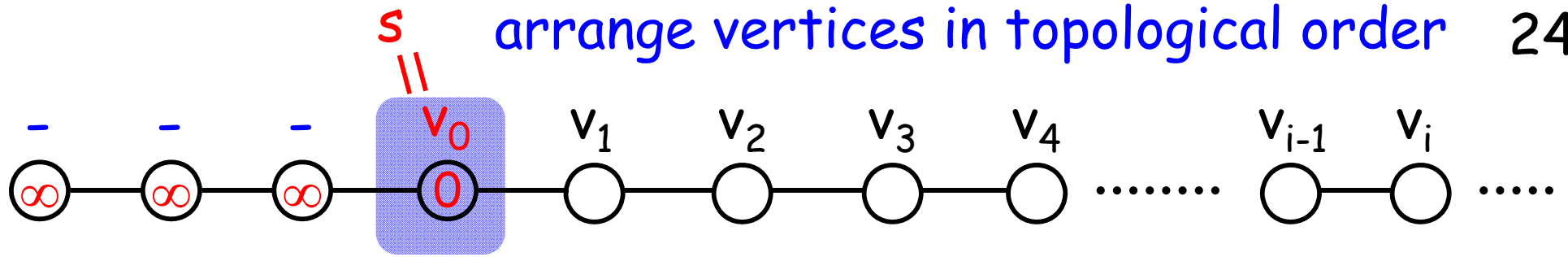
bottom-up computation
(left-to-right)

$$\pi(x) \in \{t, u, v\}$$

$$d(x) = \begin{cases} d(t) + 2, \\ d(u) + 1, \\ d(v) + (-2) \end{cases}$$

DP: 有答案的存起来等别人问 (t, u, v 等 x 来问答案)

24.2: 有答案的主动去修正有需要的人 (t, u, v 主动用答案修正 x)



* all edges are from left to right \rightarrow

* $\pi(v_i)$ is one of $v_0, v_1, v_2, \dots, v_{i-1}$ (or NIL)

* Once $v_0, v_1, v_2, \dots, v_{i-1}$ ok $\Rightarrow v_i$ ok!

* Initially, $d(v_0)$ is correct

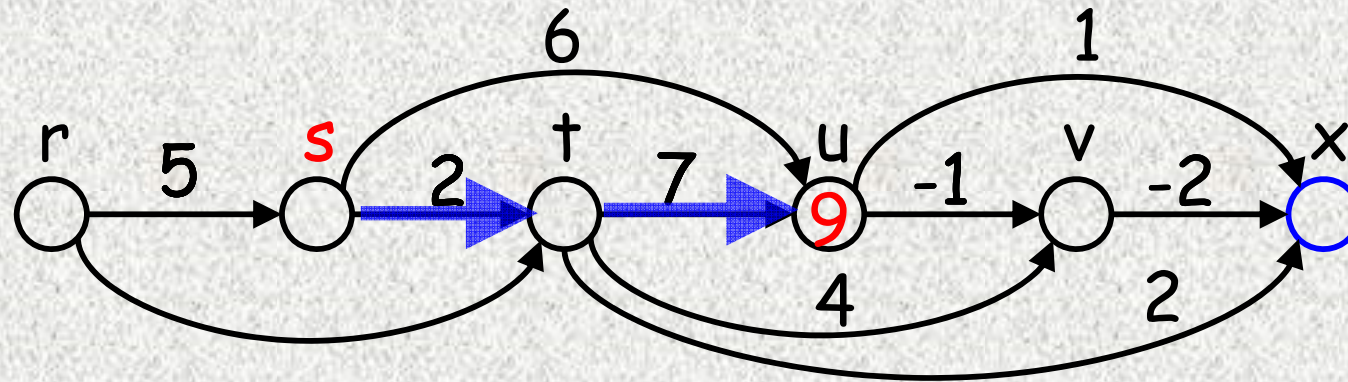
v_0 does "relax" with correct $d(v_0) \Rightarrow d(v_1)$ is correct

$\Rightarrow v_1$ does "relax" with correct $d(v_1) \Rightarrow d(v_2)$ is correct

$\Rightarrow v_2$ does "relax" with correct $d(v_2) \Rightarrow d(v_3)$ is correct

$\Rightarrow \dots$ all $d(v_i)$ are correct (by induction)

The longest path problem on a DAG



Negating the edge weights

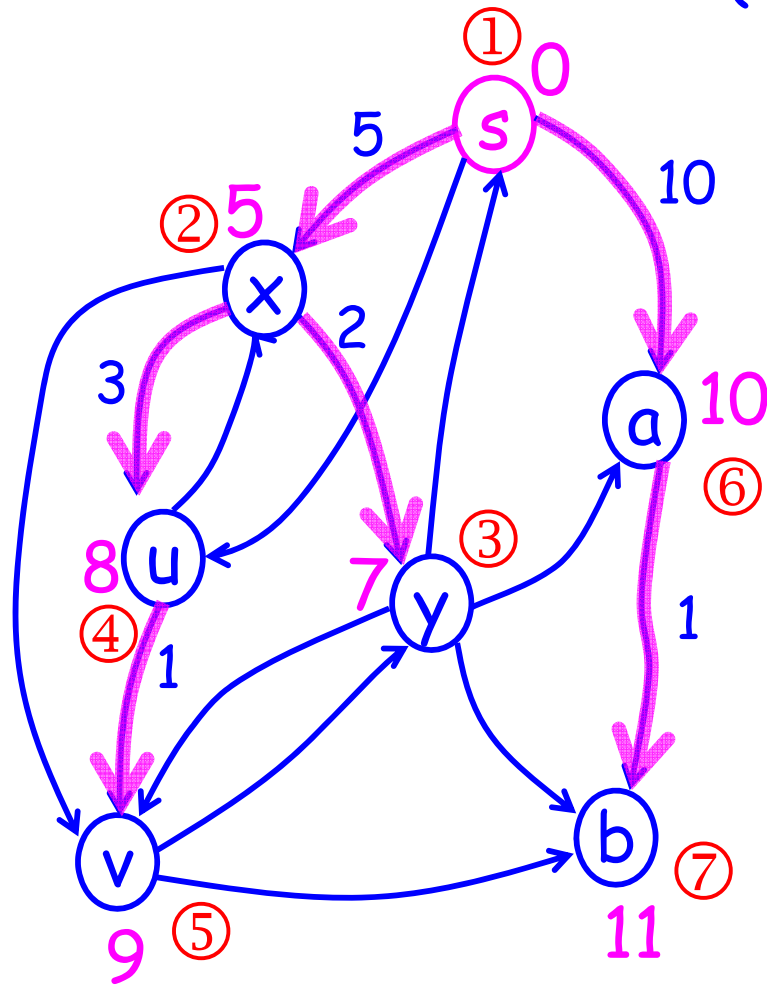
* edge weights: $5, -2, 7, -1, \dots \Rightarrow -5, +2, -7, +1, \dots$

* path lengths: $-3, 12, 73, 24, \dots \Rightarrow +3, -12, -73, -24, \dots$

longest

shortest

Main Idea: Dijkstra (no negative edge)



$$\delta(v) > \delta(\pi(v))$$

No negative edge

$\Rightarrow \text{rank}(v) > \text{rank}(\pi(v))$

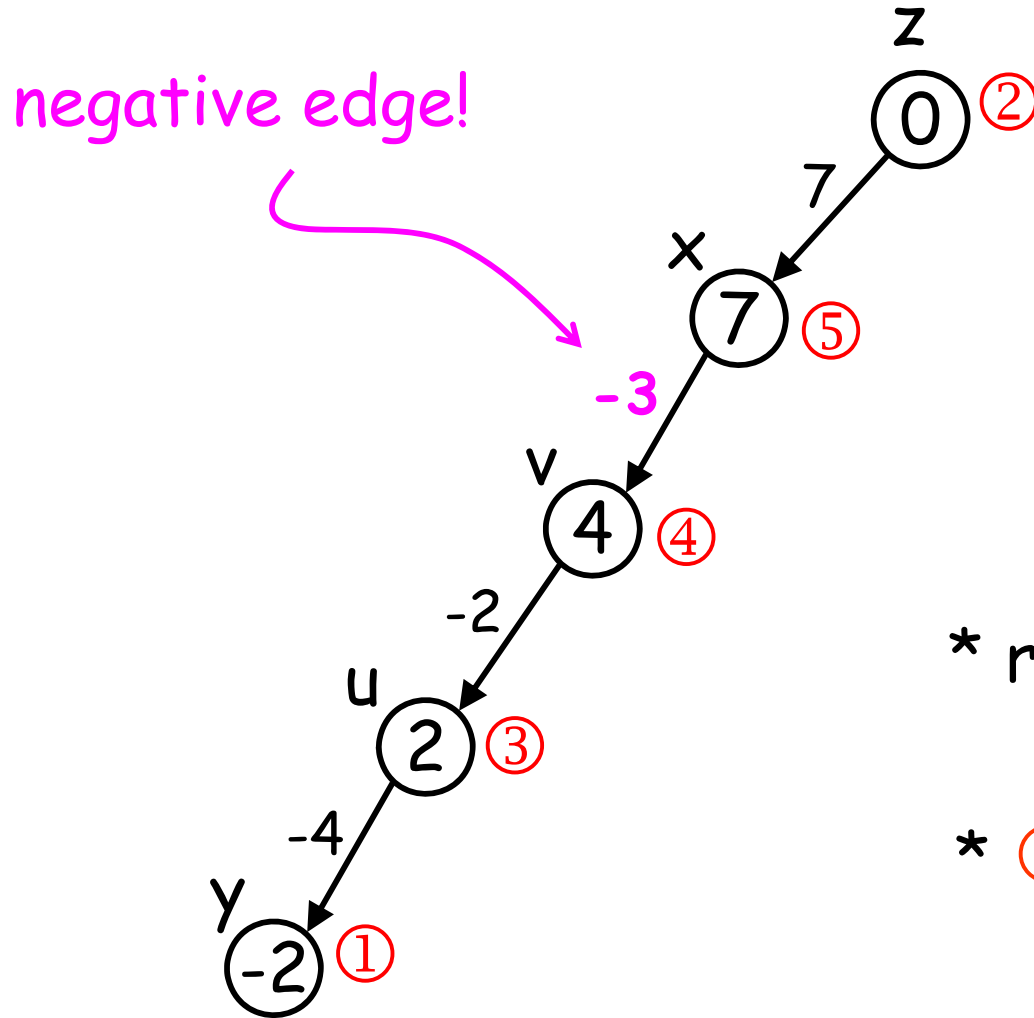
\Rightarrow Once $\textcircled{1} \textcircled{2} \textcircled{3} \dots \textcircled{k}$ ok,
 $\textcircled{k+1}$ can be computed.

$\Rightarrow \textcircled{1} \rightarrow \textcircled{2} \rightarrow \textcircled{3} \rightarrow \textcircled{4} \rightarrow \dots$
ok ok ok ok

必然是 s

Why all weights should be nonnegative?

24-8b



Dijkstra's idea :

$$\text{rank}(v) > \text{rank}(\pi(v))$$

$$* \text{rank}(v) < \text{rank}(\pi(v))$$

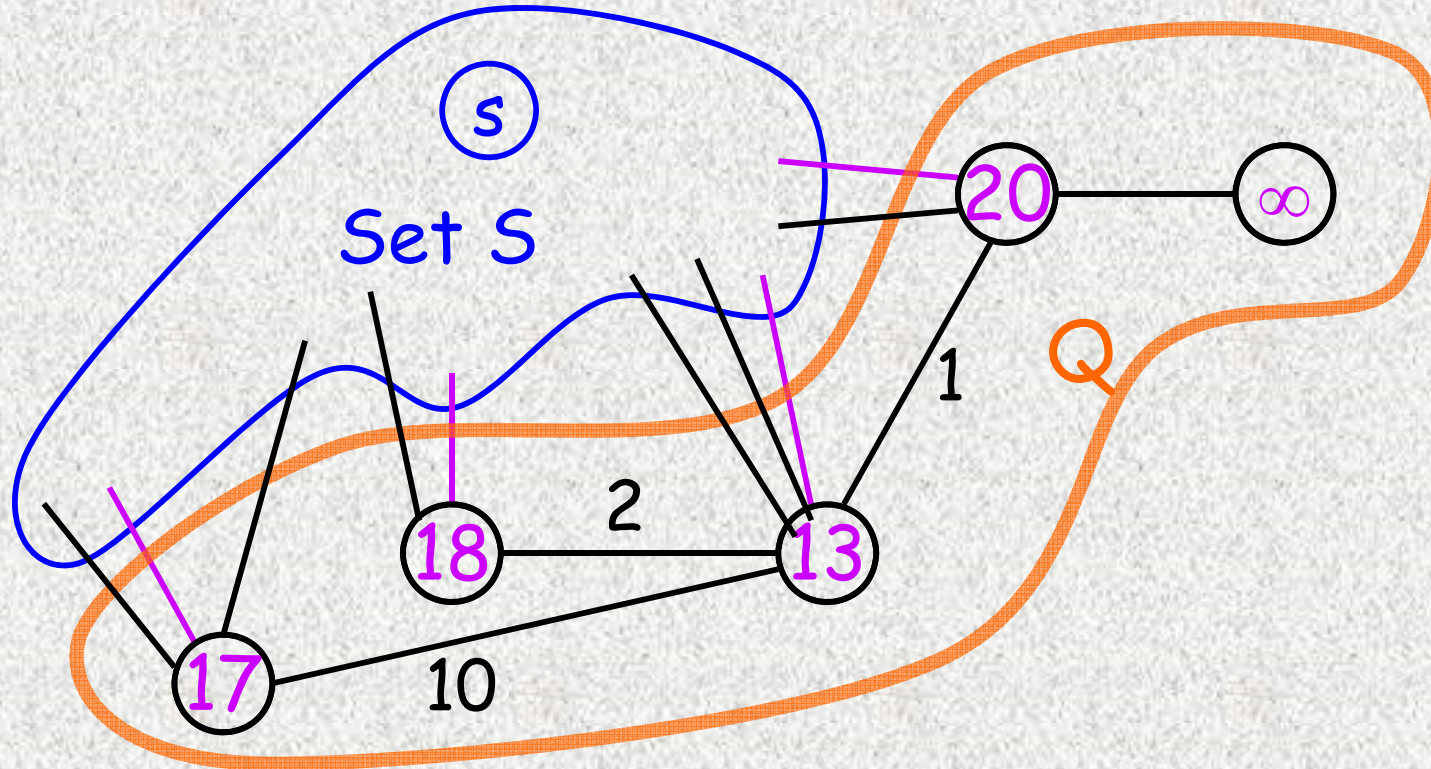
④ ⑤

* ① ② ③ ok \Rightarrow v not ok
④

(shortest path tree of 24-5 Fig.)

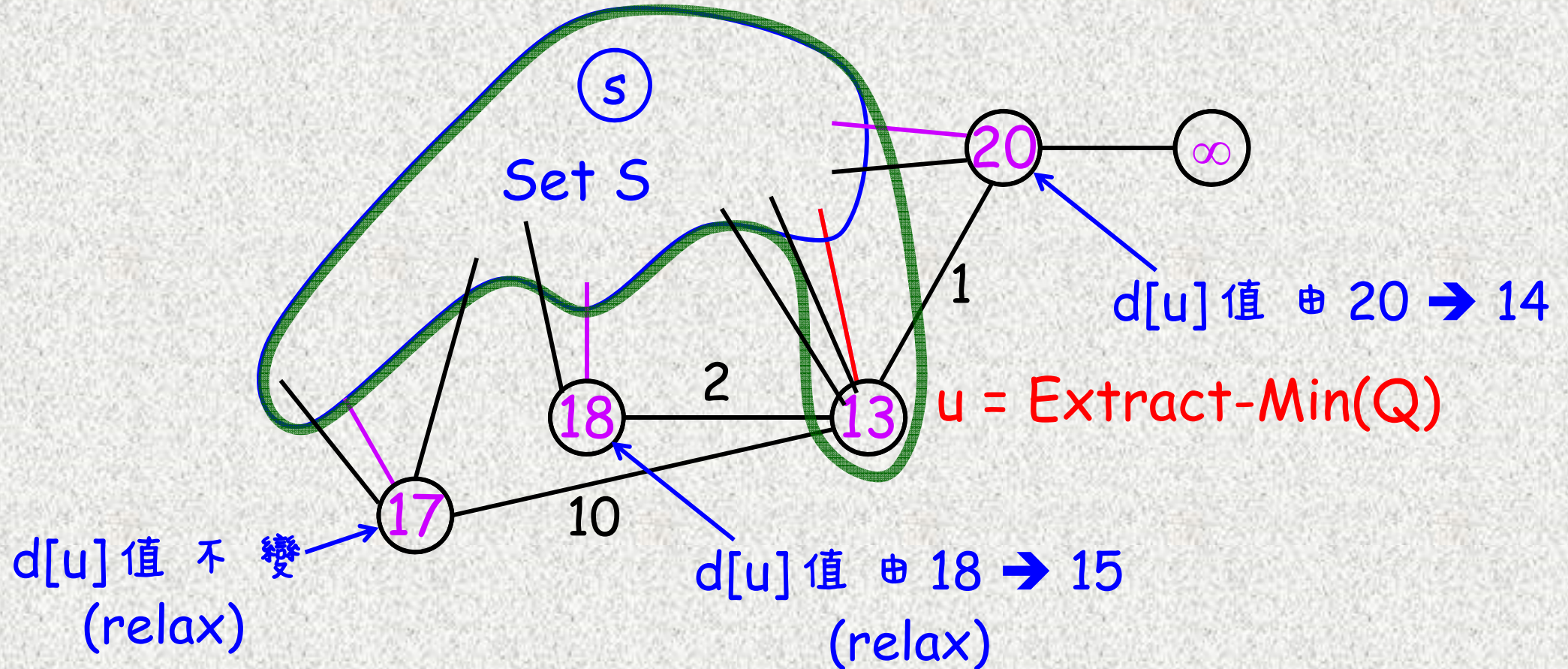
Dijkstra's shortest path algorithm

- * $d[u]$ 記住 u 和 s 之間目前已知的最短距離
($\pi[u]$ 記住目前的 predecessor)



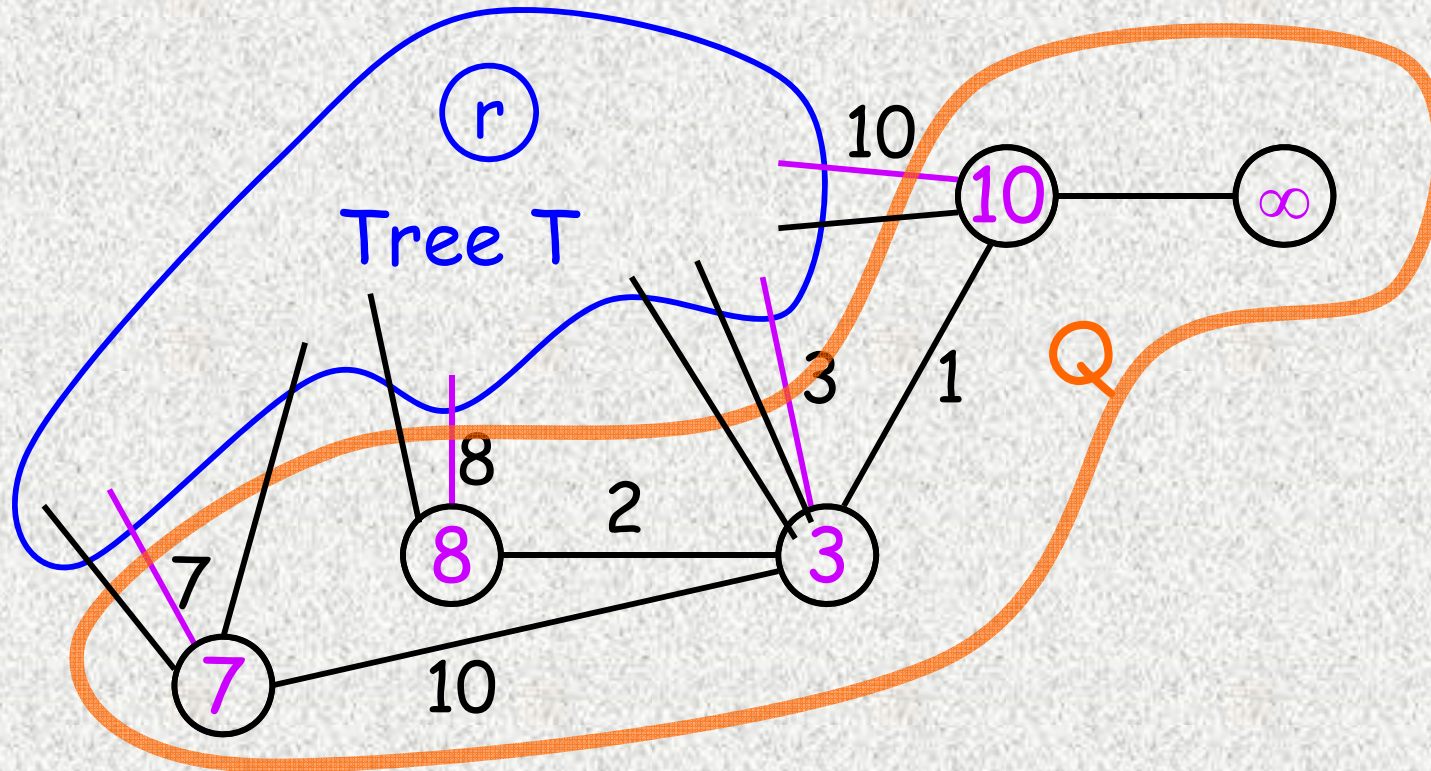
Dijkstra's shortest path algorithm

* $d[u]$ 記住 u 和 s 之間目前已知的最短距離
($\pi[u]$ 記住目前的 predecessor)



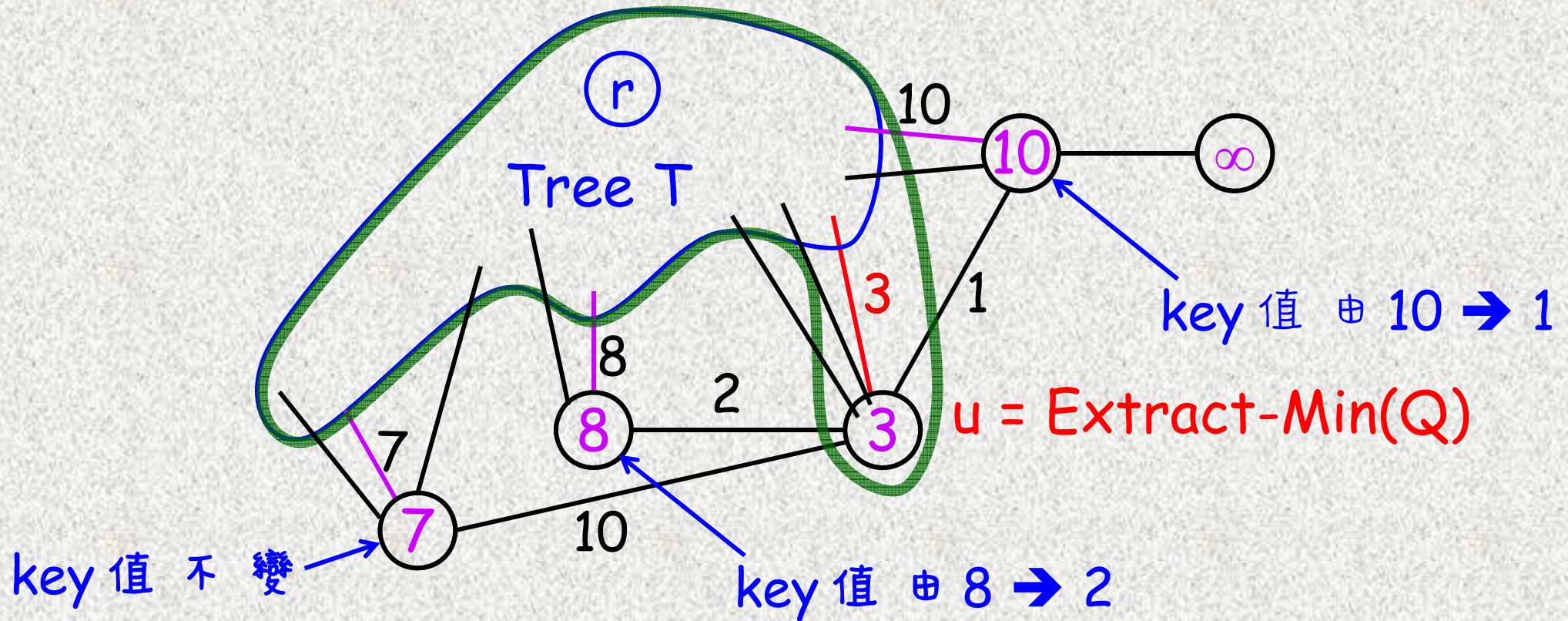
Prim's MST

* $\text{key}[u]$ 記住 u 和 T 之間最短的一條 edge

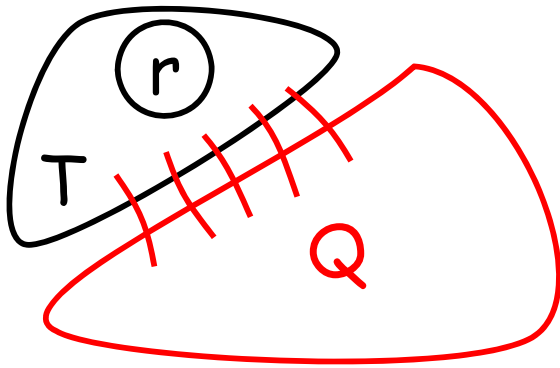


Prim's MST

* $key[u]$ 記住 u 和 T 之間最短的一條 $edge$



Prim's MST



$\text{key}[v]$: shortest edge to T

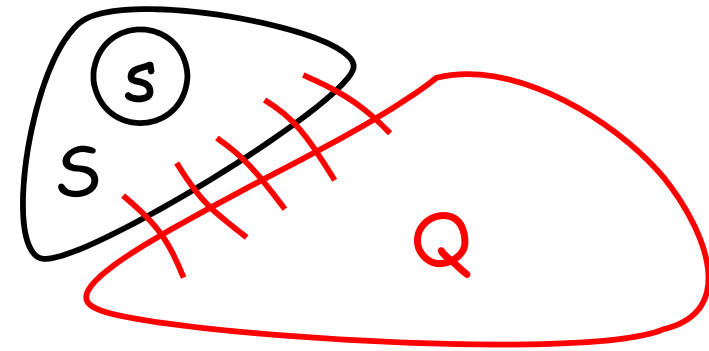
$\pi[v]$: nearest vertex in T

$u \leftarrow \text{ExtractMin}(Q)$

$T \leftarrow T \cup \{u\}$

reduce $\text{key}[\cdot]$ of $\text{Adj}(u)$
(decrease-key)

Dijkstra's shortest path



$d[v]$: known shortest distance to s

$\pi[v]$: current predecessor

$u \leftarrow \text{ExtractMin}(Q)$

$S \leftarrow S \cup \{u\}$

relax $d[\cdot]$ of $\text{Adj}(u)$
(decrease-key)

array b. heap f. heap

Steps 1~3: Build Q

$O(V)$

$O(V)$

$O(V)$

Step 5: V times Extract-Min

$O(V^2)$

$O(V \lg V)$

$O(V \lg V)$

Steps 7~9: E times Decrease-Key

$O(E)$

$O(E \lg V)$

$O(E)$

$O(V^2+E)$ $O(E \lg V)$ $O(E + V \lg V)$

Procedure	Binary heap (worst-case)	Fibonacci heap (amortized)
MAKE-HEAP	$\Theta(1)$	$\Theta(1)$
INSERT	$\Theta(\lg n)$	$\Theta(1)$
MINIMUM	$\Theta(1)$	$\Theta(1)$
EXTRACT-MIN	$\Theta(\lg n)$	$O(\lg n)$
UNION	$\Theta(n)$	$\Theta(1)$
DECREASE-KEY	$\Theta(\lg n)$	$\Theta(1)$
DELETE	$\Theta(\lg n)$	$O(\lg n)$
build	$O(n)$	$O(n)$

array

$O(1)$

$O(1)$

$O(n)$

$O(n)$

$O(n)$

$O(1)$

$O(1)$

$O(n)$

(See 22-1)

Single-Source Shortest Paths Algorithms - Review

Main Ideas

Optimal substructure: $\pi(v) \xrightarrow{\text{relax}} v$
ok ok

No negative cycles: simple path (at most $n-1$ edges)

Bellman-Ford (no negative cycles, can detect) $O(VE)$

$U_0 \xrightarrow{= \{s\}} U_1 \rightarrow U_2 \rightarrow U_3 \rightarrow \dots \rightarrow U_{n-1}$
ok ok ok ok ok

Dijkstra (no negative edges) $O(V \lg V + E)$

$\text{rank}(1) \xrightarrow{= \{s\}} \text{rank}(2) \rightarrow \text{rank}(3) \rightarrow \dots \rightarrow \text{rank}(n)$
ok ok ok ok

Two important special cases

Single-Source on un-weighted graph

$O(V+E)$

BFS

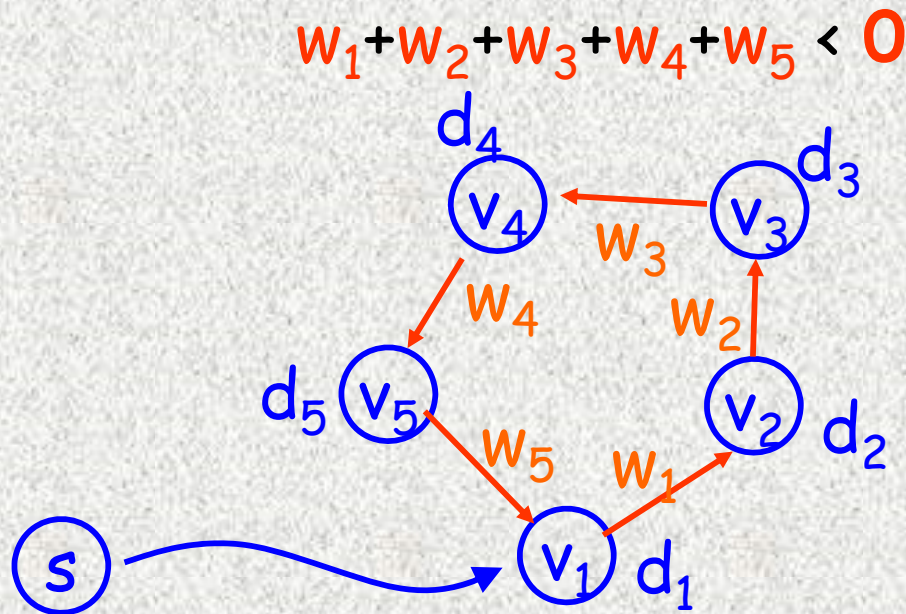
Single-Source on a DAG: shortest/longest $O(V+E)$

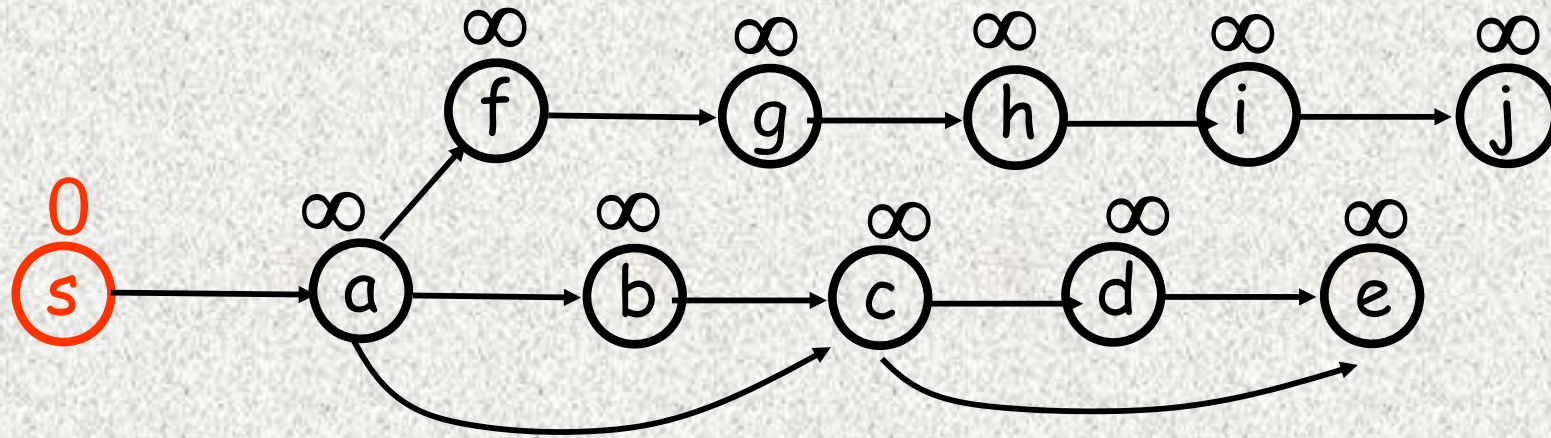
(1) Bellman-Ford: one phase - left to right

(2) classical: DP

Bellman-Ford with negative cycles

Assume that G contains a **negative cycle** C reachable from s
After $n-1$ iterations, **every** $d_i \neq \infty$





$d(a) \neq \infty$ after ? iteration

$d(b) \neq \infty$ after ? iteration

$d(d) \neq \infty$ after ? iteration

$d(j) \neq \infty$ after ? iteration

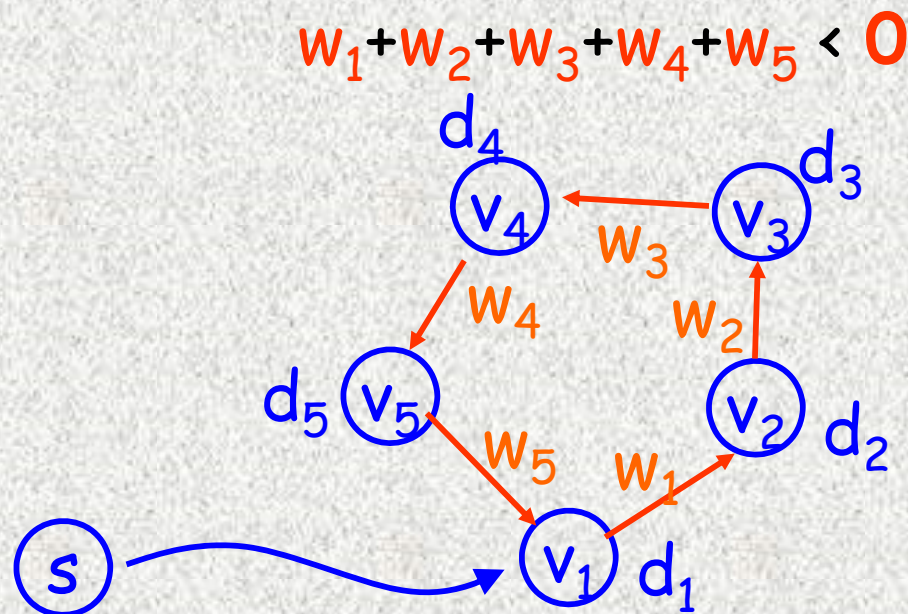
⇒ after $n-1$ iterations,
any vertex v reachable from s has $d(v) \neq \infty$

Bellman-Ford with negative cycles

Assume that G contains a **negative cycle** C reachable from s

After $n-1$ iterations, every $d_i \neq \infty$

At iteration n , at least one v_i accepts "Relax"



By contradiction:

$$\begin{array}{rcl} d_1 + w_1 & \geq & d_2 \\ d_2 + w_2 & \geq & d_3 \\ d_3 + w_3 & \geq & d_4 \\ d_4 + w_4 & \geq & d_5 \\ + \quad d_5 + w_5 & \geq & d_1 \end{array}$$

$$w_1 + w_2 + w_3 + w_4 + w_5 \geq 0$$

$\Rightarrow C$ is not negative !!!