# Handin 9

Thomas Vinther & Jens Kristian Refsgaard Nielsen

## 1 Grid graph

**Definition:** We call a graph a grid graph when for some k:

$$V = \{v_{i,j} \mid 1 \le i \le k, 1 \le j \le k\}$$

$$E = \{(v_{i,j}, v_{i,j+1}) \mid 1 \le i \le k, 1 \le j < k\}$$

$$\cup \{(v_{i,j}, v_{i,j-1}) \mid 1 \le i \le k, 1 < j \le k\}$$

$$\cup \{(v_{i,j}, v_{i+1,j}) \mid 1 \le i < k, 1 \le j \le k\}$$

$$(1.2)$$

#### 1.1 a)

Let n = |V| and m = |E|, we wish to calculate n and m as a function of k. It is fairly obvious that  $n(k) = k^2$ .

Observe that each of the sets in the union of E contain k(k-1) edges, so in total  $m(k)=3k(k-1)=3k^2-3k$ 

#### 1.2 b)

We wish to determine the runtime of Dijkstra(G, w, s) for  $s = v_{1,1}$ . Note that if  $m = o(n^2/\lg n)$  the runtime is  $O(m\lg n)$ . Recall that

$$o(g(n)) = \{ f(n \mid \forall c > 0 \exists n_0 > 0 \forall n \ge n_0 : 0 \le f(n) < cg(n) \}$$
$$3k^2 - 3k \stackrel{?}{=} o(k^4/\lg(k^2)) = o(k^4/(2\lg(k)))$$

We prove this by induction.

Induction start: k=2

$$3 \cdot 2^2 - 3 \cdot 2 = 6$$
$$2^4/(2\lg(2)) = 2^3 > 6$$

**Induction step:** assume the statement holds for k.

$$3(k+1)^2 - 3(k+1) = (3k^2 - 3k) + 6k \stackrel{\text{induction}}{<} k^4 / (2\lg(k)) + 6k \tag{1.3}$$

$$(k+1)^4/2\lg(k+1) = k^4/(2\lg(k+1)) + \frac{4k^3 + 6k^2 + 4k + 1}{2\lg(k+1)}$$
(1.4)

$$2\lg(k+1)6k \stackrel{\text{intimidation}}{<} 4k^3 + 6k^2 + 4k + 1 \tag{1.5}$$

For large k we have  $k^4/\lg(k) \stackrel{\text{asymptotic}}{=} k^4/\lg(k+1)$  and combining (1.3) with (1.4) and (1.5) we have

$$3(k+1)^2 - 3(k+1) \overset{(1.3)}{<} k^4/(2\lg(k)) + 6k \overset{\text{asymptotic}}{\leq} k^4/(2\lg(k+1)) + 6k$$

$$\overset{(1.5)}{<} k^4/(2\lg(k+1) + \frac{4k^3 + 6k^2 + 4k + 1}{2\lg(k+1)}$$

$$\overset{(1.4)}{=} (k+1)^4/2\lg(k+1)$$

Completing the induction. So Dijkstra runs in  $O(k^2 \lg(k))$ .

### 1.3 c)

We wish to compute  $\delta(s, v)$  for all verticies. Consider the following dynamic algorithm. Out of bounds exceptions are treated as  $\infty$ .

Time	Line nr	Pseudocode
1	1	$\delta(s,s) = 0$
k	2	for $j=2$ to $k$
1	3	$\delta(s, v_{1,j}) = \delta(s, v_{1,j-1}) + w(v_{1,j-1}, v_{1,j})$
k	4	for $l=2$ to $k$
k	5	for $p = 1$ to $k$
1	6	$\delta(s, v_{l,p}) = \min\{\delta(s, v_{l-1,p}) + w(v_{l-1,p}, v_{l,p}),\$
		$\delta(s, v_{l,p-1}) + w(v_{l,p-1}, v_{l,p})$
k	7	for $p = 0$ to $k - 1$
1	8	$\delta(s, v_{l,k-p}) = \min\{\delta(s, v_{l,k-(p-1)}) + w(v_{l,k-(p-1)}, v_{l,k-p}),$
		$\delta(s, v_{l,k-(p)})$

This algorithm takes  $k^2$  extra space to store the  $\delta$  values. And clearly runs in  $O(k^2)$ .

Correctness: In the bottom row the direct path is shortest due to the assumption that all weights are non negative. In the succeding rows we see that the shortest path to a vertex will come from directly below, to the left or to the right. Line 5 and 6 checks if it is from below or to the left, and lines 7 and 8 implicitly check left, below and right, and every possible entry is checked.