

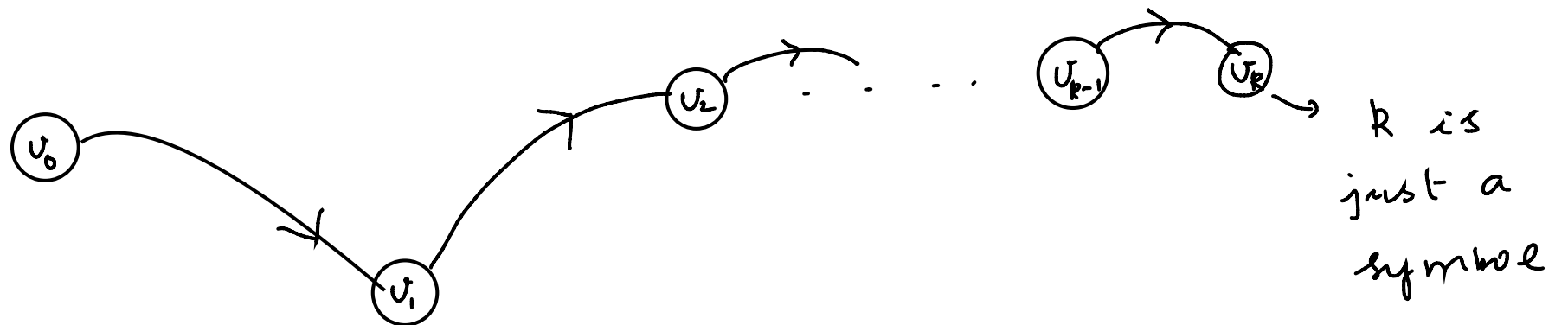
Single-Source Shortest Path

• Directed Graph $G = (V, E)$ $|V|$

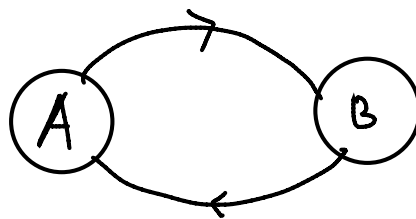
• Edge weights $w : E \rightarrow \mathbb{R}$

$w(u, v)$ is weight of edge (u, v)

• Path $p = \langle v_0, v_1, \dots, v_k \rangle$ $v_0 \rightarrow v_1 \rightarrow v_2 \rightarrow \dots \rightarrow v_{k-1} \rightarrow v_k$



$$v_i = v_j$$



Path with cycle
 $v_0 = A, v_1 = B, v_2 = A, v_3 = B, \dots$

$$v_k = A$$

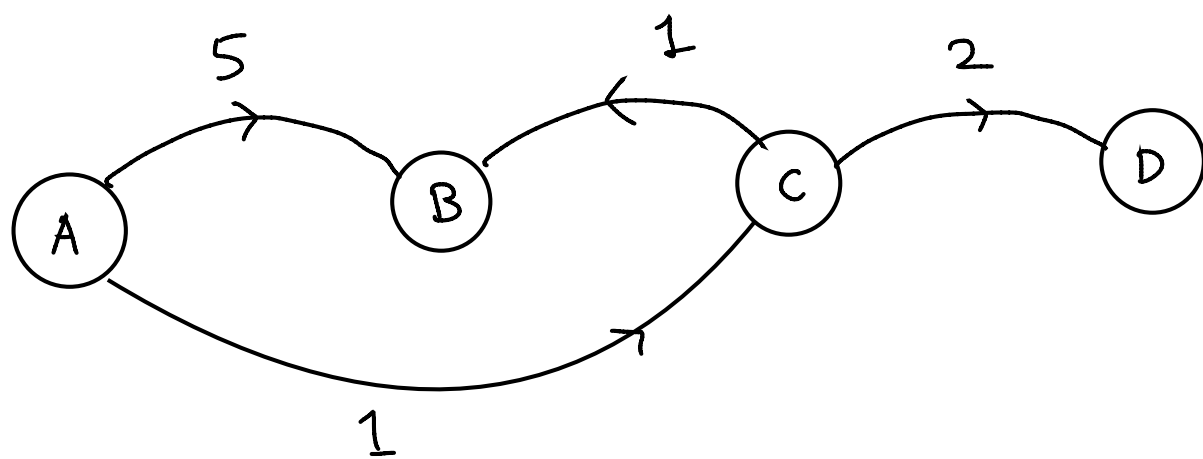
↑
even

- Weight of a path p :

$$w(p) = \sum_{i=1}^k w(v_{i-1}, v_i) = \text{summation of weights of individual edges}$$

- Shortest-Path weight
between vertices u and v

$$\delta(u, v) = \begin{cases} \min_{p: u \rightsquigarrow v} w(p) & , \text{ if a path exists} \\ \infty & , \text{ if path does not exist} \end{cases}$$



$$\delta(A, B) = 2$$

$$\delta(A, D) = 3$$

$$\delta(B, A) = \infty$$

$$\delta(B, C) = \infty$$

$$\delta(B, D) = \infty$$

} no path

- We want to find the shortest path
from a single source vertex $s \in V$
to each vertex $v \in V$

Special Cases

- (i) single destination : $d \in V$ (from each $v \in V$ to $d \in V$)
Flip / Reverse the edges and do single source shortest path
- (ii) Between a given pair (u, v)

Properties of Shortest Paths

- Subpaths of shortest paths are shortest paths

$$p = \langle v_1, v_2, \dots, v_k \rangle$$

$$p_{ij} = \langle v_i, \dots, v_j \rangle$$

$$1 \leq i \leq j \leq k$$

Proof:

$$v_1 \xrightarrow{p_{1i}} v_i \xrightarrow{p_{ij}} v_j \xrightarrow{p_{jk}} v_k$$

$$w(p) = w(p_{1i}) + w(p_{ij}) + w(p_{jk})$$

say p_{ij} was not shortest path between v_i and v_j , but p'_{ij} is

$$\Downarrow \\ w(p_{ij}) > w(p'_{ij})$$

$$\Rightarrow v_1 \xrightarrow{p_{1i}} v_i \xrightarrow{p'_{ij}} v_j \xrightarrow{p_{jk}} v_k$$

$$w(p_{1i}) + w(p'_{ij}) + w(p_{jk}) < \underbrace{w(p_{1i}) + w(p_{ij}) + w(p_{jk})}_{\text{not shortest path}}$$

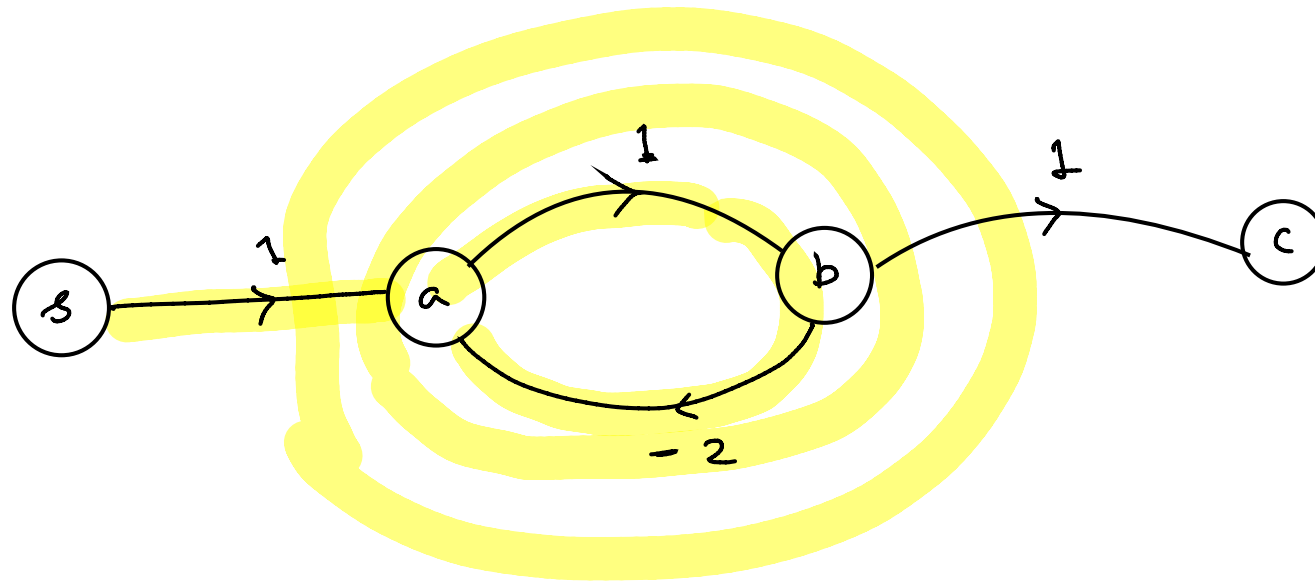
Shortest Path

not shortest path

\Downarrow
Contradiction

- Negative Edges are okay (they are allowed in the graph)
- Negative cycles are an issue

$$\min_{u \rightsquigarrow v} w(p)$$

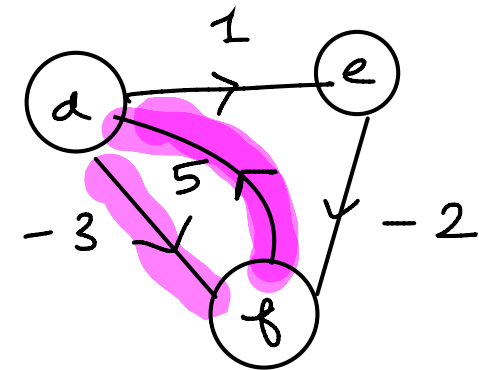


$$\delta(s, c) = -\infty$$

$$\delta(s, a) = \infty$$

$$\delta(d, f) = -3$$

$$\delta(a, f) = -1$$



$$\delta(f, d) = 5$$

- Shortest Paths contain no +ve cycles
(by removing this +ve cycle we can always produce a shorter path)

• $|V|$ distinct vertices
↓

$|V| - 1$ distinct edges in an acyclic path

• Predecessor $\pi[v] =$ another vertex

$\pi[v] = \text{NIL}$
args
PRINT-PATH (G, s, v)

if $v = s$
then print s

else if $\pi[v] = \text{NIL}$

then print "no path from" s "to" v "exists"
text arg arg

else PRINT-PATH ($G, s, \pi[v]$)

print v

- Predecessor Graph

$$G_{\pi} = (V_{\pi}, E_{\pi})$$

does not
contain
vertices
with no path



$$V_{\pi} = \{v \in V : \pi[v] \neq \text{NIL}\} \cup \{s\}$$

only those
edges involved
in shortest path



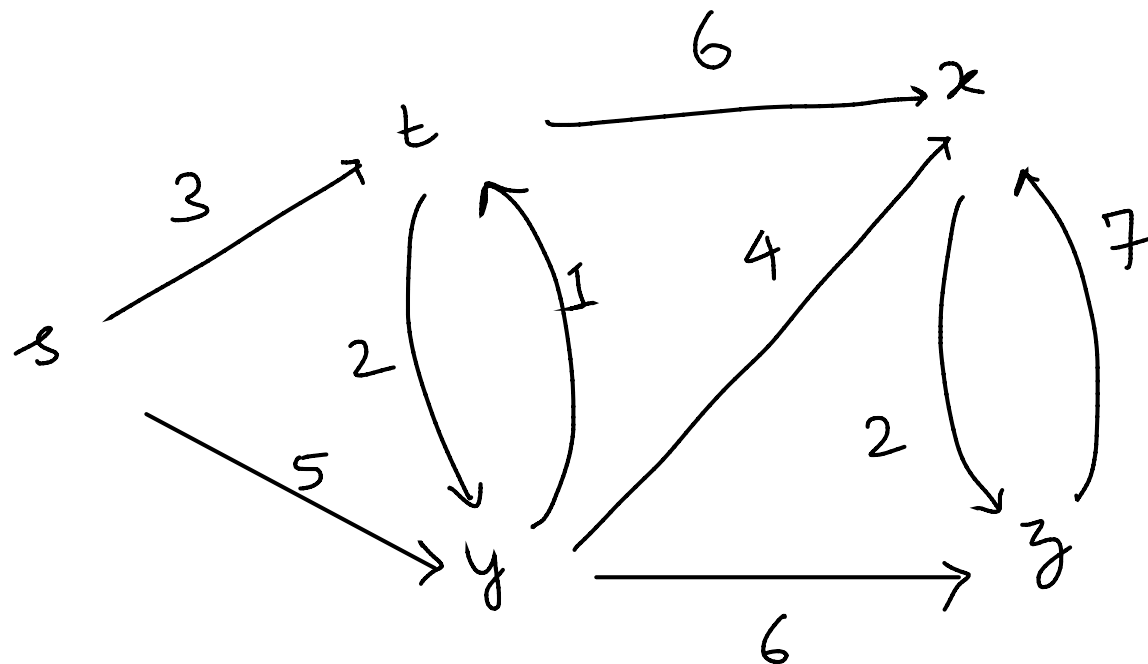
$$E_{\pi} = \{(\pi[v], v) \in E : v \in V_{\pi} - \{s\}\}$$

- I ideally, at termination of our algorithms, we want G_{π} to be "Shortest-Path-Tree"

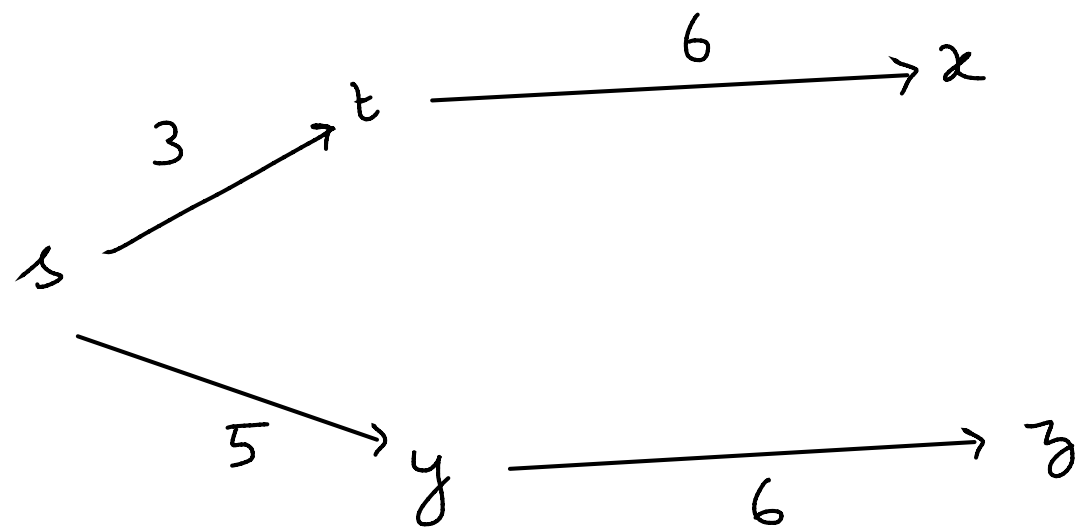
- Shortest Path Tree : $G' = (V', E')$
 - * $V' \subseteq V$ is the set of vertices reachable from s in G
 - * G' is a tree rooted at s
 - * for all $v \in V'$, the simple path from s to v in G' is the shortest path from s to v in G

Shortest Path Tree Need Not be Unique

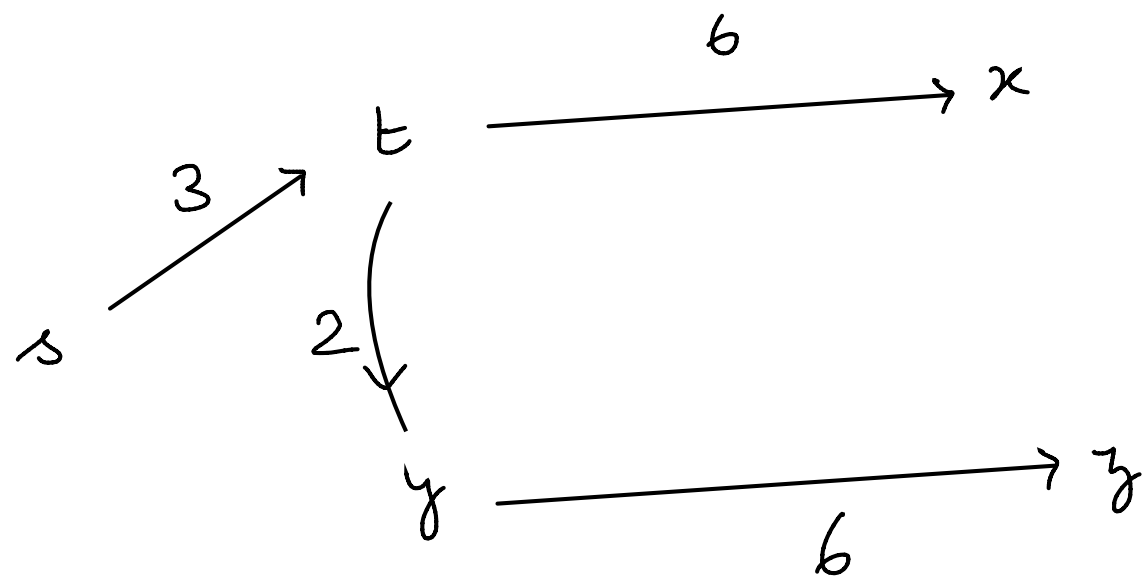
$$G = (V, E)$$



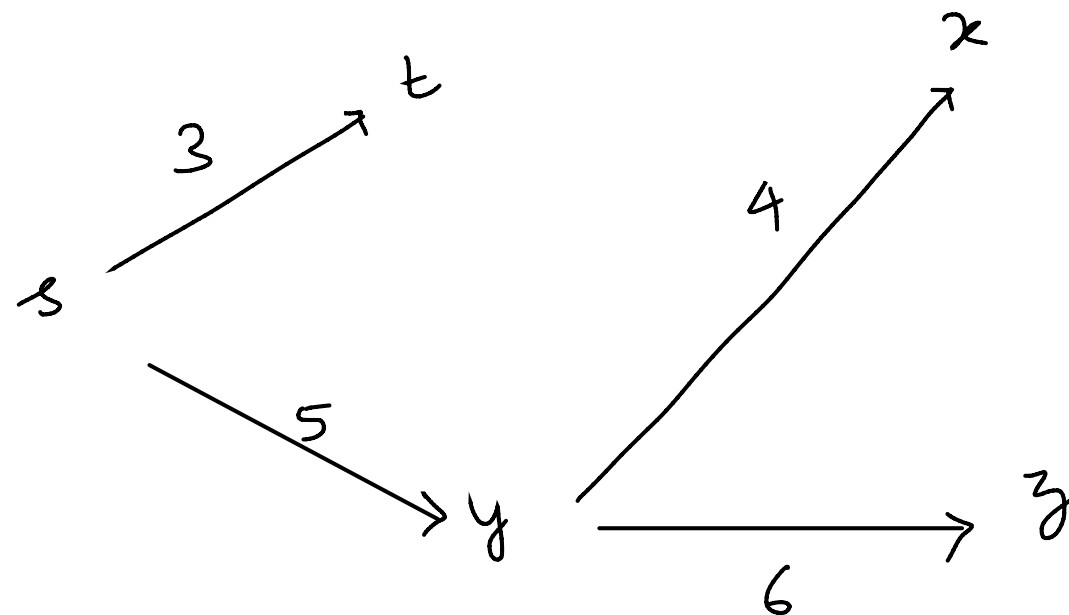
$$G' = (V', E')$$



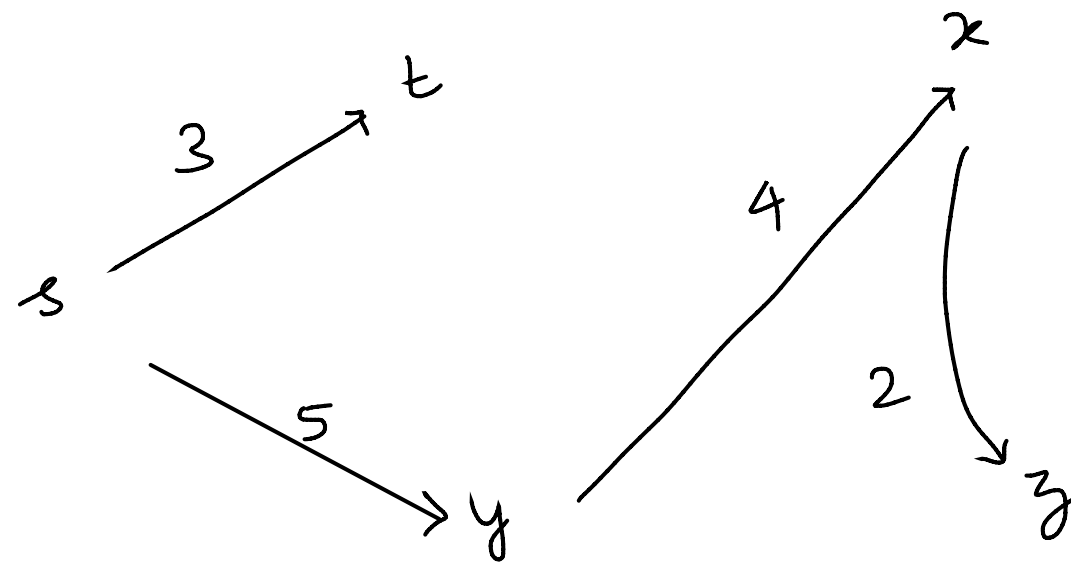
$$G'' = (V'', E'')$$



$$G''' = (V, E''')$$



$$G = (V, E)$$

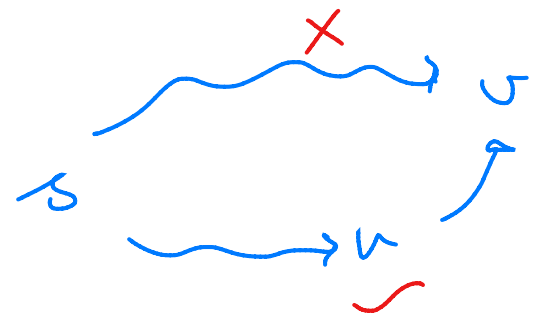


- Relaxation

$d[v]$: upper bound on weight of shortest path to v
 (from s is implicit)

INIT-SINGLE-SOURCE(G, s)
 for each vertex $v \in V(G)$
 do $d[v] \leftarrow \infty$
 $\pi[v] \leftarrow \text{NIL}$

$d[s] \leftarrow 0$



- Relax(u, v, w)
 if $d[v] > d[u] + w(u, v)$
 then $d[v] \leftarrow d[u] + w(u, v)$
 $\pi[v] \leftarrow u$

Basically to reach v it seems a "better" idea to reach to u first and take edge (u, v)