AOA
Johnson's Algorithm

Zain Ali

57113

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Instructor: Usman Shareef

Riphah International University

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Technical Report

1. Introduction: Algorithm Purpose

Johnson's Algorithm is an efficient algorithm designed to solve the all-pairs shortest path problem for a weighted graph with non-negative edge weights. It combines techniques from both Bellman-Ford and Dijkstra's algorithms. The core idea of Johnson's Algorithm is to re-weight the graph in such a way that all the negative weight edges are removed, without changing the shortest paths. This allows Dijkstra's algorithm to be applied in a more efficient manner.

By adding a new source node, the algorithm computes shortest paths from the new node to all other nodes, re-weights the graph, and then runs Dijkstra's algorithm from each node in the original graph. This hybrid approach ensures that the algorithm works efficiently even with graphs that contain negative weight edges. The algorithm runs in O(V^2 log V + VE) time complexity, making it highly effective for dense graphs with negative edge weights.

This paper aims to discuss the methodology, real-world applications, limitations, and technical aspects of Johnson's Algorithm.

2. Methodology: Code Design and Complexity Analysis

2.1 Code Design

The implementation of Johnson's Algorithm typically consists of the following components:

- Graph Representation: The graph is represented as an adjacency matrix or adjacency list, where each edge has a weight.

- Bellman-Ford Algorithm: Used to compute the shortest paths from a single source to all other nodes, and to check for negative weight cycles.

- Re-weighting Process: This step modifies the edge weights to remove negative weights, using the results from the Bellman-Ford algorithm.

- Dijkstra's Algorithm: Applied from each vertex on the re-weighted graph to compute the shortest paths.

The algorithm involves these major steps in sequence: initializing the graph, running Bellman-Ford to check for negative cycles, adjusting the weights, and applying Dijkstra's algorithm iteratively.

2.2 Complexity Analysis

- Time Complexity: The time complexity of Johnson's Algorithm is primarily determined by the Bellman-Ford algorithm and the application of Dijkstra's algorithm from each node. The overall time complexity is O(V^2 log V + VE), where V is the number of vertices and E is the number of edges.

- Space Complexity: The space complexity of the algorithm is O(V + E), as the algorithm requires space for storing the graph, distances, and parent nodes during execution.

2.3 Key Algorithm Parameters:

- Graph Representation: Adjacency matrix or list.
- Number of Nodes: The number of vertices in the graph (V).
- Number of Edges: The number of edges in the graph (E).
- Weight Adjustments: The adjustments made during the re-weighting step.

3. Applications: Real-World Scenarios and Ethical Considerations

3.1 Real-World Applications

- **Logistics and Transportation**:
  Johnson's Algorithm can be used to find the shortest paths in transportation networks, which is crucial for route planning and cost reduction in logistics.
- **Telecommunications**:
  In telecommunications networks, the algorithm can optimize the routing of signals between nodes, ensuring minimal transmission time.

- **Network Design**:
  For designing computer networks, where minimal distance between network nodes must be achieved while considering routing constraints.

- **Urban Planning**:
  Johnson's Algorithm is applied in the design of urban road networks, ensuring that the shortest paths are identified between different locations in a city.

3.2 Ethical Considerations

- **Fairness and Bias**:
  When applying Johnson's Algorithm to real-world networks, care must be taken to ensure that the algorithm doesn't introduce unfair biases in routing decisions, such as favoring certain regions or connections over others.

- **Computation Resource Consumption**:
  The algorithm can be computationally expensive for large networks, and its application in real-time systems may lead to significant resource consumption.

- **Interpretability**:
  As with any complex optimization algorithm, it's crucial to ensure that the solutions provided by Johnson's Algorithm can be interpreted easily, especially in systems where decision-making is critical.

- **Overoptimization Risks**:
  Care should be taken to prevent overoptimization where the algorithm's solutions might become brittle and unworkable in dynamic, real-world

scenarios.

- **Human Oversight**:
  Even though the algorithm can automate routing and network design tasks, human oversight is necessary to evaluate the practical applicability and consequences of the algorithm's outcomes.

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4. Limitations: When the Algorithm Fails

4.1 Technical Limitations

- **Curse of Dimensionality**:
  When applied to extremely large graphs, the time complexity increases significantly, making the algorithm inefficient.

- **Handling Negative Weight Cycles**:
  If the graph contains negative weight cycles, Johnson's Algorithm fails to produce correct results without handling these cases properly.

- **Premature Convergence**:
  In certain edge cases, Johnson's Algorithm might converge prematurely on suboptimal paths due to the limitations of the underlying graph representation.

- **Limited to Graphs with Non-negative Weights**:
  The algorithm does not work effectively with graphs that contain negative weights unless they are handled appropriately during the re-weighting step.

4.2 Comparison with Other Algorithms

- **vs. Dijkstra's Algorithm**:
  Dijkstra's Algorithm is more efficient for finding single-source shortest paths in graphs without negative weights. Johnson's Algorithm, on the other hand, handles all-pairs shortest paths with re-weighting.

- **vs. Bellman-Ford Algorithm**:
  The Bellman-Ford algorithm is slower for solving the all-pairs shortest path problem compared to Johnson's Algorithm, which optimizes the process using Dijkstra's Algorithm.

- **vs. Floyd-Warshall Algorithm**:
  Johnson's Algorithm is more efficient for sparse graphs compared to Floyd-Warshall, which has a higher time complexity for large graphs.

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