

# Single-Source All-Destinations Shortest Paths With General Weights

- Directed weighted graph.
- Edges may have negative cost.
- No cycle whose cost is  $< 0$ .
- Find a shortest path from a given source vertex  $s$  to each of the  $n$  vertices of the digraph.

# Single-Source All-Destinations Shortest Paths With General Weights

- Dijkstra's  $O(n^2)$  single-source greedy algorithm doesn't work when there are negative-cost edges.

# Bellman-Ford Algorithm

- Single-source all-destinations shortest paths in digraphs with negative-cost edges.
- Uses dynamic programming.
- Runs in  $O(n^3)$  time when adjacency matrices are used.
- Runs in  $O(ne)$  time when adjacency lists are used.

# Strategy



- To construct a shortest path from the source to vertex **v**, decide on the max number of edges on the path and on the vertex that comes just before **v**.
- Since the digraph has no cycle whose length is  $< 0$ , we may limit ourselves to the discovery of cycle-free (acyclic) shortest paths.
- A path that has no cycle has at most **n-1** edges.

# Cost Function $d$



- Let  $d(v, k)$  ( $\text{dist}^k[v]$ ) be the length of a shortest path from the source vertex to vertex  $v$  under the constraint that the path has at most  $k$  edges.
- $d(v, n-1)$  is the length of a shortest unconstrained path from the source vertex to vertex  $v$ .
- We want to determine  $d(v, n-1)$  for every vertex  $v$ .

# Value Of $d(*,0)$

- $d(v,0)$  is the length of a shortest path from the source vertex to vertex  $v$  under the constraint that the path has at most  $0$  edges.



- $d(s,0) = 0$ .
- $d(v,0) = \text{infinity}$  for  $v \neq s$ .

# Recurrence For $d(*,k)$ , $k > 0$

- $d(v,k)$  is the length of a shortest path from the source vertex to vertex  $v$  under the constraint that the path has at most  $k$  edges.
- If this constrained shortest path goes through no more than  $k-1$  edges, then  $d(v,k) = d(v,k-1)$ .

# Recurrence For $d(*,k)$ , $k > 0$

- If this constrained shortest path goes through  $k$  edges, then let  $w$  be the vertex just before  $v$  on this shortest path (note that  $w$  may be  $s$ ).



- We see that the path from the source to  $w$  must be a shortest path from the source vertex to vertex  $w$  under the constraint that this path has at most  $k-1$  edges.
- $d(v,k) = d(w,k-1) + \text{length of edge } (w,v)$ .



# Recurrence For $d(*,k)$ , $k > 0$

- $d(v,k) = d(w,k-1) + \text{length of edge } (w,v)$ .



- We do not know what  $w$  is.
- We can assert
  - $d(v,k) = \min\{d(w,k-1) + \text{length of edge } (w,v)\}$ , where the  $\min$  is taken over all  $w$  such that  $(w,v)$  is an edge of the digraph.
- Combining the two cases considered yields:
  - $d(v,k) = \min\{d(v,k-1), \min\{d(w,k-1) + \text{length of edge } (w,v)\}\}$

# Pseudocode To Compute $d(*,*)$

// initialize  $d(*,0)$

$d(s,0) = 0;$

$d(v,0) = \text{infinity}, v \neq s;$

// compute  $d(*,k), 0 < k < n$

for (int  $k = 1; k < n; k++$ )

{

$d(v,k) = d(v,k-1), 1 \leq v \leq n;$

for (each edge  $(u,v)$ )

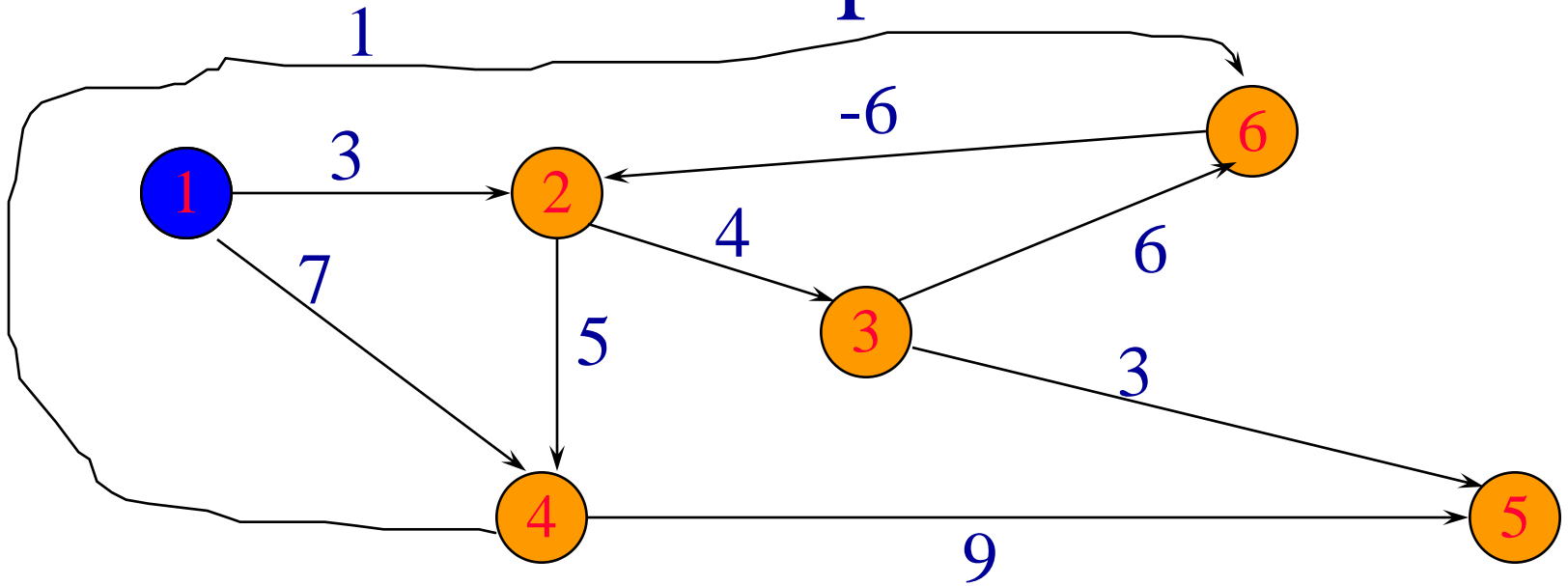
$d(v,k) = \min\{d(v,k), d(u,k-1) + \text{cost}(u,v)\}$

}

$$p(*,*)$$

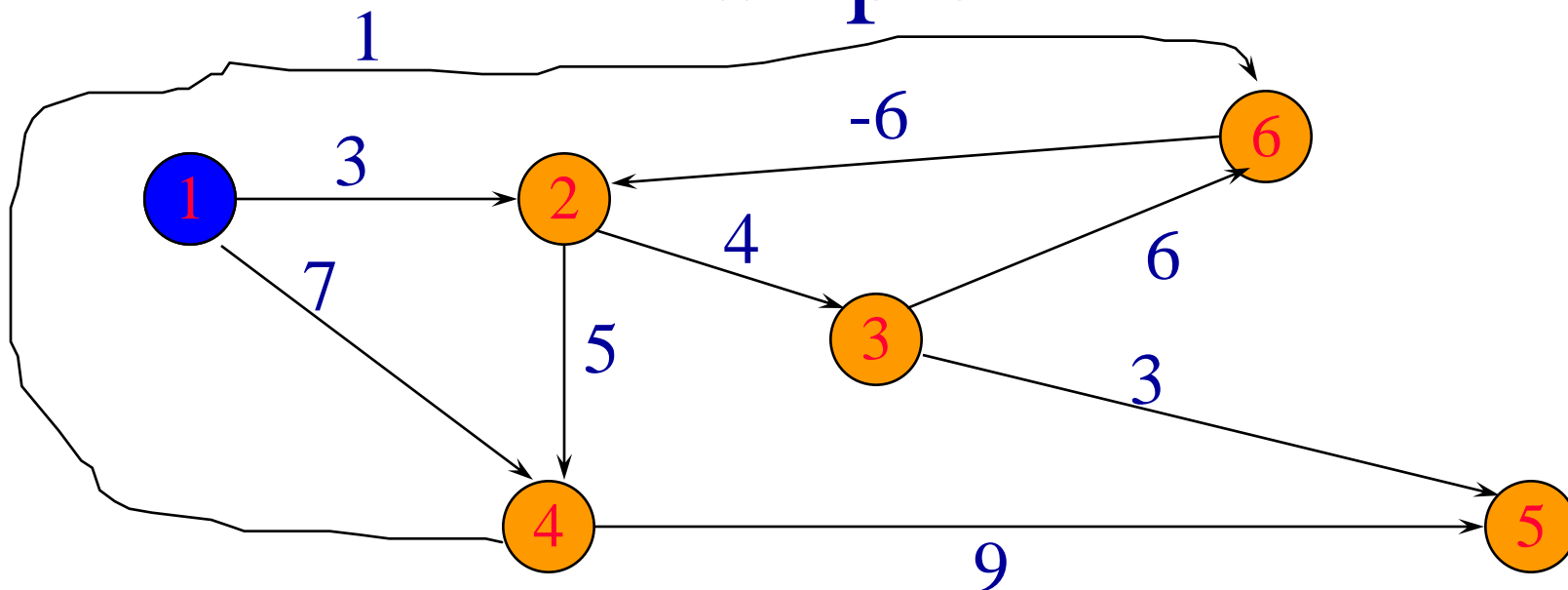
- Let  $p(v,k)$  be the vertex just before vertex  $v$  on the shortest path for  $d(v,k)$ .
- $p(v,0)$  is undefined.
- Used to construct shortest paths.

# Example



Source vertex is 1.

# Example



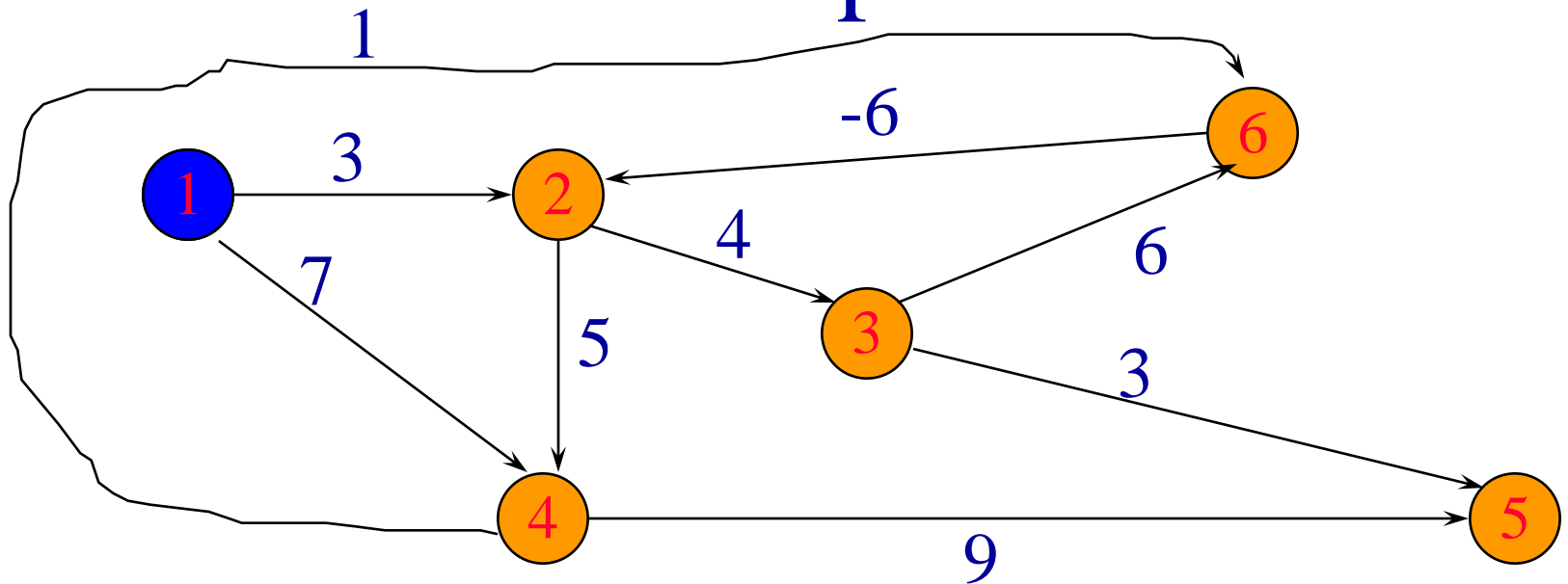
	1	2	3	4	5	6
0	0	-	-	-	-	-
1	0	3	-	7	-	-
2	0	3	7	7	16	8
3	0	2	7	7	10	8
4	0	2	6	7	10	8

$d(v,k)$

$v \longrightarrow$						
	-	-	-	-	-	-
	-	1	-	1	-	-
	-	1	2	1	4	4
	-	6	2	1	3	4
	-	6	2	1	3	4

$p(v,k)$

# Example



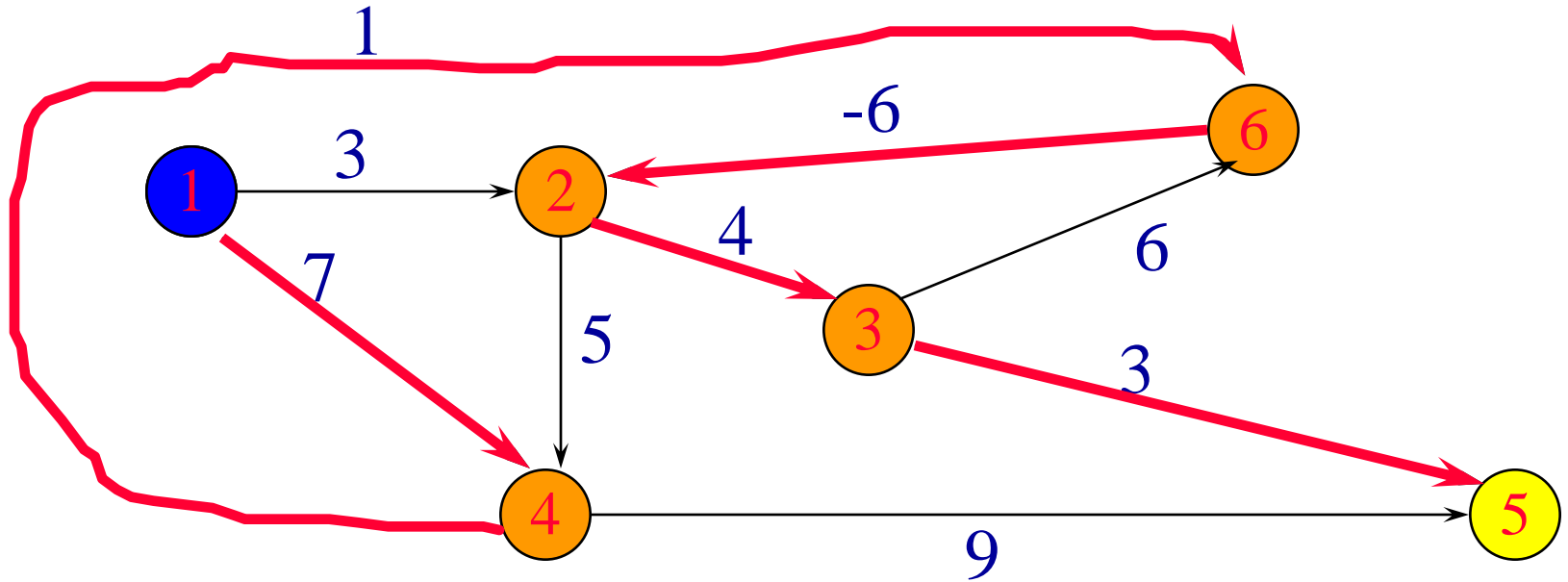
	1	2	3	4	5	6
4	0	2	6	7	10	8
5	0	2	6	7	9	8

$d(v,k)$

	$v \longrightarrow$					
	-	6	2	1	3	4
$k \downarrow$	-	6	2	1	3	4

$p(v,k)$

# Shortest Path From 1 To 5



	1	2	3	4	5	6
5	0	2	6	7	9	8

$d(v,5)$

	1	2	3	4	5	6
	-	6	2	1	3	4

$p(v,5)$

# Observations

- $d(v,k) = \min \{ d(v,k-1), \min \{ d(w,k-1) + \text{length of edge } (w,v) \} \}$
- $d(s,k) = 0$  for all  $k$ .
- If  $d(v,k) = d(v,k-1)$  for all  $v$ , then  $d(v,j) = d(v,k-1)$ , for all  $j \geq k-1$  and all  $v$ .
- If we stop computing as soon as we have a  $d(*,k)$  that is identical to  $d(*,k-1)$  the run time becomes
  - $O(n^3)$  when adjacency matrix is used.
  - $O(ne)$  when adjacency lists are used.



# Observations

- The computation may be done in-place.

$$d(v) = \min\{d(v), \min\{d(w) + \text{length of edge } (w,v)\}\}$$

instead of

$$d(v,k) = \min\{d(v,k-1), \\ \min\{d(w,k-1) + \text{length of edge } (w,v)\}\}$$

- Following iteration  $k$ ,  $d(v,k+1) \leq d(v) \leq d(v,k)$
- On termination  $d(v) = d(v,n-1)$ .
- Space requirement becomes  $O(n)$  for  $d(*)$  and  $p(*)$ .