

# Seidel's Algo.

$\ell(e) =$   
 $v_e \in E$

Assume  $G$  is "undirected" and "unweighted" now.

- Faster Algo!

- But only computing  $\text{dist}[u, v]$  — forget  $\text{prev}[u, v]$ .  
(Can be done using randomization)

## Faster Matrix Multiplication (CLRS 4.2)

Let  $A, B$  be  $n \times n$  matrices: How fast can we compute  
 $A \cdot B$ ?

$$\begin{bmatrix} A \\ \vdash \end{bmatrix} \begin{bmatrix} | & B \end{bmatrix} = \begin{bmatrix} \circ \\ A \cdot B \end{bmatrix}$$

Naively  $O(n^3)$  time.

Strassen 1969:  $O(n^{2.81})$

:

Alman-Williams 2021:  $O(n^{2.3729})$  ( $O(n^{2.376})$  in 1990)

Williams-Xu-Xu-Zhou 2024:  $O(n^{2.371552})$

Main Idea, Given  $G = (V, E)$ , let  $H = (V, E')$  s.t.

$(u, v) \in E'$  if  $u$  and  $v$  have distance  $\leq 2$  in  $G$ .

$((u, v) \in E \text{ or } (u, r), (r, v) \in E \text{ for some } r)$



$G.$



$H$

Suppose we computed  $d_H[u, v]$  for all  $u, v \in V$ .  
 How can we use it to compute  $d_G[u, v]$ ?

Lemma 1,  $d_H[u, v] = \lceil d_G[u, v]/2 \rceil \quad \forall u, v \in V \quad \square$

Lemma 2, If  $d_G[u, v] = 2d_H[u, v]$ ,

(i)  $\forall w \in \text{nbr}(v)$ ,  $d_H[u, w] \geq d_H[u, v]$

"neighborhood,  $\{w : (w, v) \in E\}$ "

(ii)  $\sum_{w \in \text{nbr}(v)} d_H[u, w] \geq \deg(v) \cdot d_H[u, v]$   
 $= |\text{nbr}(v)|$

Proof,



□

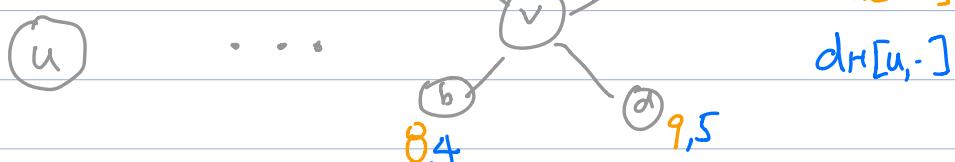
Lemma 3, If  $d_G[u, v] = 2d_H[u, v] - 1$

(i)  $\forall w \in \text{nbr}(v)$ ,  $d_H[u, w] \leq d_H[u, v]$

and  $\exists w \in \text{nbr}(v)$  s.t.  $d_H[u, w] = d_H[u, v] - 1$

(ii)  $\sum_{w \in \text{nbr}(v)} d_H[u, w] \leq \deg(v) \cdot d_H(u, v) - 1$

Proof,



□

$\downarrow$   
 $\text{dist}[u, v]$  in  $H$ .

# Seidel's Algo

How to compute  $H$  from  $G$ ?

Let  $A_G$  (resp.  $A_H$ ) be the adjacency matrix of  $G$  (resp.  $H$ ).

Consider  $A_G^2[u, v] = \sum_{w \in V} A_G[u, w] \cdot A_G[v, w]$

= (# of common neighbors of  $u$  and  $v$ ).

$$\text{So } A_H[u, v] = \begin{cases} 0 & \text{if } u=v \\ 1 & \text{if } A_G[u, v]=1 \text{ or } A_G^2[u, v] \geq 1 \\ 0 & \text{otherwise} \end{cases}$$

$A_H$  can be computed in  $O(n^{2.37...})$  time!

Seidel( $G, k$ )

Compute  $H$  from  $G$ .

If  $k=1$ , return  $d_G$  s.t.  $d_G[u, v]=1$  if  $u \neq v$  and 0 o.w.

$d_H = \text{Seidel}(H, \lceil k/2 \rceil)$ . Let  $B = (d_H \cdot A_G)$

For  $u$  in  $V$

For  $v$  in  $V$

If  $u=v$ ,  $d_G[u, v]=0$

Else  $t = 1$  if  $\sum_{w \in \text{nbr}(v)} d_H[u, w] \leq \deg(v) \cdot d_H(u, v) - 1$   
0 otherwise.

$$d_G[u, v] = 2d_H[u, v] - t.$$

Return  $d_G$ .

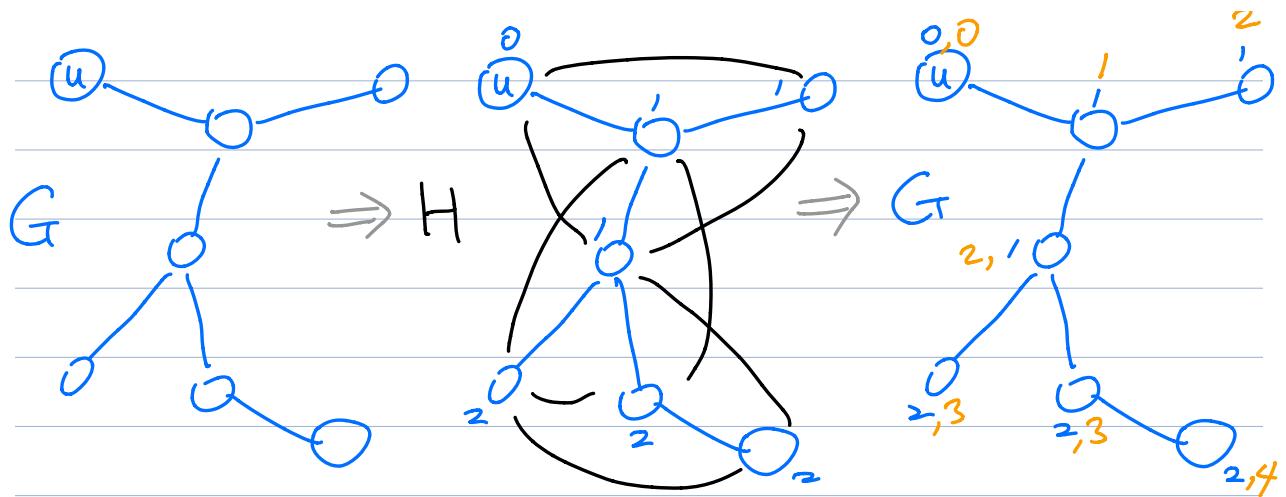
upper bound on "diameter of  $G$ "

initially  $n-1$

$$\max_{u \neq v} \text{dist}[u, v]$$

$n \times n$  matrices.

$$B[u, v]$$



Correctness, From Lemmas 1, 2, 3.

Running time, Each call to Seidel takes  $O(n^{2.37...})$   
except the recursive call.

(# calls) =  $\mathcal{O}(\log n)$  because  $k$  is "halved"  
each time.

So total running time =  $O(n^{2.37...} \cdot \log n)$

But if we allow arbitrary (positive) lengths, it is  
Conjectured that there is no  $O(n^{2.99})$ -time algo!

# Single-Source Shortest Path

(Erickson Chap 8)

## Single-Source Shortest Path (SSSP)

Input: Directed graph  $G = (V, E)$  with edge weight

$l: E \rightarrow \mathbb{R}$ , and source  $s \in V$ .

Output: "shortest path" from  $s$  to all  $v \in V$ .

$(u, v) \in E$  denotes  $u \rightarrow v$ .

① "Shortest path"?

- walk: sequence of vcs  $w = (v_0, \dots, v_k)$  s.t.  $(v_i, v_{i+1}) \in E$ .

(any vertex repetition allowed)

Let "length of  $w$ ",  $l(w) := \sum_{i=0}^{k-1} l(v_i, v_{i+1})$ .

- closed walk: walk with  $v_0 = v_k$ .

- (simple) cycle: a closed walk s.t. no vertex is repeated except  $v_0 = v_k$ .

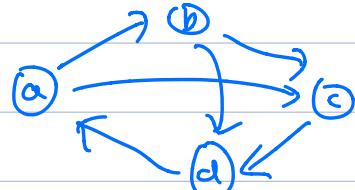
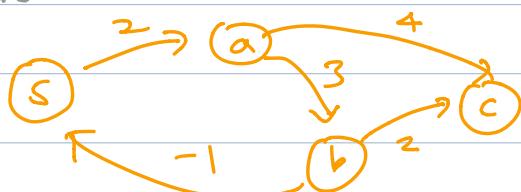
- (simple) path: a walk s.t. no vertex is repeated.

(\*) Assume  $\#$  cycle  $C = (v_0, \dots, v_k)$

s.t.  $l(C) := \sum_{i=0}^{k-1} l(v_i, v_{i+1}) < 0$ .

Obviously true if  $l(e) \geq 0 \forall e \in E$ ,

but there are other cases



walk: abdabc

closed walk: abdaca

cycle: abcda

path: abd

Lemmas Assuming ( $\star$ ), for any  $u, v \in V$   
(length of shortest walk from  $u$  to  $v$ ) = (length of shortest path from  
 $u$  to  $v$ )

Pf.  $\leq$ ) by definition

$\geq$ ) if walk contains cycle, "removing it" doesn't increase  
the length.

e.g., s a b s a c  $\Rightarrow$  s a c

□

What if we allow negative cycles and find shortest  
simple path? NP-hard.

(Setting  $l(e) = -1$  and asking shortest path from  $s$  to  $t$   
is the same as asking longest (unweighted) path.)

## ② Undirected graph?

Replace each undirected edge  $(u, v)$  with two directed  
edges  $(u, v)$  and  $(v, u)$  w/ same length.



Then to ensure "no negative cycle" in new directed  
graph implies that "all edge length nonnegative" in original  
undirected graph.

③ How to "represent" or "output" s-t shortest path for all  $t \in V$ ?

Today's algorithms maintain two "arrays" / path from s to v.

$\text{dist}[v]$ : length of current shortest s-v path.

$\text{prev}[v]$ : In current shortest s-v path, the vertex right before v.

(\*\*) At any point, if  $\text{dist}[v] < \infty$ ,

$\underline{l(s, \dots, \text{prev}(\text{prev}(v)), \text{prev}(v), v)} = \text{dist}[v]$ .

current shortest path.

So, at the end, outputting  $\text{dist}[\cdot]$  and  $\text{prev}[\cdot]$  is enough.

### Initialization

$\text{dist}[s] = 0$ ,  $\text{prev}[s] = \emptyset$ .

$\forall v \in V \setminus \{s\}$ ,  $\text{dist}[v] = \infty$ ,  $\text{prev}[v] = \emptyset$ .

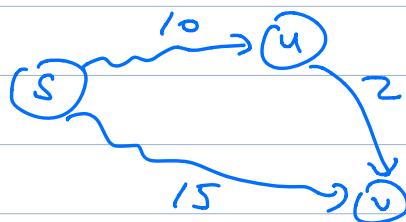
Say  $(u, v) \in E$  "tense" if  $\text{dist}[u] + l(u, v) < \text{dist}[v]$ .

If  $(u, v)$  is tense, we can do the following.

### Relax $(u, v)$

$\text{dist}[v] = \text{dist}[u] + l(u, v)$ .

$\text{prev}[v] = u$ .



# Dijkstra's Algo.

Only works  $l(e) \geq 0 \forall e \in E$ .

Intuition: At some point during algo,  
let  $A \subseteq V$  be a set we are "sure";

Q: Can we add another vertex in  $V \setminus A$  to  $A$ ?

Lemma: Let  $A \subseteq V$  s.t.  $s \in A$ . Suppose

(i)  $\forall v \in A$ ,  $\text{dist}[v]$  is length of shortest  $s-v$  path.

(ii)  $\forall (u, v) \in \partial^+ A$  ( $\{ (u, v) \in E : u \in A, v \notin A \}$ ),  $(u, v)$  is not tense. ( $\text{dist}[v] \leq \text{dist}[u] + l(u, v)$ )

Let  $v = \arg \min_{v \in V \setminus A} \text{dist}[v]$ . Then  $\text{dist}[v]$  is length of shortest  $s-v$  path.

Proof: Let  $p = (s, v_1, \dots, v_k)$  be any  
 $s-v$  path.

Let  $u$  be the first vertex outside  $A$ ,

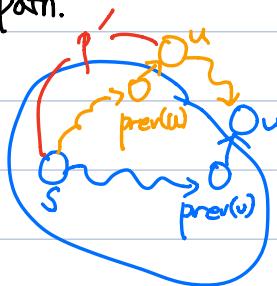
and  $p' = (s, \dots, \text{prev}(u), u)$  be the prefix of  $p$  from  $s$  to  $u$ .

$$l(p') = l(s, \dots, \text{prev}(u)) + l(\text{prev}(u), u)$$

$$\text{prev}(u) \in A \geq \text{dist}[\text{prev}(u)] + l(\text{prev}(u), u)$$

$$(p' \text{ not tense}) \geq \text{dist}[u] \geq \text{dist}[v]. \text{ Since } l(p) \geq l(p'), l(p) \geq \text{dist}[v]$$

$\text{choice of } v$  every edge is nonnegative.  $\square$



## Dijkstra(s)

$\text{dist}[s] = 0$ ,  $\text{dist}[v] = \infty \forall v \neq s$ .  $\text{prev}[s] = \emptyset$ .

$A = \emptyset$ .

While  $A \neq V$

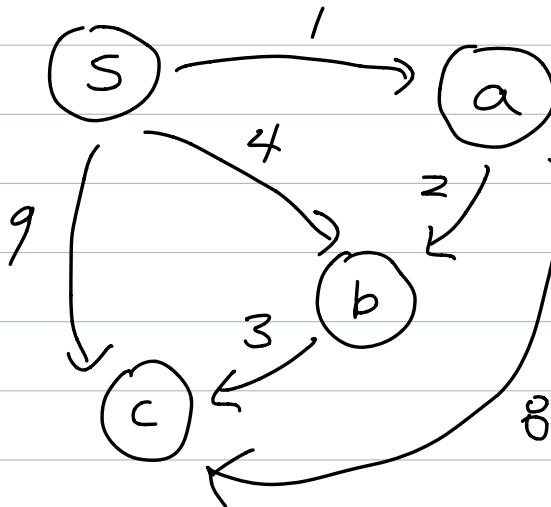
$v = \arg \min_{v \in V \setminus A} \text{dist}[v]$

$A = A \cup \{v\}$

For each  $(v, w) \in E$

If  $\text{dist}[w] > \text{dist}[v] + l(v, w)$

$\text{dist}[w] = \text{dist}[v] + l(v, w)$ ,  $\text{prev}[w] = v$ .



A	A	A	A	
s	a	b	c	
dist	0	1	3	6

## Correctness

Claim: At the end of each while loop,

(i)  $\forall v \in A, \text{dist}[v]$  is length of shortest s-v path.

(ii)  $\forall (u,v) \in \partial^+ A$  ( $\{ (u,v) \in E : u \in A, v \notin A \}$ ),  $(u,v)$  is not tense. ( $\text{dist}[v] \leq \text{dist}[u] + l(u,v)$ ).

Proof: Induction. First loop:  $v = s$  and all  $(s,u) \in E$  is not tense.

Assuming 1, ...,  $i^{th}$  loops are good, for  $(i+1)^{th}$  loop, consider  $v$  chosen in the loop. By the lemma in the last page it is true that  $\text{dist}[v] = (\text{length of shortest s-v path})$ . So (i) holds.

Whenever  $v$  is added to  $A$ , all edges from  $v$  become not tense.

And these edges will never become tense again. So (ii) holds.

( $\forall (v,w) \in E, \text{dist}[w] \leq \text{dist}[v] + l(v,w)$  at the end of while loop,

but  $\text{dist}[v]$  is optimal, so will not change after.)  $\square$

# Implementation of Dijkstra

Priority Queue (CLRS 6.5)

Maintain a set  $Q$  of elements with a key value.

Insert( $Q, x, k$ )  
Extract-Min( $Q$ )  
Decrease-Key( $Q, x, k$ )

$(n=|V|, m=|E|)$

$\left\{ \begin{array}{l} O(\log |Q|) \leq O(\log n) \end{array} \right.$

Dijkstra( $s$ )

$\text{dist}[s] = 0, \text{dist}[v] = \infty \forall v \neq s, \text{prev}[s] = \emptyset$

$A = \emptyset, Q = \emptyset, \forall v \in V, \text{Insert}(Q, v, \text{dist}[v]) \rightarrow O(n \log n)$

While  $A \neq V$

$v = \underset{v \in V \setminus A}{\arg \min} \text{dist}[v], v = \text{Extract-Min}(Q) \rightarrow O(n \log n)$

$A = A \cup \{v\}$

For each  $(v, w) \in E$

If  $\text{dist}[w] > \text{dist}[v] + l(v, w)$

$\text{dist}[w] = \text{dist}[v] + l(v, w), \text{prev}[w] = v \rightarrow O(m)$

$\text{Decrease-Key}(Q, w, \text{dist}[w]) \rightarrow O(m \log n)$

Total running time:  $O(m \log n)$ .