

Question 1

We can develop an algorithm to find the shortest path between vertices a and b in a weighted-edge (possibly negative) directed graph, with a guarantee that there will be at most k edges in the shortest path. To develop this algorithm we can use a “greedy” design.

The algorithm takes as input the graph, represented by its vertices and edges, as well as the vertices of interest a and b . We can use two arrays (d and p) to store the distance and path information. We also rely on the special values `null` to represent the empty set and `MAX` to represent $+\infty$.

```
1 findShortestPath(a, b, edges, vertices):
2
3 # initialize with infinite distances from a to each node
4 predecessor = [null] * vertices.length
5 distance = [MAX] * vertices.length
6 distance[a] = 0
7
8 # greedy step
9 for i in 1..k:
10     for e in edges:
11         if distance[e.source] + e.weight < distance[e.destination]:
12             distance[e.destination] = distance[e.source] + e.weight
13             predecessor[e.destination] = e.source
```

This algorithm works because we are guaranteed to find the shortest path that is no longer than k edges by the greedy step. Our double loop takes $k \times |E|$ iterations, for a running time of $O(k|E|)$ as desired.

Question 2

Question 3

Question 4