

Last time on SSSP

- directed graph
- weighted edges
- negative weights ok
- no negative cycles.

approach. relax each edge,

1. Bellman - Ford: Relax the edges in fixed order $|V|-1$ times. (or until no changes)

- will find a negative cycle either

- relax the edges one more time ($|V|$ th time). still change

- Any time find a negative val on source, guaranteed to be a negative cycle.

2. Directed Acyclic Graphs (DAG)

- do a topsort and relax in that order.

This time: Always choose the currently MIN-KEY as the Dijkstra estimation. — the greedy approach.

Dijkstra (V, E, w, s) :

INIT-SINGLESOURCE (v, s) .

$S \leftarrow \emptyset$

$Q \leftarrow V$ (a min queue)

while Q is not empty:

$u \leftarrow \text{EXTRACT-MIN}(Q)$

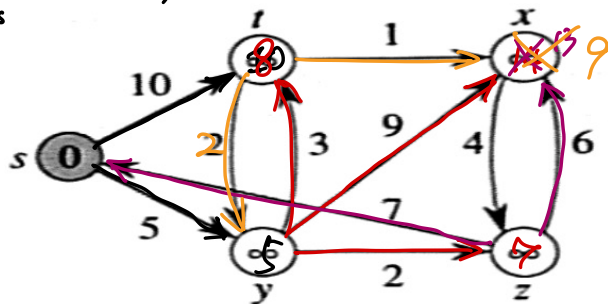
$S \leftarrow S \cup \{u\}$

for each vertex $v \in \text{Adj}[u]$

RELAX (u, v, w) .

Example.

Steps $\xrightarrow{1 \quad 2 \quad 3}$



Runtime.

• Every vertex comes in exactly once.

• $\lg V$ for MIN-Heap

• worst v

$\hookrightarrow O(V^2 + V \lg V)$.

Binom heap $O(\lg n)$

Fib heap $O(1)$

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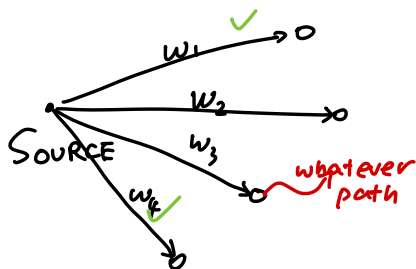
$u \leftarrow \text{EXTRACT-MIN}(Q)$

$S \leftarrow S \cup \{u\}$

for each vertex $v \in \text{Adj}[u]$
RELAX (u, v, w) .

Proof of choice.

Assume we have a optimal answer, if it does not have the greedy choice, show you can cut sth out of that and paste to a greedy choice.



ass. $w_1 < w_2 < w_3 < w_4$.

$w_3 + \text{whatever path} > w_1$

for no negative edges

\hookrightarrow take out $w_3 + \dots$

put in $w_1 \dots$

induction on other parts.

This Time: All pair Shortest path : Naïve algo.

- Given a directed graph $G = (V, E)$, weight function $w : E \rightarrow \mathbb{R}$, $|V| = n$.
- Goal: create an $n \times n$ matrix of shortest-path distances from every vertex to every other vertex $\delta(u, v)$.
- Could run BELLMAN-FORD once from each vertex:
 - $O(V^2E)$ which is $O(V^4)$ if the graph is dense ($E \sim V^2$).
- If no negative-weight edges, could run Dijkstra's algorithm once from each vertex:
 - $O(V E \lg V)$ with binary heap — $O(V^3 \lg V)$ if dense
- We'll see how to do in $O(V^3)$ in all cases with dynamic programming (we have already shown the shortest path problem has optimal substructure).

Already shown SPA contains shortest subpaths.

The formal problem statement:

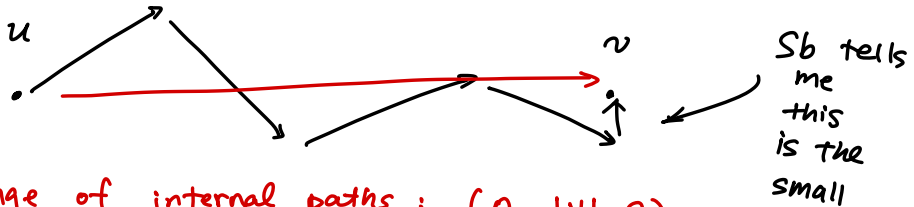
- Assume that G is given as adjacency matrix of weights: $W = (w_{ij})$, with vertices numbered 1 to n .

$$w_{ij} = \begin{cases} 0 & \text{if } i = j, \\ \text{weight of } (i, j) & \text{if } i \neq j, (i, j) \in E, \\ \infty & \text{if } i \neq j, (i, j) \notin E. \end{cases}$$

- Output is the shortest path matrix $D = (d_{ij})$, where $d_{ij} = \delta(i, j)$.

Dynamic Programming Steps

- Define structure of optimal solution, including what are the largest sub-problems.
- Recursively define optimal solution
- Compute solution using table bottom up
- Construct Optimal solution



range of internal paths : $(0, |V|-2)$.



limiting how many edge you'd like to use.

Base Case \rightarrow if use 0 internal edge : $\text{adj}[u][v]$.

...

shortest path from any vert to any vert at most 1 edge paths

Next. prob

Most
1^{int} vert
allowed
on path

$$\min_{i,j} \left\{ \forall k, w_{ik} \rightarrow w_{kj} \right\}$$

w_{ij}

Check which is better

Having got the idea formally write it.

1. Define struct of opt sol

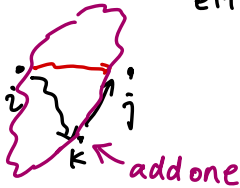
Shortest path btwn any two verts i and j

either

- Shortest path i to j at most $|V-2|$ internal verts.

- Shortest path i to $k + w_{k,j}$

at most $|V-2|$ internal nodes



2. Recursive define opt sol

$$l_{ij}^{(0)} = \begin{cases} 0 & \text{if } i=j \\ \infty & \text{if } i \neq j \end{cases}$$

shortest path $i \rightarrow j$ with 0 int. edges.

$$l_{ij}^{(1)} = \begin{cases} 0 & i=j \\ w_{i,j} & \exists \text{ adj mat } o, w. \\ \infty & \end{cases}$$

shortest path $i \rightarrow j$ with 1 int. edges.

$l_{ij}^{(m)}$ shortest path $i \rightarrow j$ with m edges on path. ($m-1$ int verts)

$$l_{ij}^{(m)} = \min \left\{ \begin{array}{l} l_{ij}^{(m-1)} \\ \min_{1 \leq k \leq n} \left\{ \underbrace{l_{ik}^{(m-1)} + w_{kj}}_{\substack{\text{Mat. mul} \\ \text{elementwise addition}}} \right\} \end{array} \right\} \quad \leftarrow \text{EXTEND.}$$

```

EXTEND(L, W, n)
  create L' an n x n matrix
  for i ← 1 to n
    for j ← 1 to n
      l'_{ij} ← ∞
      for k ← 1 to n
        l_{ij} ← min(l'_{ij}, l_{ik} + w_{kj})
  return L'

```

1° Do it $m-1$ times.

```

SLOW-APSP(W, n)
  L^{(1)} ← W
  for m ← 2 to n-1
    L^{(m)} ← EXTEND(L^{(m-1)}, W, n)
  return L^{(n-1)}

```

↑
 $O(V^3)$

```

SLOW-APSP(W, n)
  L^{(1)} ← W
  for m ← 2 to n-1
    L^{(m)} ← EXTEND(L^{(m-1)}, W, n)
  return L^{(n-1)}

```

↑
 $O(V^4)$

2° Use FAST Pow. i.e.

$$M^8 = ((MM)^2)^2$$

```

FASTER-APSP(W, n)
  L^{(1)} ← W
  m ← 1
  while m < n-1
    L^{(2m)} ← EXTEND(L^{(m)}, L^{(m)}, n)
    m ← 2m
  return L^{(m)}

```

← $O(V^3 \log V)$.