

# Shortest Paths

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# Shortest Paths

- 1 Dijkstra's algorithm for SSSP
- 2 Dijkstra's Algorithm as Skeleton
- 3 Cycles

# Dijkstra's algorithm

Invariant: maintain  $R \subseteq V$ :  $\forall u \in R : s \rightsquigarrow u$  is known

1. How to choose the next  $v$  and  $(u, v)$ ?
2. Update  $R = R + \{v\}$  and set  $\text{dist}[v] = \text{dist}[u] + w(u, v)$ .
3. How to update  $\text{dist}[w]$  for  $(v, w) \in E \wedge w \notin R$ ?

# Dijkstra's algorithm

Invariant: maintain  $R \subseteq V: \forall u \in R: s \rightsquigarrow u$  is known

## 1. How to choose the next $v$ and $(u, v)$ ?

$$\min_{u \in R} \text{dist}[u] + w(u, v)$$

To prove  $w(s \rightsquigarrow u \rightarrow v)$  is the shortest distance from  $s$  to  $v$ .

Proof.

- ▶  $\forall s \rightsquigarrow v: w(s \rightsquigarrow v) \geq w(s \rightsquigarrow u \rightarrow v)$
- ▶  $s \in R, v \notin R \Rightarrow \exists u' \in R, v' \notin R: s \rightsquigarrow v = s \rightsquigarrow u' \rightarrow v' \rightsquigarrow v$
- ▶ given  $w(s \rightsquigarrow u' \rightarrow v) \geq w(s \rightsquigarrow u \rightarrow v)$
- ▶ required  $w(v' \rightsquigarrow v) \geq 0 (v' \notin R)$



# Dijkstra's algorithm

Negative edges [Problem: 3.7.9]

Dijkstra's algorithm on graphs with negative edges

# Dijkstra's algorithm

Negative edges leaving  $s$  [Problem: 3.7.17]

- ▶ digraph  $G = (V, E, w)$
- ▶ all negative edges are from  $s$

Solution.

required  $w(v' \rightsquigarrow v) \geq 0$

Proof.

$$v' \notin R, s \in R \Rightarrow v' \neq s \Rightarrow w(v' \rightsquigarrow v) \geq 0$$



# Dijkstra's algorithm

$w'(e) = w(e) + 1$  [Problem: 3.7.8]

- ▶ digraph  $G = (V, E, w)$ ,  $w(e) > 0, s \in V$
- ▶  $T$ : MST of  $G$ ;  $T_s$ : shortest path tree from  $s$
- ▶  $w'(e) = w(e) + 1$
- ▶ Does  $T$  or  $T_s$  change?

Solution.

$T$  does not change;  $T_s$  may change.

# Dijkstra's algorithm

Shortest paths from  $S \subset V$  to  $T \subset V$

- ▶ digraph  $G = (V, E, w), w(e) \geq 0$
- ▶  $S \subset V$  to  $T \subset V, S \cap T = \emptyset$
- ▶ to compute  $\forall s \in S, \forall t \in T, s \rightsquigarrow t$  shortest paths
- ▶  $O(m \log n)$

Solution.

- ▶ adding  $s_0$
- ▶  $s_0 \rightarrow s \in S$
- ▶  $w(s_0 \rightarrow s) = 0$



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# Dijkstra's algorithm

Invariant: maintain  $R \subseteq V$ :  $\forall u \in R : s \rightsquigarrow u$  is known

3. How to update  $\text{dist}[w]$  for  $(v, w) \in E \wedge w \notin R$ ?

new estimator for  $\text{dist}[w]$

```
forall (e = (v,w) in E) and (w not in R)
  if dist[w] > dist[v] + w(v,w)
    dist[w] = dist[v] + w(v,w)
```

# Dijkstra's algorithm as skeleton

Initialization:

```
dist[s] = 0;
dist[v] = infty for others
```

```
Q = MakePriorityQueue(V) with dist[v] as keys
    (using min-heap)
```

```
while (Q is not empty)
    v = deleteMin(Q)
    foreach edge (v,w) in E // w in Q
        if dist[w] > dist[v] + w(v,w)
            dist[w] = dist[v] + w(v,w)
            decreaseKey(Q, w)
        else if dist[w] = dist[v] + w(v,w)
            // do nothing
```

# Dijkstra's algorithm as skeleton

## Uniqueness of shortest path [Problem: 3.7.7]

- ▶  $G = (V, E, w), s \in V, w(e) > 0$
- ▶ Is shortest path  $s \rightsquigarrow t$  unique?
- ▶  $\forall t$ : compute the number of shortest paths from  $s$  to  $t$ .

# Dijkstra's algorithm as skeleton

## Solution.

Initialization:

```
num[s] = 1; num[v] = 0 for others
```

```
usp[s] = true; usp[v] = false for others
```

```
// update num[w] and usp[w]:
```

```
if dist[w] > dist[v] + w(v,w)
```

```
    dist[w] = dist[v] + w(v,w)
```

```
    num[w] = num[v]
```

```
    usp[w] = usp[v]
```

```
else if dist[w] = dist[v] + w(v,w)
```

```
    num[w] = num[w] + num[v]
```

```
    usp[w] = false
```

# Dijkstra's algorithm as skeleton

## Shortest path with fewest edges [Problem: 3.7.19]

- ▶  $G = (V, E, w), w(e) > 0, s \in V$
- ▶  $\text{best}[u]$ : minimum number of edges in a shortest path from  $s$  to  $u$
- ▶ (an example here)

## Solution.

Initialization:

```

    best[s] = 0; best[v] = infty for others
// update best[w]
if dist[w] > dist[v] + w(v,w)
    dist[w] = dist[v] + w(v,w)
    best[w] = best[v] + 1
else if dist[w] = dist[v] + w(v,w)
    if best[w] > best[v] + 1
        best[w] = best[v] + 1

```

# Dijkstra's algorithm as skeleton

## Bottleneck shortest path [Problem: 3.7.20]

- ▶ min-max path: bottleneck length and bottleneck distance
- ▶ single source, all-pairs

## Solution.

```
Q = MakePQ(V) with b-dist[v] as keys (using min-heap)
v = deleteMin(Q)
```

```
if b-dist[w] > max(b-dist[v], w(v,w))
    b-dist[w] = max(b-dist[v], w(v,w))
```

## For max-min path [Problem: 3.7.21 (3.7.23, 3.7.24)]

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# Cycles

## 4-Cycle in undirected graph [Problem: 3.7.1]

- ▶ undirected graph  $G = (V, E)$
- ▶ simple cycle of length 4
- ▶  $O(n^3)$

Solution.

# Cycles

Shortest cycle in digraph [Problem: 3.7.4]

Solution.

Floyd-Warshall:  $\min_i D[i][i]$

Initialization:  $D^{(0)}[i][i] = \infty$

Remark.

Does not apply to undirected graph.

# Cycles

Shortest cycle in undirected graph [Problem: 3.7.14]

- ▶  $G = (V, E), w(e) = 1$
- ▶ DFS: back edge  $\iff$  cycle
- ▶  $u \rightarrow v$ :  $\text{level}[u] - \text{level}[v] + 1$

Solution.

A counterexample here.

# Cycles

Shortest cycle containing a specific edge [Problem: 3.7.5]

- ▶ undirected graph  $G = (V, E, w), w(e) > 0, e \in E$
- ▶ shortest cycle containing  $e$

Solution.

$$P_{u \rightsquigarrow v} + (u, v)$$

# Cycles

## Hamiltonian path in tournament graph [Problem: 3.7.18]

- ▶ digraph  $G = (V, E)$
- ▶  $\forall u, v : (u \rightarrow v \vee v \rightarrow u) \wedge \neg(u \rightarrow v \wedge v \rightarrow u)$
- ▶ hamiltonian path

## Solution.

- ▶ existence: induction on  $n$
- ▶ algorithm  $1 + 2 + \dots + (n - 1) = O(n^2)$

