

Homework Assignment 4 (Theory)

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Bonus Problem:

Explanation:

Let the shortest path s-t be ShortDist.

Let's define each edge as the edge(u, v) with weight w.

IDEA:

- Since, the shortest path s-t contains all vertices, it is a **spanning tree**. We can apply the **cut property** of the spanning tree here.
- If an edge is on all the possible shortest paths from s to t, then it is a **vital arc**. If this vital arc is removed from the graph, then the shortest path s-t increases.
 $b \in E$ such that b is a vital arc, then
 $\text{Shortest path s-t in } G \setminus b > \text{Shortest path s-t in } G \text{ (ShortDist)}$
- If an edge is not a vital arc, then the shortest path s-t does not change.

ALGORITHM:

- First we need to calculate the shortest path of all vertices from source s and target t using Dijkstra's algorithm.

```
Ds = new int[];
```

```
Dt = new int[];
```

```
//Initialize Ds and Dt
```

```
Dijkstra( s, Ds) // shortest path from s to all vertices
```

```
Dijkstra( t, Dt) // shortest path from t to all vertices
```

- Then we need to find all edges that are on any shortest path s-t

```
ArrayList<Edge> pathEdges;
```

```
for all e Edge(u, v):
```

```
    if(Ds(u) + w + Dt(v) == ShortDist)
```

```
        pathEdges.add(e);
```

- Now to find vital arcs we know that they will be present in the pathEdges arraylist.

For an edge(u_1, v_1) to be a vital arc we need to check if it is present in pathEdges and also check if for all other edges(u_2, v_2) in pathEdges

$$Ds[v_2] < Ds[u_1] \text{ or } Ds[v_1] < Ds[u_2]$$

To do this, sort ArrayList pathEdges according to $Ds(u)$ and $Ds(v)$ values using Comparator.

*Collections.sort(pathEdges, new EmpComparator()); //EmpComparator
here sorts according to $Ds(u)$ and $Ds(v)$ values*

HashSet<Edge> bridge;

Int r = -1;

for i=0 to pathEdges.size()

if ($Ds[pathEdges.get(i).u] \geq r$)

if($pathEdges.size() > i+1$)

if($Ds[pathEdges.get(i).v] \leq Ds[pathEdges.get(i+1).u]$)

bridge.add(pathEdges.get(i));

else

bridge.add(pathEdges.get(i));

r = max(r, $Ds[pathEdges.get(i).v]$);

End Loop;

- Now, we have to see how the removal of the vital arc changes (increases) the shortest path s-t. Let's take a vital arc b_i such that it divides the graph G into 2 separate graphs SepGraph i and i+1. Let E_b be the set of all edges(u, v) which join SepGraphs 0...i to SepGraphs i+1....i+n . Then, the shortest path s-t with b_i edge removed will be:

$$\min \{ Ds(u) + w + Dt(v) \} \quad \text{where edge}(u, v) \in E_b$$

First, for SepGraph 0, we have to see all the vertices that are on the shortest path without any bridge. For SepGraphs $i > 0$, shortest path must include bridge $i-1$.

We need to,

*Collections.sort(bridge, new EmpComparator) //sort bridges in the order
they appear in the shortest path*

run depth-first search on s

For all edge(u, v) in bridge

If(v is not visited)

run depth-first search on v

- Let there be removal= new int[];
removal[i] stores the shortest path s-t such that bridge edge b_i is removed.
Now create a SegmentTree SegTree such that it has two functions:

- 1) update function: `update(i,j,value)` updates `removal[k]` = $\min\{\text{removal}[k], \text{value}\}$ for all $k=i \dots j-1$.
- 2) Query function: `query(e)` returns `removal[e]` where e is a bridge edge

Now,

For all e edge(u,v) such that e is not bridge edge
if ($\text{SepGraph}[u] \leq \text{SepGraph}[v] - 1$)
$\text{SegTree.update}(\text{SepGraph}[u], \text{SepGraph}[v] - 1, \text{Ds}[u] + w + \text{Dt}[v]);$

- Now create an array of size E :

$\text{ans} = \text{new int}[E];$

For all e edge(u,v) $\in E$

if($\text{bridge.contains}(e)$) // $\text{Bridge.contains}()$ complexity is $O(1)$ for hashset

$\text{ans}[i] = \text{SegTree.query}(e);$

else

$\text{ans}[i] = \text{ShortDist}$ // shortest distance $s-t$ of graph G unchanged

Return ans;

Time Complexity:

Dijkstra algorithm: $O(E \log V)$

Finding edges in shortest path: $O(E)$

Finding vital arc edge: $O(E)$

Finding SepGraph using DFS: $O(E \log V)$

(maximum time dfs is called is E)

Segment tree construction: $O(n) = O(E)$

Segment tree updation: $O(\log(E))$

Segment tree search (query): $O(1)$

Creation of array: $O(E)$

So, total time complexity is $O(E \log V)$