

DSC40B:
Theoretical Foundations of Data
Science II

Lecture 14: *Shortest Path in
Weighted Graphs – part I*

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Prelude

▶ Previously

- ▶ Basics of graphs, representations, graph search strategies
- ▶ BFS: also leads to shortest path distance in input graph
 - ▶ Note: graph is unweighted!

▶ Today:

- ▶ Weighted graphs
 - ▶ where each edge has an edge weight
- ▶ Properties of shortest paths in weighted graphs
- ▶ Bellman-Ford algorithm for computing single-source shortest path for any weighted graphs



Weighted graphs, and shortest paths in them

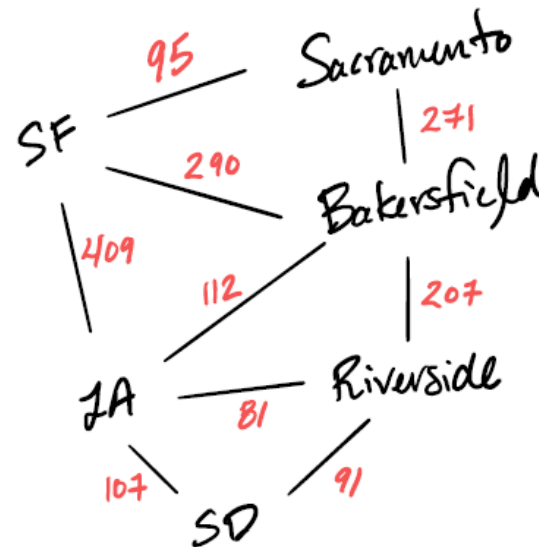
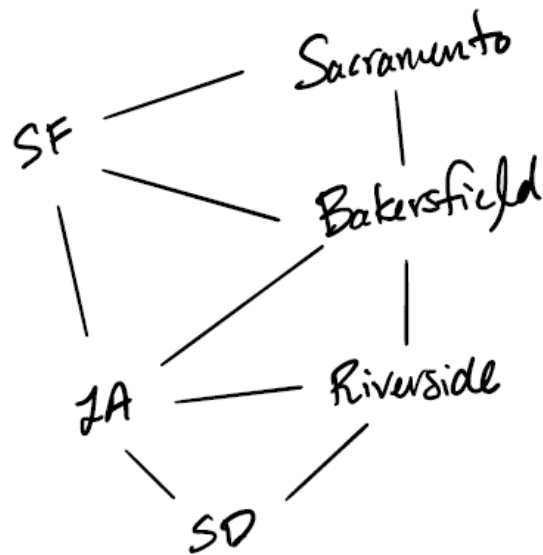


- ▶ Unweighted graph:

- ▶ $G = (V, E)$

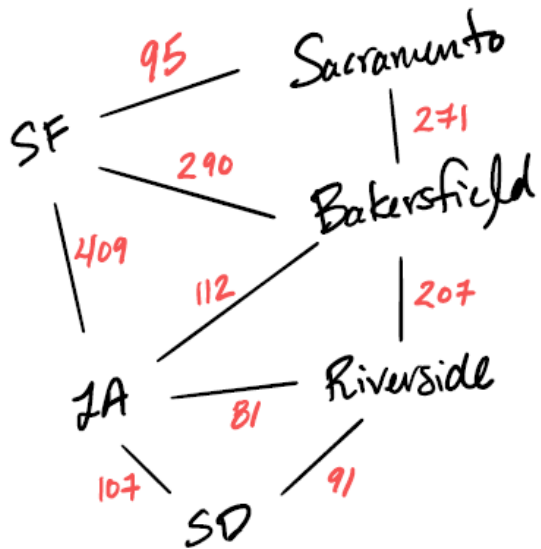
- ▶ Nodes and edges can carry meaning, and thus can carry weights as well.

- ▶ Example: transportation network



Weighted Graph

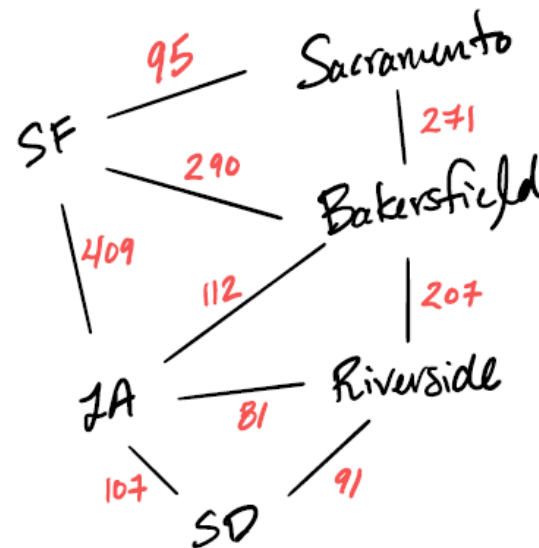
- ▶ (Edge) **weighted graph** $G = (V, E; \omega)$
 - ▶ is a graph $G = (V, E)$ together with a edge weight assignment map: $\omega: E \rightarrow R$
 - ▶ i.e., a graph where each edge e has a weight (real value) $\omega(e)$



- ▶ can be directed / undirected
 - ▶ weights can be positive/negative
- ▶ useful in many applications
 - ▶ strength of connection in a social network
 - ▶ distance in a transportation network
 - ▶ probability that two nodes interact in a protein-protein interaction network

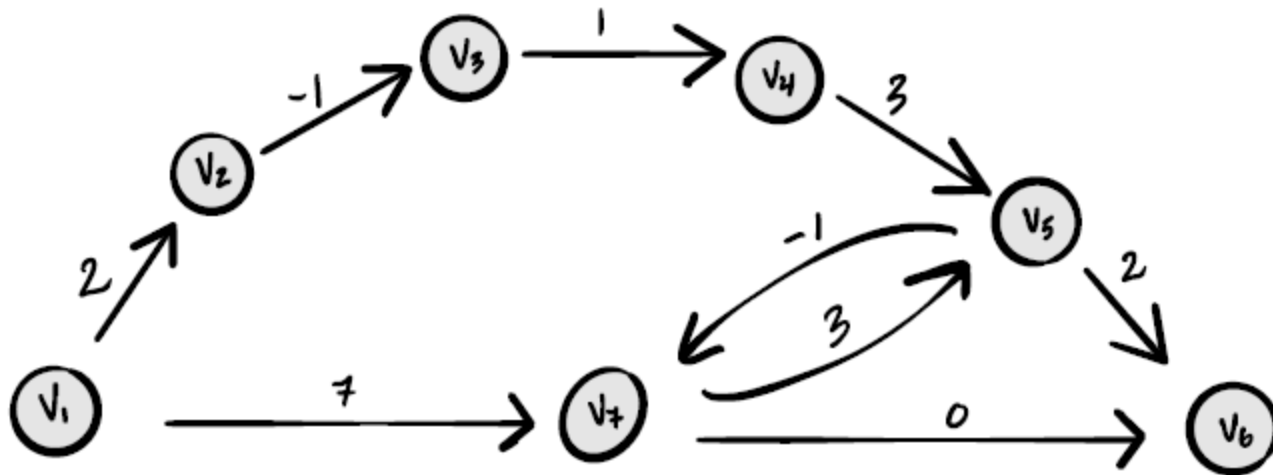
Path lengths

- ▶ Given a path in a weighted graph, its **length** is the total weights of all edges in the path.
- ▶ Examples:
 - ▶ SF, LA, Bakersfield, Riverside
 - ▶ length = 728
 - ▶ SF, LA, Riverside
 - ▶ length = 521
 - ▶ LA, SD, Riverside, LA, SF
 - ▶ length = 688
 - ▶ LA, SF
 - ▶ length = 409
 - ▶ LA, Bakersfield, SF
 - ▶ length = 302



Shortest Paths

- ▶ A **shortest path** from u to v is a path from u to v with minimum length.

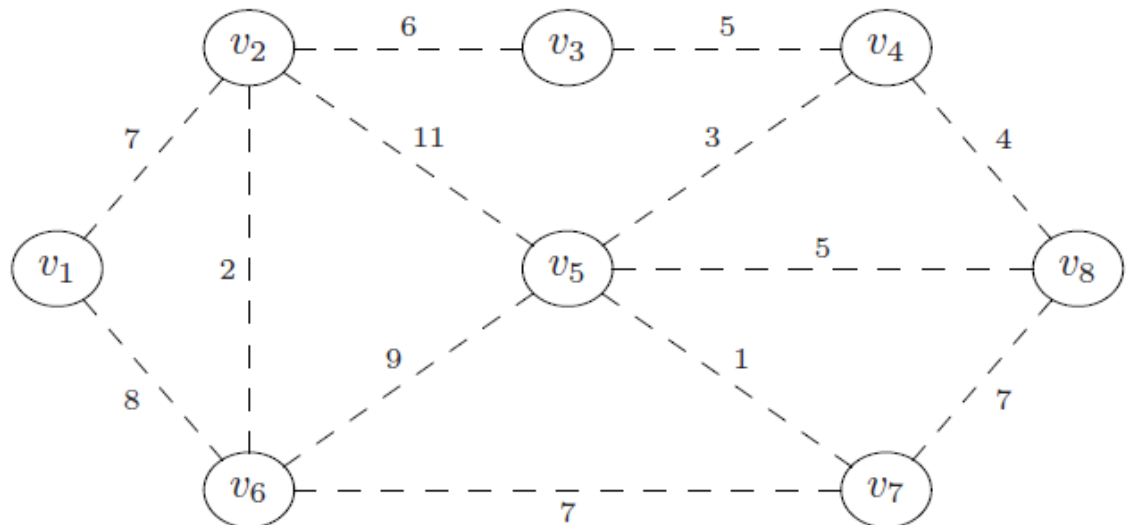


- ▶ Shortest path from v_1 to v_6 ?



Shortest Paths

- ▶ A **shortest path** from u to v is a path from u to v with minimum length.
- ▶ The (shortest-path) **distance** from u to v is the length of the shortest path from u to v
- ▶ A shortest path from u to v may not be unique
 - ▶ but all shortest paths from u to v have same length

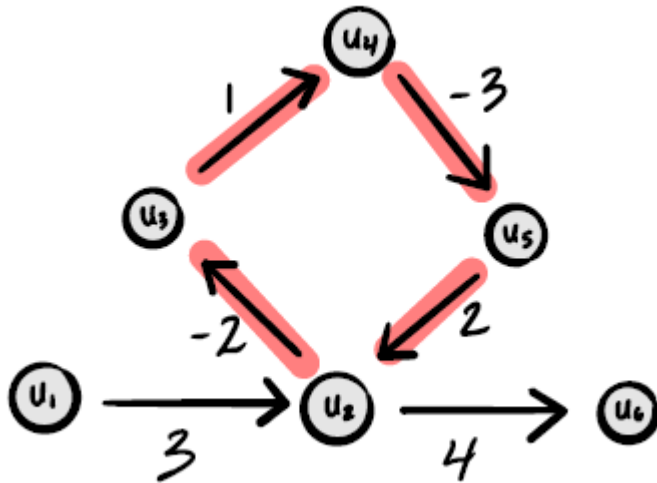


-
- ▶ An unweighted graph $G = (V, E)$
 - ▶ can be thought of as a weighted graph where all edges have the same unit weight, i.e, $\omega(e) = 1$ for any edge $e \in E$
 - ▶ Hence,
 - ▶ BFS can compute the shortest path lengths (to the source) for an unweighted graph, or equivalently, a graph where all edges have **the same edge weights!**



Properties of shortest paths

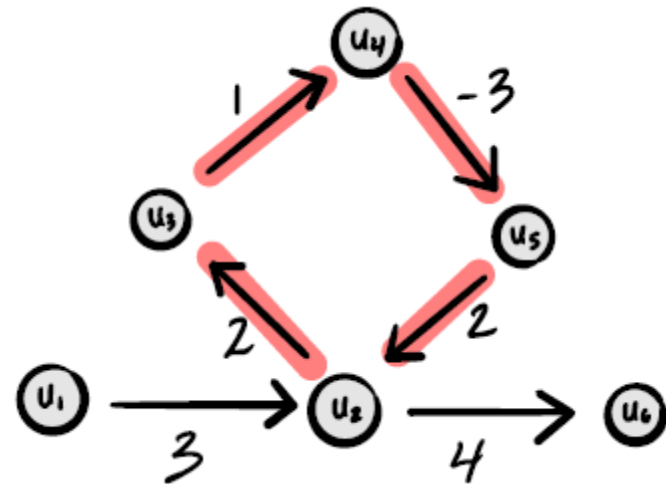
- ▶ Shortest path is not well-defined if the input graph has “negative cycles”
 - ▶ A negative cycle is a cycle whose length is negative



Negative weights are usually okay. Negative cycles make shortest path not well-defined.

Properties of shortest paths

- ▶ Shortest path is not well-defined if the input graph has “**negative cycles**”
 - ▶ A **negative cycle** is a cycle whose length is negative
- ▶ Assume we have a graph with no negative cycle
 - ▶ Then for any pair $u, v \in V$, there is always a shortest path that is **simple**.
 - ▶ If a path is not simple, there is a cycle inside, then removing this cycle can only make the path length shorter



Properties of shortest paths

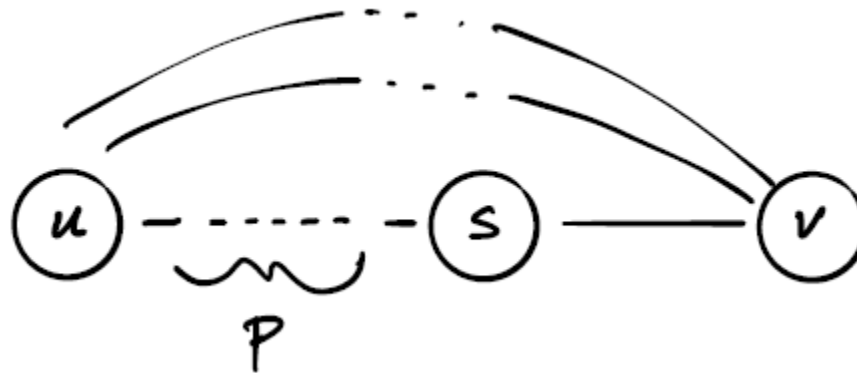
- ▶ Shortest path is not well-defined if the input graph has “**negative cycles**”
 - ▶ A **negative cycle** is a cycle whose length is negative
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 - ▶ Then for any pair $u, v \in V$, there is always a shortest path that is **simple**.
 - ▶ If a path is not simple, there is a cycle inside, then removing this cycle can only make the path length shorter
- ▶ Hence from now on, when we can assume that shortest paths are **simple**.



Properties of shortest path

Optimal Substructure Property (Theorem):

If (u_1, u_2, \dots, u_m) is a shortest path from u_1 to u_m , then any sub-path (u_i, \dots, u_j) is also a shortest path.



Property of shortest paths

- ▶ From now on, let $\delta(u, v)$ denote the (shortest path) distance from u to v
- ▶ Triangle inequality:
 - ▶ Suppose (z, v) is an edge. Then
$$\delta(s, v) \leq \delta(s, z) + \omega(z, v)$$
 - ▶ If $\delta(s, v) = \delta(s, z) + \omega(z, v)$, then z is the predecessor of v along a shortest path from s to v
 - ▶ that is, (z, v) is the last edge along a shortest path from s to v



Single-source shortest paths (SSSP)
and Does BFS work for weighted graphs?



-
- ▶ **Single-source shortest path (SSSP) problem:**
 - ▶ Given a weighted graph $G = (V, E; \omega)$, and a source node s , compute the shortest path distance from s to all other nodes in V
 - ▶ i.e, compute $\delta(s, u)$ for all $u \in V$
 - ▶ Once we have an algorithm for SSSP, we can use it to solve for all-pairs shortest path problem (where we compute shortest path distance among all pairs of nodes in V)
 - ▶ by simply running SSSP once using each node as source



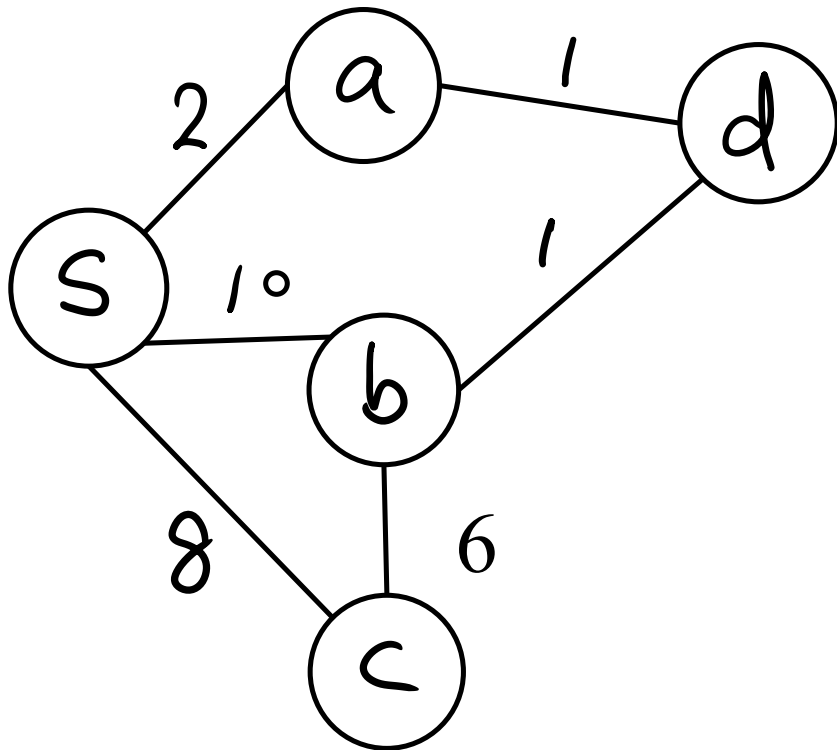
Recall

- ▶ An unweighted graph $G = (V, E)$
 - ▶ can be thought of as a weighted graph where all edges have the same unit weight, i.e, $\omega(e) = 1$ for any edge $e \in E$
- ▶ Hence,
 - ▶ BFS can compute the shortest path distance for an unweighted graph, or equivalently, a graph where all edges have **the same edge weights!**



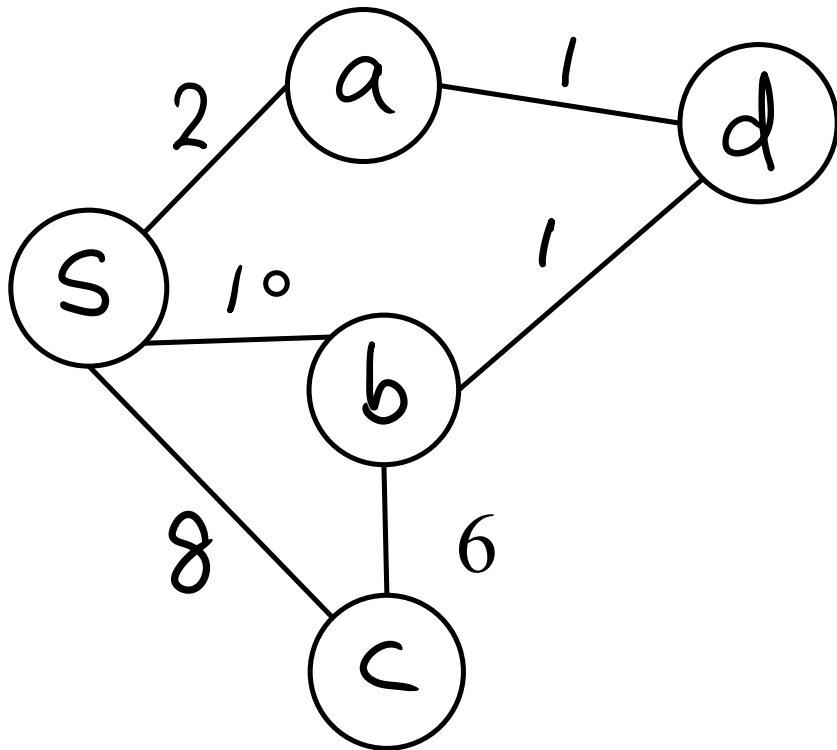
Can BFS idea work?

- ▶ Not really
- ▶ Example:



Can BFS idea work?

- ▶ Not really
- ▶ Example:



- ▶ Intuitively, what went wrong?
 - ▶ Recall BFS is a greedy algorithm and keeps exploring nodes in increasing distance to the source.
 - ▶ In BFS, at the time we explore a node *u*, we have found its correct distance to the source *s* already.
 - ▶ This however fails when edges have non-equal weights.

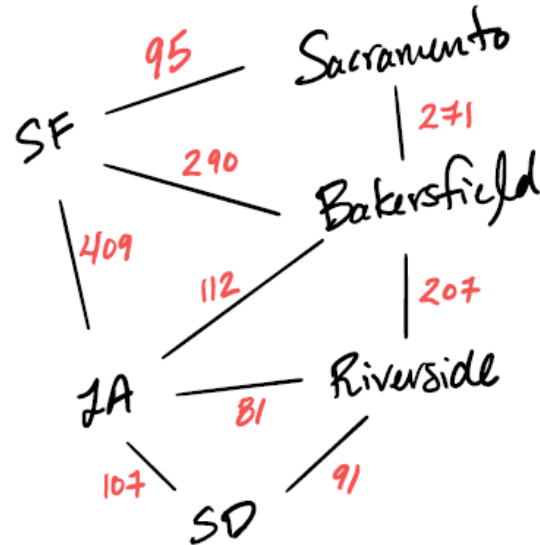
Can we use BFS to solve SSSP?

- ▶ Suppose edge weights are all positive integers
- ▶ Then here is an idea to compute SSSP:
- ▶ Input:
 - ▶ $G = (V, E; \omega)$ where $\omega: E \rightarrow \mathbb{Z}$ gives integer weights, and a source node $s \in V$
- ▶ Output:
 - ▶ The shortest path distance from s to all nodes in V
- ▶ Approach #0:
 - ▶ Step 1: For each edge with weight k , replace it by a path with k edges, each of which has weight 1. Call the new graph $\hat{G} = (\hat{V}, \hat{E})$.
 - ▶ Step 2: Use BFS on the new graph \hat{G}



Problem with Approach #0

- ▶ Only works when edges have positive integer weights
- ▶ Even for integer-weighted graphs, it can be highly inefficient.



- ▶ We need better algorithms for SSSP.
-



Key operation for SSSP:
Edge Update



Two algorithms for SSSP

▶ Bellman-Ford algorithm

- ▶ Works for any weighted graph $G = (V, E)$
- ▶ Has time complexity $\Theta(V \cdot E)$

▶ Dijkstra algorithm

- ▶ Works for graphs with **positive edge weights**
- ▶ More efficient! Has time complexity $\Theta((V + E) \lg V)$ (which we will discuss in class), and can be made to run in $\Theta(V \lg V + E)$ time.

▶ Both algorithms

- ▶ use an **update**() operation to keep track of shortest path estimates
- ▶ perform it repeatedly till all shortest path distances to source are round

From now on, for simplicity, we use V and E to denote $|V|$ and $|E|$ in time complexity.

Estimated shortest path

- ▶ Fix the source node to be s
- ▶ Both algorithms keep track of the shortest path found so far,
 - ▶ we call these **estimated shortest paths**
 - ▶ set $u.est$ = the length of estimated shortest path source s to u
- ▶ At the beginning, $u.est = \infty$ for all nodes other than the source s
- ▶ And $s.est = 0$
- ▶ Then the algorithm will iteratively update shortest path estimates $u.est$ when it finds better (shorter) path to reach it.



Estimated shortest path so far

- ▶ Fix the source node to be s
- ▶ Both algorithms keep track of the shortest path found so far,
 - ▶ we call these **estimated shortest paths**
 - ▶ set $u.est$ = the length of estimated shortest path source s to u
- ▶ Key: during the update process, at any moment, the estimated shortest path can only improve, is at least as long as the true shortest path (i.e., $u.est \geq \delta(s, u)$), and once it finds shortest distances, it will stay that way.
- ▶ For each node u , we will remember u 's
 - ▶ predecessor along the estimated shortest path from s to u
 - ▶ $u.est$, the current estimated distance from s to u



Updating edges

- ▶ The way we update the estimates is via repeatedly performing “**update**(u, v)” operation over an edge (u, v)
 - ▶ v has current predecessor
 - ▶ is u a better predecessor for v ?
 - ▶ if yes, then we should update $v.est$ and v 's predecessor!

- ▶ In particular:

Is the current shortest path from

source $s \rightarrow u \rightarrow v$

shorter than the current shortest path from

source $s \rightarrow v$'s current predecessor $\rightarrow v$?

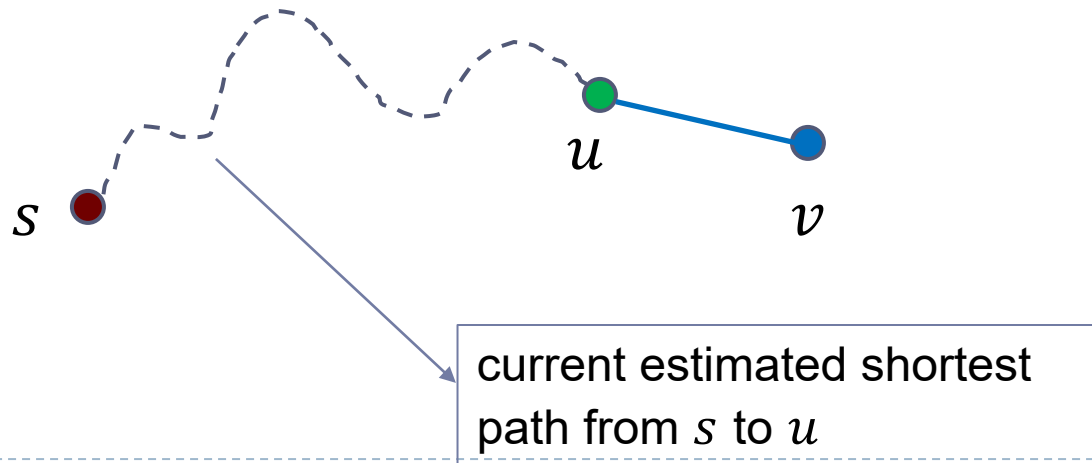
If **yes**, then we have discovered **a shorter path to v** , and we change v 's predecessor and estimated distance.



Updating edges

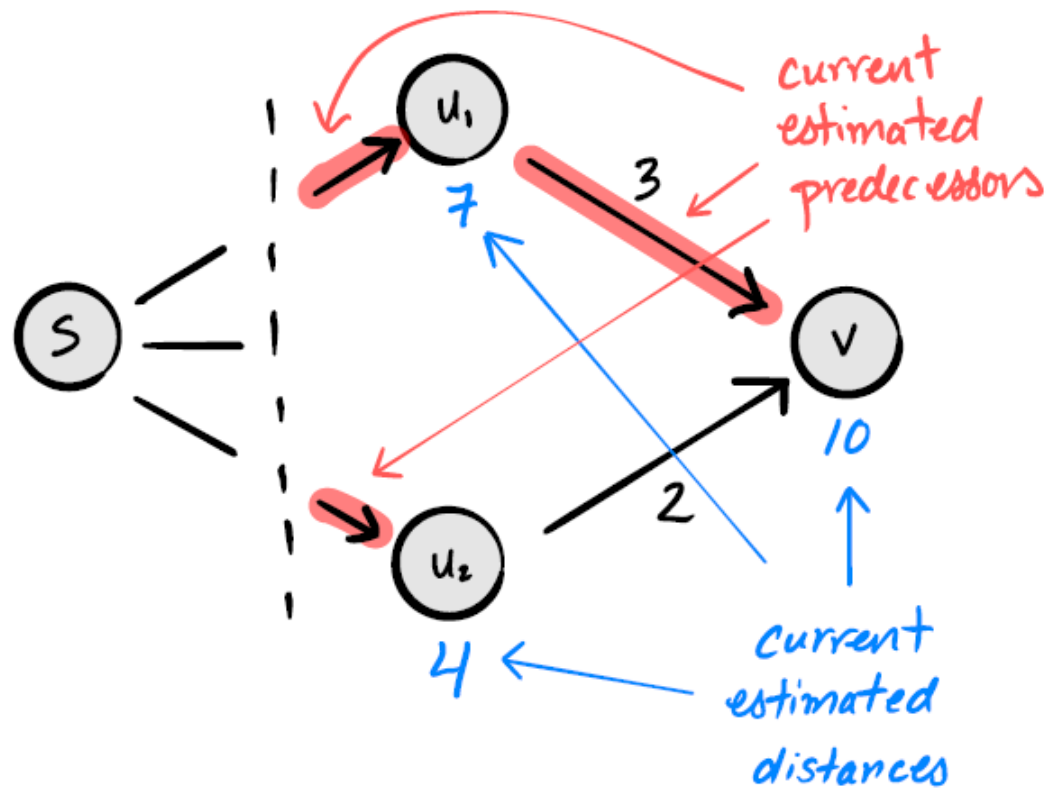
update(u, v) // where $(u, v) \in E$ is an edge in graph

- ▶ If $v.\text{est} \geq u.\text{est} + \omega(u, v)$
 - ▶ Then we found a better path from s to v
 - by first going from s to u , and then go to v through edge (u, v)
 - ▶ So we update $v.\text{est} = u.\text{est} + \omega(u, v)$ and set u to be v 's predecessor
- ▶ Otherwise, we do nothing.



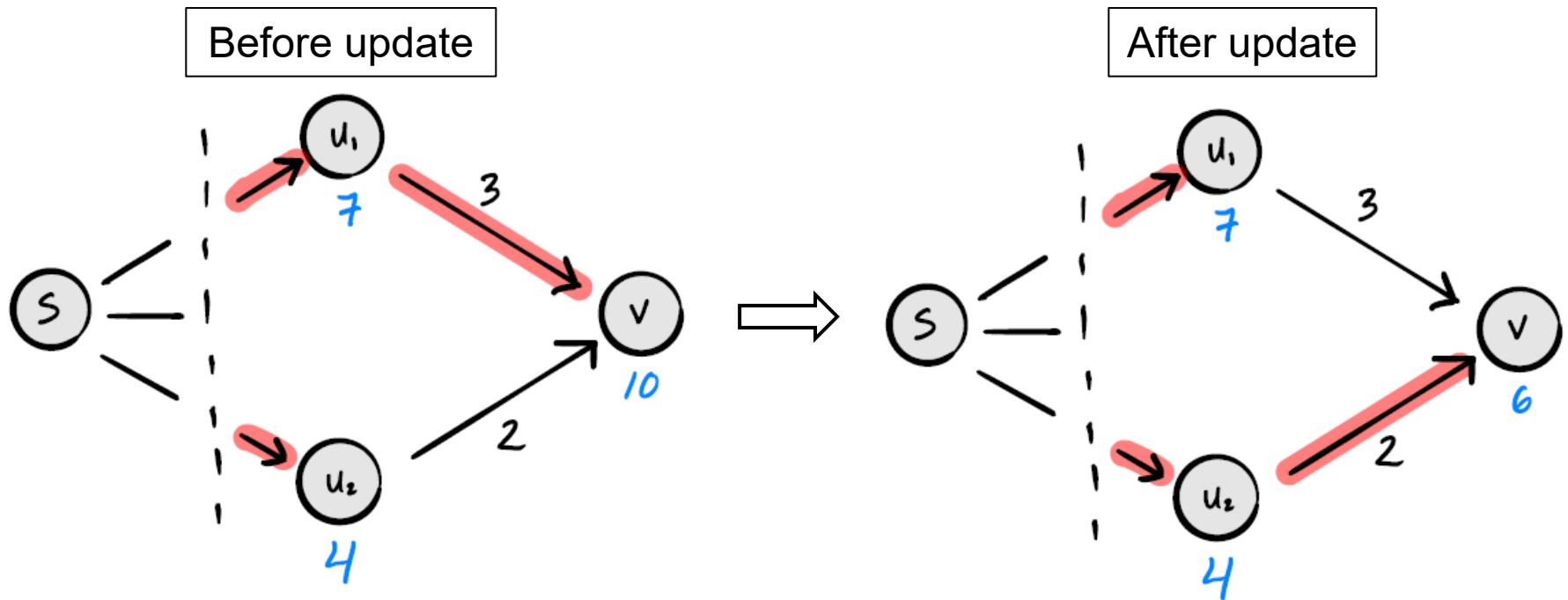
Example

- Before **update**(u_2, v)



Example

► **update**(u_2, v)

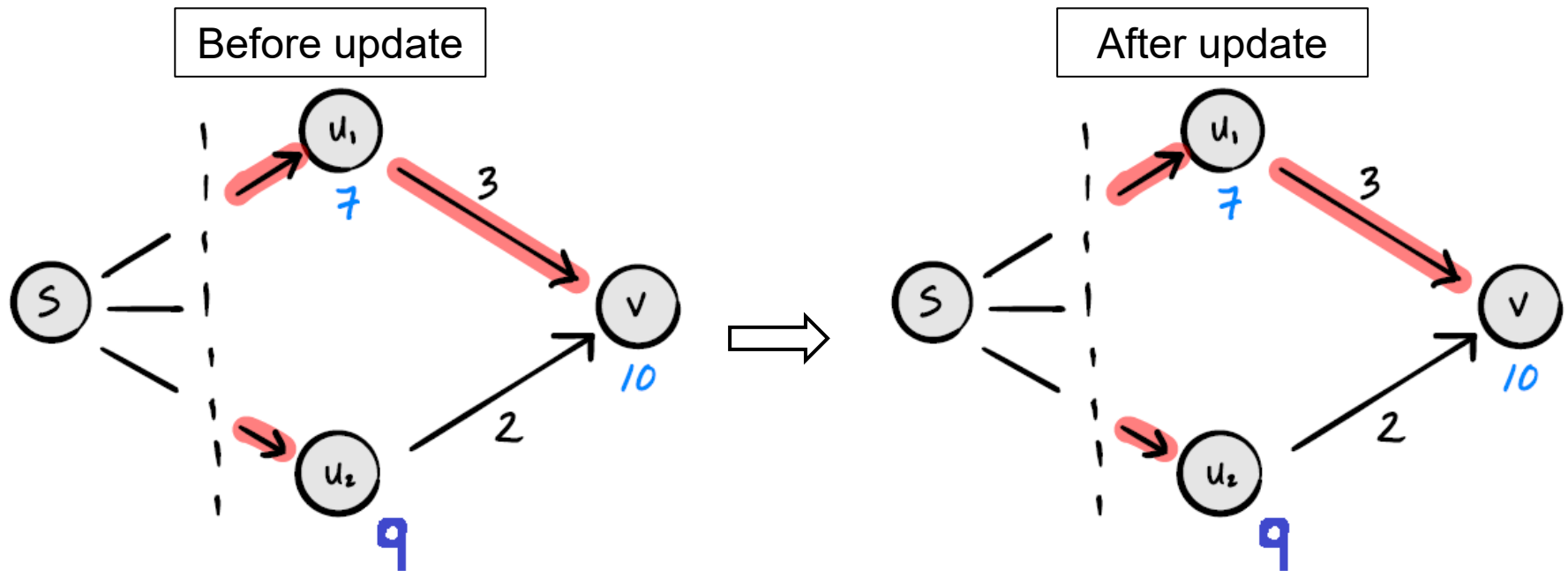


$v.\text{est} = 10, u_2.\text{est} = 4, \omega(u_2, v) = 2$
 $\Rightarrow v.\text{est} \geq u_2.\text{est} + \omega(u_2, v)$
 \Rightarrow find a shorter path from s to v !

So we update
 $v.\text{est} = u_2.\text{est} + \omega(u_2, v) = 6$
and set v 's predecessor to u_2

Another Example

► **update**(u_2, v)



$v.\text{est} = 10$, $u_2.\text{est} = 9$, $\omega(u_2, v) = 2$
 $\Rightarrow v.\text{est} < u_2.\text{est} + \omega(u_2, v)$
 \Rightarrow The path from s to u_2 then to v is **not shorter** than what already discovered for v !

Do Nothing!

Implementing update() in python

- ▶ To implement **update**(u,v) in python, let
 - ▶ **est** be a dictionary of estimated shortest path distances
 - ▶ **predecessor** be a dictionary of estimated shortest path predecessors
 - ▶ **weights** be a function which returns edge weights



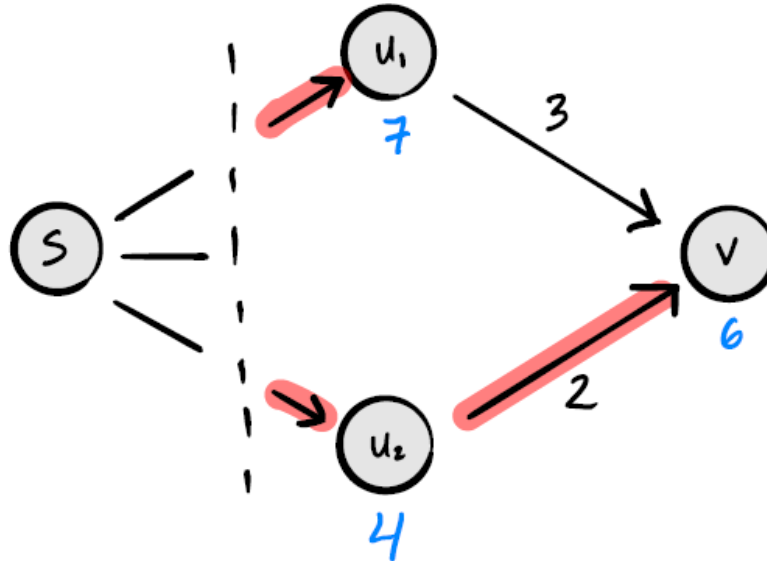
Implementing update() in python

```
def update(u, v, weights, est, predecessor):  
    """Update edge (u,v)."""  
    if est[v] > est[u] + weights(u,v):  
        est[v] = est[u] + weights(u,v)  
        predecessor[v] = u  
        return True  
    else:  
        return False
```

Time complexity: $\Theta(1)$



When does an update discover a shortest path?



- ▶ So $\text{update}(u_2, v)$ discovered a new estimated shortest path from s to v
- ▶ Is this the shortest path?
- ▶ **Not necessarily:** We might discover a shorter path, say, reaching v through u_1

When does an update discover a shortest path?

[Theorem Update]

Let u and v be graph nodes

Suppose:

- ▶ (a) current shortest path distance estimate $u.est$ is correct
 - ▶ i.e., $u.est = \delta(s, u)$
- ▶ (b) there is a shortest path from s to v with u being v 's predecessor

Then, after **update**(u, v), the estimated shortest path distance to v is correct

- ▶ i.e., after update, $v.est = \delta(s, v)$



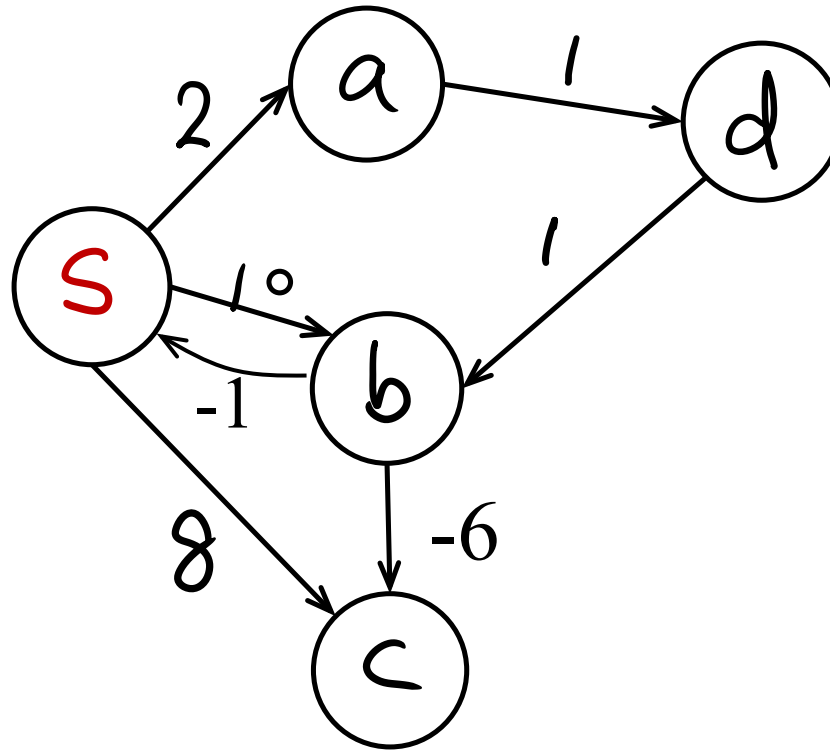
Bellman-Ford shortest path algorithm



-
- ▶ [Theorem Update] implies that if we have already computed the shortest path distance from source s for those nodes whose shortest paths from s have k hops, then we can compute those shortest paths with $k + 1$ hops via the `update()` operations.
 - ▶ [Observation]:
 - ▶ Any any moment, if $v.est$ is already correct, then performing further `update()` on any edge will not change $v.est$.
-



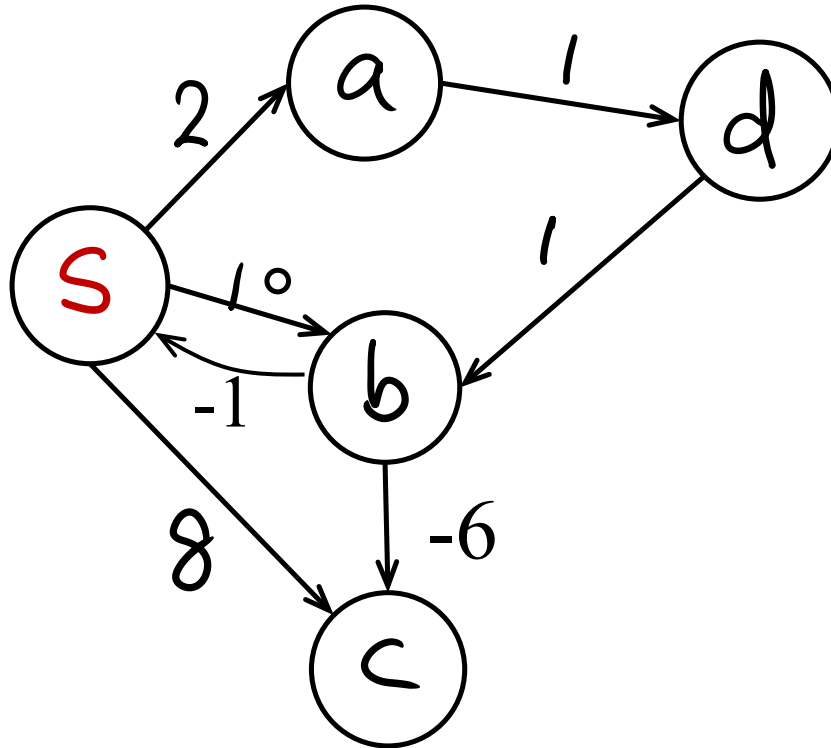
More specifically



- ▶ At the beginning, we only know that $s.est = 0$
 - ▶ For all other nodes $v \in V$, we set $v.est = \infty$
-



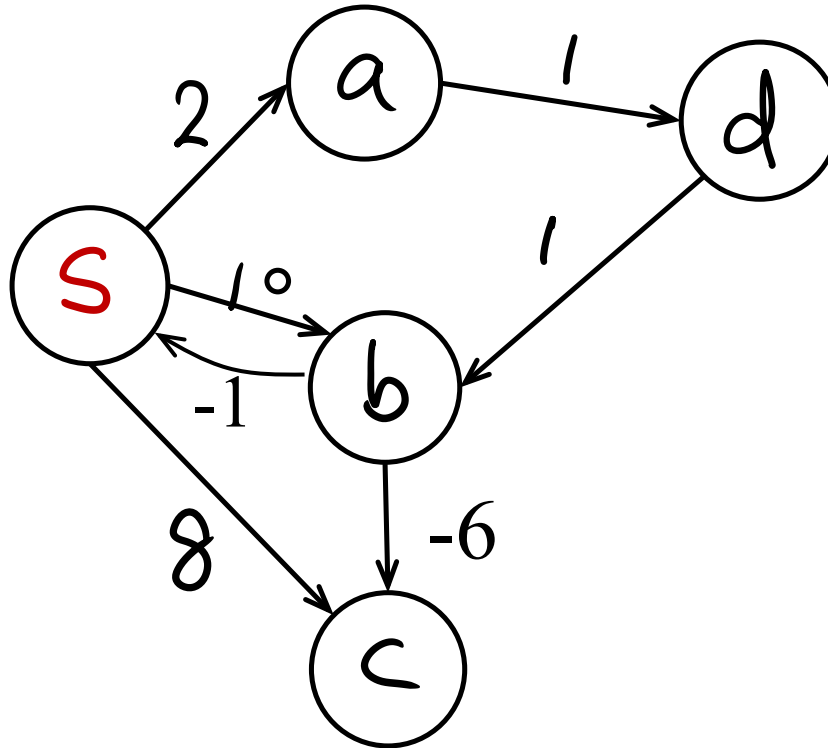
More specifically



- ▶ Now perform **update** for **all edges** in E
 - ▶ Afterwards, all nodes whose shortest path from s has only **one** edge are now guaranteed to be estimated **correctly**!
-



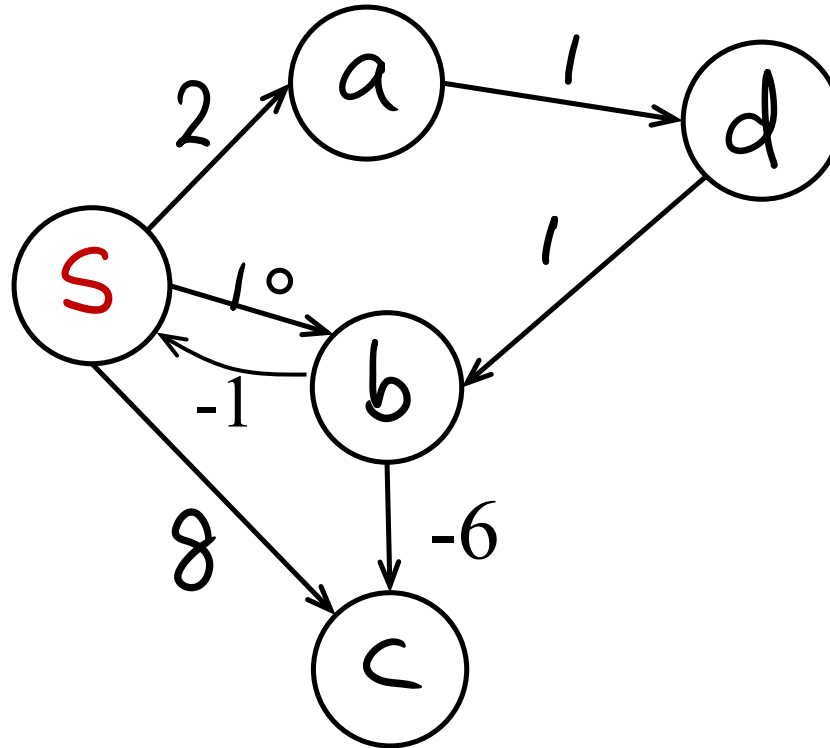
More specifically



- ▶ Now perform **update** for **all edges** in E again
 - ▶ Afterwards, all nodes whose shortest path from s has at most **two** edges are now guaranteed to be estimated **correctly**!
-



More specifically



- ▶ Now perform **update** for **all edges** in E **repeatedly** ...
- ▶ Afterwards, all nodes whose shortest path from s has at most **more and more** edges will be now guaranteed to be estimated **correctly**

Loop Invariant

- ▶ Suppose we perform “update all edges” k times
- ▶ Loop invariant:
 - ▶ Then all nodes whose shortest path from source s has $\leq k$ edges are guaranteed to be estimated correctly.



-
- ▶ How many times should we perform “update all edges”
 - ▶ in order to guarantee that we find shortest path for all nodes?
 - ▶ Note that shortest paths are **simple**
 - ▶ Hence a shortest path has at most $V - 1$ edges in it
 - ▶ Hence after $\alpha = V - 1$ rounds of “update all edges”,
 - ▶ we can guarantee that the shortest path distances to **all nodes** in V are estimated correctly.

This is the idea behind Bellman-Ford Algorithm !



Bellman-Ford Algorithm in Python

```
def bellman_ford(graph, weights, source):  
    """Assume graph is directed."""  
    est = {node: float('inf') for node in graph.nodes}  
    est[source] = 0  
    predecessor = {node: None for node in graph.nodes}  
  
    for i in range(len(graph.nodes) - 1):  
        for (u, v) in graph.edges:  
            update(u, v, weights, est, predecessor)  
  
    return est, predecessor
```

- ▶ Setup takes _____ time
- ▶ Each update takes _____ time
- ▶ There are _____ numbers of updates
- ▶ Total time complexity is _____.



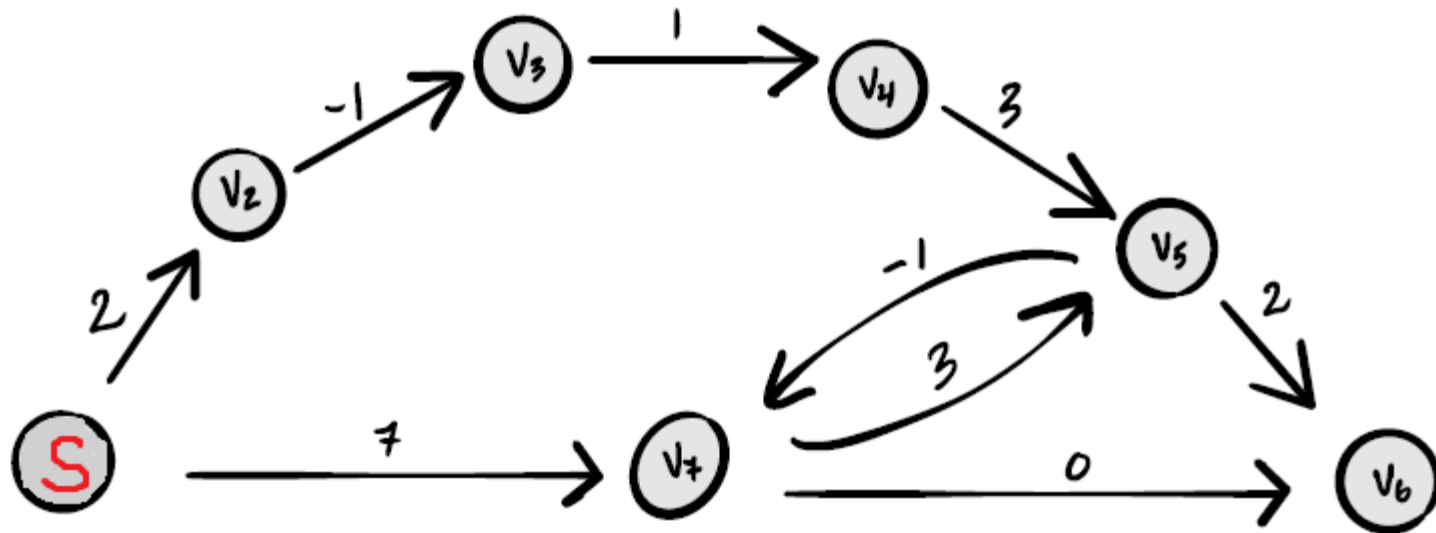
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    for i in range(len(graph.nodes) - 1):  
        for (u, v) in graph.edges:  
            update(u, v, weights, est, predecessor)  
  
    return est, predecessor
```

- ▶ Setup takes $\Theta(V)$ time
- ▶ Each update takes $\Theta(1)$ time
- ▶ There are $E \cdot (V - 1)$ numbers of updates
- ▶ Total time complexity is $\Theta(V \cdot E)$.

Example

- Suppose `graph.edges` returns edges in the following order:
 - $(v_3, v_4), (s, v_2), (v_2, v_3), (v_7, v_6), (v_5, v_7), (v_7, v_5), (v_4, v_5),$
 - $(v_5, v_6), (v_5, v_4), (s, v_7)$



Early-stopping and negative cycles



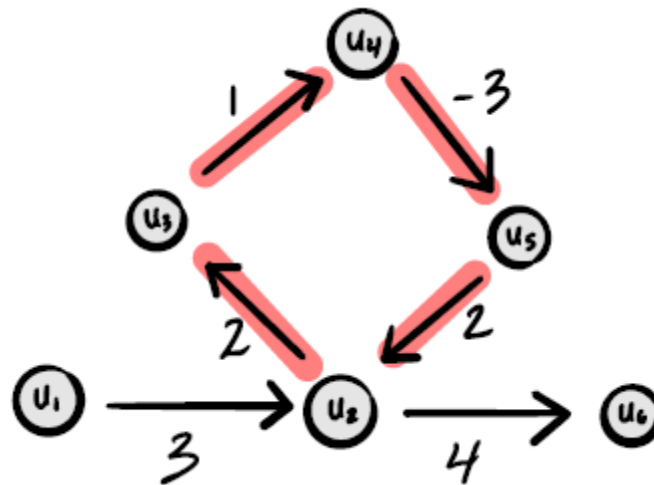
Early-stopping

- ▶ Bellman-Ford may not need to run $V - 1$ iterations
- ▶ If there is no distance change after a round, we can stop

```
def bellman_ford(graph, weights, source):  
    """Early stopping version."""  
    est = {node: float('inf') for node in graph.nodes}  
    est[source] = 0  
    predecessor = {node: None for node in graph.nodes}  
  
    for i in range(len(graph.nodes) - 1):  
        any_changes = False  
        for (u, v) in graph.edges:  
            changed = update(u, v, weights, est, predecessor)  
            any_changes = changed or any_changes  
        if not any_changes:  
            break  
    return est, predecessor
```

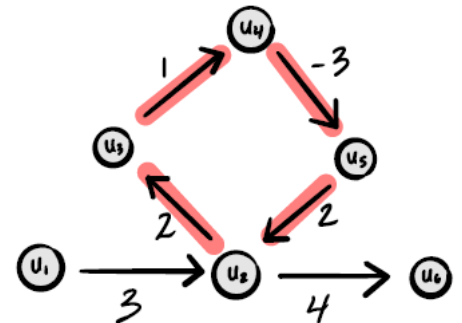
Negative Cycles

- Recall: if a graph has negative cycle(s), then the shortest paths are not well-defined



Negative Cycles

- ▶ Recall: if a graph has negative cycle(s), then the shortest paths are not well-defined
- ▶ If a graph does not have any negative cycle, then the estimated distances **stop changing** after $V - 1$ iterations
 - ▶ Why?
- ▶ But if a graph has negative cycle(s), then some estimated distances **continue to decrease** even after V iterations



Negative Cycles

- ▶ If a graph does not have any negative cycle, then the estimated distances **stop changing** after $V - 1$ iterations
- ▶ But if a graph has negative cycle(s), then some estimated distances **continue to decrease** even after V iterations
- ▶ Hence Bellman-Ford can be modified to also detect negative cycles
 - ▶ Run a V iteration of “update all edges”
 - ▶ If any estimated distance is still decreasing, a negative cycle exists



Modified Bellman-Ford with early stopping and negative cycle detection

```
def bellman_ford(graph, weights, source):  
    """Early stopping version, detects negative cycles."""  
    est = {node: float('inf') for node in graph.nodes}  
    est[source] = 0  
    predecessor = {node: None for node in graph.nodes}  
  
    for i in range(len(graph.nodes)):  
        any_changes = False  
        for (u, v) in graph.edges:  
            changed = update(u, v, weights, est, predecessor)  
            any_changes = changed or any_changes  
        if not any_changes:  
            break  
    # this will be True if negative cycles exist  
    contains_negative_cycles = any_changes  
    return est, predecessor, contains_negative_cycles
```



FIN

