

- SSSP [single source shortest path]

Given graph $G = (V, E)$, $\text{dist} : E \rightarrow \text{Distance}$, and a starting vertex s
 find the shortest path distance from s to all other $v \in V$

DAG		
	Y	N
Have negative weighted edge	Y	SP on DAG Bellman Ford $O(mn)$
N	$O(n+m)$	Dijkstra's algo $O(m\lg n)$ $O(n^2)$

Pre-defined helper function

Input: $G = (V, E)$, starting vertex s

Output: $\text{dist}[v]$: shortest distance from s to v

Relax(u, v) {

if $\text{dist}[u] + C_{uv} < \text{dist}[v]$ {
 $\text{dist}[v] = \text{dist}[u] + C_{uv}$



}

1. Shortest Path on DAG

Input: $G = (V, E)$, s

$\text{dist}[s] = 0$; $\text{dist}[\text{rest vertices}] = \text{Int.MAX}$

Topological Sort $\Rightarrow O(n+m)$

Top Sort: [3, 2, 1, 4, 5] Start = 3

for u in topological ordering { $\Rightarrow O(n+m)$

dist	1	2	3	4	5
	✓	✗	0	✗	✗

for v in $G.\text{neighbor}(u)$ {

$u=3$ $3 \xrightarrow{-1} 1$ $\text{dist}[3] + (-1) < \text{dist}[1]$

 relax(u, v)

$3 \xrightarrow{2} 2$ $\text{dist}[2] + (2) < \text{dist}[2]$

 Overall: $O(n+m)$

$u=2$ $2 \xrightarrow{3} 1$ $2+3 > -1$

$2 \xrightarrow{1} 4$ $2+1 < \infty$

$u=1$ $1 \xrightarrow{4} 4$ $(-1)+4 = 3$

$1 \xrightarrow{2} 3$ $(-1)+1 < \infty$

$u=4 \dots$



Only vertices before u can have impact on $\text{dist}[u]$

$$\text{dist}[u] = \min \{ \text{dist}[x] + C_{xu} \mid s \leq x < u \}$$

2. Dijkstra's Algorithm

dist[];

N = {}

while |N| != n { // Not all vertices have been examined

① pick vertex $u \in V \setminus N$ with smallest dist[] value

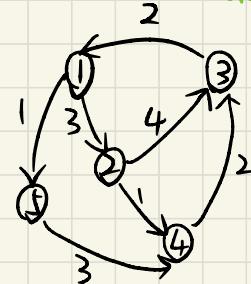
② $N = N \cup \{u\}$ // Add u to set N

③ for all $v \in G.\text{neighbor}(u)$

 relax(u, v)

}

start = 2



How to choose the minimum dist[]

1. Using an array to store then iterate to

dist [1] [n]

inset [1] [n]

pick the smallest u

① pick u $O(n)$

② $N = N \cup \{u\}$ $O(1)$

③ Relax its neighbor $O(d_u)$

$\sum O(n)$

1 2 3 4 5

dist [5] [0] 3 0 1 0 0

N = {2}

u=2 ② $4 \rightarrow 3$ $0+4 < \infty$

② $1 \rightarrow 4$

$0+1 < \infty$ $N = \{2, 4\}$

u=4 ④ $2 \rightarrow 3$

$1+2 < 4$

$N = \{2, 4, 3\}$

u=3 ③ $2 \rightarrow 1$

$3+2 < \infty$

$N = \{2, 4, 3, 1\}$

2. Using MinHeap

① pick u $O(1)$

② Delete u from heap $O(\log n)$

③ Relax u's neighbors $O(d_u \log n)$

Heap property is compromised

You need to swap 17 with its parent

until the heap property is restored



$d_1 \log n + d_2 \log n + \dots + d_m \log n = m \log n$

3. Bellman-Ford

$\text{dist}[s] = 0$

```

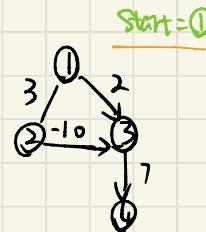
for(i=1, ..., n-1) {
    for(u=1, ..., n) {
        for(v in G.neighbor(u)) {
            relax(u, v);
        }
    }
}

```

\uparrow
go over all
m edges.

\downarrow

h-1 times



[2, 3, 4, 1] Going vertex in this order

i=1 ~~1~~ ~~2~~ ~~3~~ ~~4~~ 0

Do one more relax to check negative cycle

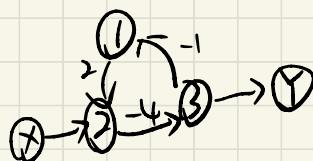
```

for(u=1, ..., n) {
    for(v in G.neighbor(u)) {
        relax(u, v);
    }
}

```

if $\text{dist}[i]$ changes, there is a negative cycle.

i=k, if #edges ≤ k



In this graph, after $n-1$ iteration, if you run one more relax, the $\text{dist}[]$ will change, used for detect negatively weighted cycle.

Simple shortest path: $k \leq |V| - 1$

if $k > |V| - 1$, means there is a cycle

Proof of correctness:

This path p is a shortest path with min #edges

Grow the frontier one node at every iteration

After 1 pass on E , we have $\text{dist}[v_1]$ because we will relax edge (v_0, v_1)

After 2 passes on E , we have $\text{dist}[v_2]$ because we will relax edge (v_1, v_2)

After k passes, we have $\text{dist}[v_k]$ because we have relaxed all reachable vertices

Update relax() function to record the short path

relax() {

if ($\text{dist}[u] + \text{C}_{uv} < \text{dist}[v]$) {

$\text{dist}[v] = \text{dist}[u] + \text{C}_{uv}$;

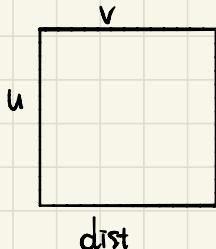
$\text{parent}[v] = u$;

}

}

ASAP (All pair shortest path)

$\text{dist}[u, v] = \text{shortest distance from } u \text{ to } v$



Implementing SSSAP in times
DAG? (iteration)

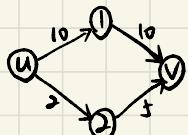
Y	N	$n^2 \log n \sim n^3$
Spoof DAG	Dijkstra $O(mn \log n)$	N Negative Weight?
$O(n^2 + nm)$ $n^2 \sim n^3$	BT $O(n^2 m)$ $n^3 \sim n^4$	Y

m : # of edges $\Omega(n) \leq m \leq O(n^2)$

$$f^2(u, v) = \min\{f(u, v), f(u, z) + f(z, v)\}$$

Floyd-Warshall Algorithm

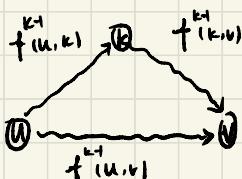
$f^k(u, v) = \text{shortest distance from } u \text{ to } v \text{ with only vertices } \in \{1, \dots, k\} \text{ on shortest path}$



$$\begin{aligned} f^1(u, v) &= 20 & v = \{1\} & , \quad f^1(u, v) = \text{Inf} \\ f^2(u, v) &= 7 & v = \{1, 2\} & \end{aligned}$$

Base Case

$$f^0(u, v) = \begin{cases} C_{uv}, & (u, v) \in E \\ \infty, & \text{otherwise} \end{cases} \Rightarrow f^0(u, v) = \text{true shortest distance}$$



$$f^k(u, v) = \min\{f^{k-1}(u, v), f^{k-1}(u, k) + f^{k-1}(k, v)\}$$

Not using

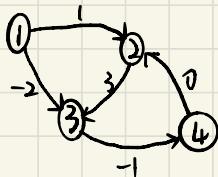
using intermediate

Pseudocode for Floyd-Warshall

$\text{FW}(G)$

```

dist[,] = adj matrix; // If two vertices are connected, dist[u,v] = weight
for(k=1, ..., n) {
    for(u=1, ..., n) {
        for(v=1, ..., n) {
            dist[u,v] = min{ dist[u,v], dist[u,k] + dist[k,v] };
        }
    }
}
    
```



In this algo, better to use Adj Matrix

	1	2	3	4
1	0	1	-2	/
2	/	0	3	/
3	/	/	0	-1
4	/	0	3	0

$k=1$ // Not updating any

	1	2	3	4
1	/	1	-2	/
2	/	/	3	/
3	/	/	/	-1
4	/	0	/	/

$k=2$

	1	2	3	4
1	0	1	-2	/
2	/	0	3	/
3	/	/	0	-1
4	/	0	3	0

$k=3$

	1	2	3	4
1	0	1	-2	-3
2	/	0	3	2
3	/	/	0	-1
4	/	0	3	0

check diagonal value after each iteration, if one of value is < 0 , then there is negatively weighted cycle.