

6.006

Lecture 16

Nov. 8, 2016

Today: All - Pairs Shortest Paths

- Floyd Warshall Algorithm
- Johnson's Algorithm
- difference constraints

Recall: Single - source Shortest Paths [last 3 lectures]

- given directed graph $G = (V, E)$
 node $s \in V$
 edge weights $w: E \rightarrow \mathbb{R}$

- find $\delta(s, v) \equiv$ shortest-path weight $s \rightarrow v \quad \forall v \in V$
 (or $-\infty$ if neg-weight cycle along way
 or ∞ if no path)

situationunweighted ($w=1$)

nonneg edge weights

general

acyclic graph (DAG)

best known algorithm

BFS

Dijkstra

Bellman-Ford

topological sort
+ 1 pass B-Ftime $O(V+E)$ $O(E + V \lg V)$ $O(VE)$ $O(V+E)$ Uses Fibonacci
heaps

Today: All-pairs Shortest Paths

- given G, w
- find $\delta(u, v)$ for all $u, v \in V$

<u>situation</u>	<u>algorithm</u>	<u>time</u>	<u>$E = \Theta(V^2)$</u>
unweighted	$ V \times \text{BFS}$	$O(VE)$	$O(V^3)$
non neg weights	$ V \times \text{Dijkstra}$	$O(VE + V^2 \lg V)$	$O(V^3)$
general	$ V \times \text{B-F}$	$O(V^2 E)$	$O(V^4)$
* general	Floyd-Warshall	$O(V^3)$	$O(V^3)$
* general	Johnson's	$O(VE + V^2 \lg V)$	$O(V^3)$

except third, all are best known!

Cool thing: sometimes can actually do several computations at the same time faster than doing each separately!

Application: Google Maps preprocessing
(between waypoints)
Internet routing

- define $w(u, v) = \infty$ for $(u, v) \notin E$
 $w(u, u) = 0$

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Floyd Warshall Algorithm

- simple & efficient in practice !!
- Assumes no negative weight cycles

$C = (w(u, v)) \iff$ matrix of weights (but F-W can be used to detect neg wt cycles)

For $k = 1, 2, \dots, n$

For u in V :

For v in V :

Time: $O(V^3)$

if $C_{uv} > C_{uk} + C_{kv}$ } relaxation

$C_{uv} = C_{uk} + C_{kv}$

ok to omit superscripts telling us the iteration # k because more relaxation never hurts, but ^{equivalently} could write as

$$C_{uv}^{(k)} = \min \{ C_{uv}^{(k-1)}, C_{uk}^{(k-1)} + C_{kv}^{(k-1)} \}$$
Correctness lemma:

After round k , $C_{uv}^{(k)} \leq$ weight of shortest $u-v$ -path using only intermediate nodes in $\{1 \dots k\}$

Proof induction on k .

$k=0$: $C_{uv}^{(0)} = w(u, v)$ ✓ (direct edge is only path)

if true for round $\leq k-1$:

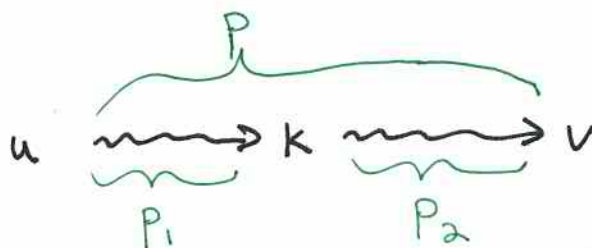
for u, v :

let p be any min wt path from u to v using nodes in $\{1 \dots k\}$

Two cases:

$k \notin p$ - then p is also a shortest path from u to v using nodes in $\{1..k-1\}$ } So $C_{uv}^{(k)} = C_{uv}^{(k-1)}$

$k \in p$ -



as in Lecture 13 "optimal substructure" subpaths of shortest paths are shortest paths

$(p_1 + p_2$ do not contain $k)$ why? no negative weight cycles

p_1 is a shortest path from u to k with intermediate nodes in $\{1..k-1\}$

p_2 is a shortest path from k to v with intermediate nodes in $\{1..k-1\}$

$$\text{So } C_{uv}^{(k)} = C_{uk}^{(k-1)} + C_{kv}^{(k-1)}$$

$$\text{So } C_{uv}^{(k)} = \min \{ C_{uv}^{(k-1)}, C_{uk}^{(k-1)} + C_{kv}^{(k-1)} \}$$

□

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Main idea:

Change graph so that all new weights are positive, but shortest paths are the same.

Johnson's algorithm

- ① find fnctn $h: V \rightarrow \mathbb{R}$ such that
- $$w_h(u, v) \equiv w(u, v) + h(u) - h(v) \geq 0 \quad \text{for all } u, v \in V$$
- or determine that negative-weight cycle exists.

- ② Run Dijkstra's algorithm on $G = (V, E)$ with weights w_h from every source vertex $s \in V$
- \Rightarrow get $\delta_h(u, v)$ for all $u, v \in V$

- ③ Claim $\delta(u, v) = \delta_h(u, v) + h(u) - h(v)$

Why is claim true?

Proof:

- look at any $u \rightarrow v$ path p in G

p is $v_0 \rightarrow v_1 \rightarrow \dots \rightarrow v_k$

\parallel \parallel
 u v

- what is $w_h(p)$?

$$w_h(p) = \sum_{i=1}^k w_h(v_{i-1}, v_i)$$

$$= \sum_{i=1}^k w(v_{i-1}, v_i) + h(v_{i-1}) - h(v_i)$$

$$= h(v_0) - \cancel{h(v_1)} + \cancel{h(v_1)} - \cancel{h(v_2)} + \cancel{h(v_2)} - \cancel{h(v_3)} + \dots + \sum_{i=1}^k w(v_{i-1}, v_i)$$

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$$= \underbrace{h(v_0) - h(v_k)}_{\substack{h(u) \quad h(v)}} + \underbrace{\sum_{i=1}^k w(v_{i-1}, v_i)}_{w(p)}$$

$$= w(p) + h(u) - h(v)$$

\Rightarrow so all u, v paths
change by same offset $= +h(u) - h(v)$

\Rightarrow shortest (u, v) -path is preserved
(but length is offset) \blacksquare

How to find h ?

$$w_h(u, v) \equiv w(u, v) + h(u) - h(v) \geq 0$$

what
we
want \leftarrow

$\forall u, v \in V:$

$$\begin{array}{c} \updownarrow \\ h(v) - h(u) \leq w(u, v) \end{array}$$

\leftarrow equivalent
formulation

system of difference constraints

Theorem: if (V, E, w) has negative weight cycle
then no solution to difference constraints

Proof: Say $v_0 \rightarrow v_1 \rightarrow \dots \rightarrow v_k \rightarrow v_0$ is neg. weight

Suppose (for contradiction) that such a
solution h exists:

$$\begin{array}{rcl}
 h(v_1) - h(v_0) & \leq & w(v_0, v_1) \\
 h(v_2) - h(v_1) & \leq & w(v_1, v_2) \\
 \vdots & & \\
 h(v_k) - h(v_{k-1}) & \leq & w(v_{k-1}, v_k) \\
 h(v_0) - h(v_k) & \leq & w(v_k, v_0)
 \end{array}$$

(Red arrows indicate cancellation of terms: $h(v_1)$ and $-h(v_1)$, $h(v_2)$ and $-h(v_2)$, ..., $h(v_k)$ and $-h(v_k)$)

take sum
of all rows

0

$$\leq w(\text{cycle}) < 0$$

↑
from assumption

~~X~~

so $0 < 0$?

CONTRADICTION!

□

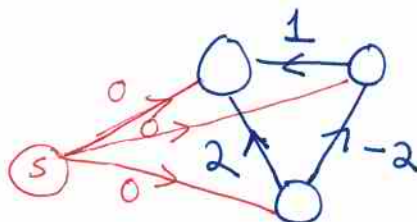
Theorem if (V, E, w) has no negative-weight cycle
then can solve difference constraints

Proof

Algorithm
to find
 h

- Add to G a new vertex s
- Add weight = 0 edges (s, v) for all $v \in V$
- Assign $h(v) = \delta(s, v)$ by doing Bellman-Ford from s

example



Note: no new cycles

\Rightarrow still no neg. weight cycles

$\Rightarrow s \rightarrow v$ path exists $\Rightarrow \delta(s, v)$ finite $\forall v \in V$

Assign $h(v) = \delta(s, v)$:

$$\text{then } h(v) - h(u) \leq w(u, v)$$

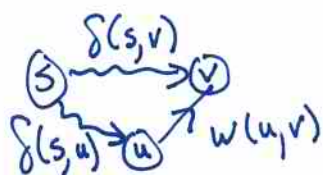
$$\delta(s, v) - \delta(s, u) \leq w(u, v)$$

$$\delta(s, v) \leq \delta(s, u) + w(u, v)$$

so this is true too!

true, by $\Delta \neq$

□



Analysis

- | | | |
|---|---|---------------------------------------|
| ① | Bellman - Ford from s
+ reweight edges | $O(VE)$
$O(E)$ |
| ② | $ V \times$ Dijkstra | $O(VE + V^2 \lg V)$ |
| ③ | reweight all pairs | $O(V^2)$
<hr/> $O(VE + V^2 \lg V)$ |

Also :

Bellman - Ford can solve any system
of difference constraints $\{x - y \leq c\}$
or report "unsolvable"
in $O(VE)$
↑ # variables
← # constraints

Applications to

- real-time programming
- multimedia scheduling
- temporal reasoning

e.g. $LB \leq t_{\text{end}} - t_{\text{start}} \leq UB$