

# CMPN302: Algorithms Design and Analysis



## Lecture 09: Shortest Paths Algorithms

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# Shortest paths algorithms

Application:

- shortest-paths *routing*

Variants:

- Single-source shortest paths problem
  - Single-pair shortest path problem
  - Single-destination shortest paths problem
- All-source shortest paths problem
  - Can be faster than repeating the single-source one for every vertex

# Main concept

- Optimal substructure:
  - Shortest-paths algorithms typically rely on the property that a shortest path between two vertices *contains other* shortest paths within it.
- Thus, dynamic programming and greedy approaches can be utilized:
  - Dijkstra's algorithm (single-source) is a greedy one
  - Floyd-Warshall (all-source) algorithm is a dynamic programming one

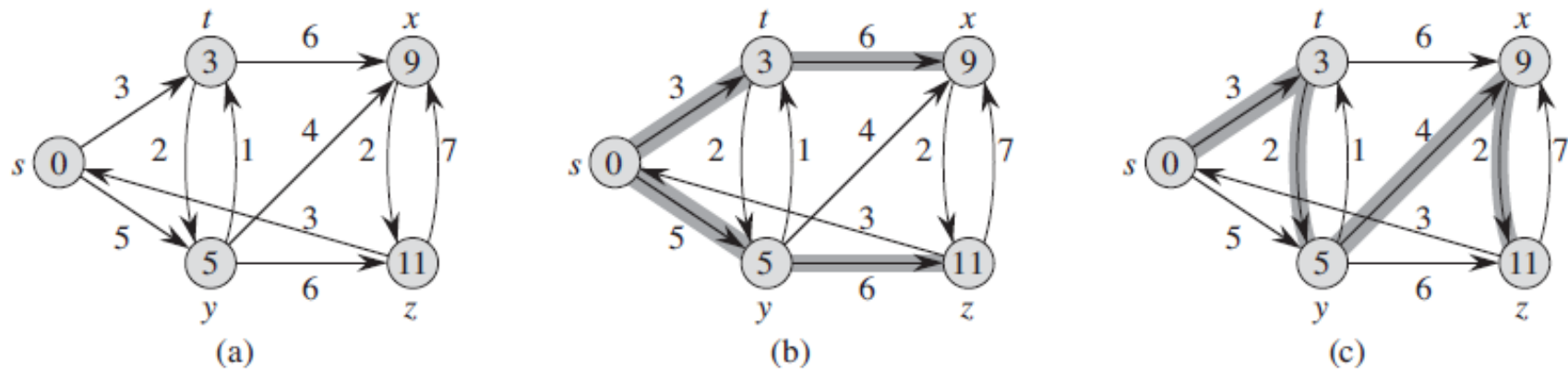
# Optimal substructure

**Lemma 24.1** (*Subpaths of shortest paths are shortest paths*)

Given a weighted, directed graph  $G = (V, E)$  with weight function  $w : E \rightarrow \mathbb{R}$ , let  $p = \langle v_0, v_1, \dots, v_k \rangle$  be a shortest path from vertex  $v_0$  to vertex  $v_k$  and, for any  $i$  and  $j$  such that  $0 \leq i \leq j \leq k$ , let  $p_{ij} = \langle v_i, v_{i+1}, \dots, v_j \rangle$  be the subpath of  $p$  from vertex  $v_i$  to vertex  $v_j$ . Then,  $p_{ij}$  is a shortest path from  $v_i$  to  $v_j$ .

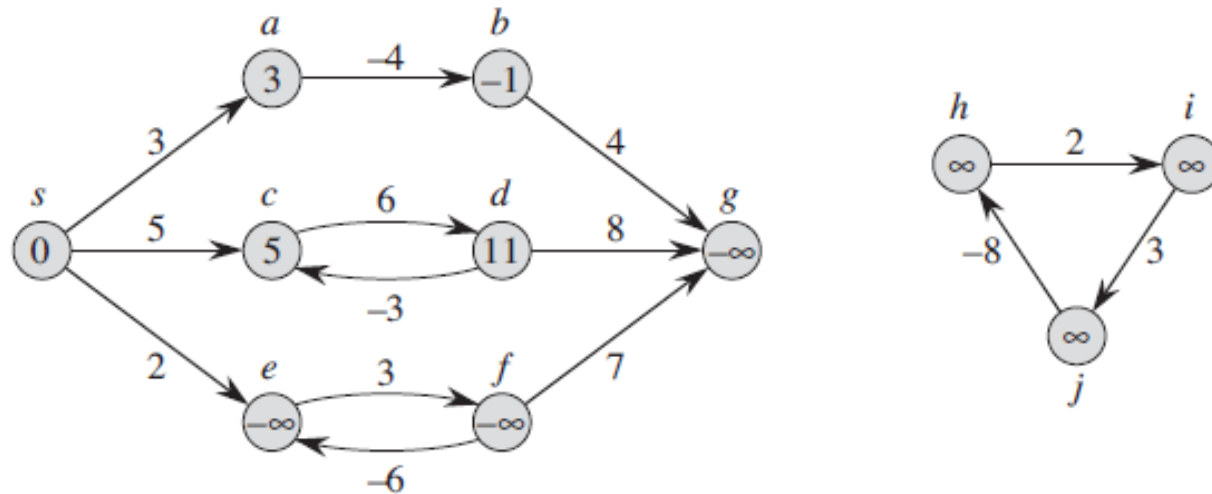
**Proof** If we decompose path  $p$  into  $v_0 \xrightarrow{p_{0i}} v_i \xrightarrow{p_{ij}} v_j \xrightarrow{p_{jk}} v_k$ , then we have that  $w(p) = w(p_{0i}) + w(p_{ij}) + w(p_{jk})$ . Now, assume that there is a path  $p'_{ij}$  from  $v_i$  to  $v_j$  with weight  $w(p'_{ij}) < w(p_{ij})$ . Then,  $v_0 \xrightarrow{p_{0i}} v_i \xrightarrow{p'_{ij}} v_j \xrightarrow{p_{jk}} v_k$  is a path from  $v_0$  to  $v_k$  whose weight  $w(p_{0i}) + w(p'_{ij}) + w(p_{jk})$  is less than  $w(p)$ , which contradicts the assumption that  $p$  is a shortest path from  $v_0$  to  $v_k$ . ■

# Single-source shortest paths



**Figure 24.2** (a) A weighted, directed graph with shortest-path weights from source  $s$ . (b) The shaded edges form a shortest-paths tree rooted at the source  $s$ . (c) Another shortest-paths tree with the same root.

# Negative edge weights



**Figure 24.1** Negative edge weights in a directed graph. The shortest-path weight from source  $s$  appears within each vertex. Because vertices  $e$  and  $f$  form a negative-weight cycle reachable from  $s$ , they have shortest-path weights of  $-\infty$ . Because vertex  $g$  is reachable from a vertex whose shortest-path weight is  $-\infty$ , it, too, has a shortest-path weight of  $-\infty$ . Vertices such as  $h, i$ , and  $j$  are not reachable from  $s$ , and so their shortest-path weights are  $\infty$ , even though they lie on a negative-weight cycle.

- Algorithms differ in how they allow/handle negative edges

# Cycles

- Negative-weight cycles:
  - Negative edges prohibited
  - Such cycles are detected by algorithms
- Positive-weight cycles:
  - Theoretically not possible
- Zero-weight cycles:
  - Can be eliminated from the paths

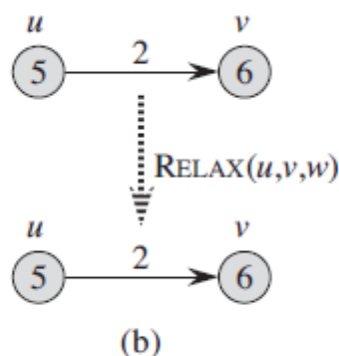
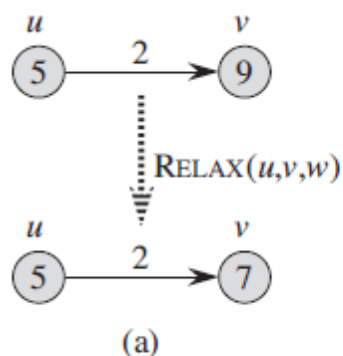
# Common subroutines

INITIALIZE-SINGLE-SOURCE( $G, s$ )

```
1  for each vertex  $v \in G.V$ 
2     $v.d = \infty$ 
3     $v.\pi = \text{NIL}$ 
4   $s.d = 0$ 
```

RELAX( $u, v, w$ )

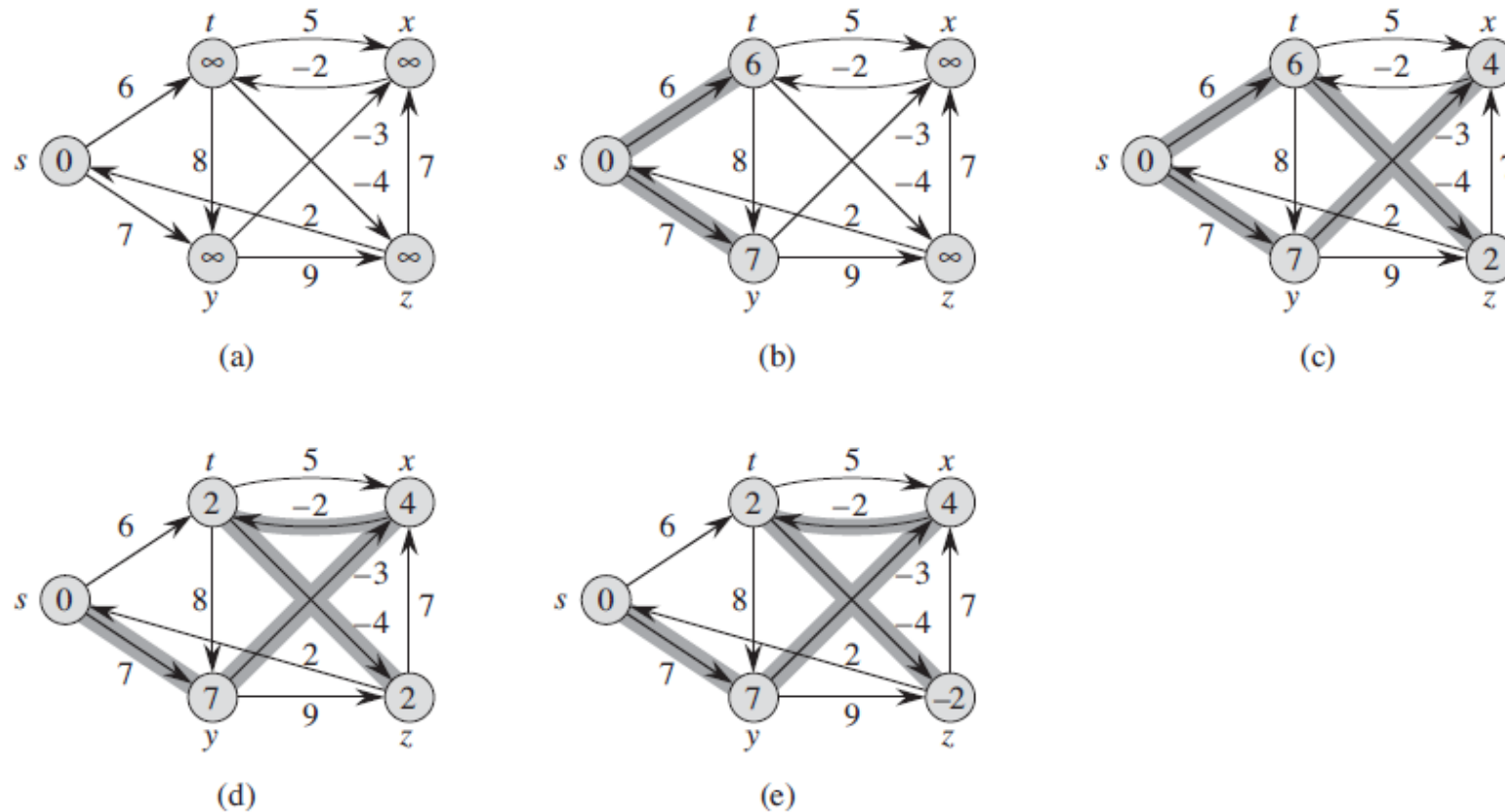
```
1  if  $v.d > u.d + w(u, v)$ 
2     $v.d = u.d + w(u, v)$ 
3     $v.\pi = u$ 
```



**Figure 24.3** Relaxing an edge  $(u, v)$  with weight  $w(u, v) = 2$ . The shortest-path estimate of each vertex appears within the vertex. (a) Because  $v.d > u.d + w(u, v)$  prior to relaxation, the value of  $v.d$  decreases. (b) Here,  $v.d \leq u.d + w(u, v)$  before relaxing the edge, and so the relaxation step leaves  $v.d$  unchanged.



# Bellman-Ford algorithm



**Figure 24.4** The execution of the Bellman-Ford algorithm. The source is vertex  $s$ . The  $d$  values appear within the vertices, and shaded edges indicate predecessor values: if edge  $(u, v)$  is shaded, then  $v.\pi = u$ . In this particular example, each pass relaxes the edges in the order  $(t, x), (t, y), (t, z), (x, t), (y, x), (y, z), (z, x), (z, s), (s, t), (s, y)$ . (a) The situation just before the first pass over the edges. (b)–(e) The situation after each successive pass over the edges. The  $d$  and  $\pi$  values in part (e) are the final values. The Bellman-Ford algorithm returns TRUE in this example.

# Bellman-Ford algorithm

```
BELLMAN-FORD( $G, w, s$ )  
 $O(V)$   $\rightarrow$  1  INITIALIZE-SINGLE-SOURCE( $G, s$ )  
 $O(V)$   $\rightarrow$  2  for  $i = 1$  to  $|G.V| - 1$   
 $O(E)$   $\rightarrow$  3      for each edge  $(u, v) \in G.E$   
 $O(1)$   $\rightarrow$  4          RELAX( $u, v, w$ )  
 $O(E)$   $\rightarrow$  5  for each edge  $(u, v) \in G.E$   
6      if  $v.d > u.d + w(u, v)$   
7          return FALSE  
8  return TRUE
```

- Complexity:  $O(VE)$

# Bellman-Ford algorithm

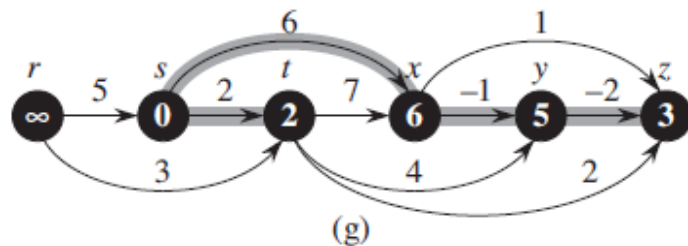
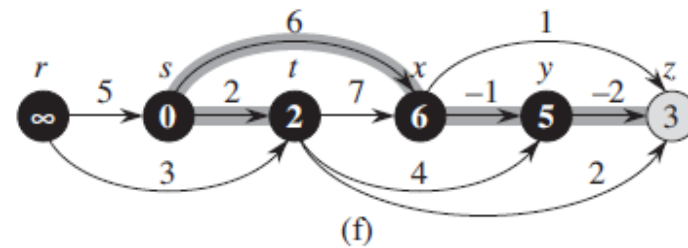
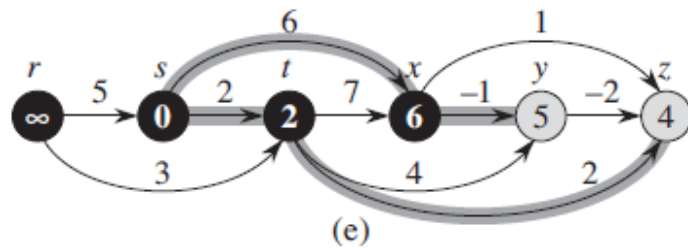
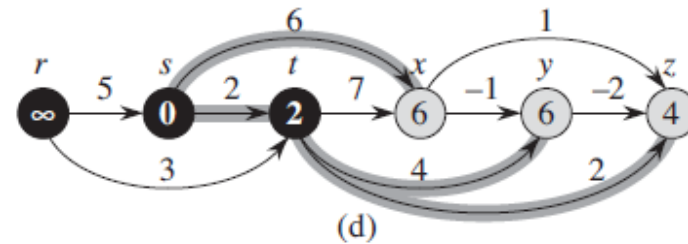
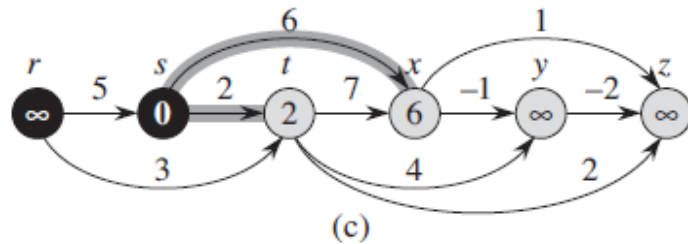
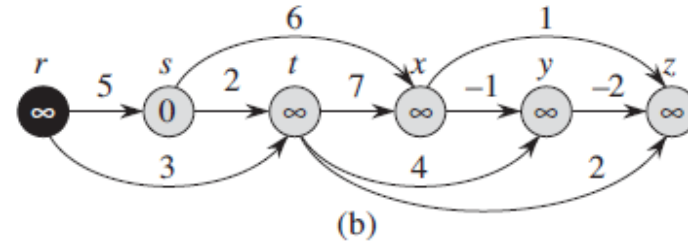
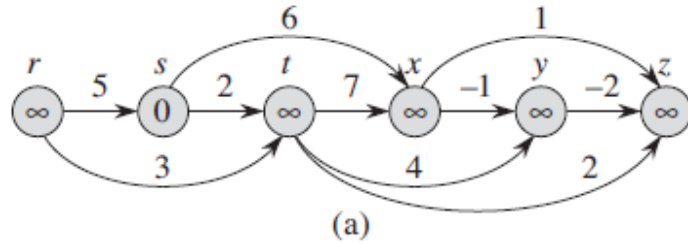
- Correctness:

*Lemma 24.2*

Let  $G = (V, E)$  be a weighted, directed graph with source  $s$  and weight function  $w : E \rightarrow \mathbb{R}$ , and assume that  $G$  contains no negative-weight cycles that are reachable from  $s$ . Then, after the  $|V| - 1$  iterations of the **for** loop of lines 2–4 of BELLMAN-FORD, we have  $v.d = \delta(s, v)$  for all vertices  $v$  that are reachable from  $s$ .

*Proof* We prove the lemma by appealing to the path-relaxation property. Consider any vertex  $v$  that is reachable from  $s$ , and let  $p = \langle v_0, v_1, \dots, v_k \rangle$ , where  $v_0 = s$  and  $v_k = v$ , be any shortest path from  $s$  to  $v$ . Because shortest paths are simple,  $p$  has at most  $|V| - 1$  edges, and so  $k \leq |V| - 1$ . Each of the  $|V| - 1$  iterations of the **for** loop of lines 2–4 relaxes all  $|E|$  edges. Among the edges relaxed in the  $i$ th iteration, for  $i = 1, 2, \dots, k$ , is  $(v_{i-1}, v_i)$ . By the path-relaxation property, therefore,  $v.d = v_k.d = \delta(s, v_k) = \delta(s, v)$ . ■

# DAG shortest-paths algorithm



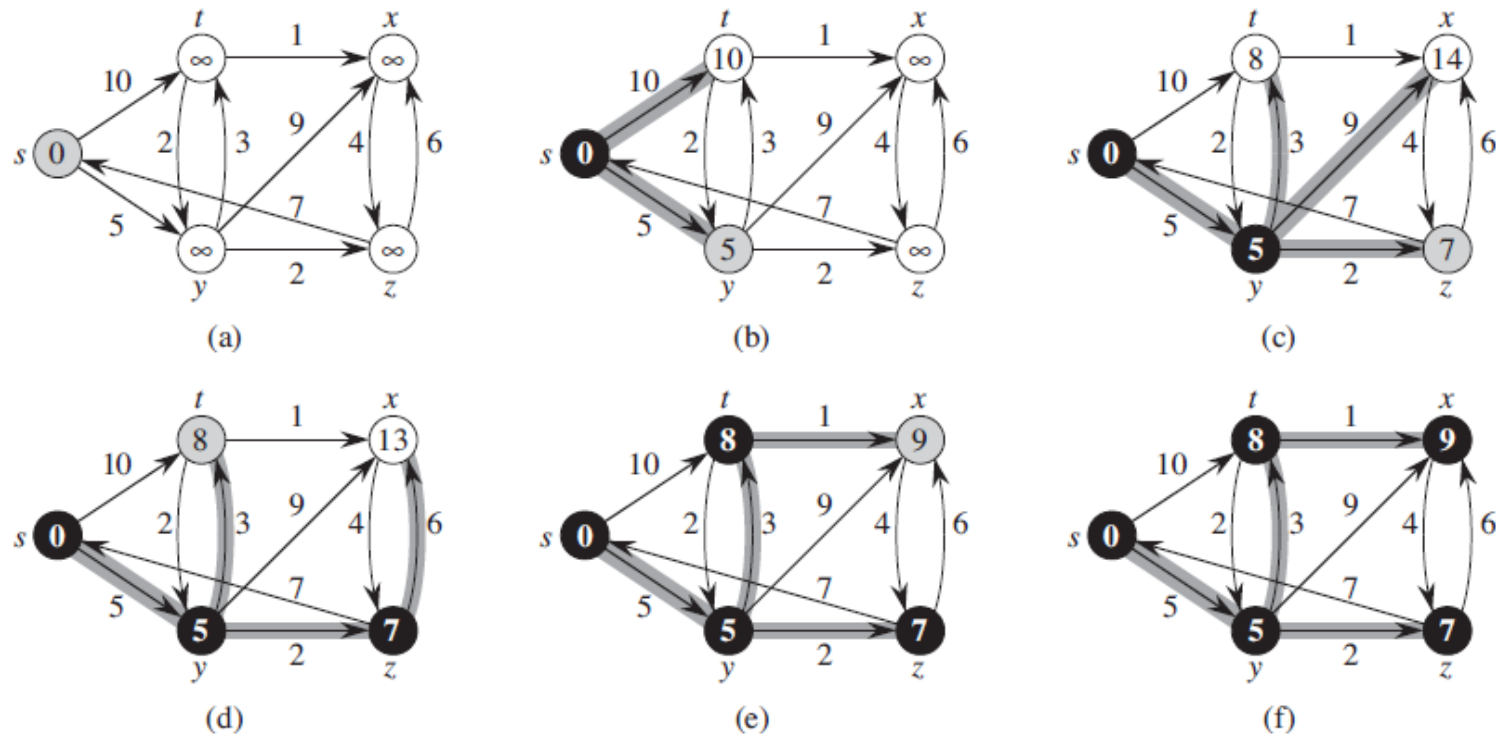
# DAG shortest-paths algorithm

DAG-SHORTEST-PATHS ( $G, w, s$ )

$O(V + E)$	$\rightarrow$	1	topologically sort the vertices of $G$
$O(V)$	$\rightarrow$	2	INITIALIZE-SINGLE-SOURCE( $G, s$ )
$O(E)$	$\rightarrow$	3	for each vertex $u$ , taken in topologically sorted order
Lines 3 – 5		4	for each vertex $v \in G.Adj[u]$
		5	RELAX( $u, v, w$ )

- Complexity:  $O(V + E)$

# Dijkstra's algorithm



**Figure 24.6** The execution of Dijkstra's algorithm. The source  $s$  is the leftmost vertex. The shortest-path estimates appear within the vertices, and shaded edges indicate predecessor values. Black vertices are in the set  $S$ , and white vertices are in the min-priority queue  $Q = V - S$ . (a) The situation just before the first iteration of the **while** loop of lines 4–8. The shaded vertex has the minimum  $d$  value and is chosen as vertex  $u$  in line 5. (b)–(f) The situation after each successive iteration of the **while** loop. The shaded vertex in each part is chosen as vertex  $u$  in line 5 of the next iteration. The  $d$  values and predecessors shown in part (f) are the final values.

# Dijkstra's algorithm

DIJKSTRA( $G, w, s$ )

1 INITIALIZE-SINGLE-SOURCE( $G, s$ )

2  $S = \emptyset$

Insert → 3  $Q = G.V$

4 while  $Q \neq \emptyset$

Extract – Min → 5  $u = \text{EXTRACT-MIN}(Q)$

6  $S = S \cup \{u\}$

7 for each vertex  $v \in G.Adj[u]$

Decrease – Key → 8 RELAX( $u, v, w$ )

- Implement  $Q$  using:

$$E = o\left(\frac{V^2}{\log V}\right)$$

↓

	Array	Min-heap	Fibonacci-heap
Insert (once/total)	$O(1)/O(V)$	$-/O(V)$	$-/O(V)$
Extract-Min	$O(V)/O(V^2)$	$O(\log V)$ $/O(V \log V)$	$O(\log V)$ $/O(V \log V)$
Decrease-Key	$O(1)/O(E)$	$O(\log V)$ $/O(E \log V)$	$O(1)/O(E)$
Total	$O(V^2 + E)$ $= O(V^2)$	$O((V + E) \log V)$ $= O(E \log V)$	$O(V \log V + E)$

# All-pairs shortest paths

- Input:
  - Digraph  $G(V, E)$ , where  $V = \{1, 2, \dots, n\}$ , with edge-weight function  $w: E \rightarrow R$ .
- Output:
  - $n \times n$  matrix  $W = (w_{ij})$  of shortest-path lengths  $\delta(i, j)$  for all  $i, j \in V$

$$w_{ij} = \begin{cases} 0 & \text{if } i = j , \\ \text{the weight of directed edge } (i, j) & \text{if } i \neq j \text{ and } (i, j) \in E , \\ \infty & \text{if } i \neq j \text{ and } (i, j) \notin E . \end{cases}$$



# All-pairs shortest paths

- Can simply run single-source method for each  $v \in V$ :
  - Dijkstra's (non-negative-weight edges):
    - Array:  $O(V^3)$
    - Min-heap:  $O(VE \log V)$  (is it better than array?)
    - Fibonacci heap:  $O(V^2 \log V + VE)$
  - Bellman-Ford:
    - $O(V^2E)$ , if dense graph becomes  $O(V^4)$
  - Can we do better?
  - Why?

# Dynamic programming

City 1	City 2	Distance
Aswan	Cairo	800
Cairo	Alex	200
Cairo	Matrouh	600 (assume)
Alex	Matrouh	300

	Aswan	Cairo	Alex	Matrouh
Aswan	0	800	$\infty$	$\infty$
Cairo		0	200	600
Alex			0	300
Matrouh				0

At most 1 edge shortest paths  
Weight matrix W

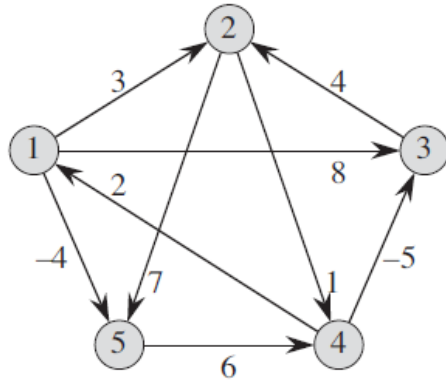
	Aswan	Cairo	Alex	Matrouh
Aswan	0	800	<b>1000</b>	1400
Cairo		0	200	<b>500</b>
Alex			0	300
Matrouh				0

At most 2 edges shortest paths

	Aswan	Cairo	Alex	Matrouh
Aswan	0	800	1000	<b>1300</b>
Cairo		0	200	500
Alex			0	300
Matrouh				0

At most 3 edges shortest paths

# Dynamic programming



$$L^{(1)} = \begin{pmatrix} 0 & 3 & 8 & \infty & -4 \\ \infty & 0 & \infty & 1 & 7 \\ \infty & 4 & 0 & \infty & \infty \\ 2 & \infty & -5 & 0 & \infty \\ \infty & \infty & \infty & 6 & 0 \end{pmatrix} \quad L^{(2)} = \begin{pmatrix} 0 & 3 & 8 & 2 & -4 \\ 3 & 0 & -4 & 1 & 7 \\ \infty & 4 & 0 & 5 & 11 \\ 2 & -1 & -5 & 0 & -2 \\ 8 & \infty & 1 & 6 & 0 \end{pmatrix}$$

$$L^{(3)} = \begin{pmatrix} 0 & 3 & -3 & 2 & -4 \\ 3 & 0 & -4 & 1 & -1 \\ 7 & 4 & 0 & 5 & 11 \\ 2 & -1 & -5 & 0 & -2 \\ 8 & 5 & 1 & 6 & 0 \end{pmatrix} \quad L^{(4)} = \begin{pmatrix} 0 & 1 & -3 & 2 & -4 \\ 3 & 0 & -4 & 1 & -1 \\ 7 & 4 & 0 & 5 & 3 \\ 2 & -1 & -5 & 0 & -2 \\ 8 & 5 & 1 & 6 & 0 \end{pmatrix}$$

**Figure 25.1** A directed graph and the sequence of matrices  $L^{(m)}$  computed by SLOW-ALL-PAIRS-SHORTEST-PATHS. You might want to verify that  $L^{(5)}$ , defined as  $L^{(4)} \cdot W$ , equals  $L^{(4)}$ , and thus  $L^{(m)} = L^{(4)}$  for all  $m \geq 4$ .

# Dynamic programming

- **Structure of shortest path:**

- Shortest path from  $i$  to  $j$  is composed of
  - shortest path  $i \rightarrow k$
  - + shortest path from  $k \rightarrow j$

- **Recursive solution to the problem:**

- let  $l_{ij}^{(m)}$  be the minimum weight of any path from vertex  $i$  to vertex  $j$  that contains at most  $m$  edges

$$\begin{aligned} l_{ij}^{(m)} &= \min \left( l_{ij}^{(m-1)}, \min_{1 \leq k \leq n} \{ l_{ik}^{(m-1)} + w_{kj} \} \right) \\ &= \min_{1 \leq k \leq n} \{ l_{ik}^{(m-1)} + w_{kj} \} . \end{aligned}$$

# Dynamic programming

- **Computing the shortest-path weights bottom up**

EXTEND-SHORTEST-PATHS( $L, W$ )

```
1   $n = L.rows$ 
2  let  $L' = (l'_{ij})$  be a new  $n \times n$  matrix
3  for  $i = 1$  to  $n$ 
4      for  $j = 1$  to  $n$ 
5           $l'_{ij} = \infty$ 
6          for  $k = 1$  to  $n$ 
7               $l'_{ij} = \min(l'_{ij}, l_{ik} + w_{kj})$ 
8  return  $L'$ 
```

- Complexity:  $\Theta(n^3)$

# Dynamic programming

- **Computing the shortest-path weights bottom up**

SLOW-ALL-PAIRS-SHORTEST-PATHS( $W$ )

```
1   $n = W.rows$ 
2   $L^{(1)} = W$ 
3  for  $m = 2$  to  $n - 1$ 
4      let  $L^{(m)}$  be a new  $n \times n$  matrix
5       $L^{(m)} = \text{EXTEND-SHORTEST-PATHS}(L^{(m-1)}, W)$ 
6  return  $L^{(n-1)}$ 
```

- Complexity:  $\Theta(n^4) = \Theta(V^4)$

# Dynamic programming

- Find analogy between:

$$l_{ij}^{(m)} = \min_{1 \leq k \leq n} \{l_{ik}^{(m-1)} + w_{kj}\}$$

$$c_{ij} = \sum_{k=1}^n a_{ik} \cdot b_{kj}$$

$$l^{(m-1)} \rightarrow a ,$$

$$w \rightarrow b ,$$

$$l^{(m)} \rightarrow c ,$$

$$\min \rightarrow + ,$$

$$+ \rightarrow \cdot$$

- We can rewrite the recursion as

$$L^{(1)} = L^{(0)} \cdot W = W ,$$

$$L^{(2)} = L^{(1)} \cdot W = W^2 ,$$

$$L^{(3)} = L^{(2)} \cdot W = W^3 ,$$

$$\vdots$$

$$L^{(n-1)} = L^{(n-2)} \cdot W = W^{n-1} .$$

- Optimize??

# Dynamic programming

- **Faster implementation:**

FASTER-ALL-PAIRS-SHORTEST-PATHS( $W$ )

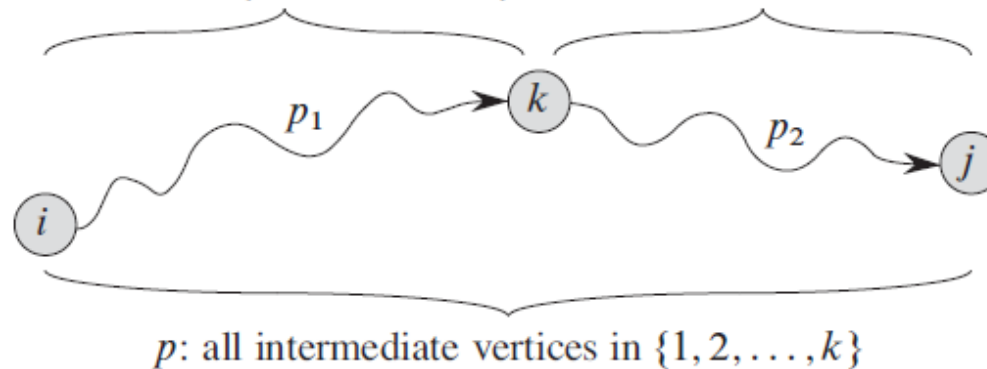
```
1   $n = W.rows$ 
2   $L^{(1)} = W$ 
3   $m = 1$ 
4  while  $m < n - 1$ 
5      let  $L^{(2m)}$  be a new  $n \times n$  matrix
6       $L^{(2m)} = \text{EXTEND-SHORTEST-PATHS}(L^{(m)}, L^{(m)})$ 
7       $m = 2m$ 
8  return  $L^{(m)}$ 
```

- Complexity:  $\Theta(n^3 \log n) = \Theta(V^3 \log V)$



# Floyd-Warshall algorithm

all intermediate vertices in  $\{1, 2, \dots, k-1\}$     all intermediate vertices in  $\{1, 2, \dots, k-1\}$



**Figure 25.3** Path  $p$  is a shortest path from vertex  $i$  to vertex  $j$ , and  $k$  is the highest-numbered intermediate vertex of  $p$ . Path  $p_1$ , the portion of path  $p$  from vertex  $i$  to vertex  $k$ , has all intermediate vertices in the set  $\{1, 2, \dots, k-1\}$ . The same holds for path  $p_2$  from vertex  $k$  to vertex  $j$ .

$$d_{ij}^{(k)} = \begin{cases} w_{ij} & \text{if } k = 0, \\ \min(d_{ij}^{(k-1)}, d_{ik}^{(k-1)} + d_{kj}^{(k-1)}) & \text{if } k \geq 1. \end{cases}$$

# Floyd-Warshall algorithm

FLOYD-WARSHALL( $W$ )

```
1   $n = W.rows$ 
2   $D^{(0)} = W$ 
3  for  $k = 1$  to  $n$ 
4      let  $D^{(k)} = (d_{ij}^{(k)})$  be a new  $n \times n$  matrix
5      for  $i = 1$  to  $n$ 
6          for  $j = 1$  to  $n$ 
7               $d_{ij}^{(k)} = \min(d_{ij}^{(k-1)}, d_{ik}^{(k-1)} + d_{kj}^{(k-1)})$ 
8  return  $D^{(n)}$ 
```

- Complexity:  $\Theta(n^3) = \Theta(V^3)$

# Floyd-Warshall algorithm

$$D^{(0)} = \begin{pmatrix} 0 & 3 & 8 & \infty & -4 \\ \infty & 0 & \infty & 1 & 7 \\ \infty & 4 & 0 & \infty & \infty \\ 2 & \infty & -5 & 0 & \infty \\ \infty & \infty & \infty & 6 & 0 \end{pmatrix} \quad \Pi^{(0)} = \begin{pmatrix} \text{NIL} & 1 & 1 & \text{NIL} & 1 \\ \text{NIL} & \text{NIL} & \text{NIL} & 2 & 2 \\ \text{NIL} & 3 & \text{NIL} & \text{NIL} & \text{NIL} \\ 4 & \text{NIL} & 4 & \text{NIL} & \text{NIL} \\ \text{NIL} & \text{NIL} & \text{NIL} & 5 & \text{NIL} \end{pmatrix}$$

$$D^{(1)} = \begin{pmatrix} 0 & 3 & 8 & \infty & -4 \\ \infty & 0 & \infty & 1 & 7 \\ \infty & 4 & 0 & \infty & \infty \\ 2 & 5 & -5 & 0 & -2 \\ \infty & \infty & \infty & 6 & 0 \end{pmatrix} \quad \Pi^{(1)} = \begin{pmatrix} \text{NIL} & 1 & 1 & \text{NIL} & 1 \\ \text{NIL} & \text{NIL} & \text{NIL} & 2 & 2 \\ \text{NIL} & 3 & \text{NIL} & \text{NIL} & \text{NIL} \\ 4 & 1 & 4 & \text{NIL} & 1 \\ \text{NIL} & \text{NIL} & \text{NIL} & 5 & \text{NIL} \end{pmatrix}$$

$$D^{(2)} = \begin{pmatrix} 0 & 3 & 8 & 4 & -4 \\ \infty & 0 & \infty & 1 & 7 \\ \infty & 4 & 0 & 5 & 11 \\ 2 & 5 & -5 & 0 & -2 \\ \infty & \infty & \infty & 6 & 0 \end{pmatrix} \quad \Pi^{(2)} = \begin{pmatrix} \text{NIL} & 1 & 1 & 2 & 1 \\ \text{NIL} & \text{NIL} & \text{NIL} & 2 & 2 \\ \text{NIL} & 3 & \text{NIL} & 2 & 2 \\ 4 & 1 & 4 & \text{NIL} & 1 \\ \text{NIL} & \text{NIL} & \text{NIL} & 5 & \text{NIL} \end{pmatrix}$$

# Floyd-Warshall algorithm

$$\begin{aligned}
 D^{(3)} &= \begin{pmatrix} 0 & 3 & 8 & 4 & -4 \\ \infty & 0 & \infty & 1 & 7 \\ \infty & 4 & 0 & 5 & 11 \\ 2 & -1 & -5 & 0 & -2 \\ \infty & \infty & \infty & 6 & 0 \end{pmatrix} & \Pi^{(3)} &= \begin{pmatrix} \text{NIL} & 1 & 1 & 2 & 1 \\ \text{NIL} & \text{NIL} & \text{NIL} & 2 & 2 \\ \text{NIL} & 3 & \text{NIL} & 2 & 2 \\ 4 & 3 & 4 & \text{NIL} & 1 \\ \text{NIL} & \text{NIL} & \text{NIL} & 5 & \text{NIL} \end{pmatrix} \\
 D^{(4)} &= \begin{pmatrix} 0 & 3 & -1 & 4 & -4 \\ 3 & 0 & -4 & 1 & -1 \\ 7 & 4 & 0 & 5 & 3 \\ 2 & -1 & -5 & 0 & -2 \\ 8 & 5 & 1 & 6 & 0 \end{pmatrix} & \Pi^{(4)} &= \begin{pmatrix} \text{NIL} & 1 & 4 & 2 & 1 \\ 4 & \text{NIL} & 4 & 2 & 1 \\ 4 & 3 & \text{NIL} & 2 & 1 \\ 4 & 3 & 4 & \text{NIL} & 1 \\ 4 & 3 & 4 & 5 & \text{NIL} \end{pmatrix} \\
 D^{(5)} &= \begin{pmatrix} 0 & 1 & -3 & 2 & -4 \\ 3 & 0 & -4 & 1 & -1 \\ 7 & 4 & 0 & 5 & 3 \\ 2 & -1 & -5 & 0 & -2 \\ 8 & 5 & 1 & 6 & 0 \end{pmatrix} & \Pi^{(5)} &= \begin{pmatrix} \text{NIL} & 3 & 4 & 5 & 1 \\ 4 & \text{NIL} & 4 & 2 & 1 \\ 4 & 3 & \text{NIL} & 2 & 1 \\ 4 & 3 & 4 & \text{NIL} & 1 \\ 4 & 3 & 4 & 5 & \text{NIL} \end{pmatrix}
 \end{aligned}$$

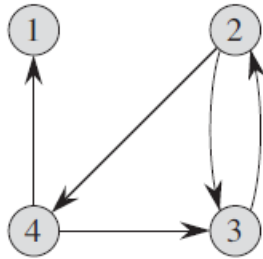
**Figure 25.4** The sequence of matrices  $D^{(k)}$  and  $\Pi^{(k)}$  computed by the Floyd-Warshall algorithm for the graph in Figure 25.1.

# Transitive closure

Given a directed graph  $G = (V, E)$  with vertex set  $V = \{1, 2, \dots, n\}$ , we might wish to determine whether  $G$  contains a path from  $i$  to  $j$  for all vertex pairs  $i, j \in V$ . We define the *transitive closure* of  $G$  as the graph  $G^* = (V, E^*)$ , where  $E^* = \{(i, j) : \text{there is a path from vertex } i \text{ to vertex } j \text{ in } G\}$ .

- Solution:
  - Assign weight 1 to each edge of  $E$
  - Run Floyd-Warshall algorithm
  - If  $d_{ij} < n$ , then  $i$  and  $j$  are connected, otherwise,  $d_{ij} = \infty$  and hence are not connected
  - Simplify operations 
$$t_{ij}^{(k)} = t_{ij}^{(k-1)} \vee (t_{ik}^{(k-1)} \wedge t_{kj}^{(k-1)})$$

# Transitive closure



$$T^{(0)} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 \\ 0 & 1 & 1 & 0 \\ 1 & 0 & 1 & 1 \end{pmatrix} \quad T^{(1)} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 \\ 0 & 1 & 1 & 0 \\ 1 & 0 & 1 & 1 \end{pmatrix} \quad T^{(2)} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 \\ 1 & 0 & 1 & 1 \end{pmatrix}$$

$$T^{(3)} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \end{pmatrix} \quad T^{(4)} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \end{pmatrix}$$

**Figure 25.5** A directed graph and the matrices  $T^{(k)}$  computed by the transitive-closure algorithm.

# Transitive closure

TRANSITIVE-CLOSURE( $G$ )

```
1   $n = |G.V|$ 
2  let  $T^{(0)} = (t_{ij}^{(0)})$  be a new  $n \times n$  matrix
3  for  $i = 1$  to  $n$ 
4      for  $j = 1$  to  $n$ 
5          if  $i == j$  or  $(i, j) \in G.E$ 
6               $t_{ij}^{(0)} = 1$ 
7          else  $t_{ij}^{(0)} = 0$ 
8  for  $k = 1$  to  $n$ 
9      let  $T^{(k)} = (t_{ij}^{(k)})$  be a new  $n \times n$  matrix
10     for  $i = 1$  to  $n$ 
11         for  $j = 1$  to  $n$ 
12              $t_{ij}^{(k)} = t_{ij}^{(k-1)} \vee (t_{ik}^{(k-1)} \wedge t_{kj}^{(k-1)})$ 
13  return  $T^{(n)}$ 
```

# Johnson's algorithm

- For **sparse graphs**.
- If no negative-weight edges:
  - Apply Dijkstra's algorithm with Fibonacci heaps in  $O(V^2 \log V + VE)$
- Else if no negative-weight cycles:
  - Compute a new set of nonnegative edge weights that allows us to use the same method
  - New edge weights  $\hat{w}$  must satisfy
    - Path  $p$  is a shortest path from  $u$  to  $v$  using weight function  $w$  if and only if  $p$  is also a shortest path from  $u$  to  $v$  using weight function  $\hat{w}$
    - $\hat{w}(u, v)$  is nonnegative



# Johnson's algorithm

## *Lemma 25.1 (Reweighting does not change shortest paths)*

Given a weighted, directed graph  $G = (V, E)$  with weight function  $w : E \rightarrow \mathbb{R}$ , let  $h : V \rightarrow \mathbb{R}$  be any function mapping vertices to real numbers. For each edge  $(u, v) \in E$ , define

$$\hat{w}(u, v) = w(u, v) + h(u) - h(v) . \quad (25.9)$$

Let  $p = \langle v_0, v_1, \dots, v_k \rangle$  be any path from vertex  $v_0$  to vertex  $v_k$ . Then  $p$  is a shortest path from  $v_0$  to  $v_k$  with weight function  $w$  if and only if it is a shortest path with weight function  $\hat{w}$ . That is,  $w(p) = \delta(v_0, v_k)$  if and only if  $\hat{w}(p) = \hat{\delta}(v_0, v_k)$ . Furthermore,  $G$  has a negative-weight cycle using weight function  $w$  if and only if  $G$  has a negative-weight cycle using weight function  $\hat{w}$ .

# Johnson's algorithm

*Proof* We start by showing that

$$\hat{w}(p) = w(p) + h(v_0) - h(v_k) . \quad (25.10)$$

We have

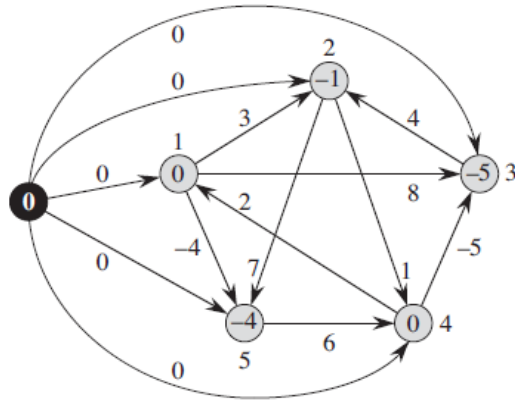
$$\begin{aligned} \hat{w}(p) &= \sum_{i=1}^k \hat{w}(v_{i-1}, v_i) \\ &= \sum_{i=1}^k (w(v_{i-1}, v_i) + h(v_{i-1}) - h(v_i)) \\ &= \sum_{i=1}^k w(v_{i-1}, v_i) + h(v_0) - h(v_k) \quad (\text{because the sum telescopes}) \\ &= w(p) + h(v_0) - h(v_k) . \end{aligned}$$

# Johnson's algorithm

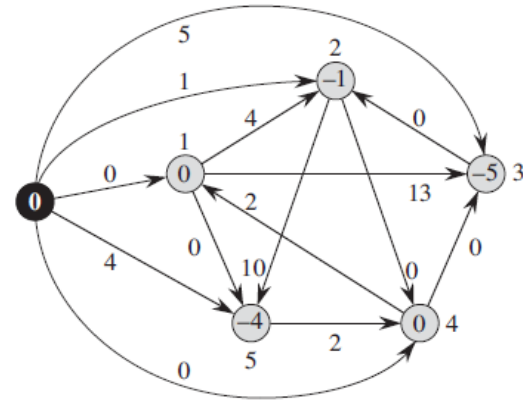
JOHNSON( $G, w$ )

```
1  compute  $G'$ , where  $G'.V = G.V \cup \{s\}$ ,  
    $G'.E = G.E \cup \{(s, v) : v \in G.V\}$ , and  
    $w(s, v) = 0$  for all  $v \in G.V$   
2  if BELLMAN-FORD( $G', w, s$ ) == FALSE  
3      print "the input graph contains a negative-weight cycle"  
4  else for each vertex  $v \in G'.V$   
5      set  $h(v)$  to the value of  $\delta(s, v)$   
       computed by the Bellman-Ford algorithm  
6  for each edge  $(u, v) \in G'.E$   
7       $\hat{w}(u, v) = w(u, v) + h(u) - h(v)$   
8  let  $D = (d_{uv})$  be a new  $n \times n$  matrix  
9  for each vertex  $u \in G.V$   
10     run DIJKSTRA( $G, \hat{w}, u$ ) to compute  $\hat{\delta}(u, v)$  for all  $v \in G.V$   
11     for each vertex  $v \in G.V$   
12          $d_{uv} = \hat{\delta}(u, v) + h(v) - h(u)$   
13  return  $D$ 
```

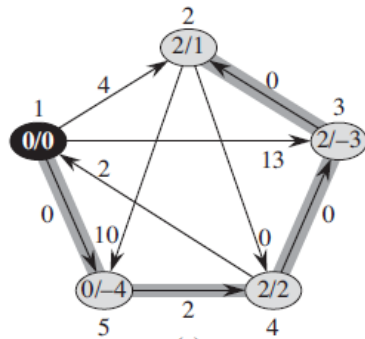
# Johnson's algorithm



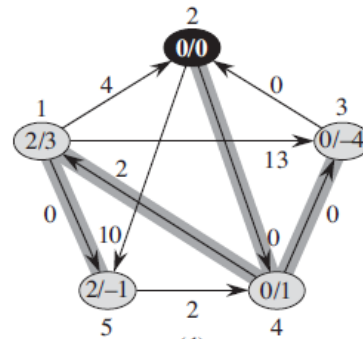
(a)



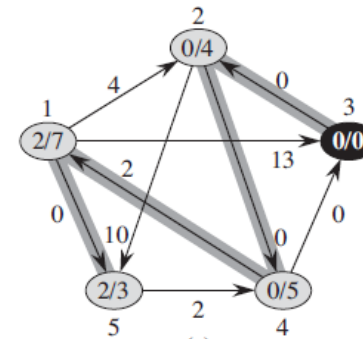
(b)



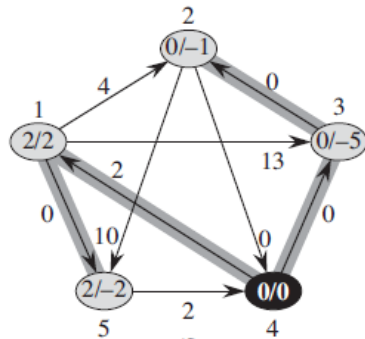
(c)



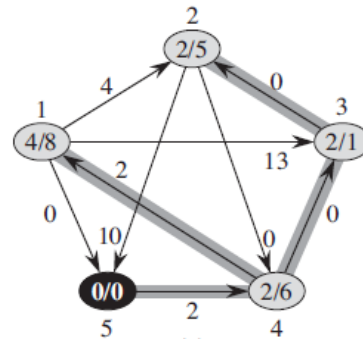
(d)



(e)



(f)



(g)