

Single-source shortest path with positive weights

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Problem: Shortest path between two cities

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- This problem can be modeled as a graph:
 - **City:** vertices;
 - **Roads between cities:** weighted edges representing the distance between cities.
 - **Weighted Edges:** can indicate time, cost, penalties, losses, etc;
- This problem is known as **Shortest Path Problem**.

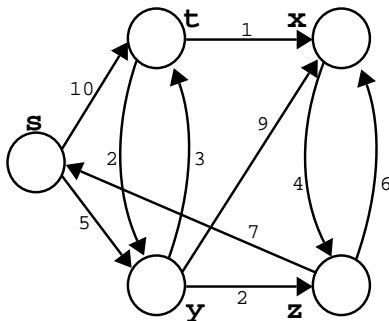
Approach

- Shortest path problem is similar to Erdős number problem;

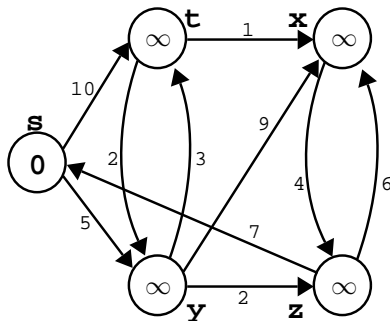
Approach

- Shortest path problem is similar to Erdős number problem;
- We can use a similar idea to the **Breadth-first search**;
- Important to consider:
 - the problem has **optimal substructure**: which means that a shortest path between two vertices can be constructed from the shortest paths of subproblems.

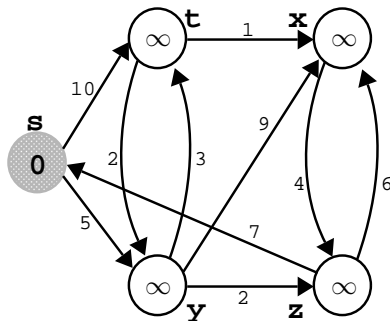
Single-source shortest path: Dijkstra's algorithm



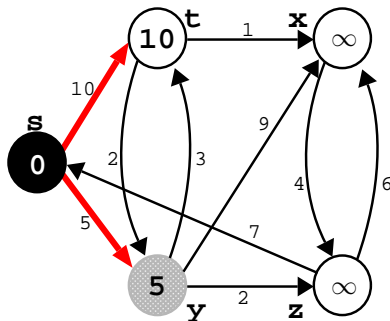
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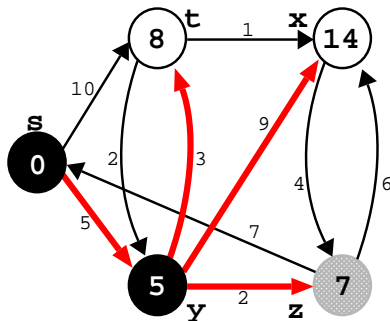
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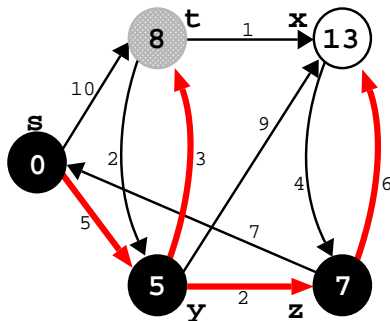
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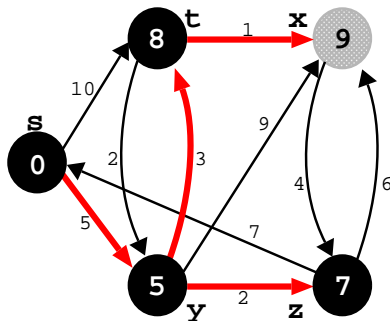
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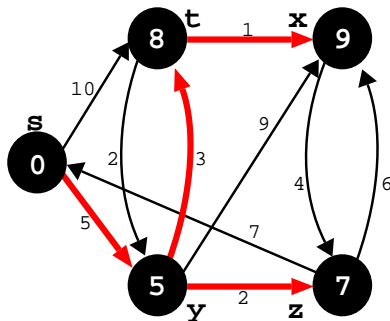
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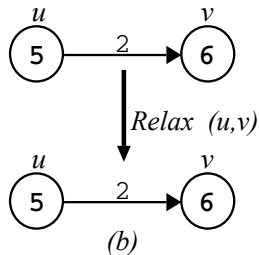
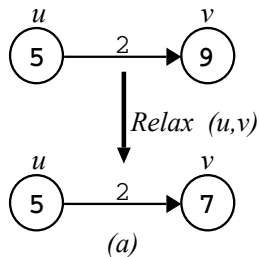


Single-source shortest path: Dijkstra's algorithm



Single-source shortest path: Dijkstra's algorithm

```
1 relax(u, v):  
2   if  $v.d > u.d + p(u, v)$  then  
3      $v.d = u.d + p(u, v)$   
4      $v.p = u$ 
```



Single-source shortest path: Dijkstra's algorithm

```
1  dijkstra(G, s):
2    for u in V(G) do
3      u.d =  $\infty$ 
4      u.p = None
5  s.d = 0
6  s.p = s
7  A = Heap(V(G)) \ \ using value of d
8  S = [ ]
9  while size(A) > 1 do
10    u = remove_min(A)
11    S = S + u
12    for v in adj(u) do
13      relax(u, v)
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Single-source shortest path: Dijkstra's algorithm

Analysis of complexity:

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- Total complexity: $O((n + m) \log n)$.

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- **Shortest path between any vertices u and v :** Dijkstra's algorithm;

Shortest Path Problems

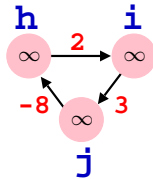
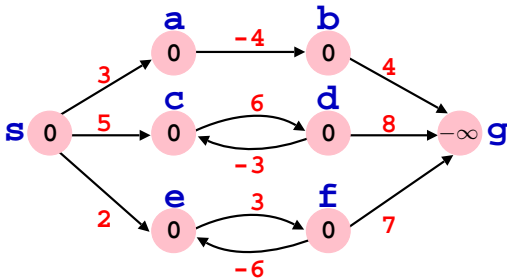
- **Single-source shortest path:** Dijkstra's algorithm;
- **Single-destination shortest path:** invert direction of edges and then apply Dijkstra's algorithm;
- **Shortest path between any vertices u and v :** Dijkstra's algorithm;
- **Shortest path from all vertices to all vertices:** Floyd-Warshall's algorithm in time $O(n^3)$.

Limitations of Dijkstra's algorithm

- It does not work for graphs containing cycles with negative weights that are reachable from the source;

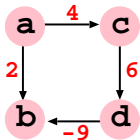
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- **Option:** Bellman-Ford's algorithm with complexity $O(n \cdot m)$;



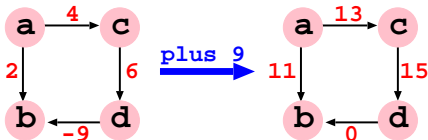
Shortest Path in Graphs with Negative Weights

- What if we add a constant to the weight of each edge in order to make all weights positive?



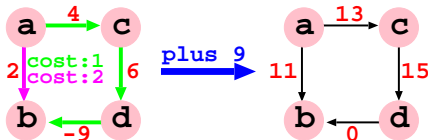
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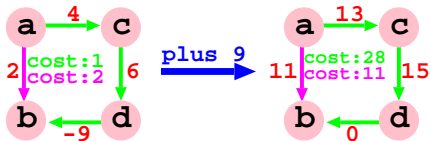
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Bibliography

CORMEN, T. H.; LEISERSON, C. E.; RIVEST, R. L. and STEIN, C.
Introduction to Algorithms, 3rd edition, MIT Press, 2009.