Multiple Source Shortest Path with unit weights

1 Introduction

Given: Let G be a directed graph $(V, \vec{E})$, embedded on a surface with genus g. All edge weights are unit.
Find: Consider boundary f of G. $\forall v \in f$, find a shortest path to $\forall u \in V$.

Let T be the BFS (Breadth first search) tree of G, and C be the BFS co-tree in G. Then there is exactly $2g$ leftover edges $L = \{e_1, e_2, \ldots, e_{2g}\}$.

There exists a unique cycle λ_i in $C \cup e_i$, and $(\lambda_1, \lambda_2, \ldots, \lambda_{2g}) = \Lambda$ defining homology basis.
We define homological signature of an edge as follows:

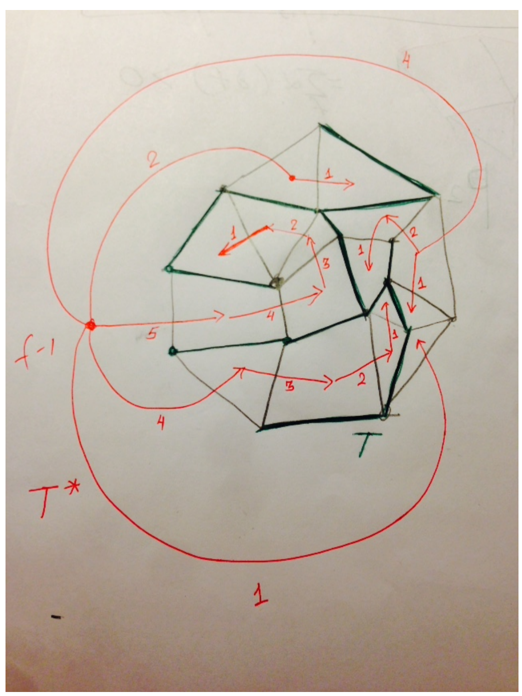
$$[e]_i = \begin{cases} 1 & \text{, if } e \in \lambda_i \\ -1 & \text{, if } rev(r) \in \lambda_i \\ 0 & \text{, otherwise} \end{cases}$$

Furthermore, we define leafmost term α recursively as follows:

$$\alpha(\vec{e}^{*}) = \begin{cases} 1 & \text{, if } e^* \text{ is a leaf edge of } C \\ \displaystyle\sum_{\text{tail}(\vec{e}'^{*})=\text{head}(\vec{e}^{*})} \alpha(\vec{e}') & \text{, otherwise} \end{cases}$$

We can extend above definition with $\alpha(\vec{e}) = \alpha(\vec{e}^{*})$ and $\alpha(e)^* = -\alpha(\text{rev}(\vec{e}^{*}))$.

Let $\tilde{w}(\vec{e}) = \langle 1, [\vec{e}], \alpha(\vec{e}) \rangle$ be new weight vector for each edge in G.



Def: An edge $\vec{e}$ is "holier" than $\vec{e}'$, if $\tilde{w}(\vec{e}) < \tilde{w}(\vec{e}')$ in lexicographic comparison. Therefore, we can define "holiness" of any $S \subset G$ as follows:

$$\text{Ho}(S) = \sum_{\vec{e} \in S} \tilde{w}(\vec{e})$$

Holiest tree is a spanning tree with minimal "holiness". We build Holiest tree rooted at r, using slight tweak in the Bellman-Ford algorithm for finding shortest path tree rooted at r.

BuildHoliestTree$(G, \tilde{w}, r)$:
  Set $d[r] \leftarrow \langle 0, [0], 0\rangle$
    pred$(r) \leftarrow$ NULL
  for all $v : v \neq r$
    $d[r] \leftarrow \langle \infty, [\infty], \infty\rangle$
    pred$(r) \leftarrow$ NULL
  put r into queue
  while queue is not empty:
    Let $u \leftarrow$ dequeue item
    for all $u \rightarrow v$
      if v is not marked
        mark v and put in the queue
      if isTense$(u \rightarrow v)$
        relax$(u \rightarrow v)$

isTense$(u \rightarrow v)$:
  return $d[u] + \tilde{w}(u \rightarrow v) < d[v]$

relax$(u \rightarrow v)$:
  $d[v] \leftarrow d[u] + \tilde{w}(u \rightarrow v)$
  pred[v] $\leftarrow u$

Observation: Each vertex will be added once to the queue.

Corollary: Each edge will be relaxed at most once.

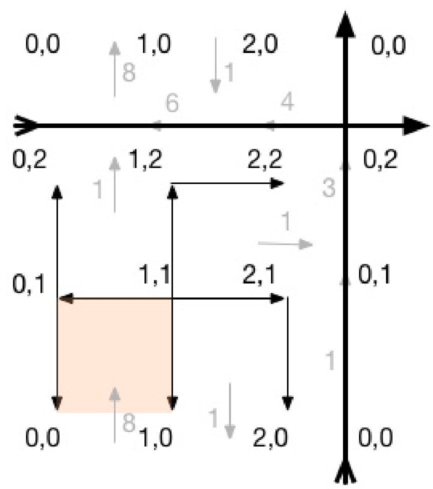
Lemma-1: If there is no tense edge in G, then for each $v : r \rightarrow \ldots \rightarrow \text{pred}(\text{pred}(v)) \rightarrow \text{pred}(v) \rightarrow v$ is the holiest path from r to v.

Proof: Let's prove it by induction on $d[v][0]$ distance from the root r.
Base: $d[v][0] = 0$, then v = r, so the claim holds trivially.
Induction Step: Suppose the claim is true for all vertex $v \in V$ such that $d[v][0] < d$ for some d. Consider vertex v such that $d[v][0] = d$. By induction hypothesis, all vertices with $d[u][0] = d - 1$ have "holiest" path correctly updated. By definition, $d[v] = \min_{u \rightarrow v} d[u] + \tilde{w}(u \rightarrow v)$, here $d[u][0] = d - 1$. By Induction hypothesis, $d[u]$ is not tense and can construct "holiest" path to u, so if there is no tense edge in G then $d[v] = \min_{u \rightarrow v} d[u] + \tilde{w}(u \rightarrow v)$ holds. $\square$

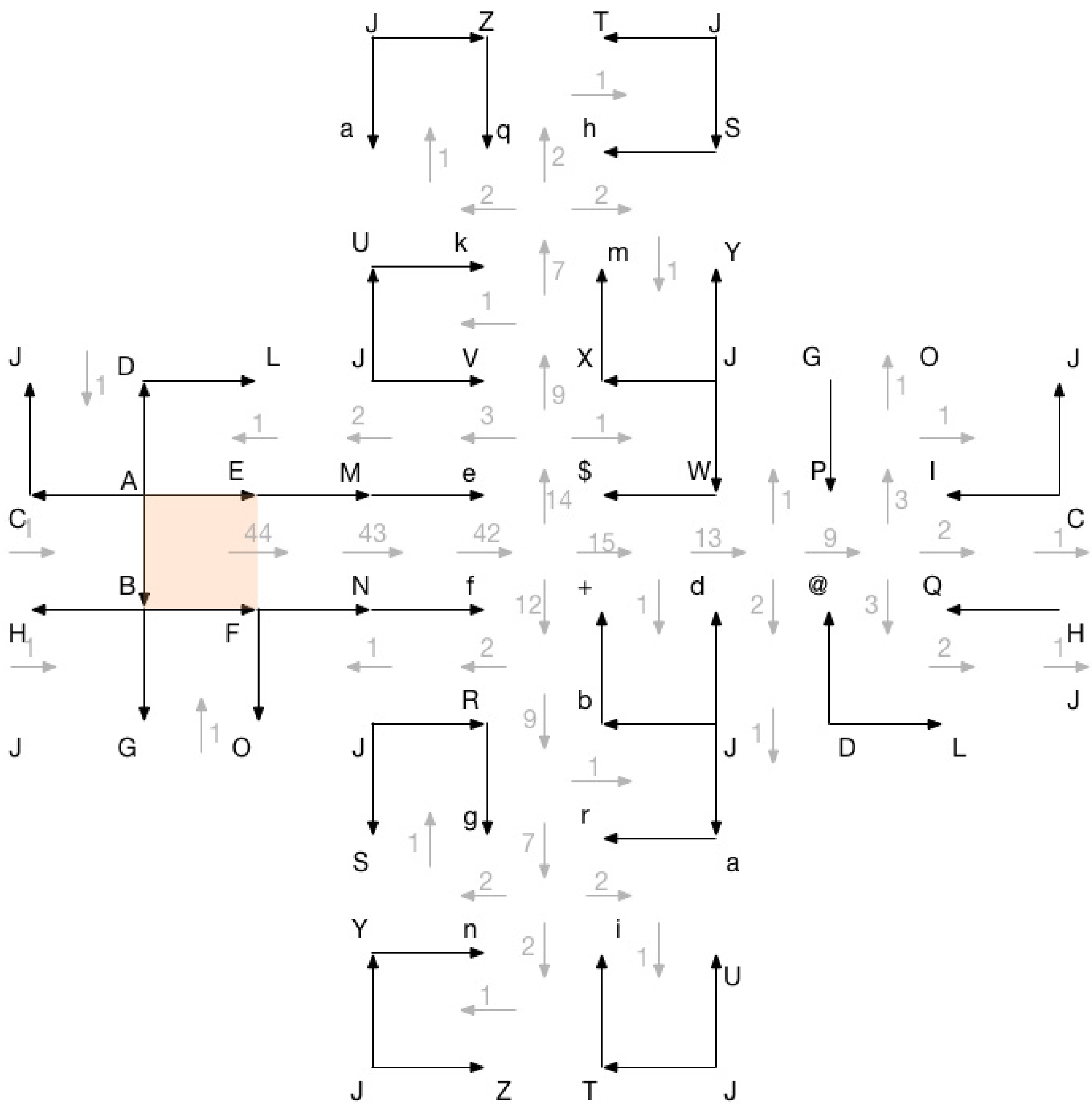
Corollary: The algorithm will produce "holiest" tree rooted at r in linear time.
We now have produced our initial "Holiest" tree.

2 Working on examples:

Holiest Tree:
On genus $g = 1$ surface:



On genus $g = 3$ surface:



3 References:

- Cabello, Sergio, Erin W. Chambers, and Jeff Erickson. "Multiple-source shortest paths in embedded graphs." SIAM Journal on Computing 42.4 (2013): 1542-1571.
- Eisenstat, David, and Philip N. Klein. "Linear-time algorithms for max flow and multiple-source shortest paths in unit-weight planar graphs." Proceedings of the forty-fifth annual ACM symposium on Theory of computing. ACM, 2013.
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