

CSI - 3105 Design & Analysis of Algorithms

Course 13

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Fall 2020

Chapter 5: Dynamic Programming

Section 5.1: Shortest Paths in Acyclic Graphs

Let $G = (V, E)$ be a directed acyclic graph, where each edge (u, v) has a weight $wt(u, v) > 0$.

Topological sorting: vertices are numbered v_1, v_2, \dots, v_n such that for each edge (v_i, v_j) , we have $i < j$.

Let $s = v_1$ and $t = v_n$.

How do we compute the shortest path from s to t ?

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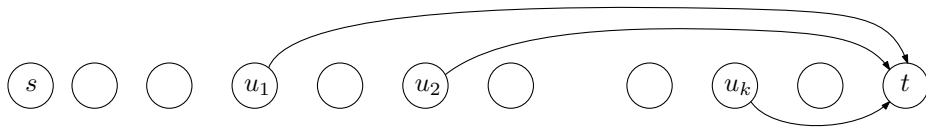
How do we compute the shortest path from s to t ?

Can we do better than Dijkstra algorithm, using the topological ordering of G ?

Step 1: Structure of the Optimal Solution

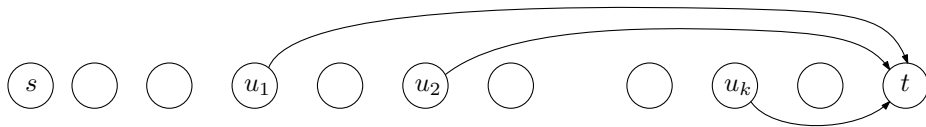
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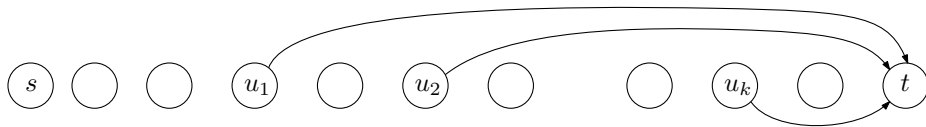


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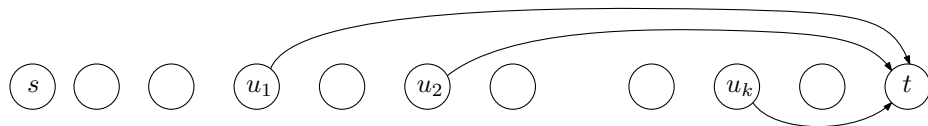


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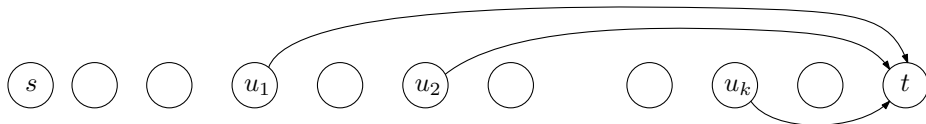
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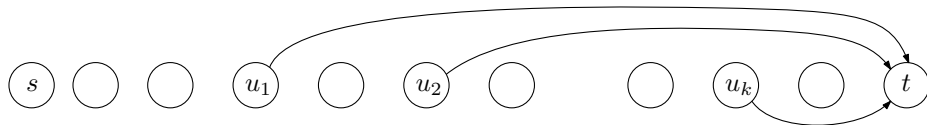
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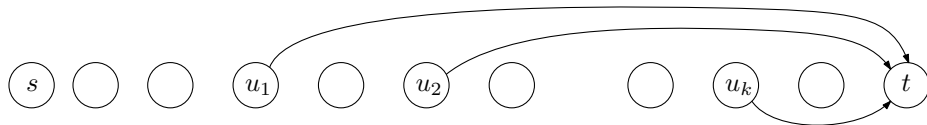
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So the length of the shortest path from s to t is equal to

$$\min_{1 \leq i \leq k} \{(\text{length of the shortest path from } s \text{ to } u_i) + wt(u_i, t)\}$$

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In other words, the shortest path from s to t contains the shortest path from s to one of u_1, u_2, \dots, u_k .

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Recurrence:

- $d(v_1) = 0$
- For $2 \leq j \leq n$,

$$d(v_j) = \min_{(v_i, v_j) \in E} \{d(v_i) + wt(v_i, v_j)\}$$



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First idea: To compute $d(v_n) = d(t)$, take all edges $(u_1, t), (u_2, t), \dots, (u_k, t)$, and recursively compute $d(u_1), d(u_2), \dots, d(u_k)$. From this, compute $d(v_n)$ as

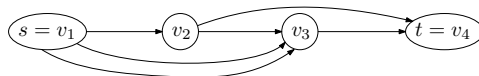
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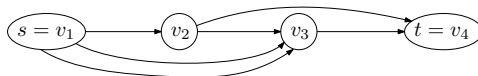


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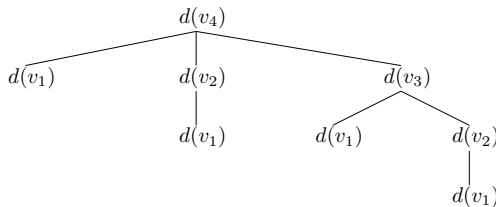
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EXAMPLE:



Récursion tree:



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Do you remember Fibonacci?

Algorithm:

- $d(v_1) = 0$
- For $j = 2$ to n :
 - $k = \text{indegree}(v_j)$
 - Let u_1, u_2, \dots, u_k be all the vertices that have an edge to v_j .
 - $d(v_j) = \infty$
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Running time

$$O\left(\sum_{j=1}^n (1 + \text{indegree}(v_j))\right) = O(|V| + |E|)$$