

# Lecture17-ShortestPaths1

Sunday, October 18, 2020 5:51 PM

	<p>Applications:</p> <ul style="list-style-type: none"><li>• Map</li><li>• Network browsing</li><li>• ...</li></ul> <p><a href="https://powcoder.com">https://powcoder.com</a></p>										
Paths in graph	<p>Paths in graphs</p> <p>Consider a digraph <math>G = (V, E)</math> with edge-weight function <math>w : E \rightarrow \mathbb{R}</math>. The <b>weight</b> of path <math>p = v_1 \rightarrow v_2 \rightarrow \dots \rightarrow v_k</math> is defined to be</p> <p style="text-align: center;"><b>Add WeChat powcoder</b></p> $w(p) = \sum_{i=1}^{k-1} w(v_i, v_{i+1}).$ <p>Minimize the path length among all possible length</p> <table border="1"><tr><th>Source</th><th>Destination</th></tr><tr><td>Single</td><td>Single</td></tr><tr><td>Single</td><td>All</td></tr><tr><td>All</td><td>Single</td></tr><tr><td>All</td><td>All</td></tr></table> <p><a href="https://powcoder.com">https://powcoder.com</a></p> <p><b>Add WeChat powcoder</b></p> <p>Complexity wise, there is no difference between the first three</p> <ul style="list-style-type: none"><li>• The output size of the fourth one is <math>n^2</math></li></ul>	Source	Destination	Single	Single	Single	All	All	Single	All	All
Source	Destination										
Single	Single										
Single	All										
All	Single										
All	All										
	<p><b>Shortest Path</b></p> <p>A <b>shortest path</b> from <math>u</math> to <math>v</math> is a path of minimum weight from <math>u</math> to <math>v</math>. The <b>shortest-path weight</b> from <math>u</math> to <math>v</math> is defined as <math>\delta(u, v) = \min\{w(p) : p \text{ is a path from } u \text{ to } v\}</math>.</p> <p>Note: <math>\delta(u, v) = \infty</math> if <b>no path</b> from <math>u</math> to <math>v</math> exists.</p>										
Well-refinedness of shortest paths	<p><b>Well-definedness of shortest paths</b></p> <p>If a graph <math>G</math> contains a negative-weight cycle, then some shortest paths do not exist.</p> <p><b>Example:</b></p> <ul style="list-style-type: none"><li>• Keep taking that negative cycle, then the path get shorter and shorter.</li></ul> <p>➤ We assume negative weight doesn't exist</p>										
Optimal substructure	<p><b>Optimal substructure</b></p> <p><b>Theorem.</b> A subpath of a shortest path is a shortest path.</p> <p>Proof: cut and phase</p> <p>?</p> <p>If the optimal substructure exist in longest single path problem (allow visit each vertex</p>										

only once)

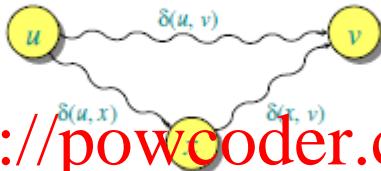
Triangle inequality

### Triangle inequality

Shortest path satisfies.

Theorem. For all  $u, v, x \in V$ , we have  $\delta(u, v) \leq \delta(u, x) + \delta(x, v)$ .

*Proof.*



<https://powcoder.com>

Single-source shortest paths  
(nonnegative edge weights)

## Assignment Project Exam Help

**Problem.** Assume that  $w(u, v) \geq 0$  for all  $(u, v) \in E$ . (Hence, all shortest-path weights must exist.) From a given source vertex  $s \in V$ , find the shortest-path weights  $\delta(s, v)$  for all  $v \in V$ .

**Idea:** Greedy.

1. Maintain a set  $S$  of vertices whose shortestpath distances from  $s$  are known.

2. At each step, add to  $S$  the vertex  $v \in V - S$  whose distance estimate from  $s$  is minimum.

3. Update the distance estimates of vertices adjacent to  $v$ .

Dijkstra

<https://powcoder.com>

Dijkstra's algorithm

$d[s] \leftarrow 0$

for each  $v \in V - \{s\}$

do  $d[v] \leftarrow \infty$

$S \leftarrow \emptyset$

$Q \leftarrow V$  ►  $Q$  is a priority queue maintaining  $V - S$ ,  
keyed on  $d[v]$

while  $Q \neq \emptyset$

do  $u \leftarrow \text{EXTRACT-MIN}(Q)$

$S \leftarrow S \cup \{u\}$

for each  $v \in \text{Adj}[u]$

do if  $d[v] > d[u] + w(u, v)$  relaxation  
then  $d[v] \leftarrow d[u] + w(u, v)$  step

Implicit DECREASE-KEY

- We can also maintain an arrow based on who changed the value.

### Correctness - part I

Lemma 1

**Lemma.** Initializing  $d[s] \leftarrow 0$  and  $d[v] \leftarrow \infty$  for all  $v \in V - \{s\}$  establishes  $d[v] \geq \delta(s, v)$  for all  $v \in V$ , and this invariant is maintained over any sequence of relaxation steps.

- $d[v] \geq \delta(s, v)$  the inequality is maintained through the algorithm, meaning the estimate that we are making always an upper bound of the actual shortest path. And they can never less than the shortest path.

*Proof.* Suppose not. Let  $v$  be the first vertex for which  $d[v] < \delta(s, v)$ , and let  $u$  be the vertex that

caused  $d[v]$  to change:  $d[v] = d[u] + w(u, v)$ . Then,  
 $d[v] < \delta(s, v)$  supposition  
 $\leq \delta(s, u) + \delta(u, v)$  triangle inequality  
 $\leq \delta(s, u) + w(u, v)$  sh. path  $\leq$  specific path  
 $\leq d[u] + w(u, v)$   $v$  is first violation

Contradiction.  $\square$

- Focus on the first violation

### Correctness - part II

Lemma 2

**Lemma.** Let  $u$  be  $v$ 's predecessor on a shortest path from  $s$  to  $v$ . Then, if  $d[u] = \delta(s, u)$  and edge  $(u, v)$  is relaxed, we have  $d[v] = \delta(s, v)$  after the relaxation.

<https://powcoder.com>

*Proof.* Observe that  $\delta(s, v) = \delta(s, u) + w(u, v)$ .

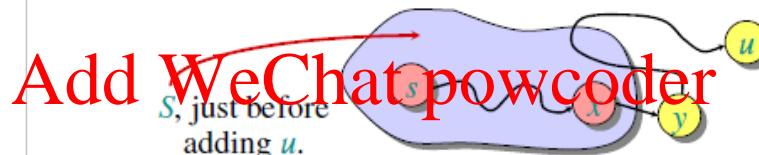
Suppose that  $d[v] > \delta(s, v)$  before the relaxation.  
(Otherwise, we're done.) Then, the test  $d[v] > d[u] + w(u, v)$  succeeds, because  $d[v] > \delta(s, v) = \delta(s, u) + w(u, v) = d[u] + w(u, v)$ , and the algorithm sets  $d[v] \leftarrow d[u] + w(u, v)$ .  $\square$

### Correctness - part III

Theorem: correctness

**Theorem.** Dijkstra's algorithm terminates with  $d[v] = \delta(s, v)$  for all  $v \in V$ .

*Proof.* It suffices to show that  $d[v] = \delta(s, v)$  for every  $v \in V$  when  $v$  is added to  $S$ . Suppose  $u$  is the first vertex added to  $S$  for which  $d[u] > \delta(s, u)$ . Let  $y$  be the first vertex in  $V \setminus S$  along a shortest path from  $s$  to  $u$ , and let  $x$  be its predecessor.



Since  $u$  is the first vertex violating the claimed invariant, we have  $d[x] = \delta(s, x)$ . When  $x$  was added to  $S$ , the edge  $(x, y)$  was relaxed, which implies that  $d[y] = \delta(s, y) \leq \delta(s, u) < d[u]$ . But,  $d[u] \leq d[y]$  by our choice of  $u$ . Contradiction.  $\square$

### Running time analysis:

Running time analysis

```

 $|V|$  times { while  $Q \neq \emptyset$ 
    do  $u \leftarrow \text{EXTRACT-MIN}(Q)$ 
         $S \leftarrow S \cup \{u\}$ 
        degree( $u$ ) times { for each  $v \in \text{Adj}[u]$ 
            do if  $d[v] > d[u] + w(u, v)$ 
                then  $d[v] \leftarrow d[u] + w(u, v)$ 
}
}

```

Handshaking Lemma  $\Rightarrow \Theta(E)$  implicit DECREASE-KEY's.

Time =  $\Theta(V \cdot T_{\text{EXTRACT-MIN}} + E \cdot T_{\text{DECREASE-KEY}})$

**Note:** Same formula as in the analysis of Prim's minimum spanning tree algorithm.

**Note:** Same formula as in the analysis of Prim's minimum spanning tree algorithm.

➤ Same formula with Prim

$$\text{Time} = \Theta(V) \cdot T_{\text{EXTRACT-MIN}} + \Theta(E) \cdot T_{\text{DECREASE-KEY}}$$

$Q$	$T_{\text{EXTRACT-MIN}}$	$T_{\text{DECREASE-KEY}}$	Total
array	$O(V)$	$O(1)$	$O(V^2)$
binary heap	$O(\lg V)$	$O(\lg V)$	$O(E \lg V)$
Fibonacci heap	$O(\lg V)$ amortized	$O(1)$ amortized	$O(E + V \lg V)$ worst case

<https://powcoder.com>

## Assignment Project Exam Help

What if the edge weight are all 1?  
Instead of using priority queue, we can use a queue (simplify the problem, the cost of PQ is complex here.).

Add WeChat powcoder

## Assignment Project Exam Help

<https://powcoder.com>

Add WeChat powcoder