

**25.2-6**

How can we use the output of the Floyd-Warshall algorithm to detect the presence of a negative-weight cycle?

**25.2-7**

Another way to reconstruct shortest paths in the Floyd-Warshall algorithm uses values  $\phi_{ij}^{(k)}$  for  $i, j, k = 1, 2, \dots, n$ , where  $\phi_{ij}^{(k)}$  is the highest-numbered intermediate vertex of a shortest path from  $i$  to  $j$  in which all intermediate vertices are in the set  $\{1, 2, \dots, k\}$ . Give a recursive formulation for  $\phi_{ij}^{(k)}$ , modify the FLOYD-WARSHALL procedure to compute the  $\phi_{ij}^{(k)}$  values, and rewrite the PRINT-ALL-PAIRS-SHORTEST-PATH procedure to take the matrix  $\Phi = (\phi_{ij}^{(n)})$  as an input. How is the matrix  $\Phi$  like the  $s$  table in the matrix-chain multiplication problem of Section 15.2?

**25.2-8**

Give an  $O(VE)$ -time algorithm for computing the transitive closure of a directed graph  $G = (V, E)$ .

**25.2-9**

Suppose that we can compute the transitive closure of a directed acyclic graph in  $f(|V|, |E|)$  time, where  $f$  is a monotonically increasing function of  $|V|$  and  $|E|$ . Show that the time to compute the transitive closure  $G^* = (V, E^*)$  of a general directed graph  $G = (V, E)$  is then  $f(|V|, |E|) + O(V + E^*)$ .

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## **25.3 Johnson's algorithm for sparse graphs**

Johnson's algorithm finds shortest paths between all pairs in  $O(V^2 \lg V + VE)$  time. For sparse graphs, it is asymptotically faster than either repeated squaring of matrices or the Floyd-Warshall algorithm. The algorithm either returns a matrix of shortest-path weights for all pairs of vertices or reports that the input graph contains a negative-weight cycle. Johnson's algorithm uses as subroutines both Dijkstra's algorithm and the Bellman-Ford algorithm, which Chapter 24 describes.

Johnson's algorithm uses the technique of **reweighting**, which works as follows. If all edge weights  $w$  in a graph  $G = (V, E)$  are nonnegative, we can find shortest paths between all pairs of vertices by running Dijkstra's algorithm once from each vertex; with the Fibonacci-heap min-priority queue, the running time of this all-pairs algorithm is  $O(V^2 \lg V + VE)$ . If  $G$  has negative-weight edges but no negative-weight cycles, we simply compute a new set of nonnegative edge weights

that allows us to use the same method. The new set of edge weights  $\hat{w}$  must satisfy two important properties:

1. For all pairs of vertices  $u, v \in V$ , a 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  $\hat{w}$ .
2. For all edges  $(u, v)$ , the new weight  $\hat{w}(u, v)$  is nonnegative.

As we shall see in a moment, we can preprocess  $G$  to determine the new weight function  $\hat{w}$  in  $O(VE)$  time.

### Preserving shortest paths by reweighting

The following lemma shows how easily we can reweight the edges to satisfy the first property above. We use  $\delta$  to denote shortest-path weights derived from weight function  $w$  and  $\hat{\delta}$  to denote shortest-path weights derived from weight function  $\hat{w}$ .

#### **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  $\hat{w}$ .

**Proof** We start by showing that

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

We have

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



Therefore, any path  $p$  from  $v_0$  to  $v_k$  has  $\hat{w}(p) = w(p) + h(v_0) - h(v_k)$ . Because  $h(v_0)$  and  $h(v_k)$  do not depend on the path, if one path from  $v_0$  to  $v_k$  is shorter than another using weight function  $w$ , then it is also shorter using  $\hat{w}$ . Thus,  $w(p) = \delta(v_0, v_k)$  if and only if  $\hat{w}(p) = \hat{\delta}(v_0, v_k)$ .

Finally, we show that  $G$  has a negative-weight cycle using weight function  $w$  if and only if  $G$  has a negative-weight cycle using weight function  $\hat{w}$ . Consider any cycle  $c = \langle v_0, v_1, \dots, v_k \rangle$ , where  $v_0 = v_k$ . By equation (25.10),

$$\begin{aligned}\hat{w}(c) &= w(c) + h(v_0) - h(v_k) \\ &= w(c),\end{aligned}$$

and thus  $c$  has negative weight using  $w$  if and only if it has negative weight using  $\hat{w}$ . ■

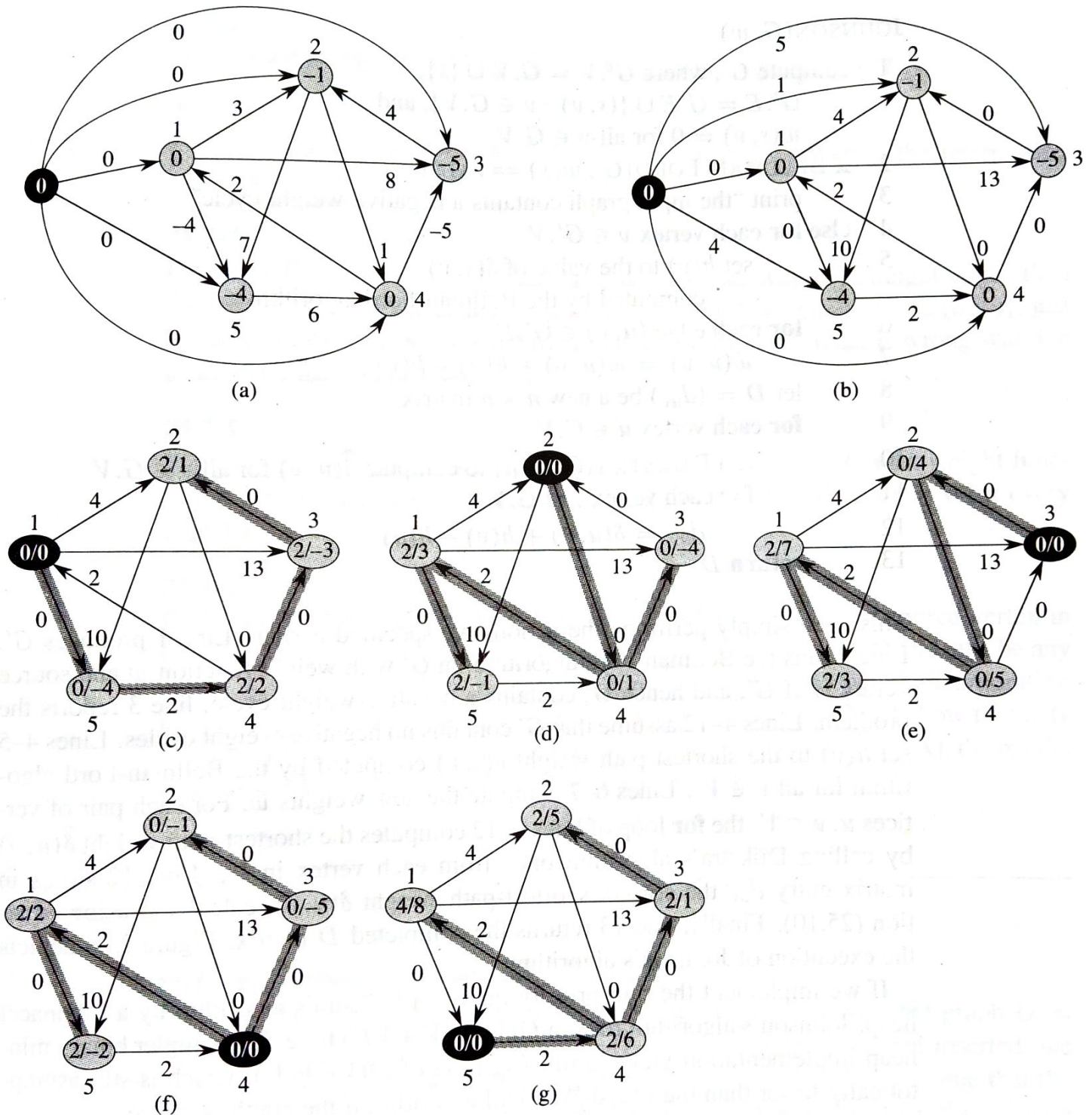
### Producing nonnegative weights by reweighting

Our next goal is to ensure that the second property holds: we want  $\hat{w}(u, v)$  to be nonnegative for all edges  $(u, v) \in E$ . Given a weighted, directed graph  $G = (V, E)$  with weight function  $w : E \rightarrow \mathbb{R}$ , we make a new graph  $G' = (V', E')$ , where  $V' = V \cup \{s\}$  for some new vertex  $s \notin V$  and  $E' = E \cup \{(s, v) : v \in V\}$ . We extend the weight function  $w$  so that  $w(s, v) = 0$  for all  $v \in V$ . Note that because  $s$  has no edges that enter it, no shortest paths in  $G'$ , other than those with source  $s$ , contain  $s$ . Moreover,  $G'$  has no negative-weight cycles if and only if  $G$  has no negative-weight cycles. Figure 25.6(a) shows the graph  $G'$  corresponding to the graph  $G$  of Figure 25.1.

Now suppose that  $G$  and  $G'$  have no negative-weight cycles. Let us define  $h(v) = \delta(s, v)$  for all  $v \in V'$ . By the triangle inequality (Lemma 24.10), we have  $h(v) \leq h(u) + w(u, v)$  for all edges  $(u, v) \in E'$ . Thus, if we define the new weights  $\hat{w}$  by reweighting according to equation (25.9), we have  $\hat{w}(u, v) = w(u, v) + h(u) - h(v) \geq 0$ , and we have satisfied the second property. Figure 25.6(b) shows the graph  $G'$  from Figure 25.6(a) with reweighted edges.

### Computing all-pairs shortest paths

Johnson's algorithm to compute all-pairs shortest paths uses the Bellman-Ford algorithm (Section 24.1) and Dijkstra's algorithm (Section 24.3) as subroutines. It assumes implicitly that the edges are stored in adjacency lists. The algorithm returns the usual  $|V| \times |V|$  matrix  $D = d_{ij}$ , where  $d_{ij} = \delta(i, j)$ , or it reports that the input graph contains a negative-weight cycle. As is typical for an all-pairs shortest-paths algorithm, we assume that the vertices are numbered from 1 to  $|V|$ .



**Figure 25.6** Johnson's all-pairs shortest-paths algorithm run on the graph of Figure 25.1. Vertex numbers appear outside the vertices. (a) The graph  $G'$  with the original weight function  $w$ . The new vertex  $s$  is black. Within each vertex  $v$  is  $h(v) = \delta(s, v)$ . (b) After reweighting each edge  $(u, v)$  with weight function  $\hat{w}(u, v) = w(u, v) + h(u) - h(v)$ . (c)–(g) The result of running Dijkstra's algorithm on each vertex of  $G$  using weight function  $\hat{w}$ . In each part, the source vertex  $u$  is black, and shaded edges are in the shortest-paths tree computed by the algorithm. Within each vertex  $v$  are the values  $\hat{\delta}(u, v)$  and  $\delta(u, v)$ , separated by a slash. The value  $d_{uv} = \delta(u, v)$  is equal to  $\hat{\delta}(u, v) + h(v) - h(u)$ .



JOHNSON( $G, w$ )

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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  $D$ 

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This code simply performs the actions we specified earlier. Line 1 produces  $G'$ . Line 2 runs the Bellman-Ford algorithm on  $G'$  with weight function  $w$  and source vertex  $s$ . If  $G'$ , and hence  $G$ , contains a negative-weight cycle, line 3 reports the problem. Lines 4–12 assume that  $G'$  contains no negative-weight cycles. Lines 4–5 set  $h(v)$  to the shortest-path weight  $\delta(s, v)$  computed by the Bellman-Ford algorithm for all  $v \in V'$ . Lines 6–7 compute the new weights  $\hat{w}$ . For each pair of vertices  $u, v \in V$ , the **for** loop of lines 9–12 computes the shortest-path weight  $\hat{\delta}(u, v)$  by calling Dijkstra's algorithm once from each vertex in  $V$ . Line 12 stores in matrix entry  $d_{uv}$  the correct shortest-path weight  $\delta(u, v)$ , calculated using equation (25.10). Finally, line 13 returns the completed  $D$  matrix. Figure 25.6 depicts the execution of Johnson's algorithm.

If we implement the min-priority queue in Dijkstra's algorithm by a Fibonacci heap, Johnson's algorithm runs in  $O(V^2 \lg V + VE)$  time. The simpler binary min-heap implementation yields a running time of  $O(VE \lg V)$ , which is still asymptotically faster than the Floyd-Warshall algorithm if the graph is sparse.

## Exercises

### 25.3-1

Use Johnson's algorithm to find the shortest paths between all pairs of vertices in the graph of Figure 25.2. Show the values of  $h$  and  $\hat{w}$  computed by the algorithm.

**25.3-2**

What is the purpose of adding the new vertex  $s$  to  $V$ , yielding  $V'$ ?

**25.3-3**

Suppose that  $w(u, v) \geq 0$  for all edges  $(u, v) \in E$ . What is the relationship between the weight functions  $w$  and  $\hat{w}$ ?

**25.3-4**

Professor Greenstreet claims that there is a simpler way to reweight edges than the method used in Johnson's algorithm. Letting  $w^* = \min_{(u,v) \in E} \{w(u, v)\}$ , just define  $\hat{w}(u, v) = w(u, v) - w^*$  for all edges  $(u, v) \in E$ . What is wrong with the professor's method of reweighting?

**25.3-5**

Suppose that we run Johnson's algorithm on a directed graph  $G$  with weight function  $w$ . Show that if  $G$  contains a 0-weight cycle  $c$ , then  $\hat{w}(u, v) = 0$  for every edge  $(u, v)$  in  $c$ .

**25.3-6**

Professor Michener claims that there is no need to create a new source vertex in line 1 of JOHNSON. He claims that instead we can just use  $G' = G$  and let  $s$  be any vertex. Give an example of a weighted, directed graph  $G$  for which incorporating the professor's idea into JOHNSON causes incorrect answers. Then show that if  $G$  is strongly connected (every vertex is reachable from every other vertex), the results returned by JOHNSON with the professor's modification are correct.

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**Problems**
**25-1 Transitive closure of a dynamic graph**

Suppose that we wish to maintain the transitive closure of a directed graph  $G = (V, E)$  as we insert edges into  $E$ . That is, after each edge has been inserted, we want to update the transitive closure of the edges inserted so far. Assume that the graph  $G$  has no edges initially and that we represent the transitive closure as a boolean matrix.

- Show how to update the transitive closure  $G^* = (V, E^*)$  of a graph  $G = (V, E)$  in  $O(V^2)$  time when a new edge is added to  $G$ .
- Give an example of a graph  $G$  and an edge  $e$  such that  $\Omega(V^2)$  time is required to update the transitive closure after the insertion of  $e$  into  $G$ , no matter what algorithm is used.