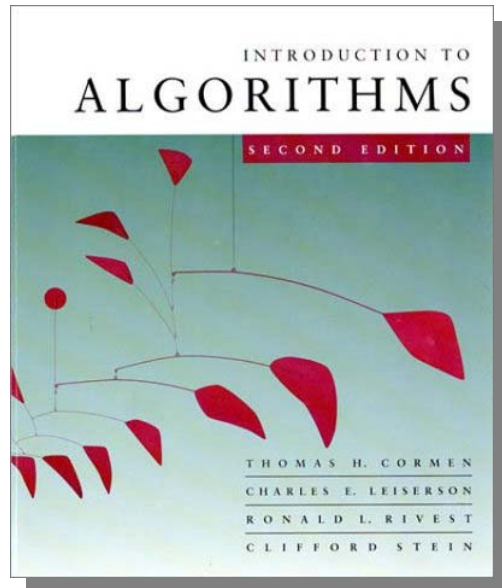


# *Introduction to Algorithms*

## 6.046J/18.401J



## LECTURE 16

### Shortest Paths III

- All-pairs shortest paths
- Matrix-multiplication algorithm
- Floyd-Warshall algorithm
- Johnson's algorithm

**Prof. Charles E. Leiserson**



# Shortest paths

## Single-source shortest paths

- Nonnegative edge weights
  - ♦ Dijkstra's algorithm:  $O(E + V \lg V)$
- General
  - ♦ Bellman-Ford algorithm:  $O(VE)$
- DAG
  - ♦ One pass of Bellman-Ford:  $O(V + E)$



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## All-pairs shortest paths

- Nonnegative edge weights
  - ♦ Dijkstra's algorithm  $|V|$  times:  $O(VE + V^2 \lg V)$
- General
  - ♦ Three algorithms today.



# All-pairs shortest paths

**Input:** Digraph  $G = (V, E)$ , where  $V = \{1, 2, \dots, n\}$ , with edge-weight function  $w : E \rightarrow \mathbb{R}$ .

**Output:**  $n \times n$  matrix of shortest-path lengths  $\delta(i, j)$  for all  $i, j \in V$ .



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## IDEA:

- Run Bellman-Ford once from each vertex.
- Time =  $O(V^2E)$ .
- Dense graph ( $n^2$  edges)  $\Rightarrow \Theta(n^4)$  time in the worst case.

*Good first try!*



# Dynamic programming

Consider the  $n \times n$  adjacency matrix  $A = (a_{ij})$  of the digraph, and define

$d_{ij}^{(m)}$  = weight of a shortest path from  $i$  to  $j$  that uses at most  $m$  edges.

**Claim:** We have

$$d_{ij}^{(0)} = \begin{cases} 0 & \text{if } i = j, \\ \infty & \text{if } i \neq j; \end{cases}$$

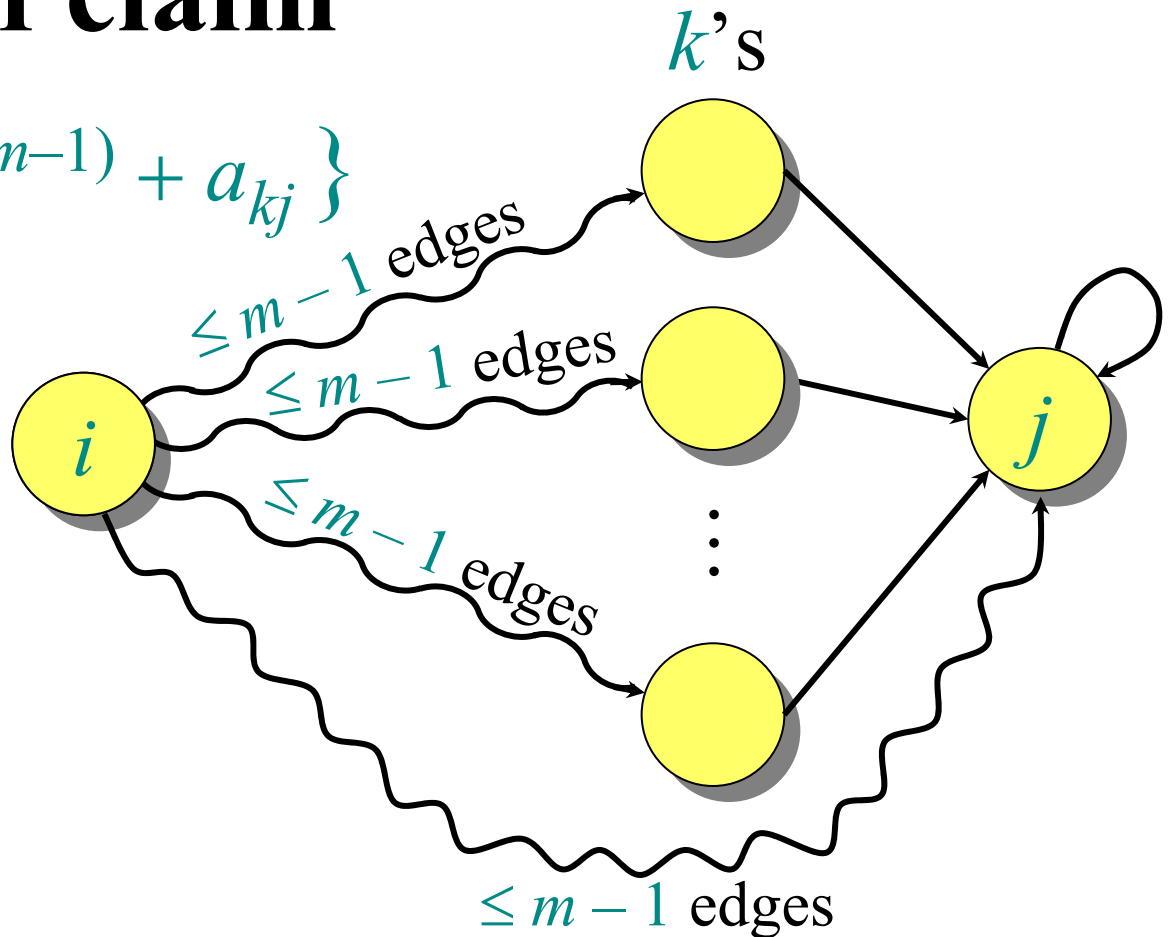
and for  $m = 1, 2, \dots, n - 1$ ,

$$d_{ij}^{(m)} = \min_k \{ d_{ik}^{(m-1)} + a_{kj} \}.$$



# Proof of claim

$$d_{ij}^{(m)} = \min_k \{ d_{ik}^{(m-1)} + a_{kj} \}$$





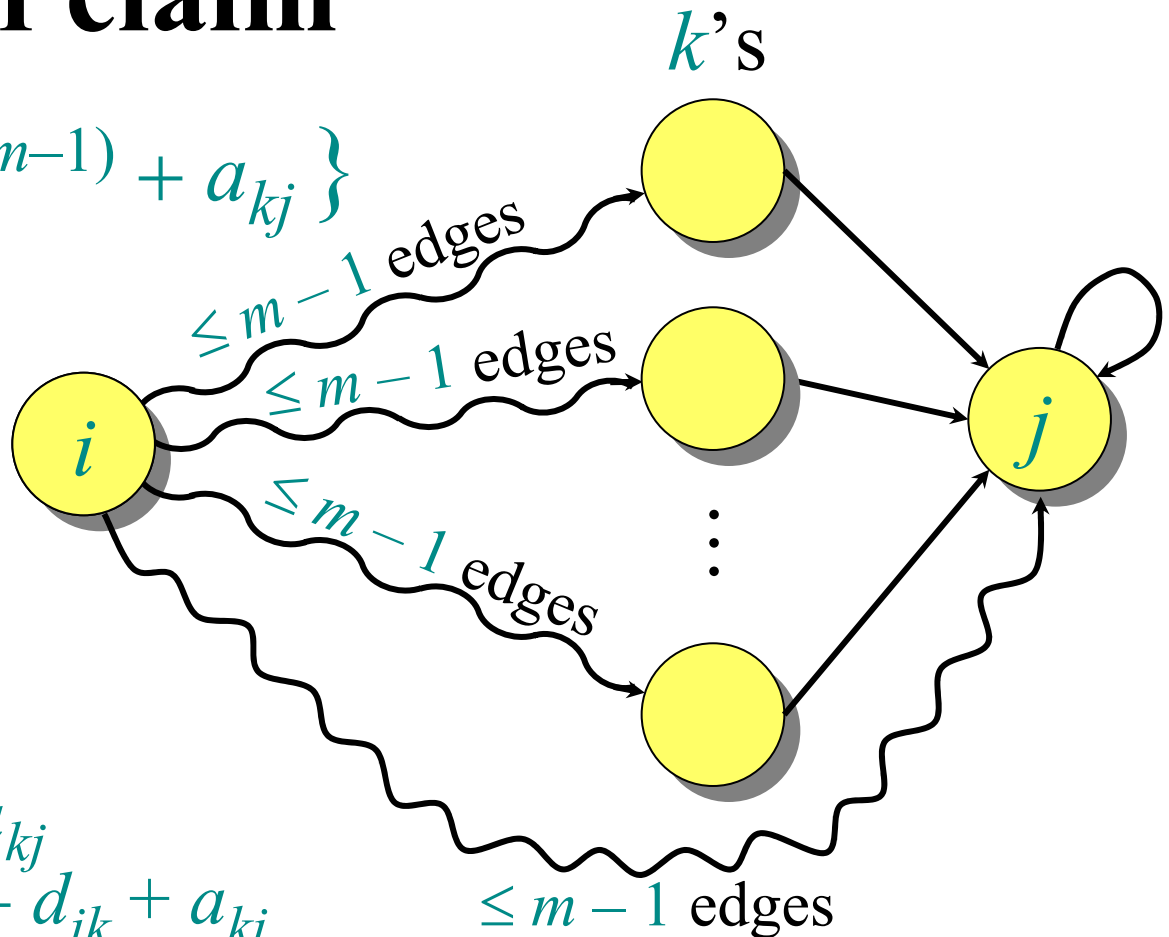
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**Relaxation!**

for  $k \leftarrow 1$  to  $n$

do if  $d_{ij} > d_{ik} + a_{kj}$   
then  $d_{ij} \leftarrow d_{ik} + a_{kj}$

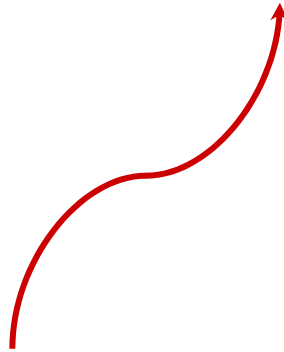






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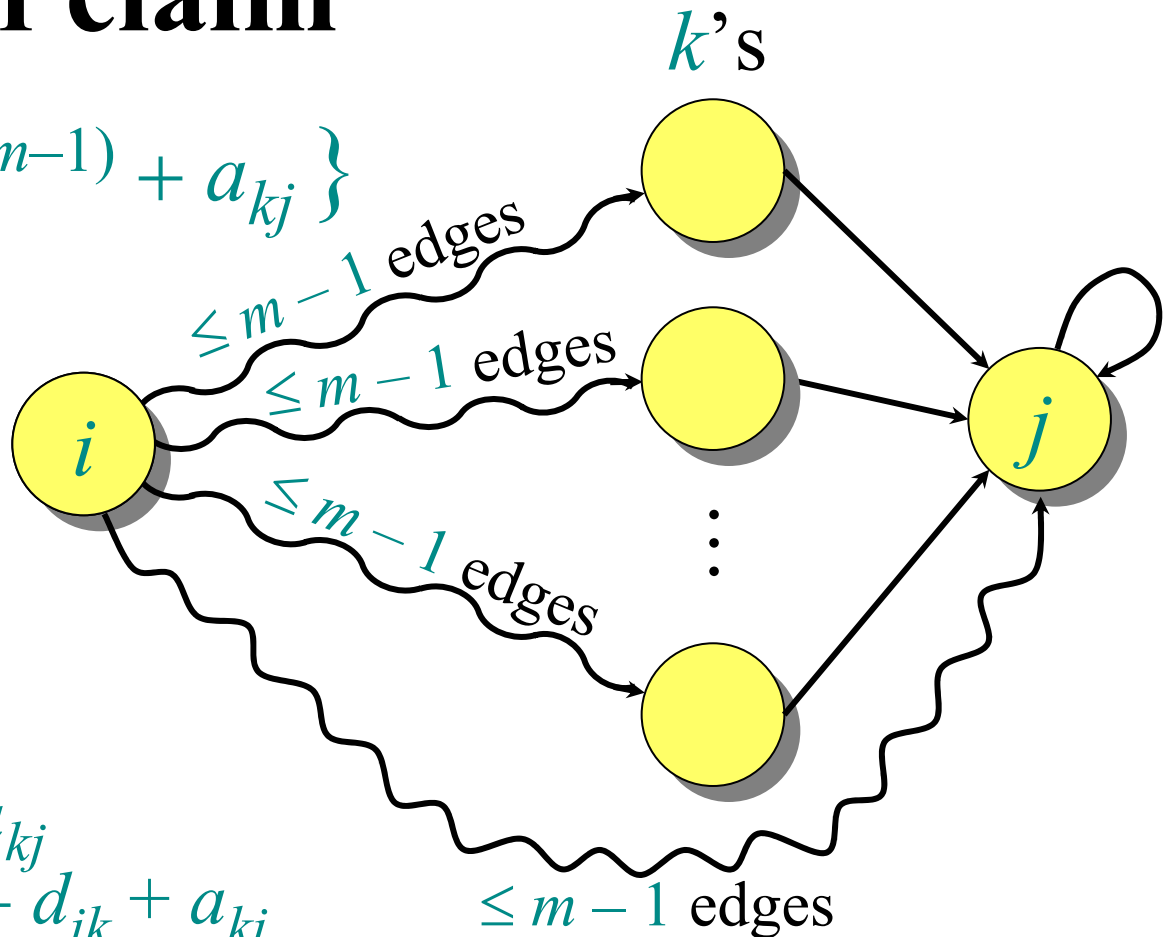
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**Note:** No negative-weight cycles implies  
 $\delta(i, j) = d_{ij}^{(n-1)} = d_{ij}^{(n)} = d_{ij}^{(n+1)} = \dots$



# Matrix multiplication

Compute  $C = A \cdot B$ , where  $C$ ,  $A$ , and  $B$  are  $n \times n$  matrices:

$$c_{ij} = \sum_{k=1}^n a_{ik} b_{kj}.$$

Time =  $\Theta(n^3)$  using the standard algorithm.



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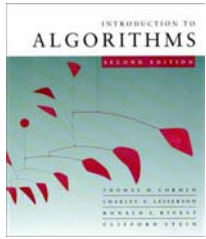
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What if we map “+”  $\rightarrow$  “min” and “.”  $\rightarrow$  “+”?

$$c_{ij} = \min_k \{a_{ik} + b_{kj}\}.$$

Thus,  $D^{(m)} = D^{(m-1)} \text{ “}\times\text{” } A$ .

$$\text{Identity matrix} = I = \begin{pmatrix} 0 & \infty & \infty & \infty \\ \infty & 0 & \infty & \infty \\ \infty & \infty & 0 & \infty \\ \infty & \infty & \infty & 0 \end{pmatrix} = D^0 = (d_{ij}^{(0)}).$$



# Matrix multiplication (continued)

The  $(\min, +)$  multiplication is *associative*, and with the real numbers, it forms an algebraic structure called a *closed semiring*.

Consequently, we can compute

$$\begin{aligned} D^{(1)} &= D^{(0)} \cdot A = A^1 \\ D^{(2)} &= D^{(1)} \cdot A = A^2 \\ &\vdots \\ D^{(n-1)} &= D^{(n-2)} \cdot A = A^{n-1}, \end{aligned}$$

yielding  $D^{(n-1)} = (\delta(i, j))$ .

Time =  $\Theta(n \cdot n^3) = \Theta(n^4)$ . No better than  $n \times$  B-F.



# Improved matrix multiplication algorithm

**Repeated squaring:**  $A^{2k} = A^k \times A^k$ .

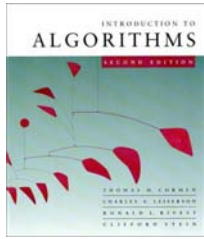
Compute  $A^2, A^4, \dots, A^{2^{\lceil \lg(n-1) \rceil}}$ .

$O(\lg n)$  squarings

**Note:**  $A^{n-1} = A^n = A^{n+1} = \dots$ .

Time =  $\Theta(n^3 \lg n)$ .

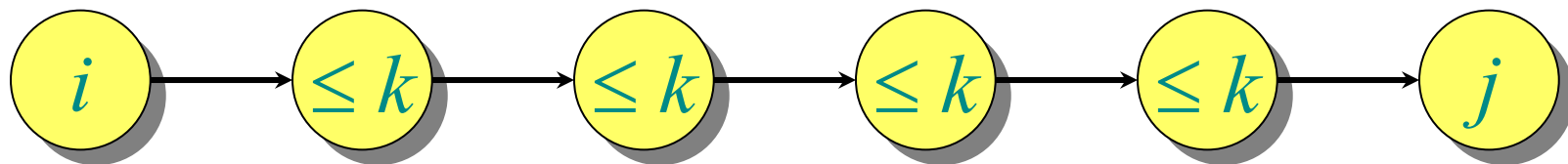
To detect negative-weight cycles, check the diagonal for negative values in  $O(n)$  additional time.



# Floyd-Warshall algorithm

*Also dynamic programming, but faster!*

Define  $c_{ij}^{(k)}$  = weight of a shortest path from  $i$  to  $j$  with intermediate vertices belonging to the set  $\{1, 2, \dots, k\}$ .

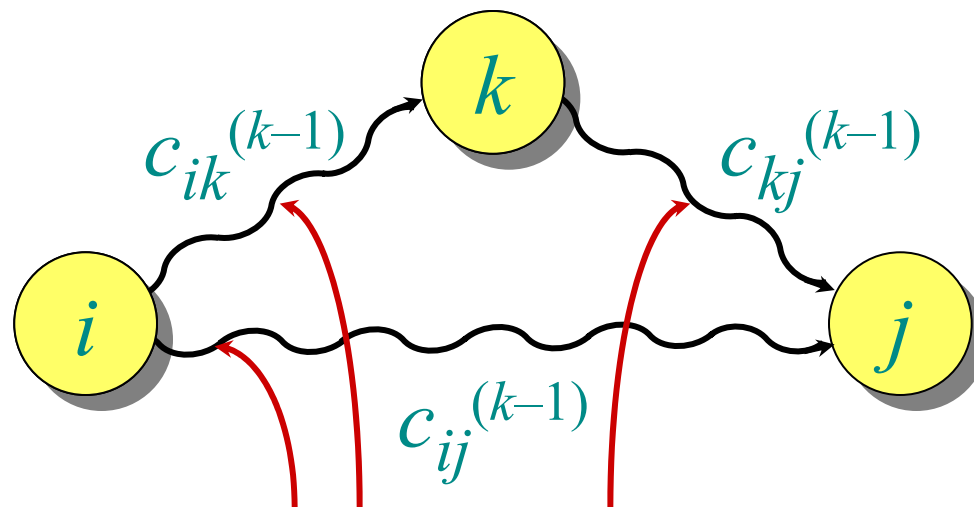


Thus,  $\delta(i, j) = c_{ij}^{(n)}$ . Also,  $c_{ij}^{(0)} = a_{ij}$ .



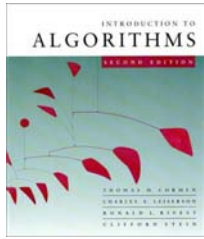
# Floyd-Warshall recurrence

$$c_{ij}^{(k)} = \min \{c_{ij}^{(k-1)}, c_{ik}^{(k-1)} + c_{kj}^{(k-1)}\}$$



intermediate vertices in  $\{1, 2, \dots, k\}$





# Pseudocode for Floyd-Warshall

```
for  $k \leftarrow 1$  to  $n$ 
  do for  $i \leftarrow 1$  to  $n$ 
    do for  $j \leftarrow 1$  to  $n$ 
      do if  $c_{ij} > c_{ik} + c_{kj}$ 
        then  $c_{ij} \leftarrow c_{ik} + c_{kj}$  } relaxation
```

## Notes:

- Okay to omit superscripts, since extra relaxations can't hurt.
- Runs in  $\Theta(n^3)$  time.
- Simple to code.
- Efficient in practice.



# Transitive closure of a directed graph

Compute  $t_{ij} = \begin{cases} 1 & \text{if there exists a path from } i \text{ to } j, \\ 0 & \text{otherwise.} \end{cases}$

**IDEA:** Use Floyd-Warshall, but with  $(\vee, \wedge)$  instead of  $(\min, +)$ :

$$t_{ij}^{(k)} = t_{ij}^{(k-1)} \vee (t_{ik}^{(k-1)} \wedge t_{kj}^{(k-1)}).$$

Time =  $\Theta(n^3)$ .



# Graph reweighting

**Theorem.** Given a function  $h : V \rightarrow \mathbb{R}$ , *reweight* each edge  $(u, v) \in E$  by  $w_h(u, v) = w(u, v) + h(u) - h(v)$ . Then, for any two vertices, all paths between them are reweighted by the same amount.



# Graph reweighting

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*Proof.* Let  $p = v_1 \rightarrow v_2 \rightarrow \cdots \rightarrow v_k$  be a path in  $G$ . We have

$$\begin{aligned} w_h(p) &= \sum_{i=1}^{k-1} w_h(v_i, v_{i+1}) \\ &= \sum_{i=1}^{k-1} (w(v_i, v_{i+1}) + h(v_i) - h(v_{i+1})) \\ &= \sum_{i=1}^{k-1} w(v_i, v_{i+1}) + h(v_1) - h(v_k) \\ &= w(p) + h(v_1) - h(v_k). \end{aligned}$$

*Same amount!*



# Shortest paths in reweighted graphs

**Corollary.**  $\delta_h(u, v) = \delta(u, v) + h(u) - h(v)$ . □



# Shortest paths in reweighted graphs

**Corollary.**  $\delta_h(u, v) = \delta(u, v) + h(u) - h(v)$ . □

**IDEA:** Find a function  $h : V \rightarrow \mathbb{R}$  such that  $w_h(u, v) \geq 0$  for all  $(u, v) \in E$ . Then, run Dijkstra's algorithm from each vertex on the reweighted graph.

**NOTE:**  $w_h(u, v) \geq 0$  iff  $h(v) - h(u) \leq w(u, v)$ .



# Johnson's algorithm

1. Find a function  $h : V \rightarrow \mathbb{R}$  such that  $w_h(u, v) \geq 0$  for all  $(u, v) \in E$  by using Bellman-Ford to solve the difference constraints  $h(v) - h(u) \leq w(u, v)$ , or determine that a negative-weight cycle exists.
  - Time =  $O(VE)$ .
2. Run Dijkstra's algorithm using  $w_h$  from each vertex  $u \in V$  to compute  $\delta_h(u, v)$  for all  $v \in V$ .
  - Time =  $O(VE + V^2 \lg V)$ .
3. For each  $(u, v) \in V \times V$ , compute
$$\delta(u, v) = \delta_h(u, v) - h(u) + h(v) .$$
  - Time =  $O(V^2)$ .

Total time =  $O(VE + V^2 \lg V)$ .