#### **Reading:** 6.4, 6.8

#### Last time:

- Integer Knapsack
- Interval Pricing
- "finding a first decision"

#### **Today:**

• Shortest Paths.

## Suggested Approach

- I. identify subproblem in english
  - $OPT(i) = "optimal schedule of <math>\{i, ..., n\}$  (sorted by start time)"
- II. specify subproblem recurrence

$$OPT(i) = max(OPT(i + 1), v_i + OPT(next(i)))$$

III. identify base case

$$OPT(n+1) = 0$$

IV. write iterative DP.

(see last thurs)

## Finding Optimal Schedule

"traverse memoization table to find schedule"

#### Algorithm: schedule

```
\begin{aligned} i &= 1 \\ \text{while } i &< n \\ &\quad \text{if memo}[i+1] < v_i + \text{memo}[\text{next}(i)] \\ &\quad \text{schedule } i; \ i \leftarrow \text{next}(i). \\ &\quad \text{else} \\ &\quad i \leftarrow i+1. \\ &\quad \text{endif} \end{aligned}
```

# Shortest Paths with Nega- Dijkstra's Path: d(s-a-t) = 3tive Weights

"e.g., currency exchange: nodes are currencies, path weights are exchange rates, minimize product of path weights."

**Note:** to minimize product of path weights, can minimize sum of logs of path weights.

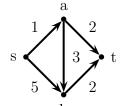
Example:  $r_1r_2$  $2^{\log_2 r_1 + \log_2 r_2}$ 

**Note:** if  $r \leq 1$  then  $\log r$  is negative.

Recall: Dijkstra's Algorithm

- 1. initialize known distance from s as  $\infty$ , except d(s) = 0
- 2. take closest unknown vertex v
  - (a) declare v known.
  - (b) update known distances to neighbors of v if closer via v.
- 3. repeat (2) until t known.

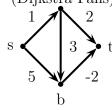
#### Example:



Shortest Path: d(s-a-t) = 3.

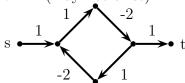
## Negative Edge Weights

Example 1: (Dijksta Fails)



Shortest Path: d(s-a-b-t) = 2.

**Example 2:** (may not exist)

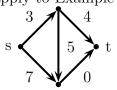


Negative cycle  $\Rightarrow$  no shortest path.

First try:

- find most negative edge "-c"
- $\bullet$  add c to all edges.
- run Dijkstra

**Example:** (apply to Example 1)



Shortest Paths: s-a-t or s-b-t, not shortest in original problem.

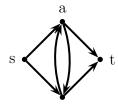
Second Try: Dynamic programming

subproblem:

OPT(v)

- = shortest path from v to t.
- $= \min_{u \in N(v)} \left[ \underbrace{c(v, u)}_{\text{weight}} + \text{OPT}(u) \right].$

Example:



Subproblems have cyclic dependencies!

## Imposing measure of progress

"parameterize subproblems to keep track of progress"

**Lemma:** if G has no negative cycles, then minimum cost path is **simple** (i.e., does not repeat nodes); therefore, it has at most n-1 edges.

**Proof:** (contradiction)

- let *P* be the min-length path with fewest number of edges.
- suppose (for contradiction) that *P* is not simple.
  - $\Rightarrow P$  repeats a vertex v.
- no negative cycle  $\Rightarrow$  path from v to v nonnegative.
  - $\Rightarrow$  can "splice out" cycle and not increase length.
  - $\Rightarrow$  new path has fewer edges than p.

 $\rightarrow \leftarrow$ 

**Idea:** if simple path goes  $s \sim v \rightarrow u \sim t$  then u-t path has one fewer edge than v-t path.

# Part I: identify subproblem in english

OPT(v, k)

= "length of shortest path from v to t with at most k edges."

## Part II: write recurrence

OPT(v, k)

 $= \min_{u \in N(v)} \left[ c(v, u) + \mathrm{OPT}(u, k - 1) \right]$ 

#### Part III: base case

- for all k: OPT(t, k) = 0.
- for all  $v \neq t$ :  $OPT(v, 0) = \infty$ .

#### Part IV: iterative DP

Algorithm: Bellman-Ford

1. initialize

for all k: memo[t, k] = 0.

for all  $v \neq t$ : memo $[v, 0] = \infty$ .

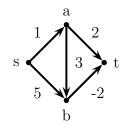
2. for k = 1 up to n - 1,

for all v

 $\operatorname{memo}[v, k] = \min_{u \in N(v)} \operatorname{OPT}(u, k - 1).$ 

3. return memo[s, n-1].

### Example:



	0	1	2	3
s	$\infty$	$\infty$	3	2
a	$\infty$	2	1	1
b	$\infty$	-2	-2	-2
t	0	0	0	0

## Correctness

lemma + induction.

# Runtime

$$T(n,m) = (\text{"size of table"})^n \times (\text{"cost per entry"})^n$$
  
=  $O(n^3)$ 

(better accounting:  $T(n,m) = O(n^2 + nm) = O(nm)$ )