

## Week 10: Lecture Notes

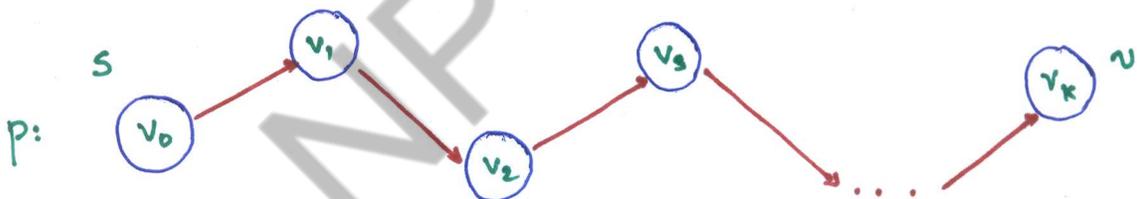
Topics: Correctness of Bellman Ford  
Application of Bellman Ford  
All pairs shortest path  
Floyd-Warshall  
Johnson Algorithm

### Correctness of Bellman Ford

**Theorem:** If  $G = (V, E)$  contains no negative-weight cycles then after the Bellman-Ford algorithm executes,  $d[v] = \delta(s, v)$  for all  $v \in V$

**Proof:**

Let  $v \in V$  be any vertex, and consider a shortest path  $p$  from  $s$  to  $v$  within the minimum number of edges.



Since  $p$  is a shortest path, we have

$$\delta(s, v_i) = \delta(s, v_{i-1}) + w(v_{i-1}, v_i)$$

Initially,  $d[v_0] = 0 = \delta(s, v_0)$ , and  $d[s]$  is unchanged by subsequent relaxations.

- After 1 pass through  $E$ , we have  $d[v_1] = \delta(s, v_1)$
- After 2 passes through  $E$ , we have  $d[v_2] = \delta(s, v_2)$
- ⋮
- After  $k$  passes, we have  $d[v_k] = \delta(s, v_k)$

Since  $G$  contains no negative-weight cycles,  $p$  is simple. Longest simple path has  $\leq |V| - 1$  edges.

## Detection of negative-weight cycles

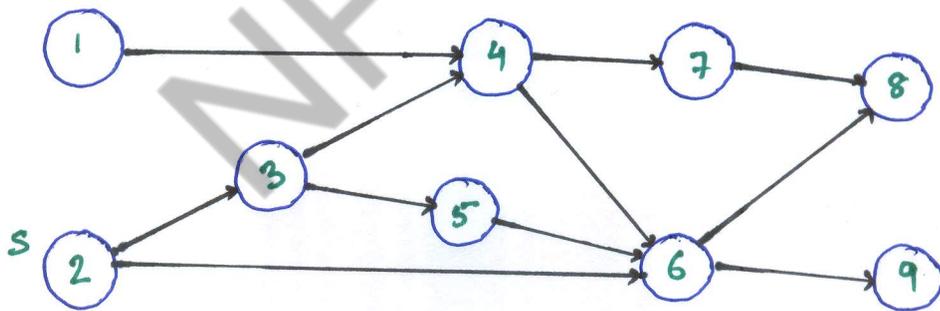
**Corollary:** If a value  $d[v]$  fails to converge after  $|V|-1$  passes, there exists a negative-weight cycle in  $G$  reachable from  $s$ .

## DAG Shortest paths

If the graph is a directed acyclic graph (DAG), we first topologically sort the vertices.

Determine  $f: V \rightarrow \{1, 2, \dots, |V|\}$  such that  $(u, v) \in E$   
 $\Rightarrow \underline{f(u) < f(v)}$

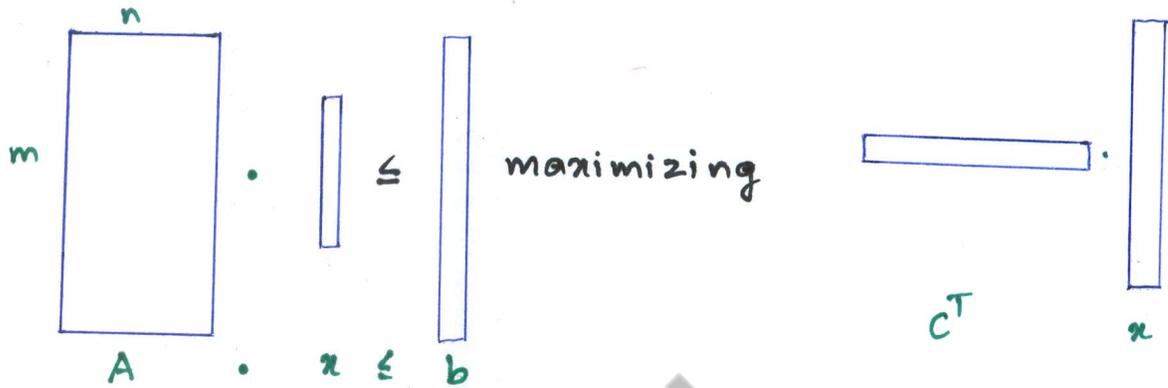
$O(V+E)$  time using depth-first search.



Walk through the vertices  $u \in V$  in this order, relaxing the edges in  $\text{Adj}[u]$ , thereby obtaining the shortest paths  $s$  in a total of  $O(V+E)$  time.

## Linear Programming

Let " $A$ " be an  $m \times n$  matrix, " $b$ " be an  $m$ -vector and " $c$ " be an  $n$ -vector. Find an  $n$ -vector " $x$ " that maximizes  $c^T x$  subject to  $Ax \leq b$ , or determines that no such solution exists.



## Linear Programming Algorithms

### Algorithms for the general problem

- Simplex methods - practical but worst case exponential time
- Ellipsoid algorithm - polynomial time, but slow in practice
- Interior point methods - polynomial time and competes with simplex

### Feasibility problem:

No optimization criterion.

Just find  $x$  such that  $Ax \leq b$ .

- In general, just as hard as ordinary LP.

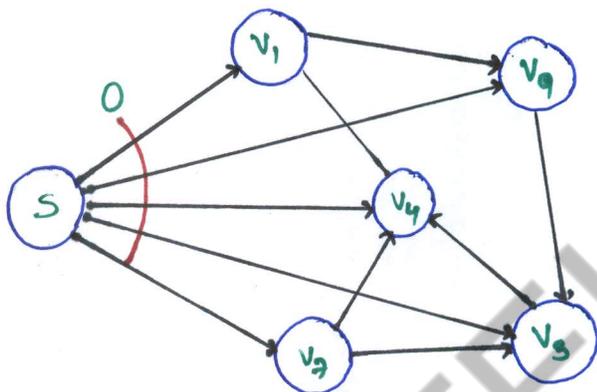


## Satisfying the constraints

**Theorem:** Suppose no negative weight cycle exists in the constraint graph. Then the constraints are satisfiable.

**Proof:**

Add a new vertex  $s$  to  $V$  with a zero weight edge to each vertex  $v_i \in V$

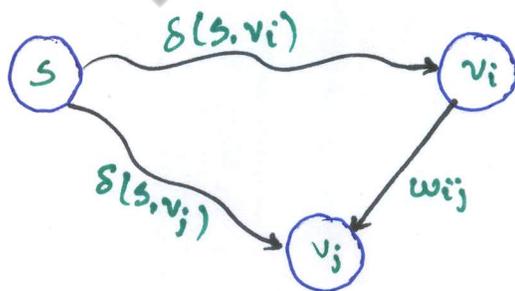


**Note:**

No negative-weight cycles introduced  
 $\Rightarrow$  shortest paths exist.

**Claim:**

The assignment  $x_i = \delta(s, v_i)$  solves the constraints. Consider any constraint  $x_j - x_i \leq w_{ij}$  and consider the shortest paths from  $s$  to  $v_j$  and  $v_i$ .



The triangle inequality gives us  $\delta(s, v_j) \leq \delta(s, v_i) + w_{ij}$ . Since  $x_i = \delta(s, v_i)$  and  $x_j = \delta(s, v_j)$ , the constraint  $x_j - x_i \leq w_{ij}$  is satisfied.

## Bellman-Ford and linear programming

**Corollary:** The Bellman-Ford algorithm can solve a system of  $m$  difference constraints on  $n$  variables in  $O(mn)$  time.

- Single-source shortest paths is a simple LP problem.
- In fact, Bellman-Ford maximizes  $x_1 + x_2 + \dots + x_n$  subject to the constraints  $x_j - x_i \leq w_{ij}$  and  $x_i \leq 0$
- Bellman-Ford also minimizes  $\max_i \{x_i\} - \min_i \{x_i\}$

NPTEL

## Shortest Paths

### Single-source shortest paths:

- Non-negative edge weights
  - Dijkstra's algorithm -  $O(E + V \log V)$
- General
  - Bellman Ford -  $O(VE)$
- DAG
  - One pass of Bellman Ford  $O(V+E)$

### All-pairs shortest paths

- Non-negative edge weights
  - Dijkstra's algorithm  $|V|$  times -  $O(VE + V^2 \log V)$

## All-pairs Shortest Paths

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

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

### Idea #1.

- Run Bellman Ford once from each vertex
- Time =  $O(V^2 E)$
- Dense graph  $\Rightarrow$   $O(V^4)$  time

"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:**

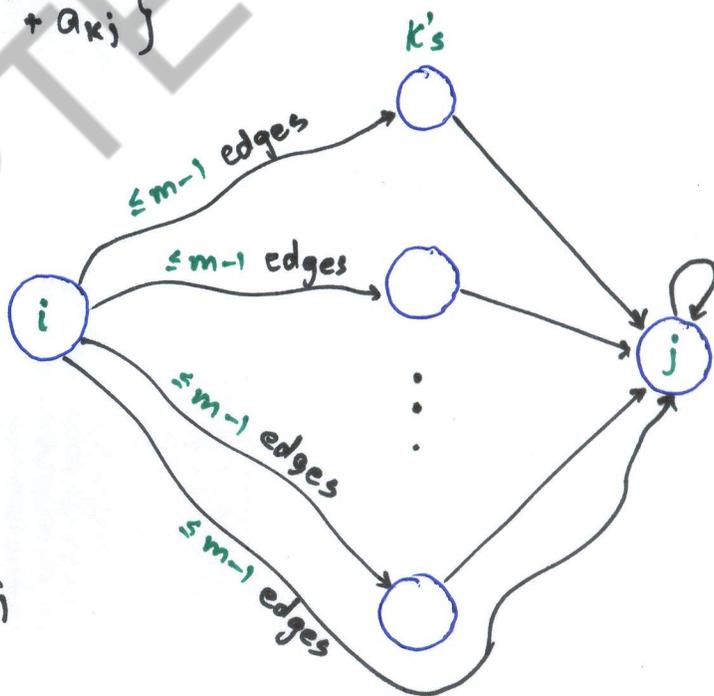
$$d_{ij}^{(m)} = \min_k \{d_{ik}^{(m-1)} + a_{kj}\}$$

**Relaxation!**

for  $k \leftarrow 1$  to  $n$

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

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



**Note:** No-negative weight cycle implies

$$S(i,j) = d_{ij}^{(n-1)} = d_{ij}^{(n)} = d_{ij}^{(n+1)} = \dots$$

## Matrix Multiplication

Compute  $C = A \cdot B$ , where  $A$  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.

What if we map "+"  $\rightarrow$  "min" and " $\cdot$ "  $\rightarrow$  "+" ?

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

Thus,  $D^{(m)} = D^{(m-1)} \cdot A$

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

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

Consequently, we can compute

$$D^{(1)} = D^{(0)} \cdot A = A^1$$

$$D^{(2)} = D^{(1)} \cdot A = A^2$$

$\vdots$

$$D^{(n-1)} = D^{(n-2)} \cdot A = A^{n-1}$$

yielding  $D^{(n-1)} = (s_{ij}^{(n-1)})$

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:

$$A^{n-1} = A^n = A^{n+1} = \dots$$

$$\text{Time} = \theta(n^3 \lg n)$$

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

## Floyd-Warshall Algorithm

Also dynamic programming, but faster!

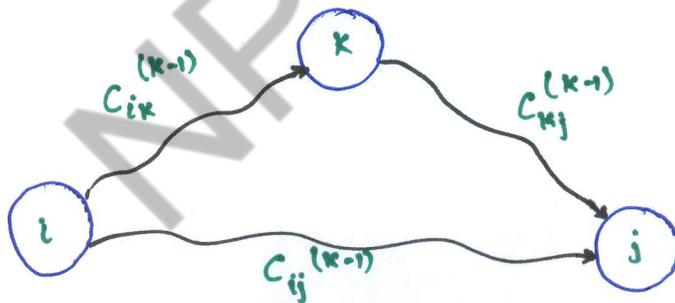
Define  $C_{ij}^{(k)}$  = weight of a shortest path from  $i$  to  $j$  with intermediate vertices belonging to the set  $\{1, 2, \dots, k\}$



Thus,  $S(i, j) = C_{ij}^{(n)}$ . Also,  $C_{ij}^{(0)} = a_{ij}$ .

## Floyd-Warshall Recurrence

$$C_{ij}^{(k)} = \min_k \left\{ C_{ij}^{(k-1)}, C_{ik}^{(k-1)} + C_{kj}^{(k-1)} \right\}$$



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

## Pseudocode for Floyd-Warshall

1. for  $k \leftarrow 1$  to  $n$
  2.     do for  $i \leftarrow 1$  to  $n$
  3.         do for  $j \leftarrow 1$  to  $n$
  4.             do if  $C_{ij} > C_{ik} + C_{kj}$
  5.             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 label  $h(v)$  for each  $v \in V$ , reweight each edge  $(u, v) \in E$  by

$$\hat{w}(u, v) = w(u, v) + h(u) - h(v)$$

Then all paths between the same two vertices are reweighted by the same amount.

### Proof:

Let  $p = v_1 \rightarrow v_2 \rightarrow \dots \rightarrow v_k$  be a path in the graph.

$$\begin{aligned} \text{Then we have, } \hat{w}(p) &= \sum_{i=1}^{k-1} \hat{w}(v_i, v_{i+1}) \\ &= \sum_{i=1}^{k-1} (w(v_i, v_{i+1}) + h(v_i) - h(v_{i+1})) \\ &= w(p) + h(v_k) - h(v_1) \end{aligned}$$

## Johnson's Algorithm

1. Find a vertex labeling  $h$  such that  $\hat{w}(u, v) \geq 0$  for all  $(u, v) \in E$  by using Bellman-ford to solve the difference constraints:  $h(v) - h(u) \leq w(u, v)$  or determining that a negative weight cycle exists.
  - Time =  $O(VE)$
2. Run Dijkstra's algorithm from each vertex using  $\hat{w}$ .
  - Time =  $O(VE + V^2 \log V)$
3. Reweight each shortest-path length  $\hat{w}(p)$  to produce the shortest-path lengths  $w(p)$  of the original graph.
  - Time =  $O(V^2)$

$$\text{Total time} = O(VE + V^2 \log V)$$