

CS4102 Algorithms
Spring 2019

Warm up:
Modify Dijkstra's Algorithm to find the shortest paths by *product* of edge weights (assume all weights are at least 1)

1

Dijkstra's Algorithm

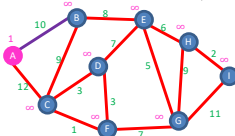
Initialize $d_v = \infty$ for each node v
 Keep a priority queue PQ of nodes, using d_v as key
 Pick a start node s , set $d_s = 0$
 While PQ is not empty:
 $v = PQ.extractmin()$
 for each $u \in V$ s.t. $(v, u) \in E$:
 $PQ.decreaseKey(u, \min(d_u, d_v + w(v, u)))$

Modify Dijkstra's Algorithm to find the shortest paths by *product* of edge weights (assume all weights are at least 1)

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Dijkstra's Algorithm (for min product)

Initialize $d_v = \infty$ for each node v
 Keep a priority queue PQ of nodes, using d_v as key
 Pick a start node s , set $d_s = 1$
 While PQ is not empty:
 $v = PQ.extractmin()$ How do we know this works?
 for each $u \in V$ s.t. $(v, u) \in E$:
 $PQ.decreaseKey(u, \min(d_u, d_v \cdot w(v, u)))$



3

Shortest path by product

Goal: find the path $(s = v_1, v_2, \dots, v_{k-1}, v_k)$ which minimizes:
 $w(v_1, v_2) \cdot w(v_2, v_3) \cdot \dots \cdot w(v_{k-1}, v_k)$

Observation: $\log(x \cdot y) = \log x + \log y$
 $\log(w(v_1, v_2) \cdot w(v_2, v_3) \cdot \dots \cdot w(v_{k-1}, v_k))$
 $= \log w(v_1, v_2) + \log w(v_2, v_3) + \dots + \log w(v_{k-1}, v_k)$

New Goal: find the path $(s = v_1, v_2, \dots, v_{k-1}, v_k)$ which minimizes:
 $\log(w(v_1, v_2)) + \log(w(v_2, v_3)) + \dots + \log(w(v_{k-1}, v_k))$

Dijkstra's Algorithm (for min product)

Initialize $d_v = \infty$ for each node v
 Keep a priority queue PQ of nodes, using d_v as key
 Pick a start node s , set $d_s = 0$
 While PQ is not empty:
 $v = PQ.extractmin()$
 for each $u \in V$ s.t. $(v, u) \in E$: $d_u + \log(w(v, u))$
 $PQ.decreaseKey(u, \min(d_u, d_v + \log(w(v, u))))$

Today's Keywords

- Graphs
- Shortest path
- Bellman-Ford
 - OG DP
- Floyd-Warshall

Staring at the ceiling, she asked me what I was thinking about.

I should have made something up.

The Bellman-Ford algorithm makes terrible pillow talk.

CLRS Readings

- Chapter 22
- Chapter 23
- Chapter 24

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Homeworks

- HW7 Due **Tomorrow April 16 @11pm**
 - Written (use latex)
 - Graphs
- HW8 Released Tomorrow April 16 @11:30pm
 - Due Tuesday April 23 @11pm
 - Programming (Python or Java)
 - Graphs/Flow (hint, see Wednesday's class)

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Currency Exchange

1 Dollar = 0.8783121137 Euro

Currency code ▲▼	Currency name ▲▼	Units per USD	USD per Unit
USD	US Dollar	1.000000000	1.000000000
EUR	Euro	0.8783121137	1.1385474303
GBP	British Pound	0.6956087704	1.4375896950
INR	Indian Rupee	66.1909310706	0.0151078098
AUD	Australian Dollar	1.3050318080	0.7662648480
CAD	Canadian Dollar	1.2997506294	0.7693783541
SGD	Singapore Dollar	1.3476961922	0.7418989172
CHF	Swiss Franc	0.9360451082	1.0672107079
MYR	Malaysian Ringgit	3.8700000000	0.2583707038
JPY	Japanese Yen	112.5373383115	0.008889239
CNY	Chinese Yuan Renminbi	6.4492409303	0.1550570076
NZD	New Zealand Dollar	1.4480018872	0.6906068347
THB	Thai Baht	35.1005319022	0.0284895968
HUF	Hungarian Forint	275.7012427385	0.0036271146
AED	Emirati Dirham	3.6730000000	0.2722570106
HKD	Hong Kong Dollar	7.7549739883	0.1289265641
MXN	Mexican Peso	17.3168503323	0.0574722113
ZAR	South African Rand	14.7201431400	0.0676341220

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Currency Exchange

1 Dollar = 0.8783121137 Euro

Currency code ▲▼	Currency name ▲▼	Units per USD	USD per Unit	Currency code ▲▼	Currency name ▲▼	Units per AED	AED per Unit
USD	US Dollar	1.00000000	1.00000000	USD	US Dollar	0.27220176	3.67496000
EUR	Euro	1.00000000	1.00000000	EUR	Euro	0.28052884	3.56462017
GBP	British Pound	0.79126416	1.26380127	GBP	British Pound	0.30000000	3.33333333
AUD	Australian Dollar	1.37453399	0.72746378	AUD	Australian Dollar	0.35272927	2.83756450
SGD	Singapore Dollar	1.34463444	0.74374862	SGD	Singapore Dollar	0.30000000	3.33333333
HKD	Hong Kong Dollar	0.78195621	1.28015060	HKD	Hong Kong Dollar	0.30000000	3.33333333
INR	Indian Rupee	74.56340000	0.01341154	INR	Indian Rupee	0.00000000	0.00000000
JPY	Japanese Yen	111.23333333	0.00900000	JPY	Japanese Yen	0.00000000	0.00000000
MYR	Malaysian Ringgit	4.16666667	0.24000000	MYR	Malaysian Ringgit	1.00000000	1.00000000
THB	Thai Baht	36.78756461	0.02720000	THB	Thai Baht	0.00000000	0.00000000
CHF	Swiss Franc	0.93700000	1.06722642	CHF	Swiss Franc	0.00000000	0.00000000
PHP	Philippine Peso	49.68333333	0.02012500	PHP	Philippine Peso	0.00000000	0.00000000
MXN	Mexican Peso	16.67170000	0.06000000	MXN	Mexican Peso	0.00000000	0.00000000
ZAR	South African Rand	14.25000000	0.07020000	ZAR	South African Rand	0.00000000	0.00000000

1 Euro = 4.1823100458 Dirham 1 Dirham = 1.0548325619 Ringgit

**1 Dollar = 0.8783121137 * 4.1823100458 * 1.0548325619 Ringgit
= 3.87479406049 Ringgit**

Directly: 1 Dollar = 3.87 Ringgit



Currency Exchange

1 Dollar = 3.87479406049 Ringgit

Currency code ▲▼	Currency name ▲▼	Units per USD	USD per Unit
USD	US Dollar	1.0000000000	1.0000000000
EUR	Euro	0.8783121137	1.1385474303
GBP	British Pound	0.8956087704	1.1165789690
INR	Indian Rupee	86.1902510708	0.0116027628
AUD	Australian Dollar	1.3205318090	0.7572648480
CAD	Canadian Dollar	1.2997506294	0.7700783041
SGD	Singapore Dollar	1.3446344400	0.7437486200
CHF	Swiss Franc	0.9370000000	1.0672264200
MYR	Malaysian Ringgit	4.1666666667	0.2400000000
JPY	Japanese Yen	111.2333333333	0.0090000000
CNY	Chinese Yuan Renminbi	6.4630000000	0.1547415100
NZD	New Zealand Dollar	0.6906077360	1.4478620000
THB	Thai Baht	36.7875646100	0.0272000000
PHP	Philippine Peso	49.6833333333	0.0201250000
MXN	Mexican Peso	16.6717000000	0.0600000000
ZAR	South African Rand	14.2500000000	0.0702000000

1 Ringgit = 0.2583979328 Dollar

**1 Dollar = 3.87479406049 * 0.2583979328 Dollar
= 1.00123877526 Dollar**

Free Money!



Best Currency Exchange

Best way to transfer USD to MYR:
Given a graph of currencies (edges are exchange rates)
find the shortest path by product of edge weights

$\max_p \prod_{e \in p} w(e)$ Invert edge weights to make it a minimization problem



Best Currency Exchange

Best way to transfer USD to MYR:
 Given a graph of currencies (edges are exchange rates)
 find the shortest path by product of edge weights

$$\min_p \prod_{e \in p} \frac{1}{w(e)}$$

Take log of edge weights to make summation

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Best Currency Exchange

Best way to transfer USD to MYR:
 Given a graph of currencies (edges are exchange rates)
 find the shortest path by product of edge weights

$$\min_p \sum_{e \in p} \log \frac{1}{w(e)}$$

Now a shortest path problem!

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Problem with negative edges

$w(C, F, D, C) = -1$

There is no shortest path from A to I!

Weight if we take the cycle 0 times: 31
 Weight if we take the cycle 1 time: 30
 Weight if we take the cycle 2 times: 29
 ...

What we need: an algorithm that finds the shortest path in graphs with negative edge weights (if one exists)

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Note

Any simple path has at most $V - 1$ edges

Pigeonhole Principle!

More than $V - 1$ edges means some node appears twice (i.e., there is a cycle)

If there is a shortest path of more than $V - 1$ edges, there is a negative weight cycle

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Bellman-Ford

Idea: Use Dynamic Programming!

$Short(i, v)$ = weight of the shortest path from s to v using at most i edges

A path of $i - 1$ edges from s to some node x , then edge (x, v)

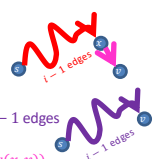
Two options:

OR

A path from s to v of at most $i - 1$ edges

$$Short(i, v) = \min \begin{cases} \min_x (Short(i-1, x) + w(x, v)) \\ Short(i-1, v) \end{cases}$$

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Bellman Ford

Start node is E

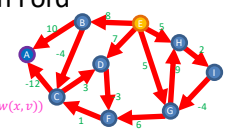
Initialize all others to ∞

$Short(i, v)$ = weight of the shortest path from s to v using at most i edges

$$Short(i, v) = \min \begin{cases} \min_x (Short(i-1, x) + w(x, v)) \\ Short(i-1, v) \end{cases}$$

$i \setminus v$	A	B	C	D	E	F	G	H	I
0	∞	∞	∞	∞	0	∞	∞	∞	∞
1									
2									
3									
4									
5									
6									
7									

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Bellman Ford

Start node is E
Initialize all others to ∞

weight of the shortest path from s to v using at most i edges

$$Short(i, v) = \min_x \begin{cases} \min(Short(i-1, x) + w(x, v)) \\ Short(i-1, v) \end{cases}$$

$v =$	A	B	C	D	E	F	G	H	I
0	∞	∞	∞	∞	0	∞	∞	∞	∞
1	∞	8	∞	7	0	∞	5	5	∞
2									
3									
4									
5									
6									
7									

Bellman Ford

Start node is E
Initialize all others to ∞

weight of the shortest path from s to v using at most i edges

$$Short(i, v) = \min_x \begin{cases} \min(Short(i-1, x) + w(x, v)) \\ Short(i-1, v) \end{cases}$$

$v =$	A	B	C	D	E	F	G	H	I
0	∞	∞	∞	∞	0	∞	∞	∞	∞
1	∞	8	∞	7	0	∞	5	5	∞
2	18	8	4	7	0	4	5	5	7
3									
4									
5									
6									
7									

Bellman Ford

Start node is E
Initialize all others to ∞

weight of the shortest path from s to v using at most i edges

$$Short(i, v) = \min_x \begin{cases} \min(Short(i-1, x) + w(x, v)) \\ Short(i-1, v) \end{cases}$$

$v =$	A	B	C	D	E	F	G	H	I
0	∞	∞	∞	∞	0	∞	∞	∞	∞
1	∞	8	∞	7	0	∞	5	5	∞
2	18	8	4	7	0	4	5	5	7
3	-8	8	4	7	0	4	3	5	7
4									
5									
6									
7									

Bellman Ford

Start node is E
Initialize all others to ∞

weight of the shortest path from s to v using at most i edges
 $Short(i, v) = \min_x \begin{cases} \min(Short(i-1, x) + w(x, v)) \\ Short(i-1, v) \end{cases}$

$v =$	A	B	C	D	E	F	G	H	I
0	∞	∞	∞	∞	0	∞	∞	∞	∞
1	∞	8	∞	7	0	∞	5	5	∞
2	18	8	4	7	0	4	5	5	7
3	-8	8	4	7	0	4	3	5	7
4	-8	8	4	7	0	4	3	5	7
5	-8	8	4	7	0	4	3	5	7
6	-8	8	4	7	0	4	3	5	7
7	-8	8	4	7	0	4	3	5	7

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Bellman Ford: Negative cycles

Start node is E
Initialize all others to ∞

weight of the shortest path from s to v using at most i edges
 $Short(i, v) = \min_x \begin{cases} \min(Short(i-1, x) + w(x, v)) \\ Short(i-1, v) \end{cases}$

$v =$	A	B	C	D	E	F	G	H	I
0	∞	∞	∞	∞	0	∞	∞	∞	∞
1	∞	8	∞	7	0	∞	5		
2			4	7	0	4	5		
3			4	5	0	4	5		
4			4	5	0	2	5		
5			3	5	0	2	5		
6			3	4	0	2	5		
7			3	4	0	1	5		

If we computed row V , values change
There is a negative weight cycle!

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Bellman Ford Run Time

Initialize array $Short[V][V]$ V^2
 Initialize $Short[0][v] = \infty$ for each vertex V
 Initialize $Short[0][s] = 0$ 1
 For $i = 1, \dots, V - 1$: V times
 for each $e = (x, y) \in E$: E times
 $Short[i][y] = \min\{$
 $Short[i-1][x] + w(x, y),$ 1
 $Short[i-1][y]\}$
 $\Theta(V^2 + EV)$
 $\Theta(EV)$

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Why Use Bellman-Ford?

- Dijkstra's:
 - only works for positive edge weights
 - Run Time: $\Theta(E \log V)$
 - Not good for dynamic graphs (where edge weights are variable)
 - Must recalculate "from scratch"
- Bellman-Ford:
 - Works for negative edge weights
 - Run Time: $\Theta(E \cdot V)$
 - More efficient for dynamic graphs
 - $\Theta(E)$ time to recalculate

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Bellman Ford: Dynamic

Each node will update its neighbors if edge weight changes

weight of the shortest path from s to v using at most i edges

$$Short(i, v) = \min_x \begin{cases} \min(Short(i-1, x) + w(x, v)) \\ Short(i-1, v) \end{cases}$$

$v =$	A	B	C	D	E	F	G	H	I
0	∞	∞	∞	∞	0	∞	∞	∞	∞
1	∞	5	∞	7	0	∞	5	5	∞
2	18	8	4	7	0	4	5	5	7
3	-8	8	4	7	0	4	3	5	7
4	-8	8	4	7	0	4	3	5	7
5	-8	8	4	7	0	4	3	5	7
6	-8	8	4	7	0	4	3	5	7
7	-8	8	4	7	0	4	3	5	7

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Bellman Ford: Dynamic

Each node will update its neighbors if edge weight changes

weight of the shortest path from s to v using at most i edges

$$Short(i, v) = \min_x \begin{cases} \min(Short(i-1, x) + w(x, v)) \\ Short(i-1, v) \end{cases}$$

$v =$	A	B	C	D	E	F	G	H	I
0	∞	∞	∞	∞	0	∞	∞	∞	∞
1	∞	5	∞	7	0	∞	5	5	∞
2	15	5	1	7	0	4	5	5	7
3	-8	5	1	7	0	4	3	5	7
4	-8	5	1	7	0	4	3	5	7
5	-8	5	1	7	0	4	3	5	7
6	-8	5	1	7	0	4	3	5	7
7	-8	5	1	7	0	4	3	5	7

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Bellman Ford: Dynamic

Each node will update its neighbors if edge weight changes

weight of the shortest path from s to v using at most i edges

$$Short(i, v) = \min_x \begin{cases} Short(i-1, x) + w(x, v) \\ Short(i-1, v) \end{cases}$$

$v =$	A	B	C	D	E	F	G	H	I
0	∞	∞	∞	∞	0	∞	∞	∞	∞
1	∞	5	∞	7	0	∞	5	5	∞
2	15	5	1	7	0	4	5	5	7
3	-11	5	1	4	0	4	3	5	7
4	-11	5	1	4	0	4	3	5	7
5	-11	5	1	4	0	4	3	5	7
6	-11	5	1	4	0	4	3	5	7
7	-11	5	1	4	0	4	3	5	7

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All-Pairs Shortest Path

Find the quickest way to get from each place to every other place

Given a graph $G = (V, E)$ for each start node $s \in V$ and destination node $v \in V$ find the least-weight path from $s \rightarrow v$

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All-Pairs Shortest Path

- Can clearly be found in $O(V^2 \cdot E)$
 - Run Bellman-Ford with each node being the start

for each $s \in V$: V times
BellmanFord(s) $O(V \cdot E)$

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Floyd-Warshall

- Finds all-pairs shortest paths in $\Theta(V^3)$
- Uses Dynamic Programming

$Short(i, j, k)$ = the length of the shortest path from node i to node j using only intermediate nodes $1, \dots, k$

Two options:

OR

Shortest path from i to j includes k

Shortest path from i to j excludes k

$$Short(i, j, k) = \min \begin{cases} Short(i, k, k-1) + Short(k, j, k-1) \\ Short(i, j, k-1) \end{cases}$$

Shortest Paths Review

- Single Source Shortest Paths
 - Dijkstra's Algorithm $\Theta(E \log V)$
 - No negative edge weights
 - Bellman-Ford $\Theta(EV)$
 - First Dynamic Programming Algorithm
 - Allows negative edge weights (finds negative weight cycles)
 - Update memory in $\Theta(E)$ time on edge weight updates
- All Pairs Shortest Paths
 - Floyd-Warshall $\Theta(V^3)$
 - Allows negative edge weights
