Introduction to Algorithms

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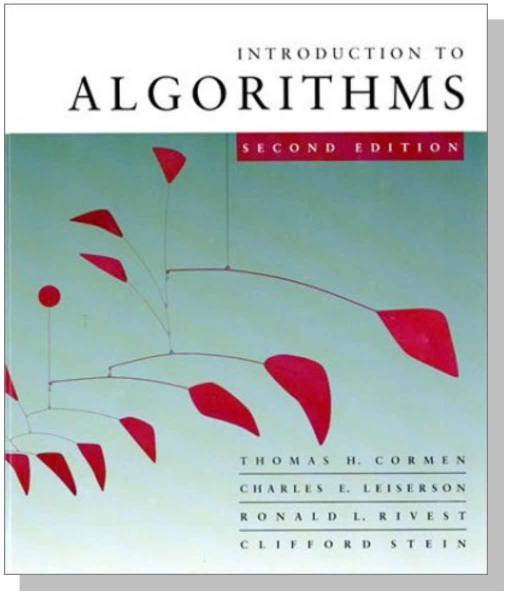
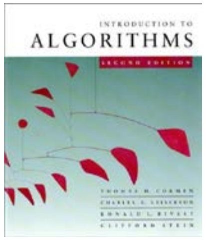


LECTURE 16

Shortest Paths III

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

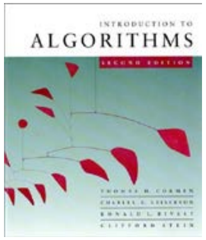
Prof. Erik D. Demaine



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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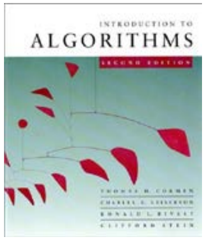
All-pairs shortest paths

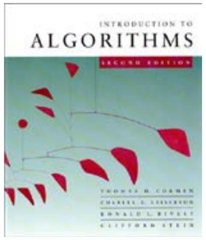
- Nonnegative edge weights
  - Dijkstra's algorithm $|V|$ times: $O(VE + V^2 \lg V)$
- General
  - Three algorithms today.



All-pairs shortest paths

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

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



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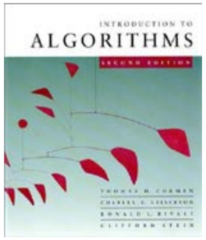
IDEA:

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

Good first try!



Dynamic programming

Consider the $n \times n$ weighted adjacency matrix $A = (a_{ij})$, where $a_{ij} = w(i, j)$ or ∞, and define

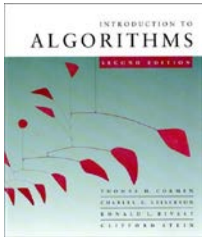
$d_{ij}^{(m)}$ = weight of a shortest path from i to j that uses at most m edges.

Claim: We have

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

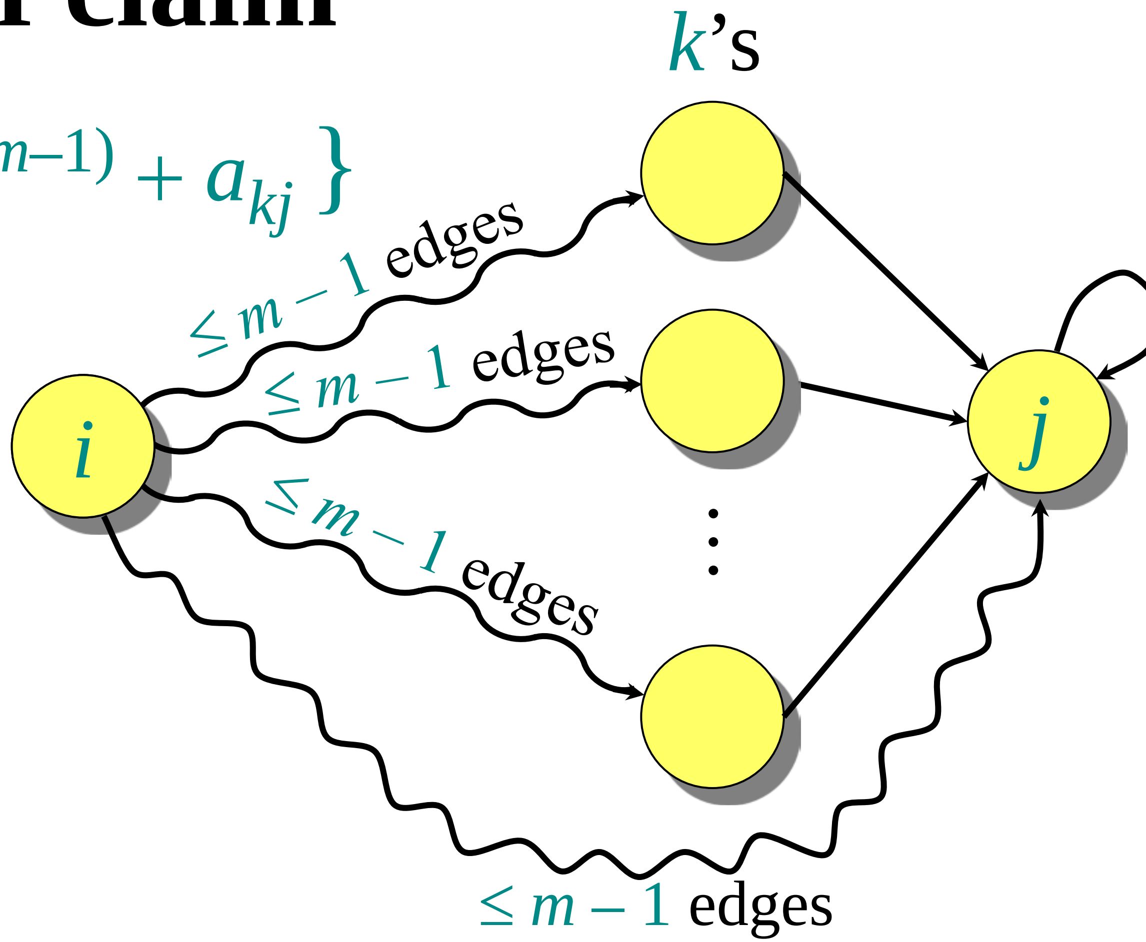
and for $m = 1, 2, \ldots, n-1$,

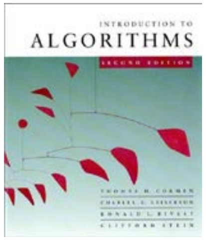
$$d_{ij}^{(m)} = \min_k \{ d_{ik}^{(m-1)} + a_{kj} \}.$$



Proof of claim

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





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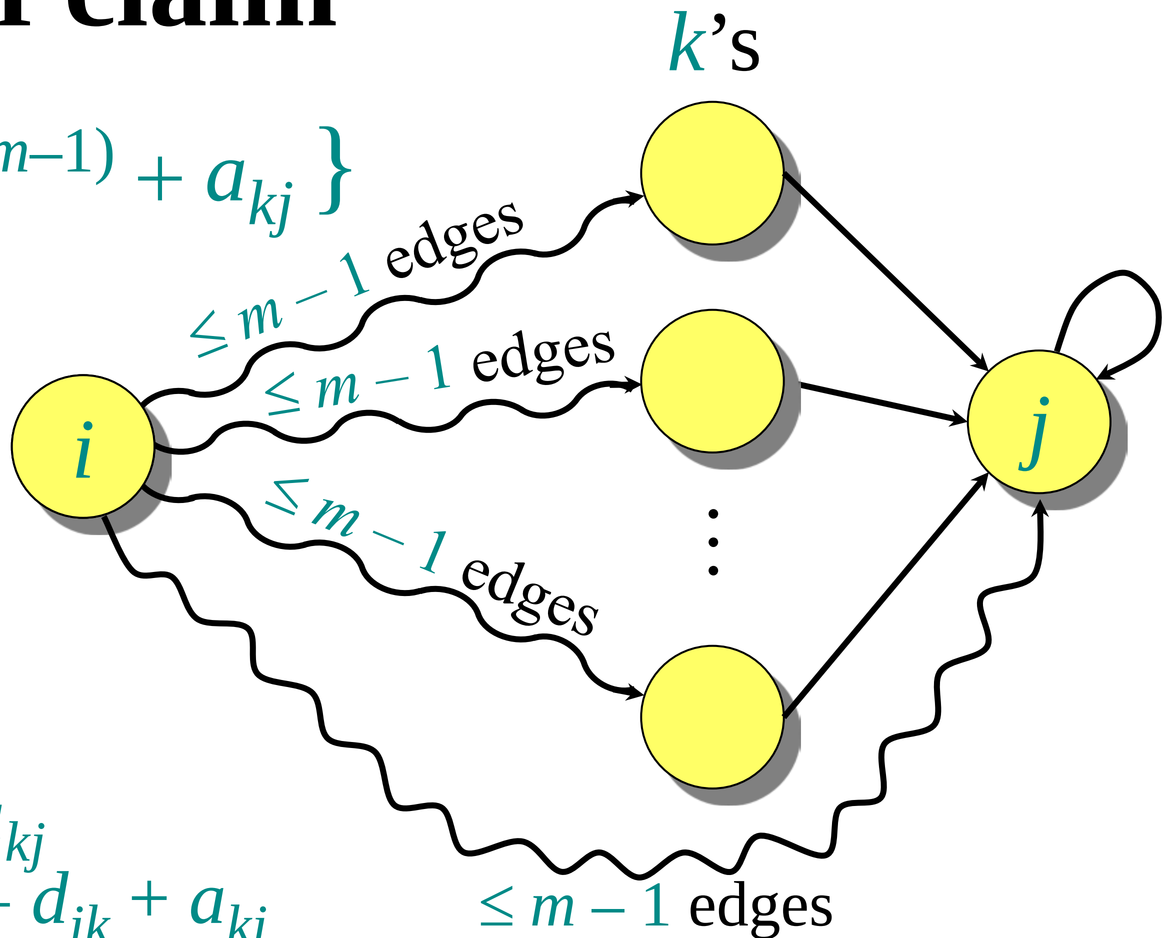

Relaxation!

for $k \leftarrow 1$ **to** n

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

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

Proof of claim

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

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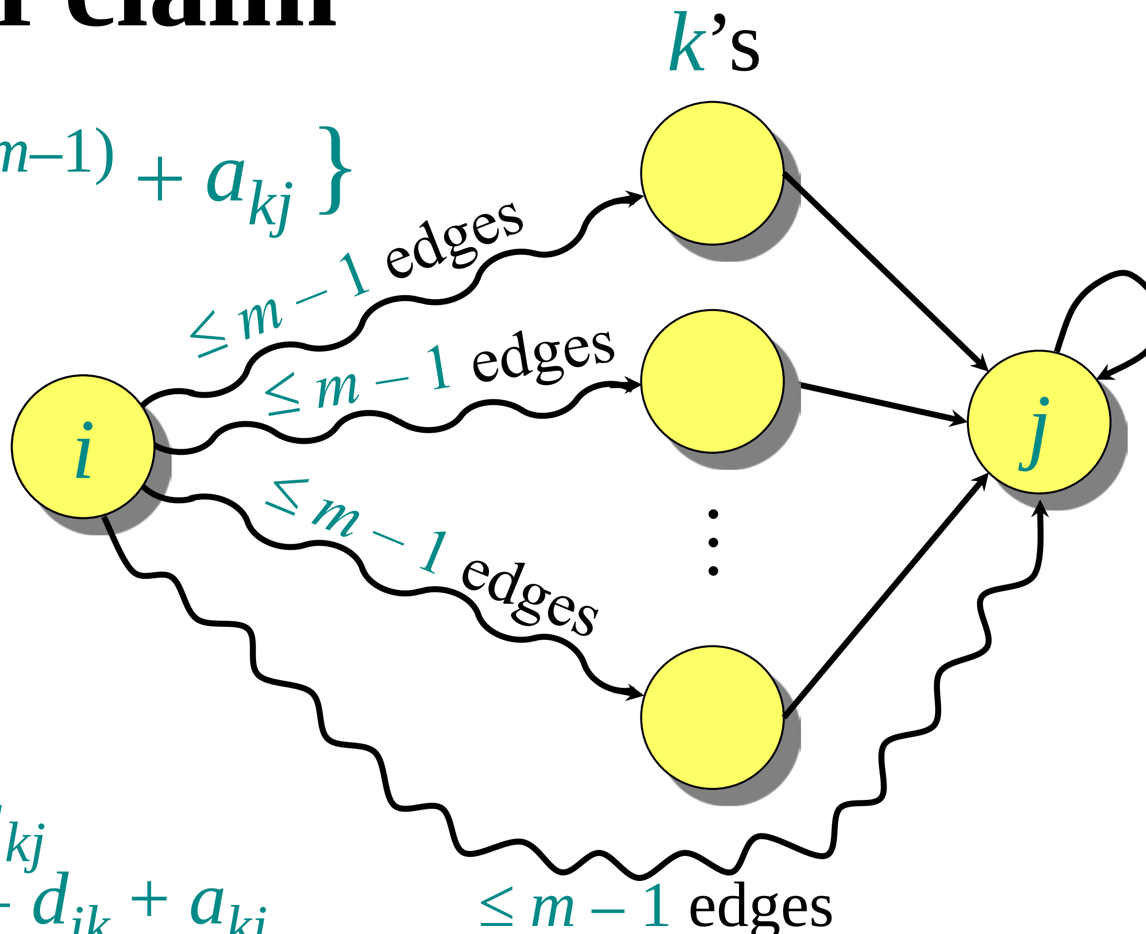
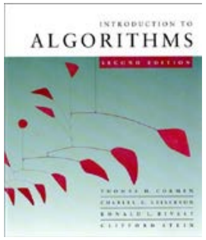


Note: No negative-weight cycles implies

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

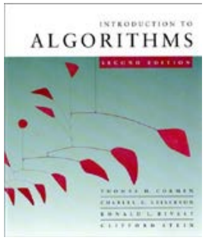


Matrix multiplication

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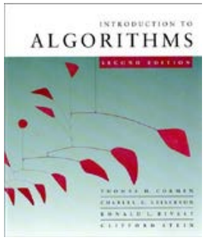
What if we map "$+$" $\rightarrow$ "min" and "$\cdot$" $\rightarrow$ "$+$"?



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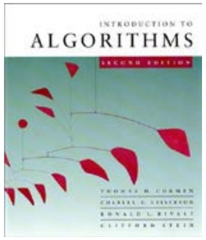
What if we map "+" → "min" and "·" → "+"?

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

Thus, $D^{(m)} = D^{(m-1)}$ "×" A.

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



Matrix multiplication (continued)

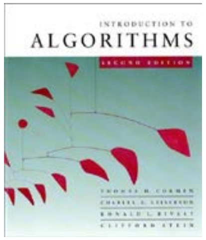
The (min, +) multiplication is ***associative***, and with the real numbers, it forms an algebraic structure called a ***closed semiring***.

Consequently, we can compute

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

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

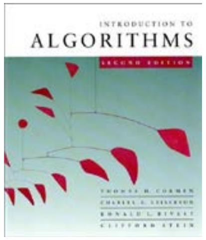
Repeated squaring: $A^{2k} = A^k \times A^k$.

Compute $\underbrace{A^2, A^4, \ldots, A^{2^{\lceil \lg(n-1) \rceil}}}_{O(\lg n) \text{ squarings}}$.

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

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

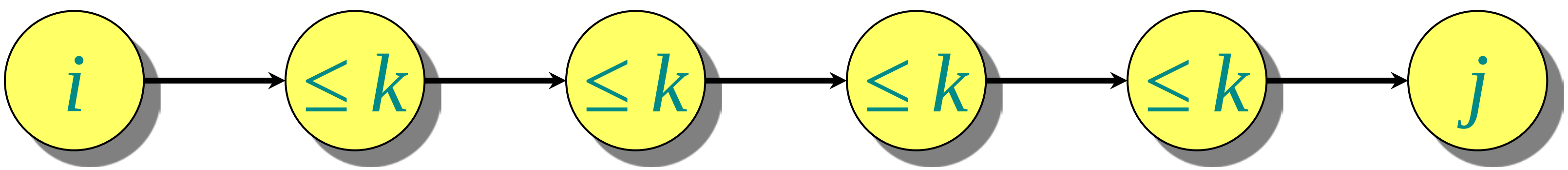
To detect negative-weight cycles, check the diagonal for negative values in $O(n)$ additional time.



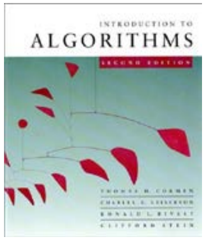
Floyd-Warshall algorithm

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 $\{1, 2, \ldots, k\}$.

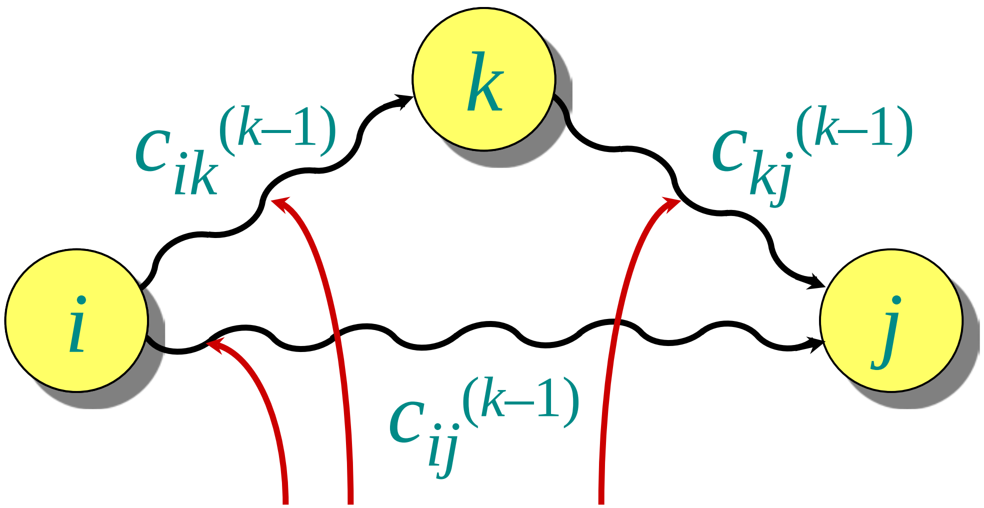


Thus, $\delta(i, j) = c_{ij}^{(n)}$. Also, $c_{ij}^{(0)} = a_{ij}$.

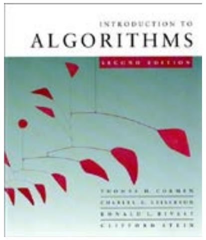


Floyd-Warshall recurrence

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



intermediate vertices in $\{1, 2, \ldots, k-1\}$



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.

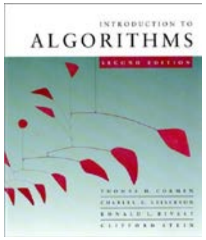
Transitive closure of a directed graph

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 $(\min, +)$:

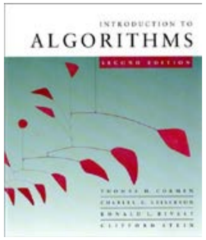
$$t_{ij}^{(k)} = t_{ij}^{(k-1)} \vee (t_{ik}^{(k-1)} \wedge t_{kj}^{(k-1)}).$$

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



Graph reweighting

Theorem. Given a function $h : V \to \mathbb{R}$, ***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.



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

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

Same amount!

Shortest paths in reweighted graphs

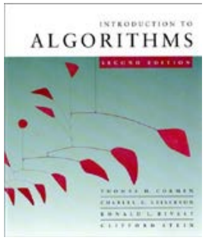
Corollary. $\delta_h(u, v) = \delta(u, v) + h(u) - h(v)$. $\square$

Shortest paths in reweighted graphs

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

IDEA: Find a function $h : V \to \mathbb{R}$ 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 $h : V \to \mathbb{R}$ 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 $= O(VE + V^2 \lg V)$.

