

Midterm 2 Next Mon 7-9pm

recursion — divide and conquer, backtracking, DP, ~~greedy~~

graphs — traversal, top. sort, shortest paths, ~~MST~~

Conflict

Tue 10-1

Review Thu Fri

DRES

today

Hopefully Sat (stay tuned)

All pairs shortest path

Input: Directed graph $G=(V, E)$
edge weights $w(e)$ for each edge e

Output: $\text{dist}[1..V, 1..V]$ — shortest path lengths
 $\text{pred}[1..V, 1..V]$ — predecessors

OBVIOUS APSP(V, E, w):

for every vertex s

$\text{dist}[s, \cdot] \leftarrow \text{SSSP}(V, E, w, s)$

Best possible
(?)

G is unweighted — $\text{SSSP} = \text{BFS} — O(V(V+E)) = O(V^3)$

G is a dag — $\text{SSSP} = \text{DFS} — O(V(V+E)) = O(V^3)$

G has no neg edges — $\text{SSSP} = \text{Dijkstra} — O(VE \log V) = O(V^3 \log V)$

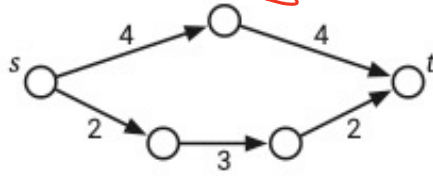
O/w — $\text{SSSP} = \text{Bellmanford} — O(V^2E) = O(V^4)$

Better [Chan et al.] — $O(V^3 / \log^2 V)$ time

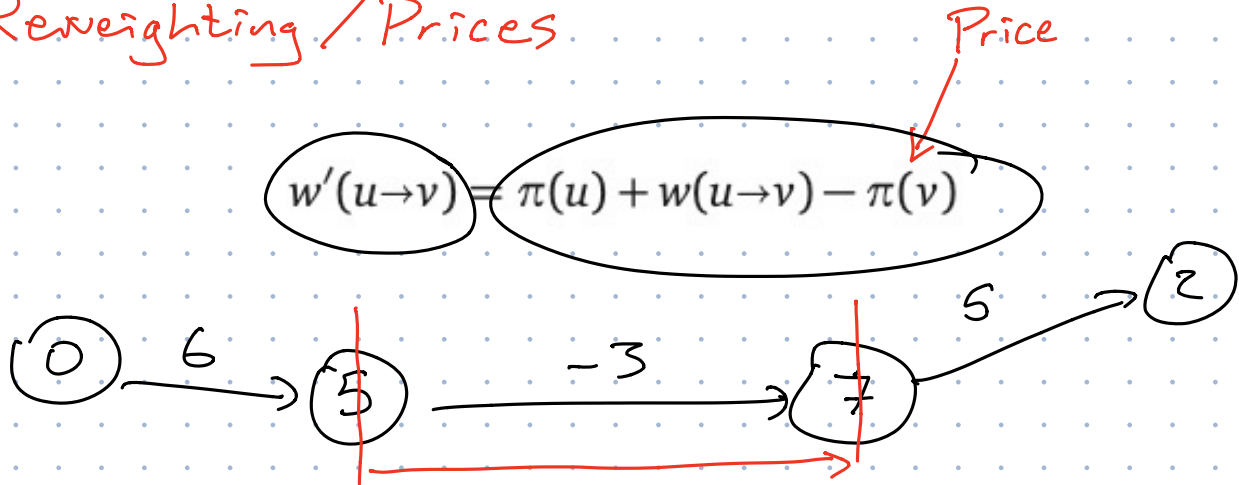
Better?? MAJOR OPEN PROBLEM!

Negative weights are bad.

Adding same to every edge changes shortest paths.



Reweighting / Prices



$$w'(s \rightarrow t) = \pi(s) + w(s \rightarrow t) - \pi(t)$$

Fix a vertex s , compute $\text{dist}(s, v)$ for all v via BF.

$$\text{Set } \pi(v) = \text{dist}(s, v)$$

$$w'(u \rightarrow v) = \text{dist}(s, u) + w(u \rightarrow v) - \text{dist}(s, v) \geq 0$$

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JOHNSONAPSP(V, E, w):
  ((Add an artificial source))
  add a new vertex s
  for every vertex v
    add a new edge s → v
    w(s → v) ← 0

  ((Compute vertex prices))
  dist[s, ·] ← BELLMANFORD(V, E, w, s)
  if BELLMANFORD found a negative cycle
    fail gracefully

  ((Reweight the edges))
  for every edge u → v ∈ E
    w'(u → v) ← dist[s, u] + w(u → v) - dist[s, v]

  ((Compute reweighted shortest path distances))
  for every vertex u
    dist'[u, ·] ← DIJKSTRA(V, E, w', u)

  ((Compute original shortest-path distances))
  for every vertex u
    for every vertex v
      dist[u, v] ← dist'[u, v] - dist[s, u] + dist[s, v]
    
```

$O(VE \log V)$
 $= O(V^3 \log V)$

Dynamic Programming

$$\text{dist}(u, v) = \begin{cases} 0 & \text{if } u = v \\ \min_{x \rightarrow v} (\text{dist}(u, x) + w(x \rightarrow v)) & \text{otherwise} \end{cases}$$

Additional parameter = max #edges.

$$\text{dist}(u, v, l) = \begin{cases} 0 & \text{if } l = 0 \text{ and } u = v \\ \infty & \text{if } l = 0 \text{ and } u \neq v \\ \min \left\{ \begin{array}{l} \text{dist}(u, v, l-1) \\ \min_{x \rightarrow v} (\text{dist}(u, x, l-1) + w(x \rightarrow v)) \end{array} \right\} & \text{otherwise} \end{cases}$$

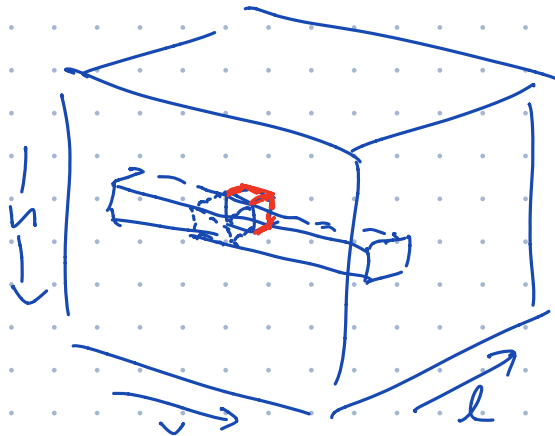
$O(V^4)$



length of shortest path from u to v with $\leq l$ edges

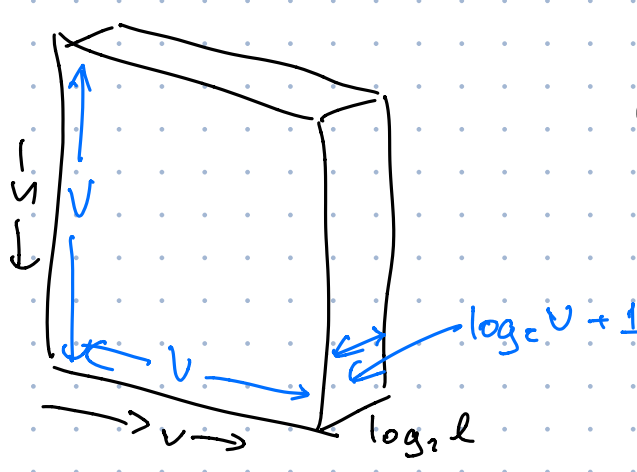
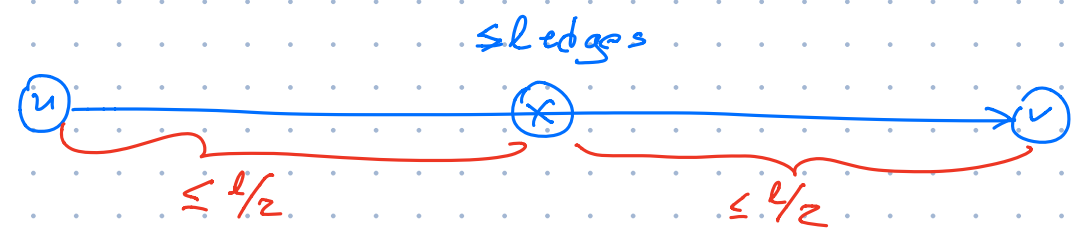
Memoize into 3D table

= $V \times$ Bellman Ford



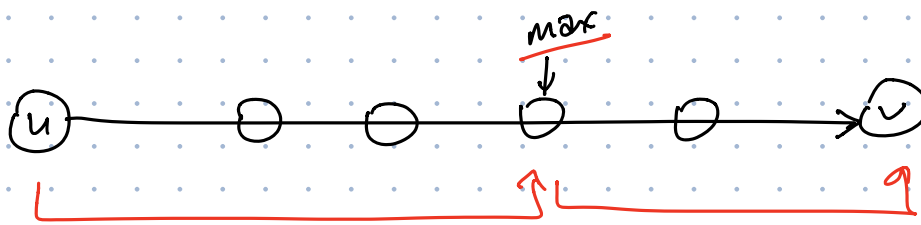
$O(\log V)$ values

$$\text{dist}(u, v, \ell) = \begin{cases} w(u \rightarrow v) & \text{if } i = 1 \\ \min_x (\text{dist}(u, x, \ell/2) + \text{dist}(x, v, \ell/2)) & \text{otherwise} \end{cases}$$

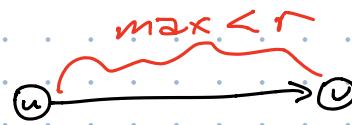
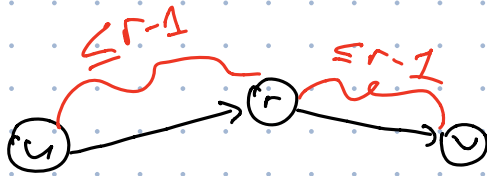


$O(V^3 \log V)$ time

LEYZOREKAPSP(V, E, w):
 for all vertices u
 for all vertices v
 $\text{dist}[u, v] \leftarrow w(u \rightarrow v)$
 for $i \leftarrow 1$ to $\lceil \lg V \rceil$ $\langle\langle \ell = 2^i \rangle\rangle$
 for all vertices u
 for all vertices v
 for all vertices x
 if $\text{dist}[u, v] > \text{dist}[u, x] + \text{dist}[x, v]$
 $\text{dist}[u, v] \leftarrow \text{dist}[u, x] + \text{dist}[x, v]$



$\text{dist}(u, v, r)$ = length of the shortest path from u to v where all interior vertices have index $\leq r$



$$\text{dist}(u, v, r) = \begin{cases} w(u \rightarrow v) & \text{if } r = 0 \\ \min \left\{ \begin{array}{l} \text{dist}(u, v, r-1) \\ \text{dist}(u, r, r-1) + \text{dist}(r, v, r-1) \end{array} \right\} & \text{otherwise} \end{cases}$$

$O(V^3)$ time

FLOYDWARSHALL(V, E, w):

for all vertices u

for all vertices v

$$\text{dist}[u, v] \leftarrow w(u \rightarrow v)$$

for all vertices r

for all vertices u

for all vertices v

$$\text{if } \text{dist}[u, v] > \text{dist}[u, r] + \text{dist}[r, v]$$

$$\text{dist}[u, v] \leftarrow \text{dist}[u, r] + \text{dist}[r, v]$$

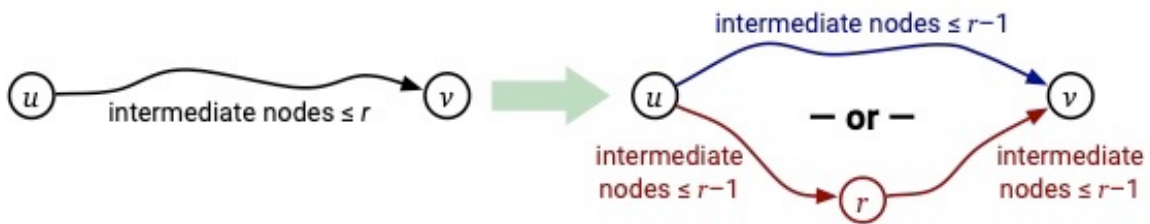
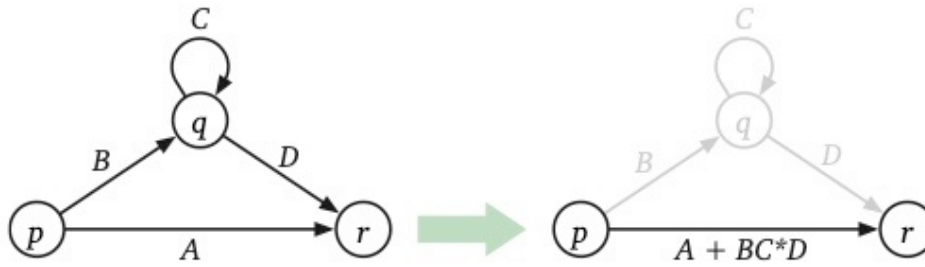


Figure 9.3. Recursive structure of the restricted shortest path $\pi(u, v, r)$.



One step in Kleene's/Han and Wood's reduction algorithm.