

G205

# Fundamentals of Computer Engineering

CLASS 14, Wed. Oct. 27 2004

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M-W, 1:30pm-3:10pm

# Shortest Paths

◆ How to find the shortest route between two points in a map

◆ INPUT:

- A directed graph  $G=(V,E)$

- A weight function  $w:E \rightarrow \mathbf{R}$

◆ Weight of path  $p = \langle v_0, v_1, \dots, v_k \rangle$  is

$$w(p) = \text{SUM}(i=1, k) w(v_{i-1}, v_i)$$

# Weight of a Shortest Path

## ◆ Shortest-path weight from $u$ to $v$

- $d(u,v) = \min\{w(p) : p = u \rightsquigarrow v\}$

if there is a path from  $u$  to  $v$

- $d(u,v) = \infty$  otherwise

## ◆ Shortest-path from $u$ to $v$

- Any path  $p = u \rightsquigarrow v$  with weight

$$w(p) = d(u,v)$$

# The Weight Function

- ◆ Can think of weights as something that:
  - Accumulate linearly along the path
  - We want to minimize
- ◆ Examples:
  - Times, costs, penalties, losses ...
- ◆ Generalization of Breadth-First Search to weighted graphs

# Variants, 1

## ◆ Single-Source Shortest Paths

- Find a shortest path from a given **source** vertex  $s$  to every other vertices  $v$

## ◆ Single-Destination Shortest Paths

- Find a shortest path to a given **destination** vertex  $t$  from every other vertices  $v$

# Variants, 2

## ◆ Single-Pair Shortest Paths

- Find a shortest path from a given vertex  $u$  and a given vertex  $v$

## ◆ All-Pair Shortest-Paths

- Find a shortest path from vertex  $u$  to vertex  $v$  for every pair of vertices  $u$  and  $v$

# Negative-weight Edges

- ◆ Ok, as long as no negative cycles are reachable from the source
- ◆ Negative cycle  $\rightarrow$  we keep going around it obtaining  $w(s \rightsquigarrow v) = -\infty$  for each  $v$  in the cycle
- ◆ Some algorithm do not tolerate negative-weight edges at all

# Optimal Substructure

◆ Lemma: Every sub-path of a shortest path is a shortest path

Proof: Assume  $p = u \rightsquigarrow v$  is a shortest path such that  $p = u \rightsquigarrow x \rightsquigarrow y \rightsquigarrow v$  and  $w(p) = w(u \rightsquigarrow x) + w(x \rightsquigarrow y) + w(y \rightsquigarrow v)$ .

Now suppose that  $x \rightsquigarrow y$  is a path shorter than  $x \rightsquigarrow y$ . Hence,  $w(x \rightsquigarrow y) < w(x \rightsquigarrow y)$ . But then  $p' = u \rightsquigarrow x \rightsquigarrow y \rightsquigarrow v$  is shorter than  $p$ . A contradiction.



# Cycles

- ◆ Shortest paths cannot contain cycles
  - Negative-weight cycles are already ruled out
  - Positive-weight  $\rightarrow$  we can obtain a shortest path by omitting the cycle
  - Zero-weight. No reason to use them (this we will assume)

# Single-Source Shortest Paths Output

- ◆ For  $v \in V$  the output is  $d[v] = d(s, v)$ 
  - Initially  $d[v] = \infty$
  - Reduces as algorithm progresses, but always  $d[v] \geq d(s, v)$
  - Call  $d[v]$  a **shortest path estimate**
- ◆  $\pi[v]$  = the predecessor of  $v$  in a path to  $s$ 
  - If no predecessor,  $\pi[v] = \text{NIL}$
  - $\pi$  induces a tree—**Shortest-path tree**

# Initialization

◆ All shortest-paths algorithms start with

Init-Single-Source( $V, s$ )

for each  $v \in V$  do

$d[v] = \infty$

$\pi[v] = \text{NIL}$

$d[s] = 0$

# Relaxation

- ◆ Can we improve the shortest-path estimated for  $v$  going through  $u$  and taking  $(u,v)$ ?

Relax( $u,v,w$ )

if  $d[v] > d[u] + w(u,v)$

then  $d[v] = d[u] + w(u,v)$

$\pi[v] = u$

# Scheme for Single-Source Shortest-Paths Algorithms

- ◆ Start by calling Init-Single-Source
- ◆ Relax edges
- ◆ Different algorithms differ on
  - Number of relaxations
  - Order of relaxations
- ◆ Bellman-Ford
- ◆ Dijkstra

# Shortest-Path Properties

◆ Based on calling Init-Single-Source once and Relax zero or more times

◆ Lemma: Triangle inequality

For all  $(u,v) \in E$ :  $d(s,v) \leq d(s,u) + w(u,v)$

Proof: Weight of shortest path  $s \rightsquigarrow v$  is  $\leq$  weight of any path  $s \rightsquigarrow v$ . Path  $s \rightsquigarrow u \rightarrow v$  is a path from  $s$  to  $v$ , and if  $s \rightsquigarrow u$  is a shortest path its weight is  $d(s,u) + w(u,v)$

# Upper-bound Property

◆ Lemma: Always have  $d[v] \geq d(s,v)$  for all  $v$ . When  $d[v] = d(s,v)$  it never changes.

Proof: Initially true. Suppose  $v$  such that  $d[v] < d(s,v)$ , and wlog  $v$  is the first vertex for which this happens. Let  $u$  the vertex that updates  $d[v]$  to  $d[u] + w(u,v)$ . So ...

# Upper-bound Property, 2

$$\begin{aligned} & d[v] < d(s,v) \\ & \leq d(s,u) + w(u,v) \text{ (triangle inequality)} \\ & \leq d[u] + w(u,v) \text{ (v is first violation)} \\ & \rightarrow d[v] < d[u] + w(u,v) \text{ which contradicts} \\ & \quad d[v] = d[u] + w(u,v). \end{aligned}$$

Once  $d[v]$  reaches  $d(s,v)$ , it never goes lower. It never goes up, since relaxations only lower estimates.



# Other properties

## ◆ No-path property

- If  $d(s,v)=\infty$  then  $d[v]=\infty$  always

## ◆ Convergence property

- If  $s \rightsquigarrow u \rightarrow v$  is a shortest path,  $d[u]=d(s,u)$  and we call  $\text{Relax}(u,v,w)$  then  $d[v]=d(s,v)$  afterward

## ◆ Path-relaxation property

- Let  $p = \langle v_0, v_1, \dots, v_k \rangle$  be a shortest path from  $s=v_0$  to  $v=v_k$ . If we relax in order  $(v_0, v_1), (v_1, v_2), \dots, (v_{k-1}, v_k)$  then  $d[v_k]=d(s,v)$

# Assignments

- ◆ Textbook, Chapter 24, pages 580—592
- ◆ Updated information on the class web page:

[www.ece.neu.edu/courses/eceg205/2004fa](http://www.ece.neu.edu/courses/eceg205/2004fa)