# Lecture 14: Shortest Paths I: Intro

#### Lecture Overview

- Weighted Graphs
- General Approach
- Negative Edges
- Optimal Substructure

# Readings

CLRS, Sections 24 (Intro)

#### Motivation:

Shortest way to drive from A to B Google maps "get directions"

Formulation: Problem on a weighted graph G(V, E)  $W: E \to \Re$ 

Two algorithms: Dijkstra  $O(V \lg V + E)$  assumes non-negative edge weights Bellman Ford O(VE) is a general algorithm

## Application

- Find shortest path from CalTech to MIT
  - See "CalTech Cannon Hack" photos web.mit.edu
  - See Google Maps from CalTech to MIT
- Model as a weighted graph  $G(V, E), W : E \to \Re$ 
  - -V = vertices (street intersections)
  - -E = edges (street, roads); directed edges (one way roads)
  - -W(U,V) = weight of edge from u to v (distance, toll)

path 
$$p = \langle v_0, v_1, \dots v_k \rangle$$
  
 $(v_i, v_{i+1}) \in E \text{ for } 0 \le i < k$   
 $w(p) = \sum_{i=0}^{k-1} w(v_i, v_{i+1})$ 

## Weighted Graphs:

#### Notation:

 $v_0 \xrightarrow{p} v_k$  means p is a path from  $v_0$  to  $v_k$ .  $(v_0)$  is a path from  $v_0$  to  $v_0$  of weight 0.

## **Definition:**

Shortest path weight from u to v as

$$\delta(u,v) = \left\{ \begin{array}{ll} \min \ \left\{ w(p): & p \\ \infty & u & \longrightarrow & v \end{array} \right\} \ \text{if $\exists$ any such path} \\ \infty & \text{otherwise} \quad (v \text{ unreachable from } u) \end{array} \right.$$

#### Single Source Shortest Paths:

Given G = (V, E), w and a source vertex S, find  $\delta(S, V)$  [and the best path] from S to each  $v \in V$ .

Data structures:

$$\begin{array}{lll} d[v] & = & \text{value inside circle} \\ & = & \left\{ \begin{array}{ll} 0 & \text{if } v = s \\ \infty & \text{otherwise} \end{array} \right\} \Longleftarrow & \text{initially} \\ & = & \delta(s,v) \Longleftarrow & \text{at end} \\ d[v] & \geq & \delta(s,v) & \text{at all times} \end{array}$$

d[v] decreases as we find better paths to v

 $\Pi[v]$  = predecessor on best path to v,  $\Pi[s] = \text{NIL}$ 

#### Example:

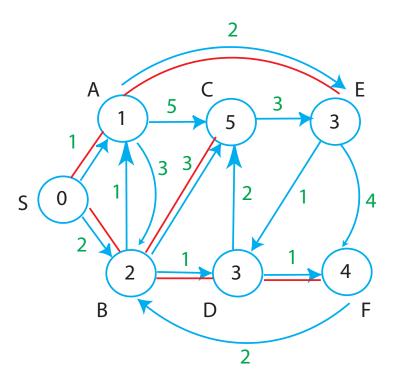


Figure 1: Shortest Path Example: Bold edges give predecessor  $\Pi$  relationships

### Negative-Weight Edges:

- Natural in some applications (e.g., logarithms used for weights)
- Some algorithms disallow negative weight edges (e.g., Dijkstra)
- If you have negative weight edges, you might also have negative weight cycles  $\implies$  may make certain shortest paths undefined!

#### Example:

See Figure 2

 $B \to D \to C \to B$  (origin) has weight -6 + 2 + 3 = -1 < 0!

Shortest path  $S \longrightarrow C$  (or B,D,E) is undefined. Can go around  $B \to D \to C$  as many times as you like

Shortest path  $S \longrightarrow A$  is defined and has weight 2

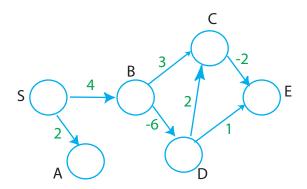


Figure 2: Negative-weight Edges. Error: Edge from B to C should be from C to B.

If negative weight edges are present, s.p. algorithm should find negative weight cycles (e.g., Bellman Ford)

# General structure of S.P. Algorithms (no negative cycles)

$$\begin{array}{lll} \text{Initialize:} & \text{for } v \in V \colon \begin{array}{l} d\left[v\right] & \leftarrow & \infty \\ \Pi\left[v\right] & \leftarrow & \mathsf{NIL} \end{array} \\ d\left[S\right] \leftarrow 0 \\ \text{Main:} & \text{repeat} \\ & \text{select edge } (u,v) \quad [\mathsf{somehow}] \\ \left[ \begin{array}{l} \text{if } d[v] > d[u] + w(u,v) : \\ d[v] \leftarrow d[u] + w(u,v) \\ \pi[v] \leftarrow u \\ & \text{until all edges have } d[v] \leq d[u] + w(u,v) \end{array} \right. \end{array}$$

## Complexity:

Termination? (needs to be shown even without negative cycles) Could be exponential time with poor choice of edges.

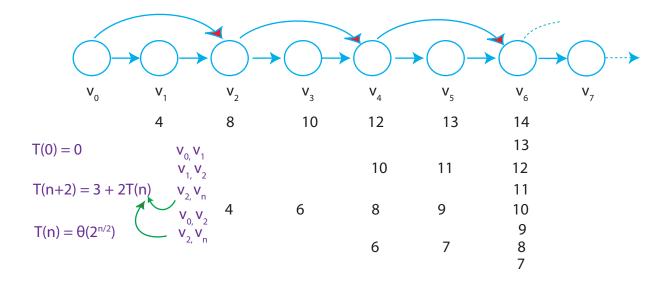


Figure 3: Running Generic Algorithm. The outgoing edges from  $v_0$  and  $v_1$  have weight 4, the outgoing edges from  $v_2$  and  $v_3$  have weight 2, the outgoing edges from  $v_4$  and  $v_5$  have weight 1.

## **Optimal Substructure:**

**Theorem:** Subpaths of shortest paths are shortest paths

Let  $p = \langle v_0, v_1, \dots v_k \rangle$  be a shortest path

Let 
$$p_{ij} = \langle v_i, v_{i+1}, \dots v_j \rangle$$
  $0 \le i \le j \le k$ 

Then  $p_{ij}$  is a shortest path.

### **Proof:**

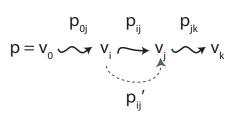


Figure 4: Optimal Substructure Theorem

If  $p'_{ij}$  is shorter than  $p_{ij}$ , cut out  $p_{ij}$  and replace with  $p'_{ij}$ ; result is shorter than p. Contradiction.

# Triangle Inequality:

**Theorem:** For all  $u, v, x \in X$ , we have

$$\delta(u, v) \le \delta(u, x) + \delta(x, v)$$

# **Proof:**

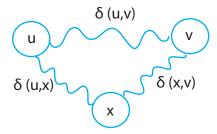


Figure 5: Triangle inequality