Today

- Shortest Paths
- Edge-weighted digraph API
- Shortest-paths properties
- Dijkstra’s algorithm
- Edge-weighted DAGs
- Negative weights

Shortest Paths

- Edge-weighted digraph API
- Shortest-paths properties
- Dijkstra’s algorithm
- Edge-weighted DAGs
- Negative weights

**Shortest Path**

Apr. 14, 2015

Acknowledgement: The course slides are adapted from the slides prepared by R. Sedgewick and K. Wayne of Princeton University.

**Shortest paths in a weighted digraph**

Given an edge-weighted digraph, find the shortest (directed) path from $s$ to $t$. 

**edge-weighted digraph**

```
4->5 0.35
5->4 0.35
4->7 0.37
5->7 0.28
7->5 0.28
5->1 0.32
0->4 0.38
0->2 0.26
7->3 0.39
1->3 0.29
2->7 0.34
6->2 0.40
3->6 0.52
6->0 0.58
6->4 0.93
0->2 0.26
2->7 0.34
7->3 0.39
3->6 0.52
0->4 0.38
```

**shortest path from 0 to 6**

1->3 0.29
3->6 0.52
6->0 0.58
0->4 0.93
6->4 0.93
2->7 0.34
7->5 0.28
5->7 0.28
5->1 0.32
0->4 0.38
0->2 0.26
7->3 0.39
1->3 0.29
2->7 0.34
6->2 0.40
3->6 0.52
6->0 0.58
6->4 0.93
0->2 0.26
2->7 0.34
7->3 0.39
3->6 0.52
0->4 0.38
6->4 0.93

**shortest path from 0 to 6**
Google maps

Car navigation

Shortest path applications

- PERT/CPM.
- Map routing.
- Seam carving.
- Robot navigation.
- Texture mapping.
- Typesetting in TeX.
- Urban traffic planning.
- Optimal pipelining of VLSI chip.
- Telemarketer operator scheduling.
- Routing of telecommunications messages.
- Network routing protocols (OSPF, BGP, RIP).
- Exploiting arbitrage opportunities in currency exchange.
- Optimal truck routing through given traffic congestion pattern.


Shortest path variants

Which vertices?
- Source-sink: from one vertex to another.
- Single source: from one vertex to every other.
- All pairs: between all pairs of vertices.

Restrictions on edge weights?
- Nonnegative weights.
- Arbitrary weights.
- Euclidean weights.

Cycles?
- No directed cycles.
- No "negative cycles."

Simplifying assumption. Shortest paths from \( s \) to each vertex \( v \) exist.
Shortest Paths

- Edge-weighted digraph API
- Shortest-paths properties
- Dijkstra’s algorithm
- Edge-weighted DAGs
- Negative weights

Weighted directed edge API

- Edge-weighted digraph API
- Conventions. Allow self-loops and parallel edges.

Weighted directed edge: implementation in Java

Similar to `Edge` for undirected graphs, but a bit simpler.

```java
public class DirectedEdge{
    private final int v, w;
    private final double weight;

    public DirectedEdge(int v, int w, double weight){
        this.v = v;
        this.w = w;
        this.weight = weight;
    }

    public int from(){
        return v;
    }

    public int to(){
        return w;
    }

    public int weight(){
        return weight;
    }
}
```

Idiom for processing an edge `e`:

```java
int v = e.from(), w = e.to();
```
Edge-weighted digraph: adjacency-lists representation

Edge-weighted digraph representation

adj
0 1
2 3
4 5
6
7

Bag objects reference to a DirectedEdge object

8
15
4 5  0.35
5 4  0.35
4 7  0.37
5 7  0.28
7 5  0.28
5 1  0.32
0 4  0.38
0 2  0.26
2 7  0.34
6 2  0.40
3 6  0.52
6 0  0.58
6 4  0.93

Single-source shortest paths API

Goal. Find the shortest path from s to every other vertex.

public class SP

SP(EdgeWeightedDigraph G, int s) shortest paths from s in graph G
double distTo(int v) length of shortest path from s to v
Iterable<DirectedEdge> pathTo(int v) shortest path from s to v
boolean hasPathTo(int v) is there a path from s to v?

% java SP tinyEWD.txt 0
0 to 0 (0.00):
0 to 1 (1.05): 0->4 0.38  4->5 0.35  5->1 0.32
0 to 2 (0.26): 0->2 0.26
0 to 3 (0.99): 0->2 0.26  2->7 0.34  7->3 0.39
0 to 4 (0.38): 0->4 0.38
0 to 5 (0.73): 0->4 0.38  4->5 0.35
0 to 6 (1.51): 0->2 0.26  2->7 0.34  7->3 0.39  3->6 0.52
0 to 7 (0.60): 0->2 0.26  2->7 0.34

Edge-weighted digraph: adjacency-lists implementation in Java

Same as EdgeWeightedGraph except replace graph with Digraph.

class EdgeWeightedDigraph

private final int V;
private final Bag<DirectedEdge>[] adj;

public EdgeWeightedDigraph(int V)
{
    this.V = V;
    adj = (Bag<DirectedEdge>[])(new Bag[V];
    for (int v = 0; v < V; v++)
        adj[v] = new Bag<DirectedEdge>();
}

public void addEdge(DirectedEdge e)
{
    int v = e.from();
    adj[v].add(e);
}

public Iterable<DirectedEdge> adj(int v)
{
    return adj[v];
}

public class SP

SP(EdgeWeightedDigraph G, int s) shortest paths from s in graph G
double distTo(int v) length of shortest path from s to v
Iterable<DirectedEdge> pathTo(int v) shortest path from s to v
boolean hasPathTo(int v) is there a path from s to v?
Shortest Paths

- Edge-weighted digraph API
- Shortest-paths properties
- Dijkstra’s algorithm
- Edge-weighted DAGs
- Negative weights

Goal. Find the shortest path from $s$ to every other vertex.

Observation. A shortest-paths tree (SPT) solution exists. Why?

Consequence. Can represent the SPT with two vertex-indexed arrays:
- $\text{distTo}[v]$ is length of shortest path from $s$ to $v$.
- $\text{edgeTo}[v]$ is last edge on shortest path from $s$ to $v$.

Data structures for single-source shortest paths

public double distTo(int v) {
    return distTo[v];
}

public Iterable<DirectedEdge> pathTo(int v) {
    Stack<DirectedEdge> path = new Stack<DirectedEdge>();
    for (DirectedEdge e = edgeTo[v]; e != null; e = edgeTo[e.from()])
        path.push(e);
    return path;
}

Edge relaxation

Relax edge $e = v \rightarrow w$.
- $\text{distTo}[v]$ is length of shortest known path from $s$ to $v$.
- $\text{distTo}[w]$ is length of shortest known path from $s$ to $w$.
- $\text{edgeTo}[w]$ is last edge on shortest known path from $s$ to $w$.
- If $e = v \rightarrow w$ gives shorter path to $w$ through $v$,
  update $\text{distTo}[w]$ and $\text{edgeTo}[w]$.
**Edge relaxation**

Relax edge $e = v \rightarrow w$.
- $\text{distTo}[w]$ is length of shortest known path from $s$ to $v$.
- $\text{distTo}[w]$ is length of shortest known path from $s$ to $w$.
- $\text{edgeTo}[w]$ is last edge on shortest known path from $s$ to $w$.
- If $e = v \rightarrow w$ gives shorter path to $w$ through $v$, update $\text{distTo}[w]$ and $\text{edgeTo}[w]$.

```java
private void relax(DirectedEdge e) {
    int v = e.from(), w = e.to();
    if (distTo[w] > distTo[v] + e.weight()) {
        distTo[w] = distTo[v] + e.weight();
        edgeTo[w] = e;
    }
}
```

**Shortest-paths optimality conditions**

**Proposition.** Let $G$ be an edge-weighted digraph. Then $\text{distTo}[v]$ are the shortest path distances from $s$ iff:
- For each vertex $v$, $\text{distTo}[v]$ is the length of some path from $s$ to $v$.
- For each edge $e = v \rightarrow w$, $\text{distTo}[w] \leq \text{distTo}[v] + e\.\text{weight}()$.

**Pf. $\Rightarrow$ [necessary]**
- Suppose that $\text{distTo}[w] > \text{distTo}[v] + e\.\text{weight}()$ for some edge $e = v \rightarrow w$.
- Then, $e$ gives a path from $s$ to $w$ (through $v$) of length less than $\text{distTo}[w]$.

**Pf. $\Leftarrow$ [sufficient]**
- Suppose $s = v_0 \rightarrow v_1 \rightarrow \ldots \rightarrow v_k = w$ is a shortest path from $s$ to $w$.
- Then, $\text{distTo}[v_k] \leq \text{distTo}[v_{k-1}] + e\.\text{weight}()$
- $\text{distTo}[v_{k-1}] \leq \text{distTo}[v_{k-2}] + e\.\text{weight}()$
- $\ldots$
- $\text{distTo}[v_1] \leq \text{distTo}[v_0] + e\.\text{weight}()$
- Add inequalities; simplify; and substitute $\text{distTo}[v_0] = \text{distTo}[s] = 0$:
  - $\text{distTo}[w] = \text{distTo}[v_k] \leq e\.\text{weight}() + e\.\text{weight}() + \ldots + e\.\text{weight}()$
  - Thus, $\text{distTo}[w]$ is the weight of shortest path to $w$.

**Generic shortest-paths algorithm**

**Generic algorithm (to compute SPT from $s$)**

- Initialize $\text{distTo}[s] = 0$ and $\text{distTo}[v] = \infty$ for all other vertices.
- Repeat until optimality conditions are satisfied:
  - Relax any edge.

**Proposition.** Generic algorithm computes SPT (if it exists) from $s$.

**Pf. sketch.**
- Throughout algorithm, $\text{distTo}[v]$ is the length of a simple path from $s$ to $v$ (and $\text{edgeTo}[v]$ is last edge on path).
- Each successful relaxation decreases $\text{distTo}[v]$ for some $v$.
- The entry $\text{distTo}[v]$ can decrease at most a finite number of times.
Generic shortest-paths algorithm

Efficient implementations. How to choose which edge to relax?

Ex 1. Dijkstra’s algorithm (nonnegative weights).
Ex 2. Topological sort algorithm (no directed cycles).
Ex 3. Bellman-Ford algorithm (no negative cycles).

Edsger W. Dijkstra: select quotes

“Do only what only you can do.”

“In their capacity as a tool, computers will be but a ripple on the surface of our culture. In their capacity as intellectual challenge, they are without precedent in the cultural history of mankind.”

“The use of COBOL cripples the mind; its teaching should, therefore, be regarded as a criminal offence.”

“It is practically impossible to teach good programming to students that have had a prior exposure to BASIC: as potential programmers they are mentally mutilated beyond hope of regeneration.”

“APL is a mistake, carried through to perfection. It is the language of the future for the programming techniques of the past: it creates a new generation of coding bums.”
Dijkstra's algorithm

- Consider vertices in increasing order of distance from $s$ (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges incident from that vertex.

an edge-weighted digraph

Dijkstra's algorithm

- Consider vertices in increasing order of distance from $s$ (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges incident from that vertex.

Dijkstra’s algorithm

- Consider vertices in increasing order of distance from $s$ (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges incident from that vertex.

Dijkstra's algorithm

- Consider vertices in increasing order of distance from $s$ (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges incident from that vertex.
Dijkstra's algorithm

- Consider vertices in increasing order of distance from \( s \) (non-tree vertex with the lowest \( \text{distTo}[] \) value).
- Add vertex to tree and relax all edges incident from that vertex.

1. Relaxed edges: 
   - \( 0 \rightarrow 1 \): \( 5.0 \) 
   - \( 1 \rightarrow 2 \): \( 9.0 \) 
   - \( 1 \rightarrow 4 \): \( 9.0 \) 
   - \( 1 \rightarrow 7 \): \( 8.0 \) 

2. Choose vertex 1

3. Relax all edges incident from 1: 
   - \( 1 \rightarrow 0 \): \( 5.0 \) 
   - \( 1 \rightarrow 2 \): \( 17.0 \) 
   - \( 1 \rightarrow 3 \): \( 20.0 \) 
   - \( 1 \rightarrow 4 \): \( \infty \) 
   - \( 1 \rightarrow 5 \): \( \infty \) 
   - \( 1 \rightarrow 6 \): \( \infty \) 
   - \( 1 \rightarrow 7 \): \( \infty \) 

4. Relax all edges incident from 1: 
   - \( 0 \rightarrow 1 \): \( 5.0 \) 
   - \( 2 \rightarrow 3 \): \( 17.0 \) 
   - \( 3 \rightarrow 5 \): \( 20.0 \) 
   - \( 4 \rightarrow 2 \): \( 12.0 \) 

5. Relax all edges incident from 1: 
   - \( 2 \rightarrow 1 \): \( 17.0 \) 
   - \( 3 \rightarrow 5 \): \( 20.0 \) 
   - \( 4 \rightarrow 2 \): \( 12.0 \) 
   - \( 5 \rightarrow 3 \): \( 20.0 \) 
   - \( 6 \rightarrow 2 \): \( 17.0 \) 
   - \( 7 \rightarrow 1 \): \( 8.0 \) 

6. Relax all edges incident from 1: 
   - \( 2 \rightarrow 3 \): \( 17.0 \) 
   - \( 3 \rightarrow 5 \): \( 20.0 \) 
   - \( 4 \rightarrow 2 \): \( 12.0 \) 
   - \( 5 \rightarrow 3 \): \( 20.0 \) 
   - \( 6 \rightarrow 2 \): \( 17.0 \) 
   - \( 7 \rightarrow 1 \): \( 8.0 \)
Dijkstra's algorithm

- Consider vertices in increasing order of distance from $s$ (non-tree vertex with the lowest $\text{distTo}[]$ value).
- Add vertex to tree and relax all edges incident from that vertex.

\[
\begin{array}{ccc}
\text{v} & \text{distTo[]} & \text{edgeTo}[] \\
0 & 0.0 & - \\
1 & 5.0 & 0\rightarrow 1 \\
2 & 17.0 & 1\rightarrow 2 \\
3 & 20.0 & 1\rightarrow 3 \\
4 & 9.0 & 0\rightarrow 4 \\
5 & 6 & \\
6 & 7 & 8.0 & 0\rightarrow 7
\end{array}
\]

Dijkstra's algorithm

- Consider vertices in increasing order of distance from $s$ (non-tree vertex with the lowest $\text{distTo}[]$ value).
- Add vertex to tree and relax all edges incident from that vertex.

\[
\begin{array}{ccc}
\text{v} & \text{distTo[]} & \text{edgeTo}[] \\
0 & 0.0 & - \\
1 & 5.0 & 0\rightarrow 1 \\
2 & 17.0 & 1\rightarrow 2 \\
3 & 20.0 & 1\rightarrow 3 \\
4 & 9.0 & 0\rightarrow 4 \\
5 & 6 & \\
6 & 7 & 8.0 & 0\rightarrow 7
\end{array}
\]

choose vertex 7

Dijkstra's algorithm

- Consider vertices in increasing order of distance from $s$ (non-tree vertex with the lowest $\text{distTo}[]$ value).
- Add vertex to tree and relax all edges incident from that vertex.

\[
\begin{array}{ccc}
\text{v} & \text{distTo[]} & \text{edgeTo}[] \\
0 & 0.0 & - \\
1 & 5.0 & 0\rightarrow 1 \\
2 & 17.0 & 1\rightarrow 2 \\
3 & 20.0 & 1\rightarrow 3 \\
4 & 9.0 & 0\rightarrow 4 \\
5 & 14.0 & 7\rightarrow 5 \\
6 & 7 & 8.0 & 0\rightarrow 7
\end{array}
\]

Dijkstra's algorithm

- Consider vertices in increasing order of distance from $s$ (non-tree vertex with the lowest $\text{distTo}[]$ value).
- Add vertex to tree and relax all edges incident from that vertex.

\[
\begin{array}{ccc}
\text{v} & \text{distTo[]} & \text{edgeTo}[] \\
0 & 0.0 & - \\
1 & 5.0 & 0\rightarrow 1 \\
2 & 15.0 & 7\rightarrow 2 \\
3 & 20.0 & 1\rightarrow 3 \\
4 & 9.0 & 0\rightarrow 4 \\
5 & 14.0 & 7\rightarrow 5 \\
6 & 7 & 8.0 & 0\rightarrow 7
\end{array}
\]

relax all edges incident from 7
Dijkstra's algorithm

- Consider vertices in increasing order of distance from $s$ (non-tree vertex with the lowest $\text{distTo}[]$ value).
- Add vertex to tree and relax all edges incident from that vertex.

<table>
<thead>
<tr>
<th>$v$</th>
<th>$\text{distTo}[]$</th>
<th>$\text{edgeTo}[]$</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.0</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>5.0</td>
<td>0→1</td>
</tr>
<tr>
<td>2</td>
<td>15.0</td>
<td>7→2</td>
</tr>
<tr>
<td>3</td>
<td>20.0</td>
<td>1→3</td>
</tr>
<tr>
<td>4</td>
<td>9.0</td>
<td>0→4</td>
</tr>
<tr>
<td>5</td>
<td>14.0</td>
<td>7→5</td>
</tr>
<tr>
<td>6</td>
<td>8.0</td>
<td>0→7</td>
</tr>
</tbody>
</table>

relax all edges incident from 4

Dijkstra's algorithm

- Consider vertices in increasing order of distance from $s$ (non-tree vertex with the lowest $\text{distTo}[]$ value).
- Add vertex to tree and relax all edges incident from that vertex.

select vertex 4

<table>
<thead>
<tr>
<th>$v$</th>
<th>$\text{distTo}[]$</th>
<th>$\text{edgeTo}[]$</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.0</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>5.0</td>
<td>0→1</td>
</tr>
<tr>
<td>2</td>
<td>15.0</td>
<td>7→2</td>
</tr>
<tr>
<td>3</td>
<td>20.0</td>
<td>1→3</td>
</tr>
<tr>
<td>4</td>
<td>9.0</td>
<td>0→4</td>
</tr>
<tr>
<td>5</td>
<td>14.0</td>
<td>7→5</td>
</tr>
<tr>
<td>6</td>
<td>8.0</td>
<td>0→7</td>
</tr>
</tbody>
</table>

relax all edges incident from 4

Dijkstra's algorithm

- Consider vertices in increasing order of distance from $s$ (non-tree vertex with the lowest $\text{distTo}[]$ value).
- Add vertex to tree and relax all edges incident from that vertex.

<table>
<thead>
<tr>
<th>$v$</th>
<th>$\text{distTo}[]$</th>
<th>$\text{edgeTo}[]$</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.0</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>5.0</td>
<td>0→1</td>
</tr>
<tr>
<td>2</td>
<td>15.0</td>
<td>7→2</td>
</tr>
<tr>
<td>3</td>
<td>20.0</td>
<td>1→3</td>
</tr>
<tr>
<td>4</td>
<td>9.0</td>
<td>0→4</td>
</tr>
<tr>
<td>5</td>
<td>14.0</td>
<td>7→5</td>
</tr>
<tr>
<td>6</td>
<td>8.0</td>
<td>0→7</td>
</tr>
</tbody>
</table>

relax all edges incident from 4

Dijkstra's algorithm

- Consider vertices in increasing order of distance from $s$ (non-tree vertex with the lowest $\text{distTo}[]$ value).
- Add vertex to tree and relax all edges incident from that vertex.

<table>
<thead>
<tr>
<th>$v$</th>
<th>$\text{distTo}[]$</th>
<th>$\text{edgeTo}[]$</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.0</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>5.0</td>
<td>0→1</td>
</tr>
<tr>
<td>2</td>
<td>15.0</td>
<td>7→2</td>
</tr>
<tr>
<td>3</td>
<td>20.0</td>
<td>1→3</td>
</tr>
<tr>
<td>4</td>
<td>9.0</td>
<td>0→4</td>
</tr>
<tr>
<td>5</td>
<td>14.0</td>
<td>7→5</td>
</tr>
<tr>
<td>6</td>
<td>8.0</td>
<td>0→7</td>
</tr>
</tbody>
</table>

relax all edges incident from 4
Dijkstra’s algorithm

• Consider vertices in increasing order of distance from \( s \)
  (non-tree vertex with the lowest \( \text{distTo}[] \) value).
• Add vertex to tree and relax all edges incident from that vertex.

<table>
<thead>
<tr>
<th>v</th>
<th>distTo[]</th>
<th>edgeTo[]</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.0</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>5.0</td>
<td>0→1</td>
</tr>
<tr>
<td>2</td>
<td>15.0</td>
<td>7→2</td>
</tr>
<tr>
<td>3</td>
<td>20.0</td>
<td>1→3</td>
</tr>
<tr>
<td>4</td>
<td>9.0</td>
<td>0→4</td>
</tr>
<tr>
<td>5</td>
<td>13.0</td>
<td>4→5</td>
</tr>
<tr>
<td>6</td>
<td>29.0</td>
<td>4→6</td>
</tr>
<tr>
<td>7</td>
<td>8.0</td>
<td>0→7</td>
</tr>
</tbody>
</table>

select vertex 5

relax all edges incident from 5

Dijkstra’s algorithm

• Consider vertices in increasing order of distance from \( s \)
  (non-tree vertex with the lowest \( \text{distTo}[] \) value).
• Add vertex to tree and relax all edges incident from that vertex.

<table>
<thead>
<tr>
<th>v</th>
<th>distTo[]</th>
<th>edgeTo[]</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.0</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>5.0</td>
<td>0→1</td>
</tr>
<tr>
<td>2</td>
<td>15.0</td>
<td>7→2</td>
</tr>
<tr>
<td>3</td>
<td>20.0</td>
<td>1→3</td>
</tr>
<tr>
<td>4</td>
<td>9.0</td>
<td>0→4</td>
</tr>
<tr>
<td>5</td>
<td>13.0</td>
<td>4→5</td>
</tr>
<tr>
<td>6</td>
<td>29.0</td>
<td>4→6</td>
</tr>
<tr>
<td>7</td>
<td>8.0</td>
<td>0→7</td>
</tr>
</tbody>
</table>

relax all edges incident from 5

Dijkstra’s algorithm

• Consider vertices in increasing order of distance from \( s \)
  (non-tree vertex with the lowest \( \text{distTo}[] \) value).
• Add vertex to tree and relax all edges incident from that vertex.

<table>
<thead>
<tr>
<th>v</th>
<th>distTo[]</th>
<th>edgeTo[]</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.0</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>5.0</td>
<td>0→1</td>
</tr>
<tr>
<td>2</td>
<td>15.0</td>
<td>7→2</td>
</tr>
<tr>
<td>3</td>
<td>20.0</td>
<td>1→3</td>
</tr>
<tr>
<td>4</td>
<td>9.0</td>
<td>0→4</td>
</tr>
<tr>
<td>5</td>
<td>13.0</td>
<td>4→5</td>
</tr>
<tr>
<td>6</td>
<td>29.0</td>
<td>4→6</td>
</tr>
<tr>
<td>7</td>
<td>8.0</td>
<td>0→7</td>
</tr>
</tbody>
</table>

relax all edges incident from 5

Dijkstra’s algorithm

• Consider vertices in increasing order of distance from \( s \)
  (non-tree vertex with the lowest \( \text{distTo}[] \) value).
• Add vertex to tree and relax all edges incident from that vertex.

<table>
<thead>
<tr>
<th>v</th>
<th>distTo[]</th>
<th>edgeTo[]</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.0</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>5.0</td>
<td>0→1</td>
</tr>
<tr>
<td>2</td>
<td>15.0</td>
<td>7→2</td>
</tr>
<tr>
<td>3</td>
<td>20.0</td>
<td>1→3</td>
</tr>
<tr>
<td>4</td>
<td>9.0</td>
<td>0→4</td>
</tr>
<tr>
<td>5</td>
<td>13.0</td>
<td>4→5</td>
</tr>
<tr>
<td>6</td>
<td>29.0</td>
<td>4→6</td>
</tr>
<tr>
<td>7</td>
<td>8.0</td>
<td>0→7</td>
</tr>
</tbody>
</table>

relax all edges incident from 5
Dijkstra’s algorithm

- Consider vertices in increasing order of distance from $s$ (non-tree vertex with the lowest $\text{distTo[]}$ value).
- Add vertex to tree and relax all edges incident from that vertex.

<table>
<thead>
<tr>
<th>$v$</th>
<th>$\text{distTo[]}$</th>
<th>$\text{edgeTo[]}$</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.0</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>5.0</td>
<td>0→1</td>
</tr>
<tr>
<td>2</td>
<td>14.0</td>
<td>5→2</td>
</tr>
<tr>
<td>3</td>
<td>20.0</td>
<td>1→3</td>
</tr>
<tr>
<td>4</td>
<td>9.0</td>
<td>0→4</td>
</tr>
<tr>
<td>5</td>
<td>13.0</td>
<td>4→5</td>
</tr>
<tr>
<td>6</td>
<td>26.0</td>
<td>5→6</td>
</tr>
<tr>
<td>7</td>
<td>8.0</td>
<td>0→7</td>
</tr>
</tbody>
</table>

relax all edges incident from 2

select vertex 2

relax all edges incident from 2
Dijkstra's algorithm

- Consider vertices in increasing order of distance from $s$ (non-tree vertex with the lowest $\text{distTo}[]$ value).
- Add vertex to tree and relax all edges incident from that vertex.

```
<table>
<thead>
<tr>
<th>v</th>
<th>distTo[]</th>
<th>edgeTo[]</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.0</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>5.0</td>
<td>0→1</td>
</tr>
<tr>
<td>2</td>
<td>14.0</td>
<td>5→2</td>
</tr>
<tr>
<td>3</td>
<td>17.0</td>
<td>2→3</td>
</tr>
<tr>
<td>4</td>
<td>9.0</td>
<td>0→4</td>
</tr>
<tr>
<td>5</td>
<td>13.0</td>
<td>4→5</td>
</tr>
<tr>
<td>6</td>
<td>25.0</td>
<td>2→6</td>
</tr>
<tr>
<td>7</td>
<td>8.0</td>
<td>0→7</td>
</tr>
</tbody>
</table>
```

- Select vertex 3
- Relax all edges incident from 3

```
<table>
<thead>
<tr>
<th>v</th>
<th>distTo[]</th>
<th>edgeTo[]</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.0</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>5.0</td>
<td>0→1</td>
</tr>
<tr>
<td>2</td>
<td>14.0</td>
<td>5→2</td>
</tr>
<tr>
<td>3</td>
<td>17.0</td>
<td>2→3</td>
</tr>
<tr>
<td>4</td>
<td>9.0</td>
<td>0→4</td>
</tr>
<tr>
<td>5</td>
<td>13.0</td>
<td>4→5</td>
</tr>
<tr>
<td>6</td>
<td>25.0</td>
<td>2→6</td>
</tr>
<tr>
<td>7</td>
<td>8.0</td>
<td>0→7</td>
</tr>
</tbody>
</table>
```

relax all edges incident from 3
Dijkstra's algorithm

- Consider vertices in increasing order of distance from $s$ (non-tree vertex with the lowest $\text{distTo}[\cdot]$ value).
- Add vertex to tree and relax all edges incident from that vertex.

<table>
<thead>
<tr>
<th>v</th>
<th>distTo[]</th>
<th>edgeTo[]</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.0</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>5.0</td>
<td>0→1</td>
</tr>
<tr>
<td>2</td>
<td>14.0</td>
<td>5→2</td>
</tr>
<tr>
<td>3</td>
<td>17.0</td>
<td>2→3</td>
</tr>
<tr>
<td>4</td>
<td>9.0</td>
<td>0→4</td>
</tr>
<tr>
<td>5</td>
<td>13.0</td>
<td>4→5</td>
</tr>
<tr>
<td>6</td>
<td>25.0</td>
<td>2→6</td>
</tr>
<tr>
<td>7</td>
<td>8.0</td>
<td>0→7</td>
</tr>
</tbody>
</table>

select vertex 6

relax all edges incident from 6
Dijkstra’s algorithm

- Consider vertices in increasing order of distance from $s$ (non-tree vertex with the lowest $\text{distTo}[]$ value).
- Add vertex to tree and relax all edges incident from that vertex.

<table>
<thead>
<tr>
<th>$v$</th>
<th>distTo[]</th>
<th>edgeTo[]</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.0</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>5.0</td>
<td>0→1</td>
</tr>
<tr>
<td>2</td>
<td>14.0</td>
<td>5→2</td>
</tr>
<tr>
<td>3</td>
<td>17.0</td>
<td>2→3</td>
</tr>
<tr>
<td>4</td>
<td>9.0</td>
<td>0→4</td>
</tr>
<tr>
<td>5</td>
<td>13.0</td>
<td>4→5</td>
</tr>
<tr>
<td>6</td>
<td>25.0</td>
<td>2→6</td>
</tr>
<tr>
<td>7</td>
<td>8.0</td>
<td>0→7</td>
</tr>
</tbody>
</table>

Dijkstra’s algorithm visualization

Proposition. Dijkstra’s algorithm computes a SPT in any edge-weighted digraph with nonnegative weights.

Pf.
- Each edge $e = v \to w$ is relaxed exactly once (when $v$ is relaxed), leaving $\text{distTo}[w] \leq \text{distTo}[v] + e$.weight().
- Inequality holds until algorithm terminates because:
  - $\text{distTo}[w]$ cannot increase
  - $\text{distTo}[v]$ will not change
- Thus, upon termination, shortest-paths optimality conditions hold. ●

Dijkstra’s algorithm: correctness proof
**Dijkstra’s algorithm: Java implementation**

```java
public class DijkstraSP {
    private DirectedEdge[] edgeTo;
    private double[] distTo;
    private IndexMinPQ<Double> pq;

    public DijkstraSP(EdgeWeightedDigraph G, int s) {
        edgeTo = new DirectedEdge[G.V()];
        distTo = new double[G.V()];
        pq = new IndexMinPQ<Double>(G.V());

        for (int v = 0; v < G.V(); v++)
            distTo[v] = Double.POSITIVE_INFINITY;
        distTo[s] = 0.0;
        pq.insert(s, 0.0);

        while (!pq.isEmpty()) {
            int v = pq.delMin();
            for (DirectedEdge e : G.adj(v))
                relax(e);
        }
    }

    private void relax(DirectedEdge e) {
        int v = e.from(), w = e.to();
        if (distTo[w] > distTo[v] + e.weight()) {
            distTo[w] = distTo[v] + e.weight();
            edgeTo[w] = e;
            if (pq.contains(w)) pq.decreaseKey(w, distTo[w]);
            else pq.insert(w, distTo[w]);
        }
    }
}
```

**Dijkstra’s algorithm: which priority queue?**

Depends on PQ implementation: \(V\) insert, \(V\) delete-min, \(E\) decrease-key.

<table>
<thead>
<tr>
<th>PQ implementation</th>
<th>insert</th>
<th>delete-min</th>
<th>decrease key</th>
<th>total</th>
</tr>
</thead>
<tbody>
<tr>
<td>array</td>
<td>1</td>
<td>V</td>
<td>1</td>
<td>(V^2)</td>
</tr>
<tr>
<td>binary heap</td>
<td>(\log V)</td>
<td>(\log V)</td>
<td>(\log V)</td>
<td>(E \log V)</td>
</tr>
<tr>
<td>d-way heap (Johnson 1975)</td>
<td>(d \log_d V)</td>
<td>(d \log_d V)</td>
<td>(d \log_d V)</td>
<td>(E \log_{d/V} V)</td>
</tr>
<tr>
<td>Fibonacci heap (Fredman-Tarjan 1984)</td>
<td>(1^*)</td>
<td>(\log V^*)</td>
<td>(1^*)</td>
<td>(E + V \log V)</td>
</tr>
</tbody>
</table>

\(^*\) amortized

**Bottom line.**
- Array implementation optimal for dense graphs.
- Binary heap much faster for sparse graphs.
- d-way heap worth the trouble in performance-critical situations.
- Fibonacci heap best in theory, but not worth implementing.

**Priority-first search**

**Insight.** Four of our graph-search methods are the same algorithm!
- Maintain a set of explored vertices \(S\).
- Grow \(S\) by exploring edges with exactly one endpoint leaving \(S\).

**DFS.** Take edge from vertex which was discovered most recently.
**BFS.** Take edge from vertex which was discovered least recently.
**Prim.** Take edge of minimum weight.
**Dijkstra.** Take edge to vertex that is closest to \(S\).

**Challenge.** Express this insight in reusable Java code.
Shortest Paths

- Edge-weighted digraph API
- Shortest-paths properties
- Dijkstra’s algorithm
- Edge-weighted DAGs
- Negative weights

Acyclic edge-weighted digraphs

Q. Suppose that an edge-weighted digraph has no directed cycles. Is it easier to find shortest paths than in a general digraph?

A. Yes!

Topological sort algorithm

- Consider vertices in topological order.
- Relax all edges incident from that vertex.

Topological sort algorithm

- Consider vertices in topological order.
- Relax all edges incident from that vertex.
Topological sort algorithm

- Consider vertices in topological order.
- Relax all edges incident from that vertex.

Choose vertex 0

Relax all edges incident from 0

Topological sort algorithm

- Consider vertices in topological order.
- Relax all edges incident from that vertex.

Choose vertex 0

Relax all edges incident from 0

Topological sort algorithm

- Consider vertices in topological order.
- Relax all edges incident from that vertex.

Choose vertex 0

Relax all edges incident from 0
Consider vertices in topological order.
Relax all edges incident from that vertex.

Choose vertex 1

Relax all edges incident from 1

Relax all edges incident from 1
Topological sort algorithm

- Consider vertices in topological order.
- Relax all edges incident from that vertex.

Select vertex 4
(Dijkstra would have selected vertex 7)

Relax all edges incident from 4

Relax all edges incident from 4

Relax all edges incident from 4
Topological sort algorithm

- Consider vertices in topological order.
- Relax all edges incident from that vertex.

Choose vertex 7

Relax all edges incident from 7

Choose vertex 7

Relax all edges incident from 7
Topological sort algorithm

• Consider vertices in topological order.
• Relax all edges incident from that vertex.

select vertex 5

relax all edges incident from 5

relax all edges incident from 5

Topological sort algorithm

• Consider vertices in topological order.
• Relax all edges incident from that vertex.

Topological sort algorithm

• Consider vertices in topological order.
• Relax all edges incident from that vertex.

Topological sort algorithm

• Consider vertices in topological order.
• Relax all edges incident from that vertex.
Consider vertices in topological order.
Relax all edges incident from that vertex.

select vertex 2

relax all edges incident from 2

relax all edges incident from 2
Consider vertices in topological order.
Relax all edges incident from that vertex.
Consider vertices in topological order.

Relax all edges incident from that vertex.

Topological sort algorithm

Topological sort algorithm

Topological sort algorithm

Topological sort algorithm

0 1 4 7 5 2 3 6

v distTo[] edgewTo[]

0 0.0 -
1 5.0 0→1
2 14.0 5→2
3 17.0 2→3
4 9.0 0→4
5 13.0 4→5
6 25.0 2→6
7 8.0 0→7

select vertex 6

relax all edges incident from 6

shortest-paths tree from vertex s
Proposition. Topological sort algorithm computes SPT in any edge-weighted DAG in time proportional to $E + V$.

Pf.
- Each edge $e = v \rightarrow w$ is relaxed exactly once (when $v$ is relaxed), leaving $\text{distTo}[w] \leq \text{distTo}[v] + e.\text{weight}()$.
- Inequality holds until algorithm terminates because:
  - $\text{distTo}[w]$ cannot increase
  - $\text{distTo}[v]$ will not change
- Thus, upon termination, shortest-paths optimality conditions hold.

Shortest paths in edge-weighted DAGs

```
public class AcyclicSP
{
    private DirectedEdge[] edgeTo;
    private double[] distTo;
    public AcyclicSP(EdgeWeightedDigraph G, int s)
    {
        edgeTo = new DirectedEdge[G.V()];
        distTo = new double[G.V()];
        for (int v = 0; v < G.V(); v++)
            distTo[v] = Double.POSITIVE_INFINITY;
        distTo[s] = 0.0;
        Topological topological = new Topological(G);
        for (int v : topological.order())
            for (DirectedEdge e : G.adj(v))
                relax(e);
    }
}
```

Content-aware resizing

Seam carving. [Avidan and Shamir] Resize an image without distortion for display on cell phones and web browsers.

In the wild. Photoshop CS 5, Imagemagick, GIMP,...
Content-aware resizing

To find vertical seam:

- Grid DAG: vertex = pixel; edge = from pixel to 3 downward neighbors.
- Weight of pixel = energy function of 8 neighboring pixels.
- Seam = shortest path from top to bottom.

To remove vertical seam:

- Delete pixels on seam (one in each row).
Longest paths in edge-weighted DAGs

Formulate as a shortest paths problem in edge-weighted DAGs.
- Negate all weights.
- Find shortest paths.
- Negate weights in result.

Key point. Topological sort algorithm works even with negative edge weights.

Critical path method

CPM. To solve a parallel job-scheduling problem, create edge-weighted DAG:
- Source and sink vertices.
- Two vertices (begin and end) for each job.
- Three edges for each job.
  - begin to end (weighted by duration)
  - source to begin (0 weight)
  - end to sink (0 weight)
- One edge for each precedence constraint (0 weight).

Parallel job scheduling. Given a set of jobs with durations and precedence constraints, schedule the jobs (by finding a start time for each) so as to achieve the minimum completion time, while respecting the constraints.

Critical path method

CPM. Use longest path from the source to schedule each job.
**Shortest Paths**

- Edge-weighted digraph API
- Shortest-paths properties
- Dijkstra's algorithm
- Edge-weighted DAGs
- Negative weights

**Negative weights**

Dijkstra. Doesn't work with negative edge weights.

Re-weighting. Add a constant to every edge weight doesn't work.

Bad news. Need a different algorithm.

**Negative cycles**

Def. A negative cycle is a directed cycle whose sum of edge weights is negative.

Proposition. A SPT exists iff no negative cycles.

**Bellman-Ford algorithm**

Bellman–Ford algorithm

Initialize distTo[s] = 0 and distTo[v] = ∞ for all other vertices.
Repeat V times:
- Relax each edge.

for (int i = 0; i < G.V(); i++)
  for (int v = 0; v < G.V(); v++)
    for (DirectedEdge e : G.adj(v))
      relax(e);
Bellman-Ford algorithm demo

Repeat \( V \) times: relax all \( E \) edges.

an edge-weighted digraph

initialize

Bellman-Ford algorithm demo

Repeat \( V \) times: relax all \( E \) edges.

Bellman-Ford algorithm demo

Repeat \( V \) times: relax all \( E \) edges.

Bellman-Ford algorithm demo

Repeat \( V \) times: relax all \( E \) edges.
Repeat $V$ times: relax all $E$ edges.

Bellman-Ford algorithm demo

\begin{itemize}
  \item [pass 0]
    \begin{itemize}
    \item $v$ \hspace{1cm} distTo[] \hspace{1cm} edgeTo[]
    \item 0 \hspace{1cm} 0.0 \hspace{1cm} -
    \item 1 \hspace{1cm} 5.0 \hspace{1cm} 0\rightarrow1
    \item 2
    \item 3
    \item 4
    \item 5
    \item 6
    \item 7
    \end{itemize}
\end{itemize}

Bellman-Ford algorithm demo

\begin{itemize}
  \item [pass 0]
    \begin{itemize}
    \item $v$ \hspace{1cm} distTo[] \hspace{1cm} edgeTo[]
    \item 0 \hspace{1cm} 0.0 \hspace{1cm} -
    \item 1 \hspace{1cm} 5.0 \hspace{1cm} 0\rightarrow1
    \item 2
    \item 3
    \item 4 \hspace{1cm} 9.0 \hspace{1cm} 0\rightarrow4
    \item 5
    \item 6
    \item 7
    \end{itemize}
\end{itemize}

Bellman-Ford algorithm demo

\begin{itemize}
  \item [pass 0]
    \begin{itemize}
    \item $v$ \hspace{1cm} distTo[] \hspace{1cm} edgeTo[]
    \item 0 \hspace{1cm} 0.0 \hspace{1cm} -
    \item 1 \hspace{1cm} 5.0 \hspace{1cm} 0\rightarrow1
    \item 2
    \item 3
    \item 4
    \item 5 \hspace{1cm} 8.0 \hspace{1cm} 0\rightarrow7
    \item 6
    \item 7
    \end{itemize}
\end{itemize}
Repeat $V$ times: relax all $E$ edges.

Bellman-Ford algorithm demo

Repeat $V$ times: relax all $E$ edges.

Bellman-Ford algorithm demo

Repeat $V$ times: relax all $E$ edges.
Bellman-Ford algorithm demo

Repeat $V$ times: relax all $E$ edges.

Bellman-Ford algorithm demo

Repeat $V$ times: relax all $E$ edges.
Repeat $V$ times: relax all $E$ edges.

Belman-Ford algorithm demo

pass 0

$\text{v distTo[] edgeTo[]}$

0 0.0 -
1 5.0 0→1
2 17.0 1→2
3 20.0 1→3
4 9.0 0→4
5
6 28.0 2→6
7 8.0 0→7

Repeat $V$ times: relax all $E$ edges.

Bellman-Ford algorithm demo

pass 0

$\text{v distTo[] edgeTo[]}$

0 0.0 -
1 5.0 0→1
2 17.0 1→2
3 20.0 1→3
4 9.0 0→4
5
6 28.0 2→6
7 8.0 0→7

Repeat $V$ times: relax all $E$ edges.

Bellman-Ford algorithm demo

pass 0

$\text{v distTo[] edgeTo[]}$

0 0.0 -
1 5.0 0→1
2 17.0 1→2
3 20.0 1→3
4 9.0 0→4
5
6 28.0 2→6
7 8.0 0→7

Repeat $V$ times: relax all $E$ edges.

Bellman-Ford algorithm demo

pass 0

$\text{v distTo[] edgeTo[]}$

0 0.0 -
1 5.0 0→1
2 17.0 1→2
3 20.0 1→3
4 9.0 0→4
5
6 28.0 2→6
7 8.0 0→7
Bellman-Ford algorithm demo

Repeat $V$ times: relax all $E$ edges.

<table>
<thead>
<tr>
<th>$v$</th>
<th>distTo[]</th>
<th>edgeTo[]</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.0</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>5.0</td>
<td>0→1</td>
</tr>
<tr>
<td>2</td>
<td>17.0</td>
<td>1→2</td>
</tr>
<tr>
<td>3</td>
<td>20.0</td>
<td>1→3</td>
</tr>
<tr>
<td>4</td>
<td>9.0</td>
<td>0→4</td>
</tr>
<tr>
<td>5</td>
<td>13.0</td>
<td>4→1</td>
</tr>
<tr>
<td>6</td>
<td>28.0</td>
<td>2→6</td>
</tr>
<tr>
<td>7</td>
<td>8.0</td>
<td>0→7</td>
</tr>
</tbody>
</table>

pass 0

Bellman-Ford algorithm demo

Repeat $V$ times: relax all $E$ edges.

<table>
<thead>
<tr>
<th>$v$</th>
<th>distTo[]</th>
<th>edgeTo[]</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.0</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>5.0</td>
<td>0→1</td>
</tr>
<tr>
<td>2</td>
<td>17.0</td>
<td>1→2</td>
</tr>
<tr>
<td>3</td>
<td>20.0</td>
<td>1→3</td>
</tr>
<tr>
<td>4</td>
<td>9.0</td>
<td>0→4</td>
</tr>
<tr>
<td>5</td>
<td>13.0</td>
<td>4→5</td>
</tr>
<tr>
<td>6</td>
<td>28.0</td>
<td>2→6</td>
</tr>
<tr>
<td>7</td>
<td>8.0</td>
<td>0→7</td>
</tr>
</tbody>
</table>

pass 0

Bellman-Ford algorithm demo

Repeat $V$ times: relax all $E$ edges.

<table>
<thead>
<tr>
<th>$v$</th>
<th>distTo[]</th>
<th>edgeTo[]</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.0</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>5.0</td>
<td>0→1</td>
</tr>
<tr>
<td>2</td>
<td>14.0</td>
<td>5→2</td>
</tr>
<tr>
<td>3</td>
<td>20.0</td>
<td>1→3</td>
</tr>
<tr>
<td>4</td>
<td>9.0</td>
<td>0→4</td>
</tr>
<tr>
<td>5</td>
<td>13.0</td>
<td>4→5</td>
</tr>
<tr>
<td>6</td>
<td>28.0</td>
<td>2→6</td>
</tr>
<tr>
<td>7</td>
<td>8.0</td>
<td>0→7</td>
</tr>
</tbody>
</table>

pass 0

Bellman-Ford algorithm demo

Repeat $V$ times: relax all $E$ edges.

<table>
<thead>
<tr>
<th>$v$</th>
<th>distTo[]</th>
<th>edgeTo[]</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.0</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>5.0</td>
<td>0→1</td>
</tr>
<tr>
<td>2</td>
<td>14.0</td>
<td>5→2</td>
</tr>
<tr>
<td>3</td>
<td>20.0</td>
<td>1→3</td>
</tr>
<tr>
<td>4</td>
<td>9.0</td>
<td>0→4</td>
</tr>
<tr>
<td>5</td>
<td>13.0</td>
<td>4→5</td>
</tr>
<tr>
<td>6</td>
<td>28.0</td>
<td>2→6</td>
</tr>
<tr>
<td>7</td>
<td>8.0</td>
<td>0→7</td>
</tr>
</tbody>
</table>

pass 0
Repeat $V$ times: relax all $E$ edges.

Bellman-Ford algorithm demo

<table>
<thead>
<tr>
<th>v</th>
<th>distTo[]</th>
<th>edgeTo[]</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.0</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>5.0</td>
<td>0→1</td>
</tr>
<tr>
<td>2</td>
<td>14.0</td>
<td>5→2</td>
</tr>
<tr>
<td>3</td>
<td>20.0</td>
<td>1→3</td>
</tr>
<tr>
<td>4</td>
<td>9.0</td>
<td>0→4</td>
</tr>
<tr>
<td>5</td>
<td>13.0</td>
<td>4→5</td>
</tr>
<tr>
<td>6</td>
<td>26.0</td>
<td>5→6</td>
</tr>
<tr>
<td>7</td>
<td>8.0</td>
<td>0→7</td>
</tr>
</tbody>
</table>

pass 0

Repeat $V$ times: relax all $E$ edges.

Bellman-Ford algorithm demo

<table>
<thead>
<tr>
<th>v</th>
<th>distTo[]</th>
<th>edgeTo[]</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.0</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>5.0</td>
<td>0→1</td>
</tr>
<tr>
<td>2</td>
<td>14.0</td>
<td>5→2</td>
</tr>
<tr>
<td>3</td>
<td>20.0</td>
<td>1→3</td>
</tr>
<tr>
<td>4</td>
<td>9.0</td>
<td>0→4</td>
</tr>
<tr>
<td>5</td>
<td>13.0</td>
<td>4→5</td>
</tr>
<tr>
<td>6</td>
<td>26.0</td>
<td>5→6</td>
</tr>
<tr>
<td>7</td>
<td>8.0</td>
<td>0→7</td>
</tr>
</tbody>
</table>

pass 0
Repeat $V$ times: relax all $E$ edges.

Bellman-Ford algorithm demo

Repeat $V$ times: relax all $E$ edges.

Bellman-Ford algorithm demo

Repeat $V$ times: relax all $E$ edges.
Bellman-Ford algorithm demo

Repeat $V$ times: relax all $E$ edges.

<table>
<thead>
<tr>
<th>$v$</th>
<th>distTo[]</th>
<th>edgewTo[]</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.0</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>5.0</td>
<td>0→1</td>
</tr>
<tr>
<td>2</td>
<td>14.0</td>
<td>5→2</td>
</tr>
<tr>
<td>3</td>
<td>20.0</td>
<td>1→3</td>
</tr>
<tr>
<td>4</td>
<td>9.0</td>
<td>0→4</td>
</tr>
<tr>
<td>5</td>
<td>13.0</td>
<td>4→5</td>
</tr>
<tr>
<td>6</td>
<td>26.0</td>
<td>5→6</td>
</tr>
<tr>
<td>7</td>
<td>8.0</td>
<td>0→7</td>
</tr>
</tbody>
</table>

pass 1

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2

Repeat $V$ times: relax all $E$ edges.

v   distTo[]  edgewTo[]
0   0.0        -
1   5.0        0→1
2   14.0       5→2
3   20.0       1→3
4   9.0        0→4
5   13.0       4→5
6   26.0       5→6
7   8.0        0→7

pass 1

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2

Bellman-Ford algorithm demo

Repeat $V$ times: relax all $E$ edges.

2-3 successfully relaxed in pass 1, but not pass 0

v   distTo[]  edgewTo[]
0   0.0        -
1   5.0        0→1
2   14.0       5→2
3   20.0       1→3
4   9.0        0→4
5   13.0       4→5
6   26.0       5→6
7   8.0        0→7

pass 1

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2

Bellman-Ford algorithm demo

Repeat $V$ times: relax all $E$ edges.

v   distTo[]  edgewTo[]
0   0.0        -
1   5.0        0→1
2   14.0       5→2
3   17.0       2→3
4   9.0        0→4
5   13.0       4→5
6   26.0       5→6
7   8.0        0→7

pass 1

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2
Bellman-Ford algorithm demo

Repeat \( V \) times: relax all \( E \) edges.

\[
\begin{array}{c|c|c}
\text{v} & \text{distTo[]} & \text{edgeTo[]} \\
\hline
0 & 0.0 & - \\
1 & 5.0 & 0\rightarrow1 \\
2 & 14.0 & 5\rightarrow2 \\
3 & 17.0 & 2\rightarrow3 \\
4 & 9.0 & 0\rightarrow4 \\
5 & 13.0 & 4\rightarrow5 \\
6 & 25.0 & 2\rightarrow6 \\
7 & 8.0 & 0\rightarrow7 \\
\end{array}
\]

pass 1

0\rightarrow1 0\rightarrow4 0\rightarrow7 1\rightarrow2 1\rightarrow3 1\rightarrow7 2\rightarrow3 2\rightarrow6 3\rightarrow6 4\rightarrow5 4\rightarrow6 4\rightarrow7 5\rightarrow2 5\rightarrow6 7\rightarrow5 7\rightarrow2

\[
\begin{array}{c|c|c}
\text{v} & \text{distTo[]} & \text{edgeTo[]} \\
\hline
0 & 0.0 & - \\
1 & 5.0 & 0\rightarrow1 \\
2 & 14.0 & 5\rightarrow2 \\
3 & 17.0 & 2\rightarrow3 \\
4 & 9.0 & 0\rightarrow4 \\
5 & 13.0 & 4\rightarrow5 \\
6 & 25.0 & 2\rightarrow6 \\
7 & 8.0 & 0\rightarrow7 \\
\end{array}
\]

pass 1

0\rightarrow1 0\rightarrow4 0\rightarrow7 1\rightarrow2 1\rightarrow3 1\rightarrow7 2\rightarrow3 2\rightarrow6 3\rightarrow6 4\rightarrow5 4\rightarrow6 4\rightarrow7 5\rightarrow2 5\rightarrow6 7\rightarrow5 7\rightarrow2
Repeat $V$ times: relax all $E$ edges.

Bellman-Ford algorithm demo

```
v  distTo[]  edgeTo[]
0  0.0        -
1  5.0       0→1
2 14.0       5→2
3 17.0       2→3
4  9.0       0→4
5 13.0       4→5
6 25.0       2→6
7  8.0       0→7
```

pass 1

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2

Bellman-Ford algorithm demo

Repeat $V$ times: relax all $E$ edges.

```
v  distTo[]  edgeTo[]
0  0.0        -
1  5.0       0→1
2 14.0       5→2
3 17.0       2→3
4  9.0       0→4
5 13.0       4→5
6 25.0       2→6
7  8.0       0→7
```

pass 1

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2

Bellman-Ford algorithm demo

Repeat $V$ times: relax all $E$ edges.

```
v  distTo[]  edgeTo[]
0  0.0        -
1  5.0       0→1
2 14.0       5→2
3 17.0       2→3
4  9.0       0→4
5 13.0       4→5
6 25.0       2→6
7  8.0       0→7
```

pass 1

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2

Bellman-Ford algorithm demo

Repeat $V$ times: relax all $E$ edges.

```
v  distTo[]  edgeTo[]
0  0.0        -
1  5.0       0→1
2 14.0       5→2
3 17.0       2→3
4  9.0       0→4
5 13.0       4→5
6 25.0       2→6
7  8.0       0→7
```

pass 1

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2
Bellman-Ford algorithm demo

Repeat $V$ times: relax all $E$ edges.

shortest-paths tree from vertex $s$

Bellman-Ford algorithm demo

Repeat $V$ times: relax all $E$ edges.

Bellman-Ford algorithm demo

Repeat $V$ times: relax all $E$ edges.

Bellman-Ford algorithm visualization

Bellman-Ford algorithm visualization
**Bellman-Ford algorithm: analysis**

**Proposition.** Dynamic programming algorithm computes SPT in any edge-weighted digraph with no negative cycles in time proportional to $E \times V$.

**Pf idea.** After pass $i$, found shortest path containing at most $i$ edges.

**Bellman-Ford algorithm: Java implementation**

```java
public class BellmanFordSP
{
    private double[] distTo;
    private DirectedEdge[] edgeTo;
    private boolean[] onQ;
    private Queue<Integer> queue;
    public BellmanFordSP(EdgeWeightedDigraph G, int s)
    {
        distTo = new double[G.V()];
        edgeTo = new DirectedEdge[G.V()];
        onq    = new boolean[G.V()];
        queue  = new Queue<Integer>();
        for (int v = 0; v < V; v++)
            distTo[v] = Double.POSITIVE_INFINITY;
        distTo[s] = 0.0;
        queue.enqueue(s);
        while (!queue.isEmpty())
            {
                int v = queue.dequeue();
                onQ[v] = false;
                for (DirectedEdge e : G.adj(v))
                    relax(e);
            }
}
private void relax(DirectedEdge e)
{
    int v = e.from(), w = e.to();
    if (distTo[w] > distTo[v] + e.weight())
    {
        distTo[w] = distTo[v] + e.weight();
        edgeTo[w] = e;
        if (!onQ[w])
            {
                queue.enqueue(w);
                onQ[w] = true;
            }
    }
}
```

**Bellman-Ford algorithm: practical improvement**

**Observation.** If $\text{distTo}[v]$ does not change during pass $i$, no need to relax any edge pointing from $v$ in pass $i + 1$.

**FIFO implementation.** Maintain queue of vertices whose $\text{distTo}[]$ changed. Be careful to keep at most one copy of each vertex on queue (why?)

**Overall effect.**
- The running time is still proportional to $E \times V$ in worst case.
- But much faster than that in practice.

**Single source shortest-paths implementation: cost summary**

<table>
<thead>
<tr>
<th>algorithm</th>
<th>restriction</th>
<th>typical case</th>
<th>worst case</th>
<th>extra space</th>
</tr>
</thead>
<tbody>
<tr>
<td>topological sort</td>
<td>no directed cycles</td>
<td>$E + V$</td>
<td>$E + V$</td>
<td>$V$</td>
</tr>
<tr>
<td>Dijkstra (binary heap)</td>
<td>no negative weights</td>
<td>$E \log V$</td>
<td>$E \log V$</td>
<td>$V$</td>
</tr>
<tr>
<td>Bellman-Ford</td>
<td>no negative cycles</td>
<td>$E V$</td>
<td>$E V$</td>
<td>$V$</td>
</tr>
<tr>
<td>Bellman-Ford (queue-based)</td>
<td>no negative cycles</td>
<td>$E + V$</td>
<td>$E V$</td>
<td>$V$</td>
</tr>
</tbody>
</table>

**Remark 1.** Directed cycles make the problem harder.
**Remark 2.** Negative weights make the problem harder.
**Remark 3.** Negative cycles makes the problem intractable.
Finding a negative cycle

**Negative cycle.** Add two method to the API for $SP$.

```java
boolean hasNegativeCycle() // is there a negative cycle?
Iterable <DirectedEdge> negativeCycle() // negative cycle reachable from s
```

---

**Finding a negative cycle**

**Observation.** If there is a negative cycle, Bellman-Ford gets stuck in loop, updating $distTo[]$ and $edgeTo[]$ entries of vertices in the cycle.

**Proposition.** If any vertex $v$ is updated in phase $V$, there exists a negative cycle (and can trace back $edgeTo[v]$ entries to find it).

**In practice.** Check for negative cycles more frequently.

---

**Negative cycle application: arbitrage detection**

**Problem.** Given table of exchange rates, is there an arbitrage opportunity?

<table>
<thead>
<tr>
<th></th>
<th>USD</th>
<th>EUR</th>
<th>GBP</th>
<th>CHF</th>
<th>CAD</th>
</tr>
</thead>
<tbody>
<tr>
<td>USD</td>
<td>1</td>
<td>0.741</td>
<td>0.657</td>
<td>1.061</td>
<td>1.011</td>
</tr>
<tr>
<td>EUR</td>
<td>1.35</td>
<td>1</td>
<td>0.888</td>
<td>1.433</td>
<td>1.366</td>
</tr>
<tr>
<td>GBP</td>
<td>1.521</td>
<td>1.126</td>
<td>1</td>
<td>1.614</td>
<td>1.538</td>
</tr>
<tr>
<td>CHF</td>
<td>0.943</td>
<td>0.698</td>
<td>0.62</td>
<td>1</td>
<td>0.953</td>
</tr>
<tr>
<td>CAD</td>
<td>0.995</td>
<td>0.732</td>
<td>0.65</td>
<td>1.049</td>
<td>1</td>
</tr>
</tbody>
</table>

**Ex.** $1,000 \Rightarrow 741$ Euros $\Rightarrow 1,012.206$ Canadian dollars $\Rightarrow 1,007.14497$.

$1,000 \times 0.741 \times 1.366 \times 0.995 = 1,007.14497$

---

**Currency exchange graph.**
- **Vertex** = currency.
- **Edge** = transaction, with weight equal to exchange rate.
- Find a directed cycle whose product of edge weights is $> 1$.

**Challenge.** Express as a negative cycle detection problem.
Model as a negative cycle detection problem by taking logs.

- Let weight of edge $v \rightarrow w$ be $-\ln$ (exchange rate from currency $v$ to $w$).
- Multiplication turns to addition; $>1$ turns to $<0$.
- Find a directed cycle whose sum of edge weights is $<0$ (negative cycle).

**Remark.** Fastest algorithm is extraordinarily valuable!

**Negative cycle application: arbitrage detection**

**Shortest paths summary**

Dijkstra’s algorithm.
- Nearly linear-time when weights are nonnegative.
- Generalization encompasses DFS, BFS, and Prim.

Acyclic edge-weighted digraphs.
- Arise in applications.
- Faster than Dijkstra’s algorithm.
- Negative weights are no problem.

Negative weights and negative cycles.
- Arise in applications.
- If no negative cycles, can find shortest paths via Bellman-Ford.
- If negative cycles, can find one via Bellman-Ford.

Shortest-paths is a broadly useful problem-solving model.