

# Shortest Path Problem

Oct 23

Input: Directed graph  $G=(V,E)$ ,  $s \in V$ ,  
 $\forall e \in E, l_e \geq 0$  (integer)  
 ↳ "length" of  $e$

Output:  $\forall t \in V$ , output a shortest  $s-t$  path  
 ↳ (shortest length)  
 $l(P) = \sum_{e \in P} l_e$

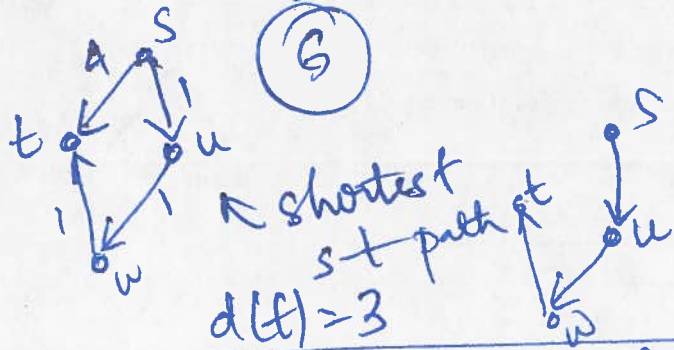
[Simpler: only output  $d(t) \forall t \in V$   
 ↳ length of a shortest  $s-t$  path

Recall: Q2 on mid-ter2

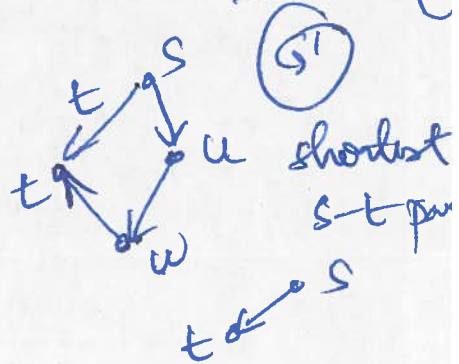
Special case:  $l_e = 1 \forall e \in E \Rightarrow$  run algo for HW4 Q1  
 [run BFS from  $s$ , layer # of  $t$  is  $d(t)$ ]

General case:  $l_e \geq 0 \forall e \in E$  (Idea: Try to reduce to  $l_e = 1 \forall e \in E$  case)

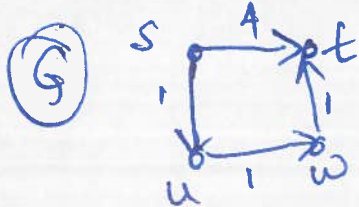
Idea 1: Ignore  $l_e$  i.e. assume  $l_e = 1 \forall e \in E$   
 & run algo for HW4 Q1.



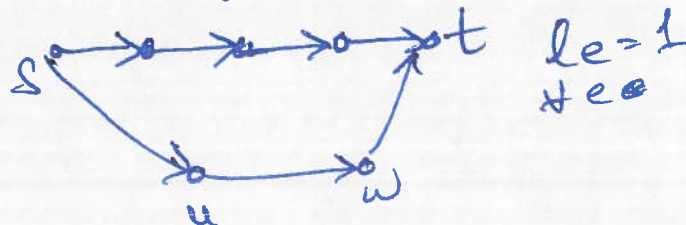
Run BFS  
 ↳ ignoring  $l_e$



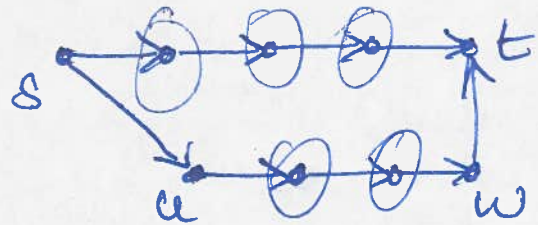
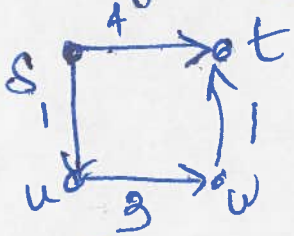
Idea: (2c) on the mid-ter) Replace each edge  $e$  with a path of  $l_e$  edges in  $G'$  to get  $G'$



→



General reduction: Replace each edge  $e$  w/ a path of  $\leq l_e$  edges. Important: each edge gets its own "private" / dummy nodes



⑤ Claim 1: Shortest path in  $G'$  is also a shortest path in  $G$ .  
 $\Rightarrow$  then run algo from HW4 Q1 on  $G'$ .  
Correctness: Claim 1 + HW4 Q1.

Runtime analysis  $l_{\max} = \max_{e \in E} l_e$   
 Con Q2:  $l_{\max} = W$

Claim 2:  $n'$  &  $m'$  be # of new nodes & edges in  $G'$ ,  
 $n', m' = O(l_{\max}(m+n))$

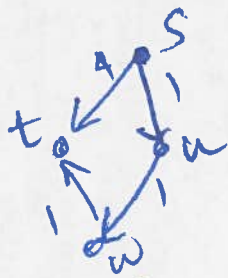
HW4 Q1 algo on  $G'$  runs in time  $O(n' + m') = O(l_{\max}(m+n))$ .

Q: What is the input size?  
 Since any  $l_e$  can be represented in  $O(\log l_{\max})$  bits  
 $\Rightarrow$  i/p size  $O((\log l_{\max})(m+n))$   $\uparrow$   $l_{\max} = n^{100}$

Q: How do we avoid counting in unary?

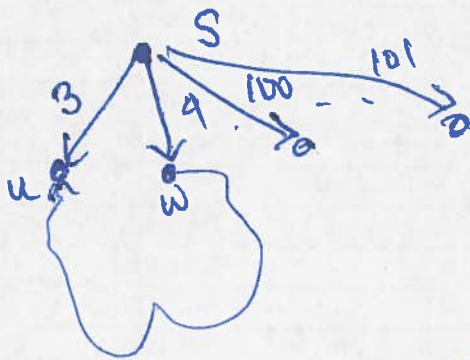
Reminder: RAM model: basic operations on  $O(\log n)$  bit registers is  $O(1)$  time  
ASSUME:  $l_{\max}$  is  $n^{O(1)}$ .

# Towards Dijkstra's algo



$(s, t)$  is not shortest  $s-t$  path  
 BUT  
 $d(s, u)$  is shortest  $s-t$  path.

Claim: Pick  $u$   $s-t$   $d(s, u)$  is minimized  
 & set  $d(u) = d(s, u)$



Consider any  $s-u$  path  $P$   
 $l(P) = 4 + \text{stuff}$   
 $\geq 4$   
 $> 3 = d(s, u)$   
 $\geq 0$  as  $l_e \geq 0 \forall e$

More generally:

Maintain:  
 $d'(w) \rightsquigarrow$  an upper  
 on  $d(w)$



Have:  $R$   
 Want: To include  
 a new vertex  
 $w$  in  $R$

Pick  $w$  (to include in  $R$ )  
 that min

$$d'(w) = \min \left\{ \begin{array}{l} d(u) + l(u, w), \\ d(x) + l(x, w), \\ d(y) + l(y, w) \end{array} \right\}$$

$$d'(w) = \min_{\substack{u \in R \\ (u, w) \in E}} \{ d(u) + l(u, w) \}$$