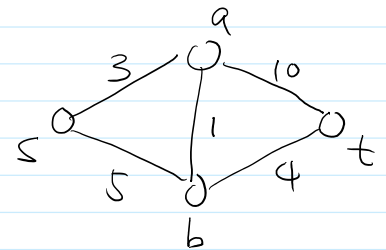


- Structure of Shortest Paths
- Dijkstra's algorithm
- Bellman-Ford Algorithm

- Given a graph G , edge (u,v) has length $l(u,v)$
find the shortest path from s to t .

$$(\text{length of path} = \sum_{(u,v) \in \text{path}} l(u,v))$$



- Recall: Shortest path on DAG.

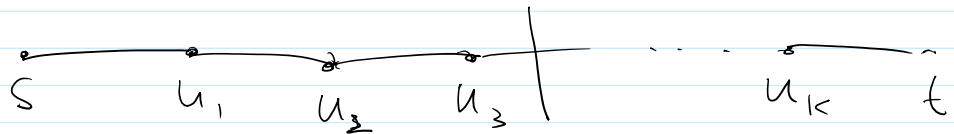
shortest path using BFS

shortest path:

$s \rightarrow a \rightarrow b \rightarrow t$, len: 8

- basic property of shortest path

Let $s, u_1, u_2, \dots, u_k, t$ is a shortest path from s to t .
Claim: $s, u_1, u_2, \dots, u_i$ is also a shortest path from s to u_i .

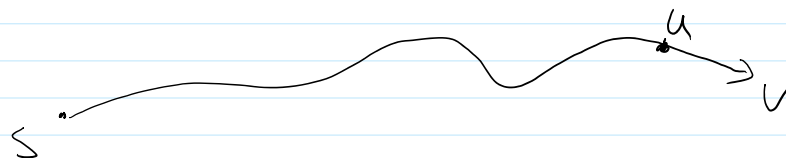


Proof: If there is a shorter path $s, v_1, v_2, \dots, v_l, u_i$
then $s, v_1, \dots, v_l, u_i, u_{i+1}, \dots, u_k, t$ will also be
shorter than $s, u_1, u_2, \dots, u_k, t$, but that is impossible $\square$

- Dynamic Programming:

$d(v)$: distance from s to v .

length of the shortest path.



$$d(v) = \min_{(u,v) \in E} d(u) + l(u,v) \quad \left\{ \begin{array}{l} \text{same as the} \\ \text{recursion for DAG} \end{array} \right.$$

problem: if graph has cycles, it's hard to determine ordering,

- Dijkstra's Algorithm

main idea: compute $d(v)$ in increasing order.

$h(u)$:
shortest path
from s to u
using only visited
vertices

initialize $d(s)=0$, mark s as visited

for any edge (s,u) , $h(u) = l(s,u)$ ($\text{prev}(u) = s$)

for any other vertex $h(u) = +\infty$

for $i = 2$ to n

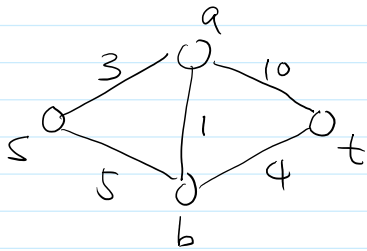
let u to be the vertex with minimum $h(u)$ among unvisited vertices

$d(u) = h(u)$, mark u visited

for all edges (u,v)

if $d(u) + l(u,v) < h(v)$

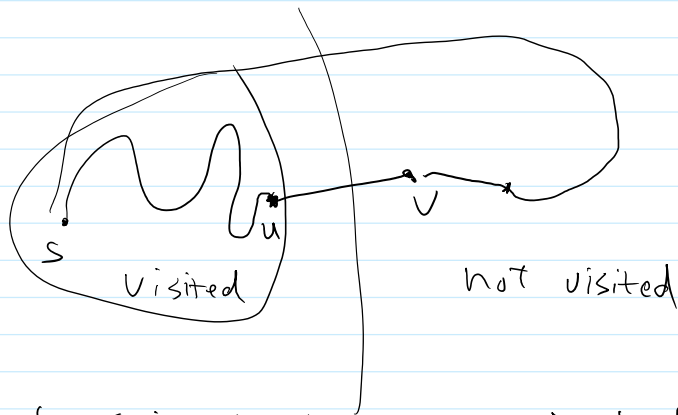
$h(v) = d(u) + l(u,v)$ ($\text{prev}(v) = u$)



	s	a	b	t
h	0	3	5	$+\infty$
d	0	3		
h	0	3	4	13
d	0	3	4	
h	0	3	4	8
d	0	3	4	8

Correctness: use induction

Property: at any iteration; $d(u)$ for any visited u is the correct distance
 $h(v)$ for any unvisited v is length of shortest path
 from s to v but last step uses a visited vertex.



Base case: Only s is visited, property is clearly true.

induction: Suppose property is true at the beginning of iteration i , it is also true after the iteration.

need: ① for the vertex u we pick, $d(u)$ is the length of shortest path
② $h(v)$ updated correctly.

① assume shortest path from s to u is

$s, v_1, v_2, \dots, v_r, u$

if v_r is visited, length $\geq h(u)$

if v_r is not visited, let v_j be the first unvisited vertex

length($s, v_1, v_2, \dots, v_{j-1}, v_j$) $\geq h(v_j) \geq h(u)$

↑ ↑
visited not visited

→ $h(u) = \text{length of shortest path}$

② after visit u

$$h(v) = \min_{\substack{u: \text{visited} \\ (u,v) \in E}} d(u) + l(u,v)$$



- Running time:

naive: $O(n^2)$

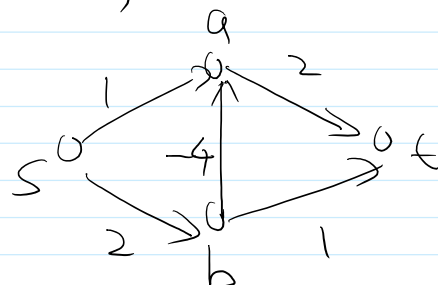
heap: $O((n+m) \log n)$

Fibonacci heap: $O(n \log n + m)$

- negative edges

- Dijkstra fails

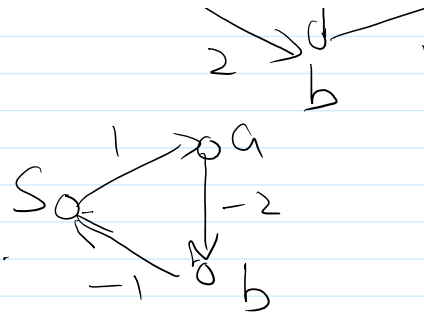
- negative cycle



- negative cycle

shortest path does not exist

$S \rightarrow a \rightarrow b \rightarrow S \rightarrow a \rightarrow b \rightarrow \dots$



- Claim: If G does not have a negative cycle, shortest path will not visit any vertex twice.

Proof: consider path $S, u_1, u_2, \dots, t$

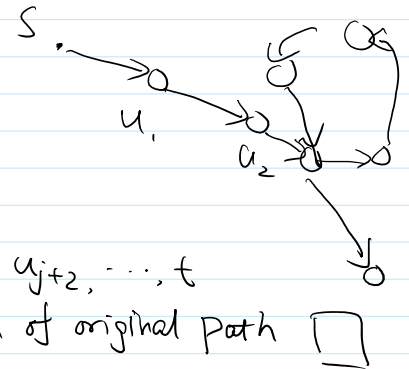
if $u_i = u_j$

because $u_i, u_{i+1}, \dots, u_j$ is a cycle

$\text{length}(u_i, u_{i+1}, \dots, u_j) \geq 0$

remove the cycle and $S, \dots, u_i, u_{j+1}, u_{j+2}, \dots, t$

has length $\leq$ length of original path $\square$



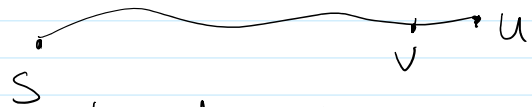
$\Rightarrow$ number of steps of shortest path $\leq n-1$

- Bellman-Ford

$d(u, i)$ = shortest path from S to u using at most i steps.

initialize $d(S, 0) = 0$, $d(u, 0) = +\infty$

$d(u, i) = \min \{ d(u, i-1), \min_{(v,u) \in E} d(v, i-1) + (v, u) \}$



Claim: If the graph has no negative cycles, $d(u, n-1)$ is the distance to u .

running time: $O(nm)$

Claim: $d(u, n) \neq d(u, n-1)$ for some u , there is a negative cycle.

if there is a negative cycle, then $\exists u, d(u, n) \neq d(u, n-1)$