

Single-Source Shortest Paths II

Chapter 24

Lecture Overview

- Dijkstra's Algorithm
- Linear Programming Introduction
- Difference Constraint Systems
- A Triangle Inequality for Shortest Paths

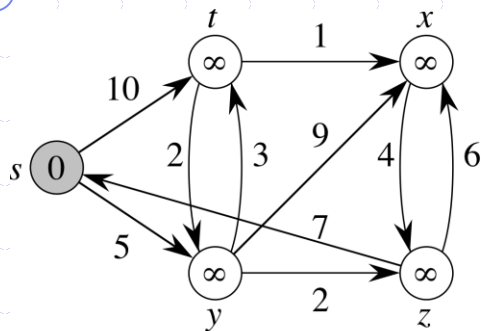
Dijkstra's Algorithm

Dijkstra's algorithm is an algorithm for SSSP in graphs with positive edge weights only. It maintains a set S of vertices whose shortest-path weights from s have been determined.

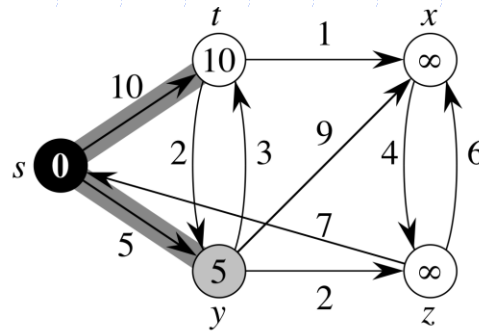
DIJKSTRA(G, s)

1. INITIALIZE-SINGLE-SOURCE(G, s)
2. $S = \emptyset$
3. $Q = G.\text{vertices}$ // key is vertex.d
4. while ! $Q.\text{IS-EMPTY}()$
5. $u = Q.\text{EXTRACT-MIN}()$
6. $S = S + u$
7. for each vertex v in $\text{Adj}[u]$
8. RELAX(u, v) // and if $v.d$ changes,
 // $Q.\text{DECREASE-KEY}(v)$

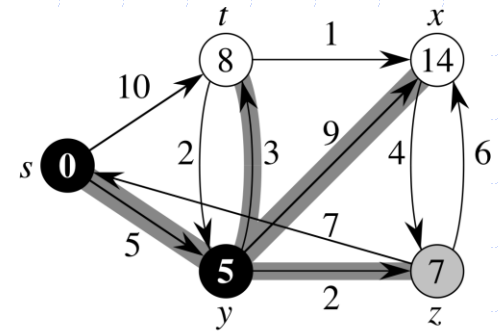
Dijkstra's Algorithm Example



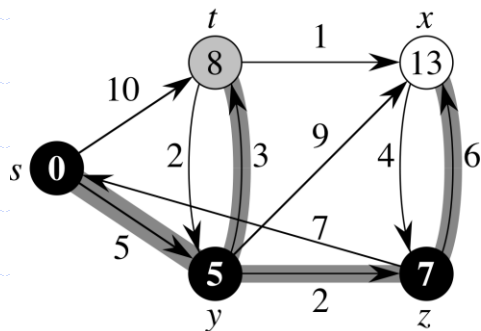
(a)



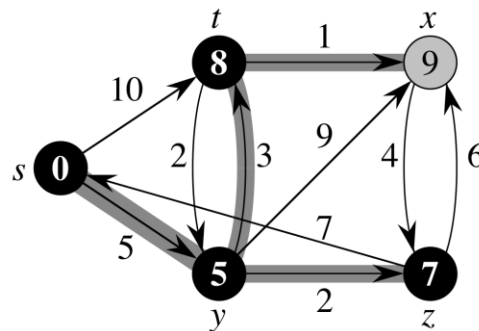
(b)



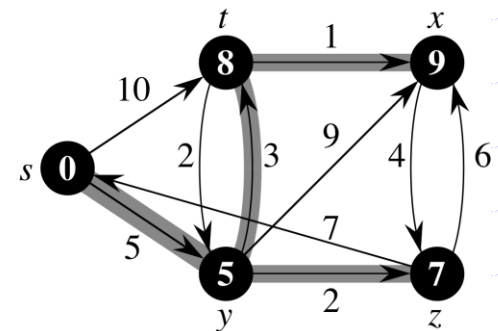
(c)



(d)



(e)



(f)

Dijkstra's Algorithm Analysis

DIJKSTRA(G, s)

```

1. INITIALIZE-SINGLE-SOURCE( $G, s$ )
2.  $S = \emptyset$ 
3.  $Q = G.\text{vertices}$ 
4. while ! $Q.\text{IS-EMPTY}()$ 
5.      $u = Q.\text{EXTRACT-MIN}()$ 
6.      $S = S + u$ 
7.     for each vertex  $v$  in  $\text{Adj}[u]$ 
8.         RELAX( $u, v$ )
9.         if ( $v.d$  decreased)
10.             $Q.\text{DECREASE-KEY}(v)$ 
    
```

$O(V)$

$O(1)$

$O(V)$ heapify

$O(V)$ iterations

$O(\log V)$

$O(1)$

$O(E)$ total iterations

$O(1)$

$O(1)$

$O(1)$ ~~$O(\log V)$~~

amort.

$O(V \log V)$

~~$O(E \log V)$~~

$O(E)$

~~$O((E+V) \log V)$~~

$O(E + V \log V)$

using Fibonacci Heap to have a better amortized
DECREASE-KEY

Dijkstra's Algorithm

Correctness

Dijkstra's algorithm is a **greedy** algorithm; it always chooses the lightest edge leading out of S .

Theorem. When Dijkstra's algorithm is run on a weighted, directed graph $G = (V, E)$ with nonnegative edge weights w and a source vertex s , it will terminate with $u.d = \delta(s, u)$ for every vertex u in V .

Proof. Use the following invariant:

At the start of each iteration of the **while** loop of lines 4-8, $v.d = \delta(s, v)$ for all vertices v in S .

Dijkstra's Algorithm

Correctness

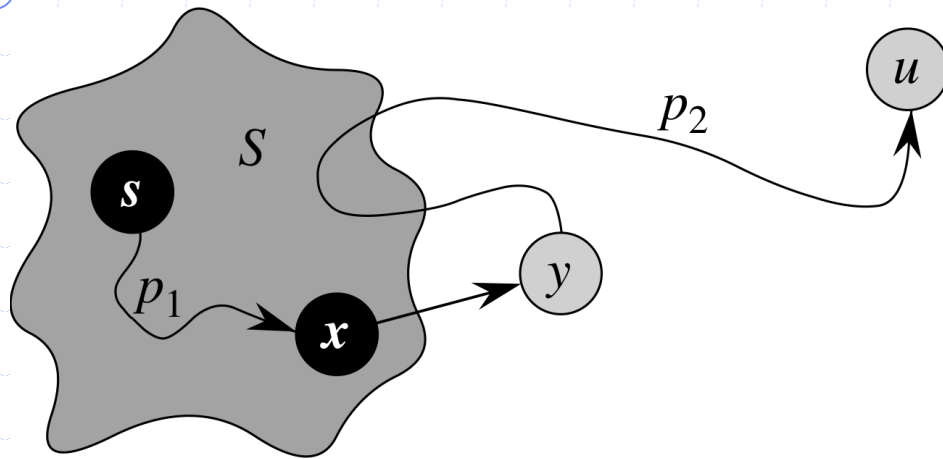
At the start of each iteration of the **while** loop of lines 4-8, $v.d = \delta(s, v)$ for all vertices v in S .

Initialization. At the start of the first iteration of the while loop, S is empty, so the invariant holds.

Maintenance. For a contradiction, assume u is the first vertex for which $u.d \neq \delta(s, u)$ when it is added to S . The vertex $u \neq s$, for s is added in the first iteration at a time when $s.d = 0$. There must be a path from s to u else $u.d = \infty = \delta(s, u)$. Let p be a **shortest path** from s to u . Let y be the first vertex of $V - S$ along p , and x its predecessor.

Dijkstra's Algorithm

Correctness



The path p can be broken into p_1 from s to x , the edge xy , and p_2 from y to u . (p_1 and/or p_2 may be empty).

The subpath from s to y must be a shortest path by optimal substructure. Thus, when u is added, $y.d = \delta(s, y)$. If $y = u$, this contradicts our choice of u . If $y \neq u$, then $\delta(s, u) > \delta(s, y)$, but then $u.d \geq \delta(s, u) > \delta(s, y) = y.d$, meaning y would've been added to S first, a contradiction. ■

Dijkstra's Algorithm

Correctness

Corollary. When Dijkstra's algorithm is run on a weighted, directed graph $G = (V, E)$ with nonnegative edge weights w and a source vertex s , it will terminate with the predecessor subgraph being a shortest paths tree rooted at s .

Linear Programming with Difference Constraints

Later in the course we will study the full **linear programming** problem, where we wish to optimize a linear function that is subject to a set of **linear constraints**.

Here we study a special type of linear program, one where the constraints are known as **difference constraints**.

In the general problem, we are given an $m \times n$ matrix A , an m -vector b , and an n -vector c . We wish to find a vector x of n elements which maximizes the **objective function** $c \cdot x$ subject to the m constraints given by $Ax \leq b$.

Linear Programming

max.

c

x

subject to:

A

x

$\leq$

b

max. $2x_1 + 3x_2 - 5x_3$

subject to:

$$x_1 + 2x_2 \leq 29$$

$$3x_1 - 4x_3 \leq 12$$

$$-x_1 + x_2 + 2x_3 \leq -8$$

$$4x_1 - x_2 + 3x_3 \leq 0$$

Linear Programming

max. $\begin{bmatrix} 2 & 3 & -5 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}$

subject to:

$$\begin{bmatrix} 1 & 2 & 0 \\ 3 & 0 & -4 \\ -1 & 1 & 2 \\ 4 & -1 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} \leq \begin{bmatrix} 29 \\ 12 \\ -8 \\ 0 \end{bmatrix}$$

max. $2x_1 + 3x_2 - 5x_3$

subject to:

$$x_1 + 2x_2 \leq 29$$

$$3x_1 - 4x_3 \leq 12$$

$$-x_1 + x_2 + 2x_3 \leq -8$$

$$4x_1 - x_2 + 3x_3 \leq 0$$

Difference Constraints

In a difference constraint, the corresponding row of A has one entry that is a 1, one that is a -1, and the rest of the entries 0. A system of difference constraints has all rows of A being difference constraints.

1	-1	0	0
0	1	0	-1
-1	0	1	0
1	0	0	-1

x_1
 x_2
 x_3
 x_4

$\leq$

3
7
5
-2

$$x_1 - x_2 \leq 3$$

$$x_2 - x_4 \leq 7$$

$$x_3 - x_1 \leq 5$$

$$x_1 - x_4 \leq -2$$

Difference Constraints

$$x_1 - x_2 \leq 3$$

$$x_2 - x_4 \leq 7$$

$$x_3 - x_1 \leq 5$$

$$x_1 - x_4 \leq -2$$

This system has a solution

$$x = (x_1, x_2, x_3, x_4) = (4, 2, 0, 6)$$

and another solution

$$x = (8, 6, 4, 10)$$

Note that $(8, 6, 4, 10) - (4, 2, 0, 6) = (4, 4, 4, 4)$.

This can be generalized.

Lemma. Let $x = (x_1, x_2, \dots, x_n)$ be a solution to a system $Ax \leq b$ of difference constraints, and let d be any constant. Then $x + d = (x_1 + d, x_2 + d, \dots, x_n + d)$ is also a solution to $Ax \leq b$.

Difference Constraints

Proof. For any i and j , $(x_i + d) - (x_j + d) = x_i - x_j$. Thus $x + d$ satisfies any difference constraint that x does. ■

Difference constraints arise in many applications. One of the most common is when the unknowns x_i are times of certain events. Then a difference constraint of $x_i - x_j \leq t$ means that event i must occur within time t of event j . To say that event i must occur at least time t after event j , we use $x_i - x_j \geq t$, or, to keep all constraints as less-than-or-equal constraints, $x_j - x_i \leq -t$.

Constraint Graphs

Given a system of difference constraints, we can make a digraph for it by making a vertex for each unknown (x_i) and an edge for each constraint. For technical reasons, we have an additional vertex x_0 with an edge from x_0 to every other vertex.

The **Constraint Graph** $G = (V, E)$ of a difference system $Ax \leq b$ with n unknowns and m constraints is:

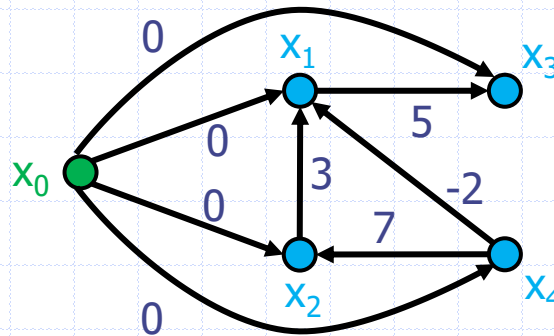
$$V = \{v_0, v_1, \dots, v_n\}$$

$$E = \{(v_i, v_j) \mid x_j - x_i \leq b_k \text{ is a constraint}\} \cup \{(v_0, v_1), (v_0, v_2), \dots, (v_0, v_n)\}$$

$$\begin{aligned} w(v_i, v_j) &= b_k && \text{when } x_j - x_i \leq b_k \text{ is a constraint} \\ w(v_0, v_i) &= 0 && \text{otherwise} \end{aligned}$$

Constraint Graphs

$$\begin{aligned}x_1 - x_2 &\leq 3 \\x_2 - x_4 &\leq 7 \\x_3 - x_1 &\leq 5 \\x_1 - x_4 &\leq -2\end{aligned}$$



We can find a solution to the system of difference constraints by finding shortest-path weights in the constraint graph:

Theorem: Given a system $Ax \leq b$ of difference constraints, let $G = (V, E)$ be the corresponding constraint graph. If G contains no negative-weight cycles, then $x = (\delta(v_0, v_1), \delta(v_0, v_2), \dots, \delta(v_0, v_n))$ is a feasible solution for the system. If G contains a negative-weight cycle, there is no feasible solution for the system.

Constraint Graphs

Proof. Suppose G has a negative-weight cycle, and without loss of generality assume the constraints in the cycle are

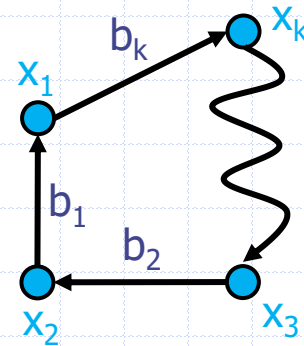
$$x_1 - x_2 \leq b_1,$$

$$x_2 - x_3 \leq b_2,$$

...

$$x_{k-1} - x_k \leq b_{k-1}, \text{ and}$$

$$x_k - x_1 \leq b_k$$



$$0 \leq \sum_{i=1}^k b_i < 0$$

The constraints are contradictory. There is no solution.

Constraint Graphs

Proof. Now suppose G has no negative-weight cycles. Consider any edge (v_i, v_j) in E . By the **triangle inequality**,

$$\begin{aligned} \delta(v_0, v_j) &\leq \delta(v_0, v_i) + w(v_i, v_j) \quad \text{or} \\ \delta(v_0, v_j) - \delta(v_0, v_i) &\leq w(v_i, v_j) \\ x_j - x_i &\leq b_k \end{aligned}$$

Or, the constraint k corresponding to that edge is satisfied. ■

Constraint Graphs

The previous theorem tells us that **Bellman-Ford** can be used to solve systems of difference constraints. Such a system with n unknowns and m constraints gives us a graph with $n+1$ vertices and $n + m$ edges. Thus Bellman-Ford runs in time $O((n+1)(n+m)) = O(n^2 + nm)$.

This running time can be improved to $O(nm)$ by noting that the edges **from** v_0 need to be relaxed only in the first round of Bellman-Ford, as no edges go **to** v_0 .

Triangle Inequality

Lemma. Let $G = (V, E)$ be a weighted digraph with weights w and source vertex s . Then, for all edges (u, v) in E , we have $\delta(s, v) \leq \delta(s, u) + w(u, v)$.

Proof. Suppose there is a path from s to u . Then, let p be a shortest path from s to u , and p' be p followed by (u, v) . p' is a path from s to v of length $\delta(s, u) + w(u, v)$, so the shortest path from s to v has length no larger than that.

If there is not a path from s to u , then $\delta(s, u) = \infty$. Regardless of whether there is a path from s to v , $\delta(s, v) \leq \delta(s, u)$. ■

Other Useful Lemmas

Other lemmas that were used in the full proofs of the theorems of this chapter are contained in section 24.5. They are mostly simple and intuitive. Please read them!