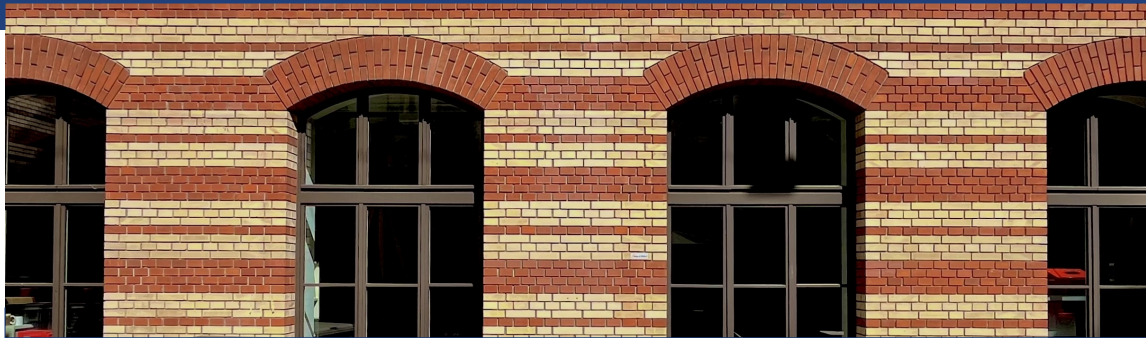




Datastructures and Algorithms

Single Source Shortest Paths Algorithms (A^* , Bellman-Ford),
All Pairs Shortest Paths Algorithms (Floyd-Warshall)

Overview

Learning Objectives

Recap Theory

Shortest Paths

All Pairs Shortest Paths

Code-Expert Example



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 Material

 Webpage

 Mail

1. Follow-up

Follow-up from last session

- Welcome back!

2. Feedback regarding **code** expert

General things regarding **code expert**

- If anyone needs more XP for unlocking the Bonus Exercises, let me know via (your ETH) mail!

Any questions regarding **code expert** on your part?

3. Learning Objectives

Objectives

Understand how and why...

- ☐ ...the A* algorithm,
- ☐ ...the Bellman-Ford algorithm,
- ☐ ...and the Floyd-Warshall algorithm

work and when to use which.

4. Summary

Getting on the same page

- What did you cover in the lectures?
- Did you cover Minimum Spanning Trees?
- Did you cover Directed Acyclic Graphs?
- Did you cover Topological Sorting?

5. Recap Theory

5. Recap Theory

5.1. Shortest Paths

A*-Algorithm($G, s, t, \hat{h}$)

Input: Positively weighted Graph $G = (V, E, c)$, starting point $s \in V$, end point $t \in V$, estimate $\hat{h}(v) \leq \delta(v, t)$

Output: Existence and value of a shortest path from s to t

foreach $u \in V$ **do**

$d[u] \leftarrow \infty$; $\hat{f}[u] \leftarrow \infty$; $\pi[u] \leftarrow \text{null}$

$d[s] \leftarrow 0$; $\hat{f}[s] \leftarrow \hat{h}(s)$; $U \leftarrow \{s\}$

while $U \neq \emptyset$ **do**

$u \leftarrow \text{ExtractMin}_{\hat{f}}(U)$

if $u = t$ **then return** success

foreach $v \in N^+(u)$ with $d[v] > d[u] + c((u, v))$ **do**

$d[v] \leftarrow d[u] + c((u, v))$; $\hat{f}[v] \leftarrow d[v] + \hat{h}(v)$; $\pi[v] \leftarrow u$
 $U \leftarrow U \cup \{v\}$

return failure

Properties

- The A*-Algorithm is an extension of the Dijkstra algorithm by a distance heuristic $\hat{h}$.
- A* is Dijkstra if $\hat{h} \equiv 0$
- Underestimation: $\forall v \in V: \hat{h}(v) \leq \delta(v, t)$
If $\hat{h}$ underestimates the real distance, the algorithm works correctly.
- Monotonicity: $\forall (u, v) \in E: \hat{h}(u) \leq c((u, v)) + \hat{h}(v)$
If $\hat{h}$ is monotone in addition, then the algorithm works efficiently.

General Weighted Graphs

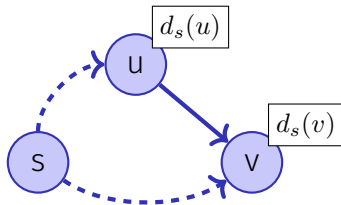
$\text{Relax}(u, v) \ (u, v \in V, (u, v) \in E)$

if $d_s(v) > d_s(u) + c(u, v)$ **then**

$d_s(v) \leftarrow d_s(u) + c(u, v)$

return true

return false



Problem: cycles with negative weights can shorten the path, a shortest path is not guaranteed to exist.

Dynamic Programming Approach (Bellman)

Induction over number of edges $d_s[i, v]$:

Shortest path from s to v via maximally i edges.

$$d_s[i, v] = \min \left\{ d_s[i-1, v], \min_{(u,v) \in E} \{ d_s[i-1, u] + c(u, v) \} \right\}$$

$$d_s[0, s] = 0, d_s[0, v] = \infty \quad \forall v \neq s.$$

Algorithm Bellman-Ford(G, s)

Input: Graph $G = (V, E, c)$, starting point $s \in V$

Output: If return value true, minimal weights d for all shortest paths from s ,
otherwise no shortest path.

foreach $u \in V$ **do**

$d_s[u] \leftarrow \infty$; $\pi_s[u] \leftarrow \text{null}$

$d_s[s] \leftarrow 0$;

for $i \leftarrow 1$ **to** $|V|$ **do**

$f \leftarrow \text{false}$

foreach $(u, v) \in E$ **do**

$f \leftarrow f \vee \text{Relax}(u, v)$

if $f = \text{false}$ **then return** true

return false;

Quiz: Single Source Shortest Paths

$$n := |V|, m := |E|$$

problem	method	runtime	dense $m \in \mathcal{O}(n^2)$	sparse $m \in \mathcal{O}(n)$
$c \equiv 1$	BFS	$\mathcal{O}(m + n)$	$\mathcal{O}(n^2)$	$\mathcal{O}(n)$
DAG ¹ ($c \in \mathbb{R}$)	Top-Sort	$\mathcal{O}(m + n)$	$\mathcal{O}(n^2)$	$\mathcal{O}(n)$
$c \geq 0$	Dijkstra	$\mathcal{O}((m + n) \log n)$	$\mathcal{O}(n^2 \log n)$	$\mathcal{O}(n \log n)$
general ($c \in \mathbb{R}$)	Bellman-Ford	$\mathcal{O}(m \cdot n)$	$\mathcal{O}(n^3)$	$\mathcal{O}(n^2)$

¹Directed Acyclic Graph

5. Recap Theory

5.2. All Pairs Shortest Paths

DP Algorithm Floyd-Warshall(G)

Input: Acyclic Graph $G = (V, E, c)$

Output: Minimal weights of all paths d

$d^0 \leftarrow c$

for $k \leftarrow 1$ **to** $|V|$ **do**

for $i \leftarrow 1$ **to** $|V|$ **do**

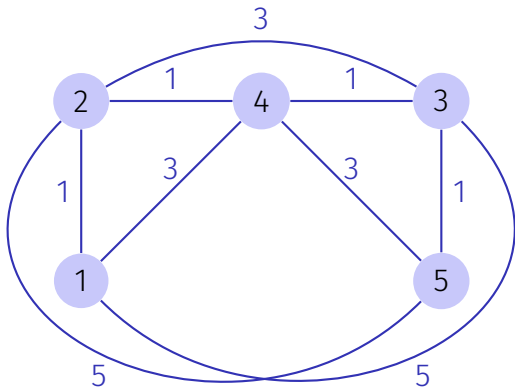
for $j \leftarrow 1$ **to** $|V|$ **do**

$d^k(v_i, v_j) = \min\{d^{k-1}(v_i, v_j), d^{k-1}(v_i, v_k) + d^{k-1}(v_k, v_j)\}$

Runtime: $\Theta(|V|^3)$

Remark: Algorithm can be executed with a single matrix d (in place).

Example



adjacency matrix $M = c$

	1	2	3	4	5
1	0	1	5	3	∞
2	1	0	3	1	5
3	5	3	0	1	1
4	3	1	1	0	3
5	∞	5	1	3	0

Example

$k = 1$

0	1	5	3	∞
1	0	3	1	5
5	3	0	1	1
3	1	1	0	3
∞	5	1	3	0

d^0

$k = 2$

0	1	5	3	∞
1	0	3	1	5
5	3	0	1	1
3	1	1	0	3
∞	5	1	3	0

d^1

$k = 3$

0	1	4	2	6
1	0	3	1	5
4	3	0	1	1
2	1	1	0	3
6	5	1	3	0

d^2

$k = 4$

0	1	4	2	5
1	0	3	1	4
4	3	0	1	1
2	1	1	0	2
5	4	1	2	0

d^3

$k = 5$

0	1	3	2	4
1	0	2	1	3
3	2	0	1	1
2	1	1	0	2
4	3	1	2	0

d^4

0	1	5	3	∞
1	0	3	1	5
5	3	0	1	1
3	1	1	0	3
∞	5	1	3	0

d^1

0	1	4	2	6
1	0	3	1	5
4	3	0	1	1
2	1	1	0	3
6	5	1	3	0

d^2

0	1	4	2	5
1	0	3	1	4
4	3	0	1	1
2	1	1	0	2
5	4	1	2	0

d^3

0	1	3	2	4
1	0	2	1	3
3	2	0	1	1
2	1	1	0	2
4	3	1	2	0

d^4

0	1	3	2	4
1	0	2	1	3
3	2	0	1	1
2	1	1	0	2
4	3	1	2	0

d^5

Shortest Path for each Pair?

M					$D := d^5$					D''				
0	1	5	3	∞	0	1	3	2	4	0	1	3	2	4
1	0	3	1	5	1	0	2	1	3	1	0	2	1	3
5	3	0	1	1	3	2	0	1	1	3	2	0	1	1
3	1	1	0	3	2	1	1	0	2	2	1	1	0	2
∞	5	1	3	0	4	3	1	2	0	4	3	1	2	0

Question: Can we use the computed matrix D to determine the shortest path between each pair of nodes?

Direct connections $i \rightarrow j$ where $M[i, j] = D[i, j]$ (cf markings in D' above)

Could try to run the algorithm backwards. Example $1 \rightarrow 3$ above in D'' . Find, with decreasing k , the first fitting candidate.

Complicated and inefficient.

Idea

Memorize the best k in the algorithm for each node pair (i, j) in a matrix M .
Start with matrix of existing direct connections (edges)

Example

$k = 1$

D

0	1	5	3	∞
1	0	3	1	5
5	3	0	1	1
3	1	1	0	3
∞	5	1	3	0

$k = 2$

0	1	4	2	6
1	0	3	1	5
4	3	0	1	1
2	1	1	0	3
6	5	1	3	0

$k = 3$

0	1	4	2	5
1	0	3	1	4
4	3	0	1	1
2	1	1	0	2
5	4	1	2	0

$k = 4$

0	1	3	2	4
1	0	2	1	3
3	2	0	1	1
2	1	1	0	2
4	3	1	2	0

$k = 5$

0	1	3	2	4
1	0	2	1	3
3	2	0	1	1
2	1	1	0	2
4	3	1	2	0

M

1	2	3	4	-
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
-	2	3	4	5

1	2	2	2	2
1	2	3	4	5
2	2	3	4	5
2	2	3	4	5
2	2	3	4	5

1	2	2	2	3
1	2	3	4	3
2	2	3	4	5
2	2	3	4	3
3	3	3	3	5

1	2	4	2	4
1	2	4	4	4
4	4	3	4	5
2	2	3	4	3
4	4	3	3	5

1	2	4	2	4
1	2	4	4	4
4	4	3	4	5
2	2	3	4	3
4	4	3	3	5

Example

	M				
	1	2	3	4	5
1	1	2	4	2	4
2	1	2	4	4	4
3	4	4	3	4	5
4	2	2	3	4	3
5	4	4	3	3	5

Overall

How to read this matrix M ? Example path $1 \rightarrow 5$:

- Path $1 \rightarrow 5$ goes via node 4.
- Path $1 \rightarrow 4$ goes via node 2.
- Path $4 \rightarrow 5$ goes via node 3.
- Paths $1 \rightarrow 2$ and $2 \rightarrow 4$ are direct.
- Paths $4 \rightarrow 3$ and $3 \rightarrow 5$ are direct.

$$1 \xrightarrow{4} 5 \quad \Rightarrow \quad 1 \xrightarrow{2} 4 \xrightarrow{3} 5 \quad \Rightarrow \quad 1 \rightarrow 2 \rightarrow 4 \rightarrow 3 \rightarrow 5$$

Reconstruction via Recursion. Alternative? Store successor in the algorithm

Example

	$k = 1$					$k = 2$					$k = 3$					$k = 4$					$k = 5$				
D	0	1	5	3	∞	0	1	4	2	6	0	1	4	2	5	0	1	3	2	4	0	1	3	2	4
	1	0	3	1	5	1	0	3	1	5	1	0	3	1	4	1	0	2	1	3	1	0	2	1	3
	5	3	0	1	1	4	3	0	1	1	4	3	0	1	1	3	2	0	1	1	3	2	0	1	1
	3	1	1	0	3	2	1	1	0	3	2	1	1	0	2	2	1	1	0	2	2	1	1	0	2
	∞	5	1	3	0	6	5	1	3	0	5	4	1	2	0	4	3	1	2	0	4	3	1	2	0
S	1	2	3	4	-	1	2	2	2	2	1	2	2	2	2	1	2	2	2	2	1	2	2	2	2
	1	2	3	4	5	1	2	3	4	5	1	2	3	4	3	1	2	4	4	4	1	2	4	4	4
	1	2	3	4	5	2	2	3	4	5	2	2	3	4	5	4	4	3	4	5	4	4	3	4	5
	1	2	3	4	5	2	2	3	4	5	2	2	3	4	3	2	2	3	4	3	3	3	3	4	3
	-	2	3	4	5	2	2	3	4	5	3	3	3	3	5	3	3	3	3	5	3	3	3	3	5

Comparison of the approaches

Algorithm			Runtime
Dijkstra (Heap)	$c_v \geq 0$	1:n	$\mathcal{O}(E \log V)$
Dijkstra (Fibonacci-Heap)	$c_v \geq 0$	1:n	$\mathcal{O}(E + V \log V)$ *
Bellman-Ford		1:n	$\mathcal{O}(E \cdot V)$
Floyd-Warshall		n:n	$\Theta(V ^3)$
Johnson		n:n	$\mathcal{O}(V \cdot E \cdot \log V)$
Johnson (Fibonacci-Heap)		n:n	$\mathcal{O}(V ^2 \log V + V \cdot E)$ *

* amortized

Johnson (not explained this year) is better than Floyd-Warshall only for sparse graphs ($|E| \approx \Theta(|V|)$).

6. Code-Expert Example

Code-Example

'Sliding Puzzle' on Code-Expert



7. Outro

General Questions?

See you next time!

Have a nice week!