

All Pairs Shortest Paths

Eric Price

UT Austin

CS 331, Spring 2020 Coronavirus Edition

Talk Outline

1 APSP

2 Problems

All Pairs Shortest Paths

- Given a graph G , find shortest $s \rightsquigarrow t$ path distance for all $s, t \in V$.

All Pairs Shortest Paths

- Given a graph G , find shortest $s \rightsquigarrow t$ path distance for *all* $s, t \in V$.
- Approaches:

All Pairs Shortest Paths

- Given a graph G , find shortest $s \rightsquigarrow t$ path distance for *all* $s, t \in V$.
- Approaches:
 - Bellman-Ford for all s : $O(V^2E)$

All Pairs Shortest Paths

- Given a graph G , find shortest $s \rightsquigarrow t$ path distance for *all* $s, t \in V$.
- Approaches:
 - Bellman-Ford for all s : $O(V^2E)$
 - Dijkstra for all s : $O(VE + V^2 \log V)$ if nonnegative weights

All Pairs Shortest Paths

- Given a graph G , find shortest $s \rightsquigarrow t$ path distance for *all* $s, t \in V$.
- Approaches:
 - Bellman-Ford for all s : $O(V^2E)$
 - Dijkstra for all s : $O(VE + V^2 \log V)$ if nonnegative weights
 - Floyd-Warshall: $O(V^3)$

All Pairs Shortest Paths

- Given a graph G , find shortest $s \rightsquigarrow t$ path distance for *all* $s, t \in V$.
- Approaches:
 - Bellman-Ford for all s : $O(V^2E)$
 - Dijkstra for all s : $O(VE + V^2 \log V)$ if nonnegative weights
 - Floyd-Warshall: $O(V^3)$
 - Johnson: $O(VE + V^2 \log V)$ in general

Floyd-Warshall

```
1: function FLOYDWARSHALL( $A$ )       $\triangleright A[u \rightarrow v]$  is cost of  $u \rightarrow v$  edge
2:      $D \leftarrow A$                        $\triangleright$  (or  $\infty$  if no edge)
3:     for  $w \in V$  do
4:         for  $u \in V$  do
5:             for  $v \in V$  do
6:                  $D[u, v] \leftarrow \min(D[u, v], D[u, w] + D[w, v])$ 
7:     return  $D$ 
```

Floyd-Warshall

```
1: function FLOYDWARSHALL( $A$ )       $\triangleright A[u \rightarrow v]$  is cost of  $u \rightarrow v$  edge
2:      $D \leftarrow A$                        $\triangleright$  (or  $\infty$  if no edge)
3:     for  $w \in V$  do
4:         for  $u \in V$  do
5:             for  $v \in V$  do
6:                  $D[u, v] \leftarrow \min(D[u, v], D[u, w] + D[w, v])$ 
7:     return  $D$ 
```

- Takes an adjacency matrix, returns a distance matrix

Floyd-Warshall

```
1: function FLOYDWARSHALL( $A$ )       $\triangleright A[u \rightarrow v]$  is cost of  $u \rightarrow v$  edge
2:      $D \leftarrow A$                        $\triangleright$  (or  $\infty$  if no edge)
3:     for  $w \in V$  do
4:         for  $u \in V$  do
5:             for  $v \in V$  do
6:                  $D[u, v] \leftarrow \min(D[u, v], D[u, w] + D[w, v])$ 
7:     return  $D$ 
```

- Takes an adjacency matrix, returns a distance matrix
- $O(n^3)$ time

Floyd-Warshall

```
1: function FLOYDWARSHALL( $A$ )       $\triangleright A[u \rightarrow v]$  is cost of  $u \rightarrow v$  edge
2:      $D \leftarrow A$                        $\triangleright$  (or  $\infty$  if no edge)
3:     for  $w \in V$  do
4:         for  $u \in V$  do
5:             for  $v \in V$  do
6:                  $D[u, v] \leftarrow \min(D[u, v], D[u, w] + D[w, v])$ 
7:     return  $D$ 
```

- Takes an adjacency matrix, returns a distance matrix
- $O(n^3)$ time

Lemma

Let $P = (s, u_1, \dots, u_k, t)$ be a shortest $s \rightarrow t$ path. After visiting $w \notin \{s, t\}$, $P \setminus \{w\}$ is also a shortest $s \rightsquigarrow t$ path in D .

Floyd-Warshall

```
1: function FLOYDWARSHALL( $A$ )       $\triangleright A[u \rightarrow v]$  is cost of  $u \rightarrow v$  edge
2:      $D \leftarrow A$                        $\triangleright$  (or  $\infty$  if no edge)
3:     for  $w \in V$  do
4:         for  $u \in V$  do
5:             for  $v \in V$  do
6:                  $D[u, v] \leftarrow \min(D[u, v], D[u, w] + D[w, v])$ 
7:     return  $D$ 
```

- Takes an adjacency matrix, returns a distance matrix
- $O(n^3)$ time

Lemma

Let $P = (s, u_1, \dots, u_k, t)$ be a shortest $s \rightarrow t$ path. After visiting $w \notin \{s, t\}$, $P \setminus \{w\}$ is also a shortest $s \rightsquigarrow t$ path in D .

- Q: negative edges?

Floyd-Warshall

```
1: function FLOYDWARSHALL( $A$ )       $\triangleright A[u \rightarrow v]$  is cost of  $u \rightarrow v$  edge
2:      $D \leftarrow A$                        $\triangleright$  (or  $\infty$  if no edge)
3:     for  $w \in V$  do
4:         for  $u \in V$  do
5:             for  $v \in V$  do
6:                  $D[u, v] \leftarrow \min(D[u, v], D[u, w] + D[w, v])$ 
7:     return  $D$ 
```

- Takes an adjacency matrix, returns a distance matrix
- $O(n^3)$ time

Lemma

Let $P = (s, u_1, \dots, u_k, t)$ be a shortest $s \rightarrow t$ path. After visiting $w \notin \{s, t\}$, $P \setminus \{w\}$ is also a shortest $s \rightsquigarrow t$ path in D .

- Q: negative edges? **OK**

Floyd-Warshall

```
1: function FLOYDWARSHALL( $A$ )       $\triangleright A[u \rightarrow v]$  is cost of  $u \rightarrow v$  edge
2:      $D \leftarrow A$                        $\triangleright$  (or  $\infty$  if no edge)
3:     for  $w \in V$  do
4:         for  $u \in V$  do
5:             for  $v \in V$  do
6:                  $D[u, v] \leftarrow \min(D[u, v], D[u, w] + D[w, v])$ 
7:     return  $D$ 
```

- Takes an adjacency matrix, returns a distance matrix
- $O(n^3)$ time

Lemma

Let $P = (s, u_1, \dots, u_k, t)$ be a shortest $s \rightarrow t$ path. After visiting $w \notin \{s, t\}$, $P \setminus \{w\}$ is also a shortest $s \rightsquigarrow t$ path in D .

- Q: negative edges? **OK** Negative cycles?

Floyd-Warshall

```
1: function FLOYDWARSHALL( $A$ )       $\triangleright A[u \rightarrow v]$  is cost of  $u \rightarrow v$  edge
2:      $D \leftarrow A$                        $\triangleright$  (or  $\infty$  if no edge)
3:     for  $w \in V$  do
4:         for  $u \in V$  do
5:             for  $v \in V$  do
6:                  $D[u, v] \leftarrow \min(D[u, v], D[u, w] + D[w, v])$ 
7:     return  $D$ 
```

- Takes an adjacency matrix, returns a distance matrix
- $O(n^3)$ time

Lemma

Let $P = (s, u_1, \dots, u_k, t)$ be a shortest $s \rightarrow t$ path. After visiting $w \notin \{s, t\}$, $P \setminus \{w\}$ is also a shortest $s \rightsquigarrow t$ path in D .

- Q: negative edges? **OK** Negative cycles? **Check if diagonal < 0**

Floyd-Warshall

```
1: function FLOYDWARSHALL( $A$ )       $\triangleright A[u \rightarrow v]$  is cost of  $u \rightarrow v$  edge
2:      $D \leftarrow A$                        $\triangleright$  (or  $\infty$  if no edge)
3:     for  $w \in V$  do
4:         for  $u \in V$  do
5:             for  $v \in V$  do
6:                  $D[u, v] \leftarrow \min(D[u, v], D[u, w] + D[w, v])$ 
7:     return  $D$ 
```

- Takes an adjacency matrix, returns a distance matrix
- $O(n^3)$ time

Lemma

Let $P = (s, u_1, \dots, u_k, t)$ be a shortest $s \rightarrow t$ path. After visiting $w \notin \{s, t\}$, $P \setminus \{w\}$ is also a shortest $s \rightsquigarrow t$ path in D .

- Q: negative edges? **OK** Negative cycles? **Check if diagonal < 0**

Johnson's algorithm

- Recall:

Johnson's algorithm

- Recall:
 - ▶ Dijkstra would be great if we had nonnegative edges

Johnson's algorithm

- Recall:

- ▶ Dijkstra would be great if we had nonnegative edges
- ▶ Reweighting: for any $h : V \rightarrow \mathbb{R}$, the graph with weights

$$w'(u \rightarrow v) := w(u \rightarrow v) - h(u) + h(v).$$

has shortest path distances

$$D'[s, t] = D[s, t] + h(t) - h(s).$$

Johnson's algorithm

- Recall:
 - ▶ Dijkstra would be great if we had nonnegative edges
 - ▶ Reweighting: for any $h : V \rightarrow \mathbb{R}$, the graph with weights

$$w'(u \rightarrow v) := w(u \rightarrow v) - h(u) + h(v).$$

has shortest path distances

$$D'[s, t] = D[s, t] + h(t) - h(s).$$

- Idea: in $O(VE + V^2 \log V)$,

Johnson's algorithm

- Recall:
 - ▶ Dijkstra would be great if we had nonnegative edges
 - ▶ Reweighting: for any $h : V \rightarrow \mathbb{R}$, the graph with weights

$$w'(u \rightarrow v) := w(u \rightarrow v) - h(u) + h(v).$$

has shortest path distances

$$D'[s, t] = D[s, t] + h(t) - h(s).$$

- Idea: in $O(VE + V^2 \log V)$,
 - ① Compute a single h so $w'(u \rightarrow v) \geq 0$ for all h .

Johnson's algorithm

- Recall:
 - ▶ Dijkstra would be great if we had nonnegative edges
 - ▶ Reweighting: for any $h : V \rightarrow \mathbb{R}$, the graph with weights
$$w'(u \rightarrow v) := w(u \rightarrow v) - h(u) + h(v).$$
has shortest path distances
$$D'[s, t] = D[s, t] + h(t) - h(s).$$
- Idea: in $O(VE + V^2 \log V)$,
 - ① Compute a single h so $w'(u \rightarrow v) \geq 0$ for all h . (h consistent)

Johnson's algorithm

- Recall:
 - ▶ Dijkstra would be great if we had nonnegative edges
 - ▶ Reweighting: for any $h : V \rightarrow \mathbb{R}$, the graph with weights
$$w'(u \rightarrow v) := w(u \rightarrow v) - h(u) + h(v).$$
has shortest path distances
$$D'[s, t] = D[s, t] + h(t) - h(s).$$
- Idea: in $O(VE + V^2 \log V)$,
 - ① Compute a single h so $w'(u \rightarrow v) \geq 0$ for all h . (h consistent part 2)

Johnson's algorithm

- Recall:

- ▶ Dijkstra would be great if we had nonnegative edges
- ▶ Reweighting: for any $h : V \rightarrow \mathbb{R}$, the graph with weights

$$w'(u \rightarrow v) := w(u \rightarrow v) - h(u) + h(v).$$

has shortest path distances

$$D'[s, t] = D[s, t] + h(t) - h(s).$$

- Idea: in $O(VE + V^2 \log V)$,

- ① Compute a single h so $w'(u \rightarrow v) \geq 0$ for all h . (h consistent part 2)
- ② Compute D' for every source s using Dijkstra on w' .

Johnson's algorithm

- Recall:
 - ▶ Dijkstra would be great if we had nonnegative edges
 - ▶ Reweighting: for any $h : V \rightarrow \mathbb{R}$, the graph with weights

$$w'(u \rightarrow v) := w(u \rightarrow v) - h(u) + h(v).$$

has shortest path distances

$$D'[s, t] = D[s, t] + h(t) - h(s).$$

- Idea: in $O(VE + V^2 \log V)$,
 - ① Compute a single h so $w'(u \rightarrow v) \geq 0$ for all h . (h consistent part 2)
 - ② Compute D' for every source s using Dijkstra on w' .
 - ③ Output D .

Johnson's algorithm

- Recall:
 - ▶ Dijkstra would be great if we had nonnegative edges
 - ▶ Reweighting: for any $h : V \rightarrow \mathbb{R}$, the graph with weights

$$w'(u \rightarrow v) := w(u \rightarrow v) - h(u) + h(v).$$

has shortest path distances

$$D'[s, t] = D[s, t] + h(t) - h(s).$$

- Idea: in $O(VE + V^2 \log V)$,
 - ① Compute a single h so $w'(u \rightarrow v) \geq 0$ for all h . (h consistent part 2)
 - ② Compute D' for every source s using Dijkstra on w' .
 - ③ Output D .

Finding a good heuristic

- Pick an arbitrary source s^* .

Finding a good heuristic

- Pick an arbitrary source s^* .
- Compute shortest paths $D[s^*, u]$ from s^* on original graph.

Finding a good heuristic

- Pick an arbitrary source s^* .
- Compute shortest paths $D[s^*, u]$ from s^* on original graph.
 - ▶ with Bellman-Ford in $O(VE)$ time.

Finding a good heuristic

- Pick an arbitrary source s^* .
- Compute shortest paths $D[s^*, u]$ from s^* on original graph.
 - ▶ with Bellman-Ford in $O(VE)$ time.
- Set

$$h(u) := -D[s^*, u]$$

Finding a good heuristic

- Pick an arbitrary source s^* .
- Compute shortest paths $D[s^*, u]$ from s^* on original graph.
 - ▶ with Bellman-Ford in $O(VE)$ time.
- Set

$$h(u) := -D[s^*, u]$$

- Now, for any $u, v \in V$,

$$\begin{aligned} w'(u \rightarrow v) &:= w(u \rightarrow v) - h(u) + h(v) \\ &= w(u \rightarrow v) + D[s^*, u] - D[s^*, v]. \end{aligned}$$

Finding a good heuristic

- Pick an arbitrary source s^* .
- Compute shortest paths $D[s^*, u]$ from s^* on original graph.
 - ▶ with Bellman-Ford in $O(VE)$ time.
- Set

$$h(u) := -D[s^*, u]$$

- Now, for any $u, v \in V$,

$$\begin{aligned} w'(u \rightarrow v) &:= w(u \rightarrow v) - h(u) + h(v) \\ &= w(u \rightarrow v) + D[s^*, u] - D[s^*, v]. \end{aligned}$$

But by the triangle inequality,

$$D[s^*, v] \leq D[s^*, u] + w(u \rightarrow v)$$

so $w'(u \rightarrow v) \geq 0$.

Johnson's algorithm

- Pick an arbitrary source s^* .

Johnson's algorithm

- Pick an arbitrary source s^* .
- Compute shortest paths $D[s^*, u]$ from s^* on original graph.

Johnson's algorithm

- Pick an arbitrary source s^* .
- Compute shortest paths $D[s^*, u]$ from s^* on original graph.
 - ▶ with Bellman-Ford in $O(VE)$ time.

Johnson's algorithm

- Pick an arbitrary source s^* .
- Compute shortest paths $D[s^*, u]$ from s^* on original graph.
 - ▶ with Bellman-Ford in $O(VE)$ time.
- Set

$$h(u) := -D[s^*, u]$$

Johnson's algorithm

- Pick an arbitrary source s^* .
- Compute shortest paths $D[s^*, u]$ from s^* on original graph.
 - ▶ with Bellman-Ford in $O(VE)$ time.
- Set

$$h(u) := -D[s^*, u]$$

- Define the graph with weights

$$w'(u \rightarrow v) := w(u \rightarrow v) - h(u) + h(v).$$

Johnson's algorithm

- Pick an arbitrary source s^* .
- Compute shortest paths $D[s^*, u]$ from s^* on original graph.
 - ▶ with Bellman-Ford in $O(VE)$ time.
- Set

$$h(u) := -D[s^*, u]$$

- Define the graph with weights

$$w'(u \rightarrow v) := w(u \rightarrow v) - h(u) + h(v).$$

- For every $s \in V$, run Dijkstra from s on w' to compute distance matrix D'

Johnson's algorithm

- Pick an arbitrary source s^* .
- Compute shortest paths $D[s^*, u]$ from s^* on original graph.
 - ▶ with Bellman-Ford in $O(VE)$ time.
- Set

$$h(u) := -D[s^*, u]$$

- Define the graph with weights

$$w'(u \rightarrow v) := w(u \rightarrow v) - h(u) + h(v).$$

- For every $s \in V$, run Dijkstra from s on w' to compute distance matrix D'
- Output

$$D[s, t] = D'[s, t] - h(t) + h(s).$$

Johnson's algorithm

- Pick an arbitrary source s^* .
- Compute shortest paths $D[s^*, u]$ from s^* on original graph.
 - ▶ with Bellman-Ford in $O(VE)$ time.
- Set

$$h(u) := -D[s^*, u]$$

- Define the graph with weights

$$w'(u \rightarrow v) := w(u \rightarrow v) - h(u) + h(v).$$

- For every $s \in V$, run Dijkstra from s on w' to compute distance matrix D'
- Output

$$D[s, t] = D'[s, t] - h(t) + h(s).$$

- Overall: $O(VE + V^2 \log V)$ time.

Johnson's algorithm

- Pick an arbitrary source s^* .
- Compute shortest paths $D[s^*, u]$ from s^* on original graph.
 - ▶ with Bellman-Ford in $O(VE)$ time.
- Set

$$h(u) := -D[s^*, u]$$

- Define the graph with weights

$$w'(u \rightarrow v) := w(u \rightarrow v) - h(u) + h(v).$$

- For every $s \in V$, run Dijkstra from s on w' to compute distance matrix D'
- Output

$$D[s, t] = D'[s, t] - h(t) + h(s).$$

- Overall: $O(VE + V^2 \log V)$ time.
- Q:

Johnson's algorithm

- Pick an arbitrary source s^* .
- Compute shortest paths $D[s^*, u]$ from s^* on original graph.
 - ▶ with Bellman-Ford in $O(VE)$ time.
- Set

$$h(u) := -D[s^*, u]$$

- Define the graph with weights

$$w'(u \rightarrow v) := w(u \rightarrow v) - h(u) + h(v).$$

- For every $s \in V$, run Dijkstra from s on w' to compute distance matrix D'
- Output

$$D[s, t] = D'[s, t] - h(t) + h(s).$$

- Overall: $O(VE + V^2 \log V)$ time.
- Q: negative cycles?

All Pairs Shortest Paths

- Given a graph G , find shortest $s \rightsquigarrow t$ path distance for *all* $s, t \in V$.
- Approaches:
 - Bellman-Ford for all s : $O(V^2E)$
 - Dijkstra for all s : $O(VE + V^2 \log V)$ if nonnegative weights
 - Floyd-Warshall: $O(V^3)$
 - Johnson: $O(VE + V^2 \log V)$ in general

Talk Outline

1 APSP

2 Problems

Shortest Path Problems

<http://jeffe.cs.illinois.edu/teaching/algorithms/book/08-sssp.pdf>

- Problem 2: Dijkstra with k negative edges.
- Problem 3: *vertices*, not edges, have weight.
- Problem 5: edge reinsertion
- Problem 4: Replacement paths on directed graphs
- Problem 12: Smallest shortest path
- Problem 16, 17: Remember reductions?
- Problem 1 of <https://www.cs.utexas.edu/~ecprice/courses/331h/psets/331h-ps6.pdf>

