# CSCI3160: Regular Exercise Set 9

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**Problem 1<sup>\*</sup>.** Let  $G = (V, E)$  be a weighted directed acyclic graph. Given a source vertex  $s \in V$ , design an algorithm to find the shortest path distances from  $s$  to the vertices in  $V$ . Your algorithm should terminate in  $O(|V| + |E|)$  time.

**Solution.** First run DFS on G to obtain a topological order of V. For each  $v \in V$ , initialize a value  $dist(v)$  which equals 0 if  $v = s$ , and  $\infty$  otherwise. Now, process the vertices of V according to the topological order. Specifically, *processing* a vertex u means relaxing all the out-going edges  $(u, v)$  of u. After every vertex has been processed, the final  $dist(v)$  is the shortest path distance from s to v, for every  $v \in V$ .

To prove this is correct, recall that (as discussed earlier in the lecture) the shortest-path distances  $splits(s, v)$  from s to  $v \in V$  satisfy:

$$
spdist(s,v) = \min_{u \in IN(v)} spdist(s,u) + w(u,v)
$$

where  $w(u, v)$  denotes the weight of the edge  $(u, v)$ , and  $IN(v)$  is the set of in-neighbors of v. The correctness of our algorithm thus follows from:

**Claim:** At the moment right before v is processed,  $spdist(u)$  has already been computed for every  $u \in IN(v)$ .

The above claim can be easily established by induction on the number of edges in a shortest path.

**Problem 2.** Let  $G = (V, E)$  be a weighted directed graph where the weight of an edge  $(u, v)$ is  $w(u, v)$ . It is guaranteed that G has no negative cycles. Prove: the following is a correct implementation of Bellman-Ford's algorithm:

### algorithm Bellman-Ford

- 1. pick an arbitrary vertex  $s \in V$
- 2. set  $\lambda$  to the sum of all the positive edge weights in G
- 3. initialize  $dist(s) = 0$  and  $dist(v) = \lambda$  for every other vertex  $v \in V$
- 4. for  $i = 1$  to  $|V| 1$
- 5. relax all the edges in  $E$
- 6. return  $dist(v)$  for all  $v \in V$

Remark: Compared to the description in our lecture notes, the key difference here is that, at Line 3, we initialize  $dist(v)$  as  $\lambda$ , instead of  $\infty$ .

**Solution.** Follows directly from the fact that, to every vertex  $v \in V$ , s has a shortest path that is a simple path. Notice that every simple path has a length at most  $\lambda$ .

**Problem 3<sup>\*</sup>.** Let  $G = (V, E)$  be a weighted directed graph where the weight of an edge  $(u, v)$  is  $w(u, v)$ . Prove: the following algorithm correctly decides whether G has a negative cycle:

### algorithm negative-cycle-detection

- 1. pick an arbitrary vertex  $s \in V$
- 2. set  $\lambda$  to the sum of all the positive edge weights in G
- 3. initialize  $dist(s) = 0$  and  $dist(v) = \lambda$  for every other vertex  $v \in V$
- 4. for  $i = 1$  to  $|V| 1$
- 5. relax all the edges in  $E$
- 6. for each edge  $(u, v) \in E$
- 7. if  $dist(v) > dist(u) + w(u, v)$  then
- 8. return "there is a negative cycle"
- 9. return "no negative cycles"

Solution. We will prove two directions.

Direction 1: If the inequality of Line 6 holds for any edge  $(u, v)$ , then there must be a negative cycle. In the lecture we proved that, in the absence of negative cycles, Bellman-Ford's algorithm correctly finds all shortest path distances (from s) after  $|V| - 1$  rounds of edge relaxations. This (together with the result of Problem 2) indicates that, if there are no cycles, when we come to Line 5 the value  $dist(v)$  must be the final shortest path distance for every  $v \in V$ . If Line 6 holds for some edge  $(u, v)$ , however, it means that an even shorter path from s to v has just been discovered. Therefore, in such a case, G must contain a negative cycle.

Direction 2: If there is a negative cycle, then the inequality of Line 6 must hold for at least one edge  $(u, v)$ . Suppose that the negative cycle is  $v_1 \rightarrow v_2 \rightarrow ... \rightarrow v_{\ell} \rightarrow v_1$ . Hence:

$$
w(v_{\ell}, v_1) + \sum_{i=1}^{\ell-1} w(v_i, v_{i+1}) < 0. \tag{1}
$$

Assume that Line 6 does not hold on any edge in E. This indicates:

- for every  $i \in [1, n]$ ,  $dist(v_{i+1}) \leq dist(v_i) + w(v_i, v_{i+1});$
- $dist(v_1) \leq dist(v_n) + w(v_n, v_1)$ .

These two bullets lead to:

$$
\sum_{i=1}^{\ell} dist(v_i) \leq \left(\sum_{i=1}^{\ell} dist(v_i)\right) + w(v_{\ell}, v_1) + \sum_{i=1}^{\ell-1} w(v_i, v_{i+1})
$$
  
\n
$$
\Rightarrow 0 \leq w(v_{\ell}, v_1) + \sum_{i=1}^{\ell-1} w(v_i, v_{i+1})
$$

which contradicts (1).

Problem 4. In our lecture about the Floyd-Warshall algorithm, we have given the following recursive function:

$$
spdist(i, j \mid \leq k) = \min \begin{cases} spdist(i, j \mid \leq k - 1) \\ spdist(i, k \mid \leq k - 1) + spdist(k, j \mid \leq k - 1) \end{cases}
$$

Give the details of computing  $splits(t, j)$  for all  $i, j \in [1, n]$  in  $O(n^3)$  time.

#### Solution.

algorithm Floyd-Warshall 1. for all  $i, j \in [1, n]$ 

- 2. set  $spdist(i, j \leq 0) = 0$  if  $i = j$  or  $\infty$  otherwise
- 3. for  $k = 1$  to  $n$
- 4. **for** all  $i, j \in [1, n]$
- 5. set  $spdist(i, j \leq k)$  according to the recursive function

Problem 5. Augment your algorithm for the previous problem to compute the shortest path between vertex i and vertex j, for all  $i, j \in [1, n]$ .

## Solution.

## algorithm Floyd-Warshall

1. for all  $i, j \in [1, n]$ 2. set  $spdist(i, j \leq 0) = 0$  if  $i = j$  or  $\infty$  otherwise 3. set bestchoice $(i, j) = nil$ 4. for  $k = 1$  to n 5. for all  $i, j \in [1, n]$ 6. if  $spdist(i, j \leq k - 1) \leq spdist(i, k - 1 \leq k - 1) + spdist(k - 1, j \leq k - 1)$  then 7.  $spdist(i, j \leq k) = spdist(i, j \leq k - 1)$ else 8.  $splits(t, j \leq k) = splits(t, k - 1 \leq k - 1) + splits(t, k - 1, j \leq k - 1)$ 9. bestchoice $(i, j) = k$ 

The function  $\text{bestchoice}(.,.)$  computed by the above algorithm encodes all the shortest paths. Specifically, for any  $i, j \in [1, n]$  such that  $i \neq j$ :

- if  $\text{bestchoice}(i, j) = \text{nil}$ , the shortest path from i to j consists of just the edge  $(i, j)$ ;
- if  $\text{bestchoice}(i, j) = k$ , the shortest path concatenates the shortest path from i to k and the shortest path from  $k$  to  $j$  — note that the latter two shortest paths can be obtained recursively in the same manner.