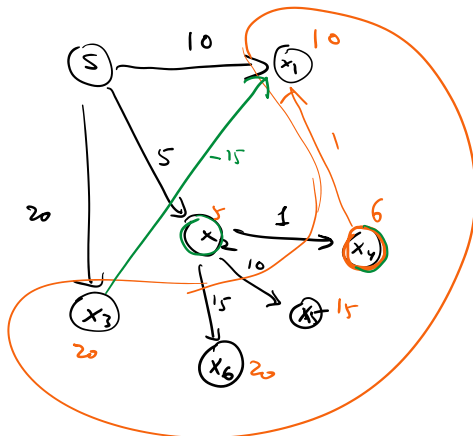


Dijkstra's shortest path

$G = (V, E)$ is a weighted graph

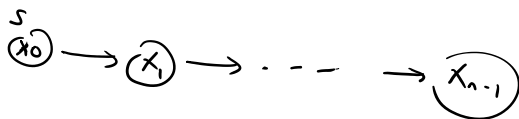
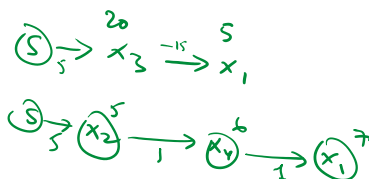
$$w(u, v)$$



Always pick the node with the shortest distance from the source for further expansion

Negative Edges cause violation of the above principle

$\Rightarrow$ Dijkstra's fails!



$|V|$ nodes

I) longer path from s to any other vertex has at most $|V|-1$ edges

II) update the $\text{dist}(x)$ at each step
one complete traversal over the edges

z
Bellman-Ford (G, s):

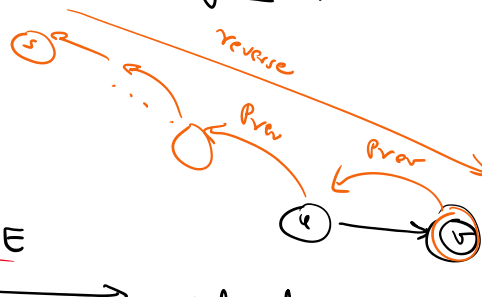
for all $u \in V$:

$O(|V|)$ $\left\{ \begin{array}{l} \text{dist}(u) = \infty \\ \text{prev}(u) = [] \end{array} \right. \leftarrow \text{dist} \leftarrow \text{keep track of one possible shortest path}$
traceback

$\text{dist}(s) = 0$

for iter = 1 ... $|V|-1$

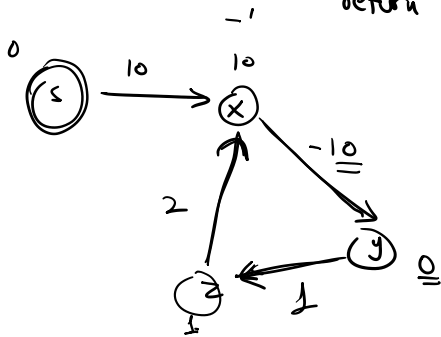
$O(|V| \cdot |E|)$ times $\left\{ \begin{array}{l} \text{for all } e = (u, v) \in E \\ \text{update}(e) \end{array} \right.$



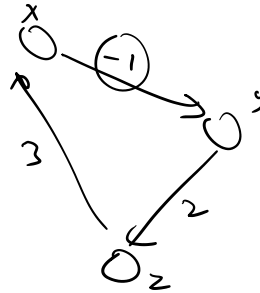
$\delta(|V|-|E|)$ times $\left[\begin{array}{l} \text{for all } e=(u,v) \in E \\ \text{update } (e) \end{array} \right]$
 do one more round over $e \in E$
 if any dist decreases
 return FAIL / Neg cycle



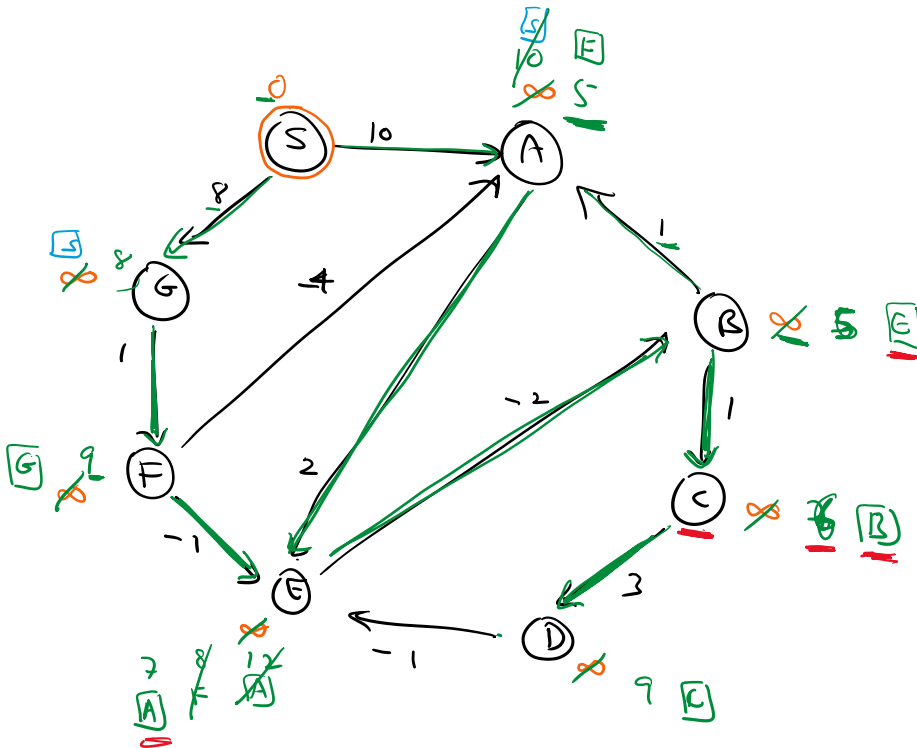
if $\text{dist}(v) > \text{dist}(u) + w(u,v)$
 then
 $\text{dist}(v) = \text{dist}(u) + w(u,v)$
 $\text{prev}(v) = u$



Negative cycle: a cycle whose sum of edge weights is negative



$O(|E|) = O(|V|)$ sparse
 $\Rightarrow O(|V|^2)$ dense



$C \rightarrow \text{dist} = 6$
 $\text{prev: } C B E A F G S$
 $\text{reverse: } S G F A E B C$

DAGs: shortest paths

- topological sort
- then update the distances in that order

works for both +ve and -ve edge

Greedy Algorithms

Pick the "best" option at each step
local best

Minimum Spanning Tree (MST) $G=(V,E)$

Given a weighted undirected graph, find a ^{spanning} tree with the least sum of edge weights

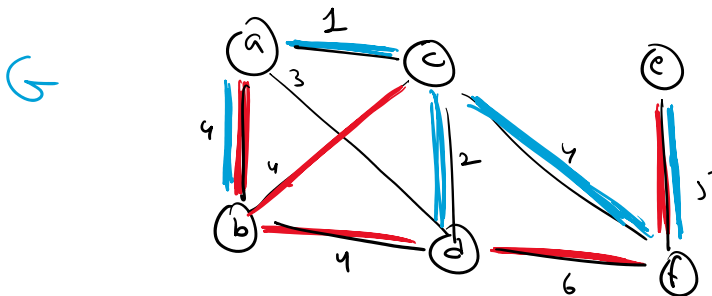
Spanning $\equiv$ must include all the vertices

Spanning Tree: $T=(V',E')$

$V'=V$ (Spans all vertices)

$E' \subseteq E$ (E' is a subset)

Tree $\Rightarrow |V|-1$ edges and connected



Spanning tree

$T_1: \{ ab, bc, bd, df, fe \}$

$\text{Cost}(T_1): 23$

$4+4+4+6+5$

$T_2: \{ ab, ac, cd, cf, fe \}$

$\text{Cost}(T_2): 4+1+2+4+5$
 $= 16$

Minimum spanning tree

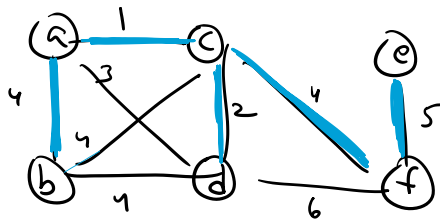
Initial idea: (greedy)

1) sort the edge in increasing order

greedy

Prim's

- 1) sort the edge in increasing order
- 2) pick the next best edge for T (exclude an edge if cycle)
- 3) keep T connected (greedy) (grow T by adding one more edge from the existing nodes in T)



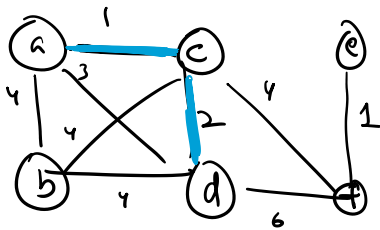
global
1) $\wedge$ sort
 $O(|V| \log |V|)$

ac	- 1	←
cd	- 2	←
ad	- 3	← ? X
ab	- 4	←
bc	- 4	← X
bd	- 4	← X
cf	- 4	←
ef	- 5	←
df	- 6	← X

$T = \emptyset$

works!

when can this fail



sorted:

ac	- 1	←
ef	- 1	← X
cd	- 2	←
...		

pick the next best option
greedy

among the neighbors
existing node in T

connected constraint

Prim's Algorithm (G):

for $u \in V$:

$cost(u) = \infty$

$prev(u) = \emptyset$

Pick any source node $s \in V$

$cost(s) = 0$

$PQ = [s] \leftarrow$ priority queue

while PQ not empty.

$PQ = [S] \leftarrow$ priority queue

while PQ not empty:

$u = \text{deletemin}(PQ) \leftarrow$ picks the lowest cost vertex (greedy)

for all $(u, v) \in E$

if $\text{cost}(v) > \underline{\underline{w(u, v)}}$

$\text{cost}(v) = w(u, v)$

$\text{prev}(v) = u$

$\text{decreasekey}(PQ, v, \text{cost}(v))$

Consider current edge weight

$O(|E|)$ decrease key

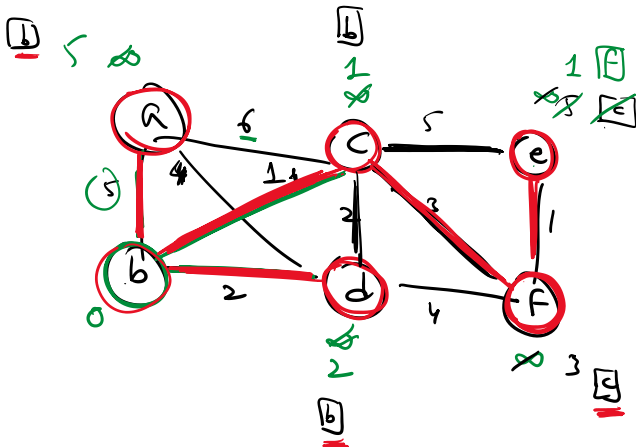
$O(|V|)$ deletemin

$O(\underline{\underline{(|E| + |V|)}} \underline{\underline{\log(|V|)}})$ via binary heaps

time per operation

$\Downarrow$

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



$T = \{ \text{red edge} \}$

$\Downarrow$

look at prev for each node

$e \rightarrow f \quad 1$

$f \rightarrow c \quad 3$

$c \rightarrow b \quad 1$

$d \rightarrow b \quad 2$

$a \rightarrow b \quad 5$

12

Correctness?

cut property

cut in a graph is simply a partition of the vertex set V into two parts

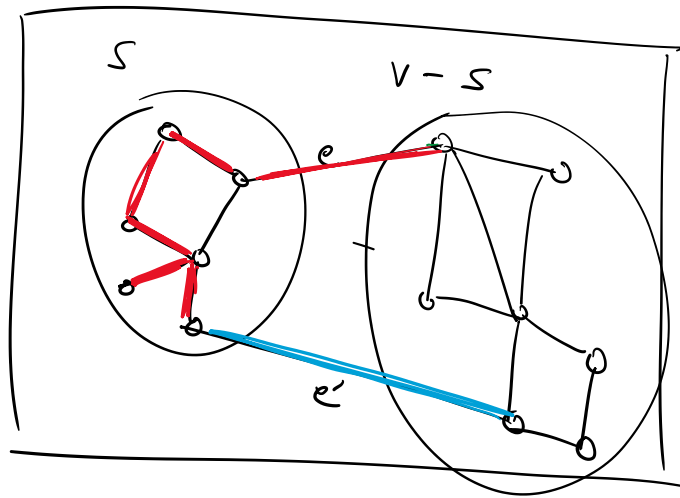
$\underline{\underline{S}}, \underline{\underline{V-S}}$

$S \subseteq V$

$S \nearrow \begin{matrix} S, \bar{S} \\ \uparrow \\ \text{Complement of } S \end{matrix}$

$\bar{S} = V - S$

complement of S



given the current $T = (V, E')$

we need to grow by
one more edge

let $S = V'$

next node to be
chosen must come
from $V-S$

1) If there is only one edge between
 S & $V-S$, then we
must include it

2) there is more than 1 edge between S and $V-S$

e is min cost/weight edge

$$\underline{w(e) \leq w(e')}$$

show that choosing the least cost edge is guaranteed to give us an MST

Assume $\exists$ some MST that does not include e , then it must
include e' (e' is some other edge that crosses the cut)

Cost of that MST

$$\text{Cost}(T') = \underbrace{w(S)} + \underbrace{w(V-S)} + \underline{w(e')} \geq \underbrace{w(S) + w(V-S)} + \underline{w(e)}$$

we can construct a new MST T'' that includes e instead of e'

true for ANY cut in G that respects T

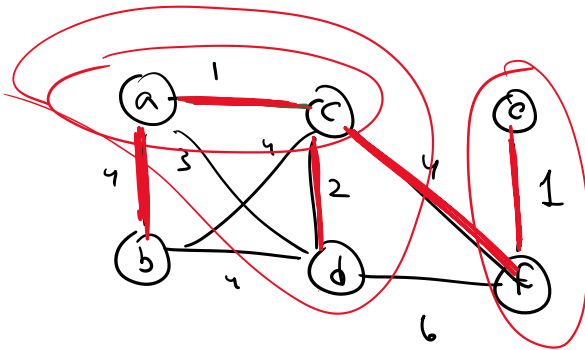
no current edge ^{in T} crosses from
 S to $V-S$

$\Rightarrow$ greedy choice

$\Rightarrow$ greedy choice (edge with the least weight) must be part of some MST

guarantees correctness.

Kruskal's method: drops the connectedness constraint



$$S = \{a, c, e, f\}$$

$$V - S = \{b, d\}$$

? { check for cycles
check for disconnectedness

$$S = \{a, c, d, e, f\}$$

$$V - S = b$$

Maintain a forest