6.8 Shortest Paths
Shortest Paths

**Shortest path problem.** Given a directed graph $G = (V, E)$, with edge weights $c_{vw}$, find shortest path from node $s$ to node $t$.

Ex. Nodes represent agents in a financial setting and $c_{vw}$ is cost of transaction in which we buy from agent $v$ and sell immediately to $w$. 
Shortest Paths: Failed Attempts

**Dijkstra.** Can fail if negative edge costs.

![Graph](image1.png)

**Re-weighting.** Adding a constant to every edge weight can fail.

![Graph](image2.png)
Negative cost cycle.

**Observation.** If some path from $s$ to $t$ contains a negative cost cycle, there does not exist a shortest $s$-$t$ path; otherwise, there exists one that is simple.
Shortest Paths: Dynamic Programming

**Def.** $OPT(i, v) =$ length of shortest $v$-$t$ path $P$ using at most $i$ edges.

- **Case 1:** $P$ uses at most $i-1$ edges.
  - $OPT(i, v) = OPT(i-1, v)$

- **Case 2:** $P$ uses exactly $i$ edges.
  - if $(v, w)$ is first edge, then $OPT$ uses $(v, w)$, and then selects best $w$-$t$ path using at most $i-1$ edges

\[
OPT(i, v) = \begin{cases} 
0 & \text{if } i = 0 \\
\min \left\{ OPT(i-1, v), \min_{(v, w) \in E} \{ OPT(i-1, w) + c_{vw} \} \right\} & \text{otherwise}
\end{cases}
\]

**Remark.** By previous observation, if no negative cycles, then $OPT(n-1, v) =$ length of shortest $v$-$t$ path.
Shortest Paths: Implementation

Shortest-Path(G, t) {
    foreach node v ∈ V
        M[0, v] ← ∞
    M[0, t] ← 0

    for i = 1 to n-1
        foreach node v ∈ V
            M[i, v] ← M[i-1, v]
        foreach edge (v, w) ∈ E
            M[i, v] ← min { M[i, v], M[i-1, w] + c_{vw} }
}

Analysis. Θ(mn) time, Θ(n^2) space.

Finding the shortest paths. Maintain a "successor" for each table entry.
Work out the algorithm on the previous graph example
Practical improvements.

- Maintain only one array $M[v] =$ shortest v-t path that we have found so far.
- No need to check edges of the form $(v, w)$ unless $M[w]$ changed in previous iteration.

Theorem. Throughout the algorithm, $M[v]$ is length of some v-t path, and after $i$ rounds of updates, the value $M[v]$ is no larger than the length of shortest v-t path using $\leq i$ edges.

Overall impact.

- Memory: $O(m + n)$.
- Running time: $O(mn)$ worst case, but substantially faster in practice.
Bellman-Ford: Efficient Implementation

Push-Based-Shortest-Path(G, s, t) {
    foreach node v ∈ V {
        M[v] ← ∞
        successor[v] ← φ
    }

    M[t] = 0
    for i = 1 to n-1 {
        foreach node w ∈ V {
            if (M[w] has been updated in previous iteration) {
                foreach node v such that (v, w) ∈ E {
                    if (M[v] > M[w] + c_{vw}) {
                        M[v] ← M[w] + c_{vw}
                        successor[v] ← w
                    }
                }
            }
        }
        If no M[w] value changed in iteration i, stop.
    }
}
6.9 Distance Vector Protocol
Distance Vector Protocol

Communication network.
- Nodes $\approx$ routers.
- Edges $\approx$ direct communication link.
- Cost of edge $\approx$ delay on link. $\leftarrow$ naturally nonnegative, but Bellman-Ford used anyway!

Dijkstra's algorithm. Requires global information of network.

Bellman-Ford. Uses only local knowledge of neighboring nodes.

Synchronization. We don't expect routers to run in lockstep. The order in which each foreach loop executes is not important. Moreover, algorithm still converges even if updates are asynchronous.
Distance Vector Protocol

Distance vector protocol.

- Each router maintains a vector of shortest path lengths to every other node (distances) and the first hop on each path (directions).
- Algorithm: each router performs n separate computations, one for each potential destination node.
- "Routing by rumor."

Ex. RIP, Xerox XNS RIP, Novell's IPX RIP, Cisco's IGRP, DEC's DNA Phase IV, AppleTalk's RTMP.

Caveat. Edge costs may change during algorithm (or fail completely).

![Diagram of network with edge costs and directions]

"counting to infinity"

deleted
Path Vector Protocols

Link state routing.
- Each router also stores the entire path.
- Based on Dijkstra's algorithm.
- Avoids "counting-to-infinity" problem and related difficulties.
- Requires significantly more storage.

Ex. Border Gateway Protocol (BGP), Open Shortest Path First (OSPF).
6.10 Negative Cycles in a Graph
Lemma. If \( \text{OPT}(n,v) = \text{OPT}(n-1,v) \) for all \( v \), then no negative cycles.

**Pf.** Bellman-Ford algorithm.

Lemma. If \( \text{OPT}(n,v) < \text{OPT}(n-1,v) \) for some node \( v \), then (any) shortest path from \( v \) to \( t \) contains a cycle \( W \). Moreover \( W \) has negative cost.

**Pf.** (by contradiction)
- Since \( \text{OPT}(n,v) < \text{OPT}(n-1,v) \), we know \( P \) has exactly \( n \) edges.
- By pigeonhole principle, \( P \) must contain a directed cycle \( W \).
- Deleting \( W \) yields a \( v \rightarrow t \) path with \( < n \) edges \( \Rightarrow \) \( W \) has negative cost.
Detecting Negative Cycles

Theorem. Can detect negative cost cycle in $O(mn)$ time.

- Add new node $t$ and connect all nodes to $t$ with 0-cost edge.
- Check if $OPT(n, v) = OPT(n-1, v)$ for all nodes $v$.
  - if yes, then no negative cycles
  - if no, then extract cycle from shortest path from $v$ to $t$
Detecting Negative Cycles: Application

**Currency conversion.** Given \( n \) currencies and exchange rates between pairs of currencies, is there an arbitrage opportunity?

**Remark.** Fastest algorithm very valuable!
Detecting Negative Cycles: Summary

**Bellman-Ford.** $O(mn)$ time, $O(m + n)$ space.
- Run Bellman-Ford for $n$ iterations (instead of $n-1$).
- Upon termination, Bellman-Ford successor variables trace a negative cycle if one exists.
- See p. 288 for improved version and early termination rule.