

Dynamic Programming: Shortest Paths and **DFA** to Reg Expressions

Lecture 18

Thursday, October 29, 2020

18.1

Shortest Paths with Negative Length Edges

18.1.1

Why Dijkstra's algorithm fails with negative edges

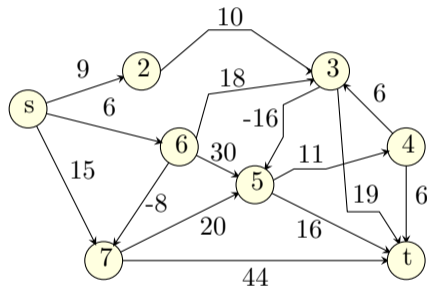
Single-Source Shortest Paths with Negative Edge Lengths

Problem statement

Single-Source Shortest Path Problems

Input: A directed graph $G = (V, E)$ with arbitrary (including negative) edge lengths. For edge $e = (u, v)$, $\ell(e) = \ell(u, v)$ is its length.

- 1 Given nodes s, t find shortest path from s to t .
- 2 Given node s find shortest path from s to all other nodes.



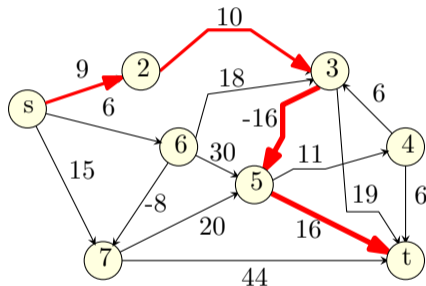
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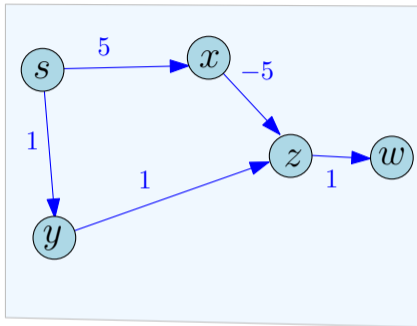
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What are the distances computed by Dijkstra's algorithm?

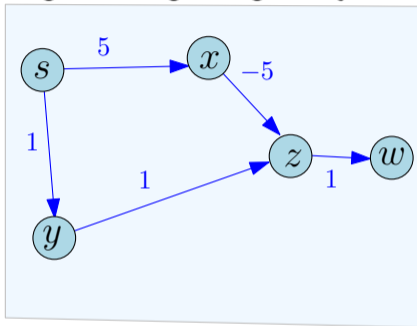


The distance as computed by Dijkstra algorithm starting from s :

- (A) $s = 0, x = 5, y = 1, z = 0.$
- (B) $s = 0, x = 1, y = 2, z = 5.$
- (C) $s = 0, x = 5, y = 1, z = 2.$
- (D) IDK.

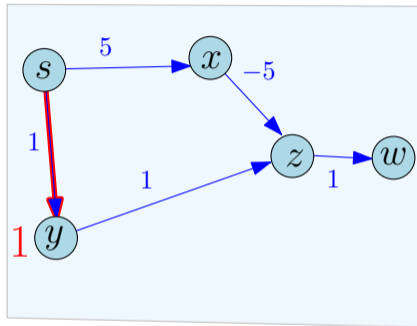
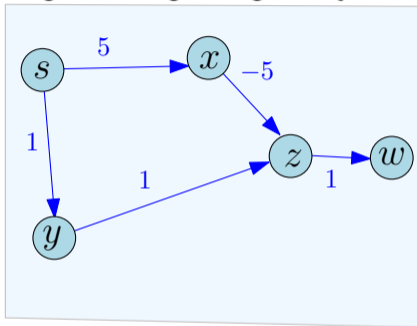
Dijkstra's Algorithm and Negative Lengths

With negative length edges, Dijkstra's algorithm can fail



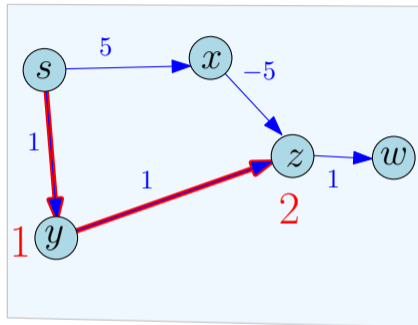
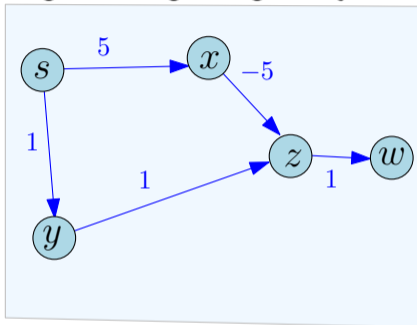
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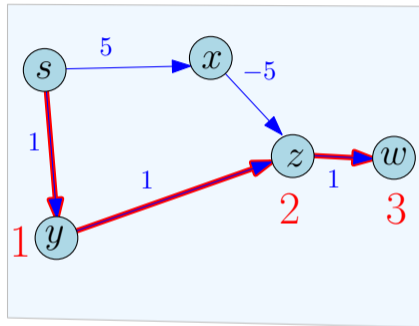
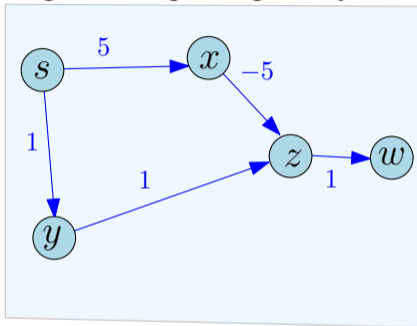
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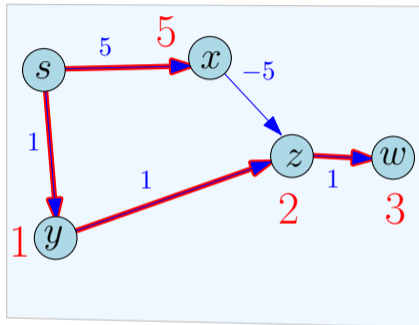
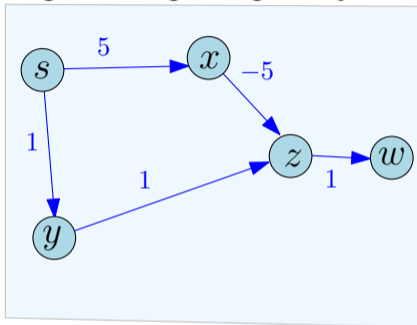
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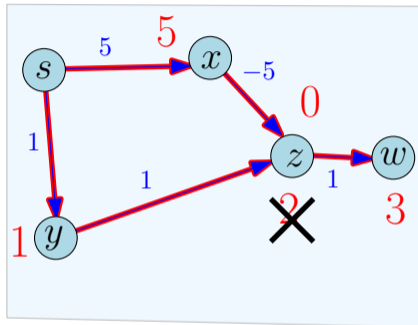
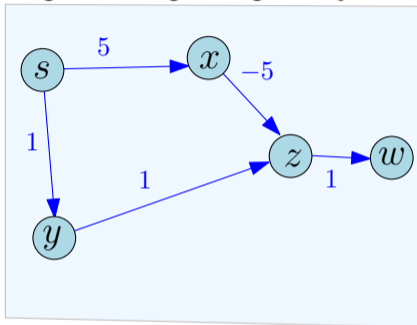
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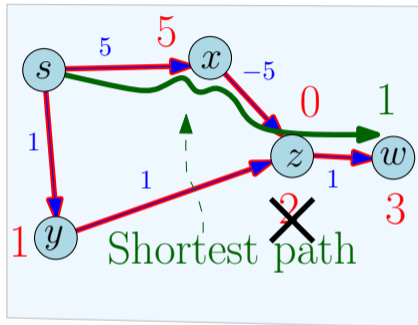
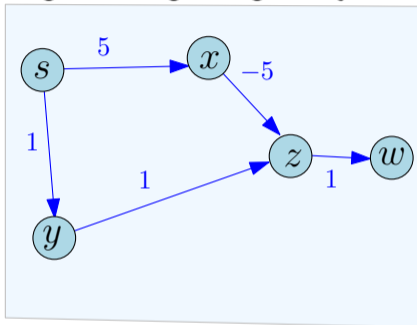
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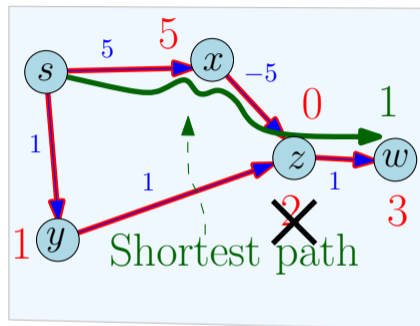
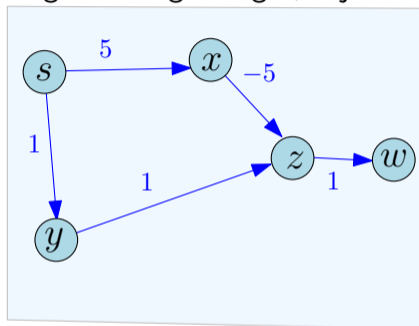
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False assumption: Dijkstra's algorithm is based on the assumption that if $s = v_0 \rightarrow v_1 \rightarrow v_2 \dots \rightarrow v_k$ is a shortest path from s to v_k then $\mathit{dist}(s, v_i) \leq \mathit{dist}(s, v_{i+1})$ for $0 \leq i < k$. Holds true only for non-negative edge lengths.

Shortest Paths with Negative Lengths

Lemma 18.1.

Let G be a directed graph with arbitrary edge lengths. If

$s = v_0 \rightarrow v_1 \rightarrow v_2 \rightarrow \dots \rightarrow v_k$ is a shortest path from s to v_k then for $1 \leq i < k$:

- ① $s = v_0 \rightarrow v_1 \rightarrow v_2 \rightarrow \dots \rightarrow v_i$ is a shortest path from s to v_i
- ② *False: $\text{dist}(s, v_i) \leq \text{dist}(s, v_k)$ for $1 \leq i < k$. Holds true only for non-negative edge lengths.*

Cannot explore nodes in increasing order of distance! We need other strategies.

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THE END

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(for now)