SHORTEST PATHS

READINGS? CHAPTER 28

Lecture 20
CS2110 – Fall 2015

1

Using statement-comments

2

```
// (b) Base case. For b[m..n] of size 0, do nothing.
//       For b[m..n] of size 1, store a new block …

// (c) Store in k the smallest value that satisfies both of
//      the following two conditions: …

// (d) Create two BoundingBoxes for the left and right
//      parts –split bbox along its longer side.

// (e) Recursively allocate nodes b[m..k] and b[k+1..n]...
```

Place these comments just before the statements that implement them, with a blank line after the implementation.

Using statement-comments

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```
// (b) Base case. For b[m..n] of size 0, do nothing.
//       For b[m..n] of size 1, store a new block …
if (m > n) return;
if (n == m) {
    Color color= new Color(0, 0, 127);
    b.get(m).block= new Block(bbox, color);
    return;
}

// (c) Store in k the smallest value that satisfies …
Wrapper2 wrapper= getSplit(b, m, n);
int k= wrapper.k;
```

Using statement-comments

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```
// (d) Create two BoundingBoxes for the left and right
//      parts –split bbox along its longer side.
BoundingBox head= new BoundingBox(bbox);
BoundingBox tail= new BoundingBox(bbox);
if (...) {
   ...
} else {
   ...
}

// (e) Recursively allocate nodes b[m..k] and b[k+1..n]...
sliceAndDice(b, m, k, head, w, h);
sliceAndDice(b, k + 1, n, tail, w, h);
```

Can read at two levels. Read series of green statement-comments to see *what* is being done. Read the code under a statement-comment, to see *how* it is done.

Shortest Paths in Graphs

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Problem of finding shortest (min-cost) path in a graph occurs often
- Find shortest route between Ithaca and West Lafayette, IN
- Result depends on notion of cost
  - Least mileage… or least time… or cheapest
  - Perhaps, expends the least power in the butterfly while flying fastest
  - Many "costs" can be represented as edge weights

Every time you use googlemaps to find directions you are using a shortest-path algorithm

Dijkstra's shortest-path algorithm

Edsger Dijkstra, in an interview in 2010 (*CACM*):

… the algorithm for the shortest path, which I designed in about 20 minutes. One morning I was shopping in Amsterdam with my young fiance, and tired, we sat down on the cafe terrace to drink a cup of coffee, and I was just thinking about whether I could do this, and I then designed the algorithm for the shortest path. As I said, it was a 20-minute invention. [Took place in 1956]

Dijkstra, E.W. A note on two problems in Connexion with graphs. *Numerische Mathematik* 1, 269–271 (1959).

Visit http://www.dijkstrascry.com for all sorts of information on Dijkstra and his contributions. As a historical record, this is a gold mine.

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Dijkstra's shortest-path algorithm

Dijsktra describes the algorithm in English:
- When he designed it in 1956 (he was 26 years old), most people were programming in assembly language!
- Only *one* high-level language: Fortran, developed by John Backus at IBM and not quite finished.

No theory of order-of-execution time —topic yet to be developed. In paper, Dijkstra says, "my solution is preferred to another one … "the amount of work to be done seems considerably less."

Dijkstra, E.W. A note on two problems in Connexion with graphs. *Numerische Mathematik* 1, 269–271 (1959).

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1968 NATO Conference on Software Engineering, Garmisch, Germany

Term "software engineering" coined for this conference

8

1968 NATO Conference on Software Engineering

9

- In Garmisch, Germany
- Academicians and industry people attended
- For first time, people admitted they did not know what they were doing when developing/testing software. Concepts, methodologies, tools were inadequate, missing
- The term *software engineering* was born at this conference.
- The NATO Software Engineering Conferences:

  http://homepages.cs.ncl.ac.uk/brian.randell/NATO/index.html

  Get a good sense of the times by reading these reports!

1968 NATO Conference on Software Engineering, Garmisch, Germany

1968/69 NATO Conferences on Software Engineering

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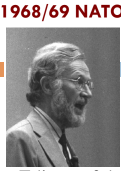
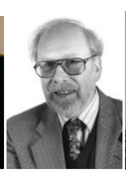
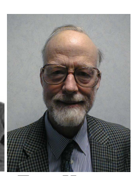


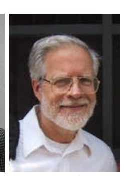

Editors of the proceedings

Beards
The reason why some people grow
aggressive tufts of facial hair
Is that they do not like to show
the chin that isn't there.
a grook by Piet Hein


Edsger Dijkstra


Niklaus Wirth


Tony Hoare


David Gries

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From Gries to Foster

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Use googlemaps to find a bicycle route from Gries's to Foster's house.

Gives three routes for bicycles, depending on what is to be minimized.
Miles?
Driving time?
Use of highways?
Scenic routes?

Shortest path?

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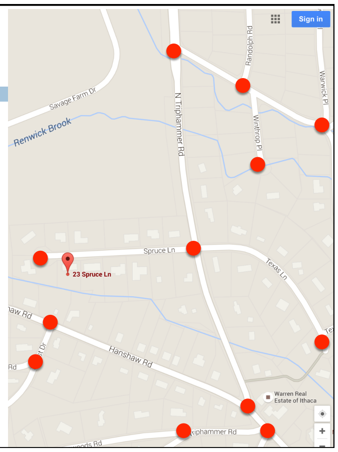
Each intersection is a node of the graph, and each road between two intersections has a weight

distance?
time to traverse?
…



Shortest path?

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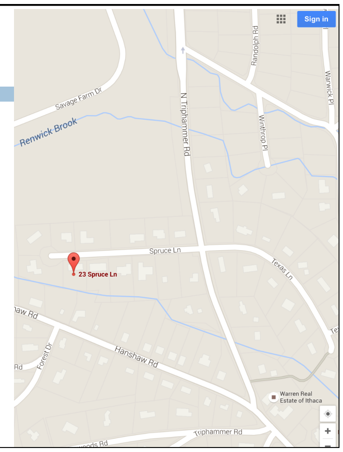
Fan out from the start node (kind of breadth-first search)

Settled set: Nodes whose shortest distance is known.

Frontier set: Nodes seen at least once but shortest distance not yet known



Shortest path?

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Settled set: we know their shortest paths
Frontier set: We know some but not all information

Each iteration:

1. Move to the Settled set: a Frontier node with shortest distance from start node.

2. Add neighbors of the new Settled node to the Frontier set.

Shortest path?

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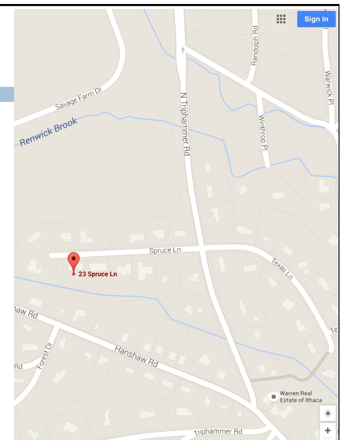
Fan out from the start node (kind of breadth-first search). Start:

Settled set:

Frontier set:

1. Move to Settled set the Frontier node with shortest distance from start



Shortest path?

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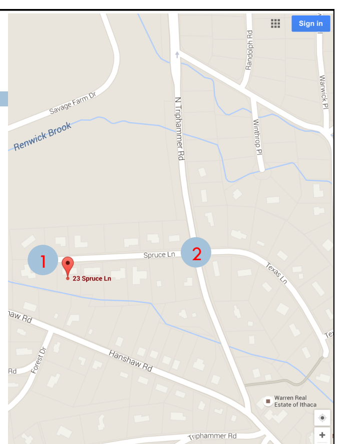
Fan out from start node. Recording shortest distance from start seen so far

Settled set:

Frontier set:

1 2

2. Add neighbors of new Settled node to Frontier



Shortest path?

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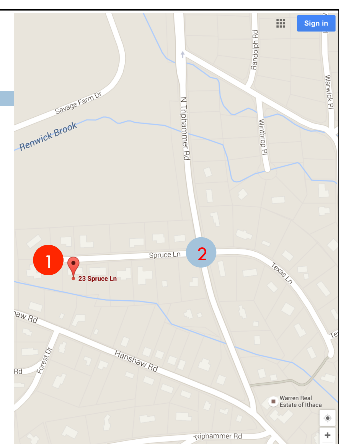
Fan out from start node. Recording shortest distance from start seen so far

Settled set: 1

Frontier set:

1 2

1. Move to Settled set a Frontier node with shortest distance from start



Shortest path?

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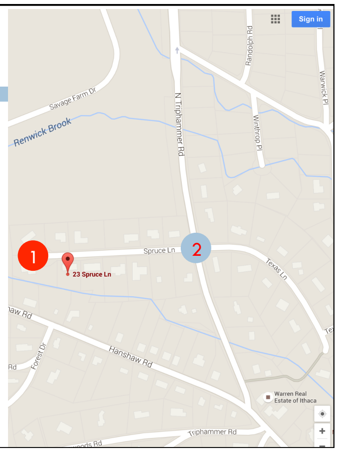
Fan out from start node. Recording shortest distance from start seen so far

Settled set: 1

Frontier set:

2

2. Add neighbors of new Settled node to Frontier (there are none)



Shortest path?

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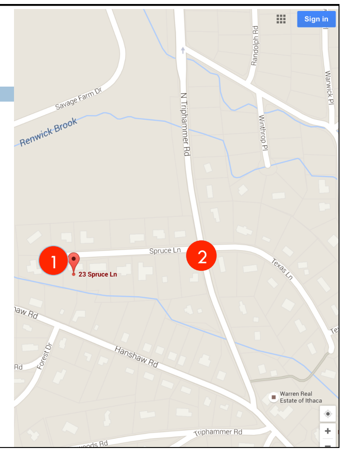
Fan out from start, recording shortest distance seen so far

Settled set: 1 2

Frontier set:

2

1. Move to Settled set a Frontier node with shortest distance from start



Shortest path?

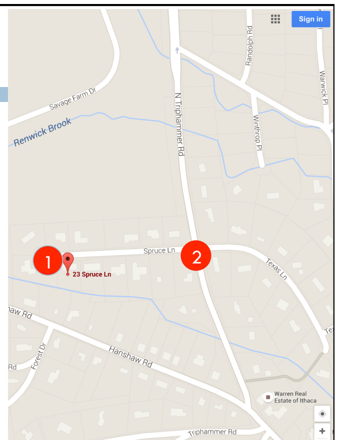
21

Fan out from start, recording shortest distance seen so far

Settled set: 1 2

Frontier set:

2. Add neighbors of new Settled node to Frontier



Shortest path?

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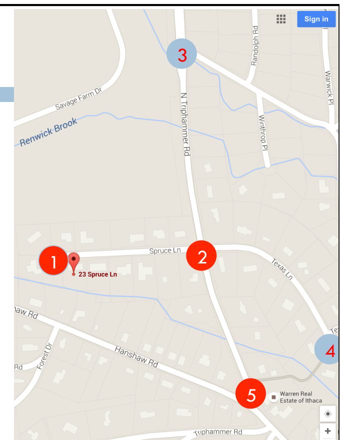
Fan out from start, recording shortest distance seen so far

Settled set: 1 2 5

Frontier set:

3 4 5

1. Move to Settled set a Frontier node with shortest distance tfrom start



Shortest path?

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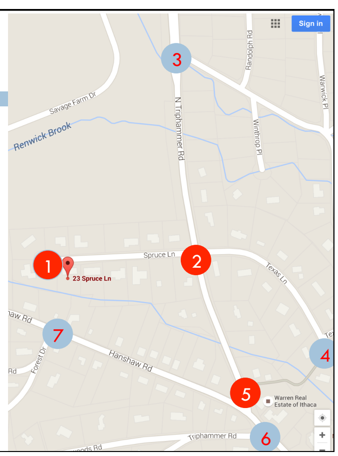
Fan out from start, recording shortest distance seen so far

Settled set: 1 2 5

Frontier set:

7 3 4 6

1. Add neighbors of new Settled node to Frontier



Dijkstra's shortest path algorithm

The n (> 0) nodes of a graph numbered 0..n-1.

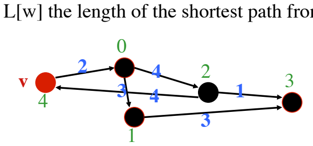
Each edge has a positive weight.

weight(v1, v2) is the weight of the edge from node v1 to v2.

Some node v be selected as the *start* node.

Calculate length of shortest path from v to each node.

Use an array L[0..n-1]: for **each** node w, store in L[w] the length of the shortest path from v to w.



L[0] = 2
L[1] = 5
L[2] = 6
L[3] = 7
L[4] = 0

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Dijkstra's shortest path algorithm

Develop algorithm, not just present it.

Need to show you the state of affairs —the relation among all variables— just before each node i is given its final value L[i].

This relation among the variables is an *invariant*, because it is always true.

Because each node i (except the first) is given its final value L[i] during an iteration of a loop, the *invariant* is called a *loop invariant*.

L[0] = 2
L[1] = 5
L[2] = 6
L[3] = 7
L[4] = 0

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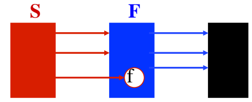
Settled S Frontier F Far off

The loop invariant



(edges leaving the black set and edges from the blue to the red set are not shown)

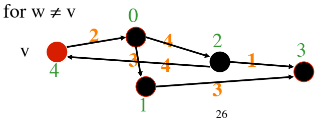
1. For a Settled node s, L[s] is length of shortest v → s path.

2. All edges leaving S go to F.

3. For a Frontier node f, L[f] is length of shortest v → f path using only red nodes (except for f)

4. For a Far-off node b, L[b] = ∞

5. L[v] = 0, L[w] > 0 for w ≠ v



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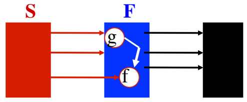
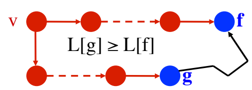
Settled S Frontier F Far off

Theorem about the invariant





1. For a Settled node s, L[s] is length of shortest v → r path.

2. All edges leaving S go to F.

3. For a Frontier node f, L[f] is length of shortest v → f path using only Settled nodes (except for f).

4. For a Far-off node b, L[b] = ∞. 5. L[v] = 0, L[w] > 0 for w ≠ v

Theorem. For a node **f** in **F** with minimum L value (over nodes in **F**), **L[f]** is the length of a shortest path from **v** to **f**.

Case 1: v is in **S**.

Case 2: v is in **F**. Note that L[v] is 0; it has minimum L value

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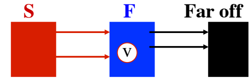
The algorithm

S F Far off



1. **For s, L[s]** is length of shortest v→ s path.
2. **Edges leaving S go to F**.
3. **For f, L[f]** is length of shortest v → f path using red nodes (except for f).
4. **For b in Far off, L[b] = ∞**
5. L[v] = 0, L[w] > 0 for w ≠ v

Theorem: For a node **f** in **F** with min L value, L[f] is shortest path length

For all w, L[w]= ∞; L[v]= 0;
F= { v }; S= { };

Loopy question 1:
How does the loop start? What is done to truthify the invariant?

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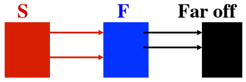
The algorithm

S F Far off



1. **For s, L[s]** is length of shortest v → s path.
2. **Edges leaving S go to F**.
3. **For f, L[f]** is length of shortest v → f path using red nodes (except for f).
4. **For b in Far off, L[b] = ∞**
5. L[v] = 0, L[w] > 0 for w ≠ v

Theorem: For a node **f** in **F** with min L value, L[f] is shortest path length

For all w, L[w]= ∞; L[v]= 0;
F= { v }; S= { };
while F ≠ {} {

}

Loopy question 2:
When does loop stop? When is array L completely calculated?

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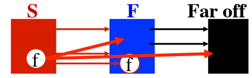
The algorithm

S F Far off



1. **For s, L[s]** is length of shortest v → s path.
2. **Edges leaving S go to F**.
3. **For f, L[f]** is length of shortest v → f path using red nodes (except for f).
4. **For b, L[b] = ∞**
5. L[v] = 0, L[w] > 0 for w ≠ v

Theorem: For a node **f** in **F** with min L value, L[f] is shortest path length

For all w, L[w]= ∞; L[v]= 0;
F= { v }; S= { };
while F ≠ {} {
  f= node in F with min L value;
  Remove f from F, add it to S;

}

Loopy question 3:
How is progress toward termination accomplished?

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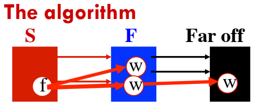
The algorithm



1. **For s, L[s]** is length of shortest v → s path.
2. **Edges leaving S go to F**.
3. **For f, L[f]** is length of shortest v → f path using red nodes (except for f).
4. **For b, L[b] = ∞**
5. L[v] = 0, L[w] > 0 for w ≠ v

Theorem: For a node **f** in **F** with min L value, L[f] is shortest path length

```
For all w, L[w]= ∞;  L[v]= 0;
F= { v };  S= { };
while   F ≠ {} {
   f= node in F with min L value;
   Remove f from F, add it to S;
   for each edge (f,w) {
      if (L[w]  is ∞) add w to F;

      if (L[f] + weight (f,w) < L[w])
         L[w]= L[f] + weight(f,w);
   }
}
```

Algorithm is finished

Loopy question 4:

How is the invariant maintained?

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Final algorithm

1. No need to implement **S**.
2. Implement **F** as a min-heap.
3. Instead of ∞, use Integer.MAX_VALUE.

For all w, L[w]= ∞; L[v]= 0;
F= { v }; ~~S= { };~~
while F ≠ {} {
  f= node in F with min L value;
  Remove f from F, ~~add it to S;~~
  for each edge (f,w) {
    ~~**if** (L[w] is ∞) add w to F;~~
    ~~**if** (L[f] + weight (f,w) < L[w])~~
      ~~L[w]= L[f] + weight(f,w);~~

    if (L[w] == Integer.MAX_VAL) {
      L[w]= L[f] + weight(f,w);
      add w to F;
    } **else** L[w]= Math.min(L[w],
                  L[f] + weight(f,w));
  }
}

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Execution time

n nodes, reachable from v. e ≥ n-1 edges
n–1 ≤ e ≤ n*n

For all w, L[w]= ∞; L[v]= 0;	**O(n)**
F= { v };	**O(1)**
while F ≠ {} {	**O(n)**
f= node in F with min L value;	**O(n)**
Remove f from F;	**O(n log n)**
for each edge (f,w) {	**O(n + e)**
if (L[w] == Integer.MAX_VAL) {	**O(e)**
L[w]= L[f] + weight(f,w);	**O(n-1)**
add w to F;	**O(n log n)**
}	
else L[w]= Math.min(L[w], L[f] + weight(f,w));	**O((e-(n-1)) log n)**
}	
}	

outer loop: n iterations. Condition evaluated n+1 times.

inner loop: e iterations. Condition evaluated n + e times.

Complete graph: O(n^2 log n). Sparse graph: O(n log n)

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