

26 Feb 2021

The Bellman-Ford Algorithm (§6.8)

Announcements

- ① Extra office hour today 11-12 EST.
(see course website for Prof Kleinberg's office hour link)
- ② Problem Set 3 deadline will be Friday 3/5.
(Not the usual Thursday.) Some TAs will move their office hours from 3/9-10 to 3/5 to allow for extra coverage.

Shortest Paths in a Directed Graph:

Given directed graph $G=(V,E)$ and edge cost function $\text{Cost}: E \rightarrow \mathbb{R}$

Given source vertex s , destination vertex t , find minimum cost ~~path~~ walk from s to t

includes negative numbers.

if one exists.

"Path" means a sequence of vertices.

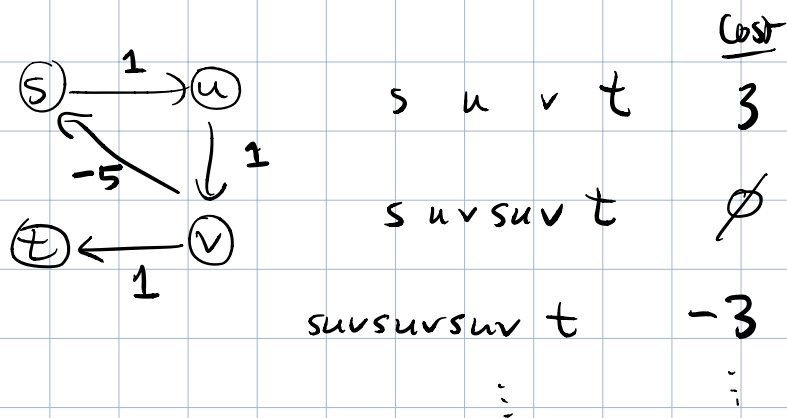
$$s = u_0, u_1, u_2, \dots, u_k = t$$

such that (u_i, u_{i+1}) is a directed edge of G for $i = 0, 1, \dots, k-1$.

"Simple path" means no vertex is repeated.

"walk" means vertices could be repeated.
 The word "path" is ambiguous ... some people mean "simple path" and others mean "walk".

If there are no walks from s to t ,
 a min-cost walk will not exist.



A minimum cost walk from s to t
 exists if and only if:

- the set of s - t walks is non-empty
- none of them contains a cycle of strictly negative cost.

Furthermore, when these two conditions hold,
 at least one of the min-cost walks
 from s to t is a simple path.

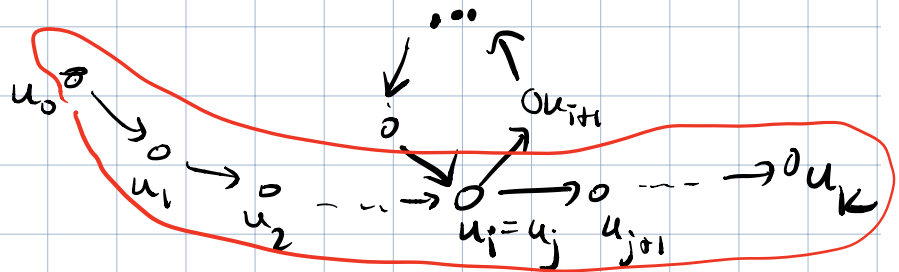
→ Proof. IF W is a min-cost walk from
 s to t , assume without loss of

generality that W is one of the min-cost walks with the fewest vertices.

Now, if $W = u_0, u_1, \dots, u_k$

Suppose (by way of contradiction) W is not a simple path. Then

$\exists i < j$ with $u_i = u_j$.

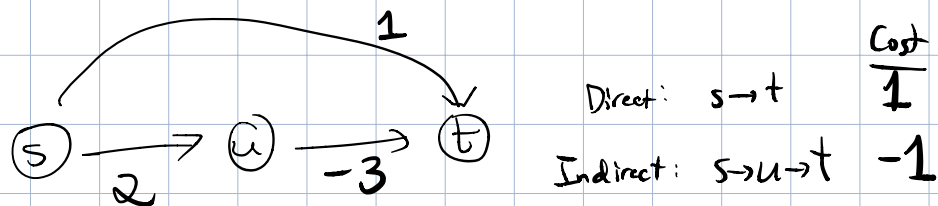


By assumption no walk from s to t contains a negative cost cycle.

So the walk

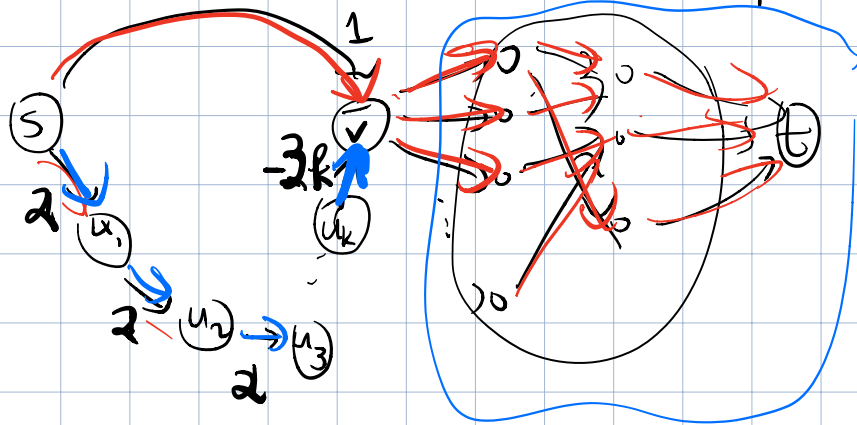
$$u_0 \rightarrow u_1 \rightarrow \dots \rightarrow u_i \rightarrow u_{j+1} \rightarrow u_{j+2} \rightarrow \dots \rightarrow u_k$$

has strictly fewer vertices and no greater cost than W . ⚡ (contradiction)



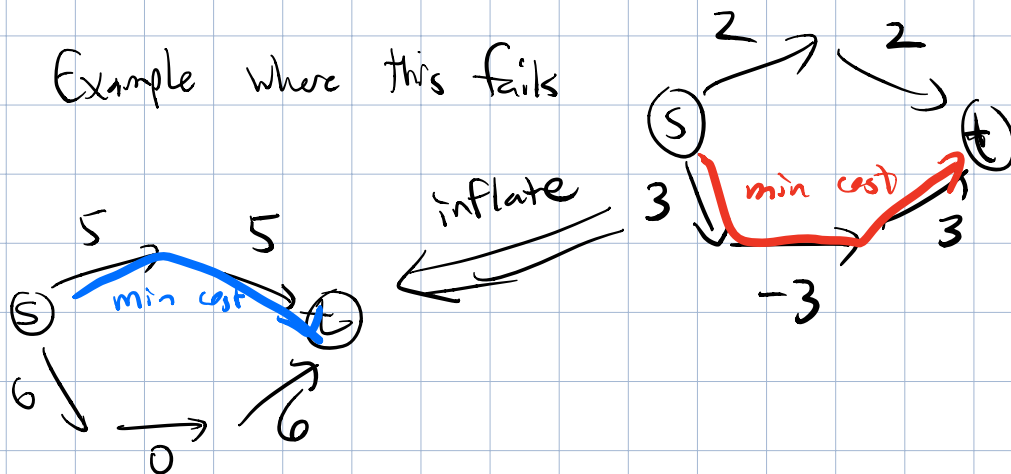
Dijkstra would start by picking $\{s\}$ and would immediately terminate.

If Dijkstra instead backtracks whenever it discovers a cheaper path...



Can we just inflate the cost of every edge by a constant to make them positive, then solve using Dijkstra?

Example where this fails



A correct algorithm for shortest paths.

for $l = 0, 1, 2, \dots, n-1$:

for all $v \neq s$:

compute the shortest walk
from s to v consisting
of $\leq l$ edges

How?

endfor

endfor

output the min-cost walk from s to t
with $\leq n-1$ edges.

How to implement the line in the red box?

Shortest $s-v$ walk of $\leq l$ steps

is either:

- (a) shortest $s-v$ walk of $\leq l-1$ steps, or
- (b) shortest $s-u$ walk of $\leq l-1$ steps
followed by edge (u,v) .

If $\text{MinCost}[v, l]$ stores minimum cost of
a $s-v$ walk with $\leq l$ steps and
 $\text{BestWalk}[v, l]$ stores a list containing
the vertices in the min-cost walk, in order.

⊕ justifies

$$\textcircled{*} \text{MinCost}[v, l] = \min \left\{ \begin{array}{l} \text{MinCost}[v, l-1], \\ \min_{(u,v) \in E} \left\{ \text{cost}(u,v) + \text{MinCost}[u, l-1] \right\} \end{array} \right\}$$

BellmanFord(G, cost, s, t):

let $n = \#$ of vertices.

initialize $\text{MinCost}[s, 0] = 0, \text{MinCost}[v, 0] = \infty \forall v \neq s$.

for $l = 1, \dots, n-1$:

for all $v \in V$:

compute $\text{MinCost}[v, l]$ using $\textcircled{*}$

compute $\text{BestWalk}[v, l]$ using the outcome of the $\textcircled{*}$ computation.

endfor

endfor

Discussion leading up to algorithm amounts to proof of correctness.

Running time:

$n-1$ iterations of outer loop

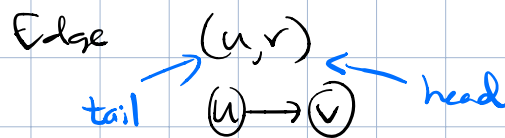
n iterations of inner loop.

$O(n)$ work to evaluate \otimes

$n \cdot (n-1)$ loop iterations each doing $O(n)$ work

$\Rightarrow O(n^3)$ running time.

For sparse graphs with $m \ll n^2$ edges,
let $d^{\text{in}}(v)$ denote # edges whose head
is v .



$$\sum_v d^{\text{in}}(v) = m.$$

To evaluate the formula \otimes for vertex v
takes $O(d^{\text{in}}(v))$ time.

Actual running
time of B-F.

$n-1$ iters of outer loop

n iters of inner loop.

$$(n-1) \cdot O(m) = O(mn)$$

Combined cost $O(\sum_v d^{\text{in}}(v)) = O(m)$

