

All Pair Shortest Paths

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Given a directed weighted graph, the *all-pair shortest paths* problem aims to find the shortest path between any pair of vertices u and v .

A directed idea for solving the all-pair shortest paths problems is to run $|V|$ single-source shortest paths algorithms, each starts from one vertex as a source. Therefore, the time complexity for answering the all-pair shortest paths is at most $O(|V|^2 \log |V| + |V||E|)$ on graphs without negative weights (by Dijkstra's algorithm) and at most $O(|V|^2|E|)$ for general graphs without negative cycle (by Bellman-Ford algorithm).

1 Dynamic programming by number of edges

The first algorithm is a dynamic programming algorithm which restricts the number of edges on the shortest path. Let $\text{dist}_{uv}^{(\ell)}$ be the distance of the shortest path from u to v using at most ℓ edges. We get the following algorithm:

Algorithm 1 Dynamic Programming Approach 1

```
for all  $u, v$  do
     $\text{dist}_{uv}^{(0)} \leftarrow \infty, \text{dist}_{uu}^{(0)} \leftarrow 0$ 
for  $\ell = 1$  to  $|V| - 1$  do
    for all vertices  $u$  do
        for all vertices  $v$  do
             $\text{dist}_{uv}^{(\ell)} \leftarrow \text{dist}_{uv}^{(\ell-1)}$ 
            for all predecessors  $k$  of  $v$  do
                 $\text{dist}_{uv}^{(\ell)} \leftarrow \min\{\text{dist}_{uv}^{(\ell)}, \text{dist}_{uk}^{(\ell-1)} + \text{dist}_{kv}^{(\ell-1)}\}$ 
```

The time complexity of the algorithm is $O(|V|^4)$.

By slightly rewriting the algorithm, the algorithm is equivalent to Algorithm 2. And the time complexity is $O(|V|^2|E|)$.

For further acceleration, one can double the number of involved edges in each round (instead of increasing the number one by one). See Algorithm 3. The time complexity is $O(|V|^3 \log |V|)$.

Algorithm 2 Dynamic Programming Approach 1, re-written

```
for all  $u, v$  do
   $\text{dist}_{uv}^{(0)} \leftarrow \infty, \text{dist}_{uu}^{(0)} \leftarrow 0$ 
for  $\ell = 1$  to  $|V| - 1$  do
  for all vertices  $u$  do
    for each edge  $(k, v)$  do
       $\text{dist}_{uv}^{(\ell)} \leftarrow \min\{\text{dist}_{uv}^{(\ell)}, \text{dist}_{uk}^{(\ell-1)} + \text{dist}_{kv}^{(\ell-1)}\}$ 
```

Algorithm 3 Dynamic Programming Approach 1.5

```
for all  $u, v$  do
   $\text{dist}_{uv}^{(0)} \leftarrow \infty, \text{dist}_{uu}^{(0)} \leftarrow 0$ 
for  $\ell = 1$  to  $\lceil \log |V| \rceil$  do
  for all vertices  $u$  do
    for all vertices  $v$  do
       $\text{dist}_{uv}^{2^i} \leftarrow \infty$ 
    for all vertices  $k$  do
       $\text{dist}_{uv}^{(2^i)} \leftarrow \min\{\text{dist}_{uv}^{(2^i)}, \text{dist}_{uk}^{(2^{i-1})} + \text{dist}_{kv}^{(2^{i-1})}\}$ 
```

2 Floyd-Warshall: Dynamic programming by vertices

There is another approach of dynamic programming, where the restriction is on the subset of vertices the shortest paths are using. The algorithm first gives labels $1, 2, \dots, n$ to vertices. Let $\text{dist}_{uv}^{(k)}$ denote the shortest distance from vertex u to vertex v that only goes through the vertices $1, 2, \dots, k$. Initially, all $\text{dist}_{uv}^{(0)}$ is set to be 0 if there is an edge (u, v) and ∞ otherwise. The shortest distance from u to v in the graph is $\text{dist}_{uv}^{(n)}$. For any $\text{dist}_{u,v}^{(k)}$, it is the minimum value between the shortest distance of paths going through k and the shortest distance of paths not going through k . This approach only takes constant comparison in the inner for-loop. (See Algorithm 4.) Therefore, the time complexity is $O(|V|^3)$.

Algorithm 4 Dynamic Programming Approach 2: Floyd-Warshall

```
for all  $u, v$  do
   $\text{dist}_{uv}^{(0)} \leftarrow w(u, v)$ 
for  $k = 1$  to  $|V|$  do
  for all vertices  $u$  do
    for all vertices  $v$  do
       $\text{dist}_{uv}^{(k)} \leftarrow \min\{\text{dist}_{uk}^{(k-1)} + \text{dist}_{kv}^{(k-1)}, \text{dist}_{uv}^{(k-1)}\}$ 
```

3 Johnson: Reweighting the edges

Another different approach is to reweight the edges such that there is no negative weight in the graph, and run $|V|$ Dijkstra's algorithms on the reweighted graph. The edge reweighting should satisfy the following two properties: 1) For all edge (u, v) , the new weight $w'(u, v) \geq 0$, and 2) The path P is the shortest path from s to t in the original graph if and only if it is the shortest path from s to t in the reweighted graph.

Johnson's algorithm is an algorithm that first reweights the edges such that there is no negative weight edge and runs $|V|$ Dijkstra's algorithms on the new graph. Formally, the algorithm first assigns h -value for each vertex, and then reweight the edge weight $w(u, v)$ by $w'(u, v) = w(u, v) + h(u) - h(v)$. The h -values of the vertices are generated as follows. First, the algorithm adds a dummy vertex δ to the original graph. Then, for any vertex v in the original graph, there is a new edge (δ, v) with weight 0. The h -value of the vertex v is the shortest distance from δ to v , which can be found in $O(|V||E|)$ time by the Bellman-Ford algorithm. Then, the algorithm runs $|V|$ Dijkstra's algorithms on the reweighted graph, each start from a vertex in V . The total time complexity of the Johnson's algorithm is $O(|V|^2 \log |V| + |V||E|)$, which is dominated by running $|V|$ Dijkstra's algorithms.

The new weights are non-negative. For any edge (u, v) , the new weight $w'(u, v) = w(u, v) - h(u) + h(v) = w(u, v) - \delta(\delta, u) + \delta(\delta, v) \geq 0$, where the last inequality is from $\delta(\delta, v) \leq \delta(\delta, u) + w(u, v)$.

Shortest paths preservation. The reweighting through h -values of the vertices preserves the shortest paths as follows. Consider any path P from s to t , the new weight of the path $w'(P) = w(P) - h(s) + h(t)$. Therefore, for any shortest path P from s to t such that $w(P) \leq w(Q)$ for any path Q from s to t , $w'(P) \leq w'(Q)$.

Algorithm 5 Johnson's algorithm

FIND- $H(G)$

For all $(u, v) \in E$, $w'(u, v) \leftarrow h(u) + w(u, v) - h(v)$

For each $u \in V$, Dijkstra(G', u)

For each $v \in V$, $\delta(u, v) \leftarrow \delta(u, v) - h(u) + h(v)$

Return all $\delta(u, v)$

Algorithm 6 Find-H (G)

$V' \leftarrow V \cup \{\sigma\}$
 $E' \leftarrow \cup_{v \in V} \{(\sigma, v)\}$
For all $v \in V$, $w(\sigma, v) \leftarrow 0$
 $G' \leftarrow (V', E')$
Bellman-Ford(G', σ)
For each $v \in V$, $h(v) \leftarrow \delta(\sigma, v)$
