



# All-Pairs Shortest Paths (APSP)

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Algorithms: Design  
and Analysis, Part II

A Reweighting  
Technique

# Motivation

**Recall:** APSP reduces to  $n$  invocations of SSSP.

- Nonnegative edge lengths:  $O(mn \log n)$  via Dijkstra
- General edge lengths:  $O(mn^2)$  via Bellman-Ford

**Johnson's algorithm:** Reduces APSP to

- 1 invocation of Bellman-Ford ( $O(mn)$ )
- $n$  invocations of Dijkstra ( $O(nm \log n)$ )

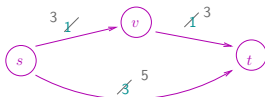
**Running time:**  $O(mn) + O(mn \log n) = O(mn \log n)$

As good as with nonnegative edge lengths!

# Quiz

**Suppose:**  $G = (V, E)$  directed graph with edge lengths. Obtain  $G'$  from  $G$  by adding a constant  $M$  to every edge's length. When is the shortest path between a source  $s$  and a destination  $t$  guaranteed to be the same in  $G$  and  $G'$ ?

- A) When  $G$  has no negative-cost cycle
- B) When all edge costs of  $G$  are nonnegative
- C) When all  $s$ - $t$  paths in  $G$  have the same number of edges
- D) Always

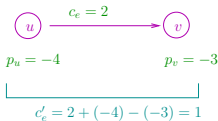


# Quiz

**Setup:**  $G = (V, E)$  is a directed graph with general edge lengths  $c_e$ . Fix a real number  $p_v$  for each vertex  $v \in V$ .

**Definition:** For every edge  $e = (u, v)$  of  $G$ ,  $c'_e := c_e + p_u - p_v$

**Question:** If the  $s$ - $t$  path  $P$  has length  $L$  with the original edge lengths  $\{c_e\}$ , what is  $P$ 's length with the new edge length  $\{c'_e\}$ ?



- A)  $L$
- B)  $L + p_s + p_t$
- C)  $L + p_s - p_t$
- D)  $L - p_s + p_t$

$$\text{New length} = \sum_{e \in P} c'_e = \sum_{e=(u,v) \in P} [c_e + p_u - p_v] = (\sum_{e \in P} c_e) + p_s - p_t$$

# Reweighting

**Summary:** Reweighting using vertex weights  $\{p_v\}$  adds the same amount (namely,  $p_s - p_t$ ) to every  $s$ - $t$  path.

**Consequence:** Reweighting always leaves the shortest path unchanged.

**Why useful?** What if:

- (1)  $G$  has some negative edge lengths
- (2) After reweighting by some  $\{p_v\}$ , all edge lengths become nonnegative!

**Question:** Do such weights always exist?

Yes, and can be computed using the Bellman-Ford algorithm!

Requires Bellman-Ford, enables Dijkstra!