



Algorithms: Design
and Analysis, Part II

The Bellman-Ford Algorithm

Space Optimization

Quiz

Question: How much space does the basic Bellman-Ford algorithm require? [Pick the strongest true statement.] [$m = \#$ of edges, $n = \#$ of vertices]

- A) $\Theta(n^2) \rightarrow \Theta(1)$ for each of n^2 subproblems
- B) $\Theta(mn)$
- C) $\Theta(n^3)$
- D) $\Theta(m^2)$

Predecessor Pointers

$$A[i, v] = \min \left\{ \begin{array}{l} A[i-1, v] \\ \min_{(w,v) \in E} \{A[i-1, w] + c_{wv}\} \end{array} \right\}$$

Note: Only need the $A[i-1, v]$'s to compute the $A[i, v]$'s.

\Rightarrow Only need $O(n)$ to remember the current and last rounds of subproblems [only $O(1)$ per destination!]

Concern: Without a filled-in table, how do we reconstruct the actual shortest paths?

Exercise: Find analogous optimizations for our previous DP algorithms.

Computing Predecessor Pointers

Idea: Compute a second table B , where $B[i, v] =$ 2nd-to-last vertex on a shortest $s \rightarrow v$ path with $\leq i$ edges (or NULL if no such paths exist)

(“Predecessor pointers”)

Reconstruction: Assume the input graph G has no negative cycles and we correctly compute the $B[i, v]$'s.

Then: Tracing back predecessor pointers – the $B[n-1, v]$'s (= last hop of a shortest s - v path) – from v to s yields a shortest s - v path.

[Correctness from optimal substructure of shortest paths]

Computing Predecessor Pointers

Recall:

$$A[i, v] = \min \left\{ \begin{array}{l} (1) \ A[i-1, v] \\ (2) \ \min_{(w,v) \in E} \{A[i-1, w] + c_{wv}\} \end{array} \right\}$$

Base case: $B[0, v] = \text{NULL}$ for all $v \in V$

To compute $B[i, v]$ with $i > 0$:

Case 1: $B[i, v] = B[i-1, v]$

Case 2: $B[i, v] =$ the vertex w achieving the minimum (i.e., the new last hop)

Correctness: Computation of $A[i, v]$ is brute-force search through the $(1 + \text{in-deg}(v))$ possible optimal solutions, $B[i, v]$ is just caching the last hop of the winner.

To reconstruct a negative-cost cycle: Use depth-first search to check for a cycle of predecessor pointers after each round (must be a negative cost cycle). (Details omitted)