

# Shortest Path in Planar Graphs with real lengths

Thomas Prinz

November 26, 2013

# Introduction

- 1 Introduction
  - The Problem: SSSP with real length
  - Applications
  - Terms and Definitions
- 2 The improved Algorithm of Mozes/Wulff-Nilsen
- 3 Conclusion

# The Problem

## Given:

Arbitrary planar Graph  $G=(V,E)$  with some  $s \in V$  and real edge lengths.

# The Problem

## Given:

Arbitrary planar Graph  $G=(V,E)$  with some  $s \in V$  and real edge lengths.

## Assumptions:

- The Graph does not have negative cycles.

# The Problem

## Given:

Arbitrary planar Graph  $G=(V,E)$  with some  $s \in V$  and real edge lengths.

## Assumptions:

- The Graph does not have negative cycles.
- The Graph is maximum planar.

# The Problem

## Given:

Arbitrary planar Graph  $G=(V,E)$  with some  $s \in V$  and real edge lengths.

## Assumptions:

- The Graph does not have negative cycles.
- The Graph is maximum planar.

## Goal:

Compute the shortest Path from  $s$  to all other vertices.

# Applications?

## Applications?

# Applications?

## Applications?

- Route Planing



# Applications?

## Applications?

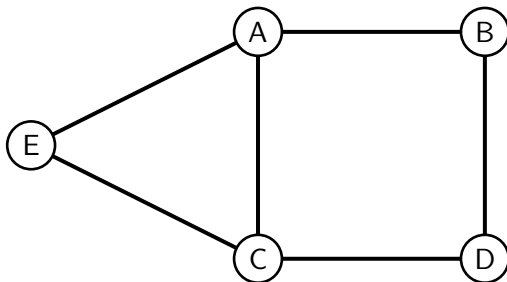
- Route Planing
- Networks/Routing

# Applications?

## Applications?

- Route Planing
- Networks/Routing
- Computer Vision techniques

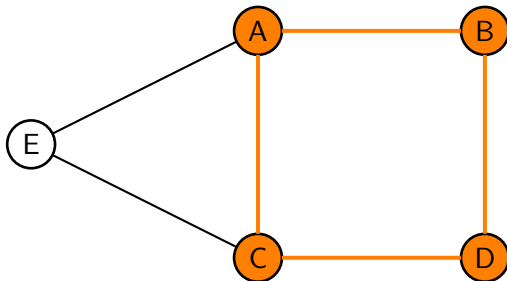
# Regions of a Graph



## Definition

A Subgraph induced by  $S \subset V$  is called a **Region** of the Graph

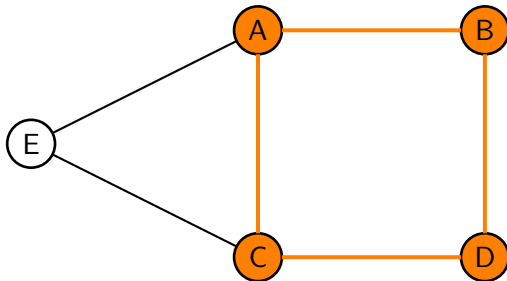
# Regions of a Graph



## Definition

A Subgraph induced by  $S \subset V$  is called a **Region** of the Graph

# Boundary Vertices



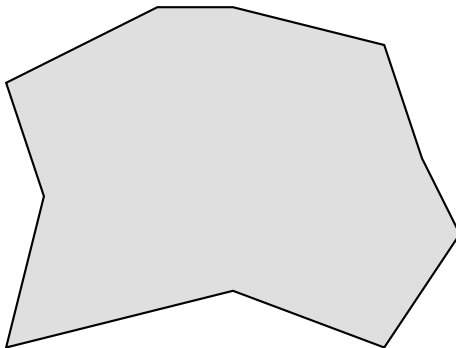
## Definition

Vertices of a Region that connect it with the rest of the Graph are called **Boundary Vertices** (A,C). Other Vertices are called **interior Vertices**(B,D).

# Holes of a Graph

## Definition

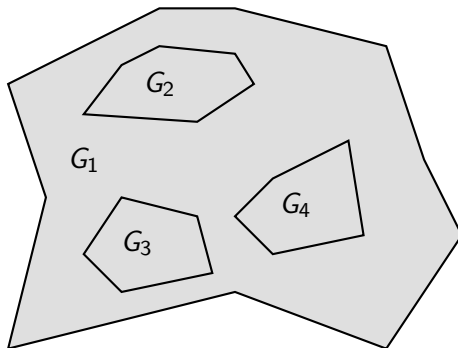
Faces in a Subgraph, that do not exist in the actual Graph are called **unnatural faces** or **holes**.



# Holes of a Graph

## Definition

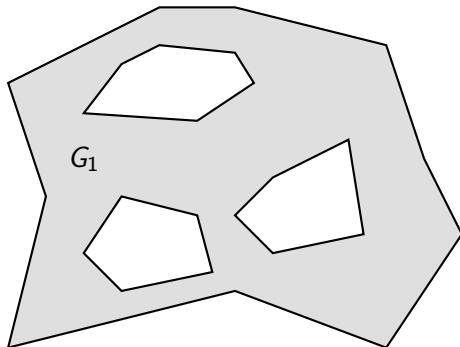
Faces in a Subgraph, that do not exist in the actual Graph are called **unnatural faces** or **holes**.



# Holes of a Graph

## Definition

Faces in a Subgraph, that do not exist in the actual Graph are called **unnatural faces** or **holes**.

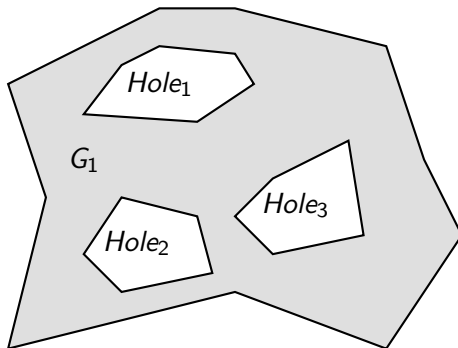




# Holes of a Graph

## Definition

Faces in a Subgraph, that do not exist in the actual Graph are called **unnatural faces** or **holes**.



# Price functions

## Definition

A function  $P : V \rightarrow R$  is called a **price function**.

# Price functions

## Definition

A function  $P : V \rightarrow R$  is called a **price function**.

## Definition

A **Price function** induces a **reduced cost function**  $w : E \rightarrow R$  with  $w(u,v) = p(u) + l(u,v) - p(v)$  for every edge  $e(u,v)$  where  $l(u,v)$  is the length of  $e(u,v)$ .

# Price functions

## Definition

A function  $P : V \rightarrow R$  is called a **price function**.

## Definition

A **Price function** induces a **reduced cost function**  $w : E \rightarrow R$  with  $w(u,v) = p(u) + l(u,v) - p(v)$  for every edge  $e(u,v)$  where  $l(u,v)$  is the length of  $e(u,v)$ .

## Definition

If the reduced cost function assigns every edge a non-negative value, then we say  $P$  is a **feasible** price function.

# Price functions

## Lemma

*A Single Source Shortest Path distance from one vertex  $r$  (root) to all others induces a feasible price function on the Graph  $G$  with:*

*$\phi(v) =$  (shortest)  $r$ -to- $v$  distance*

$$l_{\phi}(u, v) = l(u, v) + \phi(u) - \phi(v)$$

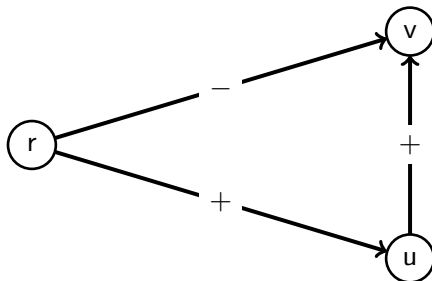
# Price functions

## Lemma

A Single Source Shortest Path distance from one vertex  $r$  (root) to all others induces a feasible price function on the Graph  $G$  with:

$\phi(v) = (\text{shortest}) r\text{-to-}v \text{ distance}$

$$l_\phi(u, v) = l(u, v) + \phi(u) - \phi(v)$$



# The improved Algorithm of Mozes/Wulff-Nilsen

- 1 Introduction
- 2 The improved Algorithm of Mozes/Wulff-Nilsen
  - The Algorithm of Klein (Reminder)
  - The modified Algorithm of Klein.
  - "Fixing Holes"
- 3 Conclusion

# The Algorithm of Klein (Reminder)

1. Divide the Graph into two Subgraphs using planar separators.



## The Algorithm of Klein (Reminder)

1. Divide the Graph into two Subgraphs using planar separators.
2. Recursively compute SSSP for both subgraphs.

## The Algorithm of Klein (Reminder)

1. Divide the Graph into two Subgraphs using planar separators.
2. Recursively compute SSSP for both subgraphs.
3. Compute MSSP of all pairs of boundary nodes in Subgraphs.

## The Algorithm of Klein (Reminder)

1. Divide the Graph into two Subgraphs using planar separators.
2. Recursively compute SSSP for both subgraphs.
3. Compute MSSP of all pairs of boundary nodes in Subgraphs.
4. Compute the distances from  $r$  to every boundary node in  $G$ .

## The Algorithm of Klein (Reminder)

1. Divide the Graph into two Subgraphs using planar separators.
2. Recursively compute SSSP for both subgraphs.
3. Compute MSSP of all pairs of boundary nodes in Subgraphs.
4. Compute the distances from  $r$  to every boundary node in  $G$ .
5. Use Dijkstra with feasible price function to compute distances from  $r$  to all nodes (in  $G_i$ )

## The Algorithm of Klein (Reminder)

1. Divide the Graph into two Subgraphs using planar separators.
2. Recursively compute SSSP for both subgraphs.
3. Compute MSSP of all pairs of boundary nodes in Subgraphs.
4. Compute the distances from  $r$  to every boundary node in  $G$ .
5. Use Dijkstra with feasible price function to compute distances from  $r$  to all nodes (in  $G_i$ )
6. Use SSSP distances from 5. as price function and use Dijkstra.

# The Algorithm of Klein (Reminder)

1. Dividing  $\Rightarrow O(n)$

## The Algorithm of Klein (Reminder)

- |                   |               |              |
|-------------------|---------------|--------------|
| 1. Dividing       | $\Rightarrow$ | $O(n)$       |
| 2. Recursive Call | $\Rightarrow$ | $O(\log(n))$ |

## The Algorithm of Klein (Reminder)

- |                   |               |                      |
|-------------------|---------------|----------------------|
| 1. Dividing       | $\Rightarrow$ | $O(n)$               |
| 2. Recursive Call | $\Rightarrow$ | $O(\log(n))$         |
| 3. MSSP           | $\Rightarrow$ | $O(n \cdot \log(n))$ |



# The Algorithm of Klein (Reminder)

- |                           |               |                        |
|---------------------------|---------------|------------------------|
| 1. Dividing               | $\Rightarrow$ | $O(n)$                 |
| 2. Recursive Call         | $\Rightarrow$ | $O(\log(n))$           |
| 3. MSSP                   | $\Rightarrow$ | $O(n \cdot \log(n))$   |
| 4. Optimized Bellman Ford | $\Rightarrow$ | $O(n \cdot \alpha(n))$ |

## The Algorithm of Klein (Reminder)

- |                            |               |                        |
|----------------------------|---------------|------------------------|
| 1. Dividing                | $\Rightarrow$ | $O(n)$                 |
| 2. Recursive Call          | $\Rightarrow$ | $O(\log(n))$           |
| 3. MSSP                    | $\Rightarrow$ | $O(n \cdot \log(n))$   |
| 4. Optimized Bellman Ford  | $\Rightarrow$ | $O(n \cdot \alpha(n))$ |
| 5. Price function/Dijkstra | $\Rightarrow$ | $O(n \cdot \log(n))$   |

## The Algorithm of Klein (Reminder)

- |                            |               |                        |
|----------------------------|---------------|------------------------|
| 1. Dividing                | $\Rightarrow$ | $O(n)$                 |
| 2. Recursive Call          | $\Rightarrow$ | $O(\log(n))$           |
| 3. MSSP                    | $\Rightarrow$ | $O(n \cdot \log(n))$   |
| 4. Optimized Bellman Ford  | $\Rightarrow$ | $O(n \cdot \alpha(n))$ |
| 5. Price function/Dijkstra | $\Rightarrow$ | $O(n \cdot \log(n))$   |
| 6. Price function/Dijkstra | $\Rightarrow$ | $O(n \cdot \log(n))$   |

## The Algorithm of Klein (Reminder)

- |                            |               |                        |
|----------------------------|---------------|------------------------|
| 1. Dividing                | $\Rightarrow$ | $O(n)$                 |
| 2. Recursive Call          | $\Rightarrow$ | $O(\log(n))$           |
| 3. MSSP                    | $\Rightarrow$ | $O(n \cdot \log(n))$   |
| 4. Optimized Bellman Ford  | $\Rightarrow$ | $O(n \cdot \alpha(n))$ |
| 5. Price function/Dijkstra | $\Rightarrow$ | $O(n \cdot \log(n))$   |
| 6. Price function/Dijkstra | $\Rightarrow$ | $O(n \cdot \log(n))$   |

## The Algorithm of Klein (Reminder)

- |                             |               |                        |
|-----------------------------|---------------|------------------------|
| 1. Dividing                 | $\Rightarrow$ | $O(n)$                 |
| 2. Recursive Call           | $\Rightarrow$ | $O(\log(n))$           |
| 3. MSSP                     | $\Rightarrow$ | $O(n \cdot \log(n))$   |
| 4. Optimized Bellman Ford   | $\Rightarrow$ | $O(n \cdot \alpha(n))$ |
| 5. Price function/Henzinger | $\Rightarrow$ | $O(n)$                 |
| 6. Price function/Henzinger | $\Rightarrow$ | $O(n)$                 |

## The Algorithm of Klein (Reminder)

- |                             |               |                        |
|-----------------------------|---------------|------------------------|
| 1. Dividing                 | $\Rightarrow$ | $O(n)$                 |
| 2. Recursive Call           | $\Rightarrow$ | $O(\log(n))$           |
| 3. MSSP                     | $\Rightarrow$ | $O(n \cdot \log(n))$   |
| 4. Optimized Bellman Ford   | $\Rightarrow$ | $O(n \cdot \alpha(n))$ |
| 5. Price function/Henzinger | $\Rightarrow$ | $O(n)$                 |
| 6. Price function/Henzinger | $\Rightarrow$ | $O(n)$                 |

## The Algorithm of Klein (Reminder)

1. Divide the Graph into two Subgraphs using planar separators.
2. Recursively compute SSSP for both subgraphs.
3. Compute MSSP of all pairs of boundary nodes in Subgraphs.
4. Compute the distances from  $r$  to every boundary node in  $G$ .
5. Use Dijkstra with feasible price function to compute distances from  $r$  to all nodes (in  $G_i$ )
6. Use SSSP distances from 5. as price function and use Dijkstra.

## The Algorithm of Klein (Reminder)

1. Divide the Graph into  $p$  Subgraphs using planar separators.
2. Recursively compute SSSP for both subgraphs.
3. Compute MSSP of all pairs of boundary nodes in Subgraphs.
4. Compute the distances from  $r$  to every boundary node in  $G$ .
5. Use Dijkstra with feasible price function to compute distances from  $r$  to all nodes (in  $G_i$ )
6. Use SSSP distances from 5. as price function and use Dijkstra.



# Modifying the algorithm of Klein

We modify the algorithm of Klein, so that it works with a division into  $p$  subgraphs instead of 2.

# Modifying the algorithm of Klein

We modify the algorithm of Klein, so that it works with a division into  $p$  subgraphs instead of 2.

## Assumption:

- No Subgraph has holes.  
(Therefore all boundary nodes lie on a single face)

# Millers Cycle Separator Theorem

## Definition

Given a **triangulated** planar Graph  $G$  with  $n$  vertices. One can find a cycle separator (of length  $O(\sqrt{n})$ ) that divides the Graph into 2 Pieces, with each having  $2n/3$  vertices at most in linear time

# An $r$ -Division (Dividing Step)

## Definition

By recursively using a cycle Separator one can divide a Graph into  $O(n/r)$  Subgraphs. Such a Division of the Graph is called  **$r$ -Division**.

## An $r$ -Division (Dividing Step)

### Definition

By recursively using a cycle Separator one can divide a Graph into  $O(n/r)$  Subgraphs. Such a Division of the Graph is called  **$r$ -Division**.

1. No two Subgraphs share Interior vertices.

## An $r$ -Division (Dividing Step)

### Definition

By recursively using a cycle Separator one can divide a Graph into  $O(n/r)$  Subgraphs. Such a Division of the Graph is called  **$r$ -Division**.

1. No two Subgraphs share Interior vertices.
2. Each Subgraphs has at most  $r$  vertices and  $O(\sqrt{r})$  boundary vertices.

## An $r$ -Division (Dividing Step)

### Definition

By recursively using a cycle Separator one can divide a Graph into  $O(n/r)$  Subgraphs. Such a Division of the Graph is called  **$r$ -Division**.

1. No two Subgraphs share Interior vertices.
2. Each Subgraphs has at most  $r$  vertices and  $O(\sqrt{r})$  boundary vertices.
3. Each Subgraphs has a boundary contained in  $O(1)$  Faces (Holes), defined by simple cycles.

# An $r$ -Division (Dividing Step)

## Definition

By recursively using a cycle Separator one can divide a Graph into  $O(n/r)$  Subgraphs. Such a Division of the Graph is called  **$r$ -Division**.

1. No two Subgraphs share Interior vertices.
2. Each Subgraphs has at most  $r$  vertices and  $O(\sqrt{r})$  boundary vertices.
3. Each Subgraphs has a boundary contained in  $O(1)$  Faces (Holes), defined by simple cycles.

**Cost creating  $r$ -Division:**  $O(n \cdot \log(n))$



# 1. Intra-region Boundary Distances (MSSP)

Apply the MSSP algorithm (Klein) to all  $p$  Regions.

# 1. Intra-region Boundary Distances (MSSP)

Apply the MSSP algorithm (Klein) to all  $p$  Regions.

**Cost:** For each Region  $O(|V_R| \cdot \log(|V_R|))$  (for  $|V_R|$  being the number of vertices in that Region.)

# 1. Intra-region Boundary Distances (MSSP)

Apply the MSSP algorithm (Klein) to all  $p$  Regions.

**Cost:** For each Region  $O(|V_R| \cdot \log(|V_R|))$  (for  $|V_R|$  being the number of vertices in that Region.)

**Overall cost:**  $O(n \cdot \log(n))$  ✓

## 2. SSSP Inter-region Boundary Distances (Bellman Ford)

Let  $r$  be the root,  $B$  be the Boundary and  $b=|B|$ .

1.  $e_j[v] := \infty$  for all  $v \in B$  and  $j = 0, \dots, b$
2.  $e_0[r] := 0$
3. for  $j = 1, 2, \dots, b$
4. let  $C$  be the cycle defining the boundary.
5.  $e_j[v] := \min_{w \in V_C} \{e_{j-1}[w] + \delta_i[w, v]\}$
6.  $D[v] := e_b[v]$  for all  $v \in B$

## 2. SSSP Inter-region Boundary Distances (Bellman Ford)

Let  $r$  be the root,  $B$  be the Boundary and  $b=|B|$ .

1.  $e_j[v] := \infty$  for all  $v \in B$  and  $j = 0, \dots, b$
2.  $e_0[r] := 0$
3. for  $j = 1, 2, \dots, b$
4. **for each region  $R \in R_{all}$**
5. let  $C$  be the cycle defining the boundary of  $R$ .
6.  
$$e_j[v] := \min\{e_j[v], \min\{w \in V_C e_{j-1}[w] + d_R(w, v)\}\} \text{ f. all } v \in V_C$$
7.  $D[v] := e_b[v]$  for all  $v \in B$

# Bellman Ford time complexity

Optimized Bellman Ford

$\Rightarrow$

$O(n \cdot \alpha(n))$

# Bellman Ford time complexity

$$\begin{aligned} \text{Optimized Bellman Ford} &\Rightarrow O(n \cdot \alpha(n)) \\ \text{Optimized Bellman Ford (p Regions)} &\Rightarrow O(n \cdot p \cdot \alpha(n)) \end{aligned}$$

## Bellman Ford time complexity

$$\begin{aligned} \text{Optimized Bellman Ford} &\Rightarrow O(n \cdot \alpha(n)) \\ \text{Optimized Bellman Ford (p Regions)} &\Rightarrow O(n \cdot p \cdot \alpha(n)) \end{aligned}$$

$$\text{Bellman Ford runs in } O(n \cdot \log(n)) \Leftrightarrow p \leq \frac{\log(n)}{\alpha(n)}$$



## Bellman Ford time complexity

$$\begin{aligned} \text{Optimized Bellman Ford} &\Rightarrow O(n \cdot \alpha(n)) \\ \text{Optimized Bellman Ford (p Regions)} &\Rightarrow O(n \cdot p \cdot \alpha(n)) \end{aligned}$$

$$\text{Bellman Ford runs in } O(n \cdot \log(n)) \Leftrightarrow p \leq \frac{\log(n)}{\alpha(n)}$$

$$\text{Optimal } p = \frac{\log(n)}{\alpha(n)}$$

### 3. Single-source Inter-region Distances (for all vertices)

For each Region  $R$  we have the SSSP from a boundary vertex  $r_R$  already recursively computed.

### 3. Single-source Inter-region Distances (for all vertices)

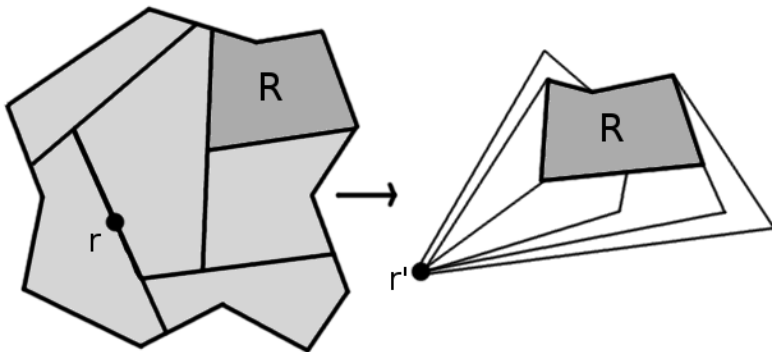
For each Region  $R$  we have the SSSP from a boundary vertex  $r_R$  already recursively computed.

We have the distances from some boundary vertex  $r$  to all other boundary vertices

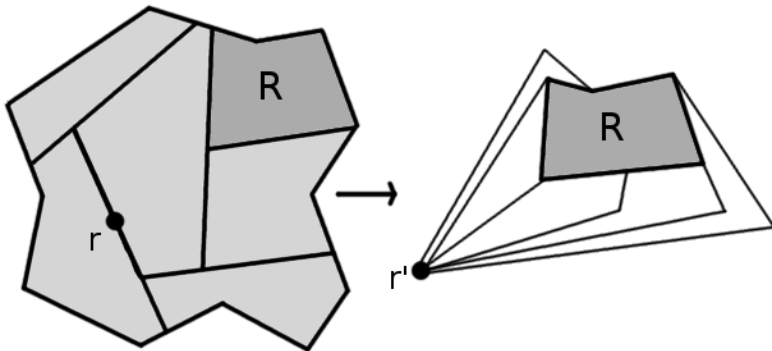
### 3. Single-source Inter-region Distances (for all vertices)

For each Region  $R$  we have the SSSP from a boundary vertex  $r_R$  already recursively computed.

We have the distances from some boundary vertex  $r$  to all other boundary vertices



### 3. Single-source Inter-region Distances (for all vertices)

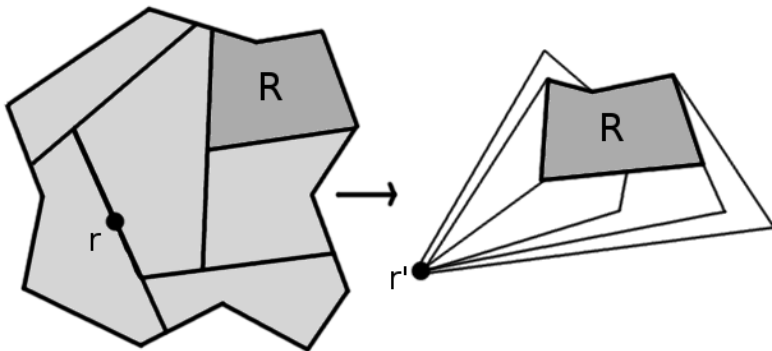


$$\phi(v) = d_R(r_R, v) \text{ if } v \neq r'$$

$$\phi(v) = \max\{d_R(r_R, b) - d_G(r, b)\} \text{ if } v = r' \text{ (} b \in B_R\text{)}$$

Claim:  $\phi$  is a feasible price function.

### 3. Single-source Inter-region Distances (for all vertices)



**Cost:**  $O(|V_R| \cdot \log(|V_R|))$  (for  $|V_R|$  Vertices per Region.)

**Overall Cost:**  $O(n \cdot \log(n))$  ✓

## 4. Compute feasible price function for entire $G$

The Last step is identical to original algorithm:

## 4. Compute feasible price function for entire $G$

The Last step is identical to original algorithm:

1. Take SSSP Distances from previous Step to compute a feasible price function ( $O(n)$ )



## 4. Compute feasible price function for entire $G$

The Last step is identical to original algorithm:

1. Take SSSP Distances from previous Step to compute a feasible price function ( $O(n)$ )
2. Use Dijkstra's algorithm ( $O(n \cdot \log(n))$ ) or Henzingers algorithm ( $O(n)$ ) to compute SSSP for arbitrary source nodes.

## 4. Compute feasible price function for entire $G$

The Last step is identical to original algorithm:

1. Take SSSP Distances from previous Step to compute a feasible price function ( $O(n)$ )
2. Use Dijkstra's algorithm ( $O(n \cdot \log(n))$ ) or Henzingers algorithm ( $O(n)$ ) to compute SSSP for arbitrary source nodes.

**Overall Cost:**  $O(n)/O(n \cdot \log(n))$

# Holes?

What if we have Holes?

# 1. Intra-region Boundary Distances (MSSP)

Apply the MSSP algorithm (Klein) to all  $p$  Regions once for every face/hole.

# 1. Intra-region Boundary Distances (MSSP)

Apply the MSSP algorithm (Klein) to all  $p$  Regions once for every face/hole.

**Cost:** For each Region  $O(|V_R| \cdot \log(|V_R|) + h \cdot |V_R| \cdot \log(|V_R|))$   
(for  $|V_R|$  being the number of vertices in that Region.)

# 1. Intra-region Boundary Distances (MSSP)

Apply the MSSP algorithm (Klein) to all  $p$  Regions once for every face/hole.

**Cost:** For each Region  $O(|V_R| \cdot \log(|V_R|) + h \cdot |V_R| \cdot \log(|V_R|))$   
(for  $|V_R|$  being the number of vertices in that Region.)

**Overall cost:**  $O(n \cdot \log(n))$  ✓

## 2. Inter-region Boundary Distances (Bellman Ford)

### Optimized Bellman Ford Pseudocode:

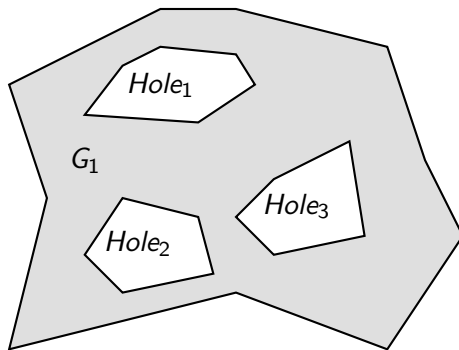
Let  $r$  be the root,  $B$  be the Boundary and  $b=|B|$ .

1. initialize vector  $e_j[v]$  for  $j = 0, \dots, b$  and  $v \in B$
2.  $e_j[v] := \infty$  for all  $v \in B$  and  $j = 0, \dots, b$
3.  $e_0[r] := 0$
4. for  $j = 1, \dots, b$
5. for each region  $R \in R_{all}$
6. let  $C$  be the cycle defining the boundary of  $R$
- 7.

$e_j[v] := \min\{e_j[v], \min\{w \in V_C e_{j-1}[w] + d_R(w, v)\}\}$  f. all  $v \in V_C$

8.  $D[v] := e_b[v]$  for all  $v \in B$

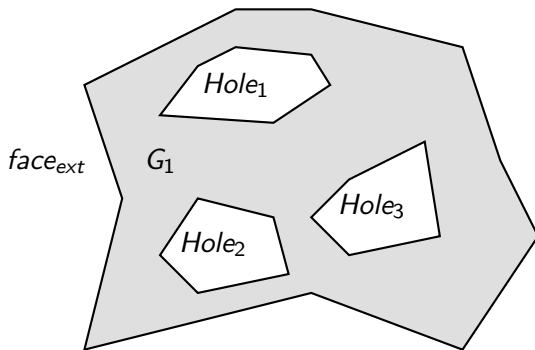
## 2. Inter-region Boundary Distances (Bellman Ford)



**Problem:** We have no Cycle  $C$  that defines the boundary. There are holes, each defining some of the boundary.



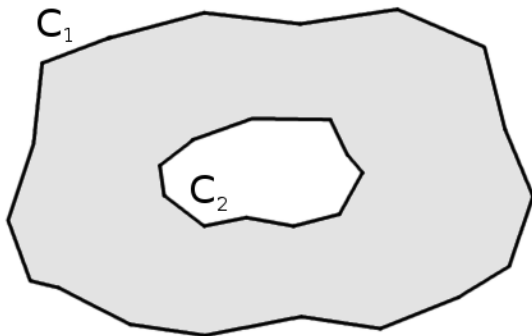
## 2. Inter-region Boundary Distances (Bellman Ford)



Consider:  $(H_1, H_2)$   $(H_1, H_3)$   $(H_1, face)$   $(H_2, H_1)$   $(H_2, H_3)$   $(H_2, face)$   
...  $(O(h^2) = O(1))$

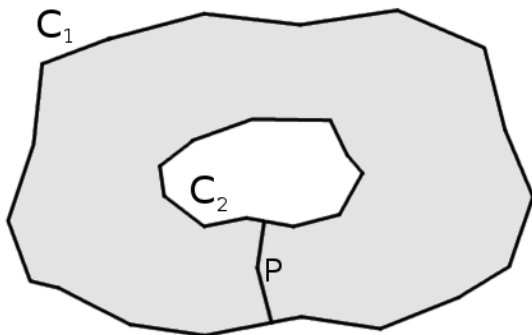
## 2. Inter-region Boundary Distances (Bellman Ford)

1. Let  $(C_1, C_2)$  be a pair of holes/external face.



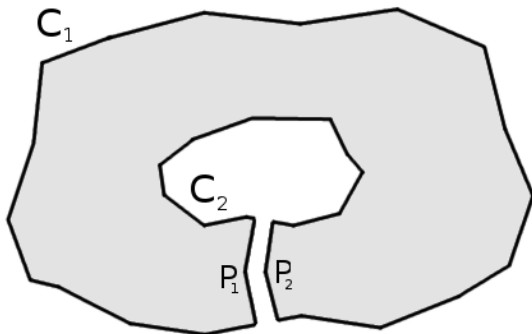
## 2. Inter-region Boundary Distances (Bellman Ford)

2. Let  $P$  be some Path starting in  $C_1$  and ending in  $C_2$ .



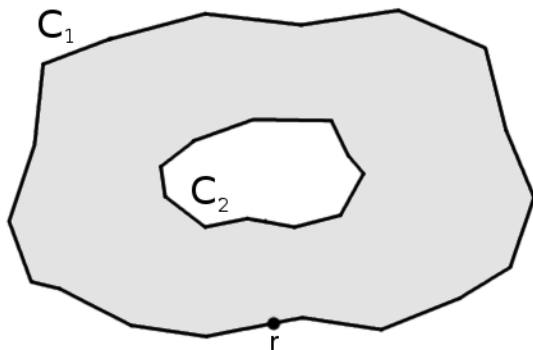
## 2. Inter-region Boundary Distances (Bellman Ford)

- Cut the graph along  $P$ . Now all nodes lie on the same face again.



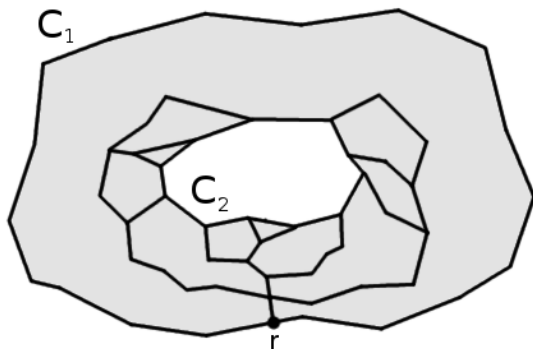
## 2. Inter-region Boundary Distances (Bellman Ford)

3. Choose some node  $r$  on  $C_1$ .



## 2. Inter-region Boundary Distances (Bellman Ford)

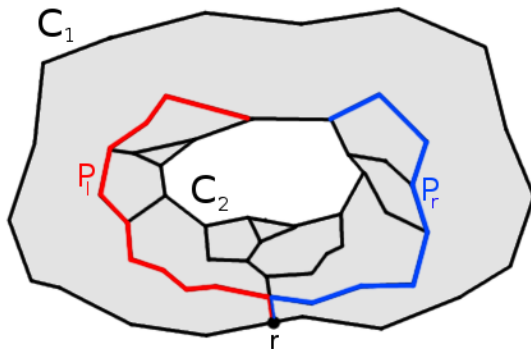
4. Compute the shortest Path Tree from  $r$  to all nodes on  $C_2$ .



## 2. Inter-region Boundary Distances (Bellman Ford)

### Lemma

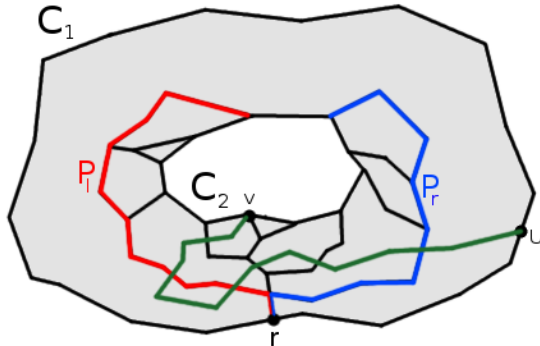
*There is always a shortest Path from  $v \in C_1$  to  $u \in C_2$  which does not cross both,  $P_l$  and  $P_r$ .*



## 2. Inter-region Boundary Distances (Bellman Ford)

Assume there is a shortest Path, say from  $u$  to  $v$ , that crosses both:

**Case 1:**

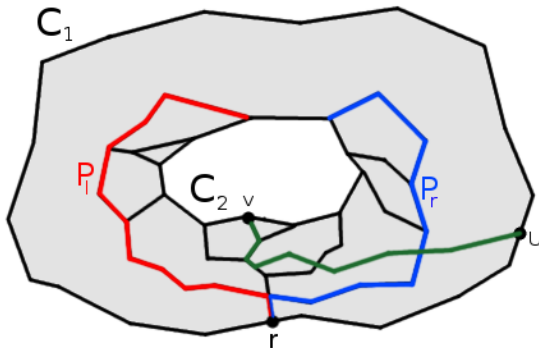




## 2. Inter-region Boundary Distances (Bellman Ford)

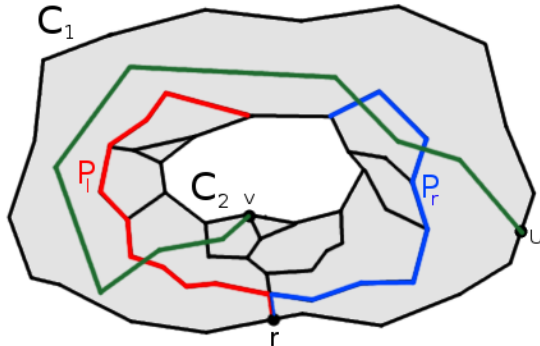
Assume there is a shortest Path, say from  $u$  to  $v$ , that crosses both:

**Case 1:**



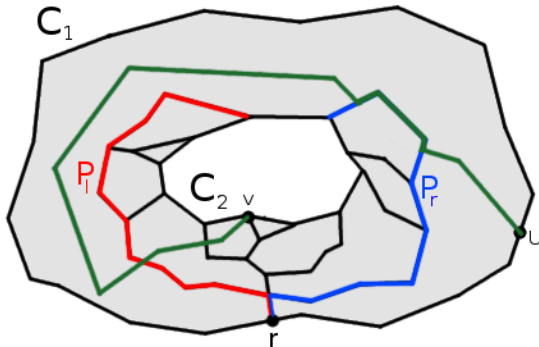
## 2. Inter-region Boundary Distances (Bellman Ford)

Assume there is a shortest Path, say from  $u$  to  $v$ , that crosses both:  
**Case 2:**



## 2. Inter-region Boundary Distances (Bellman Ford)

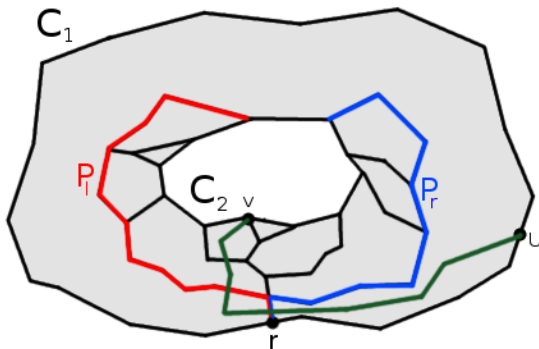
Assume there is a shortest Path, say from  $u$  to  $v$ , that crosses both:  
**Case 2:**



## 2. Inter-region Boundary Distances (Bellman Ford)

Assume there is a shortest Path, say from  $u$  to  $v$ , that crosses both:

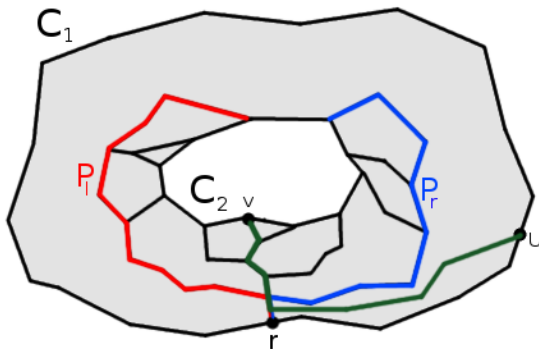
**Case 3:**



## 2. Inter-region Boundary Distances (Bellman Ford)

Assume there is a shortest Path, say from  $u$  to  $v$ , that crosses both:

**Case 3:**



## New modified Bellman Ford

Let  $r$  be the root,  $B$  be the Boundary and  $b=|B|$ .

1. initialize vector  $e_j[v]$  for  $j = 0, \dots, b$  and  $v \in B$
2.  $e_j[v] := \infty$  for all  $v \in B$  and  $j = 0, \dots, b$
3.  $e_0[r] := 0$
4. for  $j = 1, \dots, b$
5. for each region  $R \in R_{all}$
6. for each Pair  $(C_1, C_2)$
7. IF  $(C_1 = C_2)$  THEN continue as before
7. ELSE (assume  $C_1$  is external and  $d_{P_i}$  have been precomputed)  
 $e_j[v] := \min\{e_j[v], \min_{w \in C_1} \{e_{j-1}[w] + d_{P_r}(w', v')\}\}$  f. all  $v \in C_2$   
 $e_j[v] := \min\{e_j[v], \min_{w \in C_1} \{e_{j-1}[w] + d_{P_l}(w', v')\}\}$  f. all  $v \in C_2$
8.  $D[v] := e_b[v]$  for all  $v \in B$

# New modified Bellman Ford time complexity

We have:

- $p$  Regions ( $p = \frac{\log(n)}{\alpha(n)}$ )

# New modified Bellman Ford time complexity

We have:

- $p$  Regions ( $p = \frac{\log(n)}{\alpha(n)}$ )
- $h^2$  Pairs of holes ( $=O(1)$ )



# New modified Bellman Ford time complexity

We have:

- $p$  Regions ( $p = \frac{\log(n)}{\alpha(n)}$ )
- $h^2$  Pairs of holes ( $=O(1)$ )
- 2 Iterations per hole pair ( $=O(1)$ )

**Overall Cost:**  $O(2 \cdot h^2 \cdot p \cdot n \cdot \alpha(n)) = O(n \cdot \log(n))$

## Overall Cost of Improved algorithm

1. Dividing into  $p$  pieces  $\Rightarrow O(n \cdot \log(n))$
  2. Recursive Call  $\Rightarrow O\left(\frac{\log(n)}{\log(\log(n))}\right)$
  3. MSSP  $\Rightarrow O(n \cdot \log(n))$
  4. Optimized Bellman Ford  $\Rightarrow O(n \cdot \log(n))$
  5. Price function/Dijkstra  $\Rightarrow O(n \cdot \log(n))$
  6. Price function/Dijkstra  $\Rightarrow O(n \cdot \log(n))$
- Overall Cost:**  $\Rightarrow O\left(\frac{n \cdot \log(n) \cdot \log(n)}{\log(\log(n))}\right)$

# Conclusion

- 1 Introduction
- 2 The improved Algorithm of Mozes/Wulff-Nilsen
- 3 Conclusion**

# Conclusion

- SSSP with real weight for planar graphs can be computed in  $O(n \cdot \log n^2 / \log(\log(n)))$

# Conclusion

- SSSP with real weight for planar graphs can be computed in  $O(n \cdot \log n^2 / \log(\log(n)))$
- Most of the time is used to find a feasible price function, we then simply use djistra.

# Conclusion

- SSSP with real weight for planar graphs can be computed in  $O(n \cdot \log n^2 / \log(\log(n)))$
- Most of the time is used to find a feasible price function, we then simply use djistra.
- Is it possible to find a feasible price function in  $O(n \cdot \log(n))$  time?

# Conclusion

- SSSP with real weight for planar graphs can be computed in  $O(n \cdot \log n^2 / \log(\log(n)))$
- Most of the time is used to find a feasible price function, we then simply use djistra.
- Is it possible to find a feasible price function in  $O(n \cdot \log(n))$  time?
- What about Constant hidden in  $O$  – *Notation?*

# Thank You!