

Dijkstra from each vertex  $(VE + V^2 \log V)$  using Fib-heap  
Floyd-Warshall  $O(V^3)$  better for sparse graphs

reweight edges using new fun  $\tilde{w}$  s.t.

1) shortest path using  $w$  also shortest using  $\tilde{w}$

2)  $\tilde{w}(u,v) \geq 0$

can satisfy 1 w/ potential fun  $h(v)$ ,  $\tilde{w}(u,v) = w(u,v) + h(u) - h(v)$

consider path  $p = v_0, v_1, v_2, \dots, v_k$

$$\tilde{w}(p) = \tilde{w}(v_0, v_1) + \tilde{w}(v_1, v_2) + \dots + \tilde{w}(v_{k-1}, v_k)$$

$$= w(v_0, v_1) + h(v_0) - h(v_1) + w(v_1, v_2) + h(v_1) - h(v_2) + \dots$$

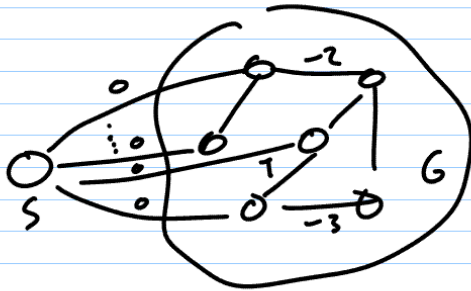
$$+ w(v_{k-1}, v_k) + h(v_{k-1}) - h(v_k)$$

$$= w(p) + h(v_0) - h(v_k)$$

To find  $h$  to satisfy  $Z$  as well:

Johnson

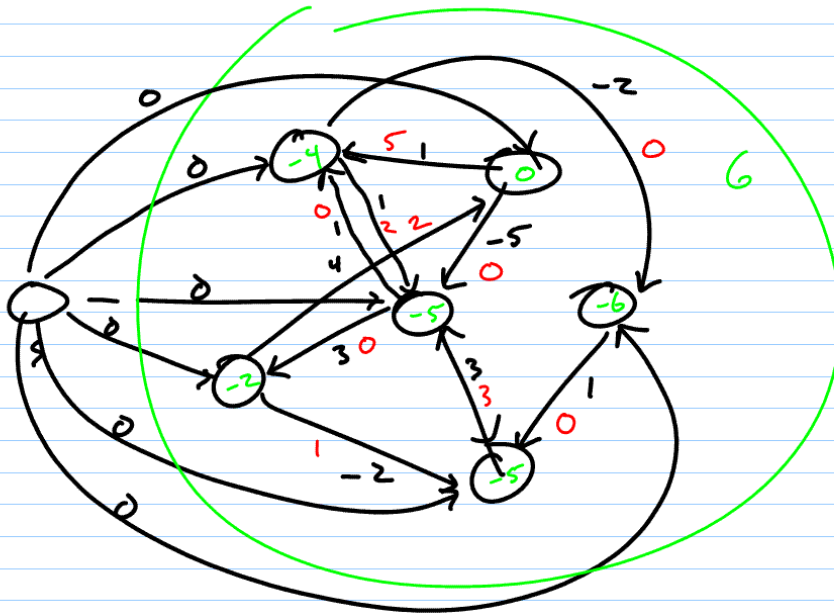
run B-F on  $G$  w/ new vertex  $s$  connected to all other vertices using edge of weight 0



use  $s$  as source for B-F

B-F computes  $\delta(s, v)$  for all  $v \in G$

Set  $h(v) = \delta(s, v)$



for any edge  $(u, v)$   $\delta(s, v) \leq \delta(s, u) + w(u, v)$

$$0 \leq w(u, v) + h(u) - h(v) = \beta(u, v)$$

factor (n)

int d=2

while (n>d)

if n % d == 0

output d  
n = n / d

else  
d++

$O(n)$

not poly-time in size of  
input since size =  $\log_2 n$

so  $O(2^{\text{size}})$