

Path-value functions for which Dijkstra's algorithm returns optimal mapping

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Dijkstra Algorithm, DA: Why should you care?

DA discovered: V. Jarník 1930, R. Prim 1957, E. Dijkstra 1959 to find minimum spanning tree for a weighted undirected graph.

- It is one of the fastest algorithms used in image precessing, including image segmentation:
(essentially) **linear time** with respect to image size
- It is the power engine behind
 - **Fuzzy Connectedness, FC**, segmentation software
- Can be used to find **Watershed** transform
- Usable in **boundary tracking, morphological reconstructions, fast binary morphology, shape description, clustering, and classification**

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- Q was investigated in the paper
[FSL] Falcão, Stolfi, and Lotufo, *IFT*, TPAMI, 2004
- They found “sufficient” conditions for DA to be usable
- I started search for *necessary and sufficient* conditions
- Indeed, I found such conditions
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“sufficient” conditions in [FSL] are **not sufficient!**
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What's ahead: Talk's outline

- 1 The algorithm
- 2 Characterization Theorem for **DA**
- 3 **DA***: a slight modification of **DA**
- 4 What is in [FSL] paper
- 5 Final Remarks
- 6 Summary

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Definitions and notation needed for DA

- $G = \langle V, E \rangle$ – finite directed graph
(Applications and our examples use simple grids.)
- *Path (in G):* $p = \langle v_0, \dots, v_\ell \rangle$, $\langle v_j, v_{j+1} \rangle \in E$ for $j < \ell$;
from $S \subset V$ to $v \in V$ when $v_0 \in S$ and $v_\ell = v$;
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- **Path cost** function: a map ψ from Π_G to $\langle [-\infty, \infty], \preceq \rangle$,
 \preceq is either \leq or \geq .
- **DA** for ψ tries to find, for every $v \in V$, the ψ -**minimizer**:

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Examples of path cost functions ψ

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- **Fuzzy connectedness**: given *affinity* map $\psi: E \rightarrow [0, 1]$,

seeks for maximizers (i.e., \preceq -minimizers with \preceq being \geq):

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- **Shortest path (classic DA)**: given *distance* $\omega_E: E \rightarrow [0, \infty)$,

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seeks for maximizers (i.e., \preceq -minimizers with \preceq being \geq):

$$\psi_{\min}(\langle v_0, \dots, v_\ell \rangle) = \min_{1 \leq j \leq \ell} \psi(v_{j-1}, v_j) \quad \text{for } \ell > 0$$

$$\psi_{\min}(\langle v_0 \rangle) = 1 \text{ if } v_0 \in S, \quad \psi_{\min}(\langle v_0 \rangle) = 0 \text{ if } v_0 \notin S$$

- **Shortest path (classic DA)**: given *distance* $\omega_E: E \rightarrow [0, \infty)$,

$$\psi_{\text{sum}}(\langle v_0, \dots, v_\ell \rangle) = \sum_{1 \leq j \leq \ell} \omega_E(v_{j-1}, v_j) \quad \text{for } \ell > 0$$

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More examples of path cost functions ψ

- Watershed transform:** given *altitude* map $\omega_V: V \rightarrow [0, \infty)$,
 $\psi_{\text{peak}}(\langle v_0, \dots, v_\ell \rangle) = \max_{1 \leq j \leq \ell} \{h(v_0), \omega_V(v_j)\}$ for $\ell > 0$
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- Barrier Distance transform:** given map $\omega_V: V \rightarrow [0, \infty)$,
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 $\psi_{\text{dif}}(\langle v_0 \rangle) = 0$ if $v_0 \in S$, $\psi_{\text{dif}}(\langle v_0 \rangle) = \infty$ if $v_0 \notin S$
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Dijkstra Algorithm, **DA**, aiming to find ψ -optimal map

Data: $G = \langle V, E \rangle$ and ψ from Π_G to $\langle [-\infty, \infty], \preceq \rangle$

Result: an array $\sigma[\]$, aiming for being ψ -optimal map

Additional: an array $\pi[\]$ of paths, such that, at any time,
for any $v \in V$, $\pi[v]$ is a path to v with $\sigma[v] = \psi(\pi[v])$

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2  $H \leftarrow V$ 
3 while  $H \neq \emptyset$  do                                     /* the main loop  */
4   remove an element  $w$  of  $\arg \preceq\text{-min}_{u \in H} \sigma[u]$  from  $H$ 
5   foreach  $x$  such that  $\langle w, x \rangle \in E$  do
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Outline

- 1 The algorithm
- 2 Characterization Theorem for **DA**
- 3 **DA***: a slight modification of **DA**
- 4 What is in [FSL] paper
- 5 Final Remarks
- 6 Summary

Special paths

For fixed $\psi: \Pi_G \rightarrow \mathbb{R}$, a path $p = \langle v_0, \dots, v_\ell \rangle \in \Pi_G$ to v :

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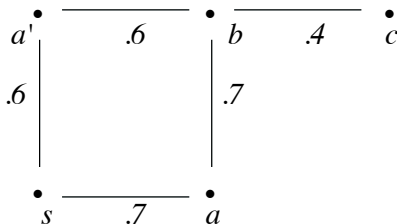
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Examples: for FC cost ψ_{\min} with $S = \{s\}$

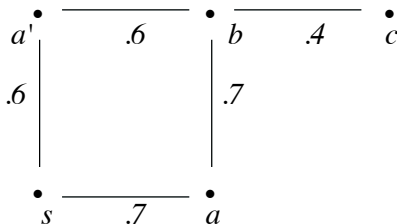
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- $\langle s, a, b \rangle$ is hereditarily ψ_{\min} -optimal
- $\langle s, a', b \rangle$ is not ψ_{\min} -optimal
- $\langle s, a, b, c \rangle$ is hereditarily ψ_{\min} -optimal
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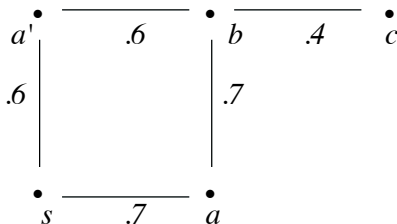
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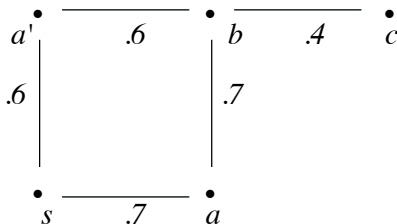
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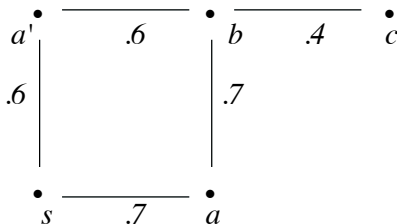
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For costs ψ_{\min} , ψ_{sum} , and ψ_{peak} there is a map f s.t.

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Let $\psi: \Pi_G \rightarrow [-\infty, \infty]$ be a path cost function. If

(E) for every $v \in V$ *there exists an HOM path to v with the replacement property*,

then $\sigma[\]$ returned by **DA** **is guaranteed to be ψ -optimal**;

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If $\psi: \Pi_G \rightarrow \mathbb{R}$ satisfies (M) and

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ψ_{sum} , ψ_{min} , and ψ_{peak} satisfy (E).

DA works correctly for these functions.

PROOF. (R*) implies:

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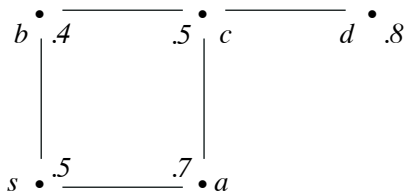
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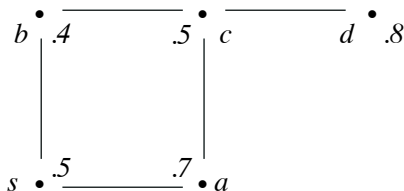
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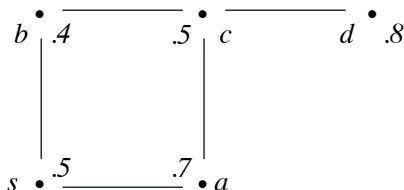
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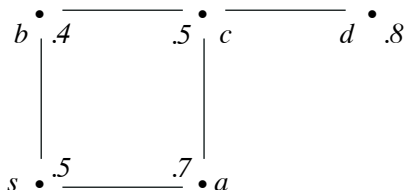
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Outline

- 1 The algorithm
- 2 Characterization Theorem for **DA**
- 3 DA*: a slight modification of DA**
- 4 What is in [FSL] paper
- 5 Final Remarks
- 6 Summary

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Consider graph $s \longleftrightarrow a$

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Consider graph $s \longleftrightarrow a$

Put $\psi(\langle s \rangle) = .2$, $\psi(p) = 0$ for any other path from s , and

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There is no HOM path for any $v \in V$, since $\langle v \rangle$ is suboptimal.

ψ satisfies (R), in void, since there are no HO paths.

DA returns a non-trivial circular path: **DA** terminates with

$\pi[a] = \langle s, a \rangle$ and the cycle $\pi[s] = \langle s, a, s \rangle$.

This contradicts Lemma 2 from [FSL]

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DA*, which cannot return cycles for any ψ

Algorithm 1: DA*, aiming to find the ψ -optimal map

Data: $G = \langle V, E \rangle$ and ψ from Π_G to $\langle [-\infty, \infty], \preceq \rangle$

Result: an array $\sigma[\]$, aiming for being ψ -optimal map

Additional: an array $\pi[\]$ of paths, such that, at any time,
for any $v \in V$, $\pi[v]$ is a path to v with $\sigma[v] = \psi(\pi[v])$

```

1 foreach  $v \in V$  do  $\pi[v] \leftarrow \langle v \rangle$ ;  $\sigma[v] \leftarrow \psi(\pi[v])$  /* init. */
2  $H \leftarrow V$ 
3 while  $H \neq \emptyset$  do /* the main loop */
4   remove an element  $w$  of  $\arg \preceq\text{-min}_{u \in H} \sigma[u]$  from  $H$ 
5   foreach  $x$  such that  $\langle w, x \rangle \in E$  and  $x \in H$  do
6      $\sigma' \leftarrow \psi(\pi[w] \wedge x)$ 
7     if  $\sigma[x] \succ \sigma'$  then  $\sigma[x] \leftarrow \sigma'$ ;  $\pi[x] \leftarrow \pi[w] \wedge x$ 

```

Main Theorem for **DA***: no cycles

Theorem

Let $\psi: \Pi_G \rightarrow [-\infty, \infty]$ be a path cost function.

- If $\pi[\cdot]$ is returned by **DA***, then, for every $v \in V$, $\pi[v] = \langle v_0 \dots, v_\ell \rangle$ is a path to v with no repetitions such that $\pi[v_i] = \langle v_0 \dots, v_i \rangle$ for every $i \in \{0, \dots, \ell\}$.
- If (E) holds, then $\sigma[\cdot]$ returned by **DA*** is **guaranteed** to be the ψ -optimal map. Moreover, the returned map $\pi[\cdot]$ consists of hereditary ψ -optimal paths.
- Conversely, $\sigma[\cdot]$ returned by **DA*** **cannot be** ψ -optimal, unless for every $v \in V$ **there exists a HOM path to v** .

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Outline

- 1 The algorithm
- 2 Characterization Theorem for **DA**
- 3 **DA***: a slight modification of **DA**
- 4 What is in [FSL] paper
- 5 Final Remarks
- 6 Summary

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A path cost map ψ is a **smooth function** provided

for any v there exists ψ -optimal p to v s.t. either $p = \langle v \rangle$, or

$p = q \hat{v}$, where q is a path to w , $\langle w, v \rangle$ is an edge, and

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Example

Graph: $\{0, \dots, 5\} \times \{0, \dots, 5\}$ with 4-adjacency.

Seed: $\mathbf{s} = \langle 0, 0 \rangle$. Problem: minimization, i.e., \preceq is \leq .

If \mathbf{s} appears in $\rho = \langle v_0, \dots, v_\ell \rangle$ only as v_0 :

$\psi(\rho) = \ell$ when $\ell \leq 3$; $\psi(\rho) = 0$ otherwise.

$\psi(\rho) = 100$ for all other paths ρ .

- $\psi(v) = 0$ for every v
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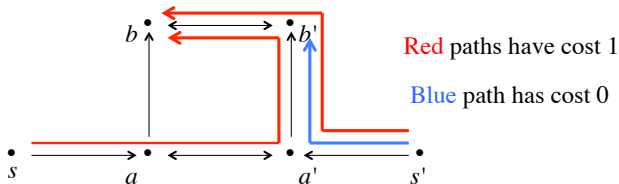
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C1*-C3* do not imply good behavior of **DA** or **DA***



$S = \{s, s'\}$; maximization problem (i.e., \preceq is \geq)

$\psi(p) = 1$ for any p from S of the form $\langle \dots, a, a', b, b' \rangle$ ($\psi(p) = 0$ otherwise):

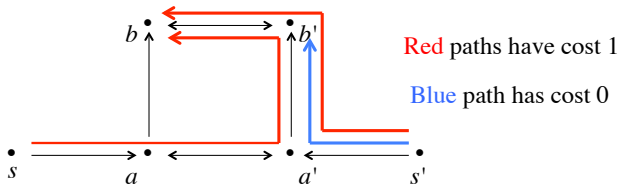
- to a $v \in \{s, s', a, a'\}$ or having repeated vertices;
- $\langle \dots, a', b', b \rangle$, $\langle s, a, a', b' \rangle$, $\langle \dots, a, b, b' \rangle$, or $\langle s', a', a, b \rangle$.

C1*-C3* satisfied: by $\langle s, a, a', b', b \rangle$ and $\langle s', a', a, b, b' \rangle$

May terminate with suboptimal σ : Starting with $\langle s, a \rangle$ and $\langle s', a' \rangle$

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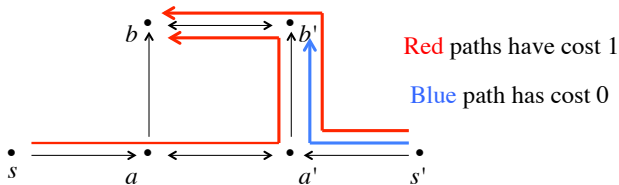
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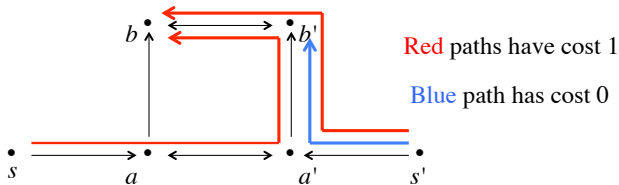
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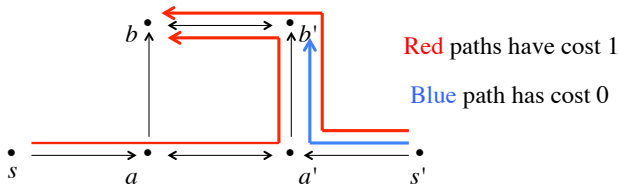
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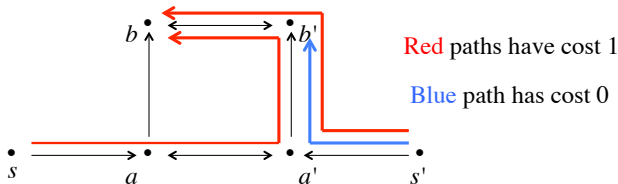
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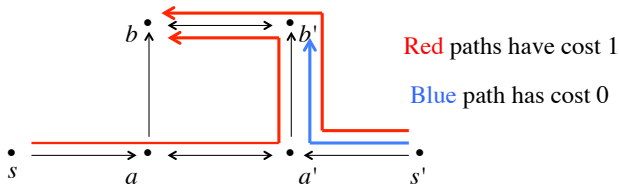
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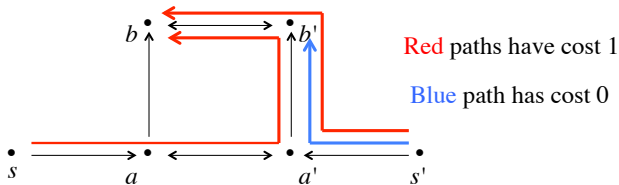
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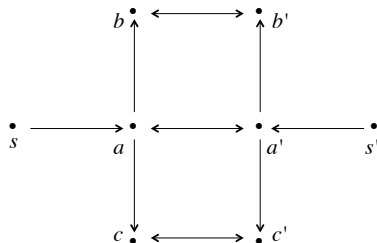
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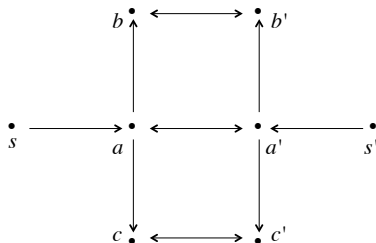
Stronger example: σ cannot be optimal



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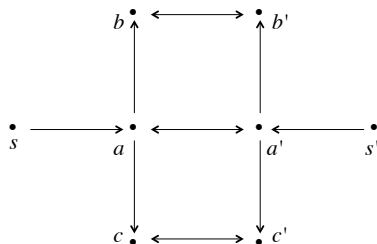
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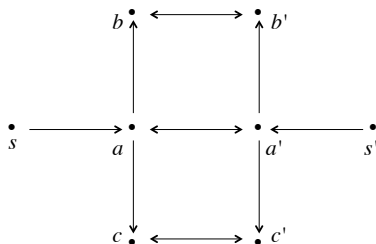
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- 1 The algorithm
- 2 Characterization Theorem for **DA**
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Final tune-ups

If ψ , like ψ_{\min} , ψ_{sum} , and ψ_{peak} , satisfies

$$(I) \quad \psi(p \hat{\ } v) = f(\psi(p), a, b) \text{ for any path } p \text{ to } a \text{ and edge } \langle a, b \rangle,$$

then, in **DA** and **DA***, there is no need to store paths in $\pi[\]$.

The similar trick can be used for ψ_{dif} .

If ψ satisfies (M), “ $x \in H$ ” in line 5 of **DA*** is redundant.

For such ψ it makes sense to replace, both in **DA** and **DA***, the condition in line 5 with “ x such that $\langle w, x \rangle \in E$ and $x \in H$,” to avoid unnecessary computation of $\psi(\pi[w] \hat{\ } x)$.

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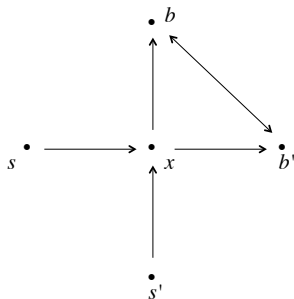
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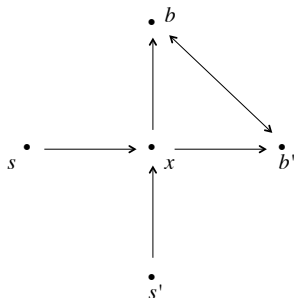
- $\langle s, x, b, b' \rangle$, $\langle s', x, b', b \rangle$, and their initial segments.

b and b' admits **no optimal path with the replacement property.**

DA and **DA*** return optimal maps:

with $\pi[b] = \langle s', x, b', b \rangle$ or $\pi[b'] = \langle s, x, b, b' \rangle$

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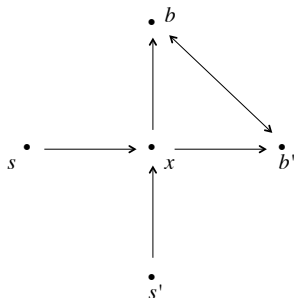
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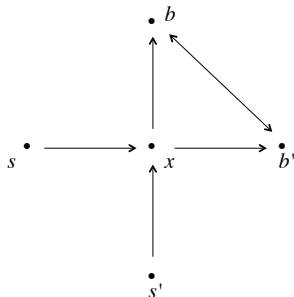
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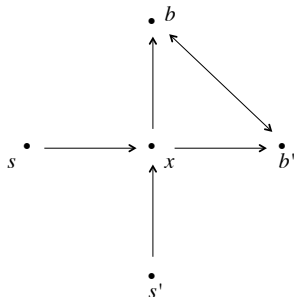
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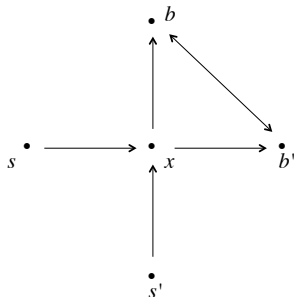
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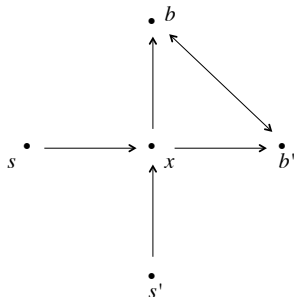
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Thank you for your attention!